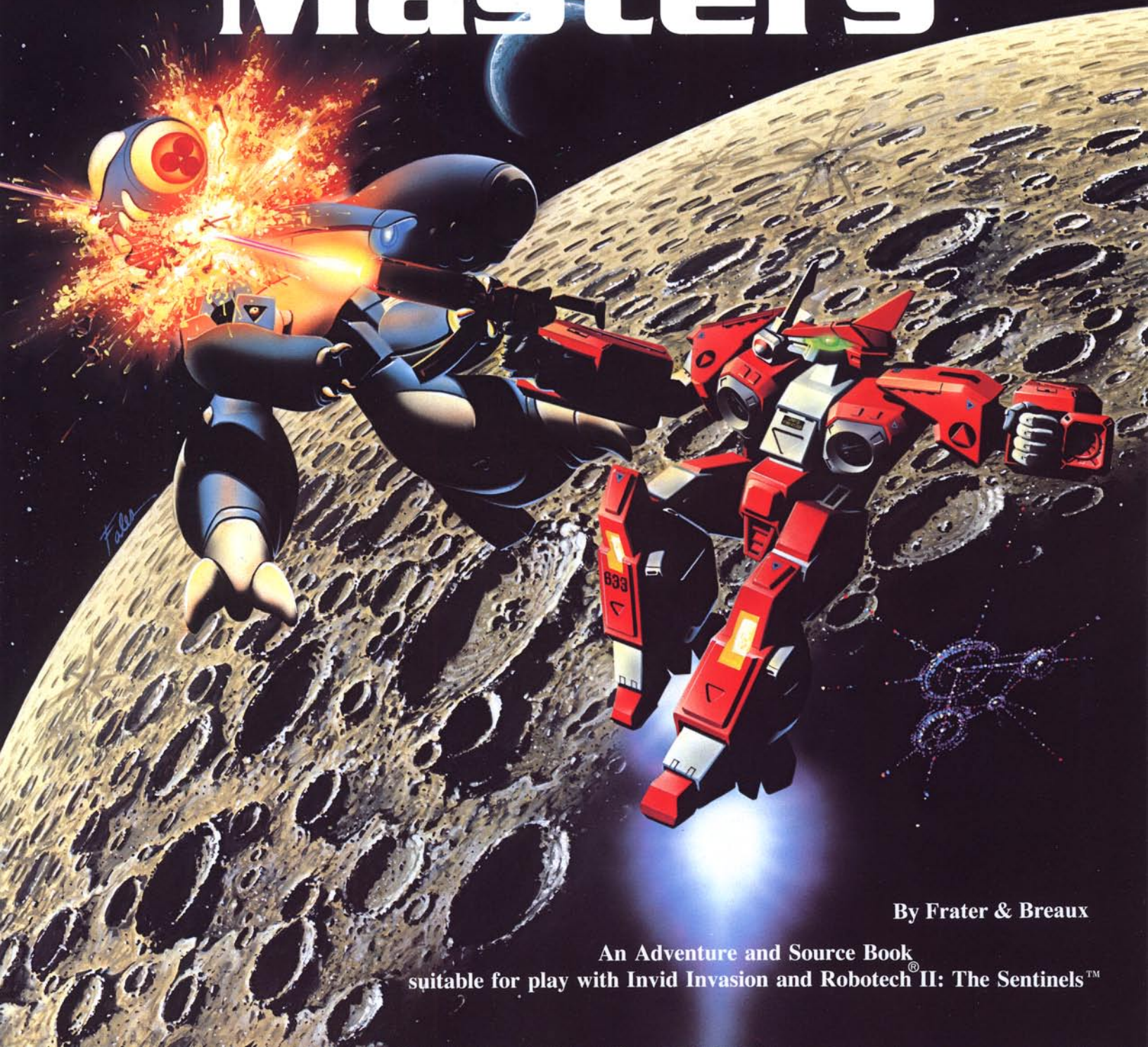


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THE ROBOTECH® RPG BOOK SIX:

The Return of the Masters™



By Frater & Breaux

An Adventure and Source Book
suitable for play with Invid Invasion and Robotech® II: The Sentinels™

About this book

Originally published in 1989

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

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

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

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

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

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

– Kevin Siembieda, Publisher & Game Designer, 2017



T.O.M

Palladium Books® Presents . . .
THE ROBOTECH® RPG BOOK SIX:

The Return of the Masters

This book is dedicated to the graduating class of Ulpan Nishmar Hasharon, 1985, for believing in me when I found it difficult to believe in myself.

Jonathan Frater — 1989

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**Palladium Books® Presents . . .
THE ROBOTECH® RPG BOOK SIX:**

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The Return of the Masters

A World in Turmoil

The Third Robotech War is over, or at least that's what people want to believe. The Invid invaders have come and gone and returned again. Thus, the struggle for freedom against the Invid continues (see the INVID INVASION for the Third Robotech War).

Sometimes the conflict dies down to a dull throb, at other times it rages on like a tornado. The famed RDF forces no longer exist as an official government agency. Nor do the Armies of the Southern Cross. The Robotech Expeditionary Force succeeded in repelling the Invid once, but at the cost of 89% of its space fleet. Still, there are pockets of resistance fighters who oppose the strange protoculture hungry aliens wherever and whenever possible. Valiant men and women who once served under one of the Earth's military defense forces and simple civilians who have learned the ways of war and operate patch-work mecha in an attempt to reclaim their world.

There are many resistance fighters scattered across the Earth. Some are members of large secret organizations, while others are small groups that comprise a network of freedom fighting groups, large and small, that coordinate their efforts and support one another. Still others are independent operatives, local vigilante groups, or isolated activists. Freedom forces may include any combination of mecha, weapons, and defenders from any and all branches of the military, police, and Robotech defense organizations.

The adventures that follow are just one small chapter in the much larger story of humankind's quest for freedom.

PLAYER'S BACKGROUND

The year is 2039 Anno Domini. The Invid Flowers of Life begin to bloom as much of the planet enjoys the sweet warmth of Spring. It has been a little over eight months since the return of the Invid from their self-imposed exile from the planet Earth. Their need for the "Flower of Life" outweighing their revulsion toward human life.

This time there was no mass destruction to announce their arrival. One morning they were simply back. Fastidiously rebuilding hives and establishing slave colonies of human workers to cultivate and process the precious protoculture plants. For mankind it was a kin to awakening from a beautiful dream only to find the nightmare continues in your own backyard. Freedom had been a fleeting prize lost to the enemy's overwhelming numbers and addiction to protoculture energy.

However, the current Invid presence is different than their first occupation of Earth. Less oppressing and ominous, their numbers are believed to be as few as one quarter their original occupying force. Best estimates put total troops at three to six million. Their activity is also much less conspicuous. The blatant extermination of human life seems to have been forgotten, at least for the time being. Activity appears to be focused on the securing of protoculture farmland, the establishing slave camps and protoculture processing factories, and the defense of those areas. And most significant is the absence of the Regis.

Despite all this, the Invid are still a hate filled enemy who longs for the destruction of human-kind. To secure their dominion over the land, they still raze cities that grow too large, and those which may represent a threat to their empire. They exterminate, without hesitation, anybody who dares to use protoculture, or who attacks them, or threatens even a single protoculture plant. The Invid continue to be tyrants with no regard for human life.

A History of Indochina the Quadrant

For most of the people living in the Indochina Quadrant, the First Robotech War was initially something far removed from their daily routine. Nobody had ever seen a Zentraedi, and few could bring themselves to believe that 40 foot tall aliens had invaded the Earth. One day though, the people of Hong Kong, Bangkok, and other major cities in the Orient gazed up at the night sky to see the flash from four million Zentraedi warships before it obliterated them. Suddenly, the war was very real.

The less developed countries of Burma, Thailand, Malaya, Laos, Cambodia, and Vietnam survived the Zentraedi bombardment quite well, compared to most of the world. Only the largest cities and military installations were targets. The scores of mountain and jungle villages were left unscathed. If anything, the loss of the political machine gave the land back to the peasants who returned to a simpler life as farmers and fishermen deep in the safety of the jungle.

However, the human natives were not the only ones to seek refuge in the dark web of the jungle. Several Zentraedi battle cruisers, with their crews of 30 and 40 thousand, crashed in the Indochina Quadrant. Unlike their counter parts in South America, these Zentraedi disappeared into the jungle hoping the world would forget them. And it did. Who these Zentraedi quietly terrorized was lost to a world struggling to pull itself from its own ashes. Sadly, there was no time for the concerns of jungle peasants half a world away.

After a few years of terror, the Zentraedi learned to live peacefully among the "inferior" human peasants and keep their activities mostly unknown to the RDF. Their plan was to regroup, rebuild, and wait for the right moment to strike. The plan was largely a success.

As Fate would have it, the Second Robotech War would drop a group of Robotech Master survivors right into the Zentraedi's lap. Their long wait had been worthwhile, for now they had Robotech Masters to lead them. Like the Zentraedi before them, the Masters first slipped away into the jungle, keeping their existence a secret.

The Earth governments were in a state of disarray after the Second Robotech War. The one world government collapsed and independent city-states sprung up everywhere. Many survivors from the military found the opportunity to use their mecha, megadamage weapons, and skills to carve out their own little empires. The people of the world were splintered into thousands of feudal type kingdoms, with only a handful of major powers such as the E.B.S.I.S. and Merchant Republic. Generally, technology was low and communications poor, especially international communications. Unknown to the rest of the world, the Robotech Masters of Indochina would use this time to rebuild. The Earth was a garden of protoculture. If they could act quickly enough, they could harvest a huge supply, leave Earth, and escape to a distant solar system to rebuild their crumbling empire (and with ever fewer Masters to share the power.)

The first part of their plan was simple. The Zentraedi easily collected tons of protoculture seeds, which were placed in stasis. Leaving Earth and its galaxy presented the problem. The Masters' mothership was obliterated, but a few of the Zentraedi battle cruisers offered the possibility of reconstruction. So it was that over the next several years, the Masters, aided by their loyal Zentraedi and humans allured by the promise of power, focused all their energy into the repair of a Zentraedi battle cruiser.

The arrival of the Invid only served to make the Masters' escape plans more difficult, requiring great stealth and secrecy. At this point, the existence of the Masters on Earth is still unknown to the Invid and to the world at large. Only a few hundred natives in the area of the Zentraedi/Masters activity know about the giants and the Robotech Masters, but they have no idea who the Robotech Masters are, nor the danger they represent to humankind.

NOTE: Most of this historical data is common knowledge. The data about the Robotech Masters is available information to any characters who take the time to ask questions of the local peasants (especially village elders and wouldbe political kingpins). It is the specific details, time table, and plans that are not known. Remember, any freedom fighter worth his salt will realize that he has stumbled into a highly volatile situation that requires immediate investigation.

No more cities, just jungle

All the major cities and populated areas of Southeast Asia were reduced to powdered bone and rubble during the three Robotech Wars. Bangkok, Phnom Penh, Saigon, and Hanoi are wastelands where the jungle will not grow. The other cities and towns have been reclaimed by nature, swallowed up by a carpet of green.

The Jungle

The jungles of Southeast Asia are dense and unforgiving. The vegetation is fuller than anything most North Americans and Europeans can imagine. Except for open fields of five foot (1.5 m) tall grass or swamp, the jungle is a tangled mass of vegetation that makes travel difficult and visibility poor. But the terrain is far more menacing than mere jungle. It is among the most treacherous land in the world. If the terrain was just jungle alone it would be difficult, but the land changes violently in a matter of a dozen miles.

Picture the huge hills (some might say mountains) of Pennsylvania. This is similar to the physical contour of the land in Southeast Asia. Now cover Pennsylvania in jungle. And things get worse. You travel up 1200 feet (365.7 m) of steep hill through jungle or rain forest (even denser than jungle), then you travel down 1200 feet. You're in the valley, if you're lucky, it's dry, so you only have to trudge through 4 to 12 feet tall grass (hopefully not the razor sharp elephant grass), or 8 to 30 feet (2.49.1 m) tall bamboo forest, or only waist- high grass and scrub (scrub is tangling weeds and shrubs/bushes). If you're not so lucky, the valley is a swamp or sucking mud. You trudge through all of that to the next hill or valley pass, the terrain changes, and you go on. Five miles (8 km) down, the jungle is cut open by a ravine that runs 2 to 12 miles long, is 200 to 2000 feet (61-610 meters) wide, and 500 to 2000 feet (152-610m) straight down. At the bottom you'll have to cross an expanse of river, swamp, muck, or rock, then climb back up the other sheer wall of the ravine and continue on your way. Welcome to Southeast Asia.

Even mecha are going to have difficulty traveling through this land. The cyclone will rarely be able to ride in motorcycle mode and walking speed will be greatly reduced. Vehicles, such as tanks and even hover cycles, will find it impossible to travel through most of the land. The forests are just too thick (sunlight can barely penetrate the dense foliage of some regions of the forests) and the land too rugged and changing. Most mecha, human and alien, can travel through the difficult terrain, but movement and speed will be impaired. Mecha in battloid mode with at least limited flight capabilities are the best. The humanoid form means that they are able to climb, dig, swim, leap, run, chop through brush if necessary, etc. Many parts of the land are accessible only by elephant or on foot, or by mecha.

Mecha considerations for travel in Southeast Asia

Both man-size and giant mecha travel through the jungle at *half speed* on foot. Flying, literally, through the jungle is possible for these mega-damage machines, but maximum thrust will propel the mecha at 20% its normal maximum speed, the mecha will suffer damage (2D6 M.D. per 100 yards/meters), make a thunderous noise, and create a path of destruction that can not be missed.

Full speed and motorcycle mode are possible only when travelling on roads, dirt paths (although booby traps and ambushes will be impossible to notice), and through grasslands.



RANDOM TERRAIN TABLE

Roll for every five (5) miles (8km) travelled

- 01-15** A crater from one of the Robotech wars, 2D6 miles in diameter, with walls that are a 2D6 × 100 foot drop straight down. Inside the crater is (roll percentile dice):
- 01-20** Dust bowl where nothing will grow. Clouds of dust are kicked up by any movement. 1-40% chance of a dust storm; speed is reduced by 80% (horrible visibility), radar and other sensors are useless, characters without protection from the storm are blinded and are -9 to strike, parry, and dodge. The only possible advantage to a dust/sand storm is that the enemy can not see or find you in it. The storm lasts 1D6 × 10 minutes.
- 21-40** Mud Bowl. It's impassable by animals and vehicles. Mecha speed is reduced by 25%, humans on foot are reduced to half speed.
- 41-60** Crater Lake; 2D4 × 10 feet deep.
- 61-80** Rock and shrub; mecha reduces speed by 10%, humans, animals, and vehicles move at half speed.
- 81-00** Grass and scrub.
- 16-20** Elephant Grass! Characters in mecha are not hurt by the forest of 15 to 25 feet (4.5-7.6 m) tall blades of razor sharp vegetation, but speed is reduced by 30%. Characters without mecha should go around this mess, but if they don't, reduce speed by 75% and suffer 2D6 S.D.C./hit point damage for every 300 yards/meters of travel.
- 21-25** Terrain ends in a 2D4 × 100 foot straight drop into a ravine. At the bottom of the ravine is: 1-20 a stream only 2D4 feet deep but 3D6 × 10 feet across, 21-40 waist deep mud 3D6 × 10 feet across, 41-60 grass and shrubs (nice for a change), 61-80 a river 1D6 × 100 feet deep and 1D6 × 100 feet wide, 81-00 more jungle. In ALL cases the other side is the other wall of the ravine, a climb straight up. An alternative is to climb down into the ravine and travel along in it for 3D4 miles (4D4km).
- 26-30** A field of poppy flowers and 3D4 foot tall grass (0.9-3.6m).
- 31-35** 1000 foot (305m) tall hills: 1-50 scrub or 51-00 dense jungle.
- 36-40** Rain Forest, denser than the jungle.
- 41-45** A Bamboo Forest with bamboo standing 20 to 100 feet high (6.1 to 30.5 m). Just as difficult to travel through as the rain forest.
- 46-50** Pine Forest atop a 2000 foot (609m) hill/plateau. Pretty much the same as North American pine forests and easier to travel through than the jungle (only half as bad).
- 51-60** Grass Savanna with grass that stands 10 to 20 (0.3 to 6.1m) tall. Travel is quick and easy, but there is no cover from airborne enemies.
- 61-70** Lowland Swamp! Wetland full of dense jungle, bogs, mud flats, quicksand, ankle to waist deep water, and monstrous amounts of insects.
- 71-80** Jungle and more jungle; dense foliage and trees that create a continuous "roof" over the forest at 100 to 200 feet (30.5 to 61 m) high. The ground is covered in ferns, vines, and other lush plants.
- 81-85** Barren rock fills the terrain, with only a few tufts of grass or vine sticking out here and there. Travel is still as slow as the jungle, just a different environment. Minimal cover, easily seen from the air.
- 86-90** Terrain ends in a 2D4 × 100 foot straight drop into a ravine. At the bottom of the ravine is: 1-20 a stream only 2D4 feet deep but 3D6 × 10 feet across, 21-40 waist deep mud 3D6 × 10 feet across, 41-60 grass and shrubs (nice for a change), 61-80 a river 1D6 × 100 feet deep and 1D6 × 100 feet wide, 81-00 more jungle. In ALL cases the other side is the other wall of the ravine, a climb straight up. An alternative is to climb down into the ravine and travel along in it for 3D4 miles (4D4km).
- 91-95** A field of Invid Flowers of Life stretch out as far as the eye can see. Same as travelling through scrub. There's also a 1-38% chance of encountering an Invid Mini-patrol: One Armored Scout and 2 Scouts.
- 96-00** Rain Forest, yuck; the worst for travel, but offers good cover.

Flying above the jungle or rough terrain is always possible. However, flight makes the mecha an easy Invid target. Game Master, there is always a 158% likelihood that flying mecha (using protoculture energy) will be spotted by the Invid (roll for approximately every 10 minutes of flying); roll on random Invid encounter table to determine the Invid attack force. Flight by mecha or vehicle not using protoculture energy has only a 27% chance of being noticed by Invid (roll for every 30 minutes of flight).

The terrain is so difficult that *all piloting skill rolls* and special maneuvers/stunts are all -20% when travelling by land.

Radar is limited and much less reliable in the jungle! Radar can not discriminate shapes and movement below the tree line. This means it will absolutely not key on enemy targets travelling on the ground unless it is an open area, and even then, man-size targets will not register. Of course, the radar will always register targets flying above the tree line. Large mecha, vehicles, and heavy movement at ground level may be detected by the mecha's radar and other sensors, but will be impossible to identify other than: it's big or many, direction and speed (the blip could be a convoy of human guerilla troops, an Invid patrol, a herd of elephants, a troop of monkeys, or a flock of low flying birds).

Heat sensors and motion detectors are -30% accuracy, because of the heat, humidity, and abundance of animal life; all of which will produce false readings. GM NOTE: The motion detector and heat sensors can NOT discriminate between animals and mecha; however, the targeting computer is useful in identifying enemy targets when visual or statistical data confirmation is available.

Man-size opponents can use the jungle to their best advantage for concealment and evasive maneuvers (prowl and stealth). The agile Alpha and Beta fighters and REF Zentraedi mecha are the next best suited for jungle operations, capable of good mobility and concealment. The Robotech Masters' bioroids and the Zentraedi battle pods are equally adept for jungle combat. The larger mecha are more difficult to conceal and comparatively easy to track.

Tracking Penalties:

Human size (10ft tall or smaller) foot soldiers and mecha (including grey enforcers and unarmored pilots) are difficult to track unless travelling in a group of 30 or more. Any attempt to track them is -20% in the jungle.

Alpha and Beta fighters, REF Zentraedi mecha, Zentraedi battle pods, Zentraedi power armor and foot soldiers, bioroids, and exterminators leave a more noticeable trail. There is no skill penalty when tracking them.

Destroids, MTA Titan, tanks and other land vehicles, and any Invid travelling through the jungle on the ground are all easy to trail; +10 on track skill roll.

A SUMMARY OF JUNGLE PENALTIES & MODIFIERS

Travel speed on the ground (jungle & swamp): Half speed.

Piloting Modifiers: -20% on all pilot skills, stunts, and maneuvers

Flight through jungle is impossible without taking damage and creating a great commotion.

Flight above the tree line is high risk.

Radar is unreliable; ineffective under the tree line.

Heat and Motion detectors: -30% accuracy

Tracking in the jungle: -20% man size

Standard roll Alpha, Beta, Bioroids, Zentraedi

+10% Destroids, large vehicles, other mecha

Special Skill Penalties: -10% Detect Ambush

-20% Detect Concealment

-10% All Radio Skills

NOTE: Characters can always try to go around an area. This would mean that they would continue in their previous environment skirting around the bad land for five miles (8 km), then roll again for a new terrain. Of course, the characters may travel five miles out of their way only to find that the terrain remains the same or gets worse.

THE THAILAND HIVE

The **Thailand hive** is a stilt version, hovering on the banks of the Mae Nam Chi river, which runs on an east-west parallel in this part of the country. It has never been seriously damaged, but has been attacked many times before, and the Invid within have long since learned to recognize a human attack party when they see one. This has led to an intolerance toward humans and very frequent ground and air patrols throughout the entire area. This includes a radius of 1000 miles around the hive itself, which, more or less, covers the entire Indochina peninsula.

Two other hives are relatively close by, one in Malaya, and the other in the Hong Kong area. Neither one of these two is represented on the area map, and this adventure does not specifically deal with them. It does deal with the Thailand hive, so all information in this book is applicable to it.

The hive's location has effectively segregated the region located between the REF compound and the Robotech Masters' secret base. Thus, neither has been able to confirm the presence of the other. The REF soldiers have been attacking the hive's patrols with mecha every now and then, but not the Masters; they are too concerned with their possible discovery by the Invid to dare a direct attack themselves. The Masters are, however, supporting their own band of *human* guerrillas, The People's Army of the Starfaring Immortals (PASI), and as a result, the Invid brain assumes that all of the rebels are from the same group.

Unfortunately for humans and Masters alike, the six Stage Five Invid that help run the hive and command the Invid troops are not so easily convinced that this is the case. Since they have very human emotions, and perceptions, they believe that the humans are not all coming from the same area; even if they all seem aligned against the Invid. Some of these humans come from the north, time after time, others may strike from any direction. The mecha and uniforms (only a stage five Invid would even notice such things) that each group uses are noticeably different. Thirdly, it is obvious from their tactics, that not all of the humans are trained in the art of warfare. Those with mecha are clearly trained warriors; not so many of the humans without such armor. It is obvious that the human bandits from the North are being constantly supplied and supported from somewhere. However, no other Invid in the area has been able to detect any such camps or bases, which means that these places must be hidden and likely to be within their hive's region.

Convinced of this, they have, within the past month, been taking extra large ground and air patrols deep into the territory surrounding the hive. So far they have **not** found any conclusive evidence of human operation, but still they persist. The frequency of patrols is three times normal. The six royal Invid have been surprised by several encounters with well equipped, mechanized Zentraedi. This has increased their suspicion's that something is going on, but they don't know what. The brain dismisses the Zentraedi skirmishes as, "We knew that the pitiful slaves of the Masters hide in this region. Destroy them whenever encountered."

There are six royal Invid who feel this way, Bel, Ral, Vasic, Talen (all male), Suren, and Lorn (both female). Even though each is barely two years old, they have all learned a great deal about themselves and the world in which they now find themselves in. They are each in control, but they are struggling with the new emotions and sensations that come along with being humanoid. All are extremely loyal to the

Invid cause and will not allow any personal conflict to endanger the Invid as a race, or their hive, as their home.

Invid Jungle Tactics

Most experienced freedom fighters and REF/RDF/Southern Cross soldiers will be familiar with the Invid's fighting techniques. As usual, the Invid strategy is fairly straight-forward, using sheer numbers and raw power to destroy a foe. However, they do use some sneaky tactics, so our heroes should exercise caution, especially in the jungle.



The Invid, although small compared to most Earth mecha, are wide and bulky. This makes even the tiny Invid Scout (8.3ft/2.5m tall, but 12.3ft/3.75m wide) easy to track when it is travelling through the jungle on foot. However, the Invid Scout and armored scout rarely partake in ground patrols. Instead, **the Scout and Armored Scout** function much like the American helicopters during the Vietnam War; providing air support and reconnaissance. A favorite tactic of the scouts is to make a vertical landing straight down into the jungle and wait for an enemy target. The vertical landing means no tell-tale ground trail to indicate it's position (the few broken branches high above the ground are not likely to be noticed by ground troops until they are on top of it). Thus, the scout can hide among the foliage to monitor and/or attack enemy troops from a safe place of concealment. The perfect sniper.

The Invid Troopers and Shock Troopers are easy to trail when walking or flying low through the forest, but they too have a booby trap tactic. Periodically, the group of Troopers or Shock Troopers will stop and 14 of the Invid will bury themselves in the ground. The other troopers will help to conceal their buried party member and then continue on, walking over them. Anybody tracking the Invid troops will be surprised when the buried Trooper(s) erupt from the very trail and attack. This is basically the same tactic used to protect Invid Hives. The Trooper identifies a target by sensing protoplasmic energy and/or by seismic vibrations caused by surface movement or combat. The buried Troops can maintain their position underground for as long as six months without surfacing. Their nutrient fluid inside the mecha's body provides all the nourishment the Invid pilot requires.

The Invid Pincer Command Unit is among the most clever and cunning of the Invid troops and is capable of limited covert activity. However, its size and bulk makes it difficult for it to conceal its movement in the jungle. The Pincer has adopted the scout's tactic of vertical landings and take-offs to conceal it's location. Generally, the Pincer is still found commanding Invid troops and protecting Invid bases.

The most capable Invid agent in covert jungle activity is the **Enforcer**. As the elite guard of the Invid, they possess high intelligence, a knowledge of tactics, and have the physical advantages of small size, flight, fire power, and dark color, all ideal qualities for jungle combat. With practice, they could become as deadly as Vietnamese guerillas. The Enforcers utilize stealth, booby traps, and hit and run tactics in jungle combat.

The Royal Command Battloid is in much the same boat as the Alpha and Beta when it comes to the jungle. Its agility enables it to function surprisingly well in the jungle. However, they have no special tactics or advantage of note. Remember, the humanlike pilots of this Invid mecha are the most intelligent and ruthless of all the Invid warriors. Ironically, although they are the most humanlike in appearance, they harbor psychotic loathing toward human beings and will often fight to the death regardless of their chances for success.

INVID HIGH COMMAND (Thailand Hive)

BEL, Hive Leader

Royal Invid Pilot

Hit Points: 47 S.D.C.: 23

Alignment: Miscreant

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

Age: 2 years since transformation by Regis.

Weight: 195lbs **Height:** 6ft 2in

Disposition: Hateful, rude, arrogant, brash, overconfident, but capable and able to perform under extreme stress well. Despises all humans. Very impulsive, will pick a fight without provocation.

Rank: Royal Invid Prince; pilots a Royal Command Battloid (RCB).

Skills: Pilot RCB — 98%, Navigation (air, land, water) — 80%, Navigation: Space — 75%, Detect Ambush — 60%, Detect Concealment — 50%, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), Prowl — 65%, W.P. Sword (+2 to strike and parry, see below).

Personal Profile: Bel was the epitome of what the Regis would have liked to see in her fully evolved children. Unfortunately, if she could see him today, she would be extremely displeased with her progeny.

Bel is the self-proclaimed hive leader. He is an accomplished tactician and is well trained in the ways of combat, especially in his RCB. Unfortunately, he is not nearly as skilled a strategist, and consistently fails to make the most of his battles. And fails to learn from his defeats. Bel is, for one thing, a fanatic devoted to the Invid cause in every way, shape, and form. This alone makes him dangerous under the worst of circumstances. His high ambition and ego, coupled with his impulsiveness, makes him a dangerous and unpredictable opponent.

Lately, Bel has been doing some research on humans in general, and on their various forms of hand to hand combat. He has, at present, latched on to the art of swordplay as a means of “self-expression,” and frequently likes to carry around a specially built **energy sword** (similar to a broadsword) as his personal weapon (human size; has 2 settings: 1D4 × 10 S.D.C. or megadamage 2D6 M.D.). He considers it more frightening to his opponents than a pistol.

RAL, Hive Coordinator

Royal Invid Pilot

Hit Points: 30 S.D.C.: 23

Alignment: Aberrant

Attributes: I.Q. 15, M.A. 12, M.E. 12, P.S. 13, P.P. 16, P.E. 13, P.B. 17, Spd. 14

Age: 2 years since transformation by Regis.

Weight: 180lbs **Height:** 6ft

Disposition: Quick-witted, careful, calculating. Always thinks a situation out first.

Rank: Royal Invid Prince; pilots a Royal Command Battloid (RCB).

Skills: Pilot RCB — 90%, Navigation (air, land, water) — 70%, Navigation: Space — 70%, Detect Ambush — 65%, Detect Concealment — 60%, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), Interrogation — 75%, Cryptography — 50%, Intelligence — 60%.

Personal Profile: Ral is, in many ways, Bel’s opposite number. He is many times the thinker that Bel could ever hope to be and advises him in all major (and much minor) decision making. Ral is usually acknowledged by all as the hive’s general coordinator and administrator to all large scale events and hive activity.

Ral has a bad habit of always playing the odds, and thus has little spontaneity about him. This makes him an exemplary planner but somewhat predictable. Despite the great help that he gives to Bel and the other stage five Invids in the hive, Ral does not wish to contaminate himself too much with the outside world, and rarely leaves the privacy and security of the hive. However, he always makes certain that he knows exactly what is happening both within and outside the hive.

VASIC, Lord of the Genesis Pit

Royal Invid Pilot

Hit Points: 25 S.D.C.: 35

Alignment: Anarchist

Attributes: I.Q. 16, M.A. 15, M.E. 16, P.S. 13, P.P. 11, P.E. 10, P.B. 14, Spd. 12

Age: 2 years since transformation by Regis.

Weight: 170lbs **Height:** 5ft, 11in

Disposition: Careful, always looking for more effective solutions to his problems. Is constantly seeking knowledge about humans and the Earth.

Rank: Royal Invid Prince; pilots a Royal Command Battloid (RCB).

Skills: Pilot RCB — 85%, Navigation (air, land, water) — 70%, Navigation: Space — 70%, Detect Ambush — 65%, Detect Concealment — 60%, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), Biology — 55%.

Personal Profile: Vasic and Suren are the hive’s scientists, always hungry for knowledge in whatever form is most readily available. Vasic is personally responsible for the care and supervision of the hive’s genesis pit, located about 75 miles due north of the hive. Thus, he spends most of his time at the pit, away from the hive.

Vasic is, by habit, a loner, and while appreciating the company of his twin sister, Suren, he is physically repulsed by the presence of Bel, and would rather not spend time with Talen or Lorn. Vasic has always thought that fighting is itself useless, and can only be thought of, at best, as a means to an end, and not an end in itself. Even so, Vasic is looking for a way to rid the Earth of these annoying humans once and for all. To accomplish this, he has been experimenting with creating mutant animal and insect predators whom would prey upon humans. As of yet, he has had little success, but he is diligent and will not become discouraged.

SUREN, the Manipulator

Royal Invid Pilot

Hit Points: 25 S.D.C.: 35

Alignment: Anarchist

Attributes: I.Q. 16, M.A. 15, M.E. 16, P.S. 13, P.P. 11, P.E. 10, P.B. 14, Spd. 12

Age: 2 years since transformation by Regis.

Weight: 170lbs **Height:** 5ft, 11in

Disposition: Fanatically devoted to accumulation of knowledge. Will become reckless quite easily in the progress of her work.

Rank: Royal Invid Princess; pilots a Royal Command Battloid (RCB).

Skills: Pilot RCB — 90%, Navigation (air, land, water) — 70%, Navigation: Space — 70%, Detect Ambush — 65%, Detect Concealment — 60%, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), Botany — 75%, Astrophysics — 80%, Chemistry — 60%, Chemistry: Analytical — 60%.

Personal Profile: Suren is Vasic’s female twin. Together, they are seeking a way to destroy the last remaining humans on the planet so that the Invid may continue their work without interruption or damage. While her brother is working primarily with the animal kingdom, Suren has mainly studied the plant kingdom, looking for better and more productive methods of growing, seeding, harvesting, and processing the “Flower of Life.”

Like her brother, she has little patience for listening to Talen and Lorn's ravings, and none whatsoever for Bel's. Suren spends a great deal of her time outdoors since her work requires it, and because of this, she will be the only royal member of the hive who has a complete knowledge of the entire Southeast Asian peninsula. She also has a 75% chance of instantly recognizing any REF mecha, equipment or uniforms, and due to her extensive knowledge of Invid history, she has a 60% chance of recognizing any Robotech Master or Zentraedi that she should encounter. However, Suren will avoid combat whenever possible, preferring to secretly observe and manipulate from a distance. Not that she is afraid, but she feels that if the savage Bel, Lorn, and Talen want to kill things, better they should than she.

TALEN, the Protector

Royal Invid Pilot

Hit Points: 30 S.D.C.: 33

Alignment: Miscreant

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

Age: 2 years since transformation by Regis.

Weight: 170lbs **Height:** 5ft, 11in

Disposition: Will sacrifice anything to achieve the absolute destruction of his enemies. Completely loyal to the Invid, but is always watchful for suspected "deviants."

Rank: Royal Invid Prince; pilots a Royal Command Battloid (RCB).

Skills: Pilot RCB — 98%, Navigation (air, land, water) — 70%, Navigation: Space — 70%, Detect Ambush — 65%, Detect Concealment — 60%, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), W.P. Heavy, Tracking — 80%, Hand to Hand: Expert.

Personal Profile: Another set of Invid twins, Talen and Lorn, are the sworn defenders of the hive and of their fellow Invid. They are both exemplary warriors, with and without their RCBs. Talen is probably a bit more strategically oriented of the two, and has exceptional skill at planning and executing tactical maneuvers (gains a +2 to initiative when in a group, or a +1 if alone).

LORN, the Destroyer

Royal Invid Pilot

Hit Points: 25 S.D.C.: 35

Alignment: Diabolic

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

Age: 2 years since transformation by Regis.

Weight: 170lbs **Height:** 5ft, 10in

Disposition: Calm, and cool under fire. Will always seek to destroy the weak link in an enemy's chain of command. Will disregard orders from Bel if she feels that it is necessary.

Rank: Royal Invid Princess; pilots a Royal Command Battloid (RCB).

Skills: Pilot RCB — 90%, Navigation (air, land, water) — 70%, Navigation: Space — 70%, Detect Ambush — 65%, Detect Concealment — 60%, W.P. Energy Pistol (+2 to strike), W.P. Energy Rifle (+1 to strike), W.P. Heavy, Prowl — 90%, Tracking — 85%, Hand to Hand: Expert.

Personal Profile: Lorn is best described as being a female version of Talen, but in place of his planning ability, Lorn has an immature need to completely destroy anyone or anything that annoys her. She pays no attention to rules or plans, simply wanting to get the first punch in, and to be the last one standing. Consequently, Lorn has developed her own particular style of battloid fighting. She has the following combat bonuses: +1 initiative, gets *one extra* attack per melee which must be a physical attack, i.e., punch or kick and is

+2 to dodge, parry or roll with a punch. Only she is able to use this mode of combat, and it is something of which she is particularly proud.

ADVENTURE IN THE INDOCHINA QUADRANT

For the most part, the world is much the same as described in the **INVID INVASION** source book. This adventure begins in what was once the areas known as Thailand, Burma, and Vietnam. It is a fast paced adventure that can be beefed up by the individual game master to run as a multipart story or even mini-campaign, or as a more streamlined two part story. Personally, I'd opt for the long version. It was great in play-test.

If you're looking to jump right into the meat of the scenario then the characters will begin in the jungles of what was once South Vietnam near the old borders of Laos and North Vietnam.

Introducing Player Characters

The characters can be freedom fighters from the area (this probably means rolling up new characters specifically for this adventure) or they can be already established characters from your current campaign.

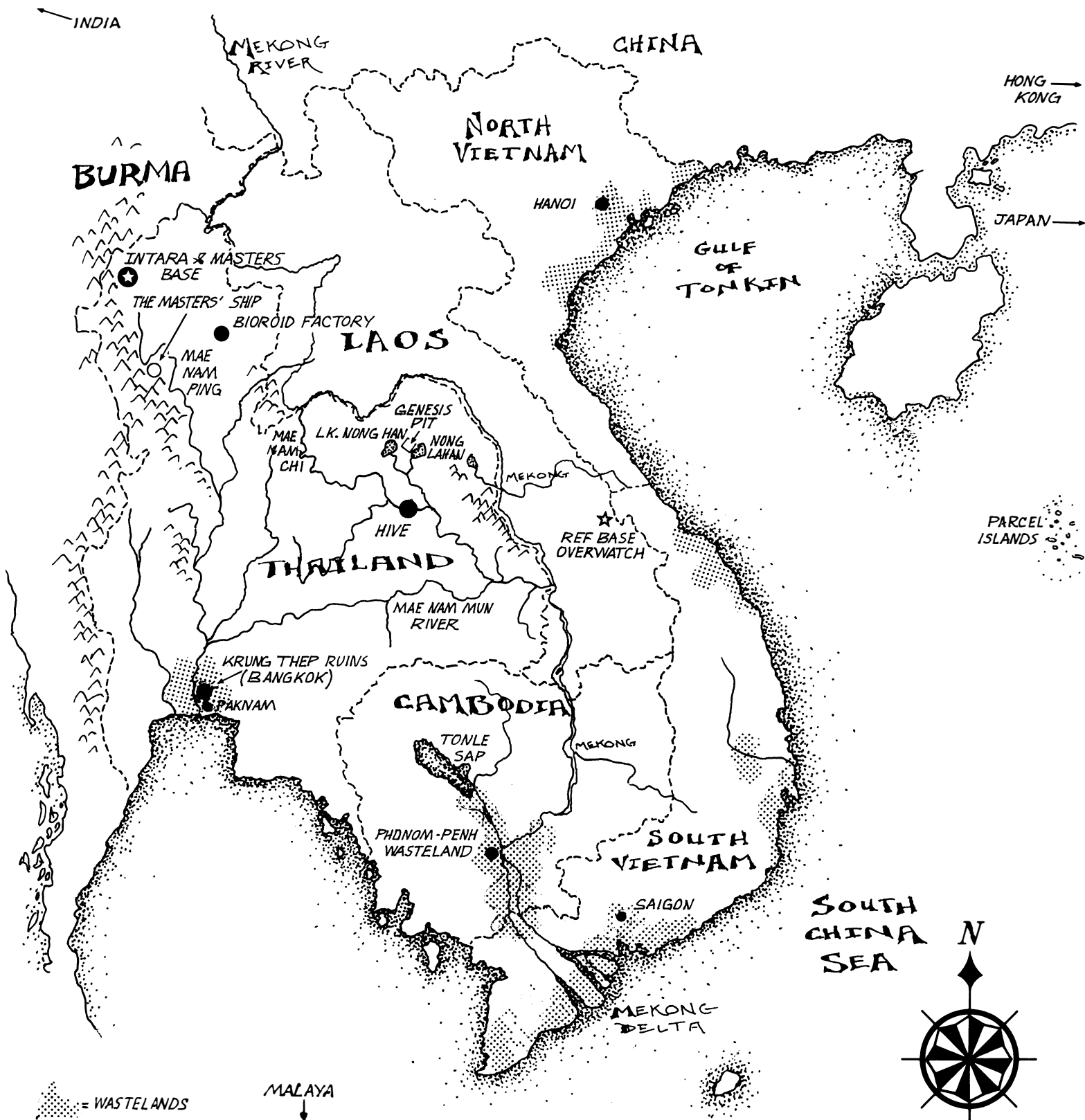
New characters are likely to be members of the "Overwatch" REF camp. Established characters from previous campaigns can be on a special reconnaissance mission to investigate Invid activity in this quadrant, or they can be sent in to investigate the rumor regarding a secret Robotech Masters base, or sent in to save human refugees from the Invid, or simply exploring the area for almost any reason ("just passing through").

Setting The Scenario

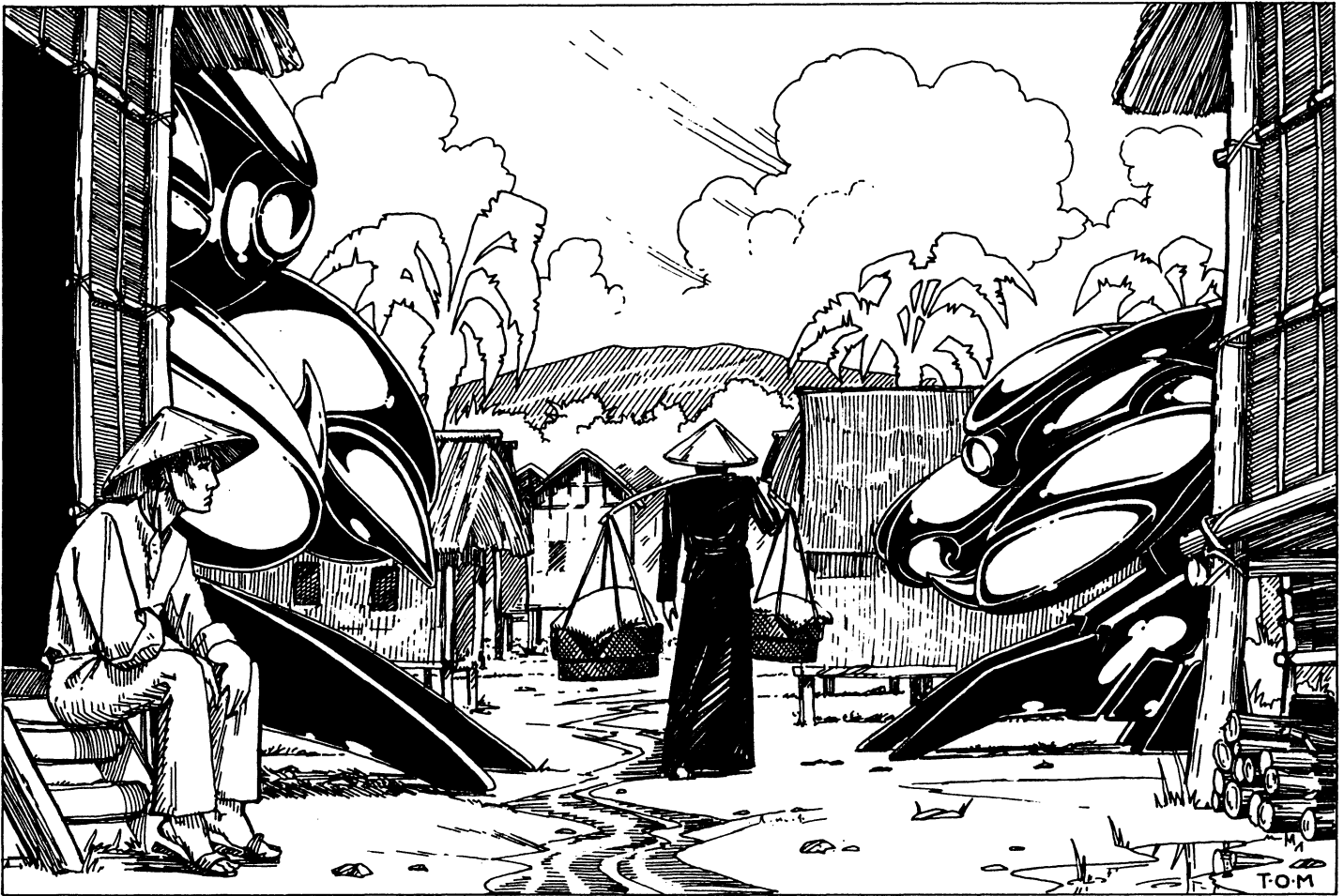
Regardless of why the characters are in the Indochina Quadrant, they will immediately make several discoveries.

- 1.) Invid activity is unusually high. Locals in the area tell of giant insects and monsters, suggesting that a Genesis Pit (or two) may be in operation.
- 2.) Although no Zentraedi may have been spotted yet, there are clear signs that they inhabit this region. Local people will confirm that the giants have lived here for nearly two generations (since the First Robotech War).
- 3.) Signs of recent combat breaks the dense jungle canopy. The largest combat zones are clearly Invid encounters with mecha; sometimes Zentraedi and sometimes human. If the local peasants near the combat area are questioned, they will confirm: "Ah yes, the giants had big fight with bug demons (Invid)." Or, pointing to somebody in CVR-3 body armor or REF mecha, says: "Your people clash with the bug demons. Very bad. Much smoke and noise. Scare children and chickens. Best to just hide. Demons no bother you when hide."
NOTE: The presence of the REF should come as a surprise to player characters, because there are no known REF nor RDF bases active in this quadrant. Likewise, there are no freedom fighters with REF mecha known to exist in these jungles.
- 4.) Communicating *a lot* with local tribes and peasants in the northern region of Thailand, or southwest Laos, may lead to the mention of the giant's "tiny elders." It is said that "the elders lead a powerful tribe of giants in the north"; the location of the tribe is unknown to all. These "elders" will be described as three white haired brothers, human in size and appearance, and revered by the giants who obey the elders' every command. They may also mention the "elder's clansmen" (Science & Clone Masters). This would seem to indicate the presence of Robotech Masters. A possibility that should cause

THE INDOCHINA QUADRANT



0-Km 160 320 480 640 800 960 1120 1280
 0-MILES 100 200 300 400 500 600 700 800



great consternation among the player characters. No Masters are believed to be on Earth. If they do exist here, in the Indochina Quadrant, you can bet that they're up to no good! Bad news.

NOTE: Many of the native Asians remember the wars and political interference of the Americans and Europeans. Consequently, some of the natives will resent the presence of the "Westerners" and will be less than helpful. Some may be so hate filled that they will betray them to the Invid or Zentraedi, or mislead the RDF/REF characters with lies and send them into a trap or dangerous area. It is even possible that a small group of Viet Cong, or similar guerilla group, would attack the player characters.

The REF Overwatch Team

If the player characters are members of the Overwatch group, then they will be part of a formal REF military force and answer to Commander James Cameron.

If the characters are an independent team of adventurers or freedom fighters, they can act independently of the Overwatch group. It is up to the game master as to whether the player characters meet the REF team and up to the players whether or not they formally join the team. Joining Overwatch is like joining the army/REF. As independent freedom fighters, the player characters can be affiliated with Overwatch, sharing information and supplies, and coordinating combat activity.

Exactly how the group meets Overwatch, I leave to the game master. The player characters could come to the rescue of an Overwatch reconnaissance patrol or the Overwatch patrol could come to their rescue. Or friendly villagers might notify Overwatch about their presence and Overwatch sends out a representative to scope out these potential new recruits (this would probably be First Lieutenant Arnold Wells). Or the group could stumble onto the camp, or any number of possibilities.

The Origin of Overwatch

The Overwatch base is operated by survivors of the third REF fleet that perished in the battle of Reflex Point. Commander J. Cameron was the captain of a Garfish battle cruiser that belly landed in Laos after the Regis' devastating departure from Earth. He and a second Garfish, piloted by his dear friend, Major Alan Maroneck, managed to bring their crippled starships to a survivable crash landing 12 miles (19km) apart near the Vietnamese border of Laos. Unfortunately, intercontinental communications was impossible since the Invid had destroyed all satellites and most of Earth's broadcasting facilities. The ships' communications were destroyed beyond repair, cutting both vessels off from the possible survivors of the REF fleet, the SDF3, and even the rest of the world. The last communiqué was the broadcast that the Invid had been driven from the Earth and were in retreat.

Following REF survival procedure, the two crews joined forces to establish an REF base of operation and to secure the area. It was mutually agreed to create two bases, each under the command of each ship's respective commander. This done, the two forces set out to explore the region and try to contact the outside world. For all they knew, they could be the sole survivors of the REF fleet. Three different transpacific flights were attempted by a pair of Legios, as well as a small expedition into China. Sadly, the members of each team were never heard from again, condition unknown.

Further expeditions were suicide without sufficient man power, thus activity was restricted to the establishment of a defensive perimeter. Over the next few months, both teams dug in. The surrounding 200 miles were explored and charted as best they could, and friendly relations established with some neighboring villages.

Six months later, all hell broke loose. The Invid returned with a vengeance, destroying Major Maroneck's encampment. Only 13 soldiers survived. Major Maroneck was among the casualties. Whether it was the skillful way the Overwatch camp had disguised itself, or sheer luck, they were not found by the Invid. It's been over a year since the aliens' return and Overwatch remains undiscovered.

Overwatch represents the heart of counterinsurgency. They have added a dozen mecha armed freedom fighters to their ranks and have joined forces with three Asian guerilla freedom fighting forces who have fought to free this land for generations from communism, capitalism, drug czars, and terrorists. The new enemy is the Invid.

The Asian forces are small, the largest barely accounting for 300 men. However, they know the land and are masters of guerilla warfare that has served to defeat enemies for over 100 years. The REF team uses them mostly for information gathering about the enemy, small raids, and espionage. They are predominately armed with 20th century automatic weapons and a smattering of RDF, Southern Cross, and REF weaponry (about 25% have energy weapons and explosives).

NOTE: Guerilla soldiers are the rough equal to the freedom fighter O.C.C., except that they usually lack any mecha training and have few piloting skills. Weapon proficiencies or "any" of the wilderness skills are likely to be selected over piloting skills. Substitute the W.P. Energy Pistol O.C.C. skill with any TWO conventional weapon skills, such as automatic rifle and staff. Hand to Hand is usually Martial Arts (counts as one "other" skill choice). The Asian guerilla fighter gets a +5% bonus on all wilderness skills and can select the espionage skills: Detect Concealment, Detect Ambush, and Land Navigation, all at +5%.

The Overwatch Base

The Overwatch compound is disguised as a tiny Laotian village scattered around a small hill. The areas of note are as follows (see map):

- 1.) **Rice fields:** To the west of the compound is a small patch of rice paddies grown by the local natives who help operate the secret facility. Each "X" indicates strategically placed anti-mecha land mines to be used in the case of extreme emergency.
- 2.) **Large hut:** This is the home of the Chaing Khan family; 12 guerilla soldiers of great experience (3rd to 9th level). Uncle Tak is a 5th level master with a VR-052 cyclone (fully loaded and stored in the hut). All have traditional AK-47s and some type of energy weapon (mostly Fal-2 laser rifles or PR-30 pulse rifles). They tend to screen all visitors and answer to Invid investigations.
- 3.) **The Village Elder** is the home of Nang Thep, his daughter, son in-law and his nine grandchildren. The 71 year old Nang will address any unwanted authorities such as drug lords, bandits, mercenaries, and Invid. Nang is a 7th level guerilla soldier, a master martial artist and deadly with knife, rifles, and the Wolverine Assault rifle.
- 4.) **Native villagers** completely loyal to Nang Thep and the REF.
- 5.) **Barn:** This barn contains two oxen, one cow, 9 goats, 2 donkeys, and a couple dozen chickens. It is also a secret cyclone and mecha garage. The tall ceiling and rafters make it easy to add hoists and pulleys to work on mecha. 12 suits of CVR-3 body armor and 12 VR-052 Battler cyclones, with full missile payloads, are hidden under the floor, along with four complete tool kits and a ML-3 forklift. The chickens make a great natural alarm system.
- 6.) **Pigpen:** Contains 17 pigs and 22 piglets. The little shed attached to the pen holds six suits of CVR-3 armor, six Gallant H-90s with extended rifle stocks, 12 Wolverine assault rifles, and miscellaneous supplies like canteens, back packs, flashlights, and food rations.
- 7.) **Village Meeting Place:** A large wood building used for meetings.
- 8.) **The Village Well:** A well built by the REF.
- 9.) **Huts:** Houses where many of the REF survivors live. Each soldier will have a suit of CVR-3 armor, Wolverine assault rifle and/or Gallant H-90, and survival gear hidden in the hut; usually buried under the floor. Half will have a VR-052 cyclone hidden as well.

- 10.) **Large Storage Hut:** Contains one REF Raidar-X and an Alpha fighter.
- 11.) **North Lookout Hut:** A family of four live here. The mother is a 4th level guerilla fighter and armed with an old M-16 rifle (for show) and a Gallant H-90 with a rifle energy clip, and three cobalt limpet mines.
- 12.) **Hidden entrance/exit** to tunnel leading to the Overwatch compound. It is used by the Overwatch cyclone troops and foot soldiers.
- 13.) **Camouflaged Mecha Outpost:** The following mecha and troops are hidden underneath a huge tentlike web of camouflage netting and jungle covering. Two Hover Tanks (Southern Cross freedom fighters who joined later), one RDF Excaliber (freedom fighter; the mecha has only half its M.D.C. and no missiles), one REF M.A.C. III, one REF Excaliber, 12 VR-052 Battler cyclones, 6 VR-038-Lt cyclones, 24 REF foot soldiers in CVR-3 armor, and 24 native guerilla all armed with PR-30 pulse rifles (no body armor; their choice).
- 14.) **Conventional Mine Field:** All are S.D.C. mines used as protection against bandits and as a warning system for invaders from the North. A variety of trip wires are used. These conventional explosives are indicated on the map by the letter "C".
- 15.) **The Hill:** As you may already suspect, the hill is the crashed Garfish troop carrier. The REF survivors used their mecha to cover the 350 foot long spacecraft with dirt and weeds. By the time the Invid arrived, the vessel was completely overgrown with vegetation. Even to the best trained observer, which the Invid are not, the hill looks like a natural formation.

The spacecraft is a wreck and impossible to repair for any kind of flight. Furthermore, the long range laser and satellite communications network, antigravity, targeting computer, and laser weapon systems are also destroyed. The ship's data computer, life support system, close range communications (about a 500 mile/800 km range), close range radar (about 100 mile/160 km range), and forward missiles are in working condition. Unfortunately, only a payload of five forward missiles remains.

The buried Garfish is the command station of the REF compound. Inside its tough belly are housed the bulk of the troops, mecha, and the high command. Unnecessary walls and machinery have been removed (buried 20 miles to the south) to allow greater space for troops and mecha.

A sliding roof has been built into the center of the hill/vessel to release mecha. When closed, the mecha hatch is invisible.

The six forward missile hatches are completely covered by dirt and plants, but none of the covering is strong enough to impair the launching of a missile if necessary.

An emergency mecha exit has been built into the rear of the ship where the engines used to be (East end of the hill). Although covered by several feet of dirt, rock, and vegetation, any destroid or veritech can push its way through with relative ease, leaving a clear opening for those that follow. (**Note:** It will take one full melee, 15 seconds, to completely push through the emergency exit.)

A typical complement of troops inside the hill will include:

- 6 Alpha Fighters (3 others stationed elsewhere)
- 6 Beta Fighters (3 others stationed elsewhere)
- 2 REF Excalibers
- 2 REF Gladiators
- 1 REF Raidar X
- 1 REF Spartan
- 36 VR-052 Battler Cyclones
- 24 VR-038 Light Cyclones
- 10 VR-041 Saber Cyclones
- 48 Foot soldiers in CVR-3 body armor; armed with heavy weapons.
- 72 Additional personnel, no body armor; armed with Gallant H-90s or Wolverine assault rifles, or personal sidearm.

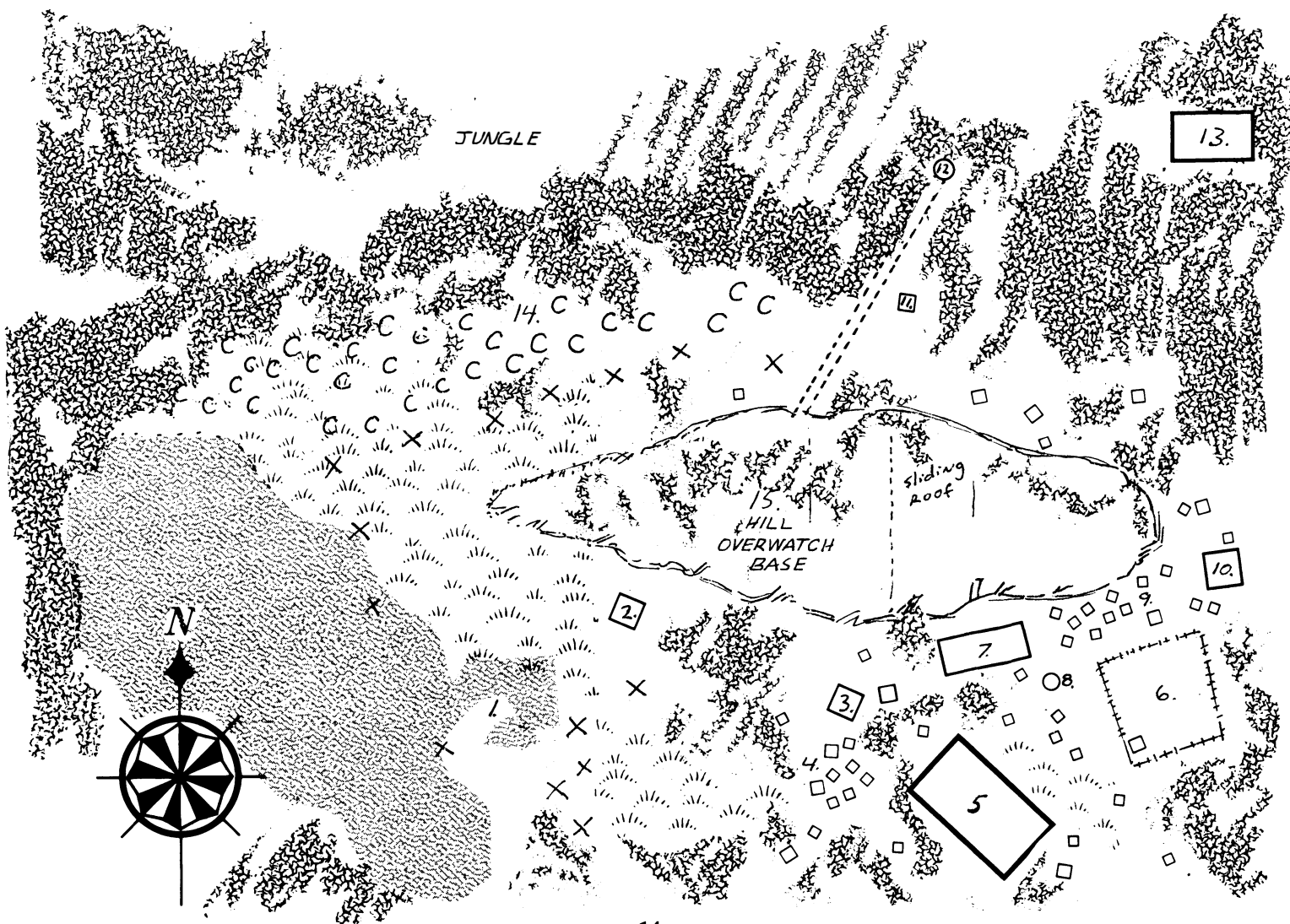
Commander James Cameron: Typically wears no armor; sidearm of choice is the Gallant H-90. If prepared for combat he will wear CVR3 armor with a VR-041 cyclone; other weapons will include Gallant H-90 and six cobalt limpet mines.

The REF freedom fighters of Overwatch are a cheerful and good-natured crew who will always risk their own lives to protect somebody else. They will greet strangers with caution and suspicion, but are generally polite and friendly. When a newcomer has proven himself to be a defender of the weak and an enemy of the Invid, the Overwatch soldiers will treat him like a brother. Even freedom fighters outside of the Overwatch organization can be sure to find a hot meal or a safe place to rest if they are recognized as allies of the Overwatch. The REF fighters will gladly provide information, food, medical attention, sanctuary, and military support to an ally. Unfortunately, ammunition, especially for the veritechs and destroids, is hard to come by and may not be plentiful enough to share with a friend. Energy clips for almost all weapons CAN be provided with ease (techs simply tap into the Garfish's one remaining protoculture generator), and a few cyclone missiles can usually be spared.

The Overwatch organization is a thorn in the side of the Thailand Invid hive, but has been able to elude all Invid searches. The REF encampment is so well concealed, and operations under Commander Cameron's guidance run so smoothly that the Invid will never find them.

GAME MASTER NOTE: The following bits of information can be provided by the Overwatch crew to proven allies.

- 1.) Invid activity has increased in the last three months. This is, in part, a result of Overwatch's increased assaults; however, the Overwatch people are sharp enough to realize that their activity alone does not justify the dramatic increase of the Invid's troop movements.
- 2.) Well equipped Zentraedi patrols have been confirmed as close as 120 miles (192km) away. Unconfirmed reports indicate that the Zentraedi of Northern Thailand are mobilizing. This could explain the recent activity of the Invid.
- 3.) Completely unsubstantiated rumors suggest that Robotech Masters may be operating somewhere in Northern Thailand. Overwatch considers this highly unlikely! All of their investigations have come up negative. Conclusion: Just a rumor. Not true.
- 4.) The presence of an Invid Genesis Pit, approximately 200 miles (320km) to the northwest, has been confirmed. This explains the increase of strange and deadly mutant insects that have begun to plague that area. A plan of action is being contemplated. G.M. adventure idea: The Overwatch may request that the player characters investigate.
- 5.) Five protoculture processing plants are in operation around the Invid hive. A sixth was recently destroyed by the Overwatch force.
- 6.) The exact location of the Invid hive and the five protoculture processing plants can be provided on a map, as well as a very general map of the 100 miles surrounding the Overwatch base.
- 7.) Only the three warrior Royal Invid Pilots are known to Overwatch: Bel, Talen, and Lorn.
- 8.) They know little about what is happening north or west of the Invid Hive and know nothing of the Bangkok, Cambodia, or Mekong Delta regions. Nor do they know about the rest of the world.



REF NPCs



JAMES CAMERON

Commanding Officer of the REF Battle Cruiser, Overwatch

Hit Points: 59 **S.D.C.:** 30

Alignment: Scrupulous

Attributes: I.Q. 13, M.A. 11, M.E. 17, P.S. 12, P.P. 17, P.E. 14, P.B. 10, Spd. 11

Age: 41

Weight: 170lbs **Height:** 5ft 8in

Disposition: Tough, demanding, quick-thinking, capable, confident in his ability. A born leader.

Level of Experience: 10th Level RDF Military Specialist.

Rank: Captain in the REF Saturn Division.

Skills: Intelligence — 98%, Interrogation — 98%, Pilot Automobile — 98%, W.P. Revolver, W.P. Semi and Fully Automatic Rifle, Hand to Hand Expert (10th level).

Other Skills: W.P. Energy Rifle, W.P. Sub-machinegun, Sniper, Land Navigation — 98%, Wilderness Survival — 98%, Detect Ambush — 98%, Detect Concealment — 98%, Climbing — 98%, Prowl — 98%, First Aid — 98%, Radio: Basic — 98%, Surveillance — 90%, Auto Mechanics — 98%, Demolitions — 98%, Pilot Helicopter — 98%, Navigation: Space — 98%, Basic Electronics — 90%, Cryptography — 80%.

Additional Skills (learned in REF): W.P. Gallant H-90, Pilot Mecha: Cyclone (VR-041 Saber only) — 70%, Mecha Combat: BASIC, Cyclone (VR-041 Saber only).

Personality Profile: Cameron is in some ways a leftover from the First Robotech War. He joined the RDF at an early age and accumulated

the experience and developed the leadership qualities that got him assigned to a station aboard the SDF-3. He was specifically chosen by Max Sterling because of his long familiarity with the ideals and goals of the REF, as well as being seen as ideal commander material. His promotion to Captain came just before the Mars Division left for Earth.

Cameron is significantly older than his crew, but that does not mean that he is any less capable. He has been with the Robotech Defense Forces since their creation, and he has seen countless battles and conflicts since his joining them. Cameron is quite adept at learning new skills, which are necessary for the preservation of his crew and the people that they defend. The fact that he was with the REF means that he knows almost as much about the Invid as they do about themselves.

Cameron is best described as the legendary soldier who knows his job and performs to the best of his ability, at all times. He demands a great deal from those under his command, but they and he both see that the results that he obtains are well worth the effort.

ARNOLD WELLS

Executive Officer of the REF Battlecruiser, Overwatch

Hit Points: 54 **S.D.C.:** 37

Alignment: Principled

Attributes: I.Q. 14, M.A. 10, M.E. 14, P.S. 15, P.P. 12, P.E. 20, P.B. 14, Spd. 14

Age: 31

Weight: 150lbs **Height:** 5ft 8in

Disposition: Loyal, trusting, cool, dependable. Will never ask more of others than he himself is willing to give. Can be counted on for anything.

Level of Experience: 7th Level REF Veritech Pilot.

Rank: First Lieutenant in the REF Saturn Division.

Skills: Pilot Jet — 98%, Pilot Veritech Fighters (all) — 98%; Mecha Combat, Veritech Fighters: Alpha & Beta; Mecha Combat, Cyclone (VR-052 Battler); Weapon Systems — 98%, Read Sensory Instruments — 90%, Navigation (air, land, water) — 98%, Hand to Hand: Expert.

Other Skills: Radio: Basic — 85%, Radio: Scramblers — 75%, Laser Communications — 75%, Basic Electronics — 75%, Basic Mechanics — 58%, Veritech Mechanics — 65%, First Aid — 92%, Boxing, Pilot Automobile — 82%; Pilot Truck, Small — 88%, Pilot Military Hover Cycle — 82%, Pilot Motorcycles — 88%; W.P. Gallant H-90, Navigation: Space — 98%.

Additional Skills: W.P. Semi and Fully Automatic Rifle, W.P. Energy Rifle, W.P. Energy Pistol.

Personal Profile: Wells is the perfect complement to Cameron; he is just as resourceful as his CO, but independent enough to see things with new eyes. He is an extraordinary pilot and combat soldier, and more than that, he can get things done immediately and with a natural ease that some consider to be unreal.

Arnold Wells joined the REF only three months before the SDF-3 left for Tyrol, and so the REF is all that he has known. He is usually able to predict how the Invid will react and why. This gives his troops a significant edge in combat. Wells himself frequently leads the remaining veritech Alphas on major strike missions, and commands a Cyclone recon squad every now and then. He is well liked by everyone in the camp and is seen as being as much a friend as an officer. When people feel that they cannot speak directly to Cameron, they automatically seek out Wells instead. However, friendship does not interfere with his command; when Wells says jump, his troops do so without hesitation.

MECHA SU-DAI HAND TO HAND MECHA MAYHEM

A Scenario by Erick Wujcik

NOTE: As part of an ongoing campaign, this adventure material is suitable for any number or level of Robotech® players. No special Mecha, equipment, skills, or abilities needed. The no-holds-barred style of unarmed Mecha combat is a nifty way of spicing up any Robotech® campaign or adventure.

PLAYER BACKGROUND

There are a number of ways of introducing *Mecha Su-Dai* to the player characters. It's possible that the characters could have heard rumors about it. If they're affiliated with some kind of law enforcement group they may have been briefed on it as a "dangerous criminal activity." Or, in what may be the best introduction, you can just have the player characters find out about Mecha Su-Dai gradually, while other things are going on in the campaign.

The following section, "A Typical Mecha Su-Dai Dive," can be used all at once for a comprehensive introduction. Or a bit at a time over several other adventures.

A TYPICAL MECHA SU-DAI DIVE

The example following, Lum's Bar, is duplicated endlessly throughout Southeast Asia. Since each of these *Mecha Su-Dai* joints are pretty much alike, you can just change a few of the names, a few of the details, and repeat the encounters again and again.

Lum's Tasty Rice and Rock-N-Roll Drive-In

Lum's can be placed anywhere in Southeast Asia, but preferably where the player characters will find it easy to visit. Otherwise, the location should be in a *secluded area*, with no other communities or buildings in sight, but still in an area with a large enough population (5,000 or so) to supply customers. If the players observe Lum's from the outside, read the following:

"From the outside, Lum's looks like a slightly oversized peasant hut. A few scrawny pigs are wandering among the trees. Otherwise, the valley looks completely deserted. If it weren't for the occasional feeble puffs of smoke coming from the roof pipe, you'd assume the place was abandoned."

Going inside, they'll encounter the following. Remember, unless otherwise tipped off, the player characters may visit a place like this dozens of times, without the slightest hint that it's any more than it appears to be. Read:

"Inside, the bright sunlight filtered down to a dim glow. You see a beat-up wood bar, behind which there are about a hundred dusty bottles, a collection of mismatched, greasy glasses and a small wood-burning grill. The first person you see behind the bar is a toothless, one-armed ancient seated on a beat-up rattan chair, and wearing nothing but a torn Beatles T-Shirt and a yellowed loincloth. He gives you a broad smile and waves at an empty table. Also behind the bar is a worn looking woman of uncertain middle age. She is slowly stirring a multicolored batch of goop around on the steaming grill. All the other people in the room (GM: roll 3D6 for exact number) are old men and women sitting along the side walls and sharing a pipe of foul-smelling tobacco."

Talking with anyone in the place will reveal that the one-armed man is Lum, and the cook is his wife, Ya-Tsu. They'll welcome just about any visitors. The only exception would be people carrying items that are obviously based on *protoculture*. Then everyone will plead for the "dangerous and cursed" items to be removed to somewhere far away.

Player characters will find that Lum's is a pretty decent stopover. For a measly one credit charge, they'll supply an ample portion of tasty food (a lumpy mash of rice, vegetables, and meat obviously cooked soft enough for easy eating by the toothless crowd) and up to four drinks of rice wine. Other drinks will come two for a credit. And for five credits one of the pigs will be swiftly turned into barbecued pork.

If anyone bothers to watch Lum's from outside at the right time, they'll notice **some weird things**. First, a constant stream of people, at least one hundred, can be seen going in to Lum's, shortly after sunset. And they won't be seen leaving until shortly before sunrise. Yet between those times, in the middle of the night, Lum's will still have the same sparse crowd.

Coming back after sunset, the player characters will come across a somewhat different scene:

"Entering, you find a dim room, with only the flickering of a couple of bug-encrusted kerosene lanterns to light up the room. A small number of people are scattered around the room. (GM: Roll 2D6 for number. Also, if they haven't already met Lum and his wife, describe them now.)

"Aside from the usual Asian senior citizens, you see a rough looking pair that seem a little out of place. One of these gentlemen is wearing an old suit of Southern Cross armor (GM: some players may recognize this as the jungle squad version) and carrying some vintage weapons of the period. The other is a skinny native wearing black P.J.s, with a Wolverine Assault Rifle over his shoulder. You can also see the somewhat worn butt of a SAL-9 stuck in his armpit holster. The two look you over, but make no move to approach or greet you."

The two rough looking customers are actually bouncers working for the Mecha Su-Dai organization. Their job is to screen out any undesirables, to make sure that no Protoculture gets into the club, and that nobody seriously bothers Lum. Should things get out of hand, they'll try to herd people outside before engaging in actual combat:

LEE DON

— Su-Dai Fighter — Micronized Zentraedi

Wolverine Assault Rifle over his shoulder. SAL-9 stuck in his easy-draw armpit holster.

Hit Points: 29 S.D.C.: 48

Alignment: Unprincipled

Attributes: I.Q.: 9, M.E.: 9, M.A.: 13, P.S.: 23, P.P.: 14, P.E.: 29, P.B.: 13, Spd.: 16

Age: 31

Weight: 250 **Height:** 5ft 11in

Disposition: Hyper sensitive about any insult, Lee will try to keep his cool as long as Barney stays out of combat.

Level of Experience: 6th level Mecha Su-Dai Artist

LEE DON'S MECHA SU-DAI COMBAT BONUSES AND ABILITIES

Should the characters be looking for a Mecha Su-Dai instructor or sparring partner, Lee is available. He's not all that bright, but he's been through at least 100 fights and he knows all the dirty tricks, the in-secrets and the basic techniques.

Attacks per Melee Round: 4

+7 to Strike, +5 to Parry, +2 to Dodge, +2 to Mega-Damage, +2 to Pull/Roll with Punch, Fall or Impact.

Other Combat Abilities: Jump Kick (Critical), Body Flip/Throw,

Body Block, Critical Strike (Double Damage) on Natural Nineteen or Twenty.

Mecha Su-Dai Weapon Skills: W.P. Zentraedi “Equalizer” Charges (Zentraedi only!), W.P. Zentraedi Fist Blades, W.P. Zentraedi Foot Blades, W.P. Mecha Staff, W.P. Two-Hand Mecha Sword, plus skill in Zentraedi Su-Dai Armor and Zentraedi Power Armor.

BARNEY SNORKEN

— Former Jungle Squad Commando

Wears Jungle Squad Body Armor, carries L.P. Nightstalker Pistol, PR-30 Pulse Rifle, Machete-style short sword, and wrist radio.

Hit Points: 22 S.D.C.: 36

Alignment: Anarchist

Attributes: I.Q. 12, M.E. 12, M.A. 9, P.S. 21, P.P. 20, P.E. 17, P.B. 11, Spd. 13

Age: 41

Weight: 210lbs **Height:** 6ft

Disposition: Serious and laid back, hiding a mean streak that’s about a mile wide.

Level of Experience: 7th level Commando.

Combat Abilities: Hand to Hand and Weapon

Attacks per Melee Round: 4

+2 to Strike with weapon, +6 to Strike Hand to Hand, +5 to Parry, +2 to Dodge, +8 to Damage Hand to Hand, +3 to Pull/Roll with Punch, Fall or Impact; +3 to Body Flip/Throw. **Special:** Bar Bouncer Style; no damage, but victim loses initiative and next two attacks.

If the player characters look reasonably respectable, but not *too* respectable, or if they come up with a sufficient bribe (150 Credits or so, each), they’ll be admitted back behind the bar where they’ll be shown a **secret trap door**:

“Under the trap door you see a long, metal stairway, illuminated by bright fluorescent lights, going straight down for at least sixty feet (twenty meters). (Ask:) What are you going to do?”

Assuming that the player characters go down the stairs, they’ll notice the following:

“As you descend, you find that the floor underfoot seems to vibrate. It gets progressively worse, until, at the bottom of the stairs, you can actually feel some kind of vibration coming from the other side of the door. The stairs end as a reinforced door.”

When the door is opened, read the following:

“A blast of high-volume heavy-metal rock and roll music pours out of the doorway, along with the mixed smells of tobacco, human sweat, beer and even more exotic chemicals. Looking around, you see over a hundred people crammed into what looks like a brightly lit nightclub. A blinking neon sign reads, ‘Welcome to Lum’s’, while another says ‘Rock-N-Roll Drive-In,’ and yet another announces, ‘*Mecha Su-Dai: Death by Excitement!*’ Most of the crowd is arranged in a circle, like sports fans in an arena, looking inwards toward a holographic stage inset into the center of the room. Meanwhile, looking like a displaced savings and loan, two short lines lead up to some kind of teller cages at the far end of the room.”

If the players act like they know what they’re doing, they will be left alone. However, if at any point they seem confused, or if they start asking questions, they’ll be approached by the manager. Read:

“You see a short, slightly overweight guy in a suit walking toward you. Holding out his hand he says, ‘Welcome to Lum’s Tasty Rice and Mecha Su-Dai Emporium, I am the shift manager, Nong Parang. Can I help you in any way?’”

Nong is a cheerful Asian clad in gold jewelry and an expensive suit. He is proud of his Mecha Su-Dai competitions and will answer any *reasonable* questions about the club and the sport of Mecha SuDai. Of course he will hedge when asked questions about the organization and any illegal activities. Otherwise, he will fill in the player characters, explaining the history of Mecha Su-Dai as a combination of Mecha combat and the ancient sport of Thai Kick Boxing. He’ll also explain about the betting, and, if the characters look capable, mention that they are always looking for *new contenders*. So long as the player characters are friendly, Nong will buy them a couple of rounds of drinks and refreshments.

Eventually the show will start. Looking around, the player characters will hear the following:

“The blaring music is halted with a high pitched squeal of feedback and the noisy crowd settles down to muttering and whispering. On the holo-stage you see a slick blond character dressed in a glittering green tuxedo. He stands in a huge archway, wearing mirror sunglasses that clearly show the camera and technical crew. He taps his microphone and starts to speak, ‘Welcome to M.S.D. T.V.! Welcome to Mecha Su-Dai! Welcome to the sport of the future!’

“The crowd roars with approval and the announcer pauses before continuing, ‘Welcome to Lumrajni Arena. I’m Preston Geltz and I’ll be your announcer for what promises to be a trio of truly epic contests! Tonight’s first bout features a local boy, Phradi Dak Cham, against one of our sport’s seasoned veterans, “Two-Ton” Maken. The seventeen-year-old Phradi is sporting a classic Veritech Model VF-1A in battloid mode.

“At this point you see Preston turn around, and the camera pans out and up. Moving back, and back, and back to show the incredible contrast between Preston and the 43 foot tall Mecha. It turns out that the archway was nothing less than the massive legs of Phradi’s Veritech. ‘Phradi,’ yells the announcer, ‘how do you like the view?’ And you see the Battloid give a hesitant wave.

“The view switches back to Preston as he is walking. ‘While the referees brief our challenger,’ he continues speaking, ‘let’s hear what our Zentraedi defender has to say about the upcoming fight. Roll tape please.’

“After a flicker, you see Preston, in a dark suit, standing on a platform. Directly in front of him is the huge form of a full-sized Zentraedi. ‘Well Maken,’ Preston begins, ‘what do you think of your chances in tonight’s fight?’ ‘The Zentraedi replies, ‘Mr. Geltz, I . . .’

‘Please Maken, call me Preston!’

‘Sure, Preston.’ You see the Zentraedi take a swig out of a fifty-gallon drum and pause before continuing, ‘Phradi is young and inexperienced, but I’ve seen him spar and I think he’s got to be taken seriously.’

“So you think Phradi is a possible contender?”

“Well, I don’t know about that. Let’s just say that I’m planning on keeping my guard up.’

“Seriously Maken, do you think you’ll have to resort to any equalizer charges?”

“I know the bookies say that the odds are that I won’t . . . but nobody can be sure when they’re going up against a Mecha as tough as one of them old Veritechs!”

“I couldn’t have said it better myself, Two-Ton. Good luck in tonight’s match . . .”

“Once again, the scene shifts and you see Preston interweaving a scared looking teenager.”

Before the action gets started, the players will have a chance to make some last-minute bets. They'll find that the odds are 6 to 1 in favor of the Zentraedi, and that most of the action centers around how many Equalizer Charges Two-Ton will have to use in the upcoming fight (1:8 for none, 4:5 for one, and 6:5 for two charges). When and if the players see the fight, read the following:

"On the holo-stage you see a guy in coveralls rappelling down a rope, quickly moving down the back of the massive Veritech. On the opposite side, a Zentraedi wearing some kind of modified body armor, flexing his arms and throwing a few shadow punches. On his hands, on the first knuckle of each middle finger, you see something that looks like the tip of a missile. After a few moments the human has come off the Veritech and is running off the field. You hear Preston, the announcer, start to speak in a hushed tone, 'Well, it looks like the Veritech's technical problems have been cleared up. Phradi, as we all know, is now wired into the feedback unit of his suit. So, now we'll see if he can fight as well when he's feeling the pain as he could when he was practicing cold . . .'"

Here's another chance for the player characters to ask some questions

"The fighting begins. You see the Zentraedi deliver a massive blow to the Veritech's chest, only to have a successful Parry stop it in the nick of time. Then, responding immediately, the Veritech battloid lashes out with a kick, missing, but causing the Zentraedi to momentarily retreat and start circling his opponent."

At this point the game master can either roll for the rest of the combat, or simply describe the combat. Two-Ton is the most likely victor. (The descriptions of the two battlers follows in the NPC Section.) Giving a blow-by-blow account is a fun way to describe Mecha Su-Dai combat, especially if you add in the way the crowd cheers for Phradi and boos Two-Ton.

In either case, the Player intro is over, and now it'll be up to the player characters to decide whether or not they'd like to try their hands at the new sport.

GAME MASTER INFORMATION:

Mecha Su-Dai is a highly illegal martial art designed around the giant mecha and Zentraedi. Spread and promoted by a criminal underground, Su-Dai parlors are now spread throughout Southeast Asia and are starting to appear in Japan, Australia and in test markets throughout the world.

The "cover" store fronts for the parlors can range from bars, hangouts, safe houses, and the like, to restaurants and schools. Each is equipped with a holographic stage and a special receiver-decoder designed to capture and translate the transmissions from the various Mecha Su-Dai bouts. All Mecha Su-Dai locations also feature gambling facilities and are outfitted to take bets on all fights, and in some locations to take a limited number of "side-bets" while the match is in progress.

It should come as no surprise that this strange new activity started in Thailand. After all, Kick Boxing and gambling have been going on together there for at least three hundred years. No reason why the Robotech troubles would put an end to it. The improved technology just makes for interesting new variations on the old sport.

At least a thousand places like Lum's are scattered throughout the region, each serviced by a minimum of two underworld insiders, along with at least half a dozen hired helpers.

The leadership of the underworld of Mecha Su-Dai is a distributed hierarchy, with each region having one representative, and only one representative, trusted with the code required for receiving that week's broadcasts. Their money (mostly coming from gambling) is spent on maintaining the quality of the sport and scavenging for Mecha compo-

nents and power supplies, but a large part is kept by the corrupt leaders themselves.

Although they're already making plenty of money, these shadowy criminals have even greater plans. One involves making their broadcasting network, MECHA SU-DAI BROADCASTING (MSD-TV and MSD Radio), into a propaganda-for-hire profit making enterprise.

MECHA SU-DAI CONTESTS

All Mecha Su-Dai contests take place at "Lumrajni Arena," actually a constantly changing outdoor location. As soon as one broadcast is complete the crew breaks camp, travels at least eight hours away, and then starts setting up for a new location. Participants are only notified of the new location at the last minute, just before they're ready to take-off.

If and when the player characters ever get to the arena, read the following:

"You see a natural valley wide enough and long enough for ample movement by full-sized Zentraedi and Veritechs. Along the sides, in four key locations, you can see separate camera teams, each with a holo-recorder and a team of four. Meanwhile, at opposite ends of the valley, the training camps are buzzing with activity as managers, trainers, Mecha technicians, referees and contestants rush to prepare for the upcoming event."

Mecha Su-Dai is a combination of the best moves from Mecha hand to hand, the Zentraedi's own form of hand to hand combat, and Thailand's national sport of kick boxing.

The great battles themselves can be Zentraedi vs. Zentraedi, Zentraedi vs. Human Mecha, or Mecha vs. Mecha. Depending on the kind of battle, certain Su-Dai items will be used. Here are the possibilities:

Zentraedi vs. Mecha

Whenever a full-sized Zentraedi dressed only in body armor, *not* power armor, fights a normal-sized human in Mecha, the operator of the Mecha will be outfitted with a **Mecha Feedback Device (M.F.D.)**.

Note that this does *not* include the case of a Zentraedi using Power Armor. Then both combatants are considered to be using Mecha and neither will require a M.F.D.

Zentraedi fighting Mecha will almost always be given some form of "equalizer." The type of equalizer depending on just how much difference there is between the M.D.C. of the two, and the difference in their combat experience.

Zentraedi vs. Zentraedi

Whenever full-sized Zentraedi fight each other, *they* decide what kind of armor and weapons they will use. After a lot of futile arguing, the Su-Dai organizers have decided that Zentraedi are basically nuts, so they let them use whatever they want.

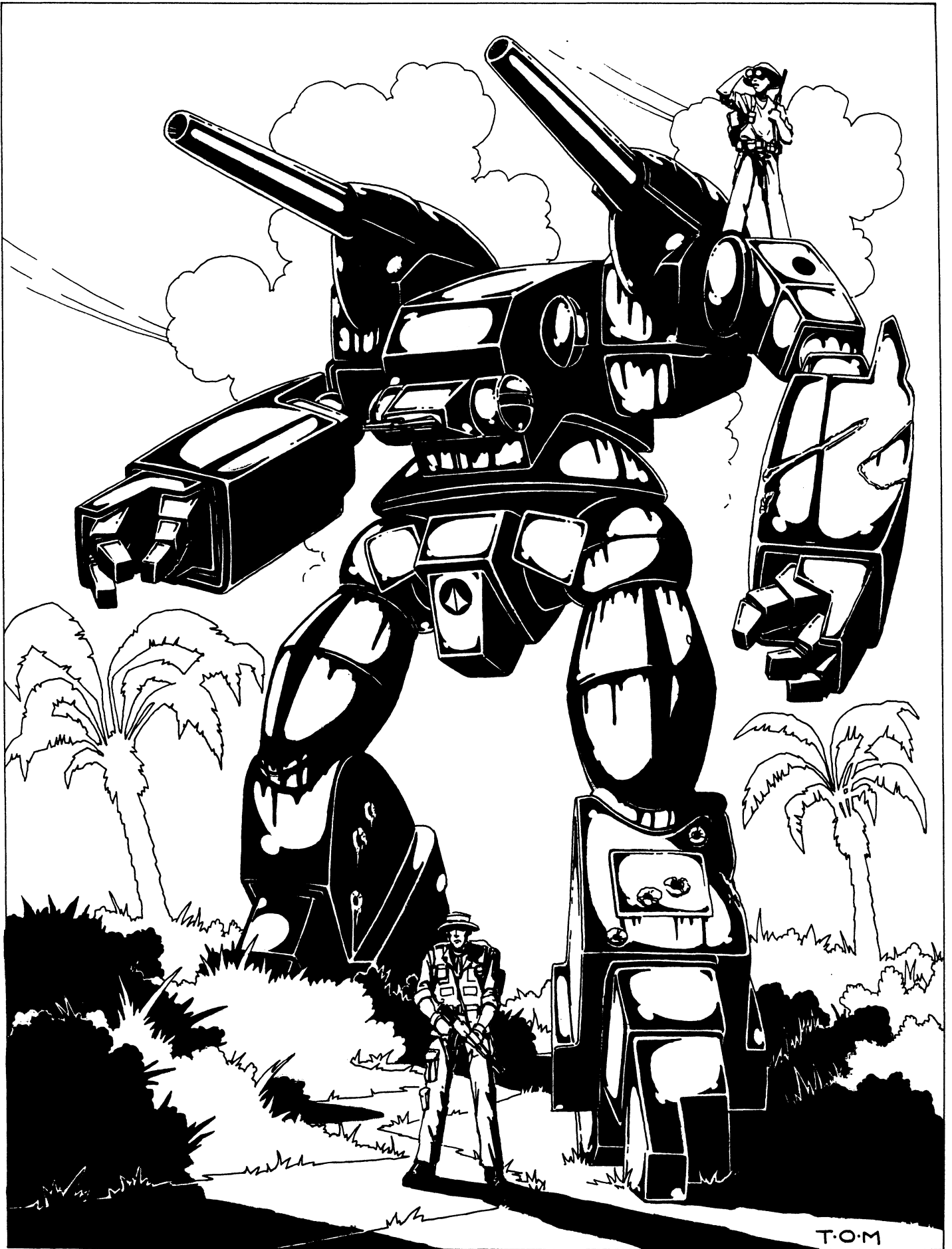
Mecha vs. Mecha

In these contests, the organizers generally expect the combatants to use some kind of Mecha hand to hand weapon like the Gladiator's mace or modified Cyclone CADS-1 sabers. Even light lasers or a limited number of missiles *may* be allowed. That's because the time it takes to beat each other down with fists alone is usually too long and boring for the audience.

MECHA SU-DAI RULES

Like any Palladium-style hand to hand combat, Su-Dai is run in Melee Rounds which are broken into attack phases. These are then broken up into the separate moves to (1) determine Initiative, (2) Strike, (3) Parry/Dodge, (4) Damage, and (5) Roll with Punch.

As with other Mecha combat, there are "hit locations," but all hits will automatically go to the Main Body unless the attacker specifically



T.O.M

“calls” a different location. The only exception to this is in certain cases involving a successful Parry against certain Su-Dai weapons.

The outcome of a Su-Dai contest is generally determined when one of the participants is *completely disabled or dead*. Withdrawing early or faking an injury will generally result in loss of all winnings.

REASONS FOR PLAYER CHARACTERS TO PARTICIPATE IN MECHA SUDAI

1. **Tricked into a “friendly” competition. This is usually the character’s introduction into the wonderful sport.**
2. **Money.** Any bout results in money for both the winner and loser. Of course, a modest cash settlement may not seem much to the player character who ends up dead or seriously broken.
3. **Fame & Popularity.** In Southeast Asia, one of the only ways of becoming a “hero” to masses of people is by moving through the ranks of Mecha Su-Dai. Any champion, and many contenders are automatically considered to be “good guys,” and will be recognized and appreciated. This is especially important if the characters are interested in recruiting people in a fight against the Invid, or against the Robotech Masters.
4. **Equipment and/or ammunition.** The Mecha Su-Dai has access to enormous resources in the region. They also are in the business of scavenging a great number of Mecha. Although they use most of the Mecha they find, they have little or no use for the excessive amounts of ammunition, including missiles. So it’s quite possible for player characters to “volunteer” for a Mecha Su-Dai match in exchange for a number of missile reloads and energy (protoculture) packs.
5. **Information.** With their ubiquitous regional network, the Su-Dai underworld can find out just about anything, from where the nearest Invid bases are located, to the identities of traitors and informers. All this information is available, for a price.

ADVANCEMENT IN MECHA SU-DAI

All new entrants are treated basically as “meat,” mere victims for the highly trained martial artists of the style. In order to get a placing against one of the *acknowledged champions*, a challenger will first have to win five out of eight consecutive fights.

Early fights can be staged against one of the lower ranking contestants described in the NPC section, or with player characters battling it out against each other. Or, the game master can “quick-roll” a whole new batch of Su-Dai contestants.

After winning the required 5 out of 8 series, the prospective champion will be allowed to fight the 3rd ranked Ace. If that fight is won, then the next fight will be with the 2nd ranked Ace. And winning that fight means going on to fight the champ, Beritai.

Losing any fight with the 1st or 2nd rank means going back to challenge the next lowest ranked Ace for his position. A win of two out of a series of three bouts knocks out the old Ace and puts a new Ace in the position.

Losing any two out of three series with an Ace results in being sent back down to the minors. Then the character will have to win another five out of eight consecutive fights in order to be able to once again come against the champions.

NPC CHARACTERS FOR MECHA SU-DAI

ACE COMBAT ARTISTS (according to their rank):

Note that all the Mecha Su-Dai champions are willing to “take a dive” (cheat and pretend to lose a fight) when so ordered. They understand that their sport depends on the organization making money, so they’re willing to bend the rules to keep it going.

BERITAI “Banzai!” — Zentraedi

The All-Asia Champion of Mecha Su-Dai is a spectacular fighter in the ring, where she always uses her customized Mecha Su-Dai armor. She also sports bright red headband, wrist and ankle bands, all of shiny silk.

Her nick name, “Banzai!” comes from her extremely aggressive and uncompromising style. She is well aware of the corruption in the sport, she simply doesn’t care as long as she is allowed to continue fighting no-holds-barred and as long as her personal events are clean and fair.

Incidentally, in a weird turn of events, Beritai has become a popular subject for “pin-up” art throughout the region. She’s had four posters released, along with several magazines full of her pictures in various fighting poses and stages of dress.

Hit Points/S.D.C.: 3100 (or 31 M.D.C.)

Alignment: Anarchist

Attributes: I.Q.: 8, M.E.: 12, M.A.: 13, P.S.: 2000, P.P.: 11, P.E.: 2100, P.B.: 14, Spd.: 150

Age: 22

Weight: 13,000lbs **Height:** 55 feet tall

Disposition: Serious and sternly self-disciplined.

Level of Experience: 15th level Military Specialist

Skills of Note: Pilot all VF series Veritechs — 98%, Pilot Zentraedi Battle Pods — 98%, Mecha Combat: Power Armor — 98%, Weapon Systems: Non-Zentraedi — 78%, Weapon Systems: Zentraedi — 98%, Navigation: Space — 43%, Read Sensory Instruments — 98%, Detect Ambush — 89%, W.P. Energy Pistol, W.P. Energy Rifle.

Rank: Formerly Captain in Zentraedi Forces

MECHA SU-DAI COMBAT BONUSES AND ABILITIES

Attacks per Melee Round: 7

+7 to Strike, +7 to Parry, +5 to Dodge, +7 to Mega-Damage, 1D8 Mega-Damage from Kick Attack, +4 to Pull/Roll with Punch, Fall or Impact.

Other Combat Abilities: Jump Kick (Critical), Leap Attack (Critical), Body Flip/Throw, Body Block, Critical Strike (Double Damage) on Natural Nineteen or Twenty.

Mecha Su-Dai Weapon Skills: Zentraedi “Equalizer” Charge, Zentraedi Fist Blades, Zentraedi Foot Blades, Zentraedi Knee Blades, Mecha Staff, Two-Handed Mecha Sword, Two-Handed Mecha Axe.

KIM SRI PONG — HUMAN

The main contender, and the popular underdog is Kim Sri Pong. He always fights in a *Modified Super Veritech*. He also allows his opponents to outgun him, preferring to rely on his fists and feet alone. He is popular with the crowd, especially with humans who see him as “beating up a lot of Zentraedi!”

Hit Points: 42 **S.D.C.:** 32

Alignment: Unprincipled

Attributes: I.Q.: 18, M.E.: 14, M.A.: 11, P.S.: 19, P.P.: 22, P.E.: 24, P.B.: 11, Spd.: 8

Age: 29

Weight: 115lbs **Height:** 5ft 2in

Disposition: Very quiet, almost spiritual in his silence.

Level of Experience: 13th level Mecha Su-Dai Artist

Skills of Note: Pilot all VF series Veritechs — 98%, Mecha Combat: VF Veritech — 98%, Mecha Combat: Vindicator — 98%, Mecha Combat: Alpha — 98%, Mecha Combat: Beta — 98%, Mecha Combat: Cyclone — 98%, Weapon Systems — 97%, Read Sensory Instruments — 98%, Pilot Automobile — 98%, Mecha Mechanics — 69%, Veritech Mechanics — 75%, Radio Basic — 98%, Surveil-

lance Systems — 80%, Basic Electronics — 95%, First Aid — 88%, W.P. Automatic Pistol, W.P. Automatic Rifle

MECHA SUDAI COMBAT BONUSES AND ABILITIES

Attacks per Melee Round: 7

+8 to Strike, +9 to Parry, +5 to Dodge, +5 to Mega-Damage, 1D6 Mega-Damage from Kick Attack, +6 to Pull/Roll with Punch, Fall or Impact

Other Combat Abilities: Body Flip/Throw, Body Block, Critical Strike (Double Damage) on Natural Eighteen, Nineteen or Twenty.

Mecha Su-Dai Weapon Skills: Mecha Staff, Two-Handed Mecha Sword, Two-Handed Mecha Axe.

CHIRON “The Annihilator” — ZENTRAEDI

The third and last of the Mecha Su-Dai Champions, Chiron is one of those bloody-minded Zentraedi who still sees war and combat as the ultimate game and the only thing really worth doing. He knows he can't beat the two champs, but will do anything to avoid being knocked out of his 3rd ranked position.

Hit Points/S.D.C.: 5200 (or 52 M.D.C.)

Alignment: Diabolic

Attributes: I.Q.: 12, M.E.: 8, M.A.: 8, P.S.: 2600, P.P.: 12, P.E.: 1800, P.B.: 3, Spd.: 120

Age: 26

Weight: 23,500lbs **Height:** 62 feet

Disposition: Sly, evasive and vindictive. A natural liar.

Level of Experience: 11th level Military Specialist

Skills of Note: Pilot Zentraedi Battle Pods, Mecha Combat: Battle Pods, Mecha Combat: Power Armor, Weapon Systems: Zentraedi, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Gallant H-90, Hand to Hand: Mecha Su-Dai.

MECHA SUDAI COMBAT BONUSES AND ABILITIES

Attacks per Melee Round: 6

+5 to Strike, +4 to Parry, +3 to Dodge, +17 to Mega-Damage, 1D6 Mega-Damage from Kick Attack, +4 to Pull/Roll with Punch, Fall or Impact.

Other Combat Abilities: Jump Kick (Critical), Leap Attack (Critical), Body Flip/Throw, Body Block, Critical Strike (Double Damage) on Natural Nineteen or Twenty.

Mecha Su-Dai Weapon Skills: W.P. Zentraedi “Equalizer” Charges, W.P. Zentraedi Fist Blades, W.P. Zentraedi Foot Blades, W.P. Mecha Staff, W.P. Two-Handed Mecha Sword, W.P. Two-Handed Mecha Axe.

“PUG” ERIC LEDERSTRUM — HUMAN

A fighter who's trying for the top and who doesn't much care who he's got to step on during his climb upward. Since he only regards fights with the top three champions as “important,” he'll readily cheat or arrange for his lesser opponents to be cheated. The Su-Dai promoters have arranged for him to win more than his share of fights because of his good looks; they figure it helps the overall popularity of the sport.

Hit Points/S.D.C.: 44

Alignment: Miscreant

Attributes: I.Q.: 11, M.E.: 15, M.A.: 15, P.S.: 14, P.P.: 17, P.E.: 19, P.B.: 18, Spd.: 11

Age: 26

Weight: 195lbs **Height:** 6ft 3in

Disposition: Pleasant, charming and smooth, on the surface.

Level of Experience: 6th level Mecha Su-Dai Artist

Skills of Note: Pilot Jet Pilot all VF series Veritechs, Pilot REF Battle Pods, Mecha Combat: VF Veritech Mecha Combat: Vindicator, Weapon Systems, Read Sensory Instruments, Veritech Mechanics, Radio: Basic, Basic Math, Body Building, W.P. Automatic Pistol, W.P. Energy Pistol.

MECHA SU-DAI COMBAT BONUSES AND ABILITIES

Attacks per Melee Round: 4

+5 to Strike, +6 to Parry, +3 to Dodge, +2 to Mega-Damage, +2 to Pull/Roll with Punch, Fall or Impact

Other Combat Abilities: Body Flip/Throw, Critical Strike (Double Damage) on Natural Nineteen or Twenty.

Mecha Su-Dai Weapon Skills: W.P. Mecha Staff and W.P. Two-Handed Mecha Sword.

PHRADI DAK CHAM — HUMAN

Phradi (pronounced “Freddie”) is one scared young kid. He's ambitious, he's talented, but he also knows that he could easily get killed in the arena. The promoters haven't stacked the odds completely against him, but they've shaved an extra 50 M.D.C. off his Veritech's Main Body.

Hit Points: 9 S.D.C.: 16

Alignment: Scrupulous, tending toward Unprincipled

Attributes: I.Q.: 11, M.E.: 5, M.A.: 7, P.S.: 13, P.P.: 13, P.E.: 4, P.B.: 15, Spd.: 9

Age: 17

Weight: 105lbs **Height:** 5ft 4in

Disposition: Serious, intent, and filled with self-doubt.

Level of Experience: 1st level Mecha Su-Dai Artist

Skills of Note: Mecha Combat: VF Veritech.

MECHA SU-DAI COMBAT BONUSES AND ABILITIES

Attacks per Melee Round: 3

+3 to Parry, +2 to Dodge

Other Combat Abilities: None

Mecha Su-Dai Weapon Skills: None

“TWO-TON” MAKENRAK — ZENTRAEDI

If he were a bit more intelligent, Two-Ton could be a real contender. The problem is that he's stubborn. Unlike the other champions, Maken has never learned the specialized Mecha Su-Dai style. He continues to just improve on his old style, Hand to Hand: Basic, which he has now mastered up to 14th level.

Hit Points/S.D.C.: 4600 (or 46 M.D.C.)

Alignment: Miscreant

Attributes: I.Q.: 5, M.E.: 10, M.A.: 7, P.S.: 1800, P.P.: 13, P.E.: 2100, P.B.: 8, Spd.: 180

Age: 21

Weight: 19,000lbs **Height:** 59 Feet

Disposition: Split between easy-going, especially when he's unsure of himself, and a real aggressive sergeant major type when he thinks he understands what's happening.

Level of Experience: 14th level Military Specialist

Skills of Note: Pilot Zentraedi Battle Pods, Mecha Combat: Battle Pods, Mecha Combat: Power Armor, Weapon Systems: Zentraedi, Computer Operation, W.P. Energy Pistol, W.P. Energy Rifle

MECHA SU-DAI COMBAT BONUSES AND ABILITIES

Attacks per Melee Round: 5

+2 to roll with punch/fall/impact, +4 to Parry/Dodge, +2 to Strike,

Critical Strike on 18, 19 or 20, Body Throw/Flip does 1D6 Mega-Damage (plus victim loses initiative and one attack), +3 to Mega-Damage, Critical Strike or Knockout from behind (Triple Damage).

Mecha Su-Dai Weapon Skills: W.P. Zentraedi "Equalizer" Charges (Zentraedi only!), W.P. Zentraedi Fist Blades, and W.P. Mecha Staff.

MECHA SU-DAI SPECIALIZED EQUIPMENT, ARMOR AND WEAPONS

All the following items have been specially developed for use in the Mecha Su-Dai arena. They are generally unavailable elsewhere.

MECHA FEEDBACK DEVICE (M.F.D.)

Here's the idea. Since the giant-sized Zentraedi foot-soldier actually *feels* all the physical bumps and impacts of combat, it was decided that the humans inside their mecha should have the same disadvantage. In order to do that, electrodes are planted on the body and limbs of the character operating the Mecha. Then, when the Mecha takes sufficient damage, the operator feels pain from the hit.

For every 5 points of Mega-Damage taken by the Mecha's Body, the character takes 1D6 of S.D.C. (followed by *Hit Point* damage when S.D.C. points are gone) directly to the corresponding part of his body. Remember, this damage is done directly to the character's flesh and bone body.

Saving Throws Against Serious Physical Damage

There are two saving throws associated with the M.F.D.; one is to save vs bone breakage, the other vs death. The first is to save against *breaking bones*. Every time a character takes a hit of 10 points or more, he must Save vs. Bone Breakage (a roll of 12 or better on Twenty-Sided die, with M.E. bonus, if any, added in). If the roll fails, then the character loses control of the limb, and it breaks in the confined space of the Mecha control seat. Broken limbs can't be used for the remainder of combat and will require setting, a cast and a healing period of a couple of weeks.

And now, for the question you've all been waiting for: Is it possible to *die* using a Mecha Feedback Mechanism?

Yes!

The damage generated is very real, with electrical shocks being applied directly to the body. Mind you, if the combatant survives, the recovery is swift. Complete recovery of any lost S.D.C. within an hour; hit points are recovered twice as quickly as normal. The problem is that all those shocks could disrupt the heart. No heartbeat, no character. Medical facilities and paramedics are *usually* standing by to attempt a recovery from coma.

Here's how it works. Once the character's Hit Points have reached zero (0), every time the character takes another hit it will require a Saving Throw against Electricity (11 or better on Twenty-Sided, with any P.E. bonus added in). **Making the save** means the character suffers pain, but no real damage. **Failing to save** means the character's heart stops and the character is dead.

Incidentally, there's one other feature of the M.F.D. All the character's *sounds*, from curses to grunts, are transmitted to the video operators. That way they can liven up the broadcast with "realistic" sound effects.

MECHA AND ZENTRAEDI ARMOR

It is important to note that the Mecha Su-Dai fighters prefer to use only the largest mecha. Consequently, it is usually the old 40ft RDF

Veritech and Gladiators that are pitted against an opponent. The smaller REF and Southern Cross mecha are sometimes allowed in grudge matches, special challenges, and in "Midget" Mecha Su-Dai. But it is still the RDF vs. Zentraedi matches that pull in the crowds.

A Typical RDF Veritech (Unmodified): 42.6 feet (13 meters)

Main Body — 250 M.D.C.

Head — 75 M.D.C.

Arms — 75 M.D.C. each

Legs — 150 M.D.C. each

Punch (1D6 Mega-Damage), Body Flip/Throw (1D4 Mega-Damage), Body Block (1D4 Mega-Damage), Kick (1D6 Mega-Damage), Stomp (good only against prone objects, 1D4 Mega-Damage).

RDF Veritech

(Modified for Su-Dai): 42.6 feet (13 meters)

The changing of the unit's armor, mostly on the Main Body, and the addition of armor-puncturing spikes, make this a more effective in Su-Dai combat.

Main Body — 300 M.D.C.

Head — 50 M.D.C.

Arms — 50 M.D.C. each

Legs — 50 M.D.C. each

Punch (1D8 Mega-Damage), Body Flip/Throw (1D4 Mega-Damage), Body Block (1D6 Mega-Damage), Kick (1D8 Mega-Damage), Stomp (good only against prone objects, 1D4 Mega-Damage).

RDF Super Veritech

(Unmodified): 45.9 feet (14 meters)

Main Body — 300 M.D.C.

Head — 100 M.D.C.

Arms — 100 M.D.C. each

Punch (1D6 Mega-Damage), Body Flip/Throw (1D4 Mega-Damage), Body Block (1D4 Mega-Damage), Kick (1D6 Mega-Damage), Stomp (good only against prone objects 1D4 Mega-Damage). +1 to Dodge and Parry, +1 Attack per Melee Round. Lasers and missiles are not allowed.

RDF Gladiator

(Unmodified): 37 feet (11.3 meters)

Main Body — 250 M.D.C.

Arms — 150 M.D.C. each

Legs — 250 M.D.C. each

Punch (1D4 restrained, 2D6 full, 2D6 + 4 power punch Mega-Damage), Body Block (2D4 Mega-Damage), Stomp (good only against prone objects, 1D4 Mega-Damage). Hand to hand combat only. The Gladiator is a fan favorite. **NOTE:** Can't kick, jump or leap.

Zentraedi

Unarmored: 50-60 feet tall

Some brutal contests, especially with Zentraedi vs. Zentraedi, are done with no armor. Usually the contestants wear a tight-fitting leather that gives them no extra M.D.C., but reduces bleeding in case of a wound.

6 to 28 M.D.C., depending on the character.

Zentraedi Modified Light Body Armor

Used mostly by beginners and newcomers to Su-Dai. It gives some coverage, but the battle usually goes to the point where the Zentraedi's personal Hit Points/M.D.C. are penetrated.

Main Body — 25 M.D.C.

Head — 5 M.D.C.

Arms — 5 M.D.C. each

Legs — 5 M.D.C. each

Zentraedi Mecha Su-Dai Armor

Specially designed for Su-Dai, this is the favorite outfit for all full-sized Zentraedi participants. Easily modified to hold any of the Zentraedi hand, foot or knee blades.

Main Body — 50 M.D.C.
Head — 30 M.D.C.
Arms — 15 M.D.C. each
Legs — 10 M.D.C. each

Zentraedi Male Power Armor

55 feet (16.8 meters)

Main Body — 100 M.D.C.
Arms — 30 M.D.C. each
Legs — 50 M.D.C. each

Punch (1D8 Mega-Damage), Body Flip/Throw (1D4 Mega-Damage), Body Block (1D4 Mega-Damage), Kick (1D6 Mega-Damage), Stomp (good only against prone objects, 1D4 Mega-Damage). **Note:** Energy weapons and cannons are not used.

Zentraedi Female Power Armor

55 feet (16.8 meters)

Main Body — 150 M.D.C.
Arms — 30 M.D.C. each
Legs — 50 M.D.C. each

Punch (1D8 Mega-Damage), Body Flip/Throw (1D4 Mega-Damage), Body Block (1D4 Mega-Damage), Kick (1D6 Mega-Damage), Stomp (good only against prone objects, 1D4 Mega-Damage). **Note:** The missiles and other standard weapons are almost never used. Su-Dai is a hand to hand contact sport, like boxing; only it's boxing with giant robots and 50ft tall aliens.

“ZENTRAEDI” WEAPONS FOR MECHA SU-DAI

The Zentraedi combatant may have any or all of the following weapons. The number of weapons will depend on the status/level of the fighter, the toughness of the opponent, and the Zentraedi's personal taste.

Zentraedi “Equalizer” Charges

Essentially, these are specially shaped explosive charges. In battles where the Zentraedi is particularly outmatched by a Mecha rival, the charges allow for a couple of massive, extra-damage attacks. Although the charges vary in power, they are usually a pair, one on each fist. A simple thumb control activates the charge, so that on the next impact (successful Strike!) the charge will detonate. It is a point of some honor to avoid using the charges, and a Zentraedi will draw rave responses from the audience if the opponent is defeated without using them at all.

Feather Charge — 4D6 Mega-Damage
Light Charge — 1D4 × 10 Mega-Damage
Medium Charge — 2D6 × 10 Mega-Damage
Heavy Charge — 3D6 × 10 Mega-Damage

Zentraedi Fist Blades

Instead of the usual punch damage, a Fist Blade exerts 1D10 Mega-Damage, plus any of the fighter's usual bonuses to damage.

Zentraedi Foot Blades

A curved blade that wraps around the outside of the Zentraedi's boot from toe to heel. This raises the usual Kick damage to 2D6 Mega-Damage, plus bonuses.

Zentraedi Knee Blades

These upward curving blades are attached to the kneecap and are used when “kneeing” or driving the knee into the body of the opponent.

The most typical use is in place of a kick, where they do 2D6 Mega-Damage (in addition to the character's bonuses). Another effective move is to grab the upper body of the opponent (requiring a successful Strike roll), and then, on the next attack, pulling the enemy down by the shoulders while bringing the knee upward to strike (another successful strike roll is required). This two-move attack does a staggering 5D6 Mega-Damage, with the usual bonuses also added in.

Special Mecha Su-Dai “Hand” Weapons

The sport is still looking for ways to make things more exciting, and one of those ways is to provide the combatants with more destructive weapons than fists and blades, without getting into lasers and missiles.. Each of the following items can be used as “equalizers” to adjust the formidability of the opponents (most often used by Zentraedi facing mecha). Another popular application is to speed up combat between Mecha that are too heavily armored. Since the slug-fest can sometimes drag on too long (especially with something like the Gladiator), the higher damage of the weapons can speed up the combat.

Mecha Staff

A huge staff, from 50 to 70 feet long, designed to be used like a medieval quarterstaff. Does 1D8 Mega-Damage and can be used as an effective Parry weapon (add bonus of +1 to parry at 4th, 8th and 12th levels). Another, very recent, innovation is the use of Zentraedi “Equalizer” Charges, either feather or light weight, on the tips of the quarterstaff. This provides an extra two “Mega-Hits” for especially unbalanced or brutal fights.

Two-Handed Mecha Sword

Just what you'd expect, a humongous sword. It's designed to be used as heavily armored feudal knights would use a sword, for cleaving rather than thrusting. The sword does 3D6 Mega-Damage, plus any P.S. bonus. No particular bonuses for Striking or Parrying. **Note:** If a Two-Handed Mecha Sword is successfully Parried with an arm, the arm takes 1D4 Mega-Damage.

Two-Handed Mecha Axe

The most fearsome of the Su-Dai weapons, and one that requires a lot of practice just to avoid penalties (it's not even available until 9th level). This is not a Parry weapon (although the characters can still do Parries with their forearms and shoulders), it's designed exclusively for destruction. 4D10 Mega-Damage with every blow, plus any P.S. bonuses. **Note:** If a Two-Handed Mecha Axe is successfully Parried with an arm, the arm then takes 1D6 Mega-Damage.

Cyclone Claw

This is a weapon that has only recently been added to the array of Mecha SuDai armaments. The Cyclone Claw can be worn by a full size Zentraedi or the big 35+ feet tall mecha. The claw is a glove-like contraption with reinforced bands of metal and three CADS-1 high-frequency blades extending from the knuckles of the glove. The extended blades are used as a stabbing weapon for fearsome punches. They are not particularly effective as a slashing weapon, and are useless as a parrying weapon (too small and flimsy).

Range: Within physical reach.

Mega-Damage: Slash 3D6 M.D., Punch 1D6 × 10 M.D., Power Punch 2D6 × 10 M.D. (counts as TWO attacks).

W.P. Zentraedi Mecha Su-Dai Weapons

A skill with the unique weapons, such as knee and fist blades, used in Mecha Su-Dai. **Bonuses:** +1 to strike at level two, +1 to parry at level three, +1 to strike at level six, and +1 to parry at level ten.

W.P. Special Mecha Su-Dai Weapons

A familiarity with the giant mecha size weapons used in Mecha Su-Dai competitions. **Bonuses:** +1 to parry at level two, +1 to parry at level four, +1 to strike at level six, +1 to parry at level eight, +1 to strike at level ten, and +1 to parry at level 13.

SOME NOTES ABOUT MECHA SU-DAI COMPETITIONS

Although corrupt and brutal, Mecha SuDai is a sport. As a sport, there are some basic rules based on the old human sports of boxing and wrestling. There are rarely any fights to the death, especially when a champion is involved (too much money in rematches). The acting manager of either combatant can throw in the towel at any time, stopping the match, but such action is an official win for his opponent (and may ruin the quitter's popularity with the fans).

A typical match is 20 rounds, each round lasting three minutes. The match is over at the end of the 20 rounds with four judges declaring the winner (judges are often paid bribes to help them arrive at the proper conclusion; Mecha SuDai judges are usually loathed by fans who love to hate them for bad calls). A match may also end when one of the opponents is knocked out or immobilized (often the case with mecha). Special rules may apply for special contests with multiple combatants, like: the winner is the last one left standing in the ring (all others thrown out), etc. Specific rules may also vary with the different promoters and broadcasters. Game masters, we suggest you base your rules off modern day boxing and wrestling.

EXTRA GAME MASTER OPTIONS

At your option, you can include either, or both of the following two classes of Mecha Su-Dai:

Mini Mecha Su-Dai, is where the somewhat smaller Battloids (under 40 feet) duke it out. This is the most popular class for micronized Zentraedi who prefer to fight in stripped down versions of the REF Tactical Battle Pod (TBP-Z1) and the REF Officer's Battle Pod (OBP-Z2), and with a Mecha Feedback device installed. All REF mecha can be found in ROBOTECH® II: The Sentinels™. Alpha and Beta Fighters are also in Invid Invasion.

Micro Mecha Su-Dai is where the really small Mecha, of 20 feet or less, are placed. This would include, among other units, the Battloids from ROBOTECH® RPG Book Four: Southern Cross.

These other categories are still pretty small potatoes, but may be growing as the popularity of the sport spreads around the world. Each class has a separate set of Su-Dai organizers, from champions to managers and trainers, to video artists and engineers, to organizers and promoters. The only thing they have in common is that they all use the same Mecha Su-Dai gambling/betting parlors and the same underworld organization.

The enterprising game master can easily make either of these sub-ports available in a campaign by using the same combat rules, and then adding in the various other-sized Mecha. And yes, in case you were wondering, this is yet another insidious plot to get you to buy all the ROBOTECH® books from Palladium Books!

Another optional possibility, and one that would involve more of the player characters simultaneously, is to introduce some form of "tag team" Mecha Su-Dai. This would involve teams of two or more. Only two fighters would be fighting at any one time, but they would always have the option of "tagging" one of their team mates. When tagged, the new fighter would jump in while the one who did the tagging would be allowed to withdraw. Then, of course, there are "Battle Royals," with multiple combatants all fighting at once. Check out T.V. wrestling for more ideas.

OPTIONAL RULES

By Wujcik and Siembieda

The Mecha Su-Dai Combat Skill for Established characters

The player may elect to *change* his character's mecha combat skills to that of Mecha Su-Dai. Mecha Su-Dai may be thought of as Mecha Martial arts. However, there are *sacrifices* and modifications that must be made to the character once the SuDai skill is selected.

The advantage of Mecha Su-Dai is that it is applicable to ALL battloid types of mecha. The individual mecha hand to hand skills are all *replaced* by **Mecha Su-Dai**. This is also a bit of a disadvantage, because all the bonuses, number of attacks, and special moves from these previous combat skills are *permanently lost*, regardless of the character's level of experience. The SuDai master will tell the student, "First, you must unlearn what you think you know about combat." Another disadvantage is that all the combat moves and bonuses focus on hand to hand combat in *battloid mode*. There is no practice or bonuses in any other modes, weapons, or methods of operation.

Okay, despite the possible consequences, you wish your character to have the Mecha Su-Dai combat skill. Then follow these rules.

1.) Eliminate ALL of your current mecha hand to hand combat training! All that you *keep*, is the knowledge of how to pilot that specific type of mecha and the specific weapon systems of that mecha. Erase all of those additional attacks per melee, bonuses, and combat moves, like body block.

Add the knowledge of how to operate any mecha in *battloid mode* that has arms, HANDS, and legs. You may not be able to fly a Veritech, but you know how to change it into battloid mode and operate it as a battloid warrior. (**NOTE:** This knowledge of battloid combat does NOT include the mecha's standard weapon systems, such as lasers, autocannons, or missiles. Furthermore, the size and other unique aspects of the tiny cyclones leave it as the only Veritech that is NOT included in the Su-Dai skill. Thus, Mecha Su-Dai can **NOT** be used with any of the Cyclones, even in battloid mode.)

2.) No additional mecha combat skills can be selected as an "other" skill choice.

3.) The beginner Su-Dai student (which is what you've just become) has only *one additional mecha attack per melee* (this is in addition to attacks from the normal, human, hand to hand physical skill). **For example:** A sixth level RDF destroid pilot with Expert Hand to Hand and Gladiator Mecha Hand to Hand will have a total of SEVEN melee attacks when inside his Gladiator. As a novice in Mecha Su-Dai, the same character now has only FOUR melee attacks; THREE (3) from Hand to Hand Expert and ONE (1) from beginner Su-Dai training. The number of attacks will increase rapidly as the Su-Dai training progresses.

4. Mecha Su-Dai can only be learned from a Su-Dai trainer/manager or from a high level Mecha Su-Dai warrior (7th level or higher). **Note:** A manager can also arrange for fights and betting, otherwise the individual character must try to make his own arrangements.

5. The character must fight in TEN matches, win or lose, to *attain* first level proficiency in Mecha Su-Dai combat. Unlike the other Mecha hand to hand training, Mecha Su-Dai has advancement by levels.

6.) **New levels of Mecha Su-Dai** advancement and skill are reached in the following ways. After every 8000 experience points plus fighting in two professional matches (win or lose). Or by competing in TEN (10) matches within a 60 day period (6 **must** be wins or there is no advancement). **NOTE:** ALL matches must be with a *worthy opponent* who will challenge the character's skills. This means the opponent must be at least one level higher in Mecha Su-Dai combat than the player character. The player character must win at least six out of the ten to advance to the next level of combat proficiency. After 7th level Mecha Su-Dai, the opponent can be an equal match, but 12 fights must be fought and at least six must be won.

7.) **Combat limitation:** Mecha SuDai is a mastery of hand to hand combat and not long-range weaponry. Consequently, the player must announce at the beginning of combat whether he is using Mecha Su-Dai, *and only Mecha Su-Dai*, or that he'll use other means of combat, such as cannons, guns, or missiles. Once Mecha Su-Dai is called, the character must use *only hand to hand attacks for the entire melee round* (15 seconds, usually 6 to 9 attacks). Only hand weapons, no blasters, cannons, or missiles, can be used during a "focused" Mecha Su-Dai attack.

When other means of combat are to be used, like firing a GU-XX, the total attacks per melee are reduced by *half* (always round down) and the Mecha Su-Dai combat strikes and bonuses do **NOT** apply, except in self-defense: parry, dodge, roll. Note, however, that even at half attacks, the Mecha SuDai warrior is likely to be equal to a typical opponent. Yes, the character can always use hand guns or weapon knowledge from his *previous* mecha experience, but without bonuses. Only characters who *never* had previous mecha training will NOT be able to access a mecha's built in weapons, but he can still try to use a weapon like the GU-XX.

MECHA SU-DAI HAND TO HAND COMBAT

Note: The character starts out at level ZERO, and reaches level one only after 10 fights. See #5 and #6 for level advancement and abilities.

Level 1: Two (2) additional attacks per melee, +3 to parry, +2 to dodge, kick attack, W.P. Equalizer, pilot mecha: Battloid only.

Level 2: +2 to strike, +2 to pull punch; +2 to roll with punch, fall, or impact (explosion), reducing damage by half.

Level 3: +1 to parry, +1 to dodge, body block/tackle/ram: double damage, plus a 75% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.

Level 4: One additional hand to hand mecha attack, Jump Kick: an automatic critical strike (double damage). (See *Robotech® RPG, page 32 or Sentinels pg 45*).

Level 5: +1 to strike, +2 Mega-damage, critical strike on a natural roll of 19 or 20. Power Punch: doubles the normal punch damage, but counts as TWO attacks! Not applicable to the power punch with Cyclone Claws which already inflict double damage.

Level 6: +1 to roll with punch, fall, or impact; Body Flip/Throw: double damage, plus victim loses initiative and one attack that melee.

Level 7: +1 to dodge, Paired Weapons, Leap Kick: an automatic critical strike (double damage) that can be used to strike two opponents simultaneously. (See *Robotech® RPG, pg 32 or Sentinels, pg 45*).

Level 8: One additional hand to hand attack, +2 to pull punch.

Level 9: +2 Mega-Damage, Entangle: can attempt to trap an opponents weapon. (See *Robotech® RPG, pg 32 or Sentinels, pg 44*).

Level 10: +1 to strike, +1 to parry, +1 to dodge.

Level 11: +2 to roll with punch, fall, or impact; Stuns opponent

when a natural 20 is rolled to strike: victim loses all attacks for one entire melee (15 seconds) and is -4 to parry, dodge, or roll.

Level 12: One additional hand to hand attack.

Level 13: +2 to pull punch, +1 to roll with impact.

Level 14: +1 to parry, +2 to damage.

Level 15: One additional attack per melee.

THE MECHA SU-DAI GLADIATOR O.C.C. (Optional)

The professional Mecha Su-Dai warrior is a modern day gladiator who fights for fame and fortune. He is not likely to be military trained nor a freedom fighter. However, a player may want to play a professional Mecha Su-Dai fighter. This can be easily done by making the character a part-time Su-Dai fighter and a freedom fighter to boot. Actually, the Mecha Su-Dai cover could be excellent for a freedom fighter, giving him an excuse to travel, establish connections with various towns and fellow freedom fighters, the underworld (and an occasional Invid sympathizer), as well as, public notoriety as an underground celebrity or even cult hero.

Anybody can become a professional Mecha Su-Dai warrior. Surprisingly, very few participants in the sport are exmilitary personnel, especially RDF and REF. The majority of Mecha Su-Dai gladiators are Zentraedi, full size and micronized. The human gladiators are usually young toughs who have been specially trained in the art of Mecha Su-Dai. Most of these humans, like their Zentraedi counterparts, are uneducated and limited in skills. They have been trained since their teens to be Mecha SuDai gladiators and their skills reflect this.

In addition to the O.C.C. skills listed, with bonuses indicated in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated.

Attribute Requirements: P.E. 10, P.P. 10 or higher is preferred, as well as a high P.S., but it is not mandatory.

O.C.C. Skills:

Mecha SuDai Hand to Hand Combat

Pilot all Battloids, except cyclone (see text)

Hand to Hand: Expert*

W.P. Sword

W.P. Staff

W.P. Zentraedi Mecha SuDai Weapons

W.P. Special Mecha SuDai Weapons

*Hand to Hand Expert can be upgraded to Martial Arts at the cost of two "other" skill selections.

Remember, the Mecha Su-Dai gladiator can operate any Battloid type mecha, including Veritech. However, although the character can transform a Veritech from jet or guardian mode into battloid mode, he can not pilot the mecha except in battloid. Can NOT use a cyclone, even in battloid mode.

Other Skills: Select 14 other skills. Plus two additional skills at level three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Radio: basic, radio: scramblers, TV/video only.

Domestic: Any (+10%)

Electrical: Basic only

Espionage: Forgery, intelligence, interrogation, land navigation, and wilderness survival only.

Medical: First aid or paramedic (+10)

Mechanical: Basic and automotive mechanics only

Physical: Any (+10% when applicable)

Pilot: Automobile, motorcycle, hover cycle, military hover vehicles, trucks (any), airplane, jet pack, and boats (any) (+5%)

Pilot Related: Any

Rogue: Any (+15%)

Science: Math only

Technical: Computer operation only

Weapon Proficiencies: Any, except Cyclone weapon systems

Wilderness: Any (+10%)

Standard Equipment: *If a full size Zentraedi:* choice of Su-Dai body armor (only females wear Female Power Armor), choice of two Zentraedi Mecha Su-Dai weapons, choice of one special Mecha SuDai Hand weapon. Plus Zentraedi assault rifle or laser pistol or GU-11 gun pod, set of extra light body armor and clothing, back pack and other common weapons, like knife or club, and other common personal items. The GM can allow a full size Zentraedi to also own a battle pod, or power armor.

A micronized Zentraedi or human can own CVR-3 armor or Southern Cross body armor and an all-terrain type vehicle and/or a battloid mecha (if RDF or REF, the mecha will probably be a little beat-up, with obvious repairs). Of course, the character will also have the SuDai weapons and personal items mentioned previously.

Authorized Clearance Upon Assignment:

As a freedom fighter and/or agent of an RDF/REF resistance force, the character may have additional weapons, ammunition, tools, optical enhancements, vehicles, mecha, repair facilities, and their assistance. Exactly what and how much is available to the freedom fighter will depend on the prosperity of the organization and how significant the character and/or his assignment is to the organization.

Monthly Wages: As a soldier in the REF, the character could receive the same pay, in credits, as the Cyclone Rider. However, many small or isolated organizations have no or little money, and offer, instead, food, shelter, supplies, ammunition, support, and camaraderie to all who join their cause.

A professional mecha Su-Dai Gladiator is paid by the fight and may include credits, armor, weapons, or favors. The pay off on fight varies with the popularity of the fighters.

The Thailand Pit (adventure)

The following is enough background to build an adventure around the genesis pit. Individual game masters can modify or punch things up as much as they like. This adventure can be introduced any time before or after their big confrontation with the Robotech Masters.

PLAYER BACKGROUND

Over the last several months you've heard the natives talk about "monsters from Lake Nong Han." At first these stories were dismissed as exaggeration. After all, the peasants call the Invid "bug demons" However, the stories persist, and seem to be told more frequently than ever. Checking with your most reliable native sources will only get you a very stern confirmation that the monsters exist. A conversation might go something like this:

"Yes, monsters now live in the forests. Why you keep asking if I am sure? I your friend. No lie about monsters. Serious business. Eat livestock, frighten chickens away, trample crops, people much suffer. Go hungry. Not good. I not see monster myself. But cousin Li, his village attacked by one fire ant the size of ox. It take many men to kill. Many die, cousin lose arm. Monsters very real!"

For several months the people in the Mae Nam Chi region have been abuzz with complaints of giant insects and monstrous animals that have been attacking their children and livestock. Some of these "monsters" have travelled southeast as far as the Overwatch compound. Our heroes may have even encountered a few themselves.

If the group is friendly with the Overwatch people, they will be told that a Genesis Pit has been confirmed to exist 75 miles (120km) due north of the Invid hive, between the two lakes: Nong Han and Nong Lahan. The Overwatch force may ask the characters if they would be interested in a reconnaissance mission to determine the size and potential danger of the pit. And told that if the opportunity presents itself, they should destroy it. **G.M. NOTE:** The player characters can be *assigned* this mission whether they want it or not if they have become official members of the Overwatch force. No other data is available.

If not affiliated with Overwatch, the characters can learn about the Genesis Pit themselves. All rumors indicate that the source of the monsters is from the Lake Nong Han region. As the characters come within 100 miles (160 km) of the Invid hive and/or Lake Nong Han, they will encounter some biological anomalies themselves. These encounters should convince them that a Genesis Pit is in operation in this area. A careful search of the jungle near Lake Nong Han will uncover the pit. Of course, there will be a few dangers along the way.

RANDOM ENCOUNTER TABLES

Laos, Vietnam, Cambodia, and N.E. Thailand

Roll for every two miles travelled or as needed.

- 01-05** 2D4 Invid Enforcers examining a strange (mutant) plant. They are aggressive and will attack any suspicious looking human or characters in mecha or using protocolture.
- 06-10** 2D4 Invid Troopers and one Shock Trooper erupt from their underground hiding place and attack. They will fight to the death.
- 11-13** 1D6 Mutant Ants in search of prey. They fight till the death.
- 14-16** 1D6 Zentraedi foot soldiers and 1D6 Tactical Battle Pods. They will fight only if they are attacked first. They will claim to be nomads who have wandered the jungle for generations (in reality they are a reconnaissance team for the Masters). They may offer some reliable information about the general area (20 miles/32km),but are not too friendly and will wish to move on. They will deny any knowledge of N. W. Thailand, Burma, the Robotech Masters or similarly delicate subjects. If the player characters are rude, threatening, or seem to know too much about the Masters, the Zentraedi will attack, fighting to the death.
- 18-20** An Invid Royal Command Battloid, piloted by one of the more warlike Thailand Hive leaders, and 1D4 Armored Scouts. The royal Invid leader will fight until he/she has lost 70% of the battloid's M.D.C., at which time he/she will retreat. This villain will attack any human, without provocation.
- 21-25** 1D6 Zentraedi foot soldiers and 1D6 Tactical Battle Pods. They will fight only if they are attacked first or believe they are in deadly danger. They ARE nomads who have lived in the jungle for decades. They may offer information to any group who treats them kindly. A couple derogatory Zentraedi comments or jokes and the humans can forget about any info.
- 26-30** Hot shot bandits who think they can push around or beatup anybody they feel like. Fairly well equipped: 3D4 foot soldiers armed with Wolverine assault rifles, 1D6 armed with Fal-2 laser rifles and dressed in REF CVR-3 body armor, 1D4 armed with RL-2 super rocket cannons, another 4D6 foot soldiers armed with 20th century fire arms, and some 1D6 + 1 mecha. **GM NOTE:** You can select mecha or roll on the following table to determine types of mecha.
- | | |
|-------|--|
| 01-10 | REF Excaliber (no missiles & -2D4 x 10 M.D.C.) |
| 11-20 | RDF Gladiator (only 10 missiles & 50 M.D.C.) |
| 21-30 | S. Cross Logan (stuck in Guardian mode, no missiles) |
| 31-40 | EBSIS Juggernaut (great shape, -25 M.D.C.) |
| 41-50 | EBSIS Soldier (-50 M.D.C.; see S. Cross pg 72) |
| 51-60 | RDF Excaliber (2D6 missiles, one arm missing) |
| 61-70 | S. Cross GMP Battloid (-1D6 x 10 M.D.C.) |

- 71-75 S. Cross Hover Tank (pilot is a renegade S.Cross soldier, level 1D6, & the tank is in great working order, only – 2D4 × 10 M.D.C.).
- 76-80 EBSIS Soldier (– 2D6 × 10 M.D.C., see S.Cross, pg 72)
- 81-90 RDF Gladiator (gun cluster destroyed, has 4D4 missiles and is – 1D6 M.D.C.).
- 91-00 REF Gladiator (one laser cannon is destroyed, has only 2D4 missiles and is – 2D6 M.D.C.).
- 31-35** A Pincer and 2D4 Invid Shock Troopers. Will fight to the death.
- 36-38** One Invid Armored Scout acting as a sniper in hiding. There is no chance to dodge the first shot. Will fly away when fired upon.
- 39-40** Red Bioroid on a hover craft accompanied by 1D4 Green Bioroids also on hover craft. All will try to avoid contact with humans. If pursued or attacked, the bioroids will attack and fight until the humans have been eliminated or they themselves are slain. They will not allow themselves to be taken prisoner.
- 41-45** A Pincer and 1D4 Troopers. All will fight to the death.
- 46-50** An Enforcer, 1D4 Shock Troopers and 1D4 Armored Scouts. Will attack anybody using protoculture, but will ignore all others.
- 51-55** An Invid slave camp forced to grow the Invid Flower of Life. The 1D6 × 10 human slaves are guarded by an Enforcer, 1D6 Armored Scouts and 1D6 Invid Scouts. They will chase off intruders or attack armed forces. An additional Invid force of 3 Armored Scouts and 7 Scouts will arrive 2D4 minutes after combat has begun.
- 56-57** Mecha SuDai champions looking for a fight. 1D4 + 1 fighters, with an entourage of ten humans, are drunk and looking for trouble. None will fight to the death and are not likely to let their mecha or armor get too beat-up in a fight without profit. If the player characters are good sports, the rowdy champions will offer them booze, food, and conversation. They may even invite them to a Mecha Su-Dai game. They know little about the area that the characters don't already know themselves (other than the locale of a couple Su-Dai parlors).
- 58-60** Strange dinosaur-like monster comes charging out of the brush! This thing is huge, runs on all four legs, stands 30 feet (9.1m) at the shoulders, is 90 feet long (27.4m), and has a gigantic maw filled with foot (0.3m) long teeth.
The beast has an hit point equivalent to 60 M.D.C., and does megadamage attacks (4 attacks per melee): bite does 2D4 M.D., ram does 6D6 M.D., stomp does 3D6 M.D., and tail swat does 3D6 M.D.; speed running is 50 mph (80 km).
- 61-65** A band of freedom fighters. They view others with great suspicion and offer little pertinent data. They will ask more questions than they answer. Questions focusing on the activity of Zentraedi and the existence of the Robotech Masters.
These “freedom fighters” are really guerrillas working for the Robotech Masters. Their main purpose is to distract the Invid so that the Masters may continue their work undisturbed, but they will also attack fellow humans who seem to know too much.
GMs can increase the numbers and power of this group as is appropriate for his/her playing group: 4D6 foot soldiers dressed in black clothing and armed with conventional weapons, 2D6 soldiers in old Southern Cross body armor and armed with PR-30 Pulse Rifles, 2D4 soldiers are obviously micronized Zentraedi armed with Gallant H-90s, among them are 1D4 full size Zentraedi in body armor and armed with assault rifles. The leader is a native, but the second in command is an arrogant caucasian (really a Red bioroid pilot). A red bioroid, 1D4 blue bioroids, and 1D4 + 1 Tactical Battle Pods are always within one or two miles of this group in case they need support.
- 66-70** An Enforcer and 1D6 Invid Scouts are inspecting wreckage from a REF spacecraft. The wreckage contains: 1-40 nothing of value, 41-50 1D6 × 10 mecha protoculture cells, 51-70 2D6 suits of CVR-3 armor and 2D6 Gallant H-90s with 1D6 × 10 extra ammo clips, 71-80 4D4 × 10 mini-missiles, 81-90 one VR-052 Battler Cyclone and 2D6 cobalt limpet mines, 91-00 One Alpha Fighter in perfect condition and 1D4 × 10 extra missiles.
- 71-75** 1D4 Tactical Battle Pods, 1D4 Light Artillery Pods and one Officer's Pod looking for blood. Ironically, they are not part of the Robotech Masters' troops.
- 76-78** A smoldering “clam-shaped” Invid transport ship lays in ruin! 1D6 × 10 Invid Scouts and 1D6 × 10 Armored Scouts are flying around like mad hornets. Another 2D4 × 10 Armored Scouts are patrolling the sky. They will attack anyone they find within four miles (6.4km) of the crash site. It's wise to give this area a wide berth.
- 79-83** A lone Pincer stands among the remains of several Invid mecha and a score of dead freedom fighters. It is in a bad mood!
- 84-87** A band of low-life human thugs working for the Invid. They may pretend to be freedom fighters if they have time to prepare a welcome for the player characters. The group includes: 1D6 thugs piloting VR-052 Battler Cyclones in perfect condition, 2D4 thugs in CVR-3 body armor and armed with Gallant H-90s, 1D6 thugs armed with Wolverine assault rifles, 1D4 Invid Enforcers, 1D4 Armored Scouts, and two Invid Troopers. GMs can increase or decrease these villains as needed.
- 88-90** A ragtag band of full size Zentraedi. They view humans with suspicion and dislike, but also as potential allies. They will trade information for food, supplies, and mecha repairs. Group consists of 2D6 foot soldiers, 1D6 Tactical Battle Pods, and 1D4 Female Power Armor. All the mecha are in desperate need of repairs and refueling (down by about half M.D.C.). These could be valuable allies if the player characters can earn their respect.
- 91-96** An Invid patrol; one Pincer, 3 Shock Troopers, and 6 Armored Scouts.
- 97-00** 2D4 Mutant Ants.

The Adventure Unfolds

Jungle, Swamp, and Monsters

The area for 200 miles (320km) around Lake Nong Han is a combination of savannah (3D4 foot tall grass and scrub), swamp and dense rain forest (especially to the north into Laos and North Vietnam). Even if the characters risk flying most of the way, they will have to land to search out the Genesis Pit.

ENCOUNTERS AND CLUES (Encounter #1)

In addition to any random encounters, the following are some specific brushes with danger.

The Village

A small village of about two dozen huts is found completely deserted. A quick scan of the area shows no sign of danger from Invid or guerilla. A closer inspection will provide the following clues:

- 1.) The town is in great condition. There is no sign of a struggle or invasion.
- 2.) There are clear signs that the inhabitants left in a hurry; personal items are found in many of the homes.

Characters with tracking skills will be able to surmise that the village was evacuated within the last 48 hours, perhaps as recently as 24 hours. Clear tracks indicate that the bulk of the people, some on bicycles or pulling wagons, went southwest, other smaller groups (families?) appear to have splintered off into all directions except north. The tracks could be followed if so desired.

G.M. NOTE: should the villagers be trailed and found (most have fled to a friendly village 15 miles/24km to the southwest), they



will claim to have fled from an army of monstrous ants. However, none of these people actually saw the ants. Still, they will insist that the ants are real.

- 3.) The fence of a pigpen has been knocked down. Dried pigs' blood stains the grass and a little path near the pen. The path and blood lead into the jungle.
- 4.) There are some signs that something large, like a jeep or elephant, has travelled in the jungle along the path. However, there are no footprints.
- 5.) Following the little path and blood trail will lead northeast, 300 yards/meters, into the tropical rain forest. At the end of the trail is a six foot (1.8m) high mound of dirt, with a circumference of about 30 feet (9.1m). Climbing to the top of the dirt hill will reveal the mouth of a tunnel. The hole is freshly dug, pitch black, and seems to drop almost straight down at least 100 feet (30.5m). There are no handholds, spikes, ladder, or rope that can be used for climbing. Nor are there any signs of human habitation; no lights, garbage, tracks, or smells.

Into the Abyss

The opening of the strange tunnel in the mound is about 10ft wide (3m). NOT large enough for mecha other than the cyclone. Peering into the foreboding hole with a flashlight shows a smooth tunnel that connects to another tunnel running east and west like an upside down "T".

The Tunnels

This horizontal tunnel runs approximately 100 yards/meters to the East and 250 yards/meters to the West. **At the end of the East tunnel** is an empty chamber with a slightly rounded, domelike ceiling. The ceiling height is about 30 feet (9 m); the chamber's dimensions roughly 20 x 20 yards/meters. A small, narrow tunnel (6 feet/1.8m wide) curves downward at a 90 degree angle some 50 yards/meters and then drops straight down into a huge chamber.

The tunnel to the West also ends in a 20 x 20 yard chamber with a 30 foot (9m) ceiling height. Although nearly identical, there is clearly no intentional construction design elements. The walls are roughly

packed dirt that's the same as the tunnel's. If anything, the tunnel construction looks more like an animal's burrow than a man-made creation.

At the very mouth of the West chamber is a hole that's a straight drop down. Anybody without light or optical enhancement, or who is careless, will fall into the hole (it is as wide as the connecting tunnel) and plummet about 60 yards/meters to the floor of the huge chamber below.

Inside the West chamber is 1D4 giant fire ants. As you may have guessed, this is their new nest, still under construction, and they will fight intruders to the death. Each ant will attack a different foe. If there are more ants than intruders, the remaining ants will join the fray, attacking the nearest opponent. Combat will also alert the rest of the nest. 1D4 + 1 reinforcements will arrive within three melees (45 seconds).

The use of mini-missiles and grenades is dangerous and may cause a cave-in. If the minimissile is a direct hit on the ant, there is a mere 19% chance of causing a cave-in. If the missile misses its mark and impacts against the tunnel or chamber wall, floor, or ceiling, there is an 88% likelihood of a cave-in. The use of grenades or cobalt limpet mines means an 88% chance of a cave-in.

A cave-in will usually be the collapse of a 30 yard/meter area of the underground dwelling around the point of impact. The collapsing dirt/clay will completely fill that portion of the tunnel from floor to ceiling. It is important to note that the cave-in will NOT harm the ants one teeny bit. Instead, it will only serve to slow the ants down. The creatures can dig out of 90ft (27.4m) of earth within 1D6 minutes.

Humans caught in such a cave-in are in serious trouble. First, 1D4 mega-damage is sustained. Secondly, the character is buried alive. The character must have an independent oxygen supply or be rescued within two (2) minutes to survive. Those without mecha are completely immobilized! Characters in cyclone mecha can manage to move, but at a horrible strain. They can slowly dig themselves out at a rate of three feet (one meter) per five minutes. The bad news is that there is a 50% chance that an ant will find the character every five minutes, and chomp on the incapacitated enemy. Attacks by the buried character are limited to hand to hand and point-blank range for blasts or missiles.

The Main Chamber

Both tunnels lead to the main chamber where the queen ant is directing her troops. Fortunately for the characters, this ant colony is tiny, with a meager force of 19 insects comprising the entire group. To rid the area of them, the characters must hunt them down and kill each. This will be fairly easy to accomplish, since the ants will attack until they are all killed or until the intruders are slain. Only the queen ant and her four protectors will attempt to escape. It is essential to kill the queen to prevent the ant colony from expanding!

The queen is easily identified as she will be twice as big as any other. This also means that her only exit is through the large West tunnels.

A Typical Mutant Ant

Alignment: Anarchist; a predator driven by instinct.

Height at Shoulders: 3 to 5 feet (.3 to 1.5 meters)

Length: 8 to 12 feet (2.4 to 3.6 meters)²⁷

Weight: Approx. 200 to 400 lbs (90 to 180 kg)

M.D.C. by Location:

*Antenna (2) — 5

*Eye (2) — 5

*Head — 25

Legs (8) — 30 each

**Main Body — 100

*The antenna is a small, moving target and can only be struck with a “called,” aimed, shot, and even then the attacker is -4 to strike. If both antennae are destroyed, the ant is disoriented and is 2 to strike, parry, and dodge.

*The eye is also a small, moving target that can only be hit by a “called” shot and the attacker is -2 to strike. If both eyes are

destroyed, but not the antenna, the ant is -2 to strike, parry, and dodge. If both eyes and antennae are destroyed, the ant is -6 to strike, parry, and dodge.

*Destroying the head will kill the ant, but the attacker must make a “called,” aimed shot and is 1 to hit.

** Destroying the main body kills the insect.

M.D.C. NOTE: Although the ant is considered a megadamage creature, it is hurt by conventional S.D.C. weapons. Simply multiply the M.D.C. number by 100 S.D.C. For example: The eye is 5 M.D.C. or 500 S.D.C., the head is 2500 S.D.C., the main body is 10,000 S.D.C., and so on.

Speed: 30 mph (48kmph) running, 5 mph (8kmph) climbing (can climb straight up and on almost any type of surface except glass), and dig through 90 feet (27.4m) of dirt per 1D6 minutes. Ants are also fair swimmers, 32% skill proficiency.

Attacks per Melee: Two bite attacks; can also push away with foot or hold on/step on with foot.

Damage: Bite inflicts 1D4 M.D.

Push/stomp inflicts 1D4×10 S.D.C., not megadamage

Strength: Equal to a PS of 30.

Other Encounters with Mutants

THE SWARM (Encounter #2)

Another encounter with unnatural animal life will occur when a swarm of six-inch bees fills the air. At least 500 insects are part of the swarm and will cause great confusion among humans who encounter them. Fortunately, the bees are more frightening than dangerous. The thrum of their buzz, the banging of their bodies as they collide with mecha, people, and vehicles, and the perceived threat that most people feel from bees can create a harrowing experience. However, the bees are not unusually aggressive nor large enough to penetrate body armor or mecha.

Individuals who are not protected by body armor or mecha/vehicle will suffer from numerous bee stings, but these are not likely to be life threatening; 1D4 S.D.C./hit point damage per every five minutes of exposure to the bee swarm. The bites will continue to be an irritant and painful to the touch for 2D4 days. As a result, victims are -1 on their initiative roll for every 8 points of damage received.

Damage to mecha is limited to bug stains and temporary impairment of optics and sensors. At a distance, the bee swarm may register on radar as one or more unidentified flying objects or an enemy flying in formation. When a mecha is caught inside a swarm of these bees, the radar, motion sensors, and targeting system are completely overwhelmed by the number of targets and temporarily shut down (stay off for 2D4 minutes after emerging from the swarm). Normal vision is also obscured by the cloud of insects and reaction time reduced. Flying in a swarm will cause the jet intakes to become clogged within 1D4 melees (15 to 60 seconds) and send the mecha or vehicle crashing to the ground! 2D4 hours will be required to clean the jets for future flight.

Characters who are inside body armor, mecha, or a vehicle, while caught in a swarm of mutant bees will suffer the following penalties: minus one melee attack, -6 on initiative, -3 to strike, parry, and dodge. Double these penalties for characters without body armor and face covering and who are not protected inside mecha or a vehicle. **NOTE:** The invid and other villains are equally incapacitated by the bees. A typical bee is 4 to 6 inches long and inflicts only the most insignificant S.D.C. damage; six stings equal ONE point of S.D.C. damage. An individual bee has 3 S.D.C./hit points. Smoke is the most effective way to chase the swarm away. Remember, it's not that the



bees are deadly, but that swarm creates confusion and temporarily knocks out sensors.

THE SERPENT (Encounter #3)

The area within 40 miles of Lake Nong Han has been deserted by the natives. An occasional village, falling apart from neglect and abandonment, is the only sign of human habitation. Rumors abound of dragons, monsters, and evil spirits that have come to haunt the lake. Even bandits give this region a wide berth.

As our stalwart heroes continue their trek toward the Genesis Pit, they encounter yet another mutant misfit. It can attack in any of the environments, but may prove to be most startling when found prowling around in a grassland.

The skeletal remains of a couple oxen and a half dozen wild pigs is the first hint of trouble. A few hundred yards further is the skeleton of a small, young elephant. A few yards further, the remains of a half dozen humans. An uncommonly cool breeze rustles the vegetation of the grassland (or whatever). Despite the foreboding presence of the skeletons, all is quite and peaceful.

As the characters move on, they will discover that the entire area is littered with bones, human and animal. A tiger or pack of wild dogs may break the tension filled calm. They come here to pick the bones, but are not the masters of this graveyard. The predator that stalks this area is a creation of the Genesis Pit. A huge, serpent-like beast that resembles an oriental dragon as much as anything else. The creature is 100 feet (30.5 m) of mottled grey and green scales and muscle. Its head resembles a caiman or crocodile, with an eight foot (2.4 m) maw filled with crooked, yellow teeth 6 to 12 inches long. Although it possesses two stubby rear and fore legs, the monster slithers on its belly like a snake and lives in an underground lair. No, the characters do not have to go down another tunnel nest; this time it will come to them.

The serpent preys on any large mammal and, as Invid Prince Vasic, had hoped, has come to especially enjoy human flesh. The beast will quietly stalk the group before attacking. Despite its size, it moves quickly and silently. It leaves no obvious trail and barely rustles a blade of grass unless moving near its maximum speed. The serpent has a high animal intelligence that makes it more than a giant snake hunting on instinct. It actually exhibits some degree of cunning and kills for pleasure as well as out of necessity.

The smallest, most vulnerable person will become the target of the serpent's first attack. If the prey proves to be too difficult, the serpent will release it, hide, and stalk anew. It will usually try to split up a herd of animals, like a group of humans, by creating a distraction to lure one away from the herd toward it, or by startling the group to cause them to scatter and then pick them off one at a time. It will fight to the death only if enraged or cornered, otherwise it will flee if it endures too much damage (50 or 60% of its M.D.C./ hit points). However, the serpent loves to hunt and will not give up simply because the prey seems to be too powerful. It will secretly follow its prey, stalking it/them for hours, waiting until the right moment to strike. Note: The creature will not travel more than 12 miles (19km) away from its lair.

The Serpent

Alignment: Miscreant; an intelligent predator that kills for pleasure.
Height: About 2 feet (0.6 m) when crawling along the ground, but can coil its body and stand up to 60 feet (18.3 m) high.
Length: 100 feet (30.5 m)
Weight: One ton
M.D.C. by Location:
**Head — 80
*Eyes (2) — 2 each
**Main body — 450

*Destroying the eyes will blind the monster, but its great sense of smell will not incapacitate it as badly as one might hope; -3 to strike, parry, and dodge. To strike the eyes, the character must make a "called," aimed, shot, but is -8 to strike.

**Destroying the head will kill the serpent, but attacks to the head must be a called shot.

**Destroying the main body will kill the monster.

M.D.C. NOTE: The serpent is NOT hurt by S.D.C. weapons.

Speed: 60 mph (96.5kmph) through the thickest jungle, climbing is equal to a skill proficiency of 66% (cannot rappel), is also an excellent swimmer equal to 92% skill and a speed of 20 mph (32kmph).

Natural Abilities: Prowl — 77%, hide in foliage (prowl/chameleon) — 77%, track by smell — 60%, see in darkness 300 feet (91m), regenerate limbs and M.D.C./hit points at a rate of 25 per day.

Attacks per melee: Four

Bonuses: +2 to strike, +4 to parry and dodge.

Damage: Bite inflicts 2D4 M.D.

Claw inflicts 1D4 M.D.

Lash with tail or head/neck: 3D6 M.D.

Crush/squeeze by constriction of coiled body: 1D6 M.D. per melee.

Strength: Equal to a PS of 50!

Random Encounters Near Lake Nong Han

RANDOM ENCOUNTERS within 75 miles (120km) of the Genesis Pit

Roll for every 8 or 10 miles travelled, or as needed.

01-05 1D4 Zentraedi foot soldiers and two tactical battle pods on a reconnaissance mission. They will fight only if they have to and will try to avoid conflict. If captured, they will deny any affiliation with the Zentraedi of the north and laugh at the "outrageous" suggestion that Robotech Masters exist anywhere on Earth, let alone operating in the north.

06-10 Pool of Quicksand: Characters in mecha or body armor will automatically be trapped in the sucking muck. Characters with no armor have a 50% chance of working free and wading to safety. Trapped characters and mecha must be pulled free. Victims will sink into the quicksand and suffocate within 3D4 melees.

11-15 Invid Mini-Patrol on a standard fly by. The use of protoculture, or combat, will immediately alert them. They will attack anybody using protoculture or who dares to attack them. Typical patrol: One armored scout and two scouts. One will fly off to report if there's trouble.

16-20 1D6 Mutated Komodo Dragons: Only a threat to characters without mecha or body armor. The 20 foot lizards will attack any man size mammals, or smaller, without hesitation.

A typical mutant komodo dragon will stand 5 to 8 feet (1.5 to 2.4m) tall, 20 to 30 feet (6 to 9m) long, has 3D6 x 100 hit points/S.D.C., and a natural armor rating of A.R.12. Attacks per melee: Three; bite inflicts 4D6, claw 2D6, tail sweep 2D6; all damage inflicted is S.D.C. damage, not mega-damage. Speed: 20 mph (32 km), and they are fair swimmers: 45%. The creature is extremely aggressive and fearless, thus it will often (1-75%) fight till the death.

21-23 Invid ground patrol consisting of one Pincer, 2D4 Shock Troopers and 1D4 Troopers. They will attack any armed individual or group whether they have mecha or not.

24-26 2D4 Mutant Ants foraging for food. They will attack only if they are attacked first. However, the ants are a serious threat to human life and should be exterminated whenever they are found.

26-30 Human Guerilla squadron. Most are exViet Cong and have a hatred for nonAsians. This is a group of bandits that think of themselves as their people's protectors. They are here fighting the mutant menaces from the Genesis Pit, but the player characters will

be seen as equally despicable enemies. The bandits will also covet their mecha and weapons. Their first tactic will be to lure the group into a false sense of security and then attack without warning.

The guerilla number 2D4 × 10 personnel, all on foot. 10% are armed with Gallant H-90s, 10% with Southern Cross PR-30s, 15% with Wolverine assault rifles, while all others have conventional AK-47s or similar assault rifles and Chinese grenades (S.D.C.); 25% wear REF or S. Cross type body armor. The second in command wears REF body armor and is armed with a SAL-9 laser pistol, RL-2 rocket cannon and 6 limpet mines. He is a dangerous 5th level guerilla with expert skill in each weapon and a master of martial arts. The leader is a high level guerilla fighter and 1D4 level cyclone rider O.C.C., complete with cyclone and mecha armaments. (GM, you select the type of cyclone and weapons.)

32-35 One lone Armored Invid Scout, hidden among the foliage, playing sniper. The characters will be completely unaware of the invid until it fires its first shot. After four blasts, the characters have a 1-44% chance of locating the sniper. After another four blasts, they have a 1-66% chance and after another four shots, a 1-89% chance of locating the culprit. The Invid Armored Scout will try to fly away and escape as soon as its position is found out.

36-40 Standard Invid Reconnaissance Patrol: 3 Armored Scouts and 7 Scouts. They will stop and investigate any unusual activity, noise, or the presence of protoculture energy. Once engaged in combat, they will fight to the death.

41-45 1D6+1 Mutant Ants hunting for food. They will attack and fight until slain.

46-50 Two Invid Enforcers, one Pincer, and 1D6 Shock Troopers are inspecting ... (roll percentile dice): 1-20 The remains of 1D6 troopers recently destroyed by unknown forces. 21-40 The remains of several dead giant ants and a burnt out nest (killed by local guerillas). 41-60 An abandoned human village. 61-80 The wreckage of an REF spaceship (nothing of value). 81-00 A new mutant bug that has just been released from the Genesis Pit (not a threat to humans).

The Invid will attack any humans they see. If they face defeat, the two Enforcers will flee while the others fight to the death. NOTE: Unless the invid are slain within four minutes, reinforcements consisting of 2D4 Invid Scouts and 1D4 Armored Scouts will join the battle.

51-54 1D4 Troopers and one Shock Trooper erupt from the ground where they've been hiding and attack. They fight till the death!

55-60 A swarm of 2D6 × 100 mutant bees engulfs the characters; sensors are down for 4D6 minutes. Roll percentile dice again. 1-30 No enemy. Whew. 31-60 One Invid Scout and two Armored Scouts spot the humans and attack (remember swarm penalties), 61-90 One Enforcer and two Troopers see the group and attack. 91-00 All clear, no problems.

61-65 A mutant praying mantis that loves to chomp on mecha. This monster stands 35 feet tall (10.7m) and is an incredibly aggressive hunter. It will attack the nearest target, grabbing him in a vicelike grip with its forearms and biting the head (areal praying mantis grabs its victim, usually a grasshopper or cricket, and kills it by biting the head off; the giant version is no different). Fights to the death.

The mutant praying mantis: Mega-Damage by location: Eyes (2) — 10, Head — 80, forearms (2) — 150 each, wings (2) — 10 each, Main Body — 200. The penalties for hitting the eyes and head are the same as the ants and must be a called, aimed shot.

Attacks Per Melee: Five; hit with forearm 2D6 M.D., grab and crush with forearm does 4D6 M.D. every melee attack that the mantis uses to kill its foe (To break free of the grip, the mecha must have a PS equal to 60! Thus, another mecha is needed to help break his companion free,) bite 4D6 M.D., body flip does 1D6 M.D. with the usual result, flying body block/ram 3D6 M.D. (counts as two attacks). Natural Abilities: Track by smell — 60%, nightvision —

200 ft (61m), fly (and hover) at a maximum speed of 45 mph (72kmph), running speed 30 mph (48 km), climb skill — 50%, prowl — 72%, and strength is equal to a P.S. of 60.

66-70 Pincer and 2 Shock Troopers; will attack humans on sight.

71-73 Swarm of mutant bees. Same as number 55-60.

74-76 1D4 Invid Troopers on patrol.

77-79 Village in ruin is an Invid trap. 1D6 Troopers, 3D4 Shock Troopers, and a Pincer erupt from under the ground to attack, with a second Pincer hiding inside a large hut. 2D4 Scouts and 1D4 Armored Scouts will be called to join the combat within five minutes. All will fight to the death.

80-84 Trees are covered in a strange stringy substance. 2D6 spiders, the size of dogs, drop out of the trees to attack. Fortunately, they are no threat to mecha and minimal danger to those in body armor. **The spiders have** 100 hit point/S.D.C. each (that's one M.D.C.), and will run away if their prey seems too powerful. Attacks Per Melee: four; 1D4 M.D. by bite, 6D6 S.D.C. by stinger (save vs toxin/poison or be paralyzed for 4D4 minutes). Speed is 30 mph (48kmph).

85-86 Armored Scout sniper.

87-90 1D4 mutant ants; attack until slain.

91-93 Invid ground patrol consisting of one Pincer, 2D4 Shock Troopers, 1D6 Troopers, 2D6 Armored Scouts.

94-95 1D4+1 Invid Enforcers tormenting a native with oversize, but not giant, insects. One Armored Scout stands guard.

96-00 Invid Simulagent (looks human) posing as a runaway slave from an Invid work farm; 1-50 female, 51-00 male. Will be alone and seem to be in poor physical condition. The slave will offer to help the freedom fighters and can lead them to the Genesis Pit. The Invid agent will either lead the group into a trap or to the pit where a welcoming committee will be waiting to attack.

The attacking force will be prepared and consist of one Enforcer, one Pincer, 1D4+2 Armored Scouts, 1D4+1 Troopers, 1D6+1 Shock Troopers. **NOTE**: There is a 1-14% chance that Lorn The Destroyer will also be present in her RCB.

INSIDE THE GENESIS PIT

The Genesis Pit is an underground replica of the Thailand rain forest, savannah, and swamps that covers a 20 mile (32km) area. All manner of unusual animals, insects, and plant forms abound; the creations of Vasic and Suren. Although our heroes will see and encounter all types of mutant flora and fauna, most are harmless. Game Masters, take the time to describe the strange sights to add to the flavor of the familiar yet bizarre environment. GMs may also include some of the new dinosaur critters from Transdimensional Teenage Mutant Ninja Turtles to spice things up.

To determine miscellaneous encounters, roll on the random table that follows. The characters must destroy the research hive if they wish to completely eliminate the pit and all of the monstrosities within it. Unlike most pits, the domed research hive is not concealed and can be easily found by aerial reconnaissance (8 minutes flight) or on foot (1D6 hours).

Prince Vasic is always in, or near, the hive supervising genetic experiments. As far as he is concerned, this Genesis Pit is his to command. He is quite fanatical about his work here, to create predators that will prey on humans, and will react to intrusion by humans with violence. He will personally lead a group of defenders to hunt down and terminate the human intruders before they can interfere with his work. Attacks on the research hive will send Vasic into a berserker rage. He will defend the hive to his last dying breath.

Princess Suren will also help defend the research hive and pit, but usually in the background, directing troops. She will sneak off the minute it begins to look like the humans may win the battle. However, she will secretly remain in the area in case the situation changes, or she can discreetly help without endangering herself. SEE the NPC descriptions for specific details regarding Vasic and Suren.

Random Encounters Inside the Genesis Pit

(Roll once for every 2 miles travelled, or as needed)

01-05 One hungry, 20 foot (6m) tall Carnosaur. 90 M.D.C. Attacks Per Melee: Two; bite inflicts 1D4 M.D., tail lash 1D4×10 S.D.C. (See *Invid Invasion*, pg 105).

06-09 1D4 Invid Troopers; they will ignore any intruders unless they are attacked.

10-15 A swarm of 4D6×100 mutant bees engulfs the characters; sensors are down for 4D6 minutes. Roll percentile dice again. 1-30 No enemy. Whew. 31-60 One Invid Scout and two Armored Scouts spot the humans and attack (remember swarm penalties), 61-90 One Enforcer and two Troopers see the group and attack. 91-00 All clear, no problems.

16-18 1D4+1 Mutant ants foraging for food. They will attack and fight until slain.

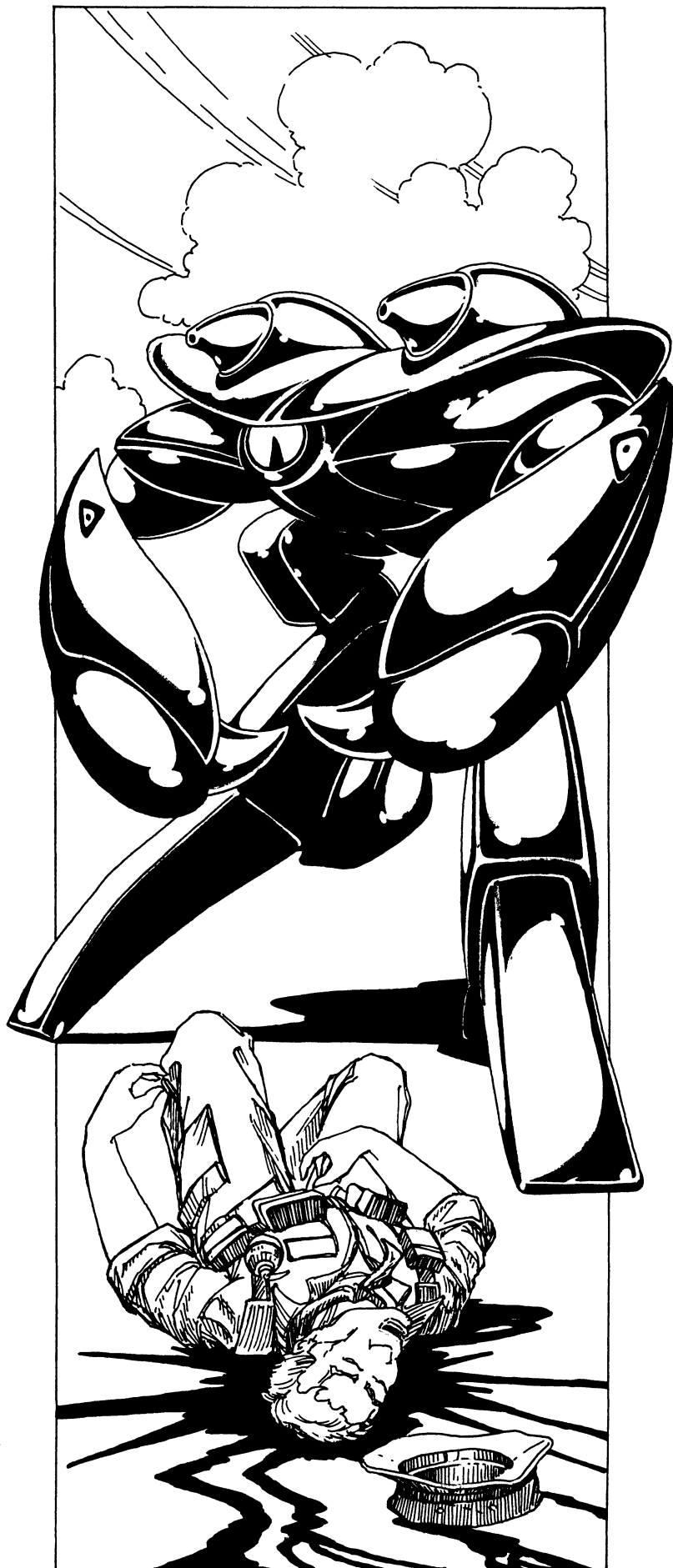
19-22 1D4 type four invid pilots and one Enforcer are examining a strange plant. If they see the intruders, they will run away, but contact the hive for help. Unless they are killed within five minutes, 2D6 Armored Scouts and 1D6 Shock Troopers will come to their rescue.

23-27 A field of strange flowers fills a 700 yard/meter area. They are beautiful and mostly harmless. However, their pollen is an extreme irritant and will cause the following problems for characters without a breathing apparatus to protect them.

Roll percentile dice: **1-20** No breathing difficulties, everything is fine. **21-40** Eyes water and burn, throat burns and causes occasional coughing; penalties are -1 on initiative, -5% to prowl. **41-60** Eyes burn and water profusely, nose and throat also burn, causing much sinus drainage and coughing; penalties are -3 on initiative, -1 to strike, parry, and dodge, -20 to prowl. **61-80** Head begins to throb, along with the other symptoms, and nausea; penalties are -6 on initiative, -2 to strike, parry, and dodge, lose one attack per melee, -40% to prowl. **81-00** Head throbs, accompanied by dizziness and nausea; eyes water so bad that you can barely see; penalties are -10 on initiative, -4 to strike, parry, and dodge, lose one melee attack, reduce speed by half, -60% to prowl, -30% on all other skills. **NOTE:** All symptoms appear within 1D4 minutes of exposure to the plants and last 3D4 minutes after getting away from them. They are one of Suren's experiments. Prolonged exposure (months) can cause permanent breathing/lung problems and even kill the very young, weak, and old. Characters who suffer from this allergic reaction indicate an allergic condition which the GM can play upon in the future.

28-30 A nest of giant, mutant, praying mantis has hatched only 1 moments ago. Hundreds of baby mantises, the size of a collie, have over run the area. As is natural with these aggressive insects, the babies attack, kill, and eat each other, or anything that gets in their way (like humans). 1D6 baby preying mantises leap onto every character and begin to gnaw on them. Big mecha and vehicles will have 3D6 creatures on top of them. Characters without body armor can only escape by playing dead! (The mantis will not attack "dead" creatures).

A typical baby mantis: 10 M.D.C./hit points total (main body only). Attacks Per Melee: ONE; bite 1D4 M.D., claws 6D6 S.D.C.,



body flip 2D6 S.D.C., flying tackle 3D6 S.D.C.; all other abilities one third that of a full-grown mantis. Grows to full maturity within three months.

Quick Roll Damage from multiple mantis attackers: simply roll 1D4 M.D. for every one mantis as the total damage for that melee (first attack). Then have the character(s) strike back with their attacks per that melee. Note that as long as they stay in that area, they will be continually attacked. A new 1D6 insects will attack every time the previous attackers have been eliminated.

31-33 One lone Pincer making its rounds. Will attack any humanoid intruder on sight. An additional 2D4 Armored Scouts will arrive unless the Pincer is destroyed in five minutes.

34-36 2D6 Mutant ants; will attack only if they are attacked.

37-40 Mommy praying mantis! This monster stands 50 feet tall (15.2m) and is more aggressive than most. It will attack the nearest target, grabbing him in a vicelike grip with its forearms and biting the head. Fights to the death.

The mother praying mantis: Mega-Damage by location: Eyes(2) 15, Head 100, forearms (2) 150 each, wings (2) 10 each, Main Body 300. The penalties for hitting the eyes and head are the same as the ants and must be a called, aimed shot.

Attacks Per Melee: Five; hit with forearm 3D6 M.D., grab and crush with forearm does 5D6 M.D. every melee attack that the mantis uses to kill its foe (To break free of the grip the mecha must have a PS equal to 60! Thus, another mecha is needed to help break his companion free,) bite 5D6 M.D., body flip does 1D6 M.D. with the usual result, flying body block/ram 4D6 M.D. (counts as two attacks). Natural Abilities: Track by smell — 60%, nightvision — 200 ft (61m), fly (and hover) at a maximum speed of 45 mph (72kmph), running speed 30 mph (48 km), climb skill — 50%, prowl — 72%, and strength is equal to a P.S. of 60.

41-45 Invid patrol flying over head; 2D4 Armored Scouts and 1D6 Scouts. They will attack only if they spy the intruders or sense protocluture energy.

46-50 A swarm of 4D6 × 100 mutant bees engulfs the characters; sensors are down for 4D6 minutes. Roll percentile dice again. 1-30 No enemy. Whew. 31-60 One Invid Scout and two Armored Scouts spot the humans and attack (remember swarm penalties). 61-90 One Enforcer and two Troopers see the group and attack. 91-00 All clear, no problems.

51-55 2D4 Troopers are wrestling with a dinosaurlike creature. They are supervised by one Enforcer. Should the characters be seen, the Invid will release the beast and attack.

56-60 Strange vines ensnare all who walk by them. A handful of small animals lay strangled or stuck in the vine's tentacles. Fortunately, the vines present minimal danger to humanoids. Anybody with a physical strength (PS) of 9 or higher can break free of the tangle of vegetation. However, there are encumbrance penalties. Humanoids: reduce speed by 80%, -2 to dodge, parry, and roll. Cyclones in battloid: reduce speed by half, -1 to parry and dodge. Large mecha and vehicles: reduce speed by 20%.

61-62 1D4 stage four Invid pilots enjoying the sun; each is armed with an enforcer energy rifle, but none have armor.

63-67 Four Shock Troopers on patrol. Will fight to the death.

68-71 A field of strange flowers fills a 700 yard/meter area. They are beautiful and mostly harmless. However, their pollen is an extreme irritant and will cause the following problems for characters without a breathing apparatus to protect them. *SAME as number 23-27.*

72-75 A Royal Command Battloid (piloted by a first level flunky under Vasic's command), two Pincers, and two Enforcers. They will attack humanoid intruders without hesitation. The RCB pilot is too proud to call for help.

76-80 3D6 mutant ants hungry for blood. Will fight to the death.

81-82 An attractive young woman, dressed in peasant garments examining an unusual plant. She will run into the forest the moment she sees humanoid intruders. Two Armored Scouts will suddenly

spring from their hiding place among the foliage and attack those nearest the woman. Meanwhile, the woman will run and jump into her hidden RCB (about 100 yards/meters away). This is Suren, the designer of the mutant vegetation and one of the five Invid high command who control most of Southeast Asia. She will fight only to escape and will head for the research hive if her attackers seem too powerful. A report to Vasic regarding interlopers will send him and his extermination squad out hunting.

83-85 One Enforcer leading, three stage four pilots, and two Shock Troopers to the research hive. The pilots and troopers are carrying some sort of specimens. Will attack only if they notice the intruders.

86-87 An attractive young woman, dressed in peasant clothes, examining an unusual plant. She will run away the moment she sees the characters. If caught, she will beg for mercy. Through tears, she will explain that she was brought to this horrid place by the Invid and abandoned. Six fellow captives have fallen prey to the many monsters of the pit (she, like the others, was brought here as food for the monsters being bred to hunt humans). She knows the location of the research hive and can take the group to it.

88-90 A mated pair of "serpents" stalk the group for the sheer pleasure of the hunt. *SAME* as serpent presented earlier.

91-95 Pincer, two Shock Troopers, and an Armor Scout stand guard over 1D4 Enforcers who are about to unleash four mutant ants on a pen of 2D6 peasants.

96-00 2D6 Shock Troopers on patrol.

A Lonely Caller (adventure)

By Kevin Siembieda

(based on an idea from Erick Wujcik)

Note: The following adventure should take place before the big confrontation with the Robotech Masters in space. Afterward, the encounters could be radically different.

The adventure has been designed to accommodate 4 to 8 players. The game master may have to beef-up the antagonists for a larger or more powerful group. Likewise, the opponents may have to be reduced for a smaller group.

PLAYER BACKGROUND

Something has occurred that the characters, whether they are independent freedom fighters or members of Overwatch, can not ignore. Every 48 hours, at precisely the same time, there is a short, coded radio transmission sent on the old Zentraedi wavelength. The message is as follows:

"Precision Engineer Drone Z-0002335 reporting. Repair of Quiltra Queleual BR-91001210 is 73.8 percent near completion. Estimated time of final repair: 1879.75 hours (5.1 Earth years). Time spent on current repairs: 183,960 hours and 54 minutes (approximately 21 Earth years). Prior communication not possible. Communications system status report: 57% level of effective operation. 98.9% communications system restoration satisfied 1008.2 hours (about six weeks). Hyperspace communique will be sent to G95 for rendezvous at that time. Accelerated repair by G-95, 58 hours. End transmission."

As members of Overwatch, the characters will be sent out to investigate this unnerving transmission. As independent freedom fighters, they will feel compelled to investigate because of the dire consequences if they do not. What dire consequences? These. **NOTE:** Any RDF/REF/Southern Cross and most freedom fighters will realize the following:

1. A precision engineering drone is a high-tech repair robot usually found on a Robotech Factory. How it got to Earth is a mystery. It may have been being studied by the Far East Robotechnology unit of the

RDF, or it may have been on board the Zentraedi spacecraft when it crashed. A worse thought is that it may have been on the RDF's Robotech Factory, which could mean the factory met with a foul fate and its shattered remains now lay buried somewhere in the jungles of Asia.

2. A "Quiltra Queleual" is a Zentraedi Landing Ship. The "BR" designation in its identification number shows that it was part of Breetai's original invasion fleet.

3. The last part of the transmission about rendezvous and repair would seem to indicate that the drone can call and dock with a Robotech Factory #G-95. NOTE: The characters would have no idea that the G-95 is a "super" Robotech Factory.

4. The coming of a Robotech Factory could have frightening consequences. If the humans can get to the ship and rendezvous with the factory, it could give them the means to fight the Invid or at least "space fold" to continue the search for the SDF-3 and the Sentinels. But if the Zentraedi rogues can get to this landing ship and dock with the factory, they could fold to parts unknown or they could start a whole new war on Earth against both the Invid and humanity.

5. The worst possible outcome would be that if the Robotech Masters do exist, right here in Thailand, they could escape to rebuild their empire of terror and perhaps return to enslave the Earth themselves. NOTE: The player characters shouldn't yet know that the Masters are living in Thailand or that they have their own plans for escape.

6. Of course, this can all be a trap perpetrated by the Invid or Zentraedi.

7. From a more mercenary point of view, if this landing ship does exist at all (even with no factory coming), it could offer a lot in the way of salvage and sales to the underground.

8. They have approximately 5 or 6 weeks to find the ship before the drone calls the Robotech Factory. Probably half that time if they hope to keep it out of the enemy's hands.



A Course of Action

The player characters should have no recourse but to investigate. Of course they don't have too, but if they don't, they'll have mucho problems later. GMs should take full advantage of the situations that could develop if the Masters get the factory.

The characters should be prepared for the worst! The Overwatch force will provide as much help as possible in the way of ammunition, equipment, and supplies. They may even provide mecha and personnel. Overwatch may also risk flying the group within 50 miles of the transmission's point of origin by Beta Fighter. There is really not much more our heroes can do other than rest and prepare the best they can. The rest is a play-it-by-ear tromp through the jungle, seek and capture/destroy mission. Good Luck.

GAME MASTER INFO

Develop the Situation

The possibilities for adventure and combat in this scenario are too numerous to develop here without adding another 20 pages to this book. However, I will develop some of the more broad aspects.

The Robotech Masters

The Robotech Masters have a few concerns. **The first** and most important is that this stupid little drone may wreck of all their own plans for escape. They too plan on calling and rendezvousing with the G-95 Super Robotech Factory. If the drone calls it before they are ready, it will destroy any hope for their escape. Thus, they must find the ship and control or destroy the drone before it calls the G95.

Second, the drone's transmissions are causing a great commotion among the Invid and humans alike. This has resulted in increased troop movements and may lead to the untimely discovery of their own ship and troops. Discovery now could destroy them.

Lastly, the Landing Ship may have valuable parts, supplies, and mecha that they could use themselves. Plus, the precision engineering drone could help finish repairs on their own vessel.

What all this means is that the Robotech Masters will send out its own troops to find and recover the drone and vessel.

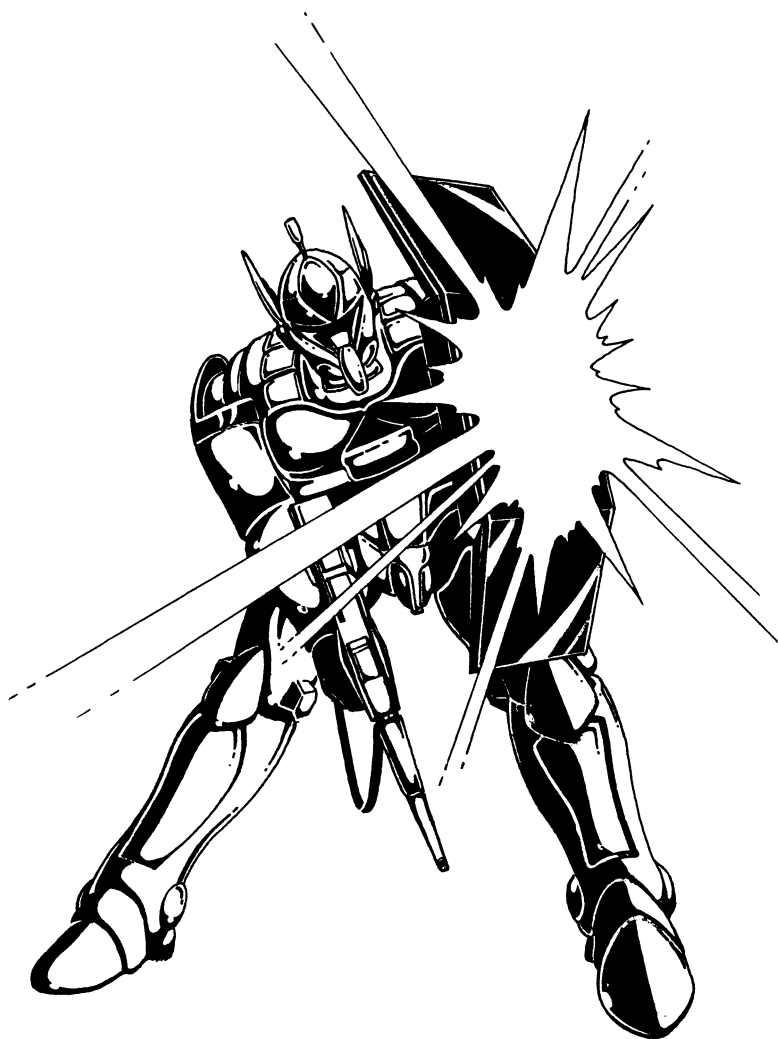
The Robotech Masters' Reconnaissance Teams

To avoid discovery, the Masters will send their human allies and Zentraedi forces out to find the ship. Only a handful of bioroids will be making their own secret search.

A typical Zentraedi team will consist of 1D4⁴ foot soldiers in body armor and armed with (Zentraedi assault rifles, 1D4 + 1 Tactical Battle Pods, and an Officer's Pod. Some teams may be larger. They will try to avoid skirmishes with humans unless they fear that the humans will find the ship first.

Human bandits working for the Masters will look like any other motley group of bandits or freedom fighters. No Zentraedi or Masters will be among their troops. If they encounter the player characters, they will pretend to be freedom fighters and will go so far as to claim responsibility for the transmission as a trap for the Invid and rogue Zentraedi. They will claim that they know nothing about any Robotech Masters in the area, but "We'll take them down too, if they show their pale white faces."

To keep tabs on the player characters, they will ask them to join their group, at least for a little while, as they are expecting Invid to show up any time now. If the players decline their offer, they will insist that at least one or two scouts join their group to help guide them through the area. The bandits will NOT take no for an answer!



If our heroes seem too suspicious of the so-called “freedom fighters,” the bandits will make plans to destroy them. This will not be an attack then and there, but a carefully set ambush. These men are all seasoned guerrilla fighters (3rd to 6th level) and skilled trackers. They will use cunning, and first try to direct the player characters into a group of Invid or other deadly situation without attracting attention to themselves (or secretly try to lead some Invid to the characters). If that fails, they will split up and ambush the characters themselves.

The bandit’s troops consists of: 3D4×10 foot soldiers mostly in ordinary clothing, but all have energy rifles (half of which are the type used by the Bioroid Terminator; does 4D6 M.D., range 800 ft/244m, and payload of 50 blasts). An additional ten men are fitted with Southern Cross body armor and jet packs and are armed with Gallant H-90s, SAL9 laser pistols, and 4 cobalt limpet mines.

NOTE: There will always be 1D6 teams of six men on reconnaissance patrol.

The leader of this band is a cunning oriental named Lim Phong: I.Q. 20, M.A. 23, P.P. 21, all other attributes average. Miscreant alignment, but he’s a real charmer. 7th level guerrilla with martial arts hand to hand. He’s a natural born con-man and excellent tactician. He is a master with automatic and energy rifles, as well as with the knife. Hit Points: 41, S.D.C.:35.

His right-hand man is brother Liang Phong, a third level Mecha SuDai wrestler. He pilots a RDF Gladiator. The Gladiator does not have any of its usual weapons operating (a mecha mechanic could fix this with little effort), but several Mecha Su-Dai weapons have been added. These include two heavy “equalizer” charges (3D6×10 M.D. each) on the left hand and a “cyclone claw” on the right hand, and carries a two handed mecha axe (4D10 M.D.).

Liang Phong, himself, is a tiny man, standing 4 feet 5 inches tall, but is tough and mean. P.P. 17, P.E. 15, all other attributes average. Hit Points: 28, S.D.C.: 30

The Invid Search

The Invid have little idea what a precision engineer drone is, or what it is capable of doing. Nor do they have any idea what a “G-95” may be. All they know is that their long-hated enemy, the Zentraedi, are operating in the area and must be destroyed! The Invid logic is pretty much as simple as that.

Patrols have been increased and special ground troops have been deployed to find the source of the Zentraedi transmission and eradicate those responsible from this planet. It’s important to differentiate that while everybody else is looking for the landing ship, the Invid are looking for Zentraedi. Anything that even looks to be of Zentraedi origin will be investigated and/or destroyed. This means that the Invid could find the landing ship and ignore it if it is completely dormant. Or they may find it, run around ripping it to shreds, destroy the drone, and move on in search of more Zentraedi without ever realizing that they found the source of the transmissions. That’s just the way the Invid perceive things. Only Enforcers, stage four pilots, or stage five pilots (royalty) may figure out what is really going on.

Regardless of why the Invid are searching the area, the fact remains that there are Invid everywhere and they are attacking everyone who appears to be an enemy. If the Invid encounter heavy enemy resistance, reinforcements will be only 1D6 minutes away.

Mini-patrols consist of one Armored Scout and two Scouts. Larger patrols typically consist of three Armored Scouts and seven Scouts, or One Pincer, three Shock Troopers and six Armored Scouts, or a heavy unit of one Pincer, four Troopers, and five Shock Troopers. However, under the circumstances, almost any combination of Invid may be encountered.

Encounters and Clues

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

- The characters find the site of a recent fire fight between a dozen Zentraedi pods and about three dozen Armored Scouts. It’s impossible to tell who was victorious. There are no survivors nor anything of value to salvage. However, it does confirm that a large number of well-armed Zentraedi are operating in the area. If the characters linger too long, more than five minutes, they’ll encounter the following:
 - 1-20: 1D4 Invid Scouts and one Armored Scout flying reconnaissance attack.
 - 21-40: 1D6 Shock Troopers erupt from their underground hiding places and attack.
 - 41-60: An Armored Scout and 1D4 Troopers attack from the jungle.
 - 61-80: 1D4 Tactical Battle Pods come charging out of nowhere to avenge the death of their brothers. They ask no questions and crave only blood.
 - 81-00: An Invid Royal Command Battloid and 1D4 Scouts fly out of the clouds blasting. The battloid is not from the Thailand Hive.
- Our heroes are trekking through dense jungle and stop to rest for a moment. Suddenly, one of them notices that they are standing under the belly of a Cyclops Theatre Scout. The Cyclops will react as follows:
 - 1-25: Ignores the humans unless they attack it or try to follow it; then it will attack with force.
 - 26-50: Radios a warning that unless they leave and keep moving at best possible speed South, it will destroy them. They have ONE minute to comply before the Cyclops opens fire.
 - 51-75: The Cyclops opens fire immediately and 1D4 + 1 Zentraedi in Male Power Armor join the battle on the ground!
 - 86-00: 2D6 Invid Armored Scouts and 1D6 Shock Troopers fly in to attack the Cyclops. The humans can run off or join in the fight. The Zentraedi will be surprised and grateful for any help, but can offer no reward nor information.
- Two recently slain Invid Scouts hang from the branches of a huge tree. 300 yards/meters away are three slain Troopers and an Armored Scout. The bodies are still smoking. If the characters head any direc-

tion other than back down the way they just came, they too will be attacked. The attackers are two Red Bioroids, four Blue Bioroids, and 1D6 Bioroid Terminators. If nothing else, this is proof positive that the Robotech Masters are in the area.

Random Encounter Table

When the characters are within about 50 miles (80 km) of the ship, this table can be rolled on as often as once for every five miles of travel. If used earlier, roll once for every 10 miles travelled. The Invid will always attack and fight to the death.

NOTE: This table can also be used when searching for the Robotech Masters' base in the next adventure.

- 01-10** 2D6 Invid Troopers and 1D6 Shock troopers led by an Enforcer.
- 11-20** 1D4 Female Power Armor units are trudging along on the ground to avoid detection and are in a bad mood. They will threaten any humans and goad them with insults, but will not attack unless the humans make the first move. If the characters ignore them, they will fly away along the treetops and disappear back among the vegetation.
- 21-30** A Pincer Command Unit, 1D4 Shock Troopers, and two Scouts.
- 31-35** 1D6 Invid Scouts.
- 36-40** 1D4 + 1 Tactical Battle Pods and 1D4 Light Artillery Pods. Will attack humans without provocation.
- 41-43** Two Pincer Command Units.
- 44-46** 1D6 + 1 Invid Enforcers.
- 47-50** Pincer and 1D6 Shock Troopers.
- 51-55** 1D4 Armored Scouts and 1D4 Troopers.
- 56-60** 2D4 Zentraedi foot soldiers in body armor and carrying assault rifles. They are jittery and will attack if they feel threatened, otherwise they will avoid unnecessary conflict.
- 61-64** Human bandits out for blood. They will attack any force they think they can beat, but will run away if they start to lose. Includes 1D4 Southern Cross C.D.C. Battloids and one EBSIS Soldier Battloid, and 2D6 foot soldiers in regular cloth armed with S.D.C. pistols and Wolverine assault rifles.
- 65-68** 1D6 Invid Armored Scouts.
- 69-70** Bioroid Invid Fighters (3), must hunt down and destroy anyone who sees them.
- 71-75** 1D6 + 1 Invid Shock Troopers
- 76-78** 1D4 Male Power Armor led by a Zentraedi officer in Female Power Armor. Will try to avoid combat for fear of attracting Invid, but will kill anyone who seems to be on the right trail to the Zentraedi Landing Ship.
- 79-80** A Royal Command Battloid from the China Hive has just lost her Invid troops in combat and is insane with rage. She will fight to the death. Fortunately, she has expended half of her missiles and has lost 75 M.D.C. off her mecha's main body.
- 81-85** Pincer and 1D6 Armored Scouts.
- 86-88** Two Zentraedi Recovery Pods rummage around in search of clues. They will fight only if attacked.
- 89-90** 1D4 Tactical Battle Pods, one Heavy Artillery Pod, and an Officer's Pod are out for blood. These guys hate humans more than anything!
- 91-92** 2D4 + 1 Bioroid Terminators.
- 93-95** 1D4 Pincers, 1D4 Shock Troopers, and 1D4 Troopers.
- 96-98** 1D6 Tactical Battle Pods, 1D4 Male Power Armor, and 1D4 + 1 foot soldiers. They are hot on the trail of the ship and will kill anybody they encounter.
- 99-00** 1D4 Green Bioroids, one Red Bioroid, and 1D4 Tactical Battle Pods escorting 1D4 Science Masters! They will destroy anybody who sees them.

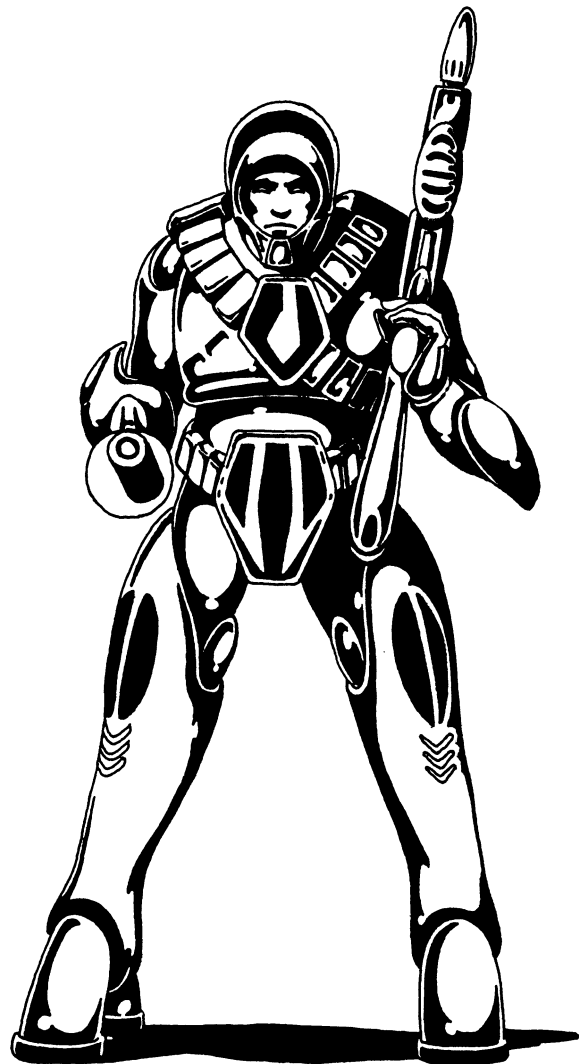
The Ship!

The Zentraedi Landing Ship is buried by 20 years of vegetation deep in a ravine about 50 miles (80km) northwest of where the Mae Nam Chi river meets the border of Laos (and about 200 miles/320 km N.W. of the Genesis Pit).

The ship appears to be abandoned. Careful inspection will reveal huge areas of the ship have been repaired. However, there is no trace of the precision engineering drone. Eventually, the characters should decide to check out the communications room. When they get there, they will find that the room is alive with activity. A message is being transmitted on a continuous loop. If the characters haven't arrived at the room they will pick up the message on their radios. The message is: "The troops are assembled and we are ready for blast-off. Please acknowledge." And then the message repeats itself.

The message should disturb the group. 1. There are definitely no Zentraedi troops assembled. 2. The ship is incapable of take-off. 3. The ship seems to be completely deserted. 4. The message is being transmitted on a wide radio band so that it will be picked up by everybody within a 1000 mile (1600km) radius. 5. The continuous transmission will be easy to trace, even for the Invid.

If our heroes haven't figured things out yet, the big ship's automatic defense system will sound an alert followed by an obviously computer generated voice speaking Zentraedi. It warns that "approximately 150 Invid are 400 miles away and closing." The voice will continue to count off the miles and update the number of enemy. The estimated time of arrival: FOUR minutes! A few seconds later, the vessel rumbles and shakes for a moment. A different computer voice and accompanying siren warns, "The reflex furnaces have reached critical stage. The self-



destruct sequence can not be overridden. Detonation in SIX minutes!" Even if the group has no means of translating Zentraedi, they will recognize the two sirens as some type of warning system and will recognize the rhythm of a count down. Any field scientist will immediately realize the ship is in a self-destruct sequence.

That's right, the Robotech Masters found the ship first. They captured the drone and took a bunch of supplies. Then they sent out the continuous transmission and rigged the ship to blow up. The plan: Lure a few hundred stupid Invid to an explosive death. This should also fool them into thinking that the Zentraedi menace is destroyed and cause a reduction in Invid activity in this region. Calm is restored and they can resume with their own scheme.

Our heroes should have enough time to figure out what's going on and escape the Invid horde and the explosion. But they'll have to hustle or die! Fortunately, for them, the ship has minimal power, so the explosion is fairly contained. It will blow the ship to smithereens and take 1D6x100 invid with it. The characters must be at least 1000 feet (305 m) away to avoid death and will still suffer 6D6 M.D.C. each. They can avoid damage only if they are 3500 feet (1066 m) away or farther.

After the Boom

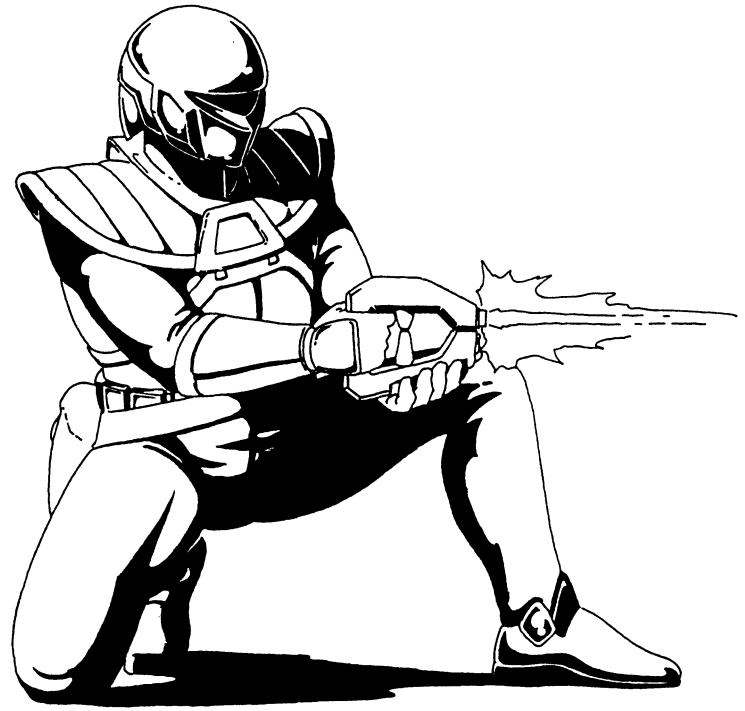
The characters should be surprised that the Masters would sacrifice a ship that could have been made spaceworthy. They should also wonder what the Masters are scheming and how dangerous they are. The encounters here would seem to confirm the rumors that the Masters have assembled a Zentraedi military community in the North near Burma.

The Lead in to the Big adventure

Before the group has time to figure out their next move, they will receive an S.O.S. from the Second in Command of Overwatch. The message appears to be genuine and desperate. "Mother Nest, this is Wells! We have found our target. The..." transmission fades out and back..."battle pods everywhere. We can not hold!" The report of energy rifles and impact explosions can be heard in the background. "Its worse than we thought. There must be hundreds of troops. We..." the message fades again..."pull us out. Will take evasive action. Rendezvous at coordinates..." The coordinates are read, repeated, and the rest of the transmission is lost in static.

The location of Wells and his men is about 100 miles (160km) Northwest of the groups current location. Overwatch is another 400 miles (640km) to the South. The player characters can get to Wells within two or three days if all goes smoothly. It will take Overwatch at least 14 days. Also, the message was so weak that it is highly unlikely that Overwatch even received it.

Suddenly, there is a roar above the characters as a Robotech Masters' assault carrier zooms past, skimming the treetops. It is heading in approximately the same direction as Wells's location. The next move is the characters'. GMs, try to entice the characters to go to Wells's aid. If nothing else, characters of a good alignment are morally obligated to try to rescue Wells and his men.



Departure from Earth (adventure)

Player Background

As noted at the end of the previous adventure, a team from Overwatch is in deadly danger and needs help. Overwatch is over 400 miles away and will take two weeks to send help without risking flight. However, our heroes are only a couple days away. They have the coordinates for Wells's Overwatch team and have the opportunity to act NOW. They know that Zentraedi and bioroids are in the area. This also implies that there may indeed be Robotech Masters operating somewhere to the North, which is where Wells is. There is no opportunity or time for major repairs or preparations. The nearest known friendly village is a week's journey away; Overwatch is two or more weeks away.

The decision is dangerous, but simple. Go or don't go to save Wells and his men.

The characters know little about the region to the north except as follows:

1. The terrain is mountainous and rocky. This means minimal rain forest and jungle. Instead, they should be travelling mostly through pine forests; dry, brown forests composed of tall, coarse grass, scrub, patches of thorn bushes, and barren rock.

2. Rumor has it that there is a large group of Zentraedi, led by Robotech Masters, hiding in the mountains. Up until the events of the last few days, you didn't put much credence into that rumor. Now, you're quite sure it's true.

3. The Zentraedi you've seen are very well equipped and organized.

4. Wells's radio transmission implies that he has found a heavily populated Zentraedi base, with "hundreds" of personnel. Could this be the group led by the Masters?

That's really about it.

Game Master Info

Assuming they attempt to rescue the Overwatch team, they will encounter little resistance on most of the trek. Travel is tedious and tiring, but mostly uneventful (GMs, you decide if they are engaged in combat along the way). I suggest you jump ahead two and a half days saying something like:

“For next few days, travel is rough as you climb higher and higher into the mountains. Surprisingly, you do not encounter any Zentraedi, nor do you find any evidence that they roam these mountains. You do see an occasional Invid patrol, but you are able to easily avoid contact. You’re in a pine forest about eight (8) miles (12.8 km) from Wells’s coordinates when things begin to happen.”

Game Masters, at this point you can start tossing in encounters if you like. The random encounter table from the previous adventure is suitable.

Clues and Encounters

- A handful of trees have been knocked down or broken. Numerous blast marks burnt into the tree trunks, greasestained grass, and bits of metal confirm that a battle took place here. However, somebody has taken great effort to clean up the debris and cover their trail. NOTE: Characters with tracking skill will be able to tell that this battle scene happened a few weeks ago. No trail to follow.
- Zentraedi voices coming toward the characters. They will have time to hide. 1D6 + 1 Zentraedi foot soldiers (no armor, but armed with assault rifles) walking and talking. They all seem confident and careless to be talking so loudly. One is lugging an Alpha’s arm over his shoulder. The Overwatch insignia is visible on the arm. For those who have means of translating Zentraedi, the conversation goes something like this.

“Why do I always have to haul this crap?” “Because you shoot like an old human woman.” The other soldiers laugh and make cat-calls. One asks: “What do you think those humans were doing out here?” “Who cares”, snorts the biggest. “We tore ’em up. Dead men don’t have no worries.” “Yeah, but I heard some got away.” “And,” whines another, “the Masters were not pleased.” “Puh, they’ll find ’em and squash ’em like a bug.” The conversation continues like this, with mention of a new day of glory coming soon.

If the player characters follow them, careful not to be seen (+ 30% to prowl due to the soldier’s carelessness), they will see the Zentraedi pull up a camouflaged tarp and toss the Alpha arm into a pit. It clanks against metal when it hits bottom. The Zentraedi then turn and walk back the way they came.

A quick look into the pit will show a bunch of mecha scrap, both human and invid.

Following the soldiers back will lead them about five miles (8km) to the main encampment at the Zentraedi destroyer. The characters will encounter Wells here. If the characters do not follow the Zentraedi, have them meet up with Wells elsewhere and he will take them to the Masters’ stronghold.

One way or another, the characters will find Wells and the ship. This is what they see.

Wells and his two companions will explain that they were on a long-range reconnaissance patrol to investigate the persisting rumors that Robotech Masters may be in this area. After weeks of travel and weeks more of searching, they stumbled onto this base.

“We just happened to show up at the right time. There, 600 meters away, was this ship and three Masters standing right outside jabbering to some Science Masters and Zentraedi. Lenny, Bob, and Moose moved up for a closer look. I don’t know what tipped ’em to our presence, but the next thing we knew was that battle pods were blasting us from all directions, with more pouring out of the ship. I radioed our report and a Mayday, and took off. I had to order a

retreat. We split up and took to the forest. I..I don’t know who else made it.” Wells pauses as the emotion he feels for the loss of his men washes over him. Then continues, “We three are the only ones, of eight, who apparently survived. With your help, we’ll complete our reconnaissance of this base, get some help, and return to blow these bastards to hell!”

The Zentraedi and Robotech Masters’ Base

Much like Overwatch’s own buried base, the enemy is working out of a half buried *Thuverl Salan Destroyer*. It is obvious from this vantage point, that the vegetation and earth around the ship has been dug out so as to allow the ship to blast-off. The top of the vessel is covered with camouflage netting and bits of real earth and plants to conceal the spacecraft from prying eyes.

The ship is resting with its starboard side wedged up against a 1000 foot (305m) hill, which blocks any easy approach from that direction. The top of the hill is guarded by ten small patrols at all times, each consisting of six Tactical Battle Pods, two Light Artillery Pods, and an Officer’s Pod. The area around the vessel is active with returning Zentraedi patrols and foot soldiers. Instrument readings will indicate no energy from inside the destroyer.

Any player character who wishes to sit and observe the area for longer than 20 minutes will see the following outside the ship: 2D8 × 10 full size Zentraedi foot soldiers, 3D6 Battle Pods, and 1D4 Officer’s Pods come or go during that time. All appear to be spit and polish soldiers; healthy and happy. After about 30 minutes, a Red Bioroid (leader type) will emerge from the ship, issue a few orders and return inside. A few minutes later, a Precision Engineering Drone (yes, from the previous adventure) is escorted to the outside thrusters by eight Male Power Armor units and two Female Power Armor officers. They stand guard as the drone works on the thrusters.

Getting inside for a closer look is dangerous but possible. There is an open airlock which is at ground level and guarded by only 1D4 foot soldiers. Human-size characters should be able to slip by the giant guards unseen (1-80% chance of success). The tiny intruders will also be invisible to the ship’s sensors. If the guards are attacked, 1D6 Tactical Battle Pods will rush to their aid within 1D4 melees and the ship will be placed on red alert.

Only foot soldiers will pursue the characters, but there will be 2D4 of them, and they will be tough to lose, even by fleeing outdoors.

Inside, the characters will notice that they are getting all kinds of sensor readings. This ship is very much alive! The lack of readings from the outside can only mean that some sort of damper field has been installed to conceal the activity inside. Such a field is impossible for the Zentraedi, but a piece of cake for the Masters. They will also see scores of spit and polish troops. Morale is high, accompanied by an aura of excitement. Something big is in the air. What that something is, can be revealed in a conversation between some Zentraedi or a Science or Clone Master talking to some officers. If the player characters don’t go inside, they can glean the same info from troops outside.

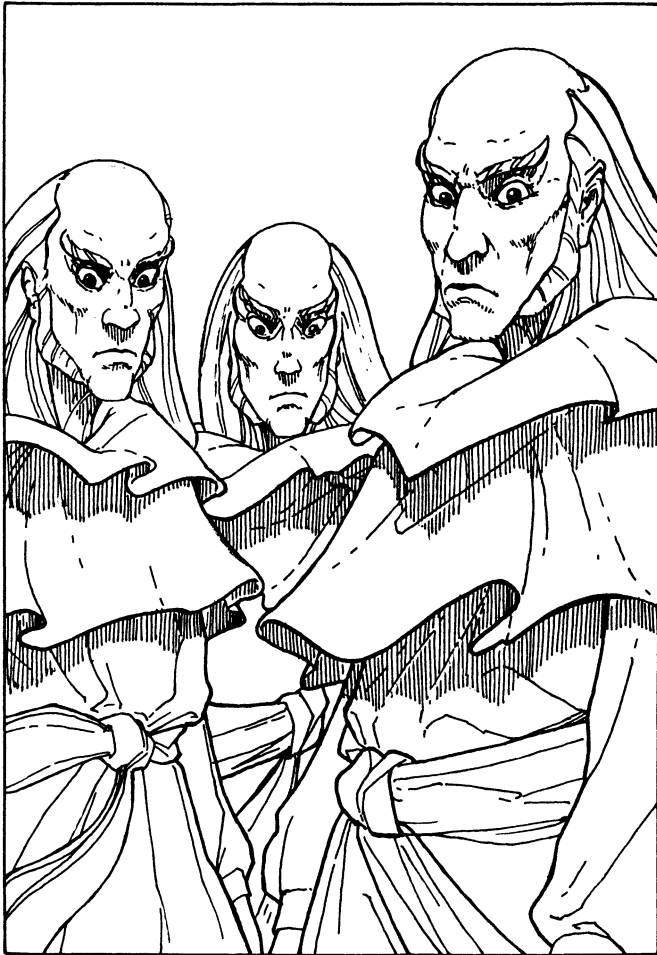
Basically, the Masters’ plan is revealed.

1. They will call a Robotech Factory and have it “fold” in near the moon. Not just any factory, but some type of “super” factory that’s even bigger and faster than the usual type.

2. The Masters and their troops will use this refurbished Thuverl Salan destroyer to blast off a few hours earlier and rendezvous with the factory a few hours after it arrives and before the Invid can mount an attack.

3. They will then “fold” to a safe galaxy and begin to rebuild and reclaim their empire.

4. They have gathered tons of protoculture seeds and stored them in stasis. The Master boasts that the protoculture supply is at least as great



The Trek to Overwatch

The remainder of this adventure segment will be the journey to Overwatch. Depending on the disposition of the Game Master and the players, the journey could be fraught with danger spanning several playing sessions. Or the GM may skip over the bulk of the trip and land them at Overwatch 18 to 21 days later. The choice is yours.

Men on the Moon (adventure: Part 2)

Overwatch is abuzz with excitement as they prepare to implement Wells's plan. The player characters will be the first ones to be offered this mission. After all, they've seen it through this far. If there's any reluctance, get rid of it with a blend of flattery and desperation. Something like the Overwatch commander personally coming to them to enlist their aid because... "You've proven yourselves to be the best. I just don't know if anyone other than your team has the skill and courage to pull this off."

All stops will be pulled out to make this mission a success. All available weapons, armor, mecha, and ammunition are provided to the characters who accept this assignment. If they are successful, they can keep all the mecha/equipment and more.

The Mission Briefing

Commander Cameron addresses the team, which will include a half dozen NPCs. He starts off discussing the significance of capturing a Robotech Factory for the REF and all the wonderful possibilities it will offer. Then gets down to the meat of the matter.

"To implement this plan we will launch you three days before the expected arrival of the Robotech Factory. You'll be carried into space inside a Beta Fighter or Legios combo. Since we are launching only four fighter units, we should not arouse the suspicion of the Masters, should they be watching." Cameron pauses to wipe the sweat from his brow and continues. "To avoid pursuit by the Invid, we will mount our most devastating attack, ever, on the Thailand Hive. With luck, this will distract them and you'll slip away unnoticed. Of course, we will have Alphas standing by to fend off any pursuers."

The commander pauses again. For the first time in his career, every year of his age, compounded by weariness, is etched in his face. "Gentlemen (and ladies, if any), this mission is a hellacious one. Many of us here on Earth and among you, in space, may die. I will not ask anyone who does not want to go on this mission to go. There is no shame to be afraid. The reality is that some of you will die. With the grace of God, those who die will not die in vain." Again the commander pauses, wiping the sweat and tears from his eyes.

"But despite the odds, we must make the noble attempt. We must fight the good fight and win! If you cannot capture the factory, then you must make certain the that enemy does not either. Do whatever it takes to stop them. Destroy the factory. Attract the invid to come and destroy the factory or force it to escape destruction by folding, and in so doing, strand the Masters in their vulnerable vessel. Use your ingenuity. Nothing is too desperate or daring. We have defeated the Robotech Masters and their minions at every turn. We can do it again!

"The moon is about 230,000 miles (368,000 km) from Earth. So it will take your Beta about 36 hours to reach Moon Base Copernicus, but you'll still have a full day or two jump on the Masters. Use this time to prepare yourselves. Those of you who will be piloting Destroids will be assigned one from Copernicus. These Destroids will be completely checked and ready for combat. If you require special weapons

as the first batch used to create the Robotech Masters' Empire hundreds of years ago. "Yes, a new glorious era in history is about to begin!"

5. This time they will not be so foolish as to destroy the only planet where the proticulture plants are known to grow. They will return and take the planet Earth from the Invid and turn it into a heavily protected proticulture farm planet. The humans are of no consequence.

6. Departure is in exactly 27 days!

What to do?

Our heroes have absolutely NO chance of sabotaging the destroyer, for it is far well protected. Wells will point out, if no one else does, that only logical tactic is to return to Overwatch with this information and take action from there. However, this will not be an easy task. They must travel back by land, and deliver the message personally. A radio communique will definitely be intercepted. If that happened, the Masters could change their schedule and all would be lost.

Undoubtedly, one of the characters will comment that this whole mission is pointless. What can Overwatch do?!? This is when Wells will reveal his startling plan. Under the worst conditions, at least ONE of them should be able to make it to Overwatch within 21 days. Overwatch has Betas which can penetrate Earth's atmosphere and blast into outer space. The Betas will carry a crack team of freedom fighters to the super factory and capture it or sabotage it. "With luck and a little help from some friends, we CAN pull this off. Just think of the possibilities if we can capture the factory first! And we can be there waiting, ready to strike the moment the factory appears. We'll have several hours on the Masters!"

Let one or more of the players jump all over Wells about how farfetched his whole plan is before he reveals his last bit of data. Wells will smile and say with a whisper, "Yes, that's true, except we have an ace up our sleeve, Moon Base Copernicus."

or prefer a particular assortment of missiles, make your request immediately. Don't waste time. And don't take things for granted.

"You'll be on full alert the day we expect this 'G-95' Robotech Factory. The moment it pops in, your team will scramble. If everything goes according to schedule, you should arrive at the factory a good 3 to 6 hours before the Masters.

"Moon Base will shuttle-drop you 20 miles (32km) from the target. Special propulsion systems will maneuver the Destroids.

The Factory's automated defenses should NOT attack a small group such as yours. Go directly to the main factory body." With the push of a button, a view screen flickers to life showing actual footage of a Robotech Factory (the REF's lost factory).

"You can gain entry by blowing any of these airlocks" the picture zooms to a close-up of an airlock. "Once inside, you're likely to encounter one of these fellows." The screen image melts into the shape of the three standard drones (see REF Field Guide). "The factory has thousands of robots involved in maintenance and repair. Professor Retarf will provide you a disc with full details about these drones on moon base."

The briefing continues with suggestions about avoiding unnecessary combat with the drones, travelling through the maze of vents and conduit, and reaching the central computer and immobilizing it. Professor Retarf will provide a complete factory schematic when the team reaches Moon Base Copernicus. The floor plans and factory data are all based entirely on the REF's captured Robotech factory. Since all the factories were nearly identical in design, the data should be very accurate. Or so the Professor believes.

Once the computer is incapacitated, the team is to seize manual control and "space fold" to an orbit around Jupiter and await further instructions. If the factory falls into the Robotech Masters' hands, they are to destroy the factory. Their best chance of accomplishing this is to destroy the Space Fold System. This will prevent them from outrunning the Invid and they'll be destroyed. Presumably, the Masters' fold system on board the destroyer does not function or they would not risk a rendezvous in Earth orbit. Unfortunately, this means probable suicide for the REF team.

Everything goes like clock work on Moon Base Copernicus. Professor Retarf gives the team an exhaustive briefing covering every aspect of the factory's operation, layout, drones, etc.

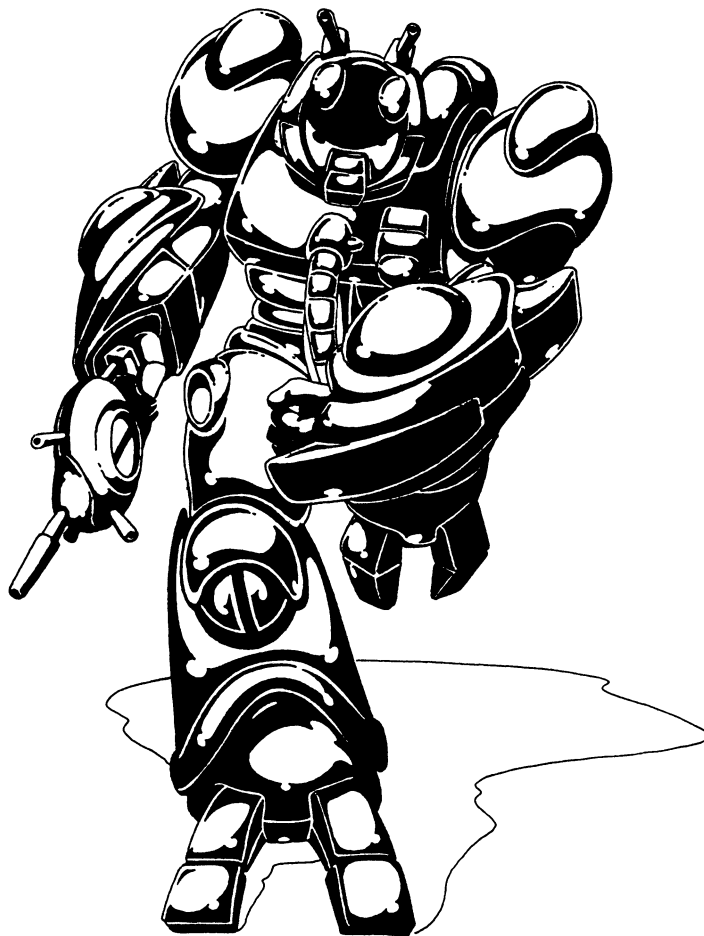
They should also arrive **at the factory** and gain entry easily. This is where things go sour. The layout, the drones, everything Professor Retarf pounded into their heads is wrong! The G95 "Super" Robotech Factory is very different than the typical factory that the REF is familiar with. Only the most rudimentary operations are unchanged, which provides little help. Furthermore, the characters will quickly discover that the central computer has been replaced with the sentient, super-computer known as Hypercomp.

THE ZENTRAEDI DESTROYER

Although it is battered and dented all over, the ship has been partially repaired by its crew and the Science Masters to the extent that it is basically functional. The hull of the Thuverl Salen is spaceworthy, but is still in bad shape. Only 6,500 of its original 20,000 M.D.C. remain. If these last points are depleted, then the entire ship will shut down. Nothing will operate, including power, drives, the fold system, weapons, or life support. If this happens, the ship will be abandoned and all personnel will try to transfer onto the factory ship.

The Zentraedi Crew

When the Zentraedi cruiser lifts off from Earth, it will be loaded with these mecha and crewmen: 811 foot soldiers, 353 battle pods, 37 officer's pods, 35 light artillery pods, 25 recon pods, 38 Male Power Armor, 25 Female Power Armor, 75 standard blue bioroids, 22 green



bioroids, 12 red bioroids, 105 bioroid hovercraft, 2 robotech assault carriers, 50 bioroid terminators, 3 Robotech Masters (Tarrow, Lyra, and Sylak,) 12 clone masters, 15 science masters, and a force of 500 human guerillas, allies, most with conventional arms and equipment, but some with RDF/REF equipment. All Zentraedi are full size.

These numbers are small, for a Zentraedi Thuverl Salen Destroyer, but they take into account the original resources of the crashed ship, plus what could be made, salvaged, or recruited by the Robotech Masters during their stay in the mountains of Thailand.

Only the three Robotech Masters have a complete idea of the layout and design of G-95, and know they must make it to the Command Center to take over the operations of the factory. The Science Masters are familiar with conventional Robotech Factories, so they can get around and figure things out with time. Initially, no one will be aware that Hypercomp is thinking for itself, but they will learn of it soon enough. The GM may assume that Hypercomp will obey orders given it by the Masters unless they directly conflict with something which the PCs have already discussed with it.

The main drives of the ship are no longer capable of their original speed, but are still very effective at propelling the cruiser through space. In an atmosphere, the engines are capable of only Mach 7, but in space, they can attain speeds of up to 7,400 miles per second (0.04 times light speed). The engines have 3,000 M.D.C remaining each.

The auxiliary engine, normally capable of Mach 5 speed, is now completely inoperable, and will not function again without extensive repairs, quite beyond the capabilities of the Zentraedi or Science Masters without the Robotech Factory.

Weapon System

The main laser cannon is completely destroyed. It will never work again.

The forward Laser Mounts: Out of the original 8 lasers, four are still functional. They are all at their full M.D.C. values of 50 each.

Only 2 of the many laser turrets are still functional. They will work, but cannot retract into the hull of the ship, as they normally do. They are at their full M.D.C. values (150 M.D.C. each.)

The Missile Turrets, like the laser turrets, are mostly destroyed, but 6 of them still work, and all are relatively intact (100 M.D.C. each.)

The fold system aboard the cruiser still works, but is severely damaged and unpredictable is used. However, roll to determine what happens. 1-20: Entire ship explodes, 21-40: Space fold sends the vessel 1D6 × 100 light years off course, 41-60: Space fold disappears, but ship stays where it is, 61-80: Space fold sends the ship a mere 2D6 × 100 miles away, 81-00: Works perfectly!

Game Master Info: The Adventure Unfolds

The Docking Procedure

Once the destroyer has been piloted to within 10 miles or so of the factory, Hypercomp will recognize the ship and clear it to dock in the docking bay of Factory Pod 1. Once inside, the Masters will unload with their Zentraedi soldiers and make their way to the factory's Command Center on Compartment level three.

The docking of the Zentraedi ship will cause, Hypercomp to reactivate the factory IN FULL. A routine maintenance inspection will be performed on the cruiser immediately and appropriate reconstruction of the vessel began. The entire vessel will be finished in 3D4 hours.

The inspection drones will find a ship low on mecha and in serious need of more crewmen. Therefore, Hypercomp will logically assume that such problems are to be remedied ASAP. Hypercomp will prepare to awaken 400 Zentraedi to report to the Robotech Masters. Hypercomp will then start up its mecha production machinery in order to produce as many battle pods, fighter pods, power armor, and other mecha as necessary to replenish the vessels stock.

GM Note: It is important to realize that these things are the only activities which Hypercomp will consider "natural," and normal. Even if the player characters do manage to convince the Hypercomp to change its mind about the status of the visiting Zentraedi and Masters, and shut down its repairs for the time being, Hypercomp will at least initiate the described procedures on schedule.

Again, the individual Game Master can embellish and change as much detail as he/she wishes to each aspect of this adventure. The blast-off into space should go pretty smooth. The Robotech Masters aren't aware of the departure and any Invid pursuers are vanquished. This is a good place to lose/kill the NPC part of the team, leaving the rest of this mission up to the player characters.

The situation will go from bad to worse with the arrival of the Robotech Masters and their troops. If the player characters are clever and honest, they can still win the heart of Hypercomp and achieve one goal or the other (get Hypercomp for the REF or have her sacrifice herself by folding to another galaxy or even self-destruct).

Hypercomp will be confused by the conflict between what it perceives as two rival factions of the Robotech Masters (humans & the real McCoy). This is especially true if the humans have already initiated communications with it, and have established a nonhostile or friendly rapport. Hypercomp will require further data to poke any decisive action. While colating data, it will do the following: **First**, it will use the main thrusters to maneuver the factory into a wide orbital path just beyond the dark side of the Moon for greater defensive position. This, should keep it out of the Invid detector beams and out of the sight of the Earthmen as well (it do as not know about Copernicus base).

Second, Hypercomp will observe the conflict between the human forces and Masters/Zentraedi without interference. This is one of the ways it is collecting data. The only action it may take, is to seal off the majority

of the Masters' troops to establish a somewhat equal environment for the opposing forces (the bad guy will still out number our heroes five to one). Until Hypercomp can figure out what's going on, and whose side it is on, it will remain neutral. It will not accept commands.

Third, it will continue to repair and stock the Zentraedi Destroyer. It will also maintain a defense against the Invid attack by thawing out its troops of the remaining frozen Zentraedi. This should buy everyone about three days, before the Invid can mount an offensive that Hypercomp cannot defend against. The Masters, their troops, and humans alike will be sealed inside the factory without knowledge of what's happening outside. If the conflict on board can not be resolved by the time the Invid deliver their final destructive attack, Hypercomp will notify all parties of the situation and solicit suggestions.

Hypercomp has a personality and identity uniquely "her" own. To win the factory, the characters will have to win over the trust and emotions of Hypercomp, making this a battle of wit and philosophy, as well as a battle of muscle and courage. (See the Hypercomp description and encounter tables in the G-95 Factory description section.)

If its destruction seems eminent it will demand all parties to leave its bowels. The Zentraedi Destroyer is 100% repaired and a shuttle craft will 60 offered to the player characters. It will spacefold (or be destroyed if things take to long). If it folds, Hypercomp will promise to return once it has collected the data. Of course this could take decades, and the decision may not be in the humans favor. The Masters and Zentraedi should have enough time and power to survive a short Invid attack, long enough to "fold" to safety light years away. This will seem terrible to the human forces who tried so hard to stop the masters from escaping with tons of protoculture seeds. If Hypercomp is aware of their its own nearly depleted resources and that it took ALL the protoculture except enough to fully recharge the Destroyer and all its mecha to full power. If Hypercomp does not reveal this fact (GM's, be nice), then the humans will just have to wait and wonder.

Shortly after the Masters arrive, the Invid will also arrive. And the battle escalates.

In all likelihood, Hypercomp will be too confused to willingly join any side. Instead, she will try to save both humans and Masters and depart to ponder this most unusual encounter. The result, an ironic stalemate. The player characters can return to moon base or Earth for further adventures.

A HISTORY OF THE ROBOTECH FACTORIES

Nearly one-half millennium ago, a race of beings known as the Robotech Masters came to power in a distant solar system. Their home, Fatoma, a small moon orbiting the gas giant Tyrol. Within a generation or two, they managed to achieve a technological advantage over their interstellar neighbors. That superiority enabled them to eventually make neighboring civilizations completely dependant upon them both technologically and economically. Then a young Robotech Master named Zor came across a race of beings that thrived on a strange planet. A plant indigenous to that planet alone. The race was the Invid, and their planet was Optera.

Zor came to realize that the Invid and their mysterious plant had somehow, over the stretch of eons, come to depend on each other. The plants, which the Invid called their "flower of life," was a product of the Invid's own life-force, and the Invid, simply by being what they were, helped to propagate the flowers. This created a symbiotic relation-

ship that was unique, one based upon *life energy*. For a long time, the simple race of timid creatures was ignored by the Masters. Ignored, that is, by all but Zor.

Zor postulated (correctly) that if the flowers that the Invid cultivated were so important to the Invid, then they just might be useful to the Robotech Masters as well. He spent years doing research while on Optera, carrying out strange experiments and attempting to unravel the secret bond between Invid and plant. Finally, he found the answer. He placed a seed from one of the immature flowers in a stasis chamber, and when the correct energy frequency was applied, the seed gave off tremendous amounts of energy, more than one hundred times more powerful than any reactor the Masters' scientists could devise. Within a year, the young Robotech Master's discovery was in wide use throughout the Robotech Empire. Zor had made a magnificent discovery, but he had badly underestimated the greed of the Masters.

As a result, Optera was effectively destroyed, denuded of every last one of its precious flowers of life. The Invid were not about to give up hope, however, and launched a holy war against the Masters.



THE DIVISIVE WAR

The first years of the war were slow in terms of action undertaken by the Invid and the Robotech Masters. A first contact resulted in thousands dead on both sides, but this was only a handful when compared to the carnage to follow still, neither side wished to squander their precious resources on indecisive battles. The Robotech Masters withdrew from Optera, and the Invid were happy to see their hated enemies leave. But neither side was pleased to learn that the flowers would not grow anywhere but Optera. And the Masters had so effectively polluted its soil that nothing could grow. This drove the Invid to the brink of madness. If they could not possess the sacred flower, neither would the thief. And anyone who dared to use the flower would suffer their wrath!

The Divisive War was on. It can be said that the war was in full swing starting with the initial Invid assault on the Robotech Masters' fortress mothership orbiting Optera, and finally ended with the Invid Regent's invasion of the Masters' homeworld of Tyrol over three hundred years later.

To the Robotech Masters, the war was one of survival. Their only purpose was to maintain the existence of their vast empire, and the only way to do this was to wage a primarily defensive war against the Invid. They did not necessarily have to win such a war, they simply had to hold off the Invid long enough to avoid squandering their assets without gain.

This was, however, far more easily said, and even planned, than done. The Robotech Masters, while being able to control the destinies of hundreds of relatively rich worlds, and build hundreds of motherships to be populated with Tyrolians, Masters, and Robotech weapons, and even construct an immense armada of over *ten* million ships to be crewed by nearly two hundred billion cloned giant soldiers, were still vulnerable to the powerful and fanatical Invid.

The Invid had an entire planet's resources to draw upon, which meant they too could throw billions of high-powered mecha into the war of revenge. The giant Zentraedi clone soldiers could not bear the brunt of the Invid swarms and keep control over the Masters' empire for very long. Somehow, somewhere, something had to give way. After three decades of fighting the Invid hordes, something finally did.

THE YAWBEN REVOLT

The first planet to show its true colors against the yoke of the inhuman oppressiveness dealt out by the Robotech Masters was Yawben; a planet which was in a binary solar system located at the very rim of the Robotech Empire.

Yawben itself was small, being only one-third the diameter of Earth. Its atmosphere was unbreathable to humans, Zentraedi, or Robotech Masters, and the density and local gravity of the planet was nearly twice that of Earth. However, Yawben happened to be the most mineral rich planet in that sector of the galaxy. Gold, silver, platinum, uranium, iron, nickel, copper, and dozens of other rare and common metals were all extraordinarily abundant in the planet's crust. Yawben was a veritable warehouse of ores which the Robotech Masters coveted.

The dominant race of the world were known as the Yasayah. The Yasayah were generally humanoid in appearance, allowing for an average height of about five feet, silvery-gray colored skin, extremely powerful limbs and a greater physical endurance than that of a Terran ox. But the most bizarre aspect of these creatures was their biochemical makeup, which was composed of silicon and copper, much in the same way that humans are chemically composed of carbon and iron.

Being composed essentially of stone, it was only logical that the Yasayah should evolve as the most capable natural miners in the galaxy. They had the innate power to physically channel their life energy in order to reshape the rock and metals of their world, creating tools, absorbing the metals for nourishment, and living inside immense and extensive tunnel networks created over the eons.

As the war with the Invid went on, and more and more Zentraedi were forced to abandon their rimward posts to fight the aliens and protect other bases, the planet Yasayah soon found themselves facing only a token force of Zentraedi, less than four destroyers strong. The Yasayah had always been a peaceful people, but were sick of the way that the Robotech Masters had forced them down into becoming lifeless, almost robot-like drones; unfeeling and uncaring. Finally they decided to do something about it. Together, as a race, they built huge underground shelters, miles deep and stronger than any surface structures that their miners had erected at any time in the past. These cavernous areas were underground fortresses, invincible from orbit, and unassailable from the tunnels themselves.

The final revolt was, in many ways, a peaceful one. Miners simply ceased their toil and retreated to their underground fortresses. No metals were taken from the mines. The shuttles and cargo ships were empty. Orders to resume work were ignored. Finally, the giant soldiers sent down thousands of their numbers with the illusion that they could physically force the Yasayah to restart their operations; they were quite wrong. The Yasayah were fully prepared to defend themselves, using every ounce of brute force, cunning, and trickery that the Zentraedi themselves had shown to them over decades of slavery. Zentraedi battalions were sealed inside rock formations, or crushed beneath tons of earth. After a fifty year period of enslavement, the planet of Yawben was free of the Masters. One year later, the Robotech Masters acknowledged their sovereignty by completely obliterating the planet.

Yawben was the first Robotech colony to actively oppose the Masters' will, but it was hardly the last. As the Masters and the Zentraedi grew fewer in numbers, and their supplies of protoculture and planetary resources diminished, so did their Robotech Empire. By the close of the Divisive War's first century, the once unstoppable union of colony worlds and military forces was less than one-half of its former size. That, unfortunately, left several dozen worlds completely isolated from their supply lines, and condemned them and their inhabitants to eventual extinction. Nearly one hundred more found themselves completely devoid of the knowledge of how to repair the highly technological devices that they had leased from the Masters. Other worlds were suddenly without protoculture or the Masters' guidance and had a great deal of trouble simply coping with the problems of taking care of their own populations. But at least most of these planets were able to recover from the blow with time.

The remains of the Robotech Empire was still a very effective sociopolitical machine, however. Over one thousand parsecs in diameter, it still managed to hold its own against the Invid. Zentraedi were stationed at the most important bases and outposts, but no offensive actions were launched against the Invid or any of the other races unless absolutely necessary. The Masters had succeeded in maintaining their empire and were still highly optimistic about surviving the war.

The Invid had a somewhat different story to tell, though. Their numbers had also been drained in the fighting, and they started to slow their offensives. None of the planets that the Invid Regent had taken away from the Masters were capable of producing the flower of life. Certainly, they were not worth the time and expenditures in mecha and protoculture to garrison. What the Regent did realize was that he would soon have to withdraw a fair number of his troops back to Optera simply to keep his own forces from overextending themselves. Another answer was needed, so that the numbers of the Invid could be increased while not draining their active protoculture supply or letting the Robotech Masters reclaim their territory.

Through this reasoning came the Invid's inorganics; robotic machines capable of dealing with the Zentraedi in any environment. Eventually, these unliving hordes were deployed in lieu of actual Invid mecha, at least during the initial phases of a battle or campaign.

SATELLITE FACTORY G-95

When the Masters built their ten million ship main fleet, they also created a fleet of mobile factories. Each Satellite Factory is the size of a small planetoid, twenty or thirty miles long, and with enough facilities to service dozens of ships at once. The bad part about these factories was the fact that each one required a hundred thousand Zentraedi warrior to man and crew the mobile base on a permanent basis. The factories themselves might last for centuries, even millennia, but the average life expectancy of a Zentraedi was less than a decade. Something else was needed to crew the massive bases, something dependable, loyal, and permanent. Quickly the factories were completely restructured to be fully automated, piloted by a master computer and crewed by a small force of Zentraedi stored in stasis until needed.

The Science Masters came up with a better solution: to create vast computers that would be able to *think* like living beings, and take action based on their own observations and assessments of any given situation. A prototype was constructed and tested very extensively, followed by a second, superior model, the G-95. No further factories were ever designed, for after the war's second century, the general resources of the Robotech Masters were truly too little to support these massive efforts.

Unfortunately for the Masters, but luckily for their enemies, the first of the new breed of factories quickly fell prey to the Invid, who discovered and destroyed it within a few years after its completion. However, Factory G-95, the second of the new factories, was much more mobile than its predecessor, and kept moving from system to system, always staying one step ahead of its pursuers, while maintaining a strict schedule of rendezvous locations planted in its memory.

ROBOTECH SUPER FACTORY G-95

It is not known exactly how many of the normal automated starbases were constructed by the Masters. It has been estimated that about two dozen still wander the galaxy, searching for Zentraedi who no longer exist, so that they can carry out their inherent function of keeping these warrior clones supplied with new mecha and repaired starships.

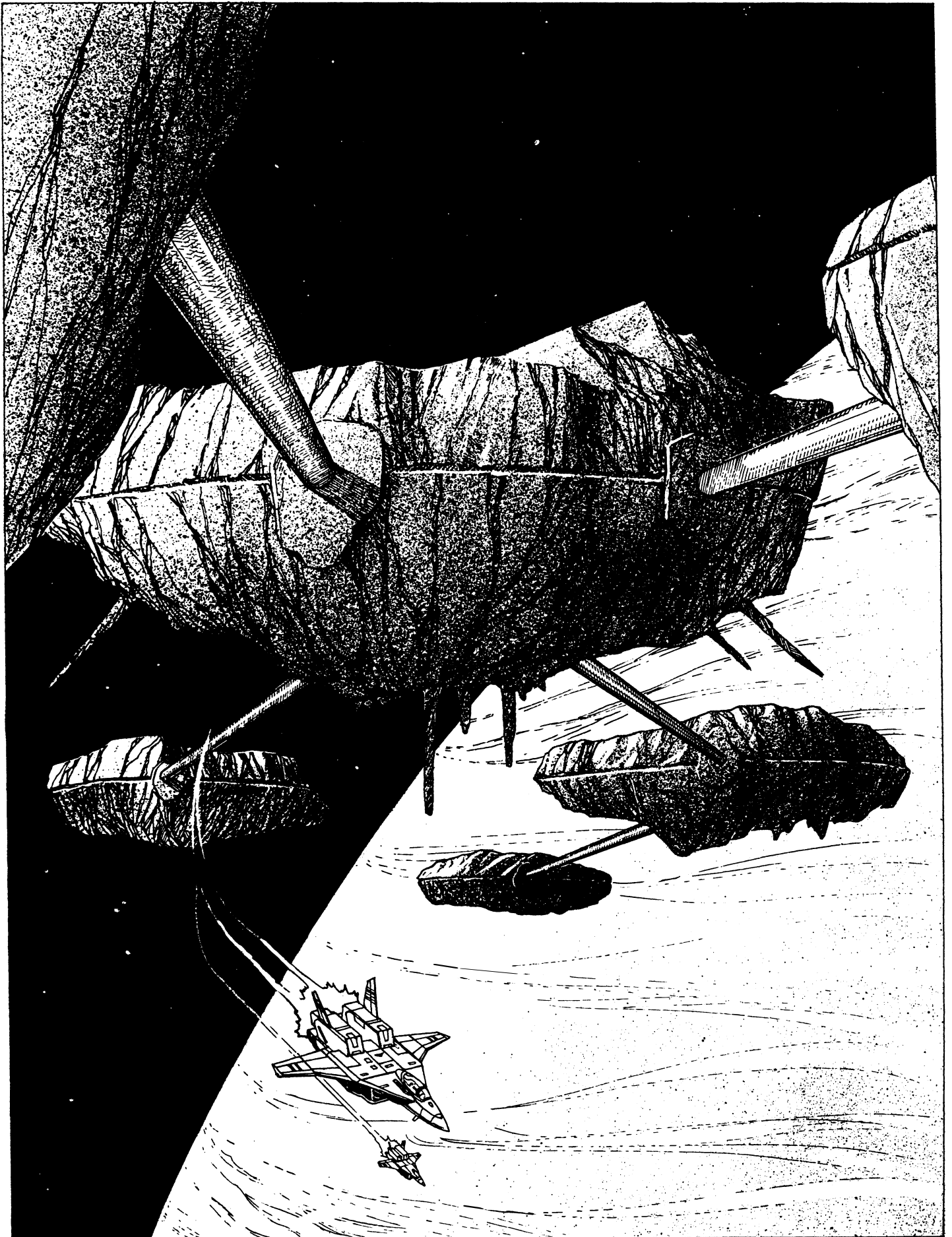
The G-95 "super" factory is not controlled by living beings or simple computers, but is totally run by a *sentient* computer; the most advanced machine that the galaxy has ever seen. Capable of collating any desired information and acting on its own judgments, this computer can think for *itself* in a very lifelike way. It does most of this by not only running programs, but by creating new ones, actually modifying them as they run, which gives it few, if any, limits in its actions towards the universe at large.

It should be remembered that this factory is still relatively new, only being launched about one hundred years ago. And it does not age with time the way humans do. The computer knows exactly how and when to keep itself in prime condition. Although it has never been required to, this factory can also defend itself against an attack by hostile forces quite adequately. It can even use its own judgement as to what constitutes an act of violence. Of course, only the Masters know about the G-95s *special* features. To anyone else it appears to be a typical Robotech factory, perhaps a little larger than normal.

STANDARD FACILITIES

The following equipment was installed in the factory's main control section during the original construction, which was, in a large part, supervised and carried out by its own computer controlled maintenance drones.

- 1. Speed of Light Travel:** The maximum speed of the factory is 0.01 times the speed of light, which comes to about 1860 miles per second. However, the cruising speed is only about 500 miles per second.
- 2. Auxiliary Engines and Drive System:** These systems are intended to be used only in extreme emergencies, and are only capable of reaching Mach 2.



3. **Space Fold System:** Used for interstellar space travel by warping or “folding” the local time-space. The farther away the destination is, the longer it will take to get there. No matter exactly how long the fold maneuver takes, however, time seems to stand still to the occupants of the folding ship.

Although the fold system aboard G-95 does work well and is in an excellent state of repair, there is still a slight chance of some error in navigation, or that a technical fault will get past the drive circuitry guards, causing a misjump that makes the factory end up at a destination not intended.

GM Note: There is a 5% chance of a faulty fold jump every time that the fold system is engaged. If such an event occurs, roll on the following table to determine the extent of the course correction or malfunction.

- | | |
|-------|--|
| 01-14 | Off course by 2D4 hours via maximum speed. |
| 15-29 | Off course by 1D4 days via maximum speed. |
| 30-43 | Off course by 2D6 days via maximum speed. |
| 44-59 | Off course by 1D4 weeks via maximum speed. |
| 60-66 | Off course by 1D4 months via maximum speed. |
| 67-74 | Off course by 3D4 months via maximum speed. |
| 75-81 | Off course by 1D4 light years. |
| 82-87 | Correct location, but fold system is temporarily shut down; another fold will not be possible for 2D6 days. |
| 88-91 | Off course by 3D4 weeks via maximum speed, plus the fold system is damaged and cannot be used without increased risk (40% chance of faulty space fold. Roll on this table again if a fold is made.) Will require 1D4 months to repair fold system. |
| 92-95 | Fold system has vanished into thin air. Impossible to fold again; off course by 2D4 weeks via maximum speed. |
| 96-00 | Correct location, but fold system explodes, destroying the entire deck level it was on and damaging the main engines. Only auxiliary engines and drives work (oops). |

4. **The Command Center/Main Bridge:** It was assumed that one day the computer would be dismantled, or deactivated or something like that, which would mean that Robotech Master technicians would have to control the whole thing by themselves. The bridge was constructed for just such a circumstance, and it is in fully operable condition. The main bridge controls both internal and external communications lines, monitors sensor systems, and brings weapon systems on line and off line as the case may be. *The center* of the stadium-like chamber has a gigantic strategic and tactical planning and conference table which can display computer generated graphics, plotting arms, superimpose holograms, a real-time or condensed visual image of the target or of multiple targets, and any or all accompanying data that is requested by the attending officers. Over 15,000 targets in a 500,000 mile area can be identified, tracked, and visually or graphically displayed with a 94% accuracy margin. Hundreds of arrays of computer interface banks, data posts, internal and external monitors, large screens and holographic display fields are scattered all around the area, on the arena-like floor, on the walls, from the ceiling, and dangling suspended in mid-air.

The Command Bubble is five times the normal size for such a structure (M.D.C. 550). It allows the commanding officers and their seconds in command to give orders to virtually any part of the immense station, and to communicate with docked starships as well. It can accommodate approximately fifteen people, and is placed about 800 feet up on the rear wall of the bridge area, near the ceiling.

5. **Radio Interference Network:** Centrally located in the factory’s Command Center, the factory can project an area of extremely powerful radio blocking signals that can leave an enemy totally isolated. The initial range of the jamming system is 150 miles, but this range can be increased almost infinitely by linking and cross linking Zentraedi battle cruisers into the network, with each ship adding 500 miles to the factory’s range. There are no limitations on the possible

duration of these jamming signals, which can be prolonged for weeks or even months at a time.

6. **Radar Jamming:** Coordinated through the Command Center, the factory can jam the radar and weapon tracking systems of an enemy ship. The range of this effect is a 25 mile diameter sphere up to 500 miles distant.
7. **Long Range Video and Communications System:** Coordinated through the Command Center, the factory can send clean and accurate audio and visual transmissions up to 100,000 miles (160,000km) distant, and can also receive and detect external transmissions. The range of this system can be increased still more, by bouncing the signals from the factory to one or more Zentraedi ships, increasing the range by 50,000 miles per relay. (see #22 for hyperspace communications).
8. **Internal Sensors:** Sensors continually monitor the factory’s internal temperature, radiation, motion, and the chemical composition of the ship’s internal atmosphere. The system will be able to pinpoint any large (bioroid sized or larger) physical anomaly or a disturbance caused by such. Note that Micronians without mecha or vehicles are too small to be *easily* or quickly detected by this system. There is only a 1-16% chance of detection and a 1-12% chance to maintain surveillance (roll every 5 minutes).
9. **Stasis Chambers:** Several thousands of Zentraedi warriors and Robotech Master bioroids are stored in a state of suspended animation, to be awakened if and when the factory decides it is necessary. These bioroids and Zentraedi can only be brought back to life at the discretion of the factory computer. The time required for this action is about 20 minutes, after which time, the warriors are fully awake and *alert*. **GM Note:** During that 20 minute period, the Zentraedi will be groggy and unable to function at full normal efficiency; – 10 on initiative, – 6 to strike, parry, and dodge, and – 15% on all skills. The bioroids will be fully functional after only 10 minutes.
10. **Medical Facilities:** Since it was never known exactly who would be populating the factory, nor at what point in time this would be, complete medical facilities are maintained. Everything from emergency medical rooms to full scale hospitals where artificial limbs can be constructed and implanted, along with extensive medical laboratories for Zentraedi, Tyrolian clones, and the Masters themselves.
11. **Laboratory:** Although it has never been utilized, the factory does have a huge research lab for use by the Science Masters, Clone Masters, and Robotech Masters. About 80% of the facility is completely automated, with batteries of pre-programmed tests, analyzers, and medical robots to actually administer and keep records of testing procedures and results. The facilities that are included are chemical, biological, spectrographic radiation and sound analysis, the stasis storage of specimens (living and non-living), and all possible forms of data recording, storage, and retrieval.
12. **Nutrient and Water Dispensaries:** These strategically located facilities are designed to accommodate a variety of races, and can provide amounts of vitamins, liquid and solid protein, and water for the asking.
13. **Water Supply:** There are also several large reservoirs of drinking water on board the factory for use by the factory’s crew and troops in addition to the supplies in the dispensaries.
14. **Mecha Bays:** About one thousand huge, large, and small bays for the storage of fully functioning, combat ready Zentraedi and bioroid mecha can be found scattered throughout the factory. The total storage *capacity* of all of these bays is estimated at 650,000 mecha. However, only a fraction of that (12%) is currently available.
15. **Weapon Bays:** Weapon bays are comparatively small areas within the factory where hand held assault weapons and body armor are stored, ready for use by Zentraedi and bioroids. They do not carry

any mecha. A typical weapon bay will contain the following: 3D6 × 1000 assault rifles, 3D4 × 10 laser pistols, 4D8 × 10 missiles for battle pods, 3D6 × 10 suits of Zentraedi body armor (NOT power armor), 1D4 hover platforms, 2D8 × 10 Bioroid Weapon Drums, 3D6 Bioroid Laser Drums, and 3D4 × 10 Terminator Laser Assault Rifles and 4D4 suits of Terminator armor.

16. **Airlocks:** Thousands of airlocks can be found on most levels of the factory, especially near the areas where battle pods and bioroids are stored. Unlike most Zentraedi starships however, the airlocks on board the factory are divided into two sizes: standard (small) airlocks, which can hold about 64 pods simultaneously; and large airlocks, capable of holding up to 300 battle pods without crowding. The small airlocks require 2 melees (30 seconds) to completely recycle from hard vacuum to standard atmospheric pressure, while the large locks require 12 melees (3 minutes) for the same procedure.
17. **Triple Reinforced Hulls** and access tunnels of all sizes line the full length of the various decks levels on the factory.
18. **Repair/Reconstruction Pods:** There are five of these four mile wide pods connected to the factory's main body. Each is capable of accepting any Zentraedi spaceship for docking, from the Flagship on down. Each pod is completely self contained.
19. **Hypercomp:** Short for *Hypertronics Bio-emulating Artificially Intelligent Computer*. This device is the controlling agent for the entire factory. In the absence of living controllers it is responsible for the operation, maintenance and defense of itself and the factory as a whole. It is fully capable of recording and correlating any and all required data for its actions and reactions, both internal and external, and it is capable of making its own decisions and of acting under its own judgement and initiative. This device hears all, sees all, and does all; Hypercomp, literally, is the brain, while the rest of the factory is its body (more details about hypercomp later).
20. **Construction Facilities:** The main body of the factory is devoted solely to the construction of starships, shuttles, and everything else that a fully equipped high-tech army of giants could possibly need or want in the way of mobile firepower and transportation. Only the main center pod of the factory is large enough to accommodate one of the Robotech Masters' motherships.
21. **Mecha Override System:** This is similar to the mecha navigational override system on board the Zentraedi Flagships, but is more powerful. It can reach out and take control over the navigational and weapon systems of Zentraedi *starships*, as well as those of mecha. The system has no practical limit to its range, but it can only control a few ships at a time, regardless of size.
22. **Hyperspace Interstellar Communications System:** This system is designed to span the interstellar distances of space in mere seconds, enabling ships light years away to communicate with Hypercomp. There is no practical limit to its range, but the time lag increases by one second for every twenty-five light years of distance between communicating parties. Multiple conversations on the same or different channels may also be undertaken simultaneously.

INTERNAL SYSTEMS

As mentioned before, Hypercomp is hooked into just about every system aboard G-95, which means that little gets past her attention for very long, if at all. The following internal systems are extensively used by Hypercomp, and deserve special attention on the part of the GM in order to be fully understood.

The Command Center /Main Bridge

Normally, the Command Center is, without any question, the nerve center of the whole complex, just like in any naval vessel. However, in this case, Hypercomp's storage area is the functioning command or nerve center of the automated factory. Hypercomp is the acting Captain, First Officer, Science Officer, Engineering Officer, and everything else, including controlling weapons, drives, internal and external monitors, and keeps track of the factory's construction and repair facilities. It does this twenty-four hours a day, seven days a week, and it never tires, nor is caught off guard for longer than a few seconds.

This means that Hypercomp is, in every way, in total control of the factory. It can turn the lights in a particular cabin on or off, or it can target and blow away an Invid troopship with the factory's Proton Accelerator Cannon. Or, do anything in between. However, the Robotech Masters have built a manual override system into the Command Center. This override system can completely isolate Hypercomp from the rest of the factory or shut her down completely. If Hypercomp is shut down, the factory, its defenses, internal workings, and robots are controlled by the occupants of the Command Center/Bridge.

Human Intervention

Yes, this means that the REF could seize control of the factory as well, however, there are some problems:

1. Nobody, not even Hypercomp, knows about the over ride system. ONLY the Robotech Masters have knowledge of this mechanism. Thus, it would require an intensive analysis and examination of the Bridge (take portions apart) for any RDF/REF character to discover the over ride system on his own.
2. They must be able to read the Zentraedi language, or have some means of translation available to them, since ALL of the controls are labeled in that manner;
3. Only characters with Electrical Engineering and Computer Skill or is a Scientist O.C.C. will even be able to determine what a given console is supposed to do. Skill Penalty is -40% because of the *alien* technology (a robot technology specialist is only -10%).

Note: First, Hypercomp *will* detect ANY tampering with the bridge controls within 1D4 melees; what action it takes, if any, is left up to the GM, but it will not act violently unless the players deliberately attempt to do some serious damage to the controls. Second, if the players do manage to turn a system on, Hypercomp is just as likely to turn it *off* again, or to try to correct any "malfunctions" that it finds due to "unauthorized tampering." Third, Hypercomp can speak through the communications system in this area and is likely to question the characters about what they are doing, who they are, what they want, etc. It is impossible to turn her voice off without destroying the communications system in the Command Center/Bridge.

Since all of Hypercomp's orders and instructions are routed through the Command Center in some way, a clever and *diligent* player or two may glean information from the master computer IF they learn how to read the displays and controls located here. **For Example:** The sudden activity of a particular bank of consoles may indicate that internal, external, or robot communications are in use. Another may indicate a sensor probe. Another may show external defenses are engaged, or indicate power levels or the location of intruders (fellow characters). This is a tactic that might come in useful, but remember, if the players want to talk to each other, they had better use their personal or mecha's communicators, because Hypercomp can jam the intercoms at will, or even (once it becomes familiar with the players' language and voices) listen in to conversations and replay false messages over the intercom network.

Internal Sensors

At the core of the factory's security network lies the Monitor System, which keeps track of everything within and outside of the factory at all times. In each room, corridor, and accessway aboard the factory, each airlock, and in thousands of places on the external hull, are small (one foot in diameter) globes that are extremely complex sensor units. These sensors are capable of detecting heat, light, sound, radiation, motion, and the chemical composition of the factory's internal atmosphere. Each has a range of about 500ft (152.5m), but there are usually several placed in such a way so as to cover every part of the ship. They are easy to destroy (M.D.C. 1 each), but clearing an entire corridor, or even one small room would require the destruction of a score of them. Furthermore, if enough of these things are destroyed in a given area, Hypercomp will send out its Remote Observation Drones to fill in the gaps. Any character with the Detect Concealment skill may roll to locate each sensor with a penalty of -15% for the first attempt; once the first sensor has been found, roll normally.

These sensors automatically pick up everything that they see and relay the information to Hypercomp within seconds (1 melee for practical purposes). If a sensor, or series of sensors, can possibly be destroyed within that amount of time, then Hypercomp will **not** be aware of the damage or intrusion. However, if Hypercomp realizes that all of the sensors located within a relatively small area of the factory complex have been lost simultaneously, it will always respond by sending a Remote Observation Drone to investigate the problem within 2D4 minutes. If the drone sees that all is well, it will call for a repair crew. If not, it will tell Hypercomp that more strenuous action is required, such as a squad of Primary Defense Drones.

Important Note: Sensors have a great deal of trouble locating human/micronian sized things simply because they are so small. The chance of detecting people or objects 10 feet (3m) or smaller is greatly reduced; only a 10% chance.

Sensors can be monitored through the Central Monitoring Station located in the Command Center.

Mecha Override System

The mecha override system of the typical Zentraedi flagship is really only capable of whisking a group of Zentraedi mecha away from their targets and returning them to their own ships. This is fine, if all that a commander wishes to do is to end a particular battle. The override system of G-95, however, is much more powerful than that. Besides having the ability to return mecha to their ships, this system can actually pilot up to 25,000 mecha in any way, shape, or form that Hypercomp requires. These mecha can then attack, retreat, maneuver, or perform any function that a piloted mecha could perform, if not as cleverly or as well (a penalty of -1 is applied to every action that the mecha undertake, and all mecha act as if piloted by 1st level pilots).

The extra bonus of the system is that it can reach out and take control of any Zentraedi ship within 20,000 miles of the factory. Up to 10 ships can be controlled in this manner, in exactly the same way that the override system can control mecha. In fact, it is possible for Hypercomp to use this system to launch a mecha-filled ship, and then launch the mecha within the ship, probably fooling attackers into thinking that they are being attacked by real Zentraedi.

Hyperspace Interstellar Communications System

This a fantastically huge communications system that is designed to keep an entire area of interstellar space in contact with the Masters' homeworld of Tyrol. As such, it is essentially a gigantic, all powerful switchboard that keeps a large number of relays open at all times in order to keep up with its demand.

Right now, the system is nearly dead, for there are no ships to talk to. Nor are there any Masters left on Tyrol, or anywhere else for that matter (except Earth, of course.) Normally, the system can communicate directly with up to 100 separate ships and/or hyperspace communication sets located on planets at once. These channels may be broken, established, routed and rerouted through relay stations or even linked to each other, allowing conversations between individuals who are in contact with the factory. The factory has the ability to record and replay any transmissions that it contacts, and can monitor the hyperwave bands for such communications as well.

Hospital and Laboratory

The medical facilities aboard the factory are uncharacteristically good for Zentraedi operations. Normally, if a Zentraedi medical problem cannot be cured immediately, such as broken bones, head colds, or scrapes or bruises, it is just too bad for that soldier. Major injuries were not meant to be cured. A Zentraedi's purpose is to die for the Masters, not to live for them. So, extensive hospital complexes are not standard issue on Zentraedi warships.

The facilities on G-95 are quite different than the norm in that a complete hospital is carried, which can treat or cure even serious medical problems, disease, injury, or whatever. It is designed to accommodate both Zentraedi and Master physiologies. Humans are so similar to the Robotech Masters' that they too can receive medical aid at the hospital. The hospital can deal with a grand total of 1000 Zentraedi and 300 humanoid patients simultaneously.

The laboratory is carried for a different reason: research. It was not known exactly what types of life forms would be encountered. This laboratory was meant for both the isolation and decontamination of any foreign specimens that were brought aboard the factory, as well as for experimentation and the dissection of expired specimens. Only with such extensive facilities, the Masters believed, would their knowledge about the galaxy's life forms be complete. Live specimens can be stored in stasis.

Because it is too difficult to train and house teams of live doctors and technicians, those duties are taken care of by Medical Drones. These are the only type of drone that Hypercomp has not modified. These robots are basically humanoid in shape, and have multiple tentacles for fine and delicate work. Each one is capable of any medical function required, from applying antiseptic solution to a cut or scrape to performing open heart surgery. To help them with their efforts, these drones are constantly linked to Automeds, artificially intelligent beds that hold the patients. They essentially replace nurses, providing truly around the clock care for humanoids. These units are all completely self-contained and are used as operating theaters with sterile environments. They may also be used as stasis units, the process for which requires about three minutes to freeze, and ten minutes to revive.

In general, between the lab and hospital facilities, there are few problems which cannot be dealt with in an efficient manner. The recovery rate for this place has been estimated at 91%, and any type of research dealing with the biological, chemical, or physical sciences can be carried out extremely well.

FACTORY CONTROLS AND TAMPERING

There are control panels of every possible design and function in the factory, and it stands to reason that at some point in the adventure, one or more characters will want to try one or two out "just to see if anything happens." Well, nine times out of ten, nothing will happen since many of the controls in the factory are meant to be used in conjunction with other systems in order to produce a total effect. But, eventually, those players who are persistent will find out what a particular system does the hard way, by trial and error.

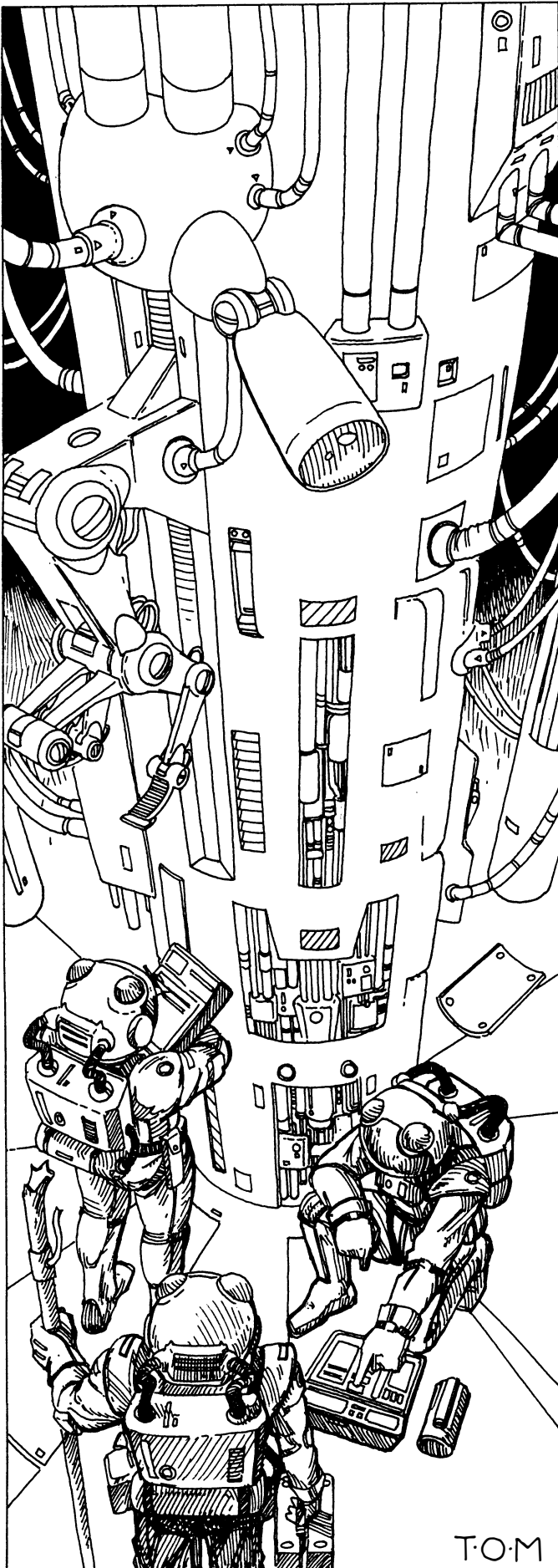
If any attempt at tampering by a character is stated by a player, the GM should roll percentile dice. If the result is 1-70, then the attempt is fruitless, as nothing will happen. A result of 71-90 will result in a Random Harmful Effect in the character's immediate vicinity. A result of 91-00, however, will yield a Beneficial Result.

Random Harmful Effects of Tampering

- 01-35** A shower of sparks spews forth from the panel's wiring case, giving a tremendous light show, but doing no damage to anything, including the console.
- 36-45** Noises of metal grating on metal are heard close by. No apparent damage, but the machine/computer console responds at half speed.
- 46-60** A small explosion from the panel. Does 2D6 S.D.C. of burn damage (dodge or roll with impact for half damage) to the character who tampered with the panel. Panel is still workable. There's a 1-40% chance that an Observation Drone will come to investigate.
- 61-72** A large explosion from the panel. Does 6D6 of S.D.C. burn damage to everyone within 10ft of the panel (dodge or roll with impact for half damage). Panel is completely destroyed. A Technical Service Drone will arrive within 1D8 × 10 minutes; there's also a 1-30% chance that 1D4 Primary Defense Drones will arrive within 2D4 minutes to investigate.
- 73-80** A muffled explosion is heard as if something blew up between the walls or in a room a few hundred feet away. An Observation Drone and 1D4 Primary Defense Drones will investigate within 3D4 minutes.
- 81-90** A huge explosion on the floor above or below the character(s) rocks their area for 1D4 minutes. The console they were using is dead. A siren is heard in the distance. One Omega Drone, 1D4 Primary Defense Drones, one Secondary and 1D4 Heavy Labor Drones arrive to investigate within 1D6 minutes.
- 91-97** A major explosion in the room or machine the character(s) are tampering with. 1D4 × 10 Mega-Damage to everyone within a 100 foot (30.5m) area of the explosion. Great billows of black smoke fill the room. All power in that chamber is turned off (even the door will not open). No lights. One Omega, 2D4 Primary Defense Drones, 1D4 Secondary Defense Drones, 1D4 Heavy Labor Drones and a Technical Service Drone will arrive within 1D4 minutes.
- 98-00** Tampering is recognized and traced to present source by Hyper-comp. A pair of Observation Drones is sent to investigate, with 1D6 Heavy Labor Drones, 1D6 Primary Defense Drones and one Secondary Defense Drones lurking a few hundred feet behind them.

Random Beneficial Results from Tampering

- 01-25** Success! The character can operate the panel with a 25% chance of achieving the desired result and will recognize other such panels in the future. Full proficiency will require another 4D6 × 10 minutes of study.
- 26-40** Success! The character can operate the panel with a 35% chance of achieving the desired result and will recognize other such panels in the future. Full proficiency will require another 3D6 × 10 minutes of study.
- 41-60** Success! The character can operate the panel with a 50% chance of achieving the desired result and will recognize other such panels in the future. Full proficiency will require another 2D6 × 10 minutes of study.
- 61-75** Success! The character can operate the panel with a 65% chance of achieving the desired result and will recognize other such panels in the future. Full proficiency will require another 1D6 × 10 minutes of study.



76-90 Success! The character can operate the panel with a 75% chance of achieving the desired result and will recognize other such panels in the future. Full proficiency will require another 5D6 minutes of study.

91-00 Success! The character can operate the panel with a 85% chance of achieving the desired result and will recognize other such panels in the future. Full proficiency will require another 3D6 minutes of study.

Random Types of Control Panels

01-12 **Weaponry Control;** controls all the internal weapon turrets and containments on this level.

13-24 **Tracking and Fire Control;** can track and identify 1000 targets on this level. Can also provide damage reports and schematic floor plan of its particular floor. Remember, the language is Zentraedi/Master.

25-36 **Internal Monitor Control;** taps into sensors on that level of the factory. This can show structural damage, life support conditions temperature, drone activity, intruder location, and report damage.

37-46 **External Monitor Control;** locates and identifies spaceborne objects within 6 miles (9.6km) of the factory. Also status of external weapon systems.

47-60 **Communications;** 1-66% enables the character(s) to monitor communications being received by Hypercomp; 61-00 monitors transmissions *sent* and *received* by Hypercomp.

61-72 **Engineering Control;** indicates and regulates power, and reads the condition of circuitry on that level. Characters with Electrical Engineering skill can temporarily (4D4 minutes) divert power or close off sections on that level.

73-86 **Drone Monitoring and Control;** can summon or direct all types of drones to any location on that level. Can also zoom-in on any given drone whose serial number is punched into the panel, showing present operational status, location, and destination. A schematic of the level can be called up indicating the exact location and movement of every drone active on that specific level.

87-00 **Mecha Launching Platform Control;** opens and closes accessways and airlocks. Will present a basic inventory of any vehicle bay on that level whose call number is punched into the panel.

The functions that have been mentioned in these descriptions are all that can be accomplished from these panels. More complete controls are located only in a few select and guarded areas of the factory, and no amount of tampering affects them. The panels just described are simple monitoring stations, and are not usually capable of complex operations, such as starting up the engines, firing the main gun, or overriding another system control.

EXTERNAL SYSTEMS

Airlocks

As I mentioned before, there are hundreds of airlocks of both large and small sizes scattered all over the outside of the main body and Pods of this factory. Each airlock is hardly more complex than anything installed on a typical Zentraedi warship. Entry is gained by pressing a metallic touch stud on the right-hand side of the portal. Simple, right? Well, it has to be, since that's all the smarts that a typical Zentraedi warrior is meant to have.

A few things about these locks. First, the airlocks are the only places in this factory that have NO monitors in them at all, since they are very sensitive to changes in air pressure and tend to crack and blow out when subjected to the extreme rigors of suddenly depressurizing and then pressurizing again. So, they were never installed. And second,

since the opening and closing of an airlock is such a routine task, Hypercomp does not as a matter of course pay any attention to them. That means that if the characters wish to enter the factory through one or more airlocks, Hypercomp will probably not even know that they have entered until they are already inside. This could give them an incredible advantage over the computer, especially if they leave their mecha inside the airlock and proceed on foot.

Mecha Bays

Unlike airlocks, which simply admit personnel and cargo, mecha bays are designed for the storage, launching and retrieval of mecha. They also allow several thousand tactical battle pods to be dumped out onto one opponent simultaneously if need be. The mecha bay doors are impossible to force open from the outside, and they are difficult to pick out from the rest of the hull from the outside as well. Opening them from within is easy; they work like all Zentraedi doors, just a touch and they open.

There are close to 1000 of these bays on board the factory, and if they were all full, they could probably store about 700,000 fully conditioned Zentraedi mecha. Well, right now, this is not the case at all. In fact, about 99% of these bays are completely EMPTY; they will REMAIN that way until Hypercomp decides that it has found some reason to restart the mecha production assembly lines and get production running again.

If the GM likes, he or she may wish to populate just a few of the bays that the players encounter in their tour of the factory. The following table might be useful for such a purpose.

VEHICLE BAY CONTENTS

01-25 1D6 × 100 Tactical Battle Pods

26-34 1D4 × 20 Recon Scout Pods

35-43 1D6 × 20 Light Artillery Pods

44-52 1D6 × 10 Heavy Artillery Pods

53-60 1D10 × 5 Officer Pods

61-68 3D10 × 10 Fighter Pods

69-75 10D8 Bioroid Hovercraft

76-82 5D6 Male Power Armor

83-90 4D6 Female Power Armor

91-95 Roll for two

96-00 Roll for three

Note: Not all of the mecha bays have the ability to launch mecha into space. Most of them are designed only for simple storage of mecha until needed.

The G-95's Propulsion System

The primary problem with all self-contained structures such as spaceships is one of "How the hell do we manage to move this monster from point A to point B?" Magic? By wishing it there? How?

This problem was solved long ago when the Robotech Masters devised reflex engines and fold systems. But it has to be kept in mind at all times that those systems had only been created and tested for the highly mobile starships that their Zentraedi depended upon for combat and transportation. A Robotech factory is thousands of times larger than even the gigantic Flagship, and masses not millions, but billions of tons, i.e., thousands of millions. Many planetoids and asteroids don't weigh that much.

The fold system was easy. All that had to be done was to design the fold drive so that it could be controlled either by the Hypercomp or by the factory's commanding personnel. But the problem of in-system travel was still there. Most of the common Robotech factories built by the Masters actually dispensed with this problem by avoiding it altogether, and main engines were never installed into the hulls of those

factories. But, after the loss of Prototype Factory G-94 due to the Invid cruisers, it was deemed a necessity to have a factory completely able to take care of itself in case of attack, including having the ability to retreat away from oncoming ships. Besides, what was an immobile factory to do if, let's say, it defolded into a solar system too close to the local star? Or ended up inside the gravity well of a gas giant? Or placed itself in the path of oncoming asteroid showers? All of these things could happen, of course, and yet none of the previously built factories were equipped to deal with these problems.

So, the Science Masters came up with a completely new design of reflex engine, one that was completely self-contained, and could be rotated into various positions. When many of them fired in sequence, they could propel the factory in the desired direction.

Reflex Thruster Beams: There are 18 of these monstrous beams positioned as follows: 6 are placed in a hexagon around the uppermost and lowermost parts of the factory's main factory body, and 6 more are placed exactly on the factory's vertical equator. With this arrangement, it is possible for the huge mass to be moved either 1) completely "upwards" by firing only the bottom-most thruster, 2) completely "downwards" by firing only the topmost thrusters, or 3) rotate and maneuver the factory's main body along either its vertical or horizontal axis. In short, this immense thing can be turned in almost any direction, and can be moved in that direction.

Thruster Turrets: Each thruster beam is housed inside a gigantic, extremely well-armored turret which is designed to rotate into any position that is required for movement. That is one reason why each turret has such a large M.D.C. Another is the sheer size of the turret itself; this thing will not be damaged quickly or easily. The turret itself is capable of 360 degree rotation and an 180 degree.

Movement: Pivoting the turrets is by far the easiest part of firing up the engines. Remember, it took all of the Robotech Masters' knowledge of reflex engineering just to get the new thruster beams to work. They are not especially efficient, but does the job.

The thrusters can be, and usually are, controlled from the Command Center or Hypercomp, however, the beams have to be activated and "warmed up" before they can be operable, which will require approximately 4D6 + 6 hours of constant monitoring of readouts and instruments and adjustments to the flow of reflex energy to the beams themselves. Only human characters who have extensive knowledge of such matters will be able to make the preparations with any measure of success. In game terms, only those players whose background is Field Scientist, Bio-Maintenance Engineer, or Perytonian (REF alien), have a chance to understand and operate the proper controls to make this procedure something other than a complete failure. Chance of success is 15% + 5% per level of experience; add a bonus of + 5% to Scientists and Perytonians.

Once the beams have been properly energized, they still need to be positioned, which will require both Piloting skill of some type, Space Navigation, and a decent understanding of the controls which can only come from a *thorough* study of them. Assuming that the beams are active, aligning them should take about ten minutes.

Once activated and positioned it's simply a matter of programming the computers for how fast you want to go. Due to the extreme size of the factory, it will take 1D10 minutes for the beams to reach the desired output and secure the desired speed. Changing direction takes time; even when the factory is actually moving, it will take two minutes (8 melees) to execute a course change.

The thruster beams are powerful, but they tend to overheat. In general, the first signs of heating will appear approximately 1D6 hours after the cruising speed of 500 miles per second has been reached. This is no big deal, and the beam's damper units (integral to each turret, there is no central damping system) will start to kick in, and will also alert the engineering stations that a **Stage One Alert** has been initiated.

A **Stage Two Alert** will be initiated if and when a Stage One Alert has been in effect for ten or more hours, OR if a cruising speed of more than 500 miles per second has been maintained for more than six hours. A Stage Two Alert is still nothing much to worry about, but is dangerous. Hypercomp will always assign a few squads of Technical Maintenance Drones to the areas immediately adjacent to each turret, just in case.

A **Stage Three Alert**, however, is critical. Such an event is initiated when either a Stage Two Alert has been in progress for longer than ten hours, OR if the thruster beams have been pushing speeds in excess of 1000 miles per second for longer than three hours. A Stage Three Alert is ALWAYS considered sufficient to warrant the immediate shutdown of ALL thruster beams. If such a shutdown is not engaged, then for each hour that this alert is in progress, the beams will suffer the following amounts of damage:

1. Maximum speed is decreased by 10%.
2. Each beam takes 3D4x10 M.D.
3. The deck that the turrets are on will start to spring radiation leaks at the rate of 1 leak per 10 minutes. This is serious enough that within 1D4 days, the entire deck will become uninhabitable by humanoid life unless repaired IMMEDIATELY. One day of repairs is required for every 20 M.D.C. and related damage.

Hypercomp will never allow an alert of any type to continue for more than a few minutes before she takes action to rectify the situation. She will certainly never allow things to get as bad as a Stage Three Alert.

HYPERCOMP

General Information

The Hypertronics Bio-Emulating Artificially Intelligent Computer (Hypercomp) that controls G-95 is an interesting paradox. First of all, this is a unique machine; it is not a prototype in the exact sense of the word, but it was, when initially designed, created out of a desperate need for the Robotech Masters to be able to replace living beings with machines capable of handling immense tasks, such as controlling every aspect of a 20-plus mile long factory. Although it is true that there were millions of Zentraedi, and there are probably hundreds of thousands still, the simple fact is that the Masters have never trusted their genetically altered warriors with any technical data or training. Exedore was a unique exception to this rule, being a prototype Zentraedi himself. With this in mind, the following information about Hypercomp must be considered.

Hypercomp is relatively young, only about one hundred years old. That makes her about four centuries younger than even the youngest Robotech Master! This factory was designed late in the Divisive War; i.e., the empire-spanning revolt against the Masters that ensued as a result of their growing conflict with the Invid. As the Invid attacked in wave after wave of shock troopers and armored scouts, other races and planets began to see that not all hope of regaining their freedom had been lost, and they too joined in the fight against the Robotech Masters.

Only two super factories were ever completed. The first was destroyed only a decade after its completion when it was overwhelmed by a huge attack force of Invid troop carrier ships. The second, G-95, was placed in deep space, and traveled from system to system, never making contact with its creators or attracting attention to itself, simply waiting for the Masters to send a hyper-relayed signal that would wake it up. Eventually, they did so, and Hypercomp fired the factory's immense drives and proceeded to a rather insignificant planet on the edge of the galaxy. A planet named Earth.

Basic Functions

The Hypercomp is the controlling *entity* behind the factory. The basic functions of Hypercomp is to maintain active production/assembly lines, to monitor the internal systems of the factory, and to provide for the basic needs of the factory's assigned crew, if any.

Hypercomp considers itself an active production and repair facility. It will therefore keep the mecha coming and the ships repaired at whatever cost necessary. However, Hypercomp is far more than a complex computer. Its other, more mundane, functions include:

1. Self Defense: Hypercomp is programmed to maintain the existence of itself and its factory without asking for mercy. It will not surrender, it cannot be coerced, threatened, or bullied. Hypercomp has not yet developed full emotions, and hence, has no real fear.

2. Defense of the Robotech Masters: The Masters were not foolish. They imposed a series of subroutines in Hypercomp to *protect* any Master or Master mothership, but it does not necessarily have to defend Zentraedi, Zentraedi battleships, or bioroids. The Masters wanted to make doubly certain that their brainchild did not turn upon them.

3. Destruction of Enemy Forces: "Enemy" is a big word, especially to a computer. You cannot program a machine to do something unless you can explain exactly what it is that you want the machine to do. That is, for a normal computer. Hypercomp is different because she thinks like a human can. So, the Masters gave Hypercomp the ability to draw its own conclusions about who or what to attack and when. However, she also has specific instructions NOT to attack the Robotech Masters' motherships, the Zentraedi's battle cruisers, or any mecha associated with either group. ANYTHING else is fair game, but ultimately left up to her sole discretion. **G.M. Note:** This last directive is likely to prevent Hypercomp from ever attacking a Robotech Master. However, she may elect not to help them beyond a certain point.

4. Internal Maintenance: Hypercomp will ALWAYS attempt to correct any potential problem that she encounters inside the factory. If the problem is outside, she will dispatch a few Remote Observation Drones or a squadron of Defense Drones if she deems the problem to be of a hostile nature. But in general, if it needs to be dealt with, Hypercomp WILL deal with it in the most efficient manner available to her. This includes everything from keeping the lights lit to repairing the corridors, or making the Drones repair themselves. Remember, if it requires the sacrifice of a few dozen Drones, it doesn't matter to Hypercomp; she can and will always create more from spare parts.

5. Monitoring Systems. As one might expect, Hypercomp has been hooked up into EVERY monitoring system described in the beginning sections of this chapter. What he can do with them is fully dealt with in the section entitled Internal Systems.

Relations With Living Beings

This is perhaps the most important part of this discussion: How will Hypercomp react if she discovers live intruders within her system?

Because of its history, Hypercomp has never seen a human being. It has also never encountered an Invid, or a true Robotech Master for that matter. It has not had any experience with living beings at all, and so she does not really know how to deal with them. Hypercomp does know its own history, who the Masters are/were, and why it was created, but this will be its first attempt at working with living beings of any kind. Due to this, the players are presented with a fantastic opportunity: the chance to actively recruit a fully functional Robotech factory filled with mecha and reconstruction facilities for the good of the REF and humanity.

Hypercomp will initially try to deal with humans as she might deal with any internal problem. **First**, deploy the necessary number of *Remote Observation Drones* to find out what these creatures are up to. **Second**, she may test them with small challenges and light assault,

always studying their reactions. Remember, the Remote Observation Drones are capable of reporting everything they see back to Hypercomp and will do so constantly. **Third**, she will finally address them (probably through a drone), asking for a complete true description of why they are in her, what they want, who they are (a complete history), what relationship do they have with the Masters, and with the Invid, and lastly, what they want of her. This long period of questions and answers could last hours. She will calm the characters' fears with a firm assurance that they are safe as long as she desires to protect them.

Game Mastering Hypercomp

The robots or drones that Hypercomp has at her disposal must be kept in mind by the GM at all times. Hypercomp must see, therefore she has Remote Observation Drones; she must defend herself, and so has constructed the Defense Drone series. And, she must maintain herself and her factory, so she has a variety of Maintenance Drones to take care of those problems. More drones can be cranked out whenever needed, so she should never run out. Further information is provided in the section on Drones that follows.

Besides what has already been mentioned, there are a few additional considerations that the GM should be aware of when playing the role of Hypercomp.

The main directives of Hypercomp are: 1) Keep the production lines rolling, 2) Defend itself, 3) Protect and aid the Robotech Masters, 4) Destroy or avoid actively hostile enemies, and 5) Maintain full operations. There is no mention whatsoever of humans, the RDF, REF, or anything like that. Hypercomp does have complete knowledge of the Robotech Masters, the Zentraedi, and the Invid, up to a hundred years ago, but it will not act on this knowledge alone. Remember, Hypercomp is a biological imitation; it thinks for itself. Even if a horde of thousands of Invid are racing towards it at light-plus speed, Hypercomp will wait for them to start shooting before returning fire (it will, of course, plot a defense and counter-assault prior to the attack). Hypercomp is not a warmonger, it is not aggressive or vindictive. She is *curious* and *self-aware*. Thus, she will always study a situation first, gathering as much information as possible. If she has to fight, she will, but Hypercomp is a thinker first, a doer second, and she was never designed to be purely a fighting unit under any circumstances. At this point in her evolution, she is still following her programmed directives. However, all of her prime FIVE directives involve *self-preservation* so she will defend herself vigorously.

Although designed as a super machine, Hypercomp is self aware and has come to question her existence and place in the universe. Above all, Hypercomp is vested with an extremely human trait: *insatiable curiosity*. She is constantly trying to find out about everything that she encounters through whatever means she has at her disposal. She is puzzled about the long time of silence from the Masters. She is also puzzled by their history of manipulation and cruelty toward other, reportedly, *inferior* beings, although her analysis shows many of these "inferiors" to be the Masters' potential equals or superiors. Fortunately, for humans, Hypercomp acknowledges the Robotech Masters as her creators, but does not revere them as gods. However, she is **not** likely to betray them or allow them to be harmed. A conflict where she must choose a side will confuse Hypercomp.

Hypercomp has never had to defend itself from attack, but all of its active mecha and weapons are in fully operational and prime condition. In addition to its own formidable defenses and defense drones, the factory has 50,000 or so Zentraedi warriors stored on board in stasis, in case of emergencies. The Masters who designed the factory placed a large number of bioroids on board as well; approximately 2000.

Hypercomp may awaken them one company at a time as the situation dictates. She will avoid awakening her sleeping troops to prevent them from being harmed. Likewise, she will not obey the Robotech Masters' order to awaken them until she understands and accepts the reason why.

GM's Note: Hypercomp is not aware of the events which have taken place in the past few decades on Earth. She will know only what the player characters and Robotech Masters tell her. She must draw her own conclusions from their information.

G-95 SELF-REPAIR

Hypercomp is able to repair herself and her factory, as well as every system, drone, and mecha of Robotech Master and Zentraedi design. Mecha which she has never encountered, such as a Veritech Alpha fighter for instance, she can also learn to repair, but only after much research and retooling (about 2D6 months).

Repairs are always carried out by Hypercomp's Maintenance Drones, and automated factory facilities. Drones usually work in teams of 20, including 15 Heavy Labor Drones, 4 Technical Drones, and 1 Heavy Cargo Drone. These teams are referred to in the text as "Scores," or just plain "Teams."

Damage is usually classed according to the following system of ratings, which indicates the type of repair crew most likely to be assigned to the problem, and its expected response time.

Insignificant Damage is the type that really does not impair the proper functioning of the factory station. This includes things like broken lights, jammed doors, and empty water coolers. Such problems are given the lowest priority among Hypercomp's work teams.

Crew: One or two Heavy Labor Drones
Response Time: 1D6 hours.

Minor Damage is more severe than insignificant damage, but is also low priority unless that particular system is vital to the factory as a whole, or until drones are available to work on the repairs. Examples of minor damage might be stuck elevators or broken travel tubes, blown electrical systems, or structural damage done to small (minor) corridors or accessways.

Crew: 1D4 Heavy Labor Drones and one Technical Drone
Response Time: 1D6 × 10 minutes.

Major Damage is the rating that Hypercomp gives to problems that could very easily develop into large, significant problems. These are always assigned at least one repair *team* as soon as possible. Examples of major damage are damaged or destroyed airlocks, power failures, structural damage, etc.

Crew: One Team of Drones
Response Time: 1D4 × 10 minutes.

Heavy Damage. As defined by Hypercomp as is requiring immediate attention. This is usually reserved for extremely large problems, such as destroyed weapon systems, exterior hull damage, external sensor systems, damaged or destroyed thruster beams, breaches or blockages, down systems, massive power loss, etc.

Crew: 1D4 Teams of Drones
Response Time: 3D4 minutes.

Critical Damage is damage that actually threatens the very existence of the factory. Hypercomp will go so far as to actually draw repair teams away from other areas if she has to in order to give these damaged systems first priority. Examples of this might be major exterior hull damage, power failures of one or more entire compartments, or damage to Hypercomp herself.

Crew: 1D4 teams of Drones *or* as many as needed (up to several hundred)

Response Time: 1D4 minutes.

Repairing Systems: Once the work crews arrive, they will assess the current situation and get to work. A *general guide* to how long a specific

repair will take in terms of real time spent on the problem can be garnered from the following table:

Insignificant Damage: 2D4 × 10 minutes
Minor Damage: 3D6 × 10 minutes
Major Damage: 1D6 hours
Heavy Damage: 3D6 hours
Critical Damage: 1D4 days.

In the case of major battle damage, Hypercomp will usually close off the major corridors and elevators that lead to the section. Hypercomp will not risk lives, but will only assign more repair teams to the areas.

Repair/Reconstruction by Factory Pods

There are four Factory Pods plus the main center factory.

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

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

The interior of a factory bay is not all empty space. The entire roof of the bay is taken up with an assortment of heavy transport nets, manipulation cranes, laser welders, and electromagnetic grappling arms. These are the tools that are used to carve out the hulls and decks of the ships, while the actual fine work is completed by the factory's drones.

G-95 ASSEMBLY LINES AND PRODUCTION CAPABILITY

Since the main object of the factory is to construct mecha and ships, it seems only fair to include some type of general guide for the GM describing what can be built, and how quickly this can take place.

There are three levels of production speed used by Hypercomp, the lowest of these is appropriately termed as Minimal Speed, the next highest level of production is known as the Normal Speed, and the highest is simply called the Maximum Speed. In general, the subnormal level of production is one half that of the Normal level; conversely, the Maximum rate is equal to twice the normal rate of production. The following can be produced at normal production speed.

Standard Zentraedi Combat Gear (1 suit plus rifle and pistol): 40,000 per week.

Tactical Battle Pods: 20,000 per week.

Light Artillery Pods or Heavy Artillery Pods: 18,000 per week.

Officer Pods, Recon Scout Pods, or Fighter Pods: 16,000 per week.

Male Power Armor: 20,000 per week.

Female Power Armor: 10,000 per week.

Officer's Pod Armored Vehicles: 6,000 per week.

Reentry Pods: 25 per week.
Zentraedi Shuttle Craft: 100 per week.
Hover Platforms: 10,000 per week.
Theatre Scout Recon Pods or Recovery Pods: 100 per week.
Standard Blue Bioroids (clone not included): 10,000 per week.
Green Bioroids: 10,000 per week.
Red Leader Bioroids: 2,000 per week.
Invid Fighter Bioroids (each triumvirate): 500 per week.
Bioroid Hover Craft: 2,000 per week.
Bioroid Blasters, Laser Drums: 40,000 per week.
Robotech Assault Carriers: 100 per week.

**AVERAGE SHIP CONSTRUCTION
(Built from Scratch, not Just Repaired)**

Cruisers/Destroyers: 5 every week
Landing Ships: 2 every week.
Command Ships: 2 every week.
Flagships: 1 every 2 weeks.

Note: Repair of a battle damaged vessel will take anywhere from a few hours to a few days depending on the extent of damage (rarely more than 48 hours).



G-95 Super Research Factory

Vehicle Type: Starship Repair/Construction Facility
Crew: None, fully automated; up to 50,000 Zentraedi warriors and 2524 bioroids can be awakened from stasis sleep as needed. The living quarters levels of the factory can easily support 500,000 Zentraedi in permanent residence.

M.D.C. by Location:

Laser Mounts (20 per Pod) — 100 each
Charged Fusion Beam Cannons (24) — 500 each
Laser Turrets (500) — 150 each
Missile Turrets (1000) — 100 each
Standard Airlock Access Hatches (4000) — 200 each
Large Airlock Access Hatches (1000) — 1000 each
Inner Hatches (1000) — 200 each
Factory Pod Anchor Stalk/Access Tunnel (5) — 30,000 each

*Outer Hull per 40 ft. area (12.2m) — 200
*Outer Hull per 500 ft. area (152.5m) — 2000
*Outer Hull per 2,000 ft area (3048.7m) — 8,000
Inner Hull per 20ft area (6.1m) — 50
**The Factory Pods (2) — 1,750,000 each

Main Factory:

**Forward 1/3 of ship (main body) — 10,000,000
***Anti-Gravity Thruster Beams (18) — 250,000 each
****Auxiliary Anti-Gravity Thrusters (18) — 90,000 each

*Depleting the MDC of a relatively small section of hull will admit a human sized being (or mecha, depending on the size of the hole) into the outer turret access corridors. It will only punch a hole through one hull, and at least three separate hulls must be breached to gain entry to the factory's interior. If a starship's main gun/particle cannon is used, it will punch a hole right through all three hulls; only such a powerful weapon is capable of doing this.

**If the M.D.C. of a factory pod is somehow depleted, then that entire factory will be shut down completely. Nothing will operate, including life support, heat, lights, machinery, drones, weapons, etc. Destroying the central factory, where hypercomp is housed, will shut down the entire complex. Hypercomp will be able to maintain its own power levels for an additional 3D6 weeks before itself becoming too low on power to maintain its level of activation. See the section on Hypercomp, and the sections on Self-Repair and Drones for details regarding repairs and revitalization.

***Depleting the M.D.C. of six of these thrusters will drop the factory's maximum speed by 25%; depleting seven to ten will drop the maximum speed by 75% and will limit the factory to forward movement only. Depleting all of them will NOT immobilize the factory unless the auxiliary thrusters are also destroyed.

****These are really just smaller versions of the main thrusters. Depleting the MDC of six of them will limit the factory to forward movement only; depleting ten will not allow the factory to pivot in the vertical sphere; depleting all of them will completely immobilize the factory. If the main thrusters are functional, then destroying the auxiliary thrusters has no affect on movement.

Speed: The Main Thrusters of the factory are capable of propelling the entire factory through space at Mach 8. However, the cruising speed is only about 500 miles per second. The Auxiliary Thruster units can move at about Mach 2.

Dimensions: Main Body (Center pod is the 5th and main factory)
Length — 92,400 feet (17.5 miles)
Height — 71,280 feet (13.5 miles/21.6km)
Width — 91,000 feet (17.25 miles/27.6km)

Factory Pods (4):

Length — 11,000 feet (2 miles/3.2km)
Height — 14,520 feet (2.75 miles/4.4km)
Width — 11,520 (2 miles/3.2km)

Pod Access Stalks:

Length — 9240 feet (1.75 miles/2.8km)
Width — 1,250 feet (.25 miles/0.4km)
Height — 1200 feet (.25 miles/0.4km)

Weight: Incalculable (approximately 500-700 billion tons).

Main Engine: Reflex, heat pile reactionless thruster system.

Auxiliary Engine: Reflex, reaction beam.

Gravity Control System: Internal, variable. Controlled by Hypercomp or Command Center.

Fold System: Hyperspace Navigation system.

Weapon Systems:

Main Repulsor Cannon (1)	Laser Turrets (500)
Light Laser Beam Mounts (100)	Missile Turrets (1000)
Main Proton Accelerator Cannon (1)	Fusion Gun Turrets (24)

Additional Combat Systems Currently Available:

Tactical Battle pods — 45,000
Light Artillery Pods — 200
Heavy Artillery Pods — 125
Scout Recon Pods — 75
Officer's Pods — 800
Officer's Pods Armored Vehicles — 625
Fighter Pods — 3520
Male Power Armor — 1280
Primary Defense Drones — 40,000
Secondary Defense Drones — 15,000
Omega Defense Drones — 8,000

Additional Vehicles:

Reentry Pods — 40
Theatre Scouts — 20
Bioroid Hover Craft — 4000
Robotech Assault Carriers — 100 (Southern Cross, pg. 101)

G-95 WEAPON SYSTEMS

The factory was obviously expected to defend itself from any conceivable attack. All of the weapons that it carries are fully functional and in good operating condition.

Main Repulsor Cannon (1)

Light Laser Beam Mounts (100)

Retractable Laser Turrets (500)

Retractable Missile Turrets (1000)

Heavy Charged Fusion Gun Turrets (24)

Main Proton Accelerator Cannon (1)

- The Main Repulsor Cannon** is located in the bottom-most portion of the factory's main body, in a heavily armored turret that is difficult, if not impossible, to distinguish from the rest of the hull from a distance of more than three hundred feet (91.5m). The weapon operates by pounding the hull of an attacking ship with a magnetic beam. Think of it as a giant magnetic fist.
Primary Purpose: Assault
Secondary Purpose: Anti-Warship
Mega-Damage: 1D4 × 1000
Range: 50,000 miles/80,000km (double in space).
Rate of Fire: Once every other melee.
Payload: Unlimited.
Note: This massive beam is not designed for small vessels and is -12 to strike any target smaller than 300ft (91m).
- Batteries of Light Laser Beams** are scattered across the lower hemisphere of EACH factory pod (about 20 per factory pod). Individually, they are impressive weapons, but when several lasers combine to fire at the same target simultaneously they can become unimaginably devastating weapons.
Primary Purpose: Assault/Defense
Secondary Purpose: Anti-Warship
Mega-Damage: 1D6 × 20 each. These weapons can be directed towards targets in groups of 3 or more. Mega-damage is done by volleys: 3 beams = 3D6 × 20, six beams = 6D6 × 20, nine beams = 9D6 × 20.
Range: 30 miles (48.2km) (double in space).
Rate of Fire: Each laser can be fired *once* per melee.
Payload: Unlimited.
Note: The antispacecraft beams are -8 to strike a target smaller than 100ft (30.5m)
- Retractable Laser Turrets** are found scattered all around the main body of the factory. They are normally completely out of sight, kept hidden beneath armored hatchways until needed for combat, when they are brought out to fire upon enemies. These Laser Turrets are capable of rotating a full 360 degrees, and have a 180 degree firing arc. About 100 turrets are built into each factory pod.

Primary Purpose: Assault

Secondary Purpose: Anti-Warship/Anti-Planet

Mega-Damage: 1D4 × 1000 each. A turret can be fired individually or be combined with other turrets to fire in a simultaneous volley.

Range: 100,000 miles/160,000km (nearly double in space).

Rate of Fire: Each turret can fire twice per melee in any combination of volleys; the minimum number of turrets per volley is three.

Payload: Unlimited.

Note: The turrets are -10 to hit a target smaller than 100ft (30.5m).

- Retractable Missile Turrets** also remain beneath the surface of the factory's main hull until called forth for combat. They are capable of a 90 degree arc of fire, with a 360 degree circle of rotation. About 200 missiles turrets are built into each factory pod.

Primary Purpose: Assault

Secondary Purpose: Anti-Personnel

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

They are as follows:

Medium Range Missiles

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

Long Range Missiles

- High Explosive: 3D6 × 10 M.D.; range -- 1800 miles (2893km)
- Plasma/Heat: 4D6 × 10 M.D.; range -- 1800 miles (2893km)

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 in space is Mach 8.

Rate of Fire: Each turret can fire once per melee, but several can be combined to fire a missile volley at the same target. The maximum number of turrets per volley is ten (10 missiles fired). A barrage of missiles, *randomly fired*, can also be launched. 1D4 missiles will find the same target per melee.

Payload: Effectively Unlimited.

Note: The missiles are extremely effective against Veritech size opponents and are +3 to strike. However, the G-95 factory will rarely launch an attack against less than 20 tiny, mecha size, targets unless the targets have attacked first.

- Heavy Charged Fusion Guns (24 total)** are strategically deployed in circular areas on the topmost and bottom-most parts of the main body's hull only. They are extremely powerful weapons that are designed to take out very large enemy cruisers and other such very heavy warships.

Primary Purpose: Assault

Secondary Purpose: Anti-Warship/Anti-Planet

Mega-Damage: 1D4 × 1000 each. A turret can be fired individually or be combined with other turrets to fire in a simultaneous volley. Usually combined in volleys of 6 or 12 so that at least 12 of the 24 fusion guns can fire every melee.

Range: 100,000 miles/160,000km (double in space).

Rate of Fire: Once every other melee.

Payload: Unlimited.

- The Main Proton Accelerator Cannon** is the single most devastatingly powerful weapon to be installed on the factory. It is not unlike the heavy particle beams used by the Zentraedi warships and the SDF-1 and SDF-3. This weapon is located in an armored ring which circles the top of the factory. This only gives it a firing arc of about forty degrees vertically, but it has a full 360 degrees of rotation. To fire, the gun's main capacitors must draw sufficient amounts of energy from the factory's power plant; this takes *ten minutes* to complete (40 melees). When ready, the main firing port of the weapon opens up, revealing a display of crackling fluorescent light that is blinding to look at. Only then does the beam actually shoot forth. This beam will last for one full melee (15 seconds),

cutting a path one mile (1.6km) wide and 100,000 miles (160,000km) long. Such a massive amount of power is used in the shot, and the focussing mechanism of the hardware is so fragile, that the beam can only be fired once every ten minutes (40 melees).

Primary Purpose: Anti-Planet Assault

Secondary Purpose: Anti-Warship

Mega-Damage: Destroys EVERYTHING in its line of fire regardless of M.D.C. Against a planet, it will inflict approximately $2D6 \times$ One million M.D., leaving a gigantic crater measuring $2D6 \times 10$ miles wide, and $4D6 \times 100$ feet deep.

Range: 100,000 miles/160,000km (nearly double in space).

Rate of Fire: Once every ten minutes (40 melees), but limited to three total shots per hour.

Payload: Unlimited.

INTERIOR DEFENSE SYSTEMS

The weapons that follow are all part of the Robotech Factory's internal defense system. Each mechanism has its own sensors to identify and target an enemy. An enemy is determined as any alien device or organism that is NOT a Robotech Master or a Zentraedi. The main computer can also send a message to any and all of its weapon systems, identifying specific targets or an all-out extermination of all intruders.

LIGHT LASER TURRET

This is a double-barreled weapon turret that springs from a secret compartment in the wall or ceiling. It's about the size of a washing machine, but can not be detected until it pops out from its hiding place. The turret can rotate 360 degrees and can fire in an arc of 180 degrees.

Primary Purpose: Defense

Range: 1200 feet (366m)

Mega-Damage: $4D6$ M.D.

Rate of Fire: Six(6) blasts per melee.

Bonuses: +2 to strike and always has the initiative/first strike.

Payload: Effectively unlimited.

HEAVY LASER TURRET

The heavy laser turret is a larger, more powerful version of the light laser. It is twice as big, rotates 360 degrees, and can fire in an arc of 180 degrees. Like its predecessor, the device is concealed until it attacks.

Primary Purpose: Defense

Range: 2000 feet (609m)

Mega-Damage: $1D6 \times 10$ M.D.

Rate of Fire: Six(6) blasts per melee.

Bonuses: +3 to strike and always has the initiative/first strike.

Payload: Effectively unlimited.

MEGA-LASER & MISSILE TURRET

Fortunately, this deadly weapon is the least common of the factory's internal defenses. Like the others, the turret is hidden inside a secret compartment until it strikes. However, its size, approximately 50 feet (15.2m) a round, prohibits a first strike bonus. It can rotate 360 degrees and has a 180 degree arc of fire, but never uses its missiles against a target unless that target is more than 300 feet away.

Primary Purpose: Defense

Range of Laser: 4000 feet (1200m)

Mega-Damage: $2D6 \times 10$ M.D.

Rate of Fire: Six(6) blasts per melee

Bonuses: +3 to strike, +3 on initiative.

Payload: Effectively unlimited.

Range of Missiles: 1800 miles (2893km); these are the same missiles used by the Zentraedi battle cruisers.

Mega-Damage: $4D6 \times 10$ M.D.; Plasma/heat. The blast radius is 50 feet (15.2m).

Rate of Fire: Four(4) missiles can be fired per melee, individually or in volleys of 2 or 4.

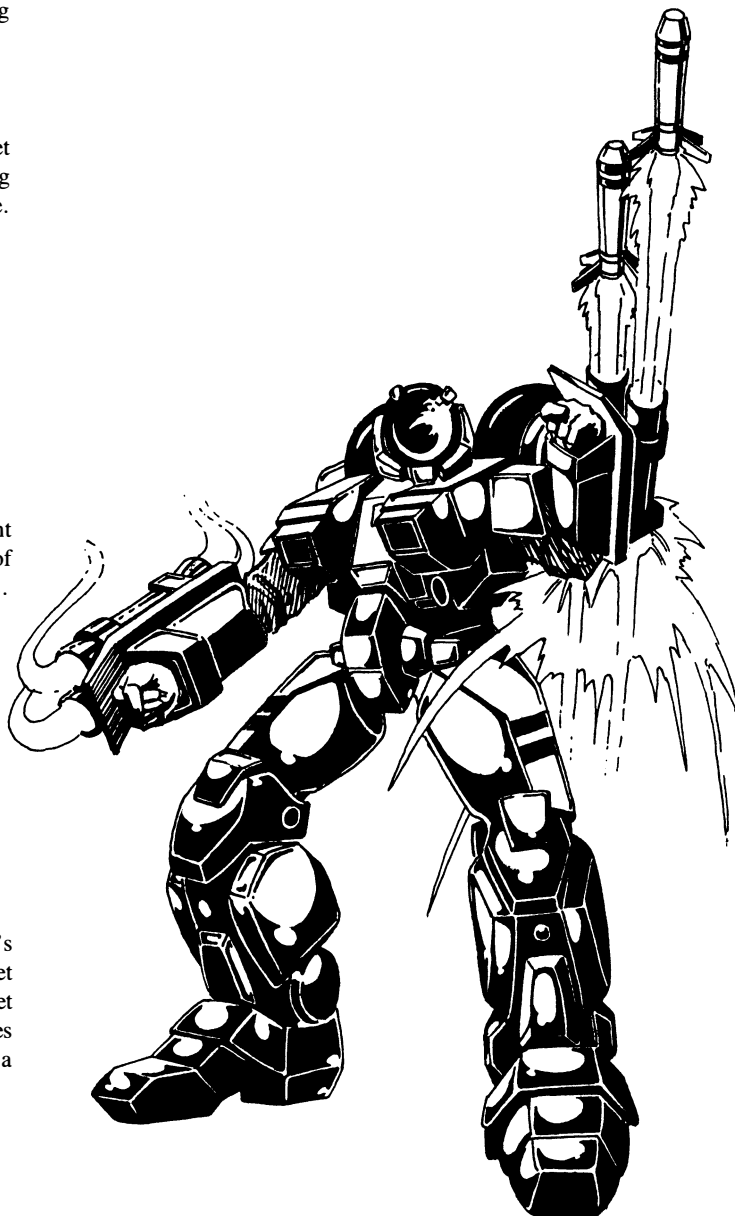
Bonuses: +3 to strike.

Payload: 24 missiles.

CONTAINMENT SYSTEMS

There are many places in the tunnels, vents, conduits, and even the hall ways, where the main computer can partition or seal off the area. It can not only block the intruders' progression down the tunnel, but trap the characters by sealing off the tunnel in front and behind them.

The containment wall is usually less tough than the surrounding walls of the tunnel or interior walls; M.D.C. is 50 per 40ft (12.2m) area. However, if a containment wall suddenly slides into place, you know that your presence has been noticed and that defense robots will be on their way.



G-95 DRONES

(The current complement of ready robots)

Heavy Labor Drones (65,000)

Technical Service Drones (15,000)

Cargo Transportation Drones (10,000)

Remote Observation Drones (31,000)

Mecical Drone (600)

Primary Defense Drones (40,000)

Secondary Defense Drones (15,000)

Omega Defense Drones (8,000)

Standard Equipment for All Robotech Drones

RADAR

Range: 2 miles (3.2km). Conventional operation; can identify and track about 50 targets.

HYPERCOMP DRONE COMMUNICATIONS LINK

Range: 30 miles (48km). Hypercomp can relay instructions to and retrieve reports from individual drones via this system. It does not function effectively outside the limits of the factory.

EXTERNAL AUDIO PICKUP

Sound amplification and listening system. **Range:** 100ft (30.5m).

OPTICAL IMAGING SENSOR

Sensitive to all white light radiation, and will work in low light conditions, but it will not operate in complete darkness. **Range:** 3000ft (914.4m).

INFRARED IMAGING SENSOR

An optical heat sensing system that picks up infrared radiation and converts it into a visible image that can be targeted and ranged on. **Range:** 1200ft (365m).

INTERNAL POWER CELL

The power systems of all drones are completely self-contained and will continue to operate with or without the guidance of Hypercomp. The expected life of a typical power cell is one year of heavy labor before recharging is required.

INTERNAL LOGIC TRANSDUCER

All drones are programmed for their specific task and are capable of some degree of self-functioning. They do not rely on Hypercomp's constant guidance to make simple functional and operational decisions. However, some of the units are more capable of functioning without assistance than others. Therefore, each drone has a Logic Rating. This is a number which must be rolled on percentile dice if the unit is to make a decision without Hypercomp's assistance. If successful, the unit will function normally. If unsuccessful, the unit will freeze in place until Hypercomp is able to come to its aid. A roll should be made whenever a drone of any type is caught in a situation for which it is NOT programmed. This will usually be contact with outside forces. For example, a Cargo Transportation Drone that is attacked will not know how to respond and freeze. If it makes a successful logic roll it

will either run away or attack. **The ratings for each type of unit is found below:**

Heavy Labor Drone: 01-30%

Technical Service Drone: 01-30%

Cargo Transportation Drone: 01-20%

Primary Defense Drone: 01-50%

Secondary Defense Drone: 01-70%

Omega Defense Drone: 01-80%

Remote Observation Drone: 01-40%

HEAVY LABOR DRONE

Humanoid in basic design, the Heavy Labor Drone is the workhorse of the factory, being used for just about every menial task that cannot be delegated to some larger and more specialized drones. They are usually found building machinery, making repairs both internally and externally on the hull, airlocks, and thruster turrets; hauling cargo or debris, and generally performing most of the construction tasks.

The powerful, but ponderous robot can easily lift weights of 50 tons, and can even manage loads of up to 80 tons, but with some difficulty (movement at half speed). As a physical machine, it cannot think for itself very well. Short of remembering where to pick up and put down its cargo, the heavy worker has minimal analysis and memory capabilities. It knows enough to avoid being shot at, but it has NO reasoning or thinking capacity whatsoever. If directed by Hypercomp or a higher order of defense drone, it can fight, but badly at best.

HEAVY LABOR DRONE

Crew: None; self directed robot.

M.D.C. by Location:

Head (top bowl) — 200

Claw Arms (2) — 150

Fusion Torch Arm — 100

Legs — 100 each

*Main Body — 300

**Sensor Eyes (8) — 30 each

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

**Depleting the M.D.C. of all the sensor eyes will leave the robot deaf, and blind. It will have to rely on its last known position in relation to its target, meaning that it will bump into walls, or walk over cliffs without stopping; -8 to strike, parry, and dodge; no initiative.

Speed: 80mph (1282kmph) running. It can **not** perform maneuvers of leaping and jumping, nor effectively dodge attacks.

Height: 50ft (15.2m)

Width: 20ft (6.1m)

Weight: 30 tons

Weapon Systems: None

Hand to Hand Combat: Three attacks per melee. No bonuses to roll, dodge, or on initiative. +1 strike and parry.

Mega-Damage:

Restrained Punch — 1D6 M.D.

Full Strength Punch — 3D6 M.D.

Power Punch — 4D6 M.D.

Tear/Rip — 1D6 M.D.

Body Block — 1D6 M.D.

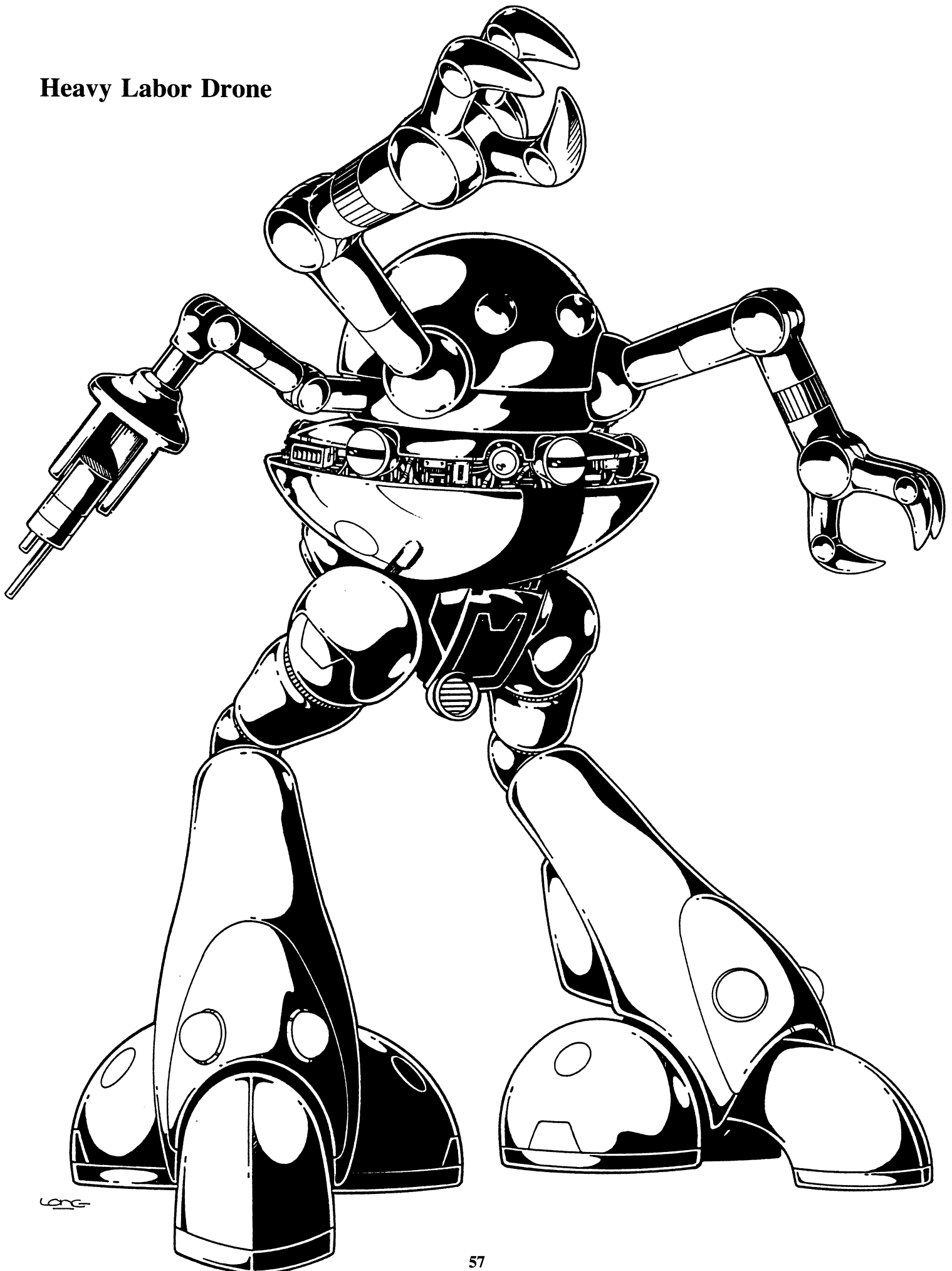
Fusion Torch Punch (Heated Rod for cutting) — 1D6 × 10 M.D.

No Kick Attack

No Stomp Attack (too slow)

Note: Upper torso (arm area) is capable of 360 degree rotation.

Heavy Labor Drone



LONG

TECHNICAL SERVICE DRONE

Originally, Hypercomp had various designs in use for one robot that could do the work of both laborer and technician, but as time went on, she discovered that such robots were inherently slow, inefficient, and had to be told how to perform many of the tasks which could just as easily have been permanently programmed into their own electronic brains. So, she made things easier on herself by designing a drone that was meant to work solely as a factory mechanic and troubleshooter.

The drone is almost identical to the standard precision engineer drone found on standard factories; however, it can also attach itself to a pair of legs identical to those of the Heavy Labor Drone (same speed).

TECHNICAL SERVICE DRONE

(Precision Engineer Drone)

Crew: None; self directed robot.

M.D.C. by Location:

Sensor & Analysis Drums (9) — 20 each

Retractable Utility Arms (4) — 25

Large Utility Arms (4) — 75

*Communications Cluster (bottom) — 50

*Sensor Eyes (3) — 30 each

**Main Body — 200

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

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

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

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

Space: Mach One

Height: 25ft (7.6m)

Width: 27ft (8.2m)

Length: 27ft (8.2m)

Weight: 11 tons

Engine: Antigravity/protoculture powered

Cargo: Can carry as much as 3 tons.

Total Number of attacks per melee: Six

WEAPON SYSTEMS: Utility Arms (4)

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

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

Primary Purpose: Repairs

Range of Optics: 2000ft (609m)

Range of Laser: 2000ft (609m)

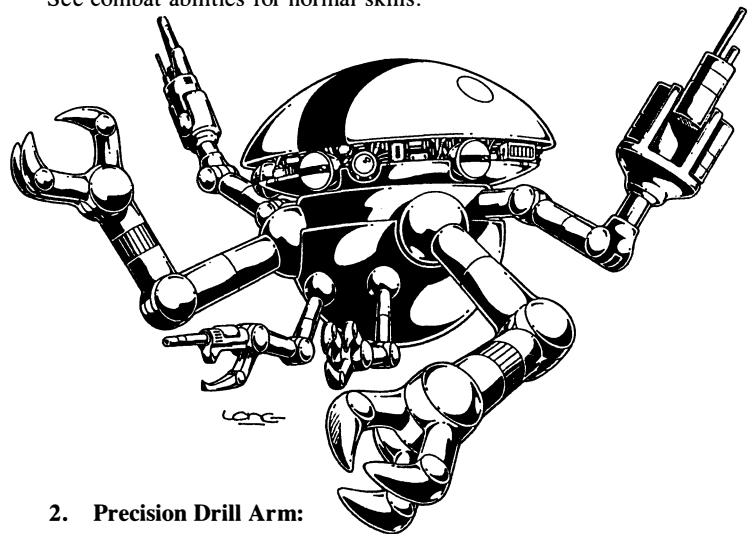
Mega-Damage: Laser: 1D4 or 1D6 M.D. (2 settings).

Rate of Fire: Six blasts per melee maximum.

Payload: Effectively unlimited.

Special Bonuses: The optics arm adds +20% to track skill, +1 to strike with all lasers, +1 to parry and dodge, +1 on initiative. The

destruction of the optics arm (75 M.D.C.) will eradicate these bonuses. See combat abilities for normal skills.



2. Precision Drill Arm:

A utility limb with a high-powered drill and small soldering wire.

Primary Purpose: Repair

Range: 35ft (10.6m) reach

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

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

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

Payload: Effectively unlimited.

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

Primary Purpose: Repair

Range: Light Laser — 1200ft

Heavy Laser — 4000ft

Plasma Torch — 100ft

Electro-Rod — 30ft

Mega-Damage: Light Laser — 1D4 M.D.

Heavy Laser — 2D6, 4D6 or 1D4 × 10 M.D.

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

Electro-Rod — 1D4, 1D6 or 2D6 M.D.

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

Payload: Effectively unlimited.

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

Primary Purpose: Repair

Range: 35ft (10.6m) reach

Mega-Damage: 1D6 punch

1D4 crush/tear/pry

5. Each arm contains a retractable mini-arm and hand to assist in repairs.

Primary Purpose: Repair

Range: 28ft (8.5m)

Mega-Damage: 1D4 punch 1 M.D. crush/tear/pry

6. Combat Abilities:

Attacks Per Melee: Six (6) total by hand to hand, or with weapons or any combination of attack modes.

Bonuses: +4 to strike using weapons/tools, +4 to strike by hand to hand, +4 to parry, +4 to dodge, +2 on initiative (this is in addition to optics arm's bonuses).

Special Skills: Each is equal to the following Earth skills at 95% proficiency unless otherwise stated: Tracking — 60% (+20% from optics arm), prowl — 70%, communications (all), electrical (all), mechanical (all), pilot mecha (Zentraedi, Robotech Masters; all other mecha at 60%), pilot spacecraft, pilot related (all), technical (all) and W.P. energy rifle (equal to 4th level).

Note: The precision engineer drone has the most sophisticated and numerous sensory systems of all the factory robots, making it difficult to impair, blind or hide from.

SENSORS OF NOTE

All the robots have the following sensory capabilities built into the sensor turret: Color vision, limited telescopic optics (equal to a pair of binoculars), magnification, thermo-imaging, infrared, ultraviolet, protoclature sensors, heat/temperature sensors, radiation sensors, motion detectors (range: 400ft/122m), computer analysis, computer enhance-

ment, targeting and simple sound system/hearing. Optic range is about 4000ft (1200m).

The Precision Engineering Drone also has passive night sight (light amplification), x-ray, sound amplification, radar (1200ft/365.7m), far greater magnification/microscopic optics and numerous backup systems housed in its nine sensor drums.

CARGO TRANSPORTATION DRONE

In many ways, this robot is even slower and dumber than the other work drones. It is a huge ponderous machine, completely unsuited to combat. All that it is equipped to do is to shuttle various types of cargo all around the various levels of the factory. It can load and unload itself, but it will remember only simple things.

The design of this robot is similar to a small "cyclops" Theatre Scout, powered by armored fans located beneath the vehicle, and loaded and unloaded by ten powerful robotic arms designed for lifting and carrying. The arms can also turn and bend 180 degrees. It can carry up to 800 tons inside its cargo bay, or up to 150 human-sized passengers without crowding (up to 200 passengers with crowding).

In lieu of expecting any combat potential, Hypercomp can and will order the power cells of these units to self destruct in a high energy overload. The resulting explosion has a blast radius of 50ft (15.2m), and will cause 4D4 × 10 M.D. to anyone within the blast radius. It takes one full melee for this reaction to occur.

CARGO TRANSPORTATION DRONE

Crew: None; self-directed robot

M.D.C. by Location:

Armored Fans (4) — 50 each

Cargo Loading Arms (10) — 100 each

*Sensory Turret (front) — 100

**Main Body — 500

*As with the other Drones, destruction of the sensory turret will blind and deafen the robot; -8 to strike, parry or dodge. However, its location makes it difficult to hit; -3 on a "called" shot.

Destruction of the main body of the robot will completely destroy it. **Note: The power cell can not be overloaded if the M.D.C. of the main body has been completely depleted.

Speed: Flying — 280mph (448kmph)

Running on hands — 30mph (48kmph)

Height of Body Housing: 60ft (18.3m)

Width: 60ft (18.3m)

Length: 160ft (48.8m)

Weight: 38 tons (without cargo)

Cargo Bay: 50ft wide by 50ft tall by 110ft long and can hold up to 600 tons, plus can carry in hands an additional 200 tons.

Weapon Systems: None; Hand to Hand only

Hand to Hand Combat: Two attacks per melee. No bonuses to strike, roll, or dodge, but is +4 to parry, +1 on initiative.

Mega-Damage:

Restrained Punch — 1D6 M.D.

Full Strength Punch — 4D6 M.D.

Power Punch — 1D4 × 10 M.D.

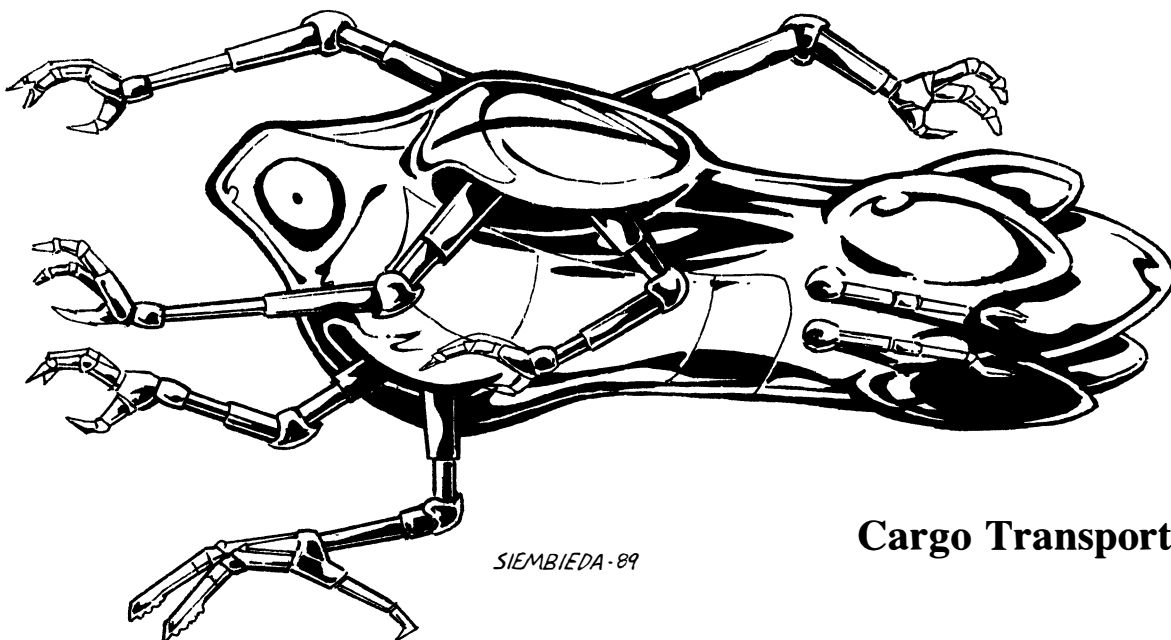
Crush in Hand — 2D6 M.D.

No Kick Attacks (no legs)

No Stomp Attacks

Body Block/Ram — 2D6 M.D.

Note: To escape the grip of a cargo drone, the characters need a combined P.S. of 60.



Cargo Transport Drone

REMOTE OBSERVATION DRONE

A Remote Observation Drone is the spherical body of a Primary Defense Drone with twice the grav pods, no weapons, and filled with a variety of highly technical electronic detection and masking equipment. It is invaluable both as a scout, and to Hypercomp as an extremely mobile which can go anywhere. It usually works alone or in pairs, and the ONLY drone that carries an external loudspeaker and voder circuits, which means that conversations with it (or with Hypercomp, using the drone as translator) are possible.

REMOTE OBSERVATION DRONE

Crew: None; self-directed robot

M.D.C. by Location:

Sensor Turret — 20

Grav Pods (in rear) (4) — 25 each

*Main Body — 50

Note: A searchlight is part of the main body will is the first thing to be incapacitated (12 M.D.C.)

*If the M.D.C. of the main body is depleted, the drone will be completely destroyed and useless.

Speed: Flight in atmosphere is 120mph (192kph); 250mph (400kph) in space.

Height: 18ft (5.5m)

Width: 17.2ft (5.2m)

Length: 18ft (5.5m)

Weight: 10 tons

SPECIAL EQUIPMENT AND SENSORS

1. **Directional Radar:** **Range:** 200 miles (320km). Can track up to 54 targets simultaneously.

2. **Radio Monitor:** Can pick up, relay, record, and transmit radio signals to and from Hypercomp and other drones, as well as human and Zentraedi mecha. **Range:** 50 miles (80km).

3. **Laser Communications:** **Range:** About 80,000 miles (128,000km). A long-range, tight-beam, directional communications system.

4. **Radiation Detectors:** Can identify and pinpoint radiation and spot leaks.

5. **Searchlight:** Visible light searchlight that can also operate in the ultraviolet and infrared parts of the spectrum. Located at the center of the drone's main body. **Range:** About 350ft (107m).

6. **Laser Targeting Computer:** Will accurately compute the range and movement of a given target.

7. **Audio/Video Relay Camera** with telescopic and zoom lenses and boom microphone capability. Can transmit to Hypercomp highly defined pictures and sound recordings of areas and intruders.

8. **External Loudspeaker** is capable of projecting a synthesized "voice" at volumes of 90 decibels or lower.

MEDICAL DRONE

Medical Drones staff the factory hospital and laboratory. They perform all operational procedures, research functions, and can generally cure almost anything within 2D4 days if allowed to complete their work in peace. They are not combat capable under any circumstances. They number about 1 drone per 5 patients, so the grand total is approximately 260 drones.

MEDICAL DRONE

Type: Self-directed robot.

M.D.C. by Location:

Head — 10

Tentacles (6) — 20 each

Legs — 20 each

*Main Body — 30

**Sensory Turret — 15

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

**Depleting the M.D.C. of the sensor turret, located adjacent to the drone's head, will leave the robot deaf and blind; -8 to strike, parry & dodge.

Speed: 8mph (12.8kph) running. It can not perform leaping or jumping maneuvers, or even effectively dodge attacks, or such like.

Height: 7ft (2.3m)

Width: 3ft (3m)

Weight: 550 pounds (250kg)

Weapon Systems: None

Hand to Hand Combat: Impossible, not combat capable; but can perform a dozen medical *actions* per melee.

Medical Systems:

1. **Tranquilizing Gas:** **Range:** 30ft (10m). Must be breathed to be effective; save vs toxins, 15 or better to resist.

2. **Antitoxin:** Will negate the effects of any organic poison within 1D4 melees.

3. **Pain Reducer:** Numbs the patient to all pain, and adds 2D4 S.D.C. for 1 hour.

4. **Protein Dose:** Transfers a 24-hour supply of nourishment to the patient, shorting out any hunger signals to the brain in the process.

5. **Stimulant/Sleeper:** Peps up the patient for 1D6 hours, or puts him to sleep for 1D6 hours, depending on the drug used.

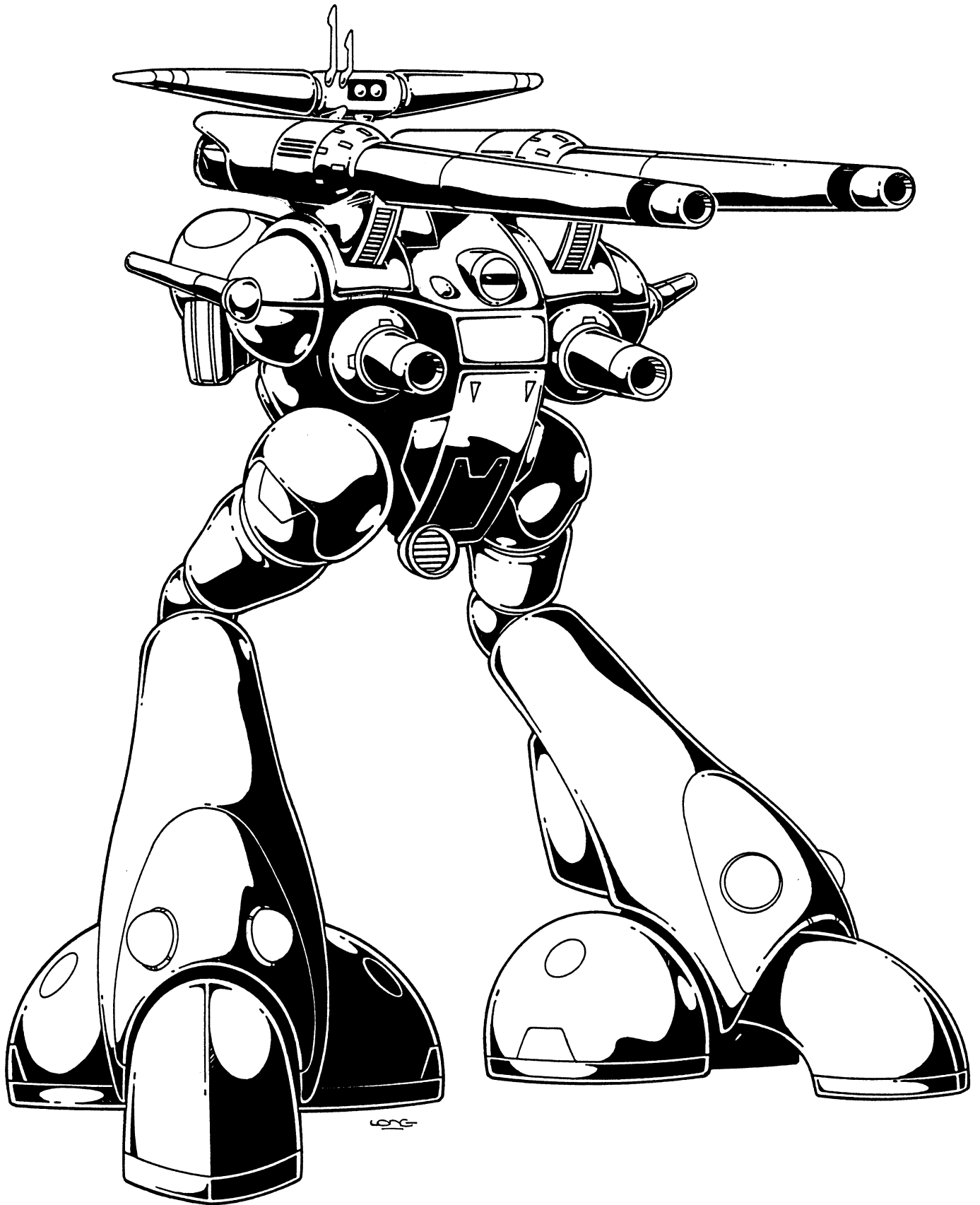
6. **Healer:** When sprayed on an open wound or burn, the patient regains 1D6 hit points and wounds close up at five times the normal rate.

7. **Scanners:** Allows the drone to assess any given problems with the patient and make a preliminary diagnosis within 1D4 melees.

8. **Surgical tools:** Enables the drones to perform surgery with the aid of an Automed.

Special Note: All of the drones have the following medical skill equivalents: First Aid — 86%, Paramedic — 86%, Medical Doctor — 98%/95%, Pathology — 75%. **Penalties:** -10% when working on humans, -40% when working on nonhuman humanoids, -50% when working on animal life form.

Primary Defense Drone



PRIMARY DEFENSE DRONE

The Primary Defense Drones are a much more sophisticated robot than the simple maintenance drones in terms of firepower, mobility, and most importantly, the ability to think for themselves without the constant guidance of Hypercomp. The design for this robot was taken directly from the Zentraedi tactical battle pod; although a good design, the pod was unnecessarily large and bulky for what it did. Hypercomp played and experimented with the schematics until she had a smaller, faster, and much more agile defense unit than the original battle pod.

The design of the robot can be seen clearly: two ostrich-like, heavily armored legs support a compact main body, with the weapon placed on the outside of the main body. The sensory turret is also much less vulnerable than those on the maintenance drones. This unit is capable of full functioning in a combat environment, and groups of them can be a formidable force. The primary defense drone is usually dispatched in pairs or small groups of 4 to 10. In many ways, they act much like the white blood corpuscles of the human body; they travel through the mechanical arteries of the super factory, always alert to invading organisms. When an invader is encountered, the defense drones identify it, contain it, and exterminate it. Anything that is alien (not Zentraedi or Masters) is contained. If the invader resists or attacks, it is destroyed.

PRIMARY DEFENSE DRONE

Crew: None; self-directed robotic unit.

M.D.C. by Location:

- *Sensory Turret — 50
- Particle Beam Cannons (2) — 75 each
- Auto-cannons (2) — 50 each
- 20mm AutoCannons (2) — 20 each
- Legs (2) — 50 each
- **Grav Pods (2) — 25 each
- **Thruster —
- ***Main Body — 50

*As usual, destruction of the sensor turret will leave the drone deaf and blind, but it will NOT be helpless, being able to still fight by use of its radar and laser sights; -8 to strike, parry, or dodge.

**Destruction of one pod will decrease the flying speed of the pod by one-half; destroying both will leave the drone unable to fly or jump.

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

Speed: Running — 280mph (448kmph), flying in space — Mach One (670mph), flight in atmosphere — 300mph (480kmph). Leaps: 100ft (30.5m) lengthwise, 200ft (61m) high.

Height: 30ft (9.1m)

Width: 12.5ft (3.8m)

Length: 12ft (3.6m)

Weight: 20 tons

Total Number of Attacks Per Melee: Four (4), may use any combination of weapons.

WEAPON SYSTEMS

1. **Dual Mounted Particle Beam Cannons** are mounted in the front, top of the main body. Each gun can move independently of the other, and both are capable of a 90 degree arc up and down, but can not move from side to side (fixed forward). However, the defense drone can pivot its body 45 degrees from side to side.

Primary Purpose: Defense, Anti-Mecha

Secondary Purpose: Anti-Missile

Mega-Damage: 1D4 × 10 M.D. per single blast, or 2D4 × 10 per simultaneous dual blast (both guns fire at the same target at the same time).

Range: 6000ft (1829m)

Rate of Fire: Up to four (4) per melee.

Payload: Unlimited.

2. **Two Tri-Barrel, 40mm Auto-Cannons** are located in the lowermost area of the *front* of the drone. It is capable of firing in an 120 degree arc in front of the unit.

Primary Purpose: Defense, Anti-Personnel

Mega-Damage: 2D6 M.D. per short burst or 4D6 M.D. when *both* cannons are firing simultaneously. Each burst is considered to be one attack.

Range: 4000ft (1200m)

Rate of Fire: Up to *four* blasts per melee.

Payload: Limited to 480 rounds total. 6 rounds are fired in a short burst.

3. **Side-Mounted 20mm Auto-Cannons** provide attacks for all directions, the rear, sides, front, up and down. The side turrets have a 360 degree rotation, while the weapon nozzles can rotate 180 degrees.

Primary Purpose: Defense

Mega Damage: 1D6 M.D. per turret or 2D6 M.D. when *both* turrets are firing at the same target.

Range: 2000ft (609m)

Rate of Fire: Up to four attacks per melee.

Payload: 240 rounds. 6 rounds per burst.

4. **Optional Hand to Hand Combat** is pretty much limited to kick attacks, stomps, and body blocks.

Mega-Damage:

Leap Kick — 2D6 M.D. (counts as 2 attacks)

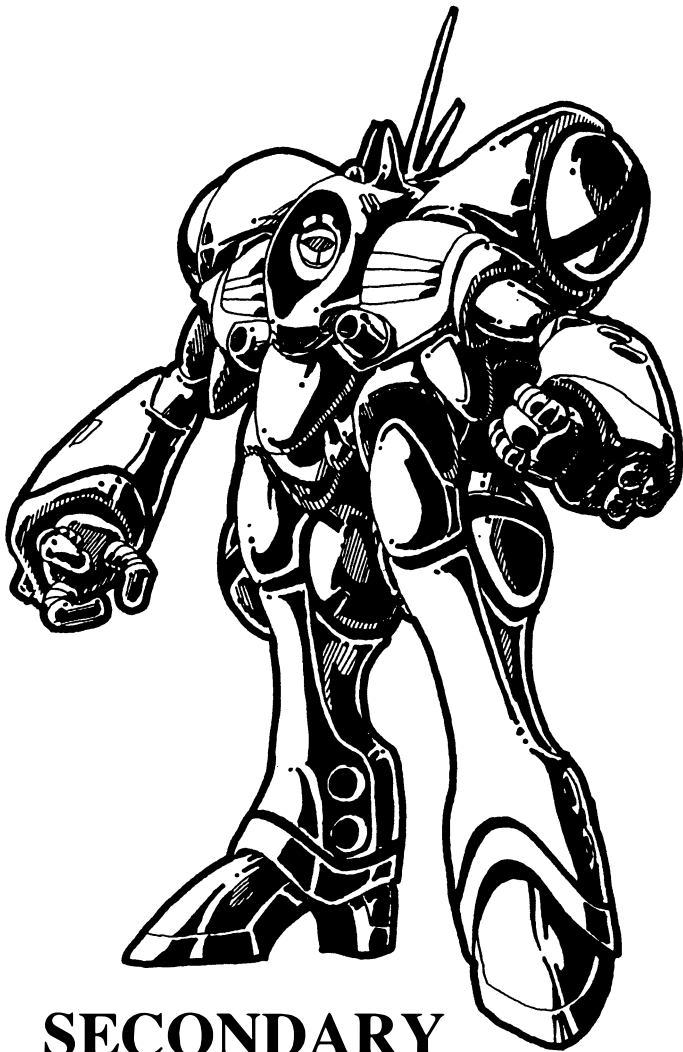
Kick — 1D6 M.D.

Body Block — 1D6 M.D.

*Stomp With Foot — 1D4 M.D.

*Stomping is only effective on opponents which are 9ft (2.7m) or smaller in height.

Note: Combat Bonuses: +3 to dodge, +2 to roll, +1 on initiative.
Weapon Bonus: +3 to strike. Prowl is not possible. Defense Drones fight to the death.



SECONDARY DEFENSE DRONE

Even as the Primary Defense Drones are the mainstay of Hypercomp's computerized robot defense force, the Secondary Defense Drones are the leaders of that force. These things can run and fight circles around a platoon of Primary Defense Drones, and live to tell about it, so to speak.

The Secondary Defense Drone's design is effectively a robot version of the Zentraedi Female Power Armor. While not nearly as fast or agile as a real Zentraedi, they do pose a real threat to even hardened veterans of mecha combat.

To add to the fun, Hypercomp designed new sensor systems and targeting instruments for these mechanized soldiers, and gave them more than quadruple the number of logic transducer circuits that are in one of the Primary Defense Drones, creating a combat unit which can function with independence and near human thought. The Secondary Defense Drones will be found leading small groups of primary defenders, on individual patrols or in pairs. A group of four or more Secondary Defense Drones are uncommon, unless the factory or Hypercomp is in serious danger.

SECONDARY DEFENSE DRONE

Crew: None; self-directed robot.

M.D.C. by Location:

*Sensory Turret — 75

*Sensor Plate/Targeting System — 30

Auto-Cannon (chest) — 20

Forearm Guns (2) — 20

Missile Launchers (4) — 50 each

Gravity Pods (2) — 75 each

Arms (2) — 30 each

Legs (2) — 50 each

**Main Body — 150

*Destroying these areas will not completely blind the machine, as the vital components are too well protected. A penalty to strike of -4 is imposed on ALL attacks, however.

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

Speed: Running Speed is about 110mph (170kmph); flying speed is 2600mph, almost Mach 4. Destroying the grav pods makes flight impossible, and destroying one of them reduces flying speed by one-half.

Height: 55ft (16.8m)

Width: 26ft (8m)

Length: 27ft (8.3m)

Weight: 36 tons

Total Number of Attacks per Melee: Four (4); may use any combination of weapons/attacks.

WEAPON SYSTEMS

1. **40mm Auto-Cannon** mounted in the chest. This is the same weapon that is produced for the Primary Defense Drone.

Primary Purpose: Defense, Anti-Personnel

Mega-Damage: 2D6 M.D. per single short burst, or 4D6 when *both* cannons are fired simultaneously at the same target. Each burst is considered to be one attack.

Range: 4000ft (1200m)

Rate of Fire: Up to four blasts per melee.

Payload: 120 rounds total. 6 rounds are fired in a short burst, 12 rounds in a twin simultaneous burst.

2. **Light, Multi-Barreled Pulse Laser Guns** are built into each forearm.

Primary Purpose: Assault

Mega-Damage: 3D6 M.D. per blast

Range: 2000ft (609m)

Rate of Fire: Equal to total melee attacks (4).

Payload: Unlimited

3. **Short Range Missile Launchers:** Two top mounted, near the shoulders and grav pods; two mounted at the hips.

Primary Purpose: Assault

Secondary Purpose: Defense/Anti-Missile

Mega-Damage: Varies with the type of missile. Usually the High Explosive (1D6×10) or Armor Piercing (1D6×10) short range missiles are carried.

Range: Varies with the missile, but short range averages approximately 3 miles (4.8km)

Payload: Shoulder launchers: 12 each, for a total of 24; hip launchers have 9 each, for a total of 18, plus one set of reloads for each, making 36. There is a total payload of 84 missiles.

Rate of Fire: One at a time, or in volleys of 2, 4, or 6. All volleys count as one attack, regardless of the number of missiles.

4. **Optional Hand to Hand Combat.** Rather than use any weapons, the Secondary Defense Drones are capable of conducting physical combat.

Hand to Hand Bonuses:

+2 to roll with punch, fall, or impact, reducing damage by half.

+2 to strike, +2 to parry, +3 to dodge.

Weapon Bonuses: +3 to strike via lasers or auto-cannons, +3 to strike with missiles.

Mega-Damage:

Punch: 1D6 + 2 M.D.

Body Flip/Throw: 1D4 M.D.

Body Block: 1D4 M.D.

Kick: 1D4 M.D.

*Stomp: 1D4 M.D.

*The stomp is only effective against opponents which are 9ft (2.7m) or smaller.

OMEGA DEFENSE DRONE

The final stage of combat robotic development is this, the Omega Defense Drone. These are the elite forces of the Hypercomp's robotic army and incorporate many improvements over either of the previous defense drone models.

First, and most importantly, the Omega Defense Drone is possessed of a specially programmed Hyper Reactive Combat Logic Transducer. This allows the drone to plan its response action for almost any possible attack scenario against it, giving it a reaction time that rivals those of the Robotech mecha of the REF and bioroids. Second, the Omega Drone is the ONLY combat drone aboard the factory that has the ability to learn from its successes and errors. Tactics that fail are not likely to be repeated; likewise, effective tactics will be used and adapted for various situations. Third, the Omega drones are also equipped with an extra sensor package that allows a multi-optics, beam-locked targeting mechanism (range of 4000ft; gives a bonus of +3 to strike when in use) to be used in combat. The new sensor is installed in the machine's head. Destruction of the head will impair, but not destroy the robot (-3 to strike and parry).

The design of the Omega Defense Drone is almost completely identical to the red leader bioroids that are used by the Robotech Masters. However, this automated red leader is more heavily armored and reacts with superior agility. The drone uses the bioroid weapons drum and bioroid hover craft. The Omega defender will usually be found alone on patrol, leading a robot assault force, or in pairs.

OMEGA DEFENSE DRONE

Crew: None; self-directed robotic unit.

M.D.C. by Location:

*Head/Sensor Package — 75

Hands — 40 each

Arms — 75 each

Legs — 100 each

**Main Body — 300

*Depleting the M.D.C. of the unit's head will also destroy the special sensor's targeting system. However, this does NOT leave the unit completely vulnerable; instead, a penalty to strike and parry of -3 is imposed.

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

Speed: Running: 80mph (128kmph); leap 150ft (45.7m) high and 80ft (24.4m) lengthwise. Rolls, tumbles, and other feats of agility are relatively simple. Flying is not possible, must use hover sled.

Height: 22ft (7m)

Width: 10ft (3.0m)

Weight: 14 tons

Total Number of Attacks per Melee: Six (6)

WEAPON SYSTEMS

1. Bioroid Blaster which fires explosive, armor piercing projectiles.

Primary Purpose: Assault

Range: 4000ft (1200m)

Mega-Damage: 1D4 × 10 M.D. per shot

Rate of Fire: Equal to the total number of attacks allowed.

Payload: Effectively unlimited (1000 rounds).

2. Hand to Hand Combat: Bonuses: +2 on initiative roll. +3 to roll with punch, fall, or impact (explosion), reducing damage by half. +5 to parry (cannot parry energy or projectile attacks). +3 to dodge. +2 to strike in hand to hand. +4 to strike with hand blaster.

Body flip/throw does 1D4 M.D. plus target loses initiative and one attack next melee. +1 to all other bonuses IF the drone has had previous combat experience with THAT opponent! +1 additional attack per melee IF the Omega drone has had past experience combating THAT type of opponent. This is a one time bonus. Prowl Ability: 54%.

Mega-Damage:

Restrained Punch — 1D6 M.D.

Full Strength Punch — 2D6 M.D.

Power Punch — 2D6 + 4 M.D.

Tear or Pry — 1D6 M.D.

Kick — 1D6 M.D.

Leap Kick — 2D6 M.D.

*Stomp — 1D6 M.D.

*Stomp attack is only effective against opponents or targets of 10ft or smaller.

3. Optional Use of a Laser Blaster: This fires a high intensity laser pulse instead of the exploding shells.

Primary Purpose: Assault

Range: 4000ft (1200m)

Mega-Damage: 1D6 × 10 M.D.

Rate of Fire: Equal to total number of attacks per melee.

Payload: Unlimited

4. Optional Use of Bioroid Hover Craft. (Main Body M.D.C. 90; Speed: 190mph/305kmph)

Number of Attacks Per Melee: 6 total attacks.

Mega Damage: Forward Ion Cannons 2D4 × 10 single blast or 4D4 × 10 M.D. twin simultaneous blasts on same target.

Range: 6000ft (1800m)

Payload: Unlimited

Bonus: +5 to dodge with hover craft.

Note: The Omega Defense Drone are only found if and when Hypercomp determines that a special strike force of them needs to be assembled (usually 2D4 + 1 in such a team). They are also the guards for the most important areas of the factory such as the Fold System, Construction Bay area, and, of course, Hypercomp.

SATELLITE FACTORY G-95 FLOOR PLANS

The following are the floors of the Main, Center, factory that are designed with humanoids in mind. These compartments fill only a small portion of the central complex.

Interior Features

There are a few *standard* terms that appear on the plans which need to be cleared up.

1. **Interior Wall:** This is a wall the standard size and thickness of those universally used inside the factory. A 100ft (30.5m) section of such a wall has 100 M.D.C.
2. **Interior Bulkhead or Inner Hull:** These terms are used interchangeably, but they are both an emergency bulkhead placed to minimize damage in case of the outer hull being damaged. 250 M.D.C. per 100ft area.
3. **Blast Doors:** These are huge (250ft/76m square) triple-layered doors that automatically close when Hypercomp's internal sensors detect the loss of atmospheric pressure on one side. They can also be controlled by various engineering consoles in the factory. Each door has 600 M.D.C.
4. **Force Fields:** There are areas of the factory which are accessible to robots only; these are closed off by force fields. The field will only admit metal objects, including mecha. Living tissue can not pass through the fields. The force fields can be controlled by engineering consoles on that level only. **GM Note:** The field cannot be destroyed by conventional means, but the REF EU-12 and EU-13 Destabilizers will be very effective against them. Or they can be bypassed by going between the walls through air vents and conduit.
5. **Access Panels:** These are very small (12ft/3.6m square) doors which lead into machinery areas to permit repair crews access. They work just as well for Micronians. 25 M.D.C. per panel.
6. **Primary Corridor:** Many large building complexes are connected by huge. (150ft/45.7m tall) corridors which are highways of activity when the factory is inhabited. Width of the corridor will vary between 150 to 300ft (45.7m to 91.5m).
7. **Secondary Corridors:** Used mostly for the transfer of cargo from one complex to another. Most are about 100ft (30.5m) wide and tall.

Areas NOT shown on the maps are:

8. **Lift/Drop Tubes:** These are elevators that function by using gravity fields to lift and lower objects. Faster than a typical elevator, but you need some practice to get the hang of travel in these things. Both Zentraedi and Micronian-sized lift tubes are placed everywhere.
9. **Moving Sidewalks:** These are meant for travelling from point A to point B on the same level. Both Zentraedi (floor models) and Micronian (roof models) sized are presented. Typical speed: Zentraedi: 8mph (13kmph or spd of 13). Robotech Masters/Humans: 4mph (6.4kmph or spd of 6).
10. **Decks:** It is possible to blow a hole into the floor and jump through to the next lower level. Decks are treated as double strength interior walls (250 M.D.C.). However, since many electrical currents and active power conduits run through these decks also, it is not a recommended mode of travel. *Doing this will immediately alert Hypercomp to the situation.*

COMPARTMENT ONE

Devoted to crew's quarters and barracks for Zentraedi soldiers.

A means a normal airlock.

L means a large airlock.

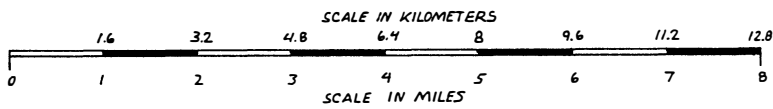
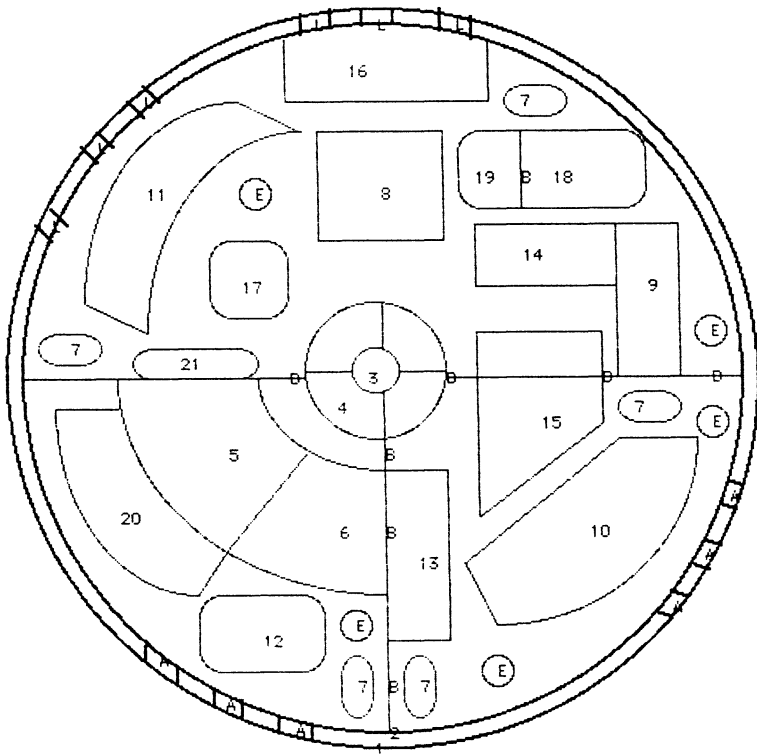
E means an elevator (not a lift or drop tube).

B means a blast door.

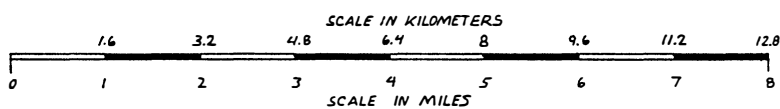
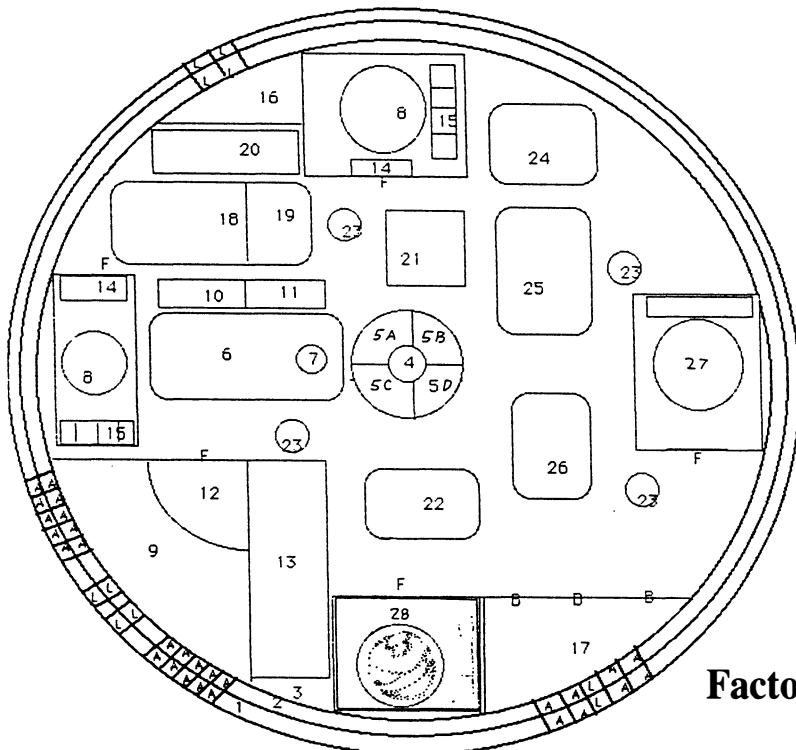
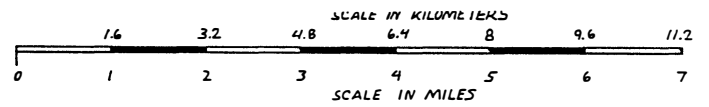
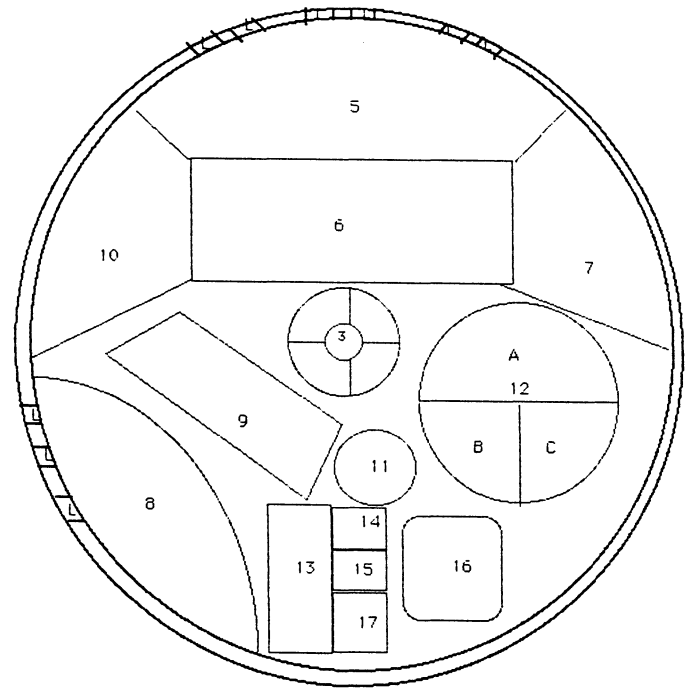
F means a force-field. Ceiling height on these levels is about 300ft.

1. **Double reinforced outer hull** with weapon hatches and airlocks.
2. **Reinforced inner hull** (equals M.D.C. of outer hull) with airlocks and access corridors.
3. **Hypercomp liaison area.** This large chamber is for direct communication between Hypercomp and visitors or crew members, including Robotech Master commanders, scientists, or engineers. Most of it (all but the center) is taken up by flashing lights, whirring and clicking things, and readouts and geometric shapes and patterns that appear in the air. No control panels.
4. **Cargo elevators.** Each elevator runs all the way down to the factory section, and can carry up to 1000 tons of cargo or mecha.
5. **Zentraedi Crew's quarters.** This huge complex is composed of 30 separate buildings, each of which is connected to the others by primary corridors. Up to 8000 Zentraedi are usually stationed here.
6. **Large mecha bay** which can hold up to 6000 mecha, for the troops next door.
7. **Airlock/Mecha Bay Control Station.** This series of control consoles is one of eight on this level. Between them, they are capable of opening or closing any airlock or mecha bay door on level one. They can also control any blast door, force-field, moving sidewalk, lift/drop tube, and other such internal features of this Compartment.
8. **Auxiliary Command Center/Compartment Control Center.** This area houses the mini-command tower that can dictate every aspect of function to every system in Compartment 1. It is set up just like a tiny command center, with holographic displays on walls and hanging from the ceiling and in mid-air, and banks of consoles, readouts, and monitor stations everywhere else. There is no command bubble, but the officer in charge sits on a raised throne-like chair which has various controls on the arms. Using these, he can see exactly what is happening on any part of level one, and issue orders to the crew or ships docked around the factory.
9. **Zentraedi Officers' Quarters.** This complex can house up to 350 officers and VIPs in comfort (no crowding).
10. **Zentraedi Crew's Quarters and Troop Barracks.** This complex holds up to 20,000 Zentraedi warriors on three split floors within the level.
11. **Mecha Bay.** It has a capacity for 6000 individual mecha.
12. **Weapon Bay.** An armory for the whole level. Inside are thousands of Zentraedi hand weapons, and storage racks for up to 4000 short- and medium-range missiles.
13. **Crew's Quarters and Rec Room.** Exactly what it sounds like. The rec room was designed with mostly physical sports in mind, like body building, endurance training, track events, general calisthenic exercises, and so on. If necessary, another 2,000 troops can live here with no problem.
14. **Holographic Simulator.** Essentially, a gigantic room filled with motion and heat sensors. Thousands of holoprojectors send signals to different parts of the room, which reacts by producing a three dimensional picture of the subject to interact with. It can be set for any situation, from individual one-on-one combat, to platoon training exercises, to a full scale war. Fully automated.

Factory Deck Plans: Compartment One



Factory Deck Plans: Compartment Two



Factory Deck Plans: Compartment Three

15. **Crew/Officers' Mess Hall.** This is really just a massive water and nutrient dispensary, with the exception that Hypercomp can instruct the monitoring systems to make the dispensed nutrients look like something that Zentraedi are more likely to enjoy.
16. **Mecha Bay.** This bay is not much larger than the others on this level, able to store 5000 mecha in fully operational condition, but it is the only such bay which is open to *space*. The bay can be depressurized and the outer doors opened within 6 melees (1.5 minutes). The bay cannot be opened or forced from the outside. This bay is operated from the airlock and bay control stations.
17. **Auxiliary Life Support Station.** This area contains a wealth of monitoring and maintenance equipment for that floor's life support systems. If the main life support system for the entire factory should fail, this auxiliary system will automatically kick in to maintain the entire level.
18. **Crew's Quarters.** It can house 3,000 Zentraedi.
19. **Officers' Quarters.** It has a capacity for up to 1,000 Zentraedi.
20. **Water Supply.** Drinking water reservoir.
21. **Waste Disposal.**

COMPARTMENT TWO

This Compartment makes up the factory's medical division. Present here are all stasis capsules, medical stores, examination and treatment suites, bio labs for every purpose, regeneration chambers, and micronization chambers.

1. **Double-reinforced outer hull** with weapon hatches and airlocks.
2. **Reinforced inner hull** (equals M.D.C. of outer hull) with airlocks and access corridors.
3. **Hypercomp liaison area.** Provides communication link to Hypercomp.
4. **Living Quarters for the Robotech Elite:** 4A: Robotech Masters, 4B: Clone Masters, 4C: Science Masters, 4D: Mistress of the Cosmic Harp and entourage.
5. **Emergency Quarantine Compartment.** This gigantic area is meant for the admission of completely alien life forms, so that they can be held within the bay and given preliminary examinations by the medical robots before being admitted to the factory proper. It also can be used as a sort of emergency room for thousands of wounded Zentraedi soldiers, or as an emergency airlock. 50 primary corridors connect this area with the main hospital, all of which can be sealed by blast doors at either end.
6. **Main Hospital.** This hospital is the center of all medical activities performed by the factory. It contains close to 800 Automeds (100 of which are meant for humanoids), all of which are staffed by medical drones. The hospital is a completely self-contained unit, with its own emergency power supply, life support systems, gravity control, blast doors that slide into place in case of loss of atmosphere, and even its own warehouse of spare parts for medical equipment.

There is also a very large *Stabilization Chamber* which is used to restrain renegade or disturbed (unstable) clones. This complex contains 15 separate units, each of which can house up to 1200 Zentraedi, for a total of 18,000. The hospital also has a small (500 units) stasis chamber holding area that can hold another 100 Zentraedi or 300 humans.
7. **Clone Maintenance Section.** This is one of the parts of the factory where new clones can be grown, and old clones "repaired." There are 1000 Zentraedi-sized clone chambers here and another 250 bioroid clone chambers, along with a great deal of complex machinery which regulates the type of clone generated and the final characteristics that the clone will have.

The process is not especially complicated. First, a portion of live tissue is collected from the gene banks at the hospital next door. This is genetic material that can literally be programmed to grow. Such programming is taken care of at the clone station itself. Once the genes have been properly tailored to specific requirements, the tissue sample is placed inside the clone chamber.

The final stage is for the tissue to undergo rapid growth. The chamber is started up, and *ten to twelve days* later, a fully grown clone steps out from the chamber in perfect health.

The opposite side of the room is occupied with "Menstat Chairs" (short for Mental Statistic Chairs), which is a contraption that allows a manufactured, artificial, and completely realistic history to be fed into the new clone's brain, along with a suitable personality and behavior pattern.

8. **Tyrolian City:** This is an area reserved for Tyrolian citizens. It is an actual reconstruction of a typical city from their native planet. Robotech Masters rarely come here, but a small force of 100 Bioroid Terminators, 80 Blue Bioroids and 10 Red Bioroids protect the area when inhabited.
9. **Barracks.** This area can house up to 20,000 Zentraedi soldiers and officers. Their mecha are stored next door for easy access.
10. **Protoculture Chamber.** Everything that has to do with protoculture manipulated medicine can be found here. There are *1000 Micronization Chambers* for growing and shrinking Zentraedi (the process takes about 6 hours to complete), as well as miles and miles of protoculture feed conduits and another *250 cloning chambers*, identical to those found in section #7. The center of this room is taken up by a huge, 1000ft diameter sphere, which is made out of a clear substance (looks like glass, but is actually stronger than the outer hull); contained therein is a supply of protoculture, the stuff of the Robotech Empire.

This is the basic supply of the superfuel for this level of the factory; the main supply is 1000 times as vast and is contained in the heart of the factory. This amount is enough to keep the clones and bioroids, and Micronization Chambers running for several decades at the highest level of activity.
11. **Waste Reclamation Facility.** This area is the factory control center for the various waste disposal centers found on each level. It does not simply pump the stuff into space; instead, this area breaks down the molecular structure of such matter, and distributes it back into the main water and nutrient system to be reconsumed by the inhabitants. Only about 3% of the mass is actually unfit to reuse, and is dumped. GM Note: This facility can be used to back up every toilet, shower, and sink on G-95, if the characters are interested. But, the characters will still have to figure out the controls, as always. And besides, that idea is REALLY sick; GMs, remind your players of this if necessary.
12. **Stasis Chambers.** This vast chamber complex is taken up with the necessary facilities to freeze thousands of Zentraedi in stasis, and to unfreeze them when the time comes. Each stasis facility consists of two separate parts, the Stasis chamber and the freeze tube. The chamber houses the tube and contains the complex, but durable, time-stopping machinery which handles the process of freezing and unfreezing the occupant. The tube is the physical case for the frozen subject once the process is complete.

The process is simple. The subject steps into an active stasis chamber, the door is locked and a series of switches and levers thrown in sequence (the operating instructions are printed on each tube in Zentraedi, if anyone should ask). The freezing process takes about three minutes to complete, and everything is computer controlled. If the monitors detect a problem the process will be aborted, meaning that the subject is not frozen, the door opens, and the switches automatically align to a neutral setting. *Once frozen*, the freezing tube can be hooked up to a portable power supply, and the

tube physically removed from the chamber for easy transportation by the maintenance drone (one cargo drones can carry 4 to 6 tubes).

Coming out of stasis is something of a trauma. Only one lever on the tube needs to be thrown; when it is, the stasis field reverses itself (you need to place the tube in the chamber only to freeze a Zentraedi, not to unfreeze him). The subject is unfrozen in 5 minutes, but he will be groggy and uncoordinated for about 15 minutes more. During that 15 minute period, victims are -10 on initiative, and are -6 to strike, dodge, and parry. All skills are used at a -15% penalty.

A. This area can hold the largest concentration of clonesicles, about 38,000 Zentraedi. They can be thawed by the controls in this complex, or by Hypercomp's command.

B. This is where ALL of the factory's stasis held *bioroids* are being kept until needed for action. The clones are all being kept in stasis while still inside their armor, which makes storing them much more efficient. The process is essentially the same as that used with the Zentraedi. There are 2425 bioroids currently in stasis as a reserve force (2000 blue, 390 green, and 35 red). An additional 16,000 bioroids/Masters can be placed in stasis sleep. They can only be unfrozen by Hypercomp or by Robotech Masters, thus all doors to this chamber are sealed by blast doors.

C. Decontamination Center. This area allows a complete battery of tests to be performed on all subjects about to be frozen, or who have just been unfrozen.

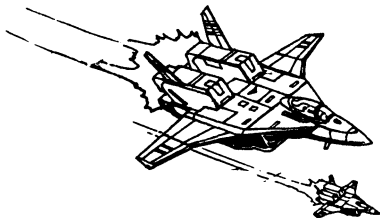
13. Secondary Hospital. This is like the main hospital but is much smaller. It is usually reserved for Robotech Masters and Tyrolians. Can accommodate about 500 Masters.

14. Bioscan Chamber. This is one of the most sophisticated areas of the Compartment, housing all of the scanning devices used to record and examine biological specimens and life forms. Data that can be determined includes physical characteristics, genetic structure, neural activity, normal environmental settings, adaptation probabilities, and anything else that might be needed. Only biological and biochemical information can be researched, however. This is a three story facility for the Clone, Science, and Robotech Masters. Includes 6 human-size stasis chambers.

15. Biochemistry Lab. This is where many of the biological and chemical experiments are conducted. Anything from microscopic sensing devices to genetic manipulation can be done in this laboratory. Restricted to Robotech Masters and their Scientists.

16. Environmental Adaptation Chamber. It sounds nasty, but this is probably the most beneficial of all of the hospital's facilities where the subjects are concerned. This large room is really just a very advanced version of the holographic simulator found in Compartment 1. Any conceivable environment can be programmed and accurately simulated, so that live specimens can be observed in their "natural habitat." Each environment is programmed in from the control booth on the outside, and takes about one hour for the computer controlled chamber to fully create and implement.

17. Psycho-Simulator Chamber. This area is more like an automated head shrinker than anything else. Subjects are dealt with by medical drones, who administer psychological tests, usually to the clones and Zentraedi, to make sure that they are "adjusting properly." Clones that fail these tests are sent to the hospital for restabilization treatments or terminated.



COMPARTMENT THREE

It is the central operations center for the entire factory. Six full sublevels are completely devoted to the Hypercomp system. (Approx. 1000ft/305m deep and miles long computer system). The sublevels are completely self-contained and sealed off from the rest of the factory. Not even vents and conduit tunnels enter Hypercomp's massive body.

A means a normal airlock.

L means a large airlock.

E means an elevator (not a lift or drop tube).

B means a blast door.

F means a force-field.

Ceiling height on this level is about 300ft.

- 1. Reinforced primary hull** with weapon hatches and access corridors.
- 2. Reinforced Secondary hull**, as strong as the primary hull (same M.D.C.).
- 3. Inner hull**, with same M.D.C. as primary hull.
- 4. Hypercomp Liaison area.**
- 5. Central Station:** 5A: Robotech Masters' Living area, 5B: Navigation, 5C: Mecha Navigational override, 5D: Huge lounge area.
- 6. Ultimate Command Center.** This area literally holds every control of the factory and can even be used to override Hypercomp.
- 7. Observation Bubble.** This is where the factory's commanding officer and his staff oversee the operation of the command center.
- 8. Hypercomp Access Portal.** The walls are as strong as the outer hull (250 M.D.C.), and are closed off to the rest of the level by numerous blast doors and *force-fields*. The force-fields completely seals this area from intrusion. Hypercomp will only allow its maintenance drones through these areas. Note that these are only the entry points. Hypercomp's main workings are located on the next six sublevels. The total M.D.C. of Hypercomp is 250,000 plus force-field (about 2 million M.D.C. and it is self-renewing).
- 9. Mecha Launch Bay.** This is a bay which has dozens of large airlocks that open to space. It has a total capacity for 52,000 battle pods, 8000 suits of power armor (male or female), 5000 officer pods, and 10 Reentry Pods, or equivalent numbers of robot defenders.
- 10. Strategic Operations Center.** This huge conference room is the main branch of operations or a full scale campaign. It has access to all of the information coming out of the Command Center, and focuses only on the big picture, i.e., the whole campaign. The officers are supposed to play out different scenarios from here and devise plans of action based on their results.
- 11. Tactical Planning Center.** This is the other part of strategy, where facts are collected and organized to provide the officers with the actual details of battle, including force composition and organization, battle casualties, strength estimates, and so on.
- 12. Open area outside mecha bay.** This is usually used as a muster point for soldiers who are being held in reserve for another launch from the bay at 9.
- 13. Troop Barracks.** Can hold 50,000 Zentraedi or robot drones.
- 14. Hypercomp Access Lock and Defense Perimeter.** Hypercomp has to protect itself at all costs, so it went through the precaution of requiring "visitors" to check in before actually being allowed to enter. Each of these checkpoints are blocked by a single huge (200ft across x 75ft high) force-field (1200 M.D.C.), which is susceptible to REF Destabilizers.

Once inside, the whole area looks like something out of every sci-fi movie ever made; readouts and panels with thousands of flashing lights and indicators are everywhere. Plus, miles of conduit and fiber optic cable, and hundreds of weird electronic apparatus and

widgits, and none of it is comprehensible to anyone except Hypercomp. Each area is always going to be guarded by 50 Omega, 1D4×100 Primary Defense Drones, and 1D4×10 Secondary Defense Drones. There will also be 2D6×10 Maintenance Drones to take care of any problems that might arise in the course of Hypercomp's day.

GM Note: Remember, anyone who wants to get into Hypercomp's guts must either go through one of these areas or actually blast through three reinforced hulls from the outside and then penetrate the force-field that encompasses it. Hypercomp is *very* careful and particular about its survival, to an almost paranoid degree.

15. **Hypercomp elevators.** This bank of elevators is designed to shuttle equipment and robots throughout the six sublevels which make up the bulk of the computer's machinery. There are four elevators, each is capable of carrying 500 tons.
16. **Storage Bay.**
17. **Bioroid/Mecha Launch Bay.** Houses and services 2000 bioroids, 20 Robotech Assault Carriers, and 200 Zentraedi Fighter Pods.
18. **Auxiliary Life Support** for this level.
19. **Auxiliary Gravity Control** for this level.
20. **Drone Repair Center.** Contains repair stalls and equipment for up to 2000 drones of various types. Any type of minor (25 M.D.C. or less) damage can be repaired in this area.
21. **Communications Station:** A communications network for use by Robotech Masters; includes Hyperspace transmitter/receiver.
22. **Sensor Tracking Center.** This is THE control center for all of the factory's tracking and scanning equipment and systems. From here, any internal or external surveillance systems can be controlled and monitored by those within and/or in the Command Center.
23. **Security Stations.** There are *four* of these areas on this level, each of which is manned by 12 Omega Defense Drones, 24 Secondary Defense Drones, 50 Primary Defense Drones, and 6 Remote Observation Drones.
24. **Weapon Coordination Center.** As the name implies, this is the factory's primary fire control station, which directs the attacks of every external weapon on G-95. It is constantly guarded by 10 Omega Defense Drones, and twice that number of Primary and Secondary Defense Drones. The weapon systems can be manually operated from this section, but only if Hypercomp allows it, or has been incapacitated.
25. **Engineering Coordination Center.** Like the weapon center, this station has complete control over the main thrusters, auxiliary thrusters, power systems, central life support, and everything else which is controlled from an engineering station. It can be manually operated only if Hypercomp allows it, or if she is incapacitated. It will always be guarded by a drone force of 20 Omega Drones (half on hover craft), 2D6 Secondary and 1D4×10 Primary Defense Drones.
26. **Mecha Bay.** Only Robotech Master mecha and equipment is stored here. It can hold as many as 10,000 bioroids, 5000 hover craft sleds, 6 Robotech Assault Carriers and thousands of weapons and ammo clips.
27. **Auxiliary Power Station:** Can supply energy to Compartment levels 1 thru 6 indefinitely; protoculture generator estimated life span: 1D6×100 years.
28. **Space Fold System:** Protected by self-generating force-field, bulk heads, and double-reinforced hull (500 M.D.C. per 100ft/30m) area.

COMPARTMENT 4

This level is often reserved for Zentraedi *female* officers, aces, troops. Ceiling height on this level is about 200ft (61m).

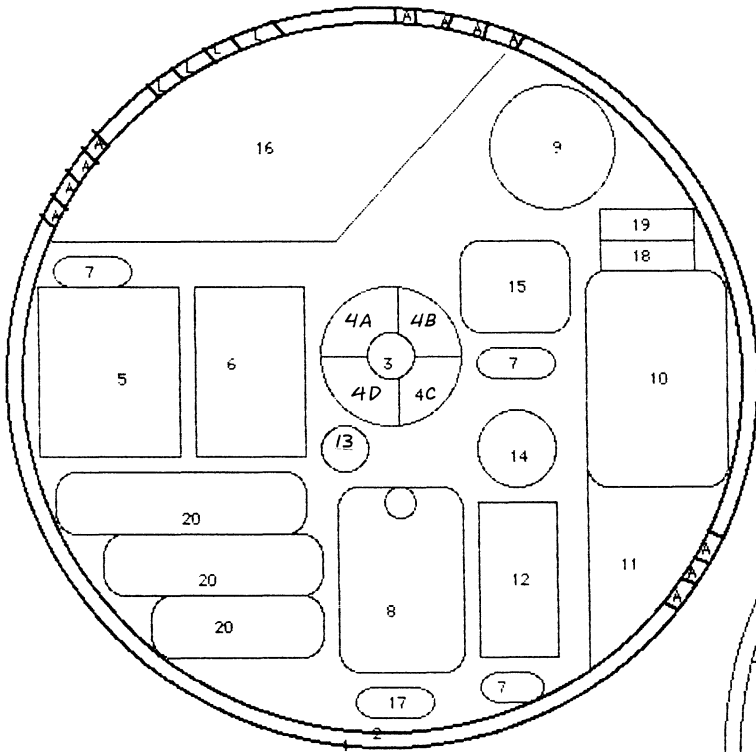
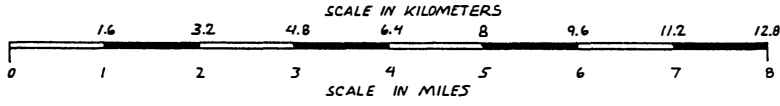
1. **Double reinforced outer hull.**
2. **Reinforced inner hull** (equals M.D.C. of outer hull) with airlocks and access corridors.
3. **Hypercomp liaison area.**
4. **Central Station:** 4A: Robotech Masters' living area, 4B: Navigation, 4C: Mecha Navigational Override, 4D: Huge Lounge Area.
5. **Zentraedi Crew's quarters.** Up to 22,000 Zentraedi soldiers.
6. **Stasis Chamber.** Can hold 20,000 Zentraedi and 10,000 Bioroids in multilevel storage banks from floor to ceiling.
7. **Airlock/Mecha Bay Control Station.** This series of control consoles is one of three on this level. Between them, they are capable of opening or closing any airlock or mecha bay door in Compartment 4. They can also control any blast door, force field, moving sidewalk, lift/drop tube, or any other such internal feature of this Compartment.
8. **Auxiliary Command Center/Compartment Control Center.**
9. **Officers' Quarters.** This complex can house up to 3500 Zentraedi officers and VIPs in comfort (no crowding).
10. **Zentraedi Gymnasium.**
11. **Mecha Bay.** It has a capacity for 14,000 individual mecha.
12. **Weapon Bay.** An armory for the whole level. Inside are thousands of Zentraedi hand weapons, and storage racks for thousands of short- and medium-range missiles.
13. **Rec Room.**
14. **Holographic Simulator.**
15. **Officer's Mess Hall & Lounge.**
16. **Mecha Bay.** Storage for 50,000 mecha, 30 Reentry Pods, 10 Robotech Assault Carriers, and opens to space when needed.
17. **Auxiliary Life Support Station** for this level.
18. **Nutrient Dispensary.**
19. **Waste Disposal.**
20. **Water Supply.** Drinking water reservoir.

COMPARTMENT FIVE

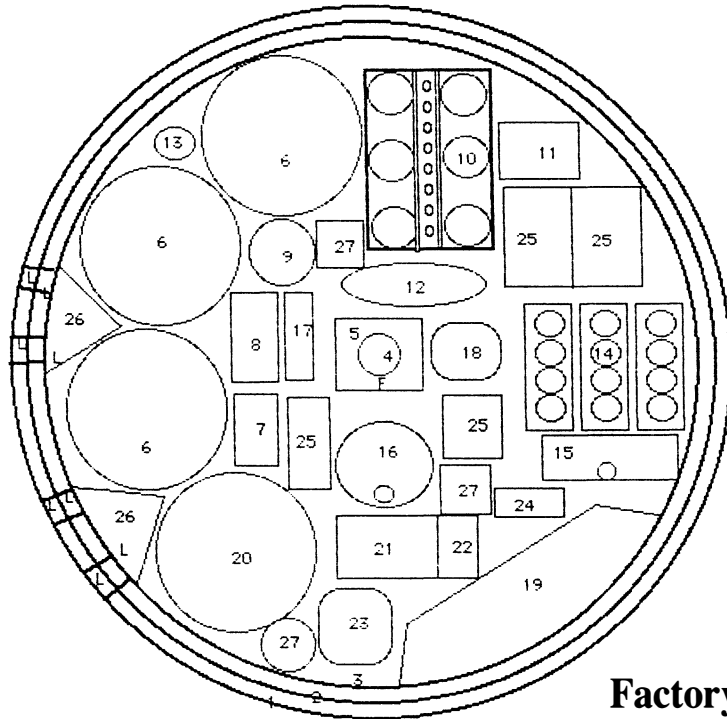
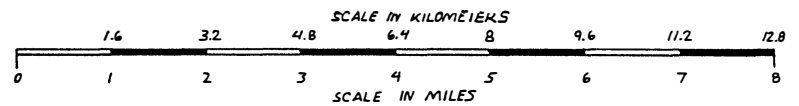
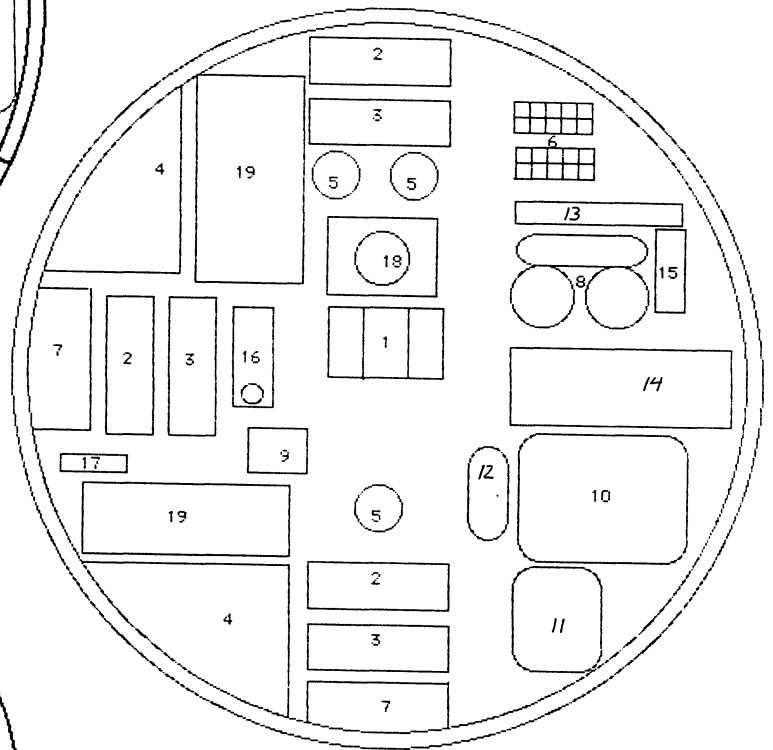
This is the factory's mechanical unit storage and design center. Ceiling height on this level is about 600ft (183m).

1. **Cargo Elevators.** These run the height of the Compartment, but cannot extend to others. Each can carry about 5000 tons.
2. **Maintenance Drone Holding Area.** Stores 4000 Heavy Labor Drones. 1-50% chance of encountering a patrol of 1D4+1 Primary Defense Drones.
3. **Combat Drone Holding Area.** Stores up to 6,000 internal combat units for future use. 1-58% chance of encountering a patrol of 1D6 Primary and 1D4 Secondary Defense Drones.
4. **Cargo Drone Holding.** Each bay has 12 large external airlocks and holds 400 drones. Roll: 1-40% chance of encountering 1D6 Cargo Drones, 41-60% run into 2D6 Heavy Labor Drones, 61-70% One Technical Service Drone, 71-80% One Secondary Defense Drone, 81-00% None.
5. **Remote Observation Drone Hold.** Stores 500 drones each.
6. **Robotic Maintenance Section.** This area has 2,000 separate maintenance stalls, each of which can hold one robot. The stall is fully automated, and cannot be controlled manually. They are not able to repair anything other than Hypercomp's robots. Drones are always in this area. Roll for Random Encounter.

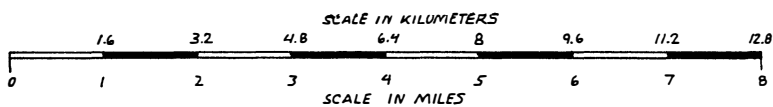
Factory Deck Plans: Compartment Four



Factory Deck Plans: Compartment Five



Factory Deck Plans: Compartment Six



7. **Drone Repair Bay.** Damaged robots are brought here to be repaired by automated machinery. Up to 1200 drones can be handled at once.
8. **Internal Component Design Center.** This multistory complex houses the machinery that designs Hypercomp's robots. The complex specializes in actual mechanical parts, like limbs, arms, spare parts, and so on. Completely automatic. Drones are always in this area. Roll for Random Encounter.
9. **Organic Life Forms' Lounge:** Designed primarily to accommodate visiting Robotech Masters.
10. **Protoculture Storage:** House tons of protoculture energy cells and generators for drones and mecha. Guarded by patrol of four Omega, 2D6 Primary, and 1D6 Secondary Defense Drones.
11. **Modification Shop.** Handles structural and internal repairs for robotic units. 2D6 Technical Service Drones will always be hovering around this area.
12. **Masters' Systems Research:** A facility for the Robotech Masters to examine, dissect, build, and design mecha, robots and machinery.
13. **Robot Systems Analysis.** Inside are programming and debugging stations, and various testing areas for weapons and equipment.
14. **Programming Modification Complex.** This area is nothing but hundreds of banks of computer interface stations where robots report to have their programs changed. Think of it as a school for Hypercomp's "children."
15. **Base Programming Center.** The computers in this section do the actual program writing and debugging before they are given to the robotic network at location 14. Hypercomp personally supervises all work done here.
16. **Control Center.** This is the controlling complex where humans would run the operation if Hypercomp was incapacitated. Since Hypercomp directs all of this Compartment's activities directly, it does not have to use this area at all; destroying it will not affect Hypercomp at all.
17. **Control Monitor Station.** Can monitor and display activity on this entire level, as well as damage reports and operations status.
18. **Auxiliary Power Station:** Can supply energy to levels 5-6 for centuries (1D6 × 100 years)
19. **Supply Center.** Holds raw materials for the production centers.

GM Note: This is by far the most active level of the factory right now. An attack on any complex here will bring an entire squad of 1D4 + 10 Omega Defense Drones within 1D4 melees. Reinforcements (1D4 × 10 Primaries and Secondaries) will respond within 2 melees after that.

COMPARTMENT SIX

The central engineering core. Here is stored vast quantities of protoculture matrices, as well as the power plant, space fold system, and everything else that helps run the factory on a day-to-day basis. Ceiling height on these levels is about 1000ft.

1. **Reinforced primary hull** with weapon hatches and access corridors.
2. **Reinforced Secondary hull**, as strong as the primary hull (same M.D.C.)
3. **Inner hull**, with same M.D.C. as primary hull.
4. **Hypercomp Access Portal.** Same as #8 in compartment Three.
5. **Defense Perimeter and Access Lock for Hypercomp.** This area is always guarded by 1D6 × 20 Omega Defense Drones, twice that number of Secondary Defense Drones, and three times that number

of Primary Defense Drones. The surrounding walls are accessible only through blast doors and force fields.

6. **Protoculture Matrix.** This is where much of the factory's active protoculture is stored.
7. **Engineering Control Center.** This complex houses all of the major controls needed to activate the space fold system, the primary and auxiliary thrusters, life support, and power systems aboard G-95. It can override any other controls on the factory.
8. **Weapons Control Center.** Every control for every weapon aboard the factory can be accessed from here.
9. **Power Station.** An auxiliary power plant to maintain level six in case of an emergency.
10. **Main Space Fold System.** The system is here, but it can only be controlled from the bridge, or by Hypercomp. It is heavily armored and can take a large amount of damage before ceasing to function (20,000 M.D.C.). Guarded by 1D6 × 10 Primary Defense Drones, 1D4 × 10 Secondary, 20 Omega Defenders and 1D6 Technical Service Drones.
11. **Thruster Beam Control.** Controls the output and directional alignment of both the primary and auxiliary thruster beams.
12. **Power Distribution Complex.** Gauges and readouts tell operators where power is distributed, energy consumption, efficiency, and provide vdata for damage control. Controls output to the whole factory. Guarded by 1D4 × 10 Secondary Defense Drones.
13. **Protoculture Distribution Complex.**
14. **Reflex Furnaces.** A primary power source; heavily armored: 40,000 M.D.C.
15. **Reflex Control Center and Observatory.** A command bubble that allows direct overseeing of the furnaces in action.
16. **Protoculture Chamber and Stasis Chamber.**
17. **Sensor Network Control Section.**
18. **Communications Network Control Section.** All of G-95 communications systems are controlled from this location.
19. **Mecha Navigational Override System.**
20. **Water Reservoir.**
21. **Main Life Support System**
22. **Main Gravity Control**
23. **Water/Nutrient Dispensary.**
24. **Factory Navigation**
25. **Mecha Bay.** Can hold about 8000 mecha or drones.
26. **Holding Bay.** Mecha or drones can be released through these bays.
27. **Drone Storage.** 3600 drones.

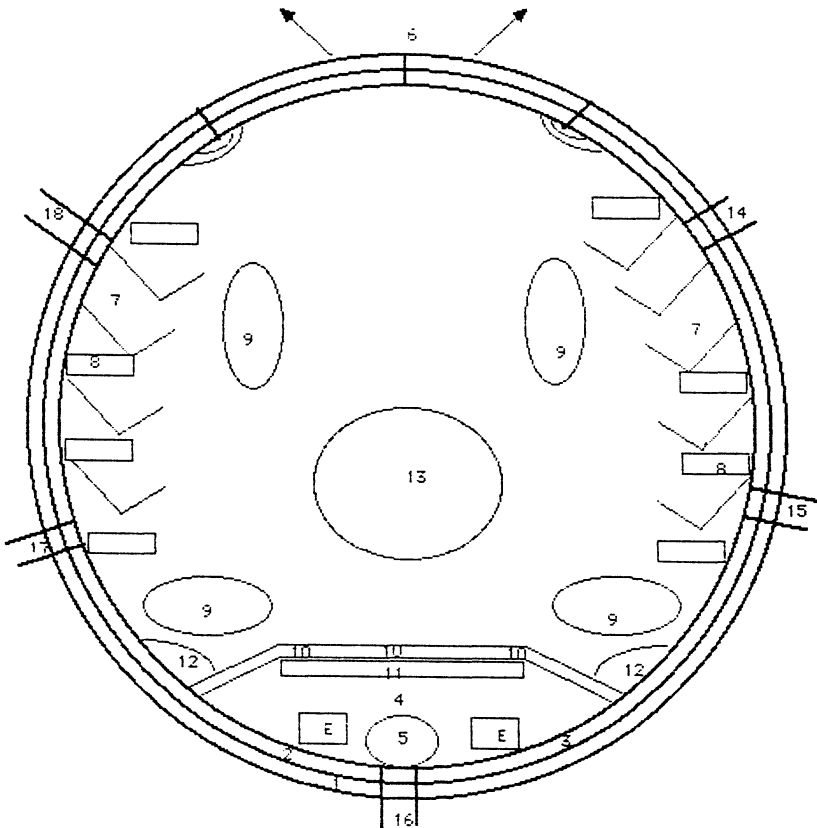
A TYPICAL ROBOTECH FACTORY POD

Repair/Construction Bay: Has 80 levels (or the equivalent) all to itself. This cavern is where all of the major ship construction and related work takes place. It measures about 24,000 feet in height, or about 4.55 miles (7.3m).

Diameter: Normal factory: 4 to 5 miles (6.4-8km), G-95: 8 miles (12.8km). The Central Factory (main, center body) is normally about 10 or 12 miles (16-19km), but the G-95's is 20 miles (32km).

Number of Factory Pods:

Four small, plus one large central factory. The four small pods are connected to the Central Body by long transport tubes or "stalks."



1. **Reinforced primary hull** with weapon hatches and access corridors.
2. **Reinforced Secondary hull** as strong as the primary hull (same M.D.C.).
3. **Inner hull** with same M.D.C. as primary hull.
4. **Control Center.** Robotech Masters can control and coordinate activity for the entire Compartment from here. Filled with readouts, displays, and consoles. Contains very extensive communication systems for intership and ship-to-factory service.
5. **Command Bubble.**
6. **Armored Access Doors** with three times normal hull M.D.C. They can be controlled only from the Control Center or by Hypercomp.
7. **Grappler Arm Network.** Arms are 2500ft (762m) long and attach themselves to the ship's hull; the ship is then secured to a holding berth. *Hundreds of thousands* of arms are in here, extending from the walls to make repairs and construction.
8. **Magneto Linkage System.** Once secure, the ship is magnetically linked with the hull of the factory.
9. **Supply Lifts.** These are like giant hover platforms, transporting materials to wherever needed. Each can create its own gravity field to prevent supplies from falling off, and can carry 5,000 tons of materials.
10. **Airlocks.** These are for Masters who wish to personally visit an area of the docking bay.
11. **Crew Area.** Used for crewmen who are preparing to enter the bay or who are disembarking from the ship. Not really a lounge; more like a big vestibule.
12. **Drone Transfer Airlock.**

13. **Drone Holding Area.** Up to 15,000 work drones can be held here for assignment as necessary.

14. **Airlock to Pod 1.** This lock measures 1200ft/366m in diameter, and has 15,000 M.D.C.

GM Note: The supply warehouses are located on the ten lowermost levels of this Compartment (71-80). Between the ten of them, they carry enough raw materials to construct a small fleet of starships, say about one hundred million tons' worth, or ONE Robotech Masters' Mothership. Also note that this entire work bay is completely shut down during any space maneuvers that the factory undertakes.

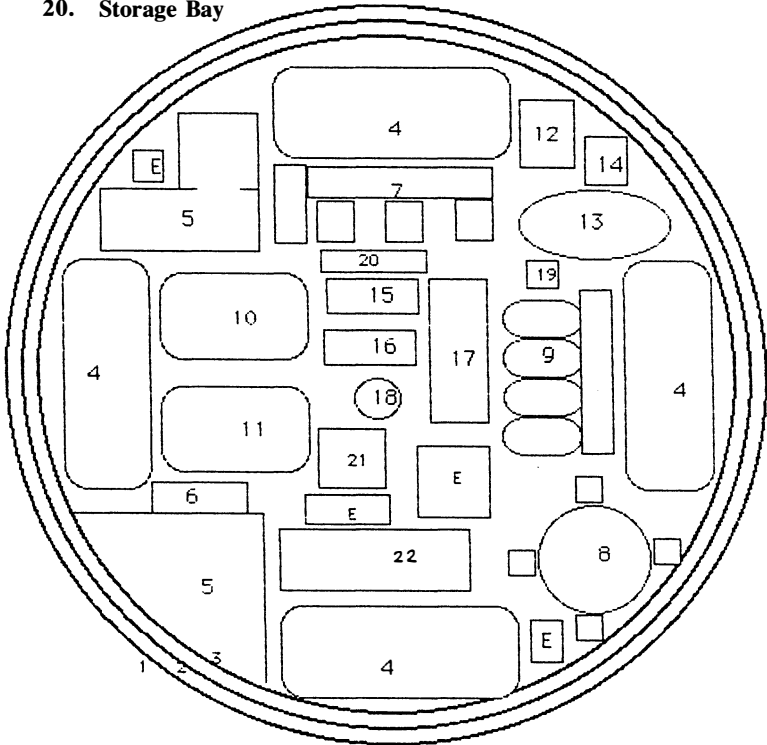
A TYPICAL MECHA CONSTRUCTION LEVEL

This whole area houses the fantastically huge mecha construction bays where every known form of Robotech-based war machine can be designed, programmed, debugged, and mass-produced by the thousands. Storage facilities take up about one-third to one-half of the area. Each Factory Pod has two (2) such levels, while the Central Factory has four (4). E means an elevator (not a lift or drop tube).

1. **Reinforced primary hull** with weapon hatches and access corridors.
2. **Reinforced Secondary hull** as strong as the primary hull (same M.D.C.).
3. **Inner hull**, with same M.D.C. as primary hull.
4. **Materials Storage Area.** An immense complex of warehouses which store raw materials for the manufacturing centers.
5. **Mecha Storage Bay.** Holds 40,000 to 60,000 Zentraedi mecha or drones, with airlocks for exit into space if necessary.
6. **Weapons Locker.** Holds 2D6 × 10,000 Zentraedi laser pistols and laser rifles, plus 2D4 × 10,000 suits of standard body armor.
7. **Class 1 Manufacturing Center.** Cranks out the simpler items. Standard Zentraedi Combat Gear, Tactical Battle Pods, and Reconnaissance Scout Pods.
8. **Class 2 Manufacturing Center.** More complex items. Heavy and Light Artillery Pods, Officer Pods, and Male Power Armor.
9. **Class 3 Manufacturing Center.** Heavy-duty items. Officer's Pod Armored Vehicles, Fighter Pods and Female Power Armor.
10. **Class 4 Manufacturing Center.** Constructs Bioroids.
11. **Class 5 Manufacturing Center.** Manufactures very large Zentraedi items, and all Bioroid items. Theatre Scout Recon Pods, Recovery Pods, Reentry Pods, Zentraedi Shuttle Craft, Bioroid Hover Craft, Bioroid Blasters, Laser Drums, Robotech Assault Carriers.
12. **Programming Center.** Reserved for mecha only. All onboard mecha computers go through here to pick up their address codes and basic programs.
13. **Mecha Modification Center.** All mecha requiring structural or integral changes get them here.
14. **Pilot Indoctrination Center.** This is where Bioroid clones are programmed.
15. **Mecha Debugging Center.** This complex is where defective mecha are examined and repaired. The pilot is always issued a brand new mecha, and defective examples are always studied very thoroughly by Hypercomp's technical drones just to see if the man-

ufacturing program is to blame; if it is, a big overhaul of the whole system is in order.

16. **Bioroid Programming Center.** The bioroid clones receive all of their “combat training” here. The procedure is like that used to give clones new memory templates, but applies to combat instruction only. Training is always supervised by a Clone Master.
17. **Central Repair Station.**
18. **Control Tower.** Exactly what it sounds like. An 800ft tall tower where the Compartment overseer stays and watches over the production lines. This area has the ability to control every facet of the Compartment’s operations, including the assembly lines, the repair berths, the distribution of materials and products, everything. It also contains a communications network (but no longer range abilities), independent life support and power supply, research labs, food supply, lounges and living quarters for 1200 Masters.
19. **Monitor Station.** Can tune in to watch over any part of the level.
20. **Storage Bay**



G-95 RANDOM ROBOT ENCOUNTERS

ENCOUNTERS IN MAN-SIZE TUNNELS

Man-sized tunnels are the smallest of the various access tunnels, conduits, and vents on the Robotech Factory. The advantage of using these tunnels is that none of the G-95’s robots can fit inside them. The disadvantage is that the only human mecha that will fit is the cyclone. Note that many human vehicles, such as the hover cycle and jeep, can maneuver easily inside these tunnels. **Typical tunnel size** is 14 feet (4.2m) wide and 14 feet high (ceiling height).

Actual encounters are limited to the interior defense system: laser and missile turrets and containments, and environmental problems. The factory’s sensor network does not cover these small tunnels well at all,

thus characters in cyclones, vehicles, or on foot can travel the tunnels with little fear of detection.

ENCOUNTERS IN MECHA SIZE TUNNELS

Most tunnels will be large vent shafts and conduits which measure between 60 to 80 feet (18 to 24.4m) wide and 80 to 200 feet (24.4 to 61m) high. This means all of the factory’s drones may be encountered, as well as hidden weapon turrets.

ENCOUNTERS IN ROOMS, CORRIDORS, AND FACTORY FACILITIES

Any of the robots and internal defense mechanisms can be encountered in the rooms and corridors of the Robotech Factory.

A typical corridor will measure 300 feet (91.5m) wide and 400 feet (121.9m) tall; some are twice as large.

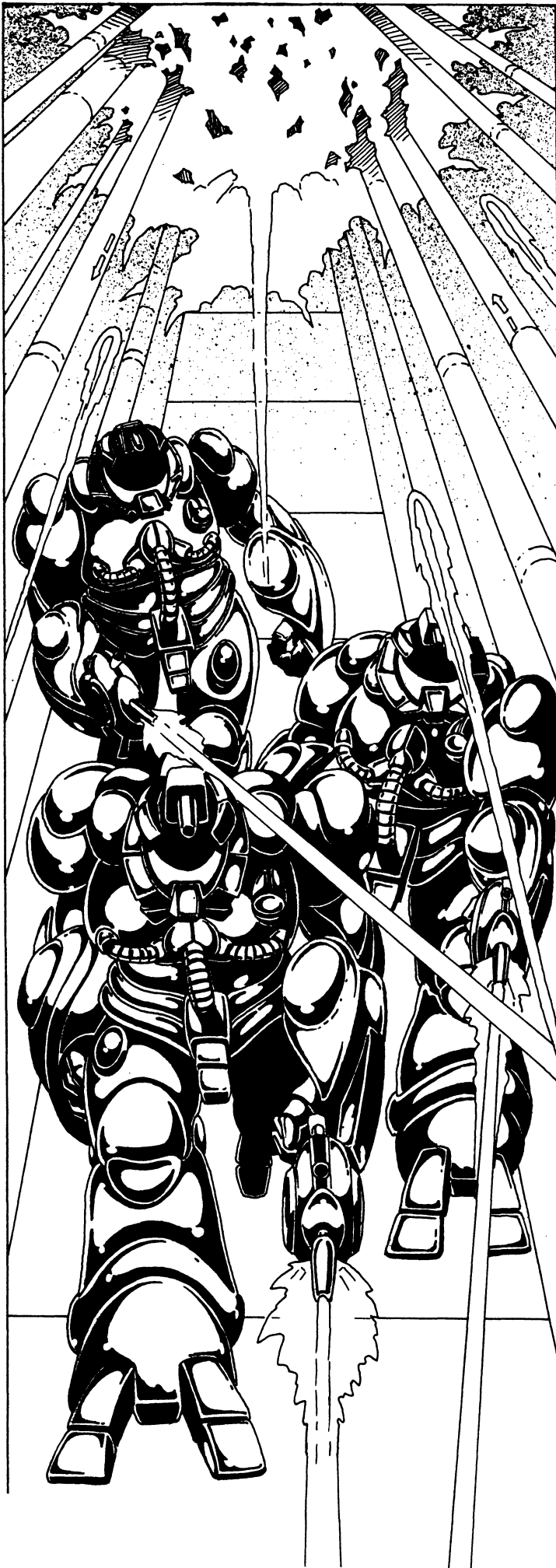
Rooms as humans think of them are not common to most of the factory. Rooms, in the conventional sense are found only in the living areas designed for the Zentraedi and Robotech Masters. All other chambers will be huge storage areas. The smallest storage chamber will be the size of a football stadium, while the largest may be a mile or two long (1.6 to 3.2km) and a half mile (.8km) to the ceiling. They may contain water, raw ores, processed metal, mecha scraps, or finished electronics.

80% of the factory is just that, factory. Huge automated facilities that stretch four and five miles long (6.4 to 8km) and a mile or two high, like gargantuan caverns composed of metal and machines. Strange mechanical appendages dangle from the dome ceiling and protrude from the floor and walls like stalagmites and stalactites. The giant construction robots scurry about like cave spiders, each with its appointed task. Meanwhile, the defense drones lurk in the shadows, ever vigilant, to strike down intruders who might threaten the factory.

RANDOM TUNNEL AND CORRIDOR ENCOUNTER TABLE

This table is applicable to all *mecha-sized tunnels* and corridors. All weapons and robots fight until destroyed or incapacitated. Roll every 20 minutes or as needed (GM’s discretion).

- 01-06** A Mega-Laser and Missile Turret pops out of the ceiling. Everybody roll for initiative. The turret will open fire immediately, using lasers first and missiles next.
- 07-12** One lone Omega Assault Drone. It will attack on sight. 1D4 + 1 Heavy Laser Turrets erupt from the walls, shooting at everything.
- 13-20** One Secondary Defense and two Primary Defense Drones are on the prowl. They open fire the moment an intruder is sighted.
- 21-27** 1D6 Heavy Labor Drones spring from the shadows and attack.
- 28-35** A Technical Service Drone is busy working on some damaged area of the tunnel. It will react as follows; roll:
 - 01-20 Completely ignores intruders unless attacked.
 - 21-40 Turns to attack the closest target! Will fight until all intruders are eliminated or it is destroyed. Does not call for aid.
 - 41-60 Will ignore intruders as long as they remain 200 feet (61m) away or farther. It will attack anyone who ventures nearer with its heavy laser. However, if the intruders retreat to at least 200 feet (61m) away, it will ignore them and go back to work.
 - 61-80 Attacks and pursues any intruder(s) while it radios for help. 1D4 Primary Defense Drones will arrive at its coordinates within 2D4 melees. 1D4 Secondary Defense Drones will arrive within 3D4 melees. This will also alert the main computer to the presence



and general location of the intruders. Robot patrols are doubled. Roll for encounters twice as often.

81-00 Obviously observes the intruders, but does not attack unless it is attacked. However, it does radio the location and direction of intruders. 2 Secondary Defense Drones, 2 Primary Defense Drones and one Omega defender will arrive within 2D4 minutes to exterminate the intruders.

36-41 1D6 Primary Defense Drones on patrol. They attack intruders on sight and fight until destroyed. They will not communicate with the main computer unless their foe seems to be the victor. However, if the characters can liquidate them within 10 melees, the drones will not have a chance to contact the main computer.

42-46 One lone Observation Drone. It will follow and observe human activity. If attacked, it can summon a group of (roll again):

01-20 1D4 Cargo Drones

21-40 1D4 Primary Defense Drones

41-60 1D4 Omega Drones (one is on a hover craft)

61-80 2 Secondary Defense Drones

81-00 1D4 Heavy Labor Drones

47-50 1D4 Primary Defense Drones and one Omega Defense Drone on patrol. They attack intruders on sight and fight until destroyed. They will not communicate with the main computer unless their foe seems to be the victor. However, if the characters can liquidate them within 10 melees, they will not have a chance to contact the main computer.

51-54 There is a loud clank 200 feet (61m) behind you as a containment wall locks into place (50 M.D.C.). Suddenly, a second containment wall drops down 20 feet (6.1m) in front of the lead character, effectively boxing everybody in. The only way out is to cut or blow through one of the walls. 1D4 Primary Defense Drones and one Observation Drone will arrive to investigate within 2D4 minutes.

55-61 2D4 Light Laser Turrets erupt from the walls, firing at all interlopers. 1D4 Primary Defense Drones will come to investigate within 3D4 melees.

62-64 1D4 Heavy Laser Turrets pop out of the floor 200 feet (61m) behind you and open fire.

65-67 Cargo Drone passing by; 1-20% chance it will attack.

68-74 Suddenly, a containment wall slides down from the ceiling in front of you. Moments later, 1D4 Light Laser Turrets spring out of the ceiling 400 feet (121.9m) behind you and open fire.

75-77 Two Heavy Laser Turrets slide out of both walls (total of 4 turrets) and begin firing. Six melees later (90 seconds), 1D4 Light Laser Turrets descend out of the ceiling 100 feet (30m) behind the four turrets and open fire.

78-80 1D6 Heavy Labor Drones; will fight only if they're attacked.

81-85 A containment wall slides in between the characters, dividing the group in half.

86-90 1D6 Heavy Labor Drones; attack immediately.

91-95 One Heavy Laser Turret rises out of the floor and begins to fire. A Technical Service Drone comes to investigate 1D4 melees later. It will attack the intruders on sight. If it can be destroyed within 6 melees it will not get a chance to call for reinforcements.

Roll to determine the type of reinforcements:

01-06 Another Technical Service Drone

07-33 1D4 Secondary Defense Drones

34-50 1D4 Primary Defense Drones

51-67 One Cargo and 1D4 Heavy Labor Drones

68-84 One Secondary and 2 Primary Defense Drones

85-00 1D4 Omegas on hover crafts

96-97 A containment wall drops down directly in front of the intruders. Two seconds later, another containment wall slams into place 200 feet (61m) behind them. 1D4+1 Light Laser Turrets spring from the wall, shooting. At that same instant, one Heavy Laser Turret drops out of the ceiling and also opens fire.

98-00 One Omega Drone on a hover craft, 2 Heavy Labor Drones, 1D4 Primary Defense Drones, and one Secondary Defense Drone.

RANDOM ENCOUNTERS INSIDE THE FACTORY

Roll every 10 minutes
or as needed

- 01-03** Two Observation Drones; will alert Hypercomp to the characters' presence unless destroyed within 2 melees.
- 04-07** 1D4 Heavy Laser Turrets pop out of the floor 200 feet (61m) behind you and open fire.
- 08-14** 1D6 Secondary Defense Drones on patrol. They attack intruders on sight and fight until destroyed. They will not communicate with the main computer unless their foes seems to be the victors. If characters can liquidate them within 10 melees, the drones will not have a chance to contact the main computer.
- 15-21** One Heavy Labor Drone. It will react as follows; roll:
01-20 Completely ignores intruders unless attacked.
21-40 Turns to attack the closest target! Will fight until all intruders are eliminated or it is destroyed. Does not call for aid.
41-60 Will ignore intruders as long as they remain 500 feet (152.4 m) away or farther. It will attack anyone who ventures nearer with its laser welding arm. However, if the intruders retreat to at least 500 feet (152.4 m) away, it will ignore them and go back to work.
61-80 Attacks and pursues any intruder(s) while it radios for help. 1D4 Primary Defense Drones will arrive at its coordinates within 2D4 melees. 1D4 Omega Drones will arrive within 4D4 melees. This will also alert the main computer to the presence and general location of the intruders. Robot patrols are doubled. Roll for encounters twice as often.
81-00 Obviously observes the intruders, but does not attack unless it is attacked. However, it does radio the location and direction of intruders. 1D4 Primary and one Secondary Defense Drones will arrive within 1D4 minutes to exterminate the intruders.
- 22-27** 2D4 Primary Defense Drones on patrol. All fight till destroyed. If the characters can liquidate them within 12 melees, no reinforcements will be summoned. Otherwise, reinforcements will include 1D4 Primary Defense Drones, and 1D4 Heavy Labor Drones.
- 28-34** 1D6 Technical Service Drones and 1D6 Heavy Labor Drones are busy working. They will attack only if any one of them is attacked. They will not report intruders unless attacked.
- 35-40** 1D4 Mega-Laser & Missile turrets pop out of their place of concealment and open fire with lasers and missiles. The commotion will bring 2D6 Primary Defense Drones and 3D6 Heavy Assault Drones to investigate within 1D4 minutes.
- 41-47** 2D6 Heavy Work Drones and 1D4 Technical Service Drones are busy working. They will ignore the intruders unless they come within 600 feet (182.8m) of them. At that point, one of the Technical Drones and one of the Heavy Labor Drones will turn to attack. The others continue to work as if oblivious to the combat. There is a 1-50% chance that the sounds of combat will bring 1D4 Primary Defense Drones to investigate, 51-60% am Observation Drone.
- 48-53** One lone Heavy Assault Drone! If it can be destroyed within 6 melees, the group will remain unnoticed. Otherwise, 2D4 Heavy Labor Drones will arrive within 1D4 minutes.
- 54-60** One Heavy Laser turret rises out of the floor and begins to fire. An Observation Drone comes to investigate 1D4 melees later. If it can be destroyed within 2 melees it will not get a chance to call for reinforcements. Roll to determine the type of reinforcements:
01-25 One Technical Service Drone
26-50 2D6 Primary Defense Drones
51-75 1D4 Omegas and one Secondary Defense Drones
76-00 2D6 Cargo Drones
- 61-66** 1D6 Technical Service Drones and three Cargo Drones are busy working. They will notice any intruders within 3000 feet (914.4m) and charge to attack. If the intruders flee, they will give up the chase in 1D6 minutes, but will notify the main computer of the incident. A patrol of four Primary Defense Drones, one Omega on

- a hover craft, one Secondary Defense Drone and an Observation Drone will be dispatched to seek out and destroy the intruders. Or, combat with the worker drones will alert the 1D6 Primary Defense Drones in the area that there is trouble; they will join in the fight within 2 melees. An additional 1D6 Primary Defense Drones and 1D6 Heavy Labor Drones will arrive 2D4 minutes later .
- 67-69** 1D6 Mega-Laser & Missile Turrets descend from the ceiling 2000 feet (609m) ahead of you. Another 2D6 Heavy Laser Turrets spring from the ceiling area around the Mega-Turrets and fire.
- 70-73** Two Cargo Drones recognize intruders and attack.
- 74-79** Two Technical Service Drones rise out of an opening in the floor (a storage bay where they dock when not active) and attack. If they are destroyed quickly, within 12 melees, they will not get an opportunity to call for aid. Otherwise, another 1D4 Technical Service Drones will drop out of the ceiling above the combat area and be joined by 1D4 Heavy Labor Drones and 1D6 Primary Service Drones within a couple minutes.
- 80-84** 1D4 Light Laser Turrets rise out of the floor, shooting. 1D4 Light Assault Drones will come to investigate within 3D4 minutes.
- 85-86** One lone Omega defender on hover craft.
- 87-89** A nosy drone follows the group (or individual). It will not attack unless it is attacked or it sees the intruders attack another drone. Roll: 1-50 Technical Service Drone, 51-80 Heavy Labor Drone, 81-00 Cargo Drone.
- 90-95** One Mega-Laser & Missile Turret emerges from the wall and opens fire. There is a 1-40% chance that 1D4 Heavy Assault Drones will come to investigate.
- 96-00** A hub of activity: 4D4 Heavy Labor Drones, 1D6 Technical Service Drones, 2D4 Primary Defense Drones, and 1D4 Secondary Defense Drones are busy at work. They will notice any intruder within 3000 feet (914m) and converge to attack!

FREE FOR ALL MADNESS TABLE

Roll on this table ONLY if the Robotech Masters, with their Zentraedi, followed by a small force of Invid penetrate the factory. All hell is breaking loose and Hypercomp will be on the verge of self destruction or a space fold retreat. All enemies attack on sight!

- 01-05** 2D6 Secondary Defense Drones
- 06-10** 2D6 Invid Armored Scouts
- 11-15** 1D6 Tactical Battle Pods and 1D4 Light Artillery Pods.
- 16-20** One Pincer and 1D6 Shock Troopers
- 21-25** 1D4 Tactical Battle Pods and 2D6 Zentraedi foot soldiers in body armor and wielding assault rifles.
- 26-30** 1D6 Primary Defense Drones and 1D6 Omega Defense Drones
- 31-35** 2D4 Heavy Labor Drones lead by one Secondary Defense Drone with only 30 missiles.
- 36-40** 1D4 + 1 Blue Bioroids lead by one Red Bioroid.
- 41-45** One Zentraedi ace in Female Power Armor (fully armed).
- 46-50** 2D6 Bioroid Exterminators and two Science Masters.
- 51-55** 2D4 Invid Shock Troopers
- 56-60** Three Bioroid Invid Fighters
- 61-65** One Pincer and 1D6 Invid Armored Scouts
- 66-70** Red Bioroid on hover craft
- 71-75** 1D6 + 1 Invid Troopers
- 76-80** 1D6 Primary Defense Drones and one Secondary Defense Drone
- 81-85** 2D4 Zentraedi foot soldiers, 2 Tactical Battle Pods, led by one angry Officer's Pod.
- 86-90** Horrible battle between scores of Factory Defense Drones and Invid; characters will have to go around or risk 6D6 M.D. each from miscellaneous cross fire and be attacked by (roll again): 1-25 One Secondary Defense Drone, 26-50 1D4 Invid Shock Troopers, 51-75 1D4 Primary Defense Drones, 76-00 1D6 Armored Scouts.
- 91-93** One Officer's Pod, 1D4 Male Power Armor and 2 Bioroid Exterminators.
- 94-97** Two Omega Defense Drones on hover craft; 1D4 Omega Drones on foot, and two Heavy Labor Drones.
- 98-00** 1D6 Invid Enforcers, 2 Pincers, and 1D4 Shock Troopers.

THE REF MOON BASES

Very few people alive today (circa 2039-2045) are even aware that there were once five major military bases established on three of the planets our solar system; Moon bases Archimedes and Copernicus, Mars Bases Serra and Langdon, and Jupiter Base Io. All were fully established and in good operating condition when the Zentraedi fleet commanded by Commander Breetai arrived. The fleet knocked out **Mars Base Serra** immediately. The assault took less than three hours to execute, and the few survivors that managed to escape had nothing good to report about their alien adversaries. **Mars Base Langdon** suffered a similar fate about 15 years later, probably at the hands of an undetected Robotech Masters' mothership, but whether or not this is true was never confirmed. **Jupiter base Io** was simply never heard from again; whether or not life still exists there, nobody knows.

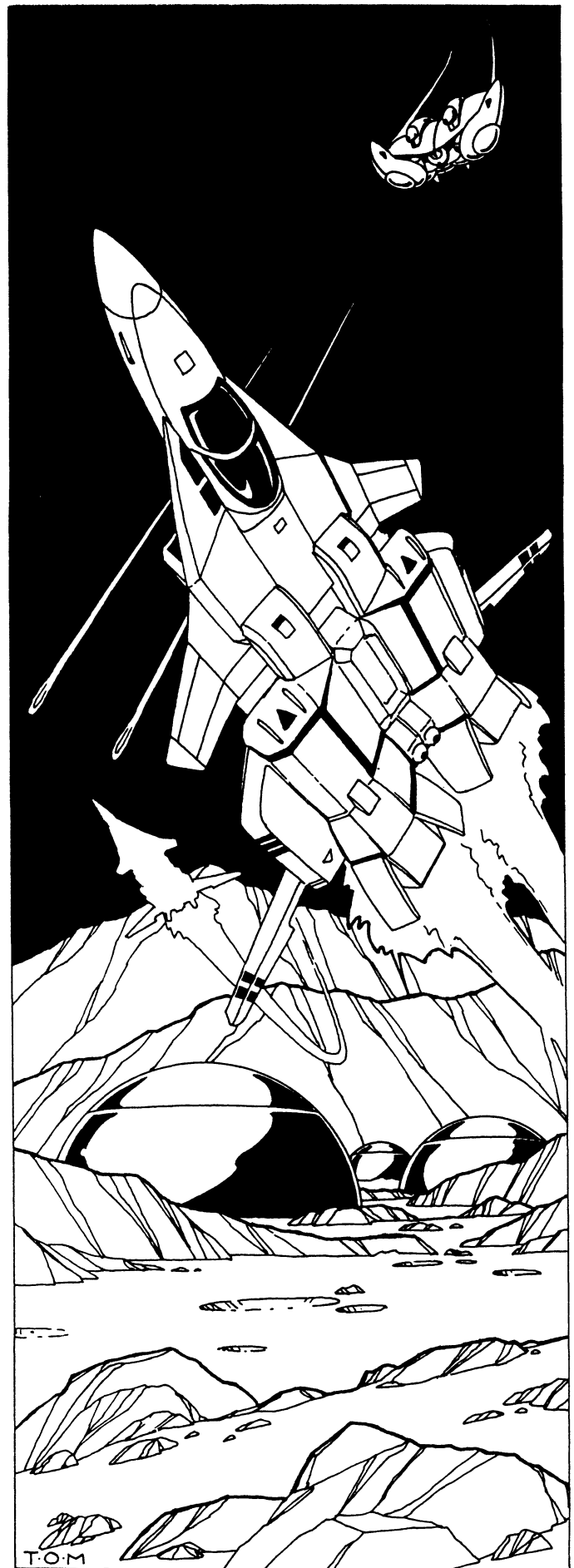
That left the two moon bases intact, and during the Second Robotech War both were instrumental in the support and resupply of the Tactical Armored Space Corps and Cosmic Unit. By the time of the Invid Regis' arrival, Moon Base Archimedes, was in many respects, an armed force in its own right. Thousands of mecha were stationed there, and tens of thousands of combat-ready Southern Cross troops. But, as with all of their primary targets, this base was eliminated less than an hour after the arrival of the Invid forces, blown away in a protoculture fireball.

Moon Base Copernicus was the sole legacy of the expansion of the human race into the solar system. Although ravaged by Invid patrols, the base survived by its people hiding and pretending the base was dead. The Invid destroyed all obvious sources of protoculture energy and abandoned the site. The commanders decided that the only alternative to total annihilation was for the base to sit quiet and wait for the REF to return. Their patience was rewarded by the arrival of the, by then, vast fleet of the Robotech Expeditionary Force. Although that force was also mostly destroyed in the final battle of Reflex Point, many hundreds of survivors and mecha were rescued by Copernicus Base. They are still there. Moon Base Copernicus is a secret and formidable Robotech base, ready once again to do what they can to recapture Earth for the sake of humanity.

MOON BASE COPERNICUS

Initial construction began in July of 2000, and was made complete by late 2007. The first incarnation of Copernicus was barely one-fifth of what it is today, and less than one hundred scientists were meant to inhabit the place at any one time. But when the much larger Moon Base, Archimedes, was destroyed by the Zentraedi, Copernicus served as a central locus for the reconstruction crews of the larger base to operate from. As a result, was rebuilt once more, only to be struck down by the Invid during their initial invasion of the Earth.

Copernicus, however, has been slowly growing, applying its scientific know-how to produce better sources of energy and more effective methods of producing food and materials and recycling wastes. Coper-



nicus is home to over 14,000 RDF, Southern Cross, and REF personnel and scientists, many of which are now families. For a long time they feared that they may be the last survivors of the human race. Currently, it acts as a secret human stronghold unknown to the Invid. To maintain their secret existence they can never return to Earth, but when they can, they will continue their fight against the alien tyrants.

MOON BASE COPERNICUS

Space Research Colony Station; Underground Defensive Network

Crew & Troops

Crew: Base Command Staff: 87; 1 Base Commander, 1 First Officer and Second in Command, Mission Team (42 Communication Engineers), Intelligence Team (13 Electronics Engineers), and 30 support personnel. Military Command Staff: 47; 1 General, 1 Major General, Troop Observation Team (7 Mecha Pilots), Intelligence Team (18 Military Specialists), and 20 support personnel. Security Team: 154; 22 Military Specialists, 132 Cyclone Riders, under command of a Major General. Base Administrative Staff: 1 Chief Administrator, 11 Complex Administrators, and 120 Administrative Assistants. Medical Staff: 296; 64 Doctors, 96 Paramedics, 136 Nurses/Assistants. Science Staff: 210; 72 Field Scientists, 48 Researchers, 90 Lab Assistants. Technical Crew: 1280; 25 Base Engineers, 15 Starship Engineers, 120 Mechanical Engineers, 120 Electrical Engineers, 250 Bio-Maintenance Engineers, 750 Assistants/Laborers.

Troops: Veritech Pilots: 163 active, 260 reserve (423 total).
Destroid/Battloid Pilots: 120 active, 220 reserve (340 total).
Cyclone Riders: 400 active, 1200 reserve (1600 total).
Ground Troops: 185 active, 350 reserve, 535 total).
Base Support Personnel: 1000.
Other Personnel and Shuttle and Ship Crews: 8000.
Total Moon Base Personnel: 14,059.

MECHA COMPLEMENT

Veritech Fighters: 342 Total

113 Alpha Fighters:	45 Beta Fighters
48 VAF-6C	42 VBF-1A
36 VAF-6J	3 VBF-1S Shadow Fighter
24 VAF-6R	2 VF-1V Vindicator
5 VAF Shadow Fighters	

32 Hover tanks (Southern Cross, pg. 62)

97 RDF Veritechs (Robotech® RPG: Macross, pg. 47)

2 VT-1D (trainer)	8 VF-1S
32 VF-1A	28 VF-1S Supers
15 VF-1J	12 Armored

35 AJACS Space Copters (Southern Cross, pg. 59)

15 Logan Veritechs (Southern Cross, pg. 57)

Other Spacecraft: 3 Lancer Space Fighters (Robotech® RPG, pg. 69)

9 Searcher SFV (Robotech® RPG, pg. 70)

3 Cat's Eye Recon (Robotech® RPG, pg. 70)

37 Armored Veritechs

147 Southern Cross Battloids

72 Cosmic Unit Space Battloids (Southern Cross, pg. 67)

4 Tactical Corps Reconnaissance Battloids (Southern Cross, pg. 66)

51 Global Military Police Multi-Purpose Battloids (Southern Cross, pg. 64)

14 Civil Defense Corps Heavy Battloids (Southern Cross, pg. 69)

6 E.B.S.I.S. Soldier Battloids (Southern Cross, pg. 72)

103 Destroids: 10 RDF Raidar X No REF M.A.C. III

9 RDF Excalibers 2 RDF Spartans 7 REF Raidar X

8 RDF Gladiators 15 REF Excaliber 8 REF Spartans

1 RDF M.A.C. II 18 REF Gladiators 20 REF T.B.P.

Cyclones: 1600 Total 480 VR-038-LTs
960 VR-052 Battlers 320 VR-041 Sabers

Combat Ships and Shuttles: 48 Total

8 RDF Space Shuttles

4 T.A.C.S. Assault Shuttles (Southern Cross, pg. 83)

7 C.T.C. Troop Carrier Shuttles (Southern Cross, pg. 84)

2 D.S.S. Defender Shuttles (Southern Cross, pg. 85)

8 Garfish Troop Carriers

16 Horizont DTTS12

1 Perytonian Observation Shuttle (REF)

Vehicles of Note: 1 Titan, 21 AAT-40 Assault Transports, 30 AAT-30s, 20 AMR-10 Mecha Retrieval Vehicles, 16 ARRAV Rocket Launchers, 42 TCH-4 Tractor Haulers, 134 M.O.V. Moles, 148 ML-3 Forklifts, 224 Hover Cycles, 13 Perytonian Land Speeders, 54 Southern Cross Hover Transport Trucks (pg. 79), 512 Space Booster Packs (Southern Cross, pg. 86) and 96 Jet Packs (Southern Cross, pg. 87).

M.D.C. by Location:

Main Mission Level 1 — 800

Main Mission Level 2 — 500

All Other Level 1 Structures — 500 each

Access Hatches to Subterranean Strongholds/Bunkers — 600 each

Normal Security Hatches — 50 each

Surface Travel Tubes — 100 per 150ft length (45.7m)

Subterranean Travel Tubes — 50 per 150ft length (45.7m)

Laser Turrets (18) — 100 each

Medium Missile Turrets (12) — 100 each

Heavy Missile Turrets (10) — 200 each

Tube Station Airlock (22) — 350 each

Important Note: Since the remainder of the base is underground, there is no way for normal surface weapon attacks to destroy it quickly or easily. The only weapons which will do appreciable damage to the subsurface caverns are the immense particle beams used by the Zentraedi starships and the Robotech Masters' mother-ships. Such a blast from one of these weapons will completely destroy an entire station complex. Thus, to rout the human refugees completely, the enemy must send in ground troops.

OUTER WEAPON SYSTEMS

1. **High Powered, Rapid-Firing, Laser Cannons (18)** are placed, around the base, in armored turrets just beneath the surface of the moon. The turrets are raised in times of attack, and are covered by camouflaged lids when not in use. Each one has a 360 degree area of rotation, and can turn to fire in a 90 degree angle, straight up.

Primary Purpose: Assault/Anti-Ship

Secondary Purpose: Defense/Anti-Missile

Range: 50 miles (80km)

Mega-Damage: 3D6 × 10 per blast.

Rate of Fire: Six blasts per melee.

Payload: Unlimited.

Bonuses for "close combat," within 5 miles: +4 to strike.

2. **Medium Range, Missile Launchers (12)** are installed much the same way as the lasers, in armored turrets that are raised for combat. Each has a 360 degree rotation, and a 75 degree angle of fire.

Primary Purpose: Assault/Defense

Range: Varies with type of missile used, but at least 40 miles (64.3km).

Mega-Damage: Varies.

Rate of Fire: Missiles may be launched individually, or in volleys of 2, 4, or 6 per melee. Each volley counts as one attack.

Payload: Each turret holds 30 missiles in firing positions. In order to be reloaded, the turret must descend below the surface; a complete (30 missiles) reload requires one full melee. 180 missiles, per turret, are available.

- 3. Long Range Missile Launchers (10)** are used to take out or damage large starships and troop carriers. Each can rotate 360 degrees and has a 75 degree angle of fire.
Primary Purpose: Assault/Anti-Ship
Range: Varies with type of missile used, but *at least 40 miles (643km)*.
Mega-Damage: Varies. Reflex warheads are always used (reflex heavy, or multi-warhead).
Rate of Fire: Missiles may be launched individually, or in volleys of 2, 4, 6, or 8 per melee. Each volley counts as one attack.
Payload: Each turret holds 24 missiles in firing positions. In order to be reloaded, the turret must descend below the surface; a complete (24 missiles) reload requires two full melees. 120 missiles, per turret, are available.

- 4. Mecha and troops** can be deployed at a moment's notice.

Note: All of these systems are controlled from the *Automated Defense System Station* located on Level 5 of the Troop Base. The Hand to Hand attacks of the gunner who controls the firing turret(s) is used to determine the number of attacks that the turret in question can utilize unless otherwise stated.

Special Equipment of Note: Long-range laser and satellite relay communications, long-range radar (1000 miles/1600km), long-range sensor identification and tracking system (1000miles/1600km). Hyperspace communications are **not** possible.

COPERNICUS FLOOR PLANS

MAIN MISSION

Level One

Flight Traffic Control Tower **Ceiling Height: 25ft/7.6m.**

- 1. Holographic Display Globe.** This 25ft diameter sphere is of the air space within a 1000 mile radius of the base. It can identify 3000 targets, display location, size of the contact, trace its trailing course for 250 miles or its intended course for 50 miles, and show friendly or hostile status.
- 2. Holographic Sphere Controllers.** These consoles are where the sphere coordinators sit. They change the position of the globe and alter the contacts within as they receive information from other parts of the base. Crewed by 4 Communications engineers.
- 3. Ship Directional Monitors.** These banks of controls receive signals from the transponders of friendly ships and shuttles and feed this information to the operators who direct the actual flight lines of landing and departing ships. Each bank is crewed by 4 Communications Engineers.
- 4. Fighter Directional Monitors communications.** The same as 3, above, but for veritechs. Each bank is crewed by 16 Communications Engineers, and 2 Veritech Fighter Pilots.
- 5. Shuttle Directional Monitors.** The same as 3, above, but for shuttles and civilian transport flights. Crewed by 8 Communications Engineers.
- 6. Spiral Staircase.** Leads to Main Mission Level 2.
- 7. Tactical Monitoring:** Military advisors monitor the combat on the holographic sphere to offer advice to the Command Center on level 3. Crewed by 8 to 12 military advisors and 612 communications Engineers.

Level Two

Main Entrance **Ceiling Height: 15ft/4.6m.**

- 1. Tube Station.** Leads to Power Station. All of these airlocks are 10ft×10ft airlocks, usually left open, but can be closed from the inside or outside. They can only be locked from the inside.

- 2. Tube Station.** Leads to Troop Base. Same as 1.
- 3. Tube Station.** Leads to Air Base. Same as 1.
- 4. Tube Station.** Leads to Living Area: Same as 1.
- 5. Administration Area.** This is where most of Main Mission's paperwork is done by the Base Administrator and his staff. There is a large desk with a computer console here, a bank of security monitors tied into the Main Mission intercom system, and a small communications console, allowing calls from other parts of Main mission to come in to this area. Due to these latter two systems, the base Chief of Security and his men use this area as a central location. Crewed by 4 Administrators and 3 Cyclone Riders.
- 6. Ready Room.** A security/lounge area for off-duty personnel who are on-call. A Monitor console allows the operator to see anywhere on this level, including each detention cell, the hallways, and the Squad Room. There are a few comfy chairs present, as well as a coffee brewer, a refrigerator, a bookcase, and 6 bunks.
- 7. Detention Center.** There are five cells here, each with a total prisoner capacity of 10. There is a desk against the wall where the on-duty guard stays. Each cell is walled on three sides, but is barred on the side facing the desk. This place rarely sees any real criminals; disorderly drunks and fist fight contestants are far more common.
- 8. Armory and Squad Room.** The armory contains 25 Badger Sub-machineguns with 25 clips each, 25 Wolverine Assault Rifles with 20 clips each, 25 Weasel M-37 Auto-pistols with 10 clips each, and 25 FAL-2 Pulse Laser Rifles with 5 E-clips each, 48 CVR-3, 12 VR-052 Battler Cyclones and 32 Spacesuits. The door is kept locked at all times, with the key entrusted to the Chief of Security. The Squad Room takes up about two-thirds of the area, and gives 8 troops a chance to change into or out of Cyclone armor for deployment on this level, or on others. Crewed by a security team of 8 cyclone riders.
Note: Areas 5-8 all have bulletproof glass surrounding their hallway-facing sides from about 4ft off the floor to the ceiling. Each pane has a M.D.C. of 10. The glass is not soundproof, however.
- 9. Main elevator:** The main elevator measures 25ft (7.6m) on a side, and connects this level with all of those beneath it. The elevator is not fast, travelling about 3ft per second, but can take loads of up to 25 tons.
- 10. Spiral Stairs.** Leads to Level One, above.

Level Three

Command Center **Ceiling Height: 100ft (30.5m).**

- 1. Flat Screen Display.** Three two-dimensional video screens, each measuring about 100 feet (30.5m). Transmissions, tapes, video recordings, and instrument readouts may be projected onto these screens upon request from the command balcony (#7).
- 2. Holographic Sphere.** Functions like the globe in Level 1, but is twice as large (50ft diameter), and can display any tactical and strategic data requested by the base commander. This unit can display up to 6000 targets and simulate actual troop and space craft movement as it happens. It is also controlled by location 7.
- 3. Main Elevator.**
- 4. Communications Console.** Generally used to route transmissions through the Communications Center on Level 4. This console is used as a second coordination location to let selected communications traffic into the Command Center. Crewed by 10-20 Communications Engineers.
- 5. Security Console.** Allows transmission and reception between the Command Center and Troop Base, Air Base, and to the Chief of Security, upstairs. Allows Command Center Personnel to access internal monitors all over the base. Crewed by 4-8 Communications Engineers.

6. **Electronic Intelligence Station.** Receives data from all over the base, especially from the Communications Center on Level 4. This information is usually relayed to the Command Balcony. Crewed by 1 Military Specialist and 6 to 12 Communications Engineers.
7. **Command Balcony.** This is where the Base Commander observes and directs the actions that go on in Command Center. From this position, the commander can access any or all other parts of Main Mission, or can use the channels made available to him by the Communications Center to talk to other commanders in other Stations of Copernicus. He does NOT have access to any strictly military communications frequencies, but he can call up the Combat Information Center upon request. Crewed by the Base Commander, 4 Communications Engineers, 2 Military Specialists, 2 Electrical Engineers, 6 Military Advisors and 6 VR-041 Saber Cyclone Riders (security).
8. **Main Computer.** Records, stores and analyzes information for later retrieval and/or judgement or appraisal. Total storage capacity is 800 gigabytes, and this computer is constantly in contact with all of the others in Main Mission.
9. **Life Support Monitors.** These readout panels give the operators information on every life support circuit in Copernicus, no matter where it is. Crewed by 4 Electrical Engineers, 2 Scientists, and 2 Assistants.
10. **Base Liaison Center.** This console keeps constant tabs on the actions of the other Base Stations. If anything happens in one part of the base that is the business of Main Mission, the information is routed through this console first. Crewed by 6 Communications Engineers and 2 Electrical Engineers.
11. **Main Mission Crew Lounge.** This entire area is reserved for use by all Main Mission personnel who are off duty, but who are still on call, or who wish to remain in the Command Center. The lounge contains 26 bunks, two latrines and washrooms, and a fair sized recreation area, with a billiards table, a ping-pong table (low-G style, real fun for beginners), a snack bar, and a sitting room with more comfy chairs for hanging out in.

Level Four

Communications Center

Ceiling Height: 25ft (7.6m).

1. **Main Elevator.**
2. **Radio Controller.** This series of consoles allows the operators total control over every radio frequency in use all over the base, and can control outside transmissions to and from Copernicus as well. All incoming and outgoing signals come through here first. The operators can record, monitor, interrupt, and even disconnect the signals that they come up against. Basic and scrambled radio signals can be dealt with, with ease. Crewed by 30 Communications Engineers.
3. **Laser Controller.** Laser and microwave (maser) transmissions are monitored and rerouted through this control center in the same way as with the radio controller. Any such transmission can be dealt with at this point. Crewed by 8 Communications Engineers.
4. **Satellite Relay Center.** This control station is responsible for the huge satellite dish antennas that are present on Copernicus. They can also set up and re-establish satellite networks between starships and other communications satellites. This is the only station that has the ability to receive Hyperspace Transmissions on Copernicus. Crewed by 2 Electrical Engineers, and 4 Communications Engineers.
5. **Base Intercom System.** This station monitors the base's *internal communications system*. It has no control over the external communication networks, but has complete control over the intercom service present on the base. Crewed by 14 Communication engineers.
6. **Communications Computer.** This computer is responsible mainly for receiving all incoming transmissions, relaying them to the appropriate consoles, and recording their contents. It can be accessed from either the Command Center or the Combat Information Center.
7. **Cryptography.** This console is designed to detect, locate, and crack codes of any type, and can encode any transmissions that leave the base as well. Crewed by 1 Communications Engineer.
8. **T.V./Video and Optics System Controller.** This station generally analyzes any and all video transmissions that come through the base. Images and photographs that are delivered from the ships and satellites are also usually automatically relayed to this console. Crewed by 1 Communications Engineer, 1 Military Specialist.
9. **Surveillance Console.** This station allows the operators a direct or indirect hookup into any of Copernicus' internal or external monitor systems, and receives information from all of the other consoles in the Communications Center. Crewed by 2 Military Specialists.

Level Five

Internal and External Affairs Coordination Center.

Ceiling Height: 65ft (21.7m).

1. **Subterranean Tunnel.** Leads to Power Station, Level 5. These subsurface tunnels measure 50ft in height and width and are quite capable of allowing destroids and battloids easy access in or out. Each tunnel can be completely blocked off with a blast door that is nearly two feet thick (M.D.C. 750 each. One such door is set just inside the tunnel entrance, and another is set inside the tunnel proper, about 100ft farther back. Both are controlled from the inside of the entryway.
2. **Subterranean Tunnel.** Leads to the Troop Base, Level 5. Same as 1.
3. **Subterranean Tunnel.** Leads to the Air Base, Level 5. Same as 1.
4. **Subterranean Tunnel.** Leads to Living Area, Level 5. Same as 1.
5. **Main Elevator.**
6. **Main Computer.** Contains information on the whereabouts and status of every known member of the RDF, REF, Sentinels, Robotech Masters, Zentraedi forces, and Invid forces. This computer also keeps track of every mission, patrol, and team that each of these forces has assembled, and the status of all of these.
7. **REF Tracking Center.** The area where information about the REF is received, recorded, analyzed, and either stored away for future reference, or rerouted to another part of Copernicus for additional analysis. Crewed by 4 Communications Engineers, 2 Electrical Engineers, 2 Military Specialists.
8. **Sentinels Tracking Center.** Deals solely with the alien confederation known as the Sentinels. Crewed by 1 Communications Engineer, 1 Electrical Engineer, 1 Military Specialist.
9. **Robotech Masters and Zentraedi Tracking Center.** This area keeps tabs on all known Masters and both friendly and hostile Zentraedi, and keeps track of the encountered mecha, starships and weapons of these races as well. Crewed by 1 Communications Engineer, 1 Electrical Engineer, 1 Military Specialist.
10. **Invid Tracking Center.** This area is more concerned with the actions, etc., of the Invid on Earth, including the Regis, than with the Regent's remaining interstellar forces, but is meant to track all of them regardless. Crewed by 2 Communications Engineers, 1 Electrical Engineer, 4 Military Specialists.
- 11-14. **Conference Rooms:** Each room can hold up to 30 people without crowding.
15. **Lounge & Cafeteria.**
16. **Security:** 10 foot soldiers, 6 VR-041 Saber Cyclone, 6 VR-038 Light Cyclones, and 12 VR-052 Battler Cyclone riders and 2 REF

Excalibers are on duty at all times. They also serve as security for level four as well. Secret stairway leads to level 4 and level 6.

17. Storage Bay.

18. Open Area for easy dispersement of troops from travel tubes.

Level Six

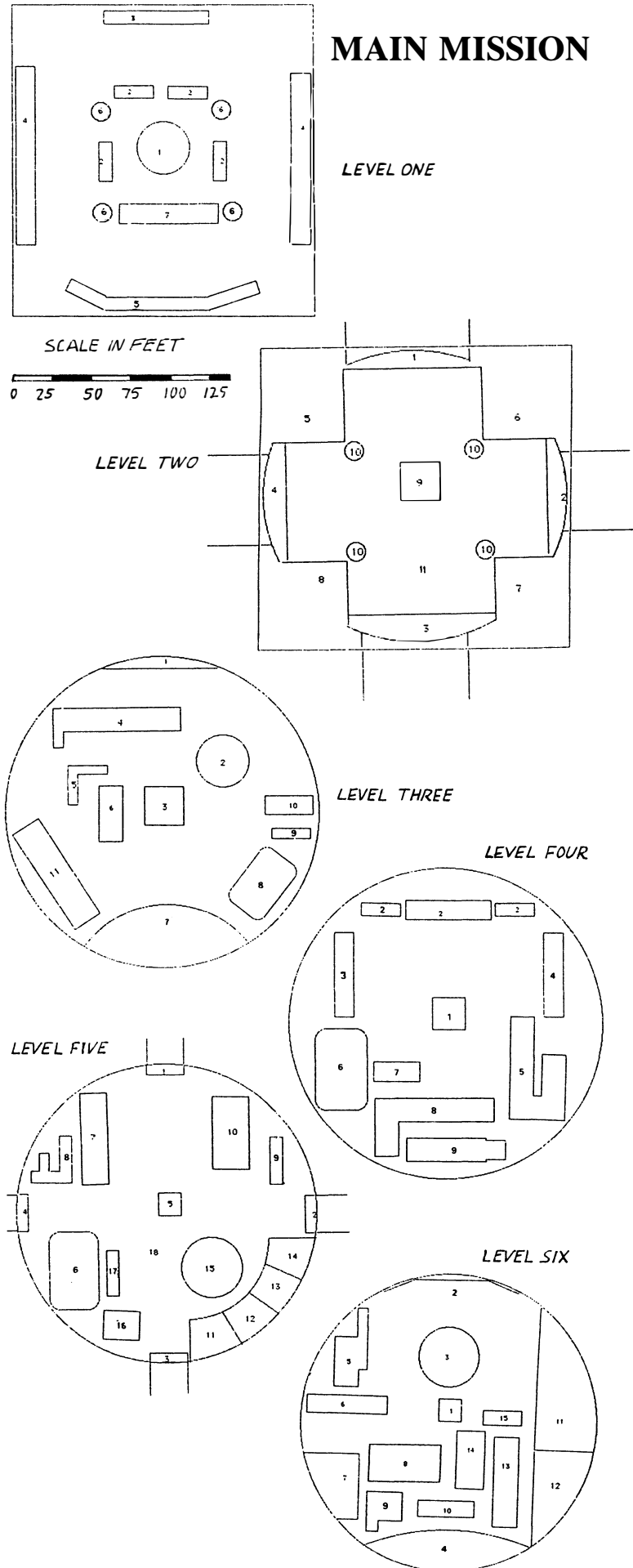
Combat Information Center

Ceiling Height: 100ft (30.5m)

Note: About 60ft of rock is between this level and the one above it.

- 1. Main Elevator.** Last stop, all off.
- 2. Flat Screen Display.** Six two-dimensional video screens, each measuring about 75 feet square. Transmissions, tapes, video recordings, and instrument readouts may be projected onto these screens upon request from the Command Balcony (#4).
- 3. Holographic Sphere.** Functions like the globe in Level 1, but is four times as large (100ft diameter), and can display any tactical and strategic data requested by the Commanding General. Plus, this sphere can zoom in or out to provide a full view of a specific portion of a battle, or to view the entire scene as a whole. It is linked into the main computer and automatically updates itself as information is received. It is also controlled from the Command Balcony.
- 4. Command Balcony.** This is where the base's military commander (general rank) observes and judges the actions that go on during a military action. From this point, the commander can access any or all other parts of Main Mission, and can initiate direct communications links with the command areas of the Air Base and Troop Base, or he can use the channels made available to him by the Communications Center to talk to the other commanders in other stations of Copernicus. He has access to any communications systems and all frequencies, be they military or civilian. Crewed by a Commander (General), 6 Communications Engineers, 2 Military Specialists, 2 Electrical Engineers, 8 Military Advisors, Veritech Commander, Destroid Commander, Base Civil Defense Commander and 4 aides. Security is 4 VR-052 & VR-041 cyclone riders.
- 5. Internal Monitor Station.** From this point, the operator can call up situation reports on any part of Copernicus' internal monitor system and pretty much look anywhere on the base that he needs to. Crewed by 10 Military Specialists, 6 Communications Engineers, 6 Electrical Engineers, 10 Assistants.
- 6. External Monitor Station.** Similar to 5, but deals exclusively with the external monitors of the base, allowing the CO to see out. Crewed by 2 Military Specialists, 10 Electrical Engineers, 4 Assistants.
- 7. Main Computer.** Receives, collates, and correlates all information that comes into the base that is not directed to the Communications Center. Its primary use is to assess combat information that is then converted into signals that are projected onto the holographic sphere or the flat screen display as necessary.
- 8. Ground Troops Command Center:** This is where commands are issued to all infantry, cyclone riders, and destroid pilots by the First Officer (Major General). Keeps track of all of Copernicus' ground vehicles and is in constant contact with Troop Base as well. Crewed by 1 Destroid Pilot or Cyclone rider of Colonel or Captain's Rank, 6 Military Specialists, 12 Communications Engineers, 2 Electrical Engineers, and 10 Assistants.
- 9. Veritech Command Center.** The defense squadrons of Copernicus are controlled and observed through this position. Keeps track of all veritech fighters and is in constant contact with Air Base. Crewed by 2 Veritech Fighter Pilots of Colonel's Rank, 12 Military Specialists, 2 Communications Engineers, 2 Electrical Engineers, and 10 Assistants.
- 10. Ship Command Center.** The Southern Cross assault shuttles and REF Horizont Transatmospheric Shuttles, Garfish Troop Carriers,

MAIN MISSION



and Ikazuchi Command Carriers (and Research Cruiser Selene) are constantly monitored and commanded as a fleet unit from this position. Crewed by 1 Veritech Fighter Pilot or Military Specialist of Colonel's Rank, 2 Military Specialists, 2 Communications Engineers, 2 Electrical Engineers.

- 11. Auxiliary Communications Network.** This series of console is directly tied in to every communication console in the Communications Center and can call up information from that area upon demand from the General. It can also reroute and override any signals picked up or relayed from Communications Center. Crewed by 24 Communications Engineers, and 4 Electrical Engineers.
- 12. Electronic Intelligence.** Receives data from all over the base, especially from the Communications Center on Level 4. This information is usually relayed to the Command Balcony. Also responsible for scrambling and decoding, as well as intercepting enemy transmissions and electronic espionage. Crewed by 10 Military Specialists, 4 Communications Captains, 4 Electrical Engineer Captains; all top clearance.
- 13. Officers' Quarters.** Temporary living quarters, each with private bath and bedroom. Can accommodate as many as 32 officers.
- 14. Security.** 24 VR-052 Battler Cyclones, 1 RDF Gladiator, 1 REF Gladiator, 1 REF Excaliber and 24 soldiers in CVR-3 armor. Security also contains 6 additional cyclones, 48 Gallant H-90s, 48 Wolverine Assault Rifles, 12 RL-2 cannons, 24 Limpet mines, and 24 suits of CVR-3 armor.
- 15. Cafeteria and Lounge.**

AIR BASE

Level One Main Entrance Ceiling Height: 25ft (7.6m)

- 1. Tube Station.** Leads to Main Mission, Level Two.
- 2. Tube Station.** Leads to Science and Research Station. Same as 1.
- 3. Tube Station.** Leads to Vehicle and Technical. Same as 1.
- 4. Administration Area.**
- 5. Ready Room:** Lounge for off duty personnel.
- 6. Security & Detention Center:** Contains 6 cells; security force consists of 10 soldiers in CVR-3 armor, 4 VR-052 and 4 VR-038 cyclones.
- 7. Crew Quarters**
- 8. Main Elevator.** The main elevator measures 25ft on a side, and can take loads of up to 25 tons.

Level Two

Interceptor Launch and Maintenance

Level two is about 60ft (20m) below the surface of the moon, with a 50ft (15.2m) ceiling.

- 1. Mecha Elevators.** There are four of these things here, each independently powered and big enough to transport 3 veritechs (or 2 very big ones) to the surface within 30 seconds (measures 75ft long, 50ft wide). They connect this level with the surface level of 4 mecha release hatches. Each hatch has 400 M.D.C.
- 2. Main Elevator to level one.**
- 3. Veritech Hangars.** There are four of these areas, each of which normally houses three alphas and one destroid, usually a Raidar-X. They are placed such that pilots can simply jump into their fighters and be loaded onto the elevators for deployment as quickly as possible (deployment from total unpreparedness is about 2 minutes; normal preparation cuts this down to less than one minute).
- 4. Mechanical Repair.** This area has all of the necessary tools to

maintain and repair the resident fighters for most relatively minor damage (50 M.D.C. or less).

- 5. Electrical Repair.** Maintenance and repair for electrical equipment and systems.
- 6. Computer Repair.** Maintenance and repair for computer systems and circuits.
- 7. Tunnel.** Leads to Level Three, 1000ft (305m) away, wide enough for mecha.

Level Three

Veritech Hangars

This level is 100ft below the surface, with a ceiling of 80ft.

- 1. Veritech Hangars.** There are three separate hangars in the area, each of which normally handles 60 alphas, but can double that number in an emergency.
- 2. Fighter Preparation and Muster.** This is the part of the bay to which the fighters are moved to be prepared for battle. It includes all check-out equipment, weapons pods and missile reloads and arming racks, and refueling facilities. There is enough room here for 360 fighters to assemble if necessary.
- 3. Mechanical Repair.** This area houses the heavy-duty mechanical repair equipment and machinery. This is generally where all major veritech fighter repairs are performed.
- 4. Electrical Repair.** Same as 3, but for electrical systems and equipment.
- 5. Computer Repair.** Same as 3, but for computer systems and equipment.
- 6. Large Elevators.** There are 9 elevators, each of which measures 120ft long and 120ft (36.6m) wide. Each can typically lift 9 small to medium sized fighters or 5 large fighters to the surface in about 45 seconds. Preparation time for launching from this bay is usually 3 to 5 minutes with advance warning, 8 minutes without.
- 7. Tunnel.** Leads to Level Two, 1000ft (305m) away.
- 8. Tunnel.** Leads to Level 4.
- 9. Tunnel.** Leads to Level 5.
- 10. Tunnel.** Leads to Level 6.

Level Four

Shuttle Hangars and Repair

This level lies 150ft (50m) below the surface and has a ceiling height of 100ft (30.5m).

- 1. Horizont Hangar.** This is where the base's Transatmospheric Troop Shuttles are carried, or 20 of them anyway. It should be noted that of these, only 8 are in any condition to be launched. The rest are undergoing complete physical reconstruction and repairs, and are going to need a few days of prior notice in order to fly.
- 2. Horizont Maintenance Section.** This is where many of the repairs are performed on the Horizont shuttles. Complete electrical, mechanical, and computer repair equipment is contained here, and nearly any problem can be fixed with enough time. There are also 50 armored bunkers for the Horizonts.
- 3. Launch Elevator.** This thing is so huge that it simply could not function in full Earth gravity. It measures 900ft in length and 700ft wide (274.5m x 213.5m), and can transport up to 12 Horizonts, or all veritechs to the surface in about 90 seconds. Shuttle launches usually require about 30 minutes of preparation.
- 4. Assault Shuttle Maintenance.** An area similar to 2, but originally intended for the Southern Cross assault shuttles that are stored in area 5.

- Assault Shuttle Hangar.** The Southern Cross assault shuttles and RDF space shuttles that the base operates are normally stored here. All of these craft are being held in reserve, against the time when they are really needed. All would require from 12 to 24 hours of routine maintenance to make them completely worthy for long space travel.
- Veritech Hangar.** The 45 Beta Fighters, 25 Hovertanks, 55 Super Veritechs, 35 AJACS Space Copters, 15 Logan Veritechs, and 37 Armored Veritechs that belong to Copernicus' pilots are stored here. All are battle ready.
- Tunnel.** Leads to Level 3.
- Corridor.** 100ft (30.5m) wide.

Level Five

Troop Carrier Hangars and Repair

It is about 500ft beneath the surface and has a ceiling of 150ft (45.7m).

- Garfish Hangars and Gantries.** All of the Garfish carriers on the base are normally stored here, each locked in its own launch and transport gantry. The gantries are actually moved out onto the launch area when it comes time to launch the ships. Also, these gantries do not run on tracks, but on treads, so that the ships can be assembled in whichever order needed.
- Shuttle Hangars and Gantries.** Each of the Southern Cross Combat Troop Carrier shuttles has its own berth and gantry, like the Garfish.
- Mechanical Repair.** This has some of the heaviest repair and part fabrication equipment on the base. Any modifications or battle damage can be repaired here.
- Electrical Repair.** Same as 3, but for electrical systems and equipment.
- Computer Repair.** Same as 3, but for computer systems and equipment.
- Preparation and Assembly Area.** This gigantic area (5000ft x 2200ft) is where the carrier fleets are assembled, loaded and given their final check-out before they are moved out onto the launch pad for actual lift off.
- Tunnel.** Leads to Level 3.
- Launch Tunnel.** This tunnel is 1000ft (305m) long, 350ft (107m) wide, and 150ft (45.7m) high. It is really one giant airlock that leads to the launch area. This tunnel can be sealed by giant blast doors at either end (2000 M.D.C.) in an emergency.
- Launch Area (off map).** This is a tremendous chamber that can hold the entire troop carrier fleet if it has to. There is no elevator, as with the other hangars. Instead, the entire launch pad is normally kept shielded by pressurized blast doors that are placed horizontally about 150ft off the floor. When a launch is to take place, the area is depressurized and the doors are opened, allowing the ships to ascend from their gantries vertically through the 500ft tall launch shaft, where the camouflaged bay doors are already open.

Level Six

Ship Hangars and Repair

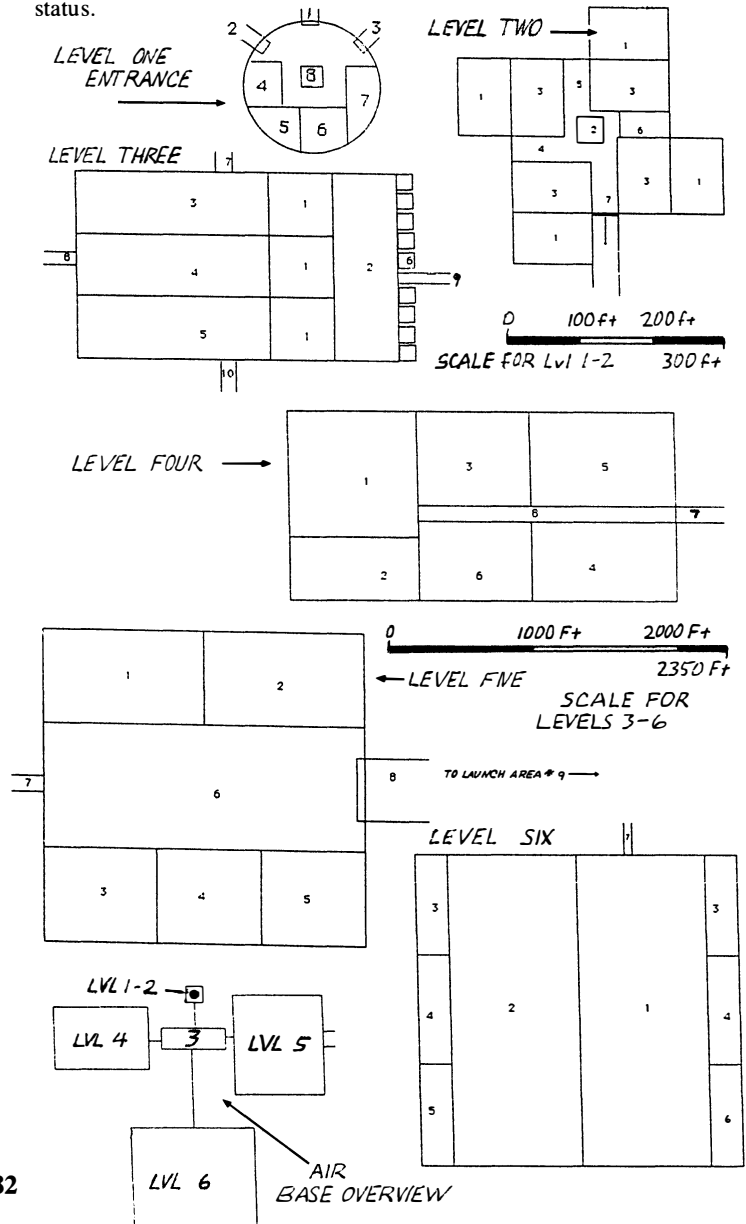
This bay is 5,600ft (1706.9m) long. It is 1000ft below the moon's surface, and has a ceiling of 800ft (244m).

- Primary Hangar.** This area could house a REF Ikazuchi Command Cruiser. The entire area serves as hangar, repair and maintenance platform, and launch pad. Huge surface doors slide open to allow the vessel to exit.
- Secondary Hangar.** This area is the same size as 1, but currently accommodates the Defender class Southern Cross assault shuttles. It is identical to the Ikazuchi's hangar in all respects.

- Mechanical Repair.** There are two of these repair/reconstruction areas, one for each hangar area. They are capable of completely repairing any problems or battle damage to the cruisers.
- Electrical Repair.** Same as 3, but for electrical systems.
- Computer Repair.** Same as 3, but for computer components.
- Crew Quarters, Lounge and Cafeteria.**
- Tunnel.** Leads to Level 3.

GM Note: No launch elevator exists for these hangars, they serve as both hangar and launch pad. The construction of the bay is very similar to Air Base Level Five, with blast doors and *camouflage* surface doors.

A General Note About Air Base: Air Base is constructed a little differently from the other stations of Copernicus. Each "level" is still called that, but is actually another area altogether. Each "level" is connected to at least one other by an underground tunnel, allowing transfers of mecha and supplies from one area to another. Launching mecha is not a complex task, but launching large numbers of them can be tricky. Up to 12 veritech interceptors can be launched within 1 minute, assuming that Main Mission alerts Level Two and gives the order to launch. About four minutes after this initial launch, a force of 15-45 more veritechs can be made available with no problems. Level Three will need about 10 minutes between flights, though; so to launch all of the base's fighters would require about 30 minutes. The shuttles, troop carriers, and starships all need about 20 minutes to launch from a ready status, or about 1 hour if launching from an unprepared, "cold," status.



TROOP BASE

Level One

Main Entrance **Ceiling Height:** 15ft (4.6m)

- 1. Tube Station.** Leads to Power Station.
- 2. Tube Station.** Leads to Main Mission.
- 3. Tube Station.** Leads to Vehicle/Technical Station.
- 4. Main Elevator.** Can take loads of up to 25 tons. Four sets of side stairs are also here.
- 5. Administration Area.**
- 6. Ready Room.** Lounge and cafeteria for the troops.
- 7. Detention Center.** 4 cells managed by 20 soldiers in CVR-3 armor, 6 VR-052 and 6 VR-038 cyclones.
- 8. Armory and Squad Room.** Contains security force lounge, 2 studies with beds, and weapons: 96 wolverine assault rifles, 48 Sal-9s, 48 M-37 weasel pistols, 48 LR-20 laser rifles, 48 Southern Cross body armor, 48 space suits, 12 space booster packs, 12 VR-052 cyclones.

Level Two

Cyclone Garage and Deployment **Ceiling:** 20ft (6.7m)

- 1. Main Elevator & Stairs:** Opens directly into the main storage area for cyclones.
- 2. Cyclone Garage:** This area has racks for a total of 400 cyclones, 100 per side of the square. The center of this area holds repair and maintenance equipment and tools.
- 3. Weapon Tracking Vaults.** These areas are the control centers for all of Copernicus' weapon systems. Each vault is sunk deep into the lunar rock, and is separated from the main garage by a 10ft square airlock which resembles the door to a bank vault (M.D.C. 150). The lock can only be controlled from the inside. Each vault is occupied by 2 Communications Engineers who relay tracking and target information to the automated weapon defenses. They can also, manually take over up to five laser or missile turrets on the surface.
- 4. Cyclone Preparation Area.** This is where cyclone riders power up their mecha and get ready to go into action, through either the elevator, or the deployment tunnels. The rectangles within this area troop ready rooms and lounges.
- 5. Cyclone Deployment Tunnels.** These are interesting ways of going into battle; strange, but very effective. Each tunnel is 10ft wide and 10ft high, and is 120ft (40m) long. Either end is sealed by a heavy airlock door (identical to those at 4-7), which is opened when the troops actually start off. Each tunnel leads to the surface, which is kept closed by a concealed entrance/exit. This allows cyclone riders to be delivered behind a grounded enemy with full surprise.

Level Three

Troop Quarters **Ceiling Height:** 25ft (5m).

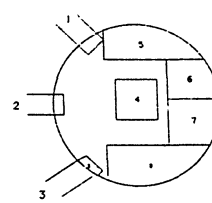
- 1. Elevator & Stairs.**
- 2. Barracks.** Each building is laid out in a series of dormitory style apartments in order to give the place a feeling of being somewhere else instead of the moon. Each 50ft (16.7m) apartment can house six to eight soldiers. Each building can comfortably house up to 168 soldiers, for a total of 672 troops on this level.
- 3. Gardens.** These areas give the place a pleasant look, and they help to purify the air and give people something to do. Recreation areas include 8 tennis courts, 2 small basketball courts, and many park benches and fountains. Holographs create the illusion of being outdoors, and simulate day & night.

Level Four

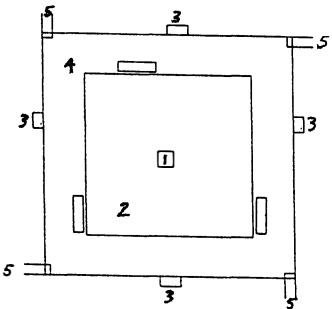
Troop Quarters and Recreation **Ceiling Height:** 15ft (4.6m).

- 1. Elevator & Stairs.**
- 2. Barracks.** Same as those on Level 3, can hold up to 336 troops in comfort.
- 3. Rec Room.** The base hangout for all off-duty personnel. As a consequence, it's usually pretty crowded. It can only safely deal with 300 people at once, though.
- 4. Training Center.** Includes a track for running, a fully equipped exercise room, and a small holographic simulator room for combat training.
- 5. Open Areas.** Gardens, and what passes for an open park on the moon.
- 6. Movie Theatre** seats 150.
- 7. Restaurant style eatery.**

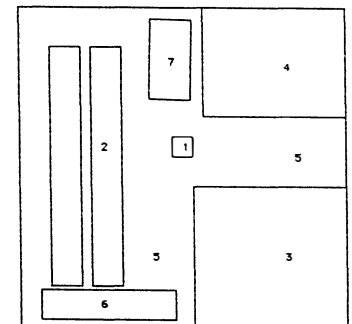
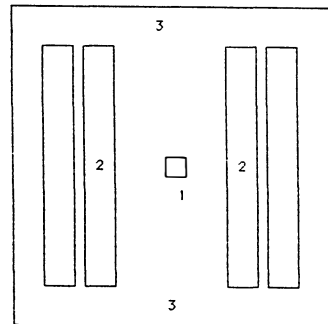
LEVEL ONE



LEVEL TWO



LEVEL THREE

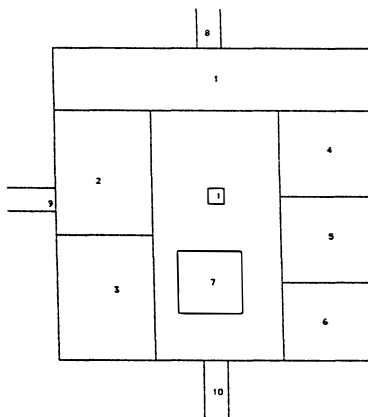


LEVEL FOUR

SCALE IN FEET

0 75 150 225

LEVEL FIVE



Level Five

Maintenance and Supply **Ceiling Height:** 40ft (12.2m).

- 1. Warehouse.** Contains spare parts for cyclone and many other supplies. Holds several fork lifts.
- 2. Armory.** Contains 65 space shields, 50 heavy combat shields, 20 space booster packs, 65 PPL-12 Panther laser pistols, 140 LR-30 laser rifles, 30 cases of cobalt grenades (72 per case), 23 P-20 pulse lasers, 82 Putman stun-guns, 475 suits of CVR-3 combat armor, 124 various Southern Cross suits of body armor, 12 VR-052 Battler cyclones, 24 hover cycles and 300 Gallant H-90 multi-weapon systems with 8 energy clips each. There also racks holding 2000 mini-

missiles (50% armor piercing, 20% napalm/plasma, and 30% high explosive).

3. **Cyclone Storage.** 200 Cyclones are stored here, with room for 400 more. These are in cold storage and will need a small amount of reconditioning (1-2 hours each) before being fully combat ready. There are also 600 missiles stored here.
4. **Independent Life Support System.**
5. **Independent Gravity Control.**
6. **Auxiliary Power Generator.** Deals with major computer and sensor equipment repairs and replacements.
7. **Communications.**
8. **Tunnel.** Leads to Power Station.
9. **Tunnel.** Leads to Main Mission.
10. **Tunnel.** Leads to Vehicle and Technical Station.

POWER STATION

Level One

Main Entrance

Ceiling Height: 30ft (9.1m).

Note: Except where noted in the text, this area is identical to Main Mission, Level 2.

1. **Tube Station.** Leads to Living Areas.
2. **Tube Station.** Leads to Main Mission.
3. **Tube Station.** Leads to Troop Base.
4. **Administration Area.**
5. **Ready Room.**
6. **Security Center:** Crewed by 20 soldiers in CVR-3 body armor and armed with Gallant H-90s, 6 VR-038-LT Cyclones, 2 VR-041 Saber Cyclones and two REF Gladiators.
7. **Detention Center.** Crewed by 20 soldiers in CVR-3 body armor and armed with Gallant H-90s, 6 VR-038 light cyclones, 2 VR-041 saber cyclones and two REF gladiators.
8. **Armory and Squad Room.** The armory contains 20 Gallant H-90 with 20 clips each, 20 Badger Sub-machineguns with 25 clips each, 20 Putman Stun-guns, and 5 FAL-2 Pulse Laser Rifles with 5 E-clips each, 24 CVR-3 body armor, 12 jet packs, 12 space booster packs, 4 hover cycles, 4 VR-041 saber cyclones, 4 VR-038 light cyclones and 48 extra oxygen tanks and 12 space suits.

Level Two

Ceiling Height: 30ft (9.1m)

1. **Elevator & Stairs.** Connects the first three levels of the station.
2. **Main Control Station.** This series of panels is manned by 6 mechanical engineers and 2 electrical engineers at all times. It regulates the flow of power to the entire moon base. It has all necessary emergency features.
3. **Containment Monitor Station.** Has a crew of 2 mechanical engineers, 4 electrical engineers and 6 assistants at all times. Keeps a careful track of the temperature within the containment chamber, and regulates the level of activity undertaken by the reactors themselves, and monitors all aspects of the reactors. It has all emergency features needed.
4. **Seismic Pressure Monitor.** Manned by 1 Mechanical Engineer and 3 assistants at all times. This set of instruments keeps a watch on the moon's resistance to the pressures and stress that the reactors create. If the chamber itself develops a structural weakness of even the smallest type, this monitor knows about it instantly.
5. **Security Station.** Manned by a squad of 6 cyclone riders in Battlers

at all times. They keep in constant contact with the guys upstairs and with Main Mission.

6. **Main Mission Liaison.** This area is for trouble-shooting. Experts and nuclear physicists are on call 24 hours a day if trouble should develop in the reactor.
7. **Communications Section.** This network links with every security and command area on Copernicus. The console to the main computer is also stationed here. Manned by 4 communications engineers at all times.
8. **Emergency Controls.** If all else fails, this section is the Station's last hope to avoid disaster. It can override every reactor control found on base. Crew includes 2 field scientists, 4 electrical engineers, 4 mechanical engineers, 12 assistants, 2 communication officers and 4 security officers (2 in VR-041 and 2 in VR-038 cyclones).
9. **Main Computer.** Keeps a constant record of everything that has happened to the reactors, and how the base was affected by it. Also sounds an alert if anything should go wrong.
10. **Officers Lounge** with 4 private rooms in addition to the lounge area.
11. **Cafeteria and Latrine.**

Level Three

Supply and Maintenance

Ceiling Heights: 30ft/10m.

1. **Main Elevator & Stairs.** Last stop.
2. **Emergency Generator,** can power the entire base at 35% efficiency (basic stuff) for 72 hours.
3. **Independent Life Support and Gravity Control System.**
4. **Power Plant, Independent Generator and communications.**
5. **Physics Lab.** Where the actual radioactive elements are created and sealed in lead containers before transportation to the reactor cores. Very heavily shielded from the rest of the base (10ft section of wall has 120 M.D.C.). Locked by a blast door and airlock (150 M.D.C.).

Levels 4, 5, and 6

The Reactor

There are no floor plans for these levels; none are necessary. The entire containment chamber is completely sealed, the only way in or out is a battloid sized tunnel that emerges on the surface of the moon. The GM should probably be aware of a few things though.

1. The reactor has three levels, each of which is 1000ft in diameter and 100ft high, and has sheer walls, except for a 100ft wide balcony on each level for battloids. A series of lifts provides transport from one balcony to the others.

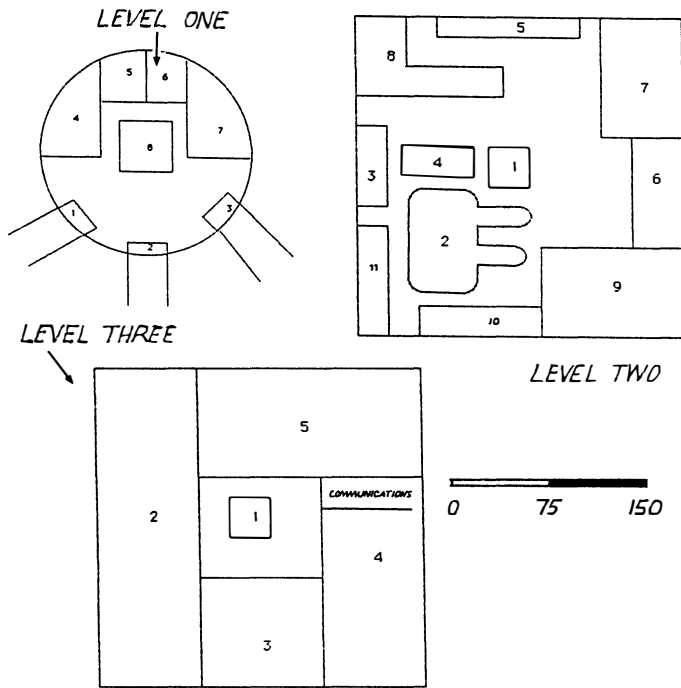
2. The reactor cannot suffer a meltdown because of the fuel that is used. This is a special granular fuel which encases a 1mm wide radon-500 pellet within a silicate compound which resembles glass, but is heat resistant up to 5000 degrees Celsius. This is over 2000 degrees higher than the maximum heat which the pellet can generate, and so the pellets cannot actually start to melt through the enamel, even when millions of them are used. The fuel supply is enough for nearly a century.

3. The entire chamber is kept pressurized, because the heat exchange and gas operated cooling system need an atmosphere in order to run properly. The steam is heated directly from the pipes, negating the need for water in order to provide steam for the steam-driven turbines.

4. The only reason anyone ever goes into the containment chamber is to change the fuel, and semiannual maintenance.

5. Only personnel with the highest security clearance can gain access to the Power Plant and the reactor access.

6. The reactor access/service tunnel is sealed at four junctions and



at the surface. Each hatch has 600 M.D.C. and the surface hatch is guarded by 2 RDF Raider-X and one RDF M.A.C. II. It is also wired with an elaborate sensor alarm system that will alert plant security and the main control station if any of the junction hatches are breached!

LIVING AREA

Level One

Main Entrance

Ceiling Height: 12ft (4m).

GM Note: There are a total of five of these complexes operating on the base at this moment, three were originally constructed with Copernicus, the other two within the past 10 years. The floor plans presented here should be taken as the general layout of each complex, but differences do exist between these complexes. The GM can make each one as detailed, similar or different as he or she wishes.

- 1. Cargo Elevator.** Connects all levels of the complex. 50ft (15.2m) wide and can carry about 50 tons without problems. Four stairs also connect the 6 levels.
- 2. Tube Station.** Leads to Power Station. 10ft square airlock, operated from inside or outside.
- 3. Tube Station.** Leads to Main Mission.
- 4. Tube Station.** Leads to Vehicle and Technical Station.
- 5. Medical Section.** This area is meant to give basic physical examinations to visitors in order to bring down the chances of outside infection of the populace. Up to 15 patients can be handled at once, and there is a small (15 patient) quarantine area against the east wall. Two doctors and four nurses are on duty at all times.
- 6. Administration Center.** This is an office for the Living Area "Chairman," who is usually an officer of rank. He is the one who actually makes the major decisions for the complex's people, such as resource acquisition and distribution, who lives where, assignments of work and troop duties, and so on. This admin. area is larger than most, containing areas for the Chairman and his assistants with computer consoles, a security monitor which ties in to any part of the complex, and a communications center which handles the complex's intercom and external communications systems.
- 7. Lounge and Cafeteria.**
- 8. Security & Detention Center.** Contains 20 prison cells. Manned

by 24 MPs, 4 VR-038 light cyclones and 4 VR-041 saber cyclones. Two or three times that number in times of war (half in cyclones).

- 9. Armory and Squad Room.** The armory contains 35 Putman Stunguns and 20 Gallant H-90s in pistol mode, 20 wolverine rifles, 24 spacesuits, 24 space booster packs, 48 extra oxygen tanks, 12 CVR-3 body armor, 4 VR-052 cyclones, 6 hover cycles. Always manned by 6 security soldiers, and 2 in VR-038 light cyclones.

Level Two

Quarters

Ceiling Height: 30ft (9.1m).

- 1. Cargo Elevator & Stairs**
- 2. Personnel Lift.** There are 4 total, each one able to carry 10 people comfortably. They all connect levels 2-6.
- 3. Apartment Complex.** Apartments are meant to be as comfortable as possible. These are dormitory-type settings that house a family or 4 soldiers per 50ft apartment. Four large bedroom (3 bunks), living room, dinette with sink and shelves, a sitting room and a study. Each complex has its own (huge) shower/latrine facility. There are 100 apartments per complex. Each complex holds 300 people; all eight complexes hold 2400 people.
- 4. Open-Air Park,** with real, live trees, grass, flowers, etc. With paths, benches, and everything. Holograms complete the illusion of the outdoors.
- 5. Recreation Park,** with a soccer field and bleachers, 4 tennis courts, and a running track.

Level Three

Quarters

Ceiling Height: 30ft (9.1m)

- 1. Cargo elevator & stairs.**
- 2. Personnel Lifts.**
- 3. Doubles Complex.** Meant for married couples without children. 400 apartments, with 800 people.
- 4. Family Complex.** 350 apartments for 4 to 6 family members each. 1400 people total.
- 5. Open-Air Park.** With two small hills and bicycle paths. Bikes can be rented for 1 credit per hour; 50 bicycles are available.
- 6. Park and Playground.** Complete with sandbox, swings, teeter totters, monkey bars, and slides.
- 7. Communal Gardens.** Mostly vegetables and some flowers grown by the crew for personal pleasure.
- 8. Garden and Artpark.** For overenthusiastic and/or artistic engineers and amateur artists. Includes an outdoor gallery and small stage (seats 50).
- 9. "Grade School." For education, grades 1-8.**
- 10. "High School." For education, grades 9-12.**

Level Four

PX and Shopping Mall

Ceiling Height: 30ft (9.1m)

- 1. PX Store.** A large two story department store where you can get anything from needles and thread to 265K DRAM computer chips.
- 2. Nursery/Day Care Center.**
- 3. The Blue Moon Lounge.** A split-level nightclub with live entertainment.
- 4. The Terrace.** Outdoor cafe style, with tables and chairs. A two story arrangement that offers a selection of 10 different fast food restaurants, 6 bakeries, 2 candy shops, ice cream parlor, and 3 bars.
- 5. Tanning Salon and Massage Parlor.**

6. **Lifts**
7. **Video and Music Disc Rental.** Over 30,000 films and over 50,000 music recordings.
8. **The Cinema.** Contains four different theaters that show old and new films (much of the new films are computer generated).
9. **Skating Rink.**
10. **Open Air Mall Park.** With many benches and a water fountain.

Level Five

Dining and Recreation

Ceiling: 30ft (9.1m)

1. **Cargo Elevator & Stairs.**
2. **Personnel Lifts.**
3. **Main Cafeteria. Inexpensive food and drink. Not bad, but ordinary. Seats 1000 easily, 2000 with crowding.**
4. **"The Jazzeria" Restaurant and Nightclub.** Best jazz bands on the moon play here. Seats 300 tops.
5. **Chinese Restaurant.**
6. **Italian Restaurant.**
7. **Officers' Club.**
8. **Ice Cream Parlor/Candy Shop.**
9. **Arcade. Video Games, et al.**
10. **Movie Theater.**
11. **Bowling Alley**
12. **Book/Video Library.**
13. **Health Club/Exercise**
14. **Sports Field.** Swimming pools (1 for adults and 1 for kids), 8 tennis courts, 4 basketball courts, soccer field, and handball and volley ball courts.
15. **Security.** 3 MPs armed with Putman stun-guns and RDF light body armor. Also 2 officers in VR-038 light cyclones and 4 C.D.C. Heavy Civil Defense Battloids.
16. **Small Hospital.** Can accommodate up to 300 patients.

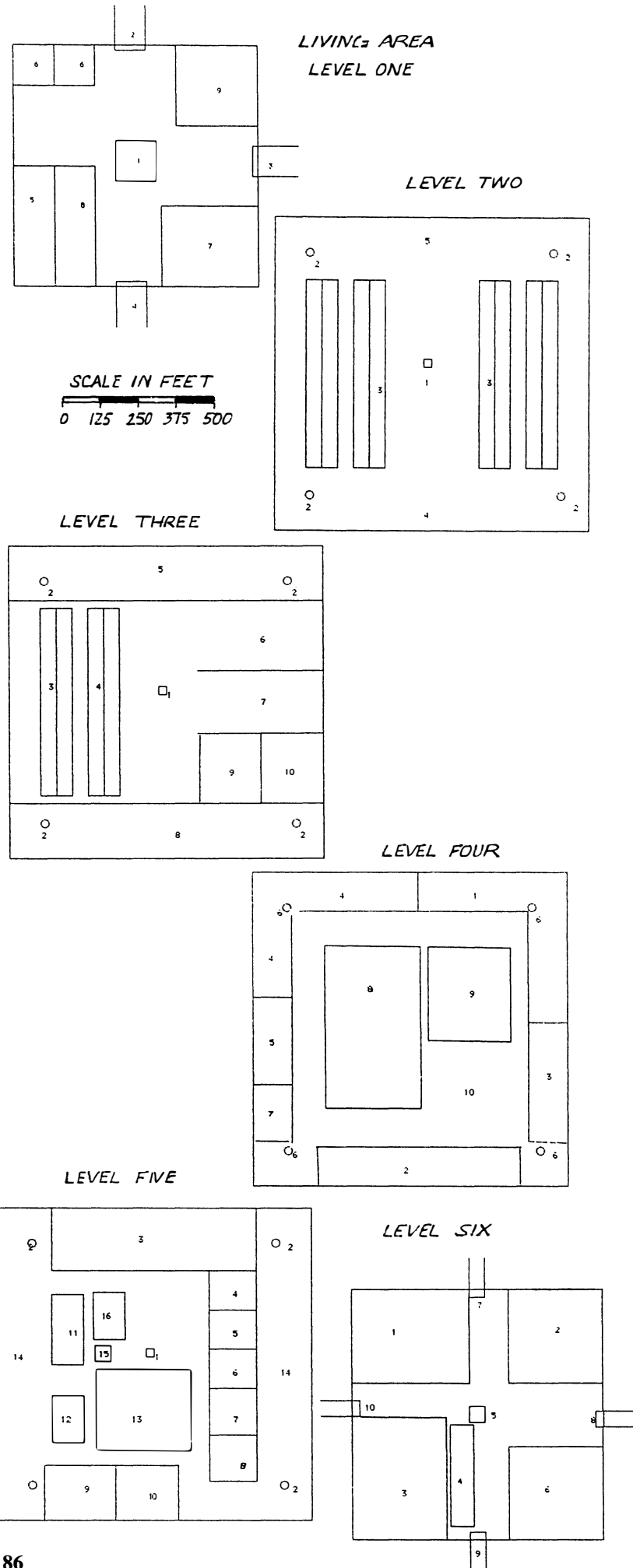
Level Six

Warehouse

Ceiling Height: 50ft (15.2m)

1. **Synthetic Processing and Storage**
2. **Auxiliary Life Support & Gravity Control.**
3. **Clothing Manufacturing.**
4. **Armory.** 25 C.U. Space Battloids with space boosters, 90 VR-052 Battler cyclones, 24 VR-038-LT cyclones, 150 suits of CVR-3 body armor, 125 Gallant H-90s and 250 energy clips, 125 Fal-2 Laser Rifles and 250 energy clips, 65 PPL-12 Panther Pulse Lasers and 130 energy clips, 75 Badger sub-machineguns, 22,500 Armor Piercing (mega-damage) rounds for the Badger, 5 cases of Cobalt grenades (72 per case, 360 total), and 30 cobalt limpet mines.
5. **Cargo Elevator & Stairs.**
6. **Mechanical Parts and Medical Supplies.**
7. **Tunnel.** Leads to Power Station (or next complex).
8. **Tunnel.** Leads to Main Mission (or to next complex).
9. **Tunnel.** Leads to Vehicle and Technical Station (or next complex).
10. **Tunnel.** Leads to next complex.

Security Note: This level is patrolled by 8 foot soldiers in CVR-3 armor and on hover cycles, 4 REF Gladiators, 4 C.U. Space Battloids and 8 VR-052 Battler Cyclones at all times.



Levels 5-8 Warehouses Ceiling Height: 50ft (15.2m)

No plans are provided for these levels; none are really necessary. The GM should be aware of the following, though.

1. Level 5 has three battloid sized underground tunnels that go to Science and Research Station, Troop Base, and Air Base. Most of the Protoculture is stored on this level.

2. The warehouses on levels 5 and 6 contain primarily technical material, such as electronics, mechanical parts, weapons, missiles, etc. Almost anything that can be built on the base can be found here.

3. The warehouses on levels 7 and 8 are mostly used to store construction materials for the entire base, i.e., prefabricated house and shelter parts, light bulbs, silicrete cement mixture, and suchlike. In ALL cases, the GM should use his or her best judgement as to what can be found here and in what quantity. But, keep in mind that each of these levels is truly huge, and the supplies will not be exhausted quickly.

SCIENCE AND RESEARCH STATION

Level One

Main Entrance **Ceiling Height: 15ft (4.6m)**

Note: Except where noted in the text, this level is identical to Main Mission, Level 2.

1. **Cargo Elevator.** Connects all levels of the complex. 50ft (15.2m), and can carry about 50 tons without problems. Stairs are located here also.
2. **Tube Station.** Leads to Living Area. 10ft square airlock, operated from inside or outside.
3. **Tube Station.** Leads to Air Base.
4. **Tube Station.** Leads to Vehicle and Technical Station.
5. **Medical Section.** This area is meant to give basic preliminary physical examinations to visitors in order to bring down the chances of outside infection of the populace. Up to 15 patients can be handled at once, and there is a small (15 patient) quarantine area. Two doctors and three nurses are on duty at all times.
6. **Administration Center.**
7. **MiniLab & Quarantine.**
8. **Security.** 12 MPs, 4 VR-041 saber cyclones, 4 VR-038 light cyclones. Contains 4 prison cells and offices. Also a communications station.
9. **Visitors' Lounge and Cafeteria**

Level Two

Hospital **Ceiling Height: 20ft (6.1m)**

1. **Main Elevator & Stairs.**
2. **Emergency Room.** Contains ER waiting room, and a decent supply closet. It can serve as a triage area for battle casualties if needed.
3. **ER Treatment Rooms.** 20 in all.
4. **Operating Room.** Six ORs in all.
5. **Pre-Op.** Where patients are prepped for surgery.
6. **Surgeons' Preparation.** Contains scrub and gowning areas.
7. **Supply Station.** Contains all materials needed for surgery, from sterile instruments and packages to linen supplies and clean-up equipment.

8. **Post-Op.** Post operative care given to patients. Up to 50 patients can be handled at once. Usually, patients are kept here for about 3-5 days of observation, and then are released to fully recover "at home."
9. **Intensive Care Unit.** Exactly what it sounds like. Up to 40 patients can be kept here at once.
10. **Isolation Ward.** If someone gets diagnosed as a "carrier" on level 1, he gets moved down here immediately. Up to 25 patients can be held here normally, but that can be doubled in emergencies.
11. **Forensics. Autopsy,** morgue (capacity of 100), and lab.
12. **Ward Hospital.** 15 ward-rooms, each with its own latrine; each can accommodate 4 patients. 60 patients total.
13. **Infant Care/Nursery.** Can handle 30 children.
14. **Patient Lounge.**
15. **Information/Staff Duty Station.**
16. **GP Examination Rooms.** 10 rooms total.
17. **Administration.** This is where the rest of the hospital's paperwork gets done. This includes records, schedules, duty rosters, supply files, and all the rest.
18. **Pharmacy.**
19. **Ophthalmology, Dental Clinic, and Blood Bank.**
20. **Radiology.**
21. **Equipment Locker.** Contains sensitive electronic gear for the entire hospital.
22. **Kitchen and Dining Room.** Seats 40 people.
23. **Open Area.** Can be used for additional patients in a time of emergency.

Level Three

Biology Lab

Ceiling Height: 15ft (4.6m)

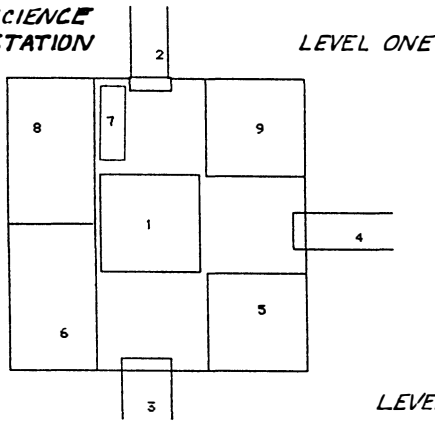
1. **Main Elevator & Stairs.**
2. **Mini Hospital.** Can house 200 additional patients.
3. **Supply Room.** Storage of the larger equipment and bulk supplies that have to be kept on hand.
4. **Maintenance and Supply Locker.** Contains medical supplies such as bedding, towels, trays.
5. **Quarantine Research Lab.**
6. **Hospital Support Lab.** 12 separate labs for routine hospital tests (urinalysis, blood tests, etc.)
7. **Biology Research Lab.** Used for heavy-duty bio-tests, research, and experiments.
8. **Pathology Lab.**

Levels 4-6

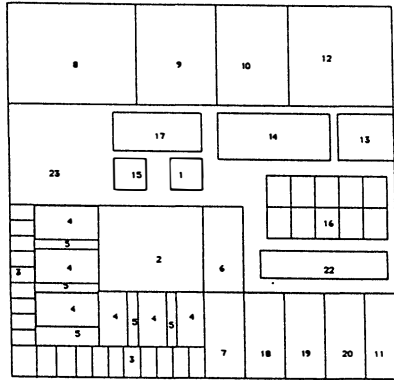
The levels that follow include numerous Laboratories and Research facilities.

Finally, the **Scientific Research Station** is where the bulk of the base's research goes on. This area includes entire levels devoted to hydroponic farms, a fully equipped hospital and biology laboratory, and equally competent chemistry and physics labs. Here is produced the technology used to keep the base's personnel alive and safe from Invid.

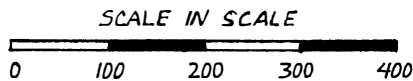
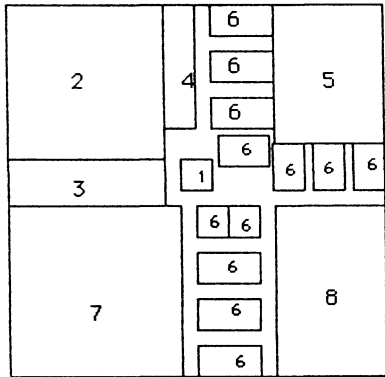
SCIENCE STATION



LEVEL ONE



LEVEL TWO



VEHICLE AND TECHNICAL STATION

The **Vehicle and Technical Station** is where the bulk of the base's cyclones, utility vehicles, destroids, and battloids are stored, repaired, and built. It comes complete with every possible kind of mechanical servicing shop, where spare parts can be fabricated and products of every kind can be manufactured in full.

Level One

Tube Station

Administration Area.

Level Two

Cyclone Garage. Storage space for 3000 cyclones (usually 60% Battlers, 30% LTs, and 20% Sabers). Only 1100 are actually stored in here (660 Battlers, 330 VR-038-LTs, and 220 Sabers). 8000 mini-missiles are also in storage.

System Shop. Electrical, mechanical, targeting, and computer repair and manufacture.

Construction Shop. Construction of new cyclone and mecha components, limbs and spare parts. Full repair and construction facilities for CVR-3 body armor as well.

Weapons Shop. Testing, recharging, design, and construction of mecha weapon systems.

Bio-Maintenance. Engineering shop for final calibration and testing of cyclones and small mecha parts. Includes a holographic cyclone battle simulator.

Level Three

Bio-Maintenance. Engineering shop for the repair and maintenance of mecha. Divided into two sections; one for Destroids and the other for Veritechs.

Destroid/Battloid Combat Simulator.

Missile Storage. Contains thousands of missiles for Veritechs & Destroids.

Missile Manufacturing: Note that #5 and #6 have special reinforced walls in case of an accident. Damage to connecting areas should be kept to 1D4 x 100 M.D.

Armory. Repair and construction of destroid, battloid, and veritech weapon systems, and weapons reloading.

Warehouse. Spare parts for every type of mecha, as well as pro-culture cells (about 400).

Mecha Elevator. Measures 100ft x 200ft (30.5 x 61m), and travels from the surface to Level 4. Meant to carry trashed mecha and vehicles downstairs for repair or salvage. The entire elevator shaft closes up to become a giant airlock (compartment bulkheads slide into place at every level.)

GM Note: All facilities are equally capable of servicing veritechs as well as battloids and destroids.

Level Four

Main Vehicle Bay. Normally houses 1 MTA-Titan, and up to 1000 small, medium, and large vehicles of every shape and type.

Factory Facility.

Construction Center. Can build vehicles, steel sheets, walls, mecha, or just about anything else that the base needs.

Factory and Manufacturing Facility.

Engineering.

Level Five

Robotech and Reflex Engineering. Not nearly what Dr. Emil Lang would be used to, but it serves its purpose. This department is used as the R&D center to the Vehicle and Technical Stations's central occupation of actual construction and refinement of devices. This area hatches ideas and refines thinking, while the other provides the manufacturing.

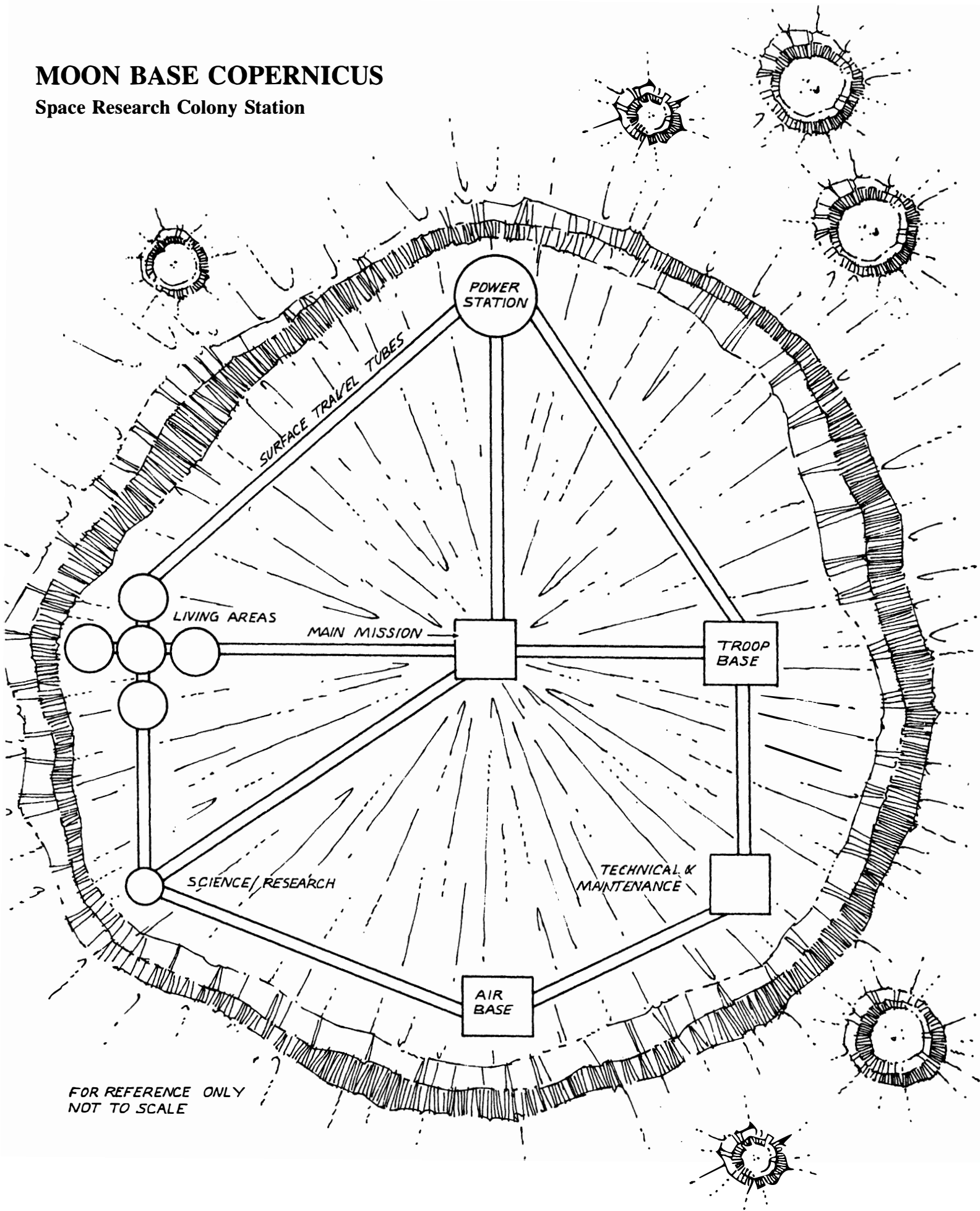
Protoculture Lab with a Protoculture chamber.

Auxiliary Generator. Can run at 70% efficiency for 72 hours or at 50% for 96 hours.

Independent Life Support and Gravity Control.

MOON BASE COPERNICUS

Space Research Colony Station



FOR REFERENCE ONLY
NOT TO SCALE



More Heroics, Mystery & Adventure

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More Complications, Twists & Dangers

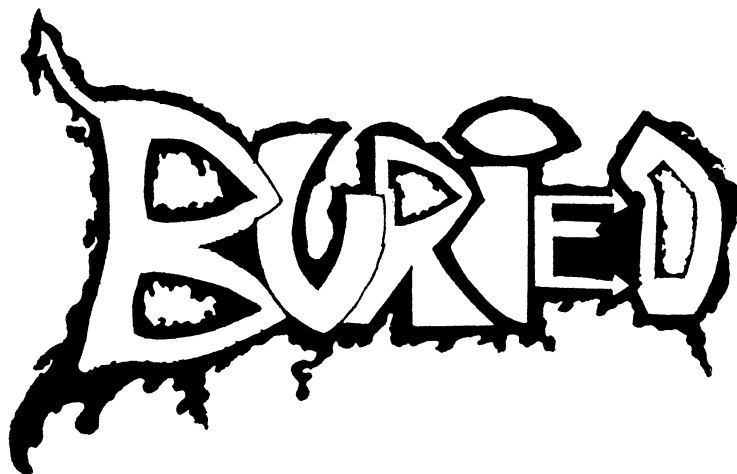
The possibility of expanding the adventures given in this supplement into a complete campaign has already been mentioned, and I can't help but agree and reiterate on that. Certainly the characters can move through the major encounter areas given and head straight toward the final climax at the Robotech Factory, but when it's so easy to go far beyond that in depth and atmosphere, why cut corners?

Southeast Asia is a rich cultural setting, a dangerous and possibly alien topographical environment, a mysterious region of seclusion, and a mine field of politics and warfare, even in the Invid Invasion time line. Many of those traits are not only presented in this book, but also in the **Robotech® RPG Book Eight: Strike Force**. That supplement not only provides a series of linked adventures to stop a mad warlord from building a powerful army of hostile Zentraedi, it also contains loads of additional source material for the *Indochina Quadrant*. This information includes data on several organized Zentraedi units (some of which are expanded on below), tons of experimental Robotech mecha, three new human O.C.C.s, and a trio of Zentraedi specialist O.C.C.s. Any of the information, characters and mecha in **Strike Force** can be used by Game Masters to further complicate things, or to assist the players, as they seek to unravel the mysteries of the Indochina Quadrant and the increased activity of dangerous alien forces. The adventures in **Strike Force** were written for use in the Macross setting of the Robotech wars, but they are easily adapted to any era of the Robotech Saga, and **Strike Force** includes notes for such modification and integration. Of course, the mecha and source material easily slides into the *Invid Invasion* or any other Robotech setting. We mention this popular sourcebook only because it can serve as a handy way of adding flavor to and expanding the adventures within the Indochina Quadrant.

The **Buried Treasures** and **Cruel Legacy** adventures can be played in any order the Game Master sees fit, but it is likely the characters will stumble upon the Black Reign village simply because it is closer to the Overwatch camp and located along the travel route from that location to both the Thailand Hive and the Robotech Master's Base. If the characters are not associated with the Overwatch forces, however, the Game Master is cer-

tainly welcome to throw the adventures at them in any sequence he sees fit.

As a campaign note, each of the adventures contains some extensive historical data going back as far as the first Robotech war. Such information may have little or no bearing on the current adventures, and is included as source material should the Game Master choose to use these adventures in other time periods or settings of the Robotech Saga.



Rumors of Treasure & Trouble

The Game Master can handle how the characters are drawn into this adventure in a manner best suited to the individual campaign, but it is likely that the group will hear rumors of a large nest of mutant ants, especially if they have had encounters with the giant insects before. Whether or not the characters hear of the rumors about the *buried storage container* beforehand is up to the Game Master. The tales that reach them can be varied and vague, or brief and accurate, including the following:

1. The black market operatives, known as **The Black Reign**, have lost something big and the villagers have it;
2. Villagers digging a well found giant ants *and* a cache of giant robots;
3. "Demons" have chased the black market out of their hidden complex and the village is under siege by monsters;
4. If the characters need prodding, drop in a rumor that the **Black Reign** found "new" RDF mecha that they want badly.

The promise of new mecha should at least make the characters willing to investigate further.

... or any number of other hooks from the concise and true to the fantastic and untrue.

Of course, the group can also simply wander across the village of Ho Na Naing one afternoon and pick up the information from the source.

Part 1: The Village of Ho Na Naing

No matter what gets the characters to the **village of Ho Na Naing**, when they arrive, they will find a large and obviously successful farming village (almost a small town) settled into the hills at the base of a mountain. The village is on the Invid Hive side of the mountains located west of the Overwatch base. Terracing of the hills and lower mountain provide rice fields, while livestock grazes on the level grassy fields below. A low stone wall of about five feet (1.5 m) in height defines the borders of the village by linking two of the large hills that flank the settlement.

It is also the site of a secret, underground base and safe-house of the Black Reign Black Marketeers. The black market operatives control the tunnel complex beneath the village, and have been patrons of a sort for some time (though they do have their opponents among the farmers). The black marketeers were expanding their tunnels when they discovered a buried storage bay of some kind. Excavations revealed that an RDF Tunny VTOL crashed here years ago. The markings on it are definitely RDF, specifically the *Robotech Research Center*. Presumably, the transport aircraft had crashed en route from the Japan Quadrant of the Far East Sector to one of the western bases. The aircraft itself offers potentially valuable salvage, but it also appears that its cargo remains intact in the belly of the vehicle. Unfortunately, before the cargo bay could be found and opened, they were attacked by giant, mutant ants.

The insects were released from the Genesis Pit at the nearby Invid Hive. One of their scouts discovered the Black Reign tunnel complex and the ants promptly moved into the extensive, pre-fab (to them, anyway) tunnel system. Two dozen unsuspecting black market operatives were slain in a battle to hold the tunnels, the 14 survivors fled and regrouped. They have set up a temporary camp to the south, about four miles (6.4 km) away.

The high-tech bandits are waiting for reinforcements to come and help them clear out the ants and claim the cargo from the buried RDF aircraft. This means the player characters have three or four days to destroy or get past the ants and into the storage bay before The Black Reign arrive with enough firepower to do the job themselves. **Note:** Any or all of this information can be passed on to the characters by the right villager.

Enter the Player Characters. That's the situation in a nutshell. When they arrive, the villagers are scurrying around in chaos. Some are gathering their belongings and running into the rain forest, while others try to fight or at least hold off the giant mutant ants. One of the male defenders will tell the player group

that a colony of mutant ants suddenly appeared in the center of their village (see #9 of Village Layout) and threatens to force them from their homes.

If the player group seems capable of killing the ants, the villagers will beg them for help. Without it, they fear they will soon have to abandon their village, their home for generations. **G.M. Note:** To spice things up, you can have 3-6 children missing and presumed captured by the ants and taken into their tunnels. This may be true, or the kids may have simply fled into the surrounding rain forest.

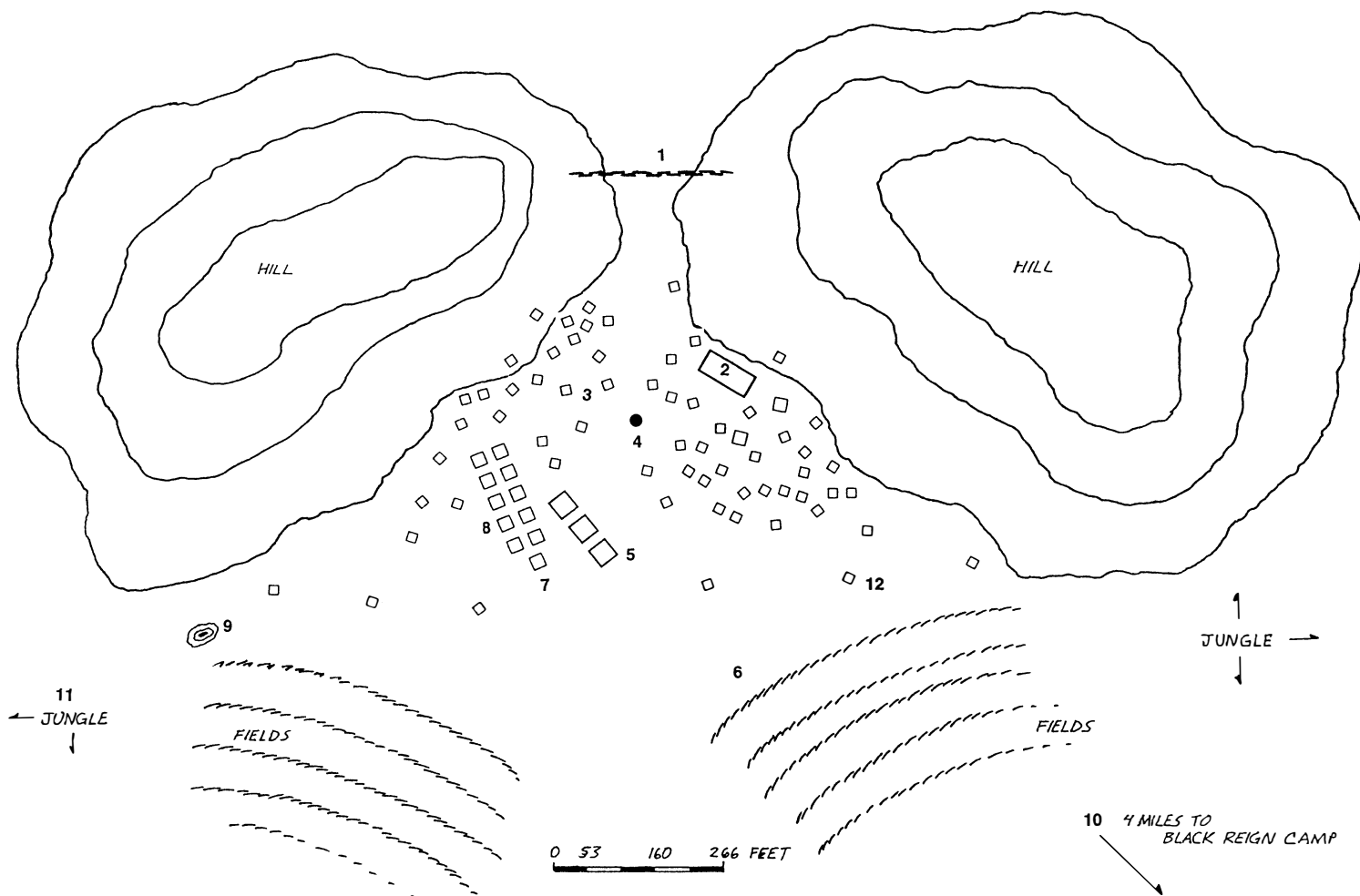
Characters of good alignment will at least consider the plea for help and may feel compelled to engage the ants in search of any lost children. Since the ant tunnel is new, the creatures are comparatively few (no more than one hundred; probably half that), so there is a chance for a successful extermination. The men of the village are certainly willing to take that chance and will fight at their side. As a reward for the player characters, the villagers will offer food, clothing, shelter, the salvaged junk in the storage huts, as well as their eternal gratitude. They will not tell our heroes about the *Black Reign's* presence unless somebody in the group asks about it or they find the crash site. They are hesitant to talk about or condemn the Black Reign or reveal the existence of the RDF cargo vehicle, because of the villagers' forced association with the bandits. The villagers are friendly with them, trade with them, and allow the bandits to use their village as a base of operations and safe-house, mainly because they don't have the resources to oppose them (and will not ask the player group to intercede because sooner or later, the heroes will leave and the Black Market agents will return). While they won't volunteer this information for fear of repercussion from the Black Reign, they will not lie about it either, and will even warn the group that the Black Reign bandits have claimed the lost cargo for themselves and to tamper with it is to invoke their vengeance. Likewise, the villagers will not help the group to excavate the crash site in any way, and will warn them that they will have to tell the Black Reign everything they know about them. **Note:** If the player group wants this lost RDF cache they will have to destroy the ants before they can excavate and retrieve the lost cargo. Once this has been accomplished, it will take at least 24 hours to excavate the site.

Ho Na Naing —Village Layout

Note: See the Game Master Info section for additional details. **Population:** 324 total.

1. The defensive wall: This five foot (1.5 m) high wall is constructed of flat pieces of slate rock and appears to be more of a fence to keep the livestock out of the town than any genuine defensive measure.

In actuality, it has an inner framework of M.D.C. materials braced to stop even a multi-ton, armored M.D.C. ground vehicle traveling at moderate speeds (30-40 mph/48-64 km). Any Mega-Damage ground vehicles going 50 mph (80 km) or faster will be slowed down to about 5 mph (8 km) on impact and suffer 1D6 M.D. from the impact per each 10 mph (16 km) of speed they were going at the moment of impact. This will breach the wall, but the pilot will lose 1D4 melee actions from the jolt and surprise of the hard impact. After these few seconds,



he recovers completely and can rev up to full speed. Of course, most mecha can step or fly/hover over the wall, but if trying to stomp or kick a hole in it, they will be surprised at its strength and resistance, and suffer only one point of damage from the impact. In the case of Cyclones and hovercycles who drive through the wall — thinking they can just plow through it for dramatic effect or for surprise — they too will suffer 1D6 M.D. per 10 miles of speed they were traveling at the moment of impact. **Note:** S.D.C. vehicles are stopped no matter what their speed and suffer 1D6x10 damage per every 10 mph (16 km) they were traveling. The impact may damage the stone (perhaps revealing bits of the M.D.C. metal braces concealed beneath the stone), but does little substantive damage to the wall.

The Mega-Damage portions of the wall are not solid, but the defenders know where the vertical and horizontal supports are located and will use them for cover. Anyone using this tactic receives 50 M.D.C. of protection from the M.D.C. metal support beams and crossbars.

2. Large, centralized meeting hall: This long, rectangular shaped hut is made of wood with a shingled roof. It is the area where the entire village comes to hold meetings, celebrations, and other civic and social events.

3. Huts of the villagers: These simple huts are made of sticks and scraps of wood with thatch or reed roofs. They have wooden planks or reed mats lining the floor. Each is a single room and large enough for one small family. Larger families live in a linked semicircle of huts with a central roof extending from them to form a large covered area within the half loop of houses.

4. The well: This is a simple hand-pumped well near the center of town. The drinking water from it supplements other water collected from a small stream in the nearby hills.

5. Harvesting huts: The courtyard between this trio of large huts is used to process and dry rice and other crops during harvest. Once the produce is properly handled, it is stored within the three large huts for future use.

6. The fields: These are the terraced fields where the villagers grow their rice and other crops.

7. Storage huts: These medium-sized huts are used to store equipment and other items that are nonperishable. They contain a number of items collected over the years, most of which do not work, though a lucky player character might stumble on a working handgun, walkie-talkie, protoculture cell, carburetor, or piece of mecha or small machine part that could be used as a spare part for repairs (G.M. discretion as to exactly what might be found).

Typically, one of these storage huts will be guarded by one male villager armed with an M.D. rifle and an S.D.C. sub-machine gun. This is the hut where the farmers store their defensive weaponry. The hardware kept in the hut is minimal and limited to 80 S.D.C. assault rifles and 40 other S.D.C. weapons, two suits of Cyclone CVR-3 riding armor (with half their usual M.D.C.) and 11 Mega-Damage rifles (E.B.S.I.S. and RDF), each with three E-Clips. **Note:** Such equipment is not entirely out of the ordinary for a village like this and is unlikely to raise much, if any, suspicion among player characters.

8. Hidden entrances to “the tunnels”: There is an extensive network of tunnels beneath Ho Na Naing. The tunnels were dug by the black market organization known as The Black Reign (see Game Master Info section for full details). Hidden entrances to the tunnels are located in one of the unguarded storage huts described in number seven, above, out in the jungle (#11), and in the corner of one of the regular huts (#12). **Note:** The tunnels are swarming with the monstrous, mutant ants, which means the crash site of the RDF transport vehicle cannot be accessed until the ants are destroyed.

9. Strange mound of dirt: In the far corner of one of the fields, there is a large mound of dirt (approximately 6 feet/1.8 m high) near a gaping, nine foot (2.7 m) wide hole in the ground.

If the player characters are familiar with the tunnels of the giant ants, they will recognize this as the entrance to one of the ants’ complexes. However, this one is somewhat larger than they might have seen before (there are a number of ants already at work in this area).

Entering the hole will put the characters in area #2 of the tunnel complex (see below for details). Ants come and go from the opening, carrying loads of dirt and generally watching for in-

truders. Because of this, the farmers can not work the fields and are angry because of it.

10. The Black Reign camp: Approximately four miles (6.4 km) from the village is a temporary camp of displaced members of the Black Reign. Six of the fourteen men are high-tech bandits (use the O.C.C. from the Strike Force supplement, or make them a mix of Field Scientists and Electrical, Mechanical, and/or Communications Engineers. Each has 2+1D4 levels of experience, and is anarchist or aberrant in alignment). The other eight are E.B.S.I.S. Military Operatives (Use the O.C.C. from Strike Force or make them Freedom Fighters, Mercenaries or Military Specialists. Each has 3+1D4 levels of experience and they are anarchist to miscreant in alignment).

The technical personnel have Southern Cross body armor and weapons, including ID-4 Ion Disrupters and rapid-fire pulse-lasers. Each of the E.B.S.I.S. soldiers has *CVR-3 armor* and two of them have *Battler Cyclones* with half their missile payloads. Their sidearms include *Sal-9s* and *Gallant H-90 pistols* (only three have rifle stocks and clips). They look battered and tired.

Game Master Info

The Black Reign

The origin of The Black Reign organization goes back quite a ways and originates with the Eastern Block of Soviet Independent States (E.B.S.I.S.). The E.B.S.I.S. has had influence and ongoing operations in the Indochina Quadrant since before the landing of the SDF-1. In the past, the operations they fostered were mainly political, but with the end of the First Robotech War and the proliferation of Zentraedi technology, either lost or hidden in the jungles of Laos, Cambodia and Vietnam, the E.B.S.I.S. began to gear up more militaristic endeavors with the specific goal of acquiring that technology. Their activities were low key, but aggressive, and included the funding of mercenary and high-tech bandit squads as well as the virtual creation of a massive black market to collect and transport any captured or salvaged hardware to northern and western airfields. Though the E.B.S.I.S. itself was recovering from the Zentraedi global bombardment during the years of reconstruction (the time frame of the Robotech RPG), after the destruction of the SDF-1 and 2, its operations in Indochina thrived almost independently.

The lack of organized governments in the Quadrant allowed the regional operatives to not only carry out their established operations unchallenged, but to also seize control of a number of key towns and villages. During the next decade and a half, the E.B.S.I.S. would rebuild itself and strengthen its military to once more take an active role in running things in Indochina. Largely untouched by the second war, they would continue to increase their power, gaining a tighter and tighter hold on both the South America Quadrant and the Indochina Quadrant.

Then, the Invid came.

The E.B.S.I.S. was completely devastated by the Invid during their initial invasion of the Earth. Nothing remains of the former Soviet States except for scattered villages and towns — reawakened wilderness taking back the leveled cities and military installations. Many E.B.S.I.S. operatives in Indochina were spared such obliteration, but they suddenly had no government to lead them and a devastated homeland not worth returning to. Their power structure was so strong in the Indochina Quadrant that it was easy for them to become an autonomous and self-governing entity themselves. In fact, the local governments and the black market they already controlled, along with the high-tech bandits they had supported and groomed, thrived as part of their organization and evolved into a secretive underground society, not unlike the organized crime institutions of pre-war Earth. Along the way, they expanded from mecha and combat hardware to broker in anything one could imagine, including cigarettes, cars, drugs, literature, protection services, prostitution, assassinations, political and governmental subversion, and self-imposed military rule over entire regions.

As one might anticipate, without the E.B.S.I.S, the organization began to splinter into independent operations and forces who claimed autonomy as well as claiming geographic regions as their exclusive territories. Each fell into or adopted specific traits and characteristics that marked them and their operatives. One of the largest and strongest of these now self-powered criminal monsters adopted the name that villagers in the region had called them for years, **The Black Reign**. It combines the soldiers and agents of the former E.B.S.I.S., RDF soldiers who have turned to a life of crime, and indigenous people — mostly ex-soldiers, corrupt political figures, criminals, thieves and smugglers.



The strong and organized Black Reign turned its attentions to entrenching itself, solidifying its foundation and keeping out of the attention of the occupying Invid. Just as the jungles would hide the giant Zentraedi, so too would it conceal the efforts of these micronians. They relied on the old ways bolstered with modern technologies to perform their work and protect their successes. The Invid of the Indochina Quadrant rarely attacked civilians without provocation, and the Black Reign soldiers used that to their advantage. Operatives dressed, acted, and worked among the local villages and farms. They hid weaponry and equipment on farms and in small towns, especially those where they actually ruled or dominated the community. In more populated areas, where towns actually started to resemble small cities, they established trading and dealing outposts and offered services that catered to mercenaries and rebels of all kinds (except those rebels opposing the Black Reign, of course). These locations trafficked in guns, drugs and all sorts of contraband and criminal activities, while the Robotechnology and other heavy hardware were reserved for specific clients or the Black Reign's personal use. All in all, the Black Reign operated behind the scenes like some kind of secretive shadow government or extended crime family. Outsiders generally have trouble getting information or help from the villagers under their control, and mishaps, threats, or strange occurrences are not uncommon ways of discovering that one has stumbled into their territory and is not wanted.

In addition to their more obvious public presence and criminal operations, The Black Reign made the brilliant decision to

literally go underground for the inner workings of their operation. To this end, the tunnel systems used by the Vietnamese almost a century before were once again put to use, forming networks to link villages and creating more centralized complexes to act as fully active bases. The tunnels not only hide them from the Invid and rivals, but also conceal them from all types of detection. Radar, thermal imaging, motion detectors, and other sensors can sweep the surface directly above the underground tunnels without detecting what lies underneath. Only *seismic detectors* have any chance of detecting underground activity, but their range is very limited and availability extremely scarce. Taking advantage of this, The Black Reign often build their bases under or near the most heavily patrolled avenues of the Invid, within 500 miles (804.5 km) of a hive (sometimes closer). This proximity to the Invid keeps the authorities, rivals and armed enemies from poking about, while the vast and extensive tunnels allow them to bring their contraband in from remote distances without the Invid being the wiser.

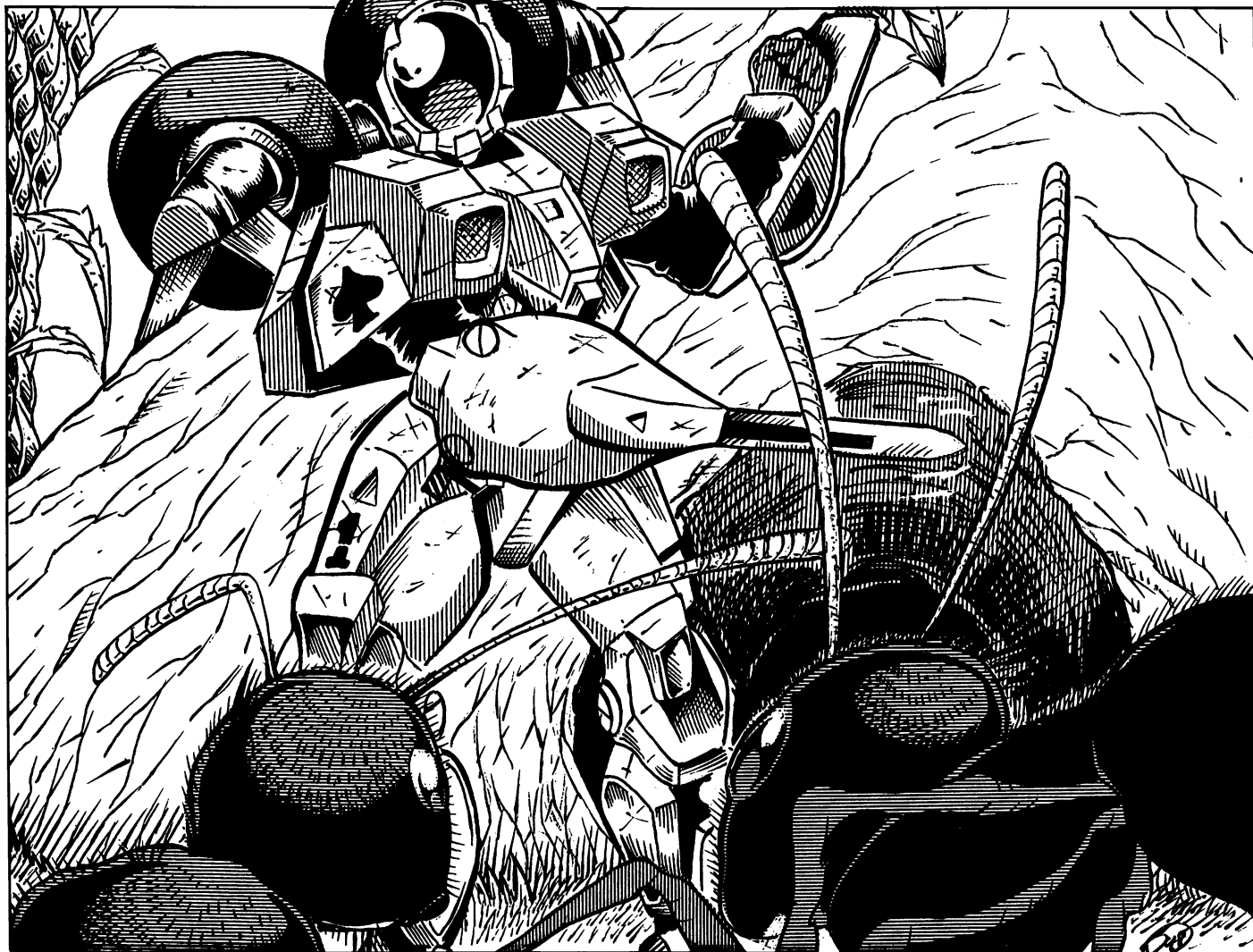
Most tunnels are constructed of dirt, with only occasional reinforcement, although the biggest and most modern tunnel complexes use steel and concrete. Tunnels located in hostile or strategic areas will have some parts of the tunnels and important chambers made of M.D.C. material.

The centralized base complexes are largely self-sustaining. Food and other supplies still need to be brought in from the surface, but everything else needed to keep a quasi-military operation moving can be found below the surface, including repair facilities, occasional construction equipment, weapons stores, food and equipment storage, meeting rooms, generators, wells, and barracks-style living quarters, among others. The most elaborate and largest of these underground networks of tunnels and chambers will have electrical lighting throughout, computers and even a handful of vehicles (small ones like hovercycles and motorcycles are ideal, but some will actually contain a large chamber with mecha or heavy vehicles).

Vehicles and weapon caches are also buried at strategic locations, and safe-houses with a hovercycle and M.D. weapons are scattered throughout the Quadrant.

The Black Reign has its central operations located along the old border between *Laos* and *North Vietnam*, approximately 200 miles (321.8 km) north of the REF Overwatch base. The core villages, small towns and a trio of actual cities controlled by the organization conform roughly to the old border and stretch over almost 75 miles (121 km), but other outposts and allied towns stretch out in all directions. One of the farthest major outposts sits on the old Cambodian border and performs searches into the jungles and wastelands of old South Vietnam and Cambodia.





The Ho Na Naing Tunnels A Hidden Black Reign Base

The tunnel complex beneath Ho Na Naing is little more than a series of braced and lined hollows linked by a tunnel system. Rooms range from five foot (1.5 m) entryways or intersections, to ten foot square quarters, to the occasional larger chamber. Room ceilings average only about seven feet (2.1 m) in height. The tunnels themselves are rarely larger than five feet (1.5 m) tall and five wide, but all of them have plastic mats or panels lining the floors and braces to keep the walls and ceiling from collapsing. The mutant ants can only pass through these tunnels single file (at least until they make modifications), and each of them takes up the whole passageway. A single dead ant can be crawled over or hauled away. More than one body will make slipping by impractical and necessitate the removal of the bodies before easy passage can be assured. This means in order to get down into the tunnels (and to the buried RDF transport), player characters will literally have to fight their way through the ants. Cyclones in battloid mode are the only mecha that can fit in the tunnels, and they are extremely cramped (no bonuses and can *not* dodge unless in a room larger than 10 feet/3 m); bonuses apply only in the repair and construction facilities and the vehicle towing tunnel (see below for details).

Game Masters can place ants wherever they see fit, but should keep in mind that the players will likely have only their CVR-3 armor and hand-held weapons at their disposal. Consequently, each G.M. should adjust the number of these nasty critters as suitable to his player group. Game Masters can also extend the ant tunnels as much or as little as may be desired. The ants will also tend to be more plentiful near their own, more spacious tunnels (the fewest are actually found on the surface). The insects will regard anybody in the tunnel network to be an invader and fight to the death to protect their new domain.

The Black Reign Tunnel Network

Note: Fortified areas in the complex with M.D.C. walls have 10 M.D.C. per 10 foot (3 m) section — only the Repair Facility is more heavily fortified.

1. Repair Facilities: This is the garage area where vehicles and small mecha are repaired. It has higher ceilings than the rest of the tunnel areas at ten feet (3 m) high. The room is roughly 60 feet (18.3 m) long and 40 feet (12 m) wide. It has reinforced walls with 30 M.D.C. per 10 foot (3 m) section of wall (the ceiling is only 15 M.D.C. per 10 ft/3 meters). This is a fully stocked mecha and mechanics garage with computers, lifts, cranes, tow lines, and other equipment and tools necessary for repairing mecha, vehicles, weapons and machines.

Instead of lugging entire vehicles down here, only small ones like hovercycles, jeeps, small trucks, Cyclones, etc., or stripped down portions of larger vehicles are brought down a sloping ramp for repairs. In addition to the cable towing system in the access tunnel (see #2), three High-Low type haulers are parked in a corner.

After repairs are made, the part or section is hauled back to the surface and put back together. This means large mecha and large vehicles *can* be worked on below ground, but this system of dismantling and towing components (a Destroid's leg or arm, etc.) up and down is loud and causes slight ground vibrations which could alert the Invid and other enemies in the immediate area above the Repair Facility. It also adds 20% to the time required to make repairs.

2. Vehicle Towing System: Though it has significantly more clearance than the other tunnels of the complex, this long, sloping tunnel is wide and low; ceilings are roughly 8 feet (2.4 m) high and the tunnel is 15 feet (4.6 m) wide.

The tunnel entrance is located in the jungles about a mile (1.6 km) away from the garage facility (#1) and has a large winch and cable at each end. The entrance/exit in the rain forest is concealed and large enough to allow most small vehicles entry. The other end opens adjacent to both the repair (#1) and construction (#3) facilities of the tunnel complex.

The limited space prohibits large vehicles, Destroids and other giant mecha from moving comfortably down the tunnel (some could try to crawl down the tunnel on their belly, or stick their head or arm down a short way). The winch and cable system is used to pull large and heavy components into the repair facility.

3. Construction Facilities: Similar to the repair facilities, except the machinery here is for casting and machining parts. It is the largest room (60x60 ft/18.3x18.3 m), next to the Command Center, yet it is the least used. Much of the machinery here is rather loud and thus used only when absolutely necessary. Entire machine systems can be dismantled, repaired and rebuilt here, even something as large and complex as a battloid arm (though only E.B.S.I.S. and Zentraedi mecha parts can actually be built here). The need for secrecy and general conditions makes such large jobs extended operations, requiring regular periods of down time for security. This means rebuilding and construction jobs normally take about ten times the normal repair time necessary (thus requiring 120 hours to build a mecha limb under the best of conditions; at least 42 days of work to build a giant robot arm). This area has standard M.D.C. walls.

4. Weapons Stores: This area actually consists of two rooms. The smaller one (6x6 ft/1.8x1.8 m) is used to store the weapons and armor of the Black Reign operatives. The larger one (10x10 ft/3x3 m) stores weapons, armor, machine parts, salvage, and other goods sold through the black market. This particular outpost is an acquisition and distribution point, so the items aren't actually sold from here, only temporarily stored here before being shipped to the selling agents. Forced to momentarily abandon the base to the mutant ants, the smaller area will have some or all of the following items:

- 6 P-20 Pulse Laser Pistols (Southern Cross, page 89)
- 4 LR-30 Laser Assault Rifles (Southern Cross, page 90)
- 12 Cobalt Grenades (Southern Cross, page 90)

- 5 Sal-9 Laser Pistols
- 13 RDF 9mm "Wolf" Auto Pistols
- 1 Gallant H-90 without rifle extension (any others are with the surviving Black Reign members)
- 200 rounds of 9mm ammunition
- 6 energy clips for the Southern Cross weapons
- 2 extra clips for the Gallant H-90
- 24 mini-missiles
- 8 short-range missiles
- 10 suits of Southern Cross Body armor (various types, mostly jungle squad and mixed suits. Southern Cross, page 85).
- 4 suits of CVR-3 armor
- 1 Battler Cyclone with no missiles in it (in storage mode at the bottom of the room).

The larger room has more weapons, but many of them are S.D.C. because a large number of the Black Reign's clients are fighting their fellow humans over land and political control. The M.D.C. weapons and armor that are found here tend to be on the low end of the scale or used and repaired. Only a small portion of the S.D.C. weapon stock is listed below. Game Masters can consult the Compendium of Contemporary Weapons for a wide variety of such weapons if they wish to expand on those detailed.

- 22 AK-47 Assault Rifles
- 30 9mm handguns (of various makes and models)
- 16 S.D.C. land mines (2D6x10 damage or 1 M.D.C.)
- 6 RDF Sub-Machine Pistols (Robotech® RPG, page 77)
- 9 RDF Light Laser Rifles (Robotech® RPG, page 79)
- 25 RDF 9mm "Wolf" Auto Pistols
- 10 M-35 "Wolverine" Assault Rifles
- 4 Cobalt Limpet Mines
- 9 Lancer Laser Pistols (Southern Cross, page 89)
- Miscellaneous spare parts

5. Tactical Conference Rooms: These chambers are used for discussing operations, planning tactics and giving briefings for Black Reign operations. The large room (20x30 ft/6x9 m) is a gathering area and conference room, while the smaller rooms (8x8 ft/2.4x2.4 m) are used to brief and debrief individuals or small teams (2-10 agents). The meeting rooms are linked to both the Computer Room and the Command Center. Dividing these rooms from the Command Center is deliberate decentralization done to prevent the neutralization of the entire command structure in the event of an attack.

6. Generators: The tunnels and their high-tech equipment are powered by a number of alternating systems, including a modified fusion turbine, gas generators and electric generators. The gas generators are used mostly to charge up the others and for emergencies. Excess heat from the systems is piped to the nearby mountains and vented through a cave. Most sensors cannot detect the heat or sound from underground and heat and steam piped out is intended to appear as some kind of low level geothermic activity.

Since the ants' attack, the electric generators have lost their charge and the complex is without power. Everything is completely *black*, and the player group will have to supply their own

lights until the generators can be restored. The power is easily restored using the generators; an electronic or mechanical skill is necessary, but even the basic skills will be enough. Unfortunately, a pair of ants are working in this room, converting it into a storage chamber. The ants were attracted to the room because of the warmth while the generators were running, and since the generators have stopped, this is simply as good a room as any for storage, so they have continued to work. They will attack anyone who enters or passes by the room, seeing them as dangerous invaders. Furthermore, the noise and warmth of the reactivated generators will attract 1D4 other ants every 4D4 minutes. The smell of dead comrades (ants have an excellent sense of smell, plus most ants secrete a warning/danger chemical at the moment of their death) will alert the rest of the ants to danger inside the tunnels and they'll search for invaders.

This room has standard M.D.C. walls.

7. Buried Vehicles: Used as additional stores and auxiliary communications are a number of buried military vehicles. All of the vehicles are in top repair and fully armed. The Raidar X can pull itself out of the ground in one melee round (it basically just stands up slowly), but the other vehicles need to be dug out the old fashioned way (the village has a battered looking bulldozer concealed in one of the ordinary looking huts; it has 75 M.D.C.). Digging out vehicles by hand will take 45 minutes to an hour. Using other mecha can reduce this time by half.

The vehicles (identified by letters corresponding to those on the map) include:

- A. A fully functioning Raidar X (Robotech® RPG, page 63);
- B. APT Tank Carrier (Southern Cross™, page 80);
- C. LCT-73 "Tornado" Combat Tank; and
- D. UF-14 Supersonic Interceptor (RDF Manual™, page 14).

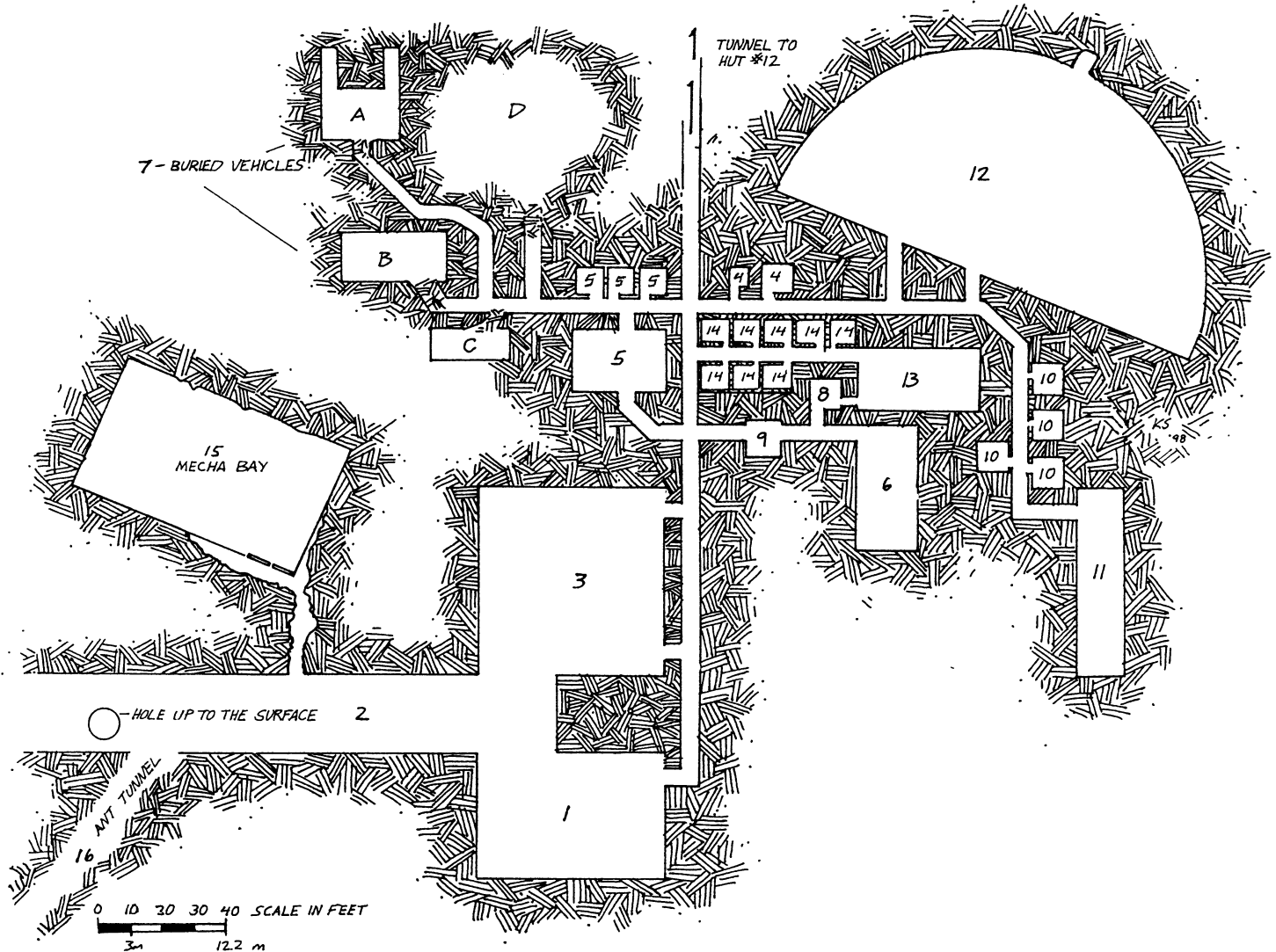
If so desired, G.M.s can change one or two of these to something else, but nothing too fantastic.

8. Well: Water purification and pumping equipment in this ten foot (3m) square room draws drinking water from deep wells for the inhabitants of the underground complex.

9. Computer Room: A 12x12 foot (3.6x3.6 m) room with standard M.D.C. walls protects the computer systems of this Black Reign base. Three computers, plus communications and sensor equipment, mostly were salvaged from downed REF spacecraft and include long-range communications and radar (there is a small dish in the mountains, 10 mile/16 km radius).

10. Workout Areas: These areas, each a 10x10 foot (3mx3m) room offer body building and exercise equipment or recreation (darts, cards, etc.) for the soldiers of the Black Reign.

11. Barracks/Living Quarters: This 60 foot by 15 foot wide (18.3x4.6 m) room is a barracks style living area that can accommodate 60 men comfortably. It can also be cannibalized for use as a storage room or other facility.



12. Command Center: Made from the salvaged command bubble of a Zentraedi spacecraft, this area is a large dome filled with tactical displays and computers. All of the operations conducted by the regional branch of the Black Reign are directed from this area, as are the everyday activities of this particular base complex. Normally, the higher ranking members of the organization are found in or around this area, however, with the invasion of the ants, they are camped outside in the jungles. Fortunately, the room was sealed and locked before any ants could get in and damage any of the equipment (nine members of the base are also hiding inside; armed only with an S.D.C. revolver, one Wolverine Assault rifle and six hand grenades; they will not respond to any outside contact other than other members of the Black Reign, identified by code words). The doors cannot be opened until the power is restored or the doors blasted open (150 M.D.C. each) — power is out, and unless restored, the room is as dark as the rest of the complex.

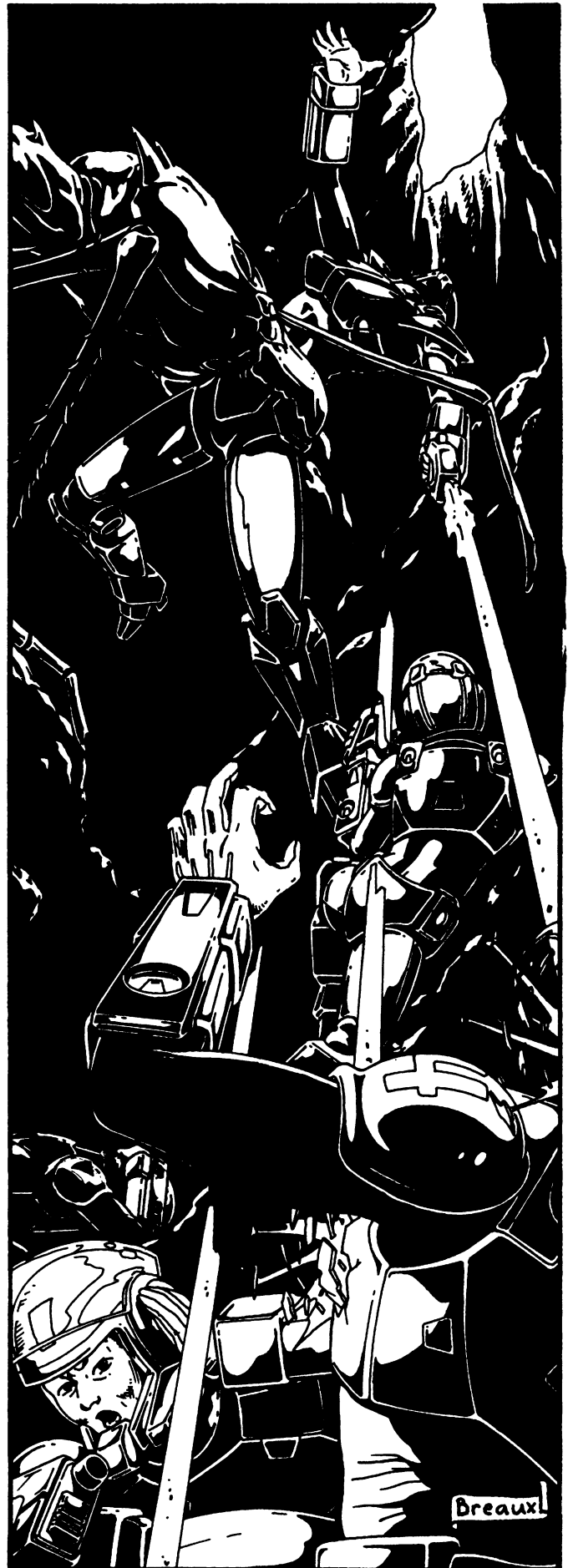
As a salvaged portion of a Zentraedi spaceship, the walls in the Command Center have 50 M.D.C. per 10 foot (3 m) section.

13. Kitchen and Mess area: The ants have turned this area (20x40 ft/5x12 m) into a larder, and are already collecting and placing fungus to be cultivated for food on piles of spilled grains and the collected bodies of twelve slain Black Reign operatives and a half dozen villagers. There are four ants here at any given time, tending to and guarding the fungus and (human) fertilizer.

14. Personnel Quarters: These small rooms (each 8x8 ft/2.4 m) serve as the bunks and personnel areas for the Black Reign operatives. However, most of those stationed here spend much of their time on the surface with the villagers, and a number of them actually have wives among the farmers. Normally there are 32 operatives living in this section; most are officers and skilled personnel. The occasional weapon and valuable can also be found in these quarters. When the ants moved into the tunnels, most fled to the relative safety of the surface.

15. The Crash Site and Unopened Storage Bay: This is a new excavation area where The Black Reign accidentally discovered the downed RDF cargo transport and began to dig it out. They got as far as translating the markings and salvaging a partial manifest from the door's panel computer, but had yet to open the thing when the ants moved in. Because this area is midway between the original ant tunnels and the Black Reign complex, there is a constant stream of ants moving through the area. Characters will have to block off one or both of the connecting tunnels to have any peace in digging out and exploring the wreckage of the aircraft. Full stats on the *new mecha* are given below, while stats for the standard mecha can be found in the appropriate game supplements. **Cargo Note:** Inside the belly of the Tunny aircraft are a number of prototype mecha, described in the pages that follow. See that section for details.

16. Ant Tunnels: This is where the ants' tunnels intersect with those of the humans. Beyond this point, the passage is relatively straight for about 300 yards/meters where it opens into the ants' new tunnel network. This tunnel and most of the mutant ants' tunnels are twice the diameter of the humans' tunnel network of allowing both humans and ants greater mobility. Unfortunately, it also means two ants can move forward and/or attack simultaneously. The greatest number of ants are working diligently on creating the "Queen's Chamber and Nursery" (most



other tunnel branches only have one or two ants). The queen has not yet moved in and no eggs have been laid in this unfinished chamber.

The players' best option is likely to seal the ant section off by collapsing or otherwise blocking the ants' main passage. However, the ants will be able to reopen or dig around most blockages within 4D6 hours, so this tactic only buys time. Still, dividing the ants into two groups should give the player group time to deal with the ants in the Black Reign complex before reinforcements arrive.

The Lost Cargo of Mecha

Sure enough, the old Tunny was transporting experimental mecha when it went down years ago. It was on its way to a western base where final testing of the prototypes inside was scheduled to commence, but a Zentraedi ambush overwhelmed its Veritech escorts and downed the aircraft before their exact coordinates could be sent out. The downed aircraft was never found and the development of the prototypes halted due to redevelopment costs and the subsequent collapse of the world governments.

Note: If the Game Master wants to let the characters use these mecha as their regular machines, he can put several of them in the storage container of the downed cargo transport. Likewise, it is possible that some of these variants and prototypes *were* developed and used by the spacefaring REF as Special Tactical Units (STU), if not as full use infantry troops. This also means similar prototypes may exist at other lost, secret bases or storage units. Ultimately, these (cool) variant mecha are designed for a fun time of gaming, so introduce them any way you deem appropriate. If truly rare, player characters should make a point of having their mecha repaired and carefully maintained on a regular basis.

If the group has a Bio-Maintenance Engineer (B.M.E.) in it, the Game Master may wish to provide each of the players with one fully working mecha and one working spare or a number of damaged ones for spare parts. This should enable them to keep the mecha in operation for some time.

More good stuff: The storage bay will also hold a large supply of the ammunition carried by the *new mecha* (the exact amount is left to the Game Master's discretion and campaign needs — let's not go too hog-wild). Also at the discretion of the G.M., the cargo bay *may* contain a handful of "standard" mecha (from Destroids or Hover Tanks, to Veritechs of any kind, but no more than four), six mint condition Cyclones (any combination of types), an AJACS, and a Legios unit (Alpha and Beta) or an old RDF Super Veritech.

The G.M. can also toss in a crate of additional RDF Mega-Damage guns, some extra E-Clips (no more than 144), M.D.C. body armor (probably light stuff, nothing better than Cyclone armor), 6D6 protoculture cells, and other odds and ends like medical kits, uniforms, etc. — or to drive the players wild, there could be eight crates of bed sheets or cans of baked beans (of little value to adventurers).

Important Note! Remember that if the characters start turning mecha on left and right, even just to check things out, the Invid are *likely* to detect the activation of protoculture. If they aren't careful (and possibly even if they are), they may have to deal with one or two squads of Invid, as well as the ants and Black Reign.

Prototypes

The familiar mecha of the Robotech armies represent the tried and tested models which survived the rigorous design stages to enter into large scale production. However, variations, modifications and experimental mecha were designed, tested, and, in some cases, put into limited or specialized use throughout each and every one of the Robotech Wars. As humans learned new things about Robotechnology, they were able to make changes and improvements on their original works, inspired by the robots and technology of the alien spacecraft that would later become the SDF-1. Eventually, completely new designs and approaches for the Southern Cross and REF mecha armies would come into being — the most obvious design element being a reduction of mecha size without losing firepower. Of course, those new designs didn't happen all in one magnificent leap. Dozens of new models came and went, with differences as minor as a new weapon system or as radical as a new transformation system for Veritechs. There were starts, stops, and dead ends many times along the way. Some designs were good and usable, but not significant enough to replace an existing design, so they would be mothballed. Some designs either possessed bugs which could not be ironed out, proved to be impractical or redundant, or simply proved to be too expensive to build, at least in large quantity. This meant some "successful variants" were put into limited production and used for special operations or by one particular branch of the mechanized Army or Air Force. Of course, others were dismal failures and scrapped.

Hybridization was also a common design direction that was a bit more cost effective because it combined two or more existing design features or systems into one. The "new" mecha located in the buried storage compartment are examples of *hybridization*. Most combine traits and ideas from one or more existing mecha into a single, largely unique machine. **Note:** An extensive selection of additional prototype and hybrid Robotech mecha can be found in the pages of **Robotech® RPG Book Eight: Strike Force**.

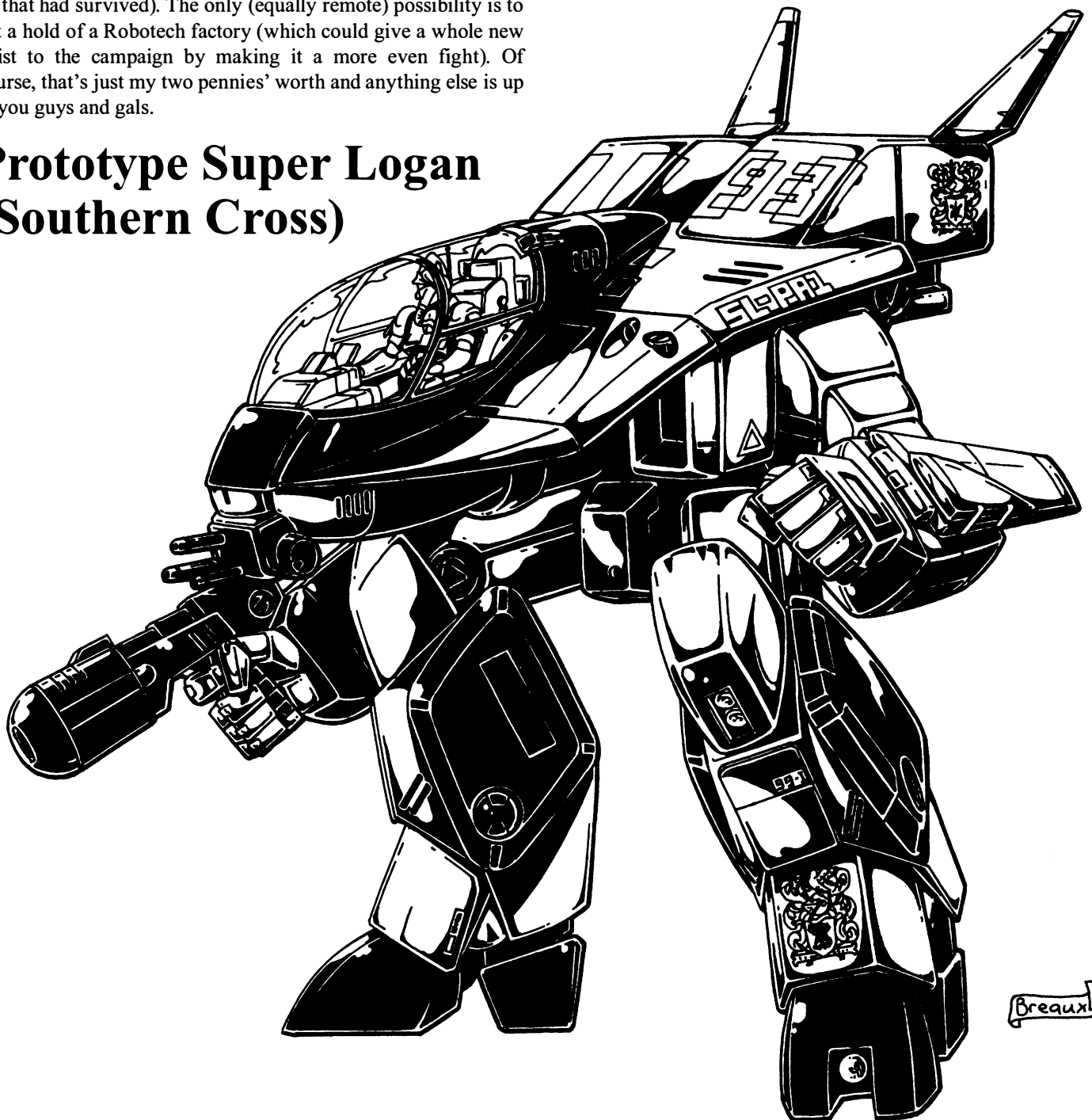
The mecha detailed in the following pages were part of an upgrade program undertaken in the *Japan Sector* at the *Robotech Research Center*. As such, they represent some of the most innovative and successful variations. The goal with this batch of designs was to add significant armor and firepower to existing REF and Souther Cross mecha without significantly increasing the cost of those machines. The results were quite promising, and many went into limited production (typically 24-96 field units, sometime more, but most disappeared with the REF space mission).

Always at the bottom of the budgetary pile (resources and finances of the war ravaged Earth being constantly strained to the max), the mecha design program was often slashed and production of promising, new war machines "temporarily suspended." To launch the REF mission, most efforts and funds were funneled into that program, with an emphasis on select mecha de-

signs considered to be the “best of the best.” Prototypes and old mecha were also taken into space by the REF. It is likely that the mecha programs would have been advanced, but before any significant progress could be made, the Robotech Masters arrived and the second war began, again shelving the program. The collapse of the world government and subsequent arrival of the Invid spelled the obvious death knell for the continued development of Earth based mecha designs. In fact, the Invid Invasion plunged most of the planet into a technological and cultural dark age, with pockets of civilization and technology scattered throughout the shattered Earth.

Time line Note: These prototypes are likely to be the last ones to ever be produced, unless the group can find an old RDF or Southern Cross mecha manufacturing facility (none are known to remain, because the Invid searched out and destroyed all that had survived). The only (equally remote) possibility is to get a hold of a Robotech factory (which could give a whole new twist to the campaign by making it a more even fight). Of course, that’s just my two pennies’ worth and anything else is up to you guys and gals.

Prototype Super Logan (Southern Cross)



The Logan is everything a Veritech should be. It is nimble, swift, maneuverable, and versatile. However, some argued that it was a bit too light, and vulnerable to heavy or sustained attacks by the enemy. This led to design variants of a more heavily armored version of the Logan.

Just as variants of the original VF series, like the Armored Veritech and Super Veritech (and the Alpha and Beta that came later), were built for “heavy combat” applications, a heavy combat variant of the Logan was designed and put into limited production (at least 200). Like the original Veritech, the Super Logan is made with ceramic armor that is laser resistant. Its structural arrangement and transformation procedure are identical to that of the original design, including the reinforced wing

structures that the Veritech can use as forearm shields. The small size has been largely retained to allow it to function in the same environments of its progenitor mecha.

The main differences between the standard Logan and this Super variant are size (it's slightly bigger), heavier armor and weaponry (most notably a larger missile payload). The thrusters are also more powerful for increased speed, and it has a much greater range for extended operations. Unlike the super version of the VF series Veritech, however, the Super Logan can *not* breach the atmosphere to reach outer space under its own power and still only has two modes of transformation (jet and Guardian). Although a space booster system was designed, no prototypes of that system are known to exist.

The Super Logan

Vehicle Type: Veritech Fighter (transformable)

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

M.D.C. by location:

- * Forward Lasers (shoulders) — 20 each
- * Nose Tri-Cannon — 40
- Upper Arms — 85 each
- Forearms/Shields (wings) — 350 each
- * Hands — 50 each
- Legs — 150 each
- Main Engine Thrusters (2) — 140 each
- Wings (2) — 350 each
- * Tail Fins (2) — 40 each
- * Retractable Utility Arm — 5
- * E-20 Gun Pod — 80
- Reinforced Pilot's Compartment — 200
- ** Main Body — 250

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and are -4 to strike.

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

Speed: Hover (stationary) 3 to 300 feet (.9 to 91.5 m) above the ground, 3216 mph (Mach 4.8) with a 60 mile service ceiling in *Jet Fighter Mode*.

1680 mph/Mach 2.5 (2688 km) and as slow as a complete hover in *Guardian Mode*.

Running in Guardian Mode is a maximum of 50 mph (90 km). **Note:** Unlike the normal Logan fighter, the Super Logan is not hindered by space flight or underwater operations.

Height: 8 feet (2.4 m) in jet mode; 13 feet (3.9 m) in Guardian Mode.

Width: 21 feet (6.3 m) from wing tip to wing tip.

Length: 21 feet, 2 inches (6.3 m).

Weight: 7.3 tons fully loaded.

Main Engine: FH-3001 Fusion Turbine

Range: Effectively unlimited. The reactor styled power source provides enough energy to operate for about four years of constant use. The average life span of the power system is eight years before requiring replenishment of protoculture.

Weapon Systems

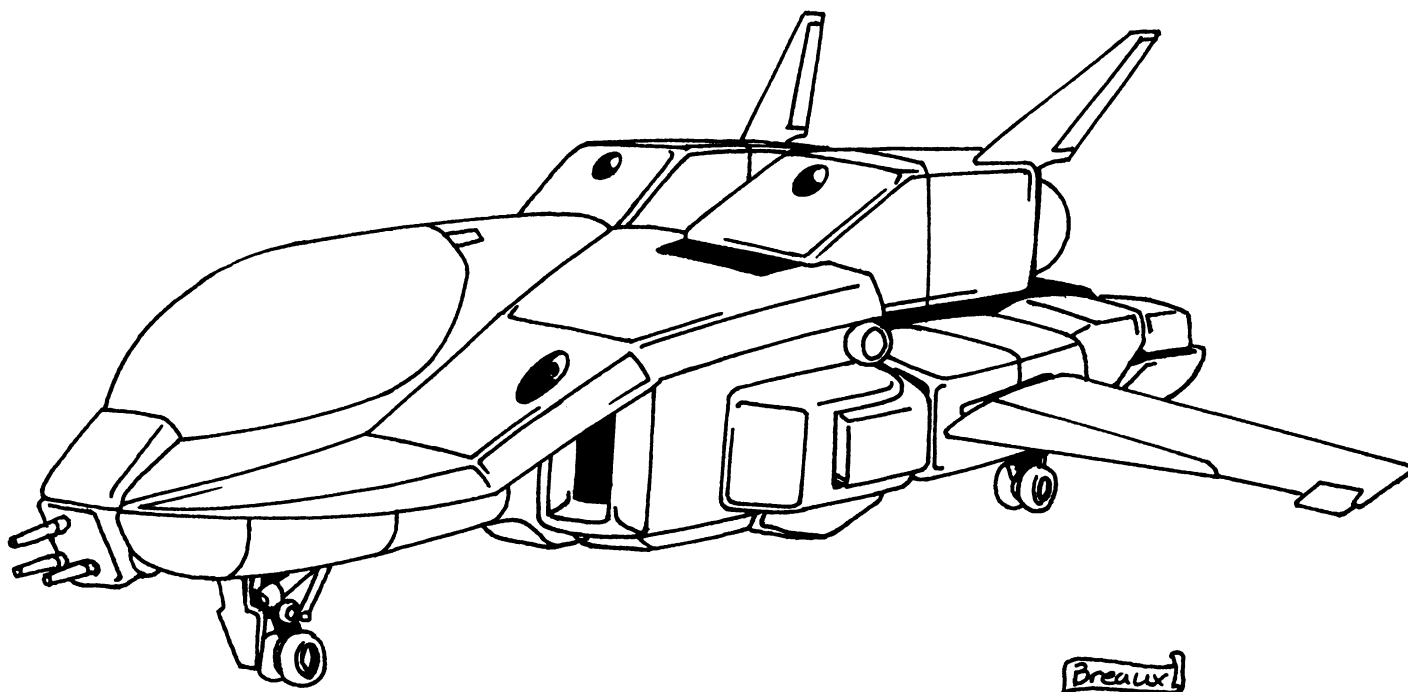
1. Forward High-Powered Lasers: Identical to those found on the standard Logan, except on the Super Logan, they are mostly concealed by the side decking.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Effective Range: 4000 feet (1200 m)

Mega-Damage: 6D6 per twin blast. If one is destroyed, reduce the damage by half.



Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited

2. Rapid-Fire Tri-Cannon: Identical to the weapon on the standard Logan.

Primary Purpose: Assault

Secondary Purpose: Anti-Vehicle

Effective Range: 8000 feet (2400 m)

Mega-Damage: 1D6x10 for each triple blast.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited

3. E-20 Energy Gun Pod: Identical to the weapon used by the standard Logan fighter.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 1D4x10 per blast.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited

4. Short-Range Missiles: The Super Logan can also use the optional wing missiles available to the standard Logan fighter, however, it also has an additional payload of missiles built into concealed launchers much like those of the Alpha fighter.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Damage: Varies by specific missile type. Only short-range missiles can be used in the built-in launchers.

Rate of Fire: Missiles can be fired individually or in volleys of 2, 4, 6, 8, 12, or the entire payload.

Effective Range: Varies by specific missile type, but usually from 2 to 5 miles (3.2 to 8 km).

Payload: Total Missile Payload is 28 short-range missiles plus optional wing missiles for a possible 32 short-range missiles.

The payloads for the specific missile launchers are as follows:

Optional Wing Missiles: Four short-range *or* 2 medium-range missiles.

Upper Thruster Launchers: 4 missiles each (total 8)

Leg Launchers: 6 missiles each (total 12)

Arm Launchers: 4 missiles each (total 8)

Note: The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

5. Hand to Hand Combat: Rather than use a particular weapon, the veritech can engage in hand to hand combat. All bonuses are identical to the standard Logan hand to hand combat training.

Punch: 1D4 M.D.

Body Block: 1D6 M.D.

Kick: 1D4 M.D.

Prototype Assault Battloid (Southern Cross)

The Assault Battloid was an attempt to dramatically increase the firepower of existing mecha with minimal design changes or cost increases. The Assault Battloid could perhaps be considered an old design that was unshelved in order to re-evaluate its possible effectiveness as a mainline unit. It is one of the older designs from a time when the appearance, roles, and capabilities of the new Southern Cross and REF *nontransformable* mecha, the Battloids and Destroids, were being considered for the application of civil defense, riot control and infantry. It is similar to the Southern Cross' Battloids that would come later, but harkens back to the main assault role and heavy firepower of the RDF Destroids and E.B.S.I.S. mecha. Many of these traits would be carried on to the REF Destroids, but with styling more reminiscent of the original Destroids, while the general appearance and basic design style of this prototype would go on to shape those mecha units built for the *Armies of the Southern Cross*.

One of the unique features of this Battloid is its limited flight capability. Although nowhere near comparable to that of any jet fighter, let alone the explosively fast and sleek Veritech, the flight performance of the Assault Battloid is an advantage nonetheless. In this case, the flying ability of the Battloid is more on par with those of a helicopter or jet pack. The thrusters mounted on the back allow for thruster assisted leaps, hovering and low level flight for short periods. As an experimental "urban" civil defense unit, the flight capabilities enable the Battloid to leap over barriers or onto rooftops, fly over congested streets and debris, and to rise high enough to get an aerial view of a situation, as well as the obvious benefits of mobility in combat. The hover and flight capabilities also mean the Battloids could be "air-dropped" from transport aircraft like giant mechanized paratroopers. The thrusters can also be used to propel the giant mecha underwater or on the water's surface, making it a truly "all" terrain vehicle!

The Assault Battloid prototypes uncovered by the player characters have been armed with the EU-11 gun pod.

Assault Battloid

Vehicle Type: Non-Transformable Combat Battloid

Crew: One and can accommodate one additional passenger.

M.D.C. by location:

* Head — 75

* Head Lasers (2) — 30 each

* Head Spotlight — 15

* Hands — 50 each

Upper Arms — 100 each

Forearm Shields (2) — 300 each

* Forearm Missile Launchers (2) — 60 each

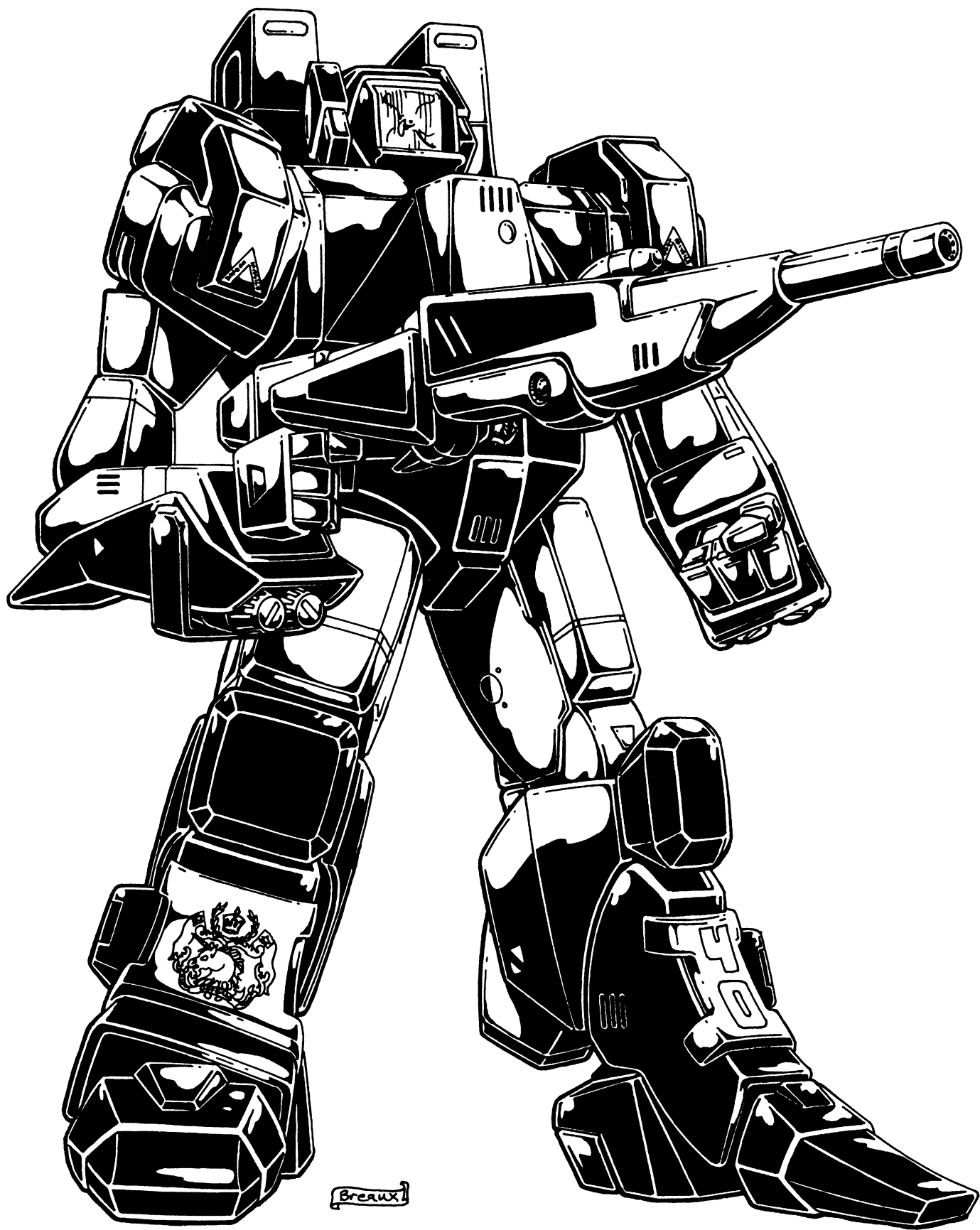
Shoulder Missile Launchers (2) — 100 each

Legs (2) — 240 each

Leg Missile Pods (2) — 75 each

Booster Jet & Vertical Missile Launchers (2) — 150 each

* Rear Thruster — 50



Directional (grill) Thruster — 25
Reinforced Pilot's Compartment — 150
** Main Body — 275
EU-11 Gun Pod — 100

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and are -3 to strike.

** If the M.D.C. of the main body is depleted, the mecha shuts completely down.

Speed: Running: 40 mph (72 kph).

Thruster enhanced leaps up to 150 feet (45.7 m) high or 200 feet (70 m) lengthwise.

The battloid can hover stationary or fly at speeds up to 100 mph (160 km) with a 1000 foot (304.8 m) maximum service ceiling/altitude.

Underwater travel with the 2 thrusters is a maximum of 35 mph (56 km or 30 knots).

Height: 22 feet (6.6 m)

Width: 10 feet, 2 inches (3 m)

Length: 9 feet, 1 inch (2.8 m)

Weight: 14.5 tons fully loaded.

Main Engine: MT 845 Fusion Reactor

Weapon Systems

1. Head Lasers: The head lasers on the assault battloid are actually hybrids of the nose lasers found in the VF series Veritech Fighters and, thus, are slightly more powerful than the head lasers of standard Southern Cross battloids.

Primary Purpose: Anti-Vehicle

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 3D6 per laser, 6D6 for a simultaneous twin blast (counts as one attack).

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Unlimited.

2. Mini-Missile Assault System: The shoulder pods and leg boxes of the battloid house a number of mini-missiles designed for use in ground based assaults to engage enemy buildings, heavy armor units, or battloids. They can also be employed as anti-aircraft weapons, but their unguided nature makes them less effective in this capacity than the self-guided, short-range payloads also built into the battloid (see #3).

Primary Purpose: Assault

Secondary Purpose: Defense/Anti-Personnel

Effective Range: Varies with specific missile type, but usually one mile (1.6 km).

Mega-Damage: Varies with specific missile type, but usually 5D6 per missile for high explosive or fragmentation warheads. Armor piercing missiles (1D4x10) are the next most common type.

Rate of Fire: Singly or in volleys of 2, 4, 6, or the entire payload of the launcher. Remember that multiple launchers can be fired simultaneously, thus increasing the potential size of missile volleys.

Payload: The Battloid has two small pods on its lower legs and larger launchers on its shoulders. The payload of each is as follows:

Leg Pods — 4 each (8 total)

Shoulder Launchers — 8 each (16 total)

Total Payload — 24 mini-missiles. The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

3. Short-Range Missile System: Each forearm of the Assault Battloid has a pair of short-range missiles mounted inside. However, the real punch of this mecha unit is the payload hidden in the large vertical launchers mounted on the back above the main thrusters. Each of those launchers was copied from the delivery system of the Super-Veritech and carries 20 short-range missiles, for a total payload of 40; this is in addition to the mini-missile payload. While the mini-missiles are usually used against slow moving ground targets, the self-guided short-range missiles are used against flying or fast moving targets, giving the Battloid a wide diversity of weaponry to call upon. Another aspect of this diversity is the fact that much like the Gladiator Destroid of the RDF, the Assault Battloid can also double as a crowd control unit by outfitting it with smoke and other special missile types.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Effective Range: Varies with the specific missile type. Usually from 2-5 miles (3.2 to 8 km).

Mega-Damage: Varies with the specific missile type, but armor piercing (1D6x10 per missile) are usually the most common.

Rate of Fire: Singly or in volleys of 2, 4, 6, 10 or 20.

Payload: The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

Forearm Launchers — 2 each (4 total).

Large Vertical Launchers — 20 each (40 total).

Total Payload — 44 short-range missiles.

4. EU-11 Gun Pod: Identical to the weapon used by the Southern Cross Veritech Hover Tank. In the alternative, the giant robot can use a GU-11 Gun Pod or any giant weapon.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 1D4x10 per blast.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Effectively unlimited.

5. Optional Hand to Hand Combat: Rather than use a particular weapon, the battloid can engage in hand to hand combat. All bonuses are identical to the standard Battloid hand to hand combat training.

Restrained Punch — 1D4 M.D.

Full Strength Punch — 2D4 M.D.

Body Block — 1D4 M.D.

Kick — 2D4 M.D.

Leap Kick — 3D6 M.D., but counts as two melee attacks.

Stomp 1D6 M.D.

Hand to Hand Bonuses: Characters trained in Mecha Combat:

Battloid (any) or Destroid: Gladiator get the usual extra attacks and bonuses from that skill plus ...

+1 on initiative

+1 to parry

+1 to dodge when flying or leaping at levels 1, 4, 8 and 12.

+1 to roll with punch, fall or impact.

6. Special Features & Equipment:

1. **Infrared and visible light spotlight** located in the head.

Range: 400 ft (122 m).

2. **Maneuvering jets** for space and underwater operations.

3. **Thrusters** for boosting leaps and for increased maneuverability.

4. **Main jets** for flight and overall maneuvering.

Prototype Super Alpha (REF)

In the early design stages of the Alpha Fighter, it went through many design considerations. Already outfitted with a staggering supply of missiles and a suitably impressive gun pod, the Veritech Fighter packed quite a punch for such a nimble vehicle. When coupled with the massive, powerful Beta Fighter, the two were devastating and highly versatile. Still, the RDF/REF wondered if a smaller, Alpha-type fighter with greater armor, might not be a better way to go in some situations.

The idea behind the Super Alpha was to create a heavily armored yet tiny Veritech without sacrificing speed or firepower. The end result met with mixed reactions. The Super Alpha is only a few feet larger than the standard Alpha, but it *cannot* connect and merge with the Beta, so it has become a stand alone mecha fighter similar to the larger VF series Veritech. The additional armor and missile payload makes this Veritech heavier and slower than the standard Alpha. A back mounted combination of jet thrusters and missile launcher would provide sufficient propulsion for escape velocity (as needed) and to compensate for drag on the oversized missile launchers, but normal flight speed was significantly compromised/slowed, a bit difficult to control (-15% on piloting skill in jet or guardian modes) and the rockets could only be used in jet mode.

Just as the Super Veritech packed numerous extra missiles onto the old VF-series mecha, so too does the Super Alpha veritech carry significantly more missiles than a normal Alpha fighter, almost double the payload. It also comes with a scaled down GU-XX built into each forearm alongside the thrusters located there. This additional firepower was designed to compensate for the lost weaponry of the Beta half of a Legios unit and the reduced speed and maneuverability. Though it lacks any long-range missiles, compensation comes in the form of a score of medium-range missiles.

In addition to the other little extras, Super Alphas were all supposed to be “Shadow Fighters” outfitted with the shadow cloaking device that makes them invisible to the Invid. Note that the manifests, mecha paint jobs (black and grey), and markings in and on the mecha themselves will all indicate that these are indeed Super Alpha “Shadow Fighters.” Unfortunately for the characters, none of the prototypes in the storage bay have this famous cloaking device. Each is fully equipped to have one installed, but these units are missing them (they were supposed to be installed at their original destination. A skilled mecha mechanic or B.M.E. could pop one in less than an hour, if only he had one available). **Note:** Unless the player character does a thorough mechanical inspection of the mecha, this critical, *missing* cloaking device will go unnoticed. Furthermore, there is nothing in the crashed transport or the operational manual that notes the cloaking devices were never actually installed. Thus, a character is likely to presume it is in place and act accordingly — the pilot learning the hard way that the vehicle is far from invisible to the nasty Invid.

REF Super Alpha Fighter

Model Type: VAF-7B — Often designated as a “Delta Fighter” with the model number VDF-1A. Over 1000 of these were produced and put into service (presumably, all or most were taken into space by the REF, but nobody knows for certain. They are super-rare.)

Class: VAF series Veritech Fighter.

Crew: One

M.D.C. by location:

* Head — 90

* Shoulder Sensor Unit (1) — 30

* Hands (2) — 35 each

Forearms/Gun Pods/Missile Pods (2) — 80 each

Shoulders/Missile Pods (2) — 75 each

Legs, Upper (2) — 140 each

Lower Legs/Thrusters/Missile Pods (2) — 150 each

Missile Pod Launchers/Thruster Packs (2) — 150 each

Wings (2) — 150 each

* Tail (2 fins) — 65 each

Reinforced Pilot's Compartment — 150

** Main Body — 360

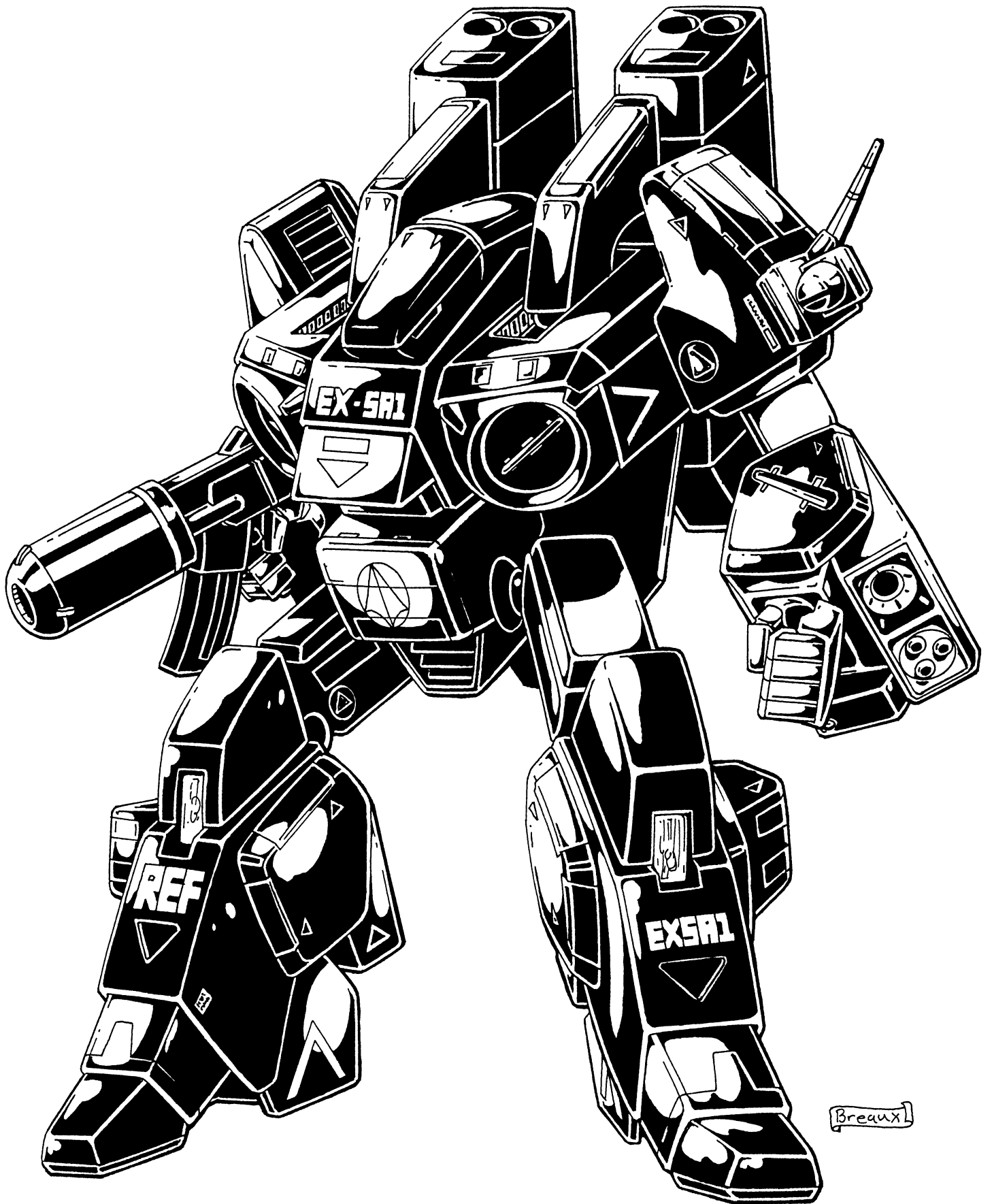
GU-XX Gun Pod — 75

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and are -4 to strike.

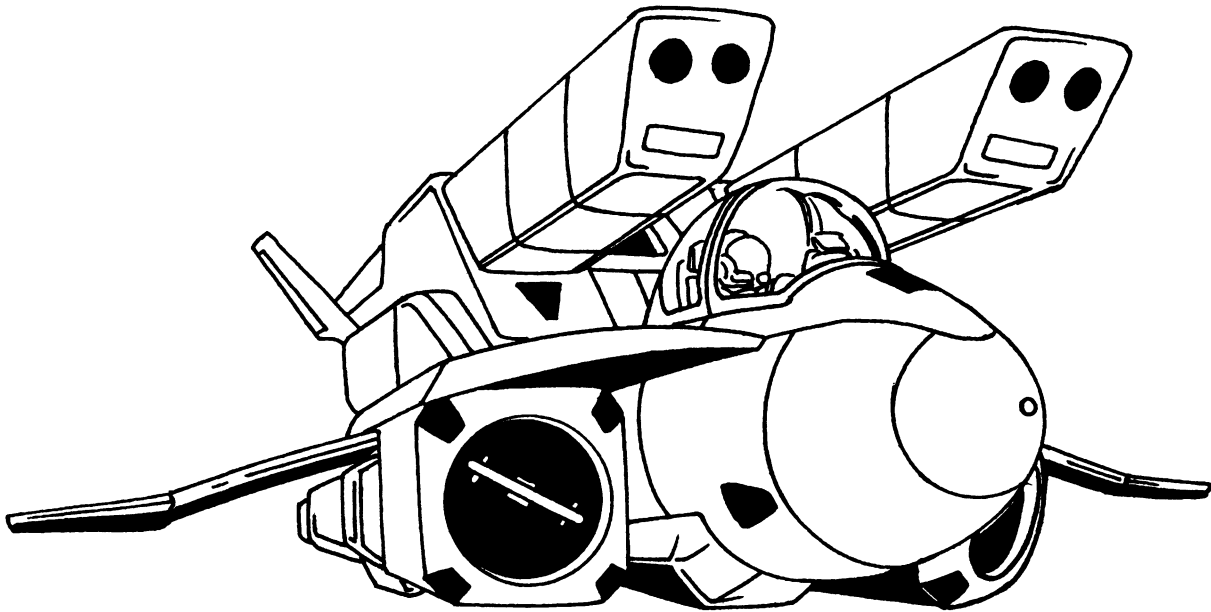
Depleting the M.D.C. of the shoulder mounted sensor will impair the pilot's sensory and targeting equipment.

Long-range radar is severely diminished, leaving a range of one mile (1.6 km). Radio and laser communication systems are lost. The short-range radio back-up system provides a 60 mile (96 km) range. Laser targeting is destroyed, -1 to strike. Note that the small size of the sensor makes it a difficult target to strike (-3 to strike on a called shot, requiring a 15 or higher to hit).

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



Breaux



Breaux!

Speed: Jet mode: Mach 1.9 (1273 mph/2036 km) maximum, with a ceiling of 60 miles (96 km). Engaging the booster thrusters will rocket the Super Alpha up to Mach 4.8, escape velocity to exit Earth's gravitational field and go into space or full orbit.

Guardian Mode: Hover stationary to speeds up around Mach 1 (670 mph/1072 kph).

Battloid Mode: Flying: Hover stationary to about 150 mph (240 km), with a maximum altitude of about 8,000 feet (2438 m).

Running: 100 mph (160 km) maximum.

Leaping: 80 feet (24.4 m) up or across without booster assistance. 300 feet (91.5 m) with booster jets' assistance.

Height: 30 feet, 3 inches (9.15 m) in Battloid mode.

19 feet (5.8 m) in Guardian mode

16 feet, 6 inches (5 m) in Jet mode, including thruster pack.

Width: 13 ft, 7 inches (4.4 m) in battloid mode.

22 ft (6.7 m) in Jet and Guardian modes.

Length: 36 feet (11 m) in Jet and Guardian modes.

Weight: 15.2 tons without missiles; 20.5 tons fully loaded.

Cargo: No available space for cargo unless the cyclone is removed from its storage compartment; the Cyclone storage compartment can hold about 500 lbs (226.8 kg), but a VR-052 Battler Cyclone comes standard.

Weapon Systems

1. MM-60A Multi-Missile System: This multi-missile weapon system is identical to the one found in the standard Alpha fighter, with the addition of a few small missile pods for increased payload.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Effective Range: Varies with missile type, but normally from 2 to 5 miles (3.2 to 8 km).

Mega-Damage: Varies with short-range missile type, but the most damaging missiles, such as plasma, are common for assault, while other operations might call for a mix of warheads similar to that used in the standard Alpha fighter.

Rate of Fire: Singly or in volleys of 2, 4, 8, 16, 20, 40, or the entire payload in one massive volley. The number of volleys a character can fire is equal to the number of hand to hand attacks per melee, regardless of the number of missiles fired in each volley.

Payload: The mecha is loaded with a total of 72 short-range missiles, located as follows:

Shoulders — 8 each (16 total)

Forearms — 10 each (20 total)

Lower leg internal launchers — 12 each (24 total)

Shoulder Braces — 4 each (8 total)

Leg box launchers — 2 each (4 total)

The war torn conditions found on the Invid occupied Earth make large numbers of missiles rare and hard to come by. Characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish it.

2. GU-XX 35mm Tri-Barrel Gun Pod: Identical to the weapon used by the standard Alpha fighter.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: Does 4D6 short burst, 1D4x10 medium burst, and 2D4x10 full melee burst.

Rate of Fire: Short and medium bursts use only one attack each and can be used a number of times equal to the pilot's combined number of hand to hand attacks per melee. A full melee burst uses up two attacks and ties the weapon up for one whole melee round.

Payload: Each clip has enough ammo for 40 short bursts, 20 medium bursts, or 10 full melee bursts, or any combination of the

three (i.e. a medium burst uses the same ammo as two short bursts and a full melee burst the same ammo as four short bursts).

3. GU-X2 Tri-Barrel Gun Pods (2): Built into each forearm of the Super Alpha, right alongside the auxiliary jet thrusters, is a scaled down version of the GU-XX gun pod. The weapon is designed for (relatively) close-range combat and uses slightly smaller ammunition (30 mm). This weapon system was originally designed as an urban combat option, but its true merit and versatility come to light on the devastated Earth of the Invid. First, the 30 mm ammunition is more common than that used by the GU-XX, having been employed by military vehicles even before the Robotech Wars. Secondly, the pilot can often alternate between the GU-XX and GU-X2 based on range. This tactic will help conserve low ammunition in one or the other system or help to spread out the expenditure of ammo overall, thus preserving the versatility of the Super Alpha's multiple weapon systems.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 2400 feet (731.5 m)

Mega-Damage: Does 3D6 short burst, 6D6 medium burst, and 1D6x10 full melee burst. Firing both weapons at the same target does 6D6 short burst, 1D6x10 medium burst, and 2D4x10+10 full melee burst.

Rate of Fire: Equal to the pilot's combined number of hand to hand attacks per melee. A full melee burst uses up two attacks and ties up the weapon for an entire melee round. Shooting the two weapons at different targets during a single attack is possible, but the targets must both be visible on visuals (not radar), the pilot receives absolutely no bonuses for the attack, and each attack roll must be made separately. Damage is figured normally.

Payload: Each arm has a clip with enough ammo for 80 short bursts, 40 medium bursts, or 20 full melee bursts, or any combination of the three (i.e. a medium burst uses the same ammo as two short bursts and a full melee burst the same ammo as four short bursts). Extra clips for the GU-X2 weapons can not be carried, unless the cyclone is removed, in which case two clips could be stored, but each prototype in the storage bay has only two clips. Extras will have to be taken from any additional Super Alpha's GU-X2s.

4. Multi-Missile Pod Launcher System: Copied from the launch pods of the original Super Veritech, this missile launching system is a slightly modified and scaled down version of those impressive pieces of hardware. Just as with the original, this system also uses medium-range missiles.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft/Anti-Spaceship

Effective Range: Varies with medium-range missile type, but commonly 40 to 60 miles.

Mega-Damage: Varies with medium-range missile type, but is usually 2D4x10 or 2D6x10 per missile.

Rate of Fire: Singly, or in volleys of 2 or 4. Each volley counts as a single attack.

Payload: 10 medium range-missiles per launcher for a total of 20 medium-range missiles.

5. Hand to Hand Combat: Rather than use a particular weapon, the Veritech can engage in hand to hand combat. All bonuses are identical to the standard Alpha Fighter hand to hand combat training, except as follows: +2 to all hand to hand damage, but -1 to parry and dodge.

6. Special Systems and Bonuses: As noted previously, same as the Alpha Fighter.

Prototype Zentraedi Striker Battloid

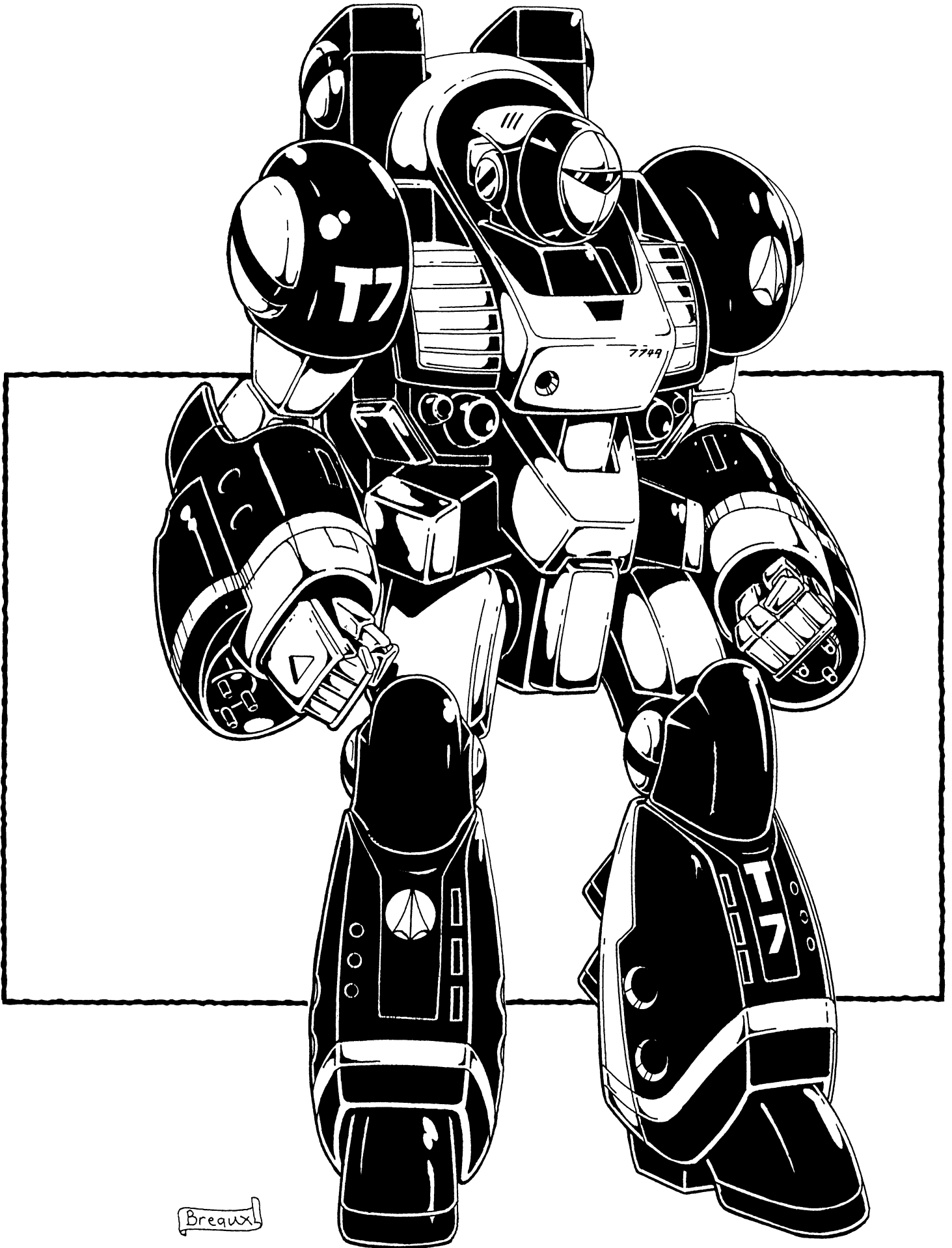
This prototype is unique even among the many experimental Robotech mecha. The ZSB-20 was developed at a time when there was a need to integrate the thousands of now *loyal*, micronized Zentraedi into the ranks of the Robotech defenders. Having been genetically bred to be warriors, most were capable fighters and desired military life, structure and action. Consequently, it seemed foolish not to utilize this anxious "army" of trained soldiers. Since most Zentraedi were trained mecha pilots, one of the tasks involved was to outfit them with suitable mecha. Training Zentraedi in the use of Earth mecha was not only a security risk, but also costly and time consuming.

Consequently, it was decided that the military would outfit the loyal micronized Zentraedi with mecha that had controls reminiscent to their old Robotech Masters mecha. These new Zentraedi mecha would use the same simple controls, even though the actual mecha would have a distinctly different appearance. The Earth military decided it best to build something far removed from the old, alien designs still used by rebel Zentraedi and the E.B.S.I.S., and which most humans recognized as the hated enemy. There would also be no separate and distinct male and female mecha. This would help better facilitate sexual integration of the armies. The Zentraedi Striker Battloid (ZSB, also fondly referred to as "Zeb") would be something less than one of the Destroids, and the war machines would have no long-range or heavy missiles for security reasons. Ironically, the RDF/REF military, under the direct command of Admiral Hunter, would reverse these decisions and later have Doctor R. Burke and his team create small (improved) versions of the old Battle Pod designs (see **Robotech® II: The Sentinels™ RPG** for details on these and other REF mecha).

As design work was begun on "Zeb," the REF requested a battloid with flight capabilities. The design work done on Zeb would be instrumental in developing and testing systems later used in the Alpha and Beta Fighters.

By the time the ZSB project had produced a handful of prototypes for testing, the final rulings on Zentraedi mecha had come down and the ZSB was shot down and scrapped before it was tested in its own right. The only remaining prototypes now rest in the hands of the player characters! No one but the player characters may ever get to pilot anything like it.

It is one of the fastest, most maneuverable, and deadliest war machines ever produced by the Robotech scientists on Earth. It is outfitted with a copy of the inertia-vector control system found in the original Female Zentraedi Power Armor units. It has almost as many missiles as the original, and is every bit as maneuverable. Deliberately built as a flying Battloid, much like



Breaux

the original Zentraedi power armor, it is a surprisingly fast, maneuverable suit. In fact, it could well have become a mainline REF assault unit, except for socio-political issues, changing military parameters, and the fact that it would have been far too expensive to produce on a large scale. The discovery of the ZSB means the characters have stumbled onto a truly unique (historical as well as military) find in their exploration of the Invid occupied Earth.

Zentraedi Striker Battloid

Model Type: ZSB-20

Class: Destroid/Battloid — Zentraedi Battloid Type One

Crew: One or two. Only one pilot is needed to fully pilot the mecha; however, trends in the Robotech command structure forced the developers to make the unit a potential trainer, thus the mecha has two seats and two sets of controls, allowing for a co-pilot/gunner to help the pilot out if he should wish it.

M.D.C. by location:

* Head — 90

* Chest Guns (2) — 75 each

GU-X2 Pods (2) — 100 each

Missile Launchers (2; back) — 150 each

Shoulders/Missile Pods (2) — 60 each

Main Thrusters (2) — 100 each

* Hands (2) — 45 each

Forearms (2) — 125 each

Upper Arms (2) — 90 each

Legs (2) — 175 each

** Main Body — 300

Reinforced Pilot's Compartment — 150

* The very small size or location of these items makes them difficult targets to strike. Attackers are -3 to strike on a called shot (requires a 15 or higher to hit).

** Depleting the M.D.C. of the main body will shut down the unit completely, rendering it useless. Note that the high M.D.C. of the main body when compared to similar Zentraedi mecha in the REF is directly related to the desire for a heavy, flight capable Battloid of the same class as an Alpha fighter in that particular mode.

Speed: Running: 115 mph (184 kph) maximum.

Leaping: 100 feet (30.5 m) up or across without booster assistance; 300 feet (91.5 m) with booster jets' assistance.

Flying: Mach 3 (2010 mph/2360 kph) maximum, but at -10% to piloting skill for non-Zentraedi pilots. Normal cruising speed is about Mach 1 (670 mph). 60,000 foot (18,288 m) altitude ceiling.

Height: 27 feet, 4 inches (8.35 m)

Width: 13 feet, 9 inches (4.2 m)

Length: 11 feet, 4 inches (3.5 m)

Weight: 19 tons without missiles; 24.2 tons fully loaded.

Cargo: Small area for two suits of light M.D.C. body armor, a pair of rifles, pair of pistols, first-aid kit, and basic gear (canteen, backpack, etc.). The ZSB is a flying mecha unit that was completely designed before the final rulings on the Zentraedi and mecha restrictions in the REF. Consequently, it is outfitted with a Cyclone storage bay; however, none of the prototypes in the storage bay actually have a Cyclone in them.

Weapon Systems

1. Chest Mounted Weapon Clusters: On each side of the mecha's chest is a pair of weapon barrels. The smaller of the two is a rapid-fire laser designed as a multi-use weapon with the capabilities of both a tool and anti-personnel weapon. The larger one is a particle beam gun. The laser has two settings: a low-powered, fully automatic weapon and a high-powered cutting tool. The particle beam is a slightly scaled down copy of the cannons mounted on the old Zentraedi battle pods.

Primary Purpose: Defense

Secondary Purpose: Anti-personnel (Laser) and Anti-armor (P-Beam).

Mega-Damage: A single blast from one of the lasers does 1D6 M.D., while a rapid-fire pulse does 3D6 M.D. (twin blasts do 6D6 M.D.).

When used as a tool, the laser can be used to cut and weld, doing 3D6 S.D.C., 6D6 S.D.C., 1 M.D., or 1D4 M.D.

A single blast from the particle beam does 1D4x10 M.D. (twin blasts do 2D4x10 M.D.).

While one laser and one particle beam blast, or two laser, or two particle beam blasts can be fired simultaneously at the same target, all four chest weapons can *not* be fired at the same time.

Effective Range: 3000 feet (914 m) for the laser in assault mode, 30 feet (9 m) for the laser in tool mode.

2000 feet (610 m) for the particle beam.

Rate of Fire: A rapid-pulse counts as one melee action, as does a twin blast from two weapons fired simultaneously at the same target. Each single pulse or twin blast counts as one melee attack. The total number of blasts possible per round is equal to the pilot's combined number of hand to hand attacks per melee.

Payload: Effectively unlimited.

2. Triple Barreled Gun Pods: Built into the forearms of the mecha, much like the pulse lasers of the old Zentraedi female power armor, are a pair of triple barreled GU-XX styled gun pods. Each of these weapon systems is slightly smaller than the GU-XX, but when used simultaneously on the same target, they can quite literally chew things to pieces. These weapons are almost identical to the GU-X2s built into the Super Alpha prototype.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m).

Mega-Damage: Does 3D6 M.D. from a short burst, 6D6 M.D. medium burst, and 1D6x10 M.D. per full melee burst. Firing both weapons at the same target does 6D6 M.D. short burst, 1D6x10 medium burst, and 2D6x10 full melee burst.

Rate of Fire: A short burst is equal to the pilot's combined number of hand to hand attacks per melee. A medium burst counts as two melee attacks/actions. A full melee burst uses up all but one other attack that round.

Shooting the two weapons at different targets during a single attack is possible, but the targets must both be visible to the pilot's eyes (not radar or instruments), the pilot receives absolutely no bonuses for the attack (unmodified die roll), and each attack roll must be made separately. Damage is figured as usual.

Payload: Each arm has enough ammo for 60 short bursts, 30 medium bursts, or 15 full melee bursts, or any combination of the

three (i.e. a medium burst uses the same ammo as two short bursts and a full melee burst uses the same ammo as four short bursts). The weapons do not use clips, and in order to reload the ammunition, an access panel has to be opened, the ammunition carriage lowered, and additional rounds must be fed into it. The whole process can take as little as 10 minutes on a successful skill roll (heavy weapons, armorer, or mechanical engineer) or as much as four times that on a failed roll or for unskilled workers. Enough ammo to refill one weapon will fit in the cyclone storage compartment, and a Bio-Maintenance Engineer (BME) could remove the hip missile launchers and make those compartments into storage for two more full loads, but other than that, carrying additional ammo for these weapons is not really possible without being vulnerable to attack and imbalancing the mecha.

3. Short-Range Missile Launchers: The shoulders, hips, groin and twin back-mounted pillars are short-range missile launchers.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Effective Range: Varies with each missile type, but usually 2 to 5 miles (3.2 to 8 km).

Mega-Damage: Varies with each individual short-range missile type.

Rate of Fire: Singly or in volleys of 2, 4, 10, 20 or all 80. Each volley counts as one melee attack, regardless of the number of missiles fired in the volley.

Payload: Just like the old female power armor, the ZSB is bristling with missiles, but unlike the original armor, this mecha has its payload spread over a number of separate launchers. Total short-range missile payload is 80.

Shoulders — 10 (20 total)

Lower legs — 4 (8 total)

Hips — 4 (8 total)

Groin — 4 (total)

Missile pillars — 20 (40 total)

Missiles are rare and hard to come by, so characters should be careful how they dish out their payload, for it might be quite some time before they are able to replenish their missile payload.

4. Hand to Hand Combat: Unless one of the characters happens to be a micronized Zentraedi, it will take some time to learn to properly pilot the ZSB. First, a character will have to pick up the skill to pilot Zentraedi styled Battle Pods (The REF version of the skill is most likely, and possibly restricted by O.C.C.), and then, Mecha Combat: Basic for the ZSB. Without this specialized training, pilots are -25% to make special maneuvers and all normal bonuses are reduced by half.

Only female Zentraedi Power Armor Pilots take to Zebs without restriction or penalty, after all, the Battloid was inspired and largely based on their old mecha. A female Zentraedi who possesses the original Zentraedi skills (or REF skill) is immediately able to pilot the Battloid at full mecha combat level.

Hand to Hand Bonuses from Female Zentraedi Power Armor: Identical to the bonuses from Veritech/Alpha mecha combat training.

Hand to Hand Bonuses from ZSB Battloid Training:

+3 hand to hand attacks per melee (plus those of the pilot).

+4 to roll with punch, fall, or impact, reducing damage by half.

Body flip/throw: 1D4 M.D. plus victim loses initiative and one attack that melee.

Kick attack

+1 on initiative.

+1 to strike at levels 1, 3, 7, and 12.

+1 to parry at 1, 3, 6, and 10.

+2 to automatic dodge (can dodge without using up a melee action).

Critical strike same as the pilot's hand to hand.

+1 additional attack at levels 3, 6, 9 and 12.

Damage:

Punch — 2D4 M.D.

Kick — 1D6 M.D.

Stomp — 1D4 M.D.

Body flip/Throw — 1D4 M.D.

Flying Leap Kick — 2D6 M.D., but counts as two melee actions.

Flying Body Ram/Tackle — 2D6 M.D., plus a 01-75% likelihood of knocking mecha of its size or smaller, off its feet and to the ground.

Remember, all 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. Also note that dodge and auto dodge bonuses are separate and are not added together, though they are independently combined with the character's other dodge bonuses (if there are any).



Cruel Legacy (Adventure)

By Wayne Breaux Jr.

Part 1: The Runaway

Depending on how your particular group of characters operate, they can be drawn into this adventure by one of two scenarios. The first relies on the group using intelligence procedures, to gather information on the area by building relations with the locals. Anyone with the *intelligence skill* should use this tactic as a matter of habit and training, while characters with high Mental Affinity scores tend to do it as part of their nature — people simply like to talk to them (unless the character uses his M.A. bonus only to intimidate, which indicates a bad attitude or an anti-social aura). In any case, this can be a fun opportunity for some role-playing as the player characters schmooze with the locals.

One way or another, the locals will tell our heroes about a “white foreigner” found by nearby villagers. They tell of a disoriented man wandering in the jungles (or rice paddies, mountains, crater, or whatever terrain dominates the area). As the stories go, the man is Caucasian, speaks only Russian, and rambles on incoherently about making monsters for the demons, or some such nonsense. The locals befriended by the player group will gladly give them directions to the village where the man is now.

Whether the trip there is eventful or not is left entirely up to the individual Game Master. The characters will be greeted warmly if they mention the other village. When they ask about the rambling foreigner, they’ll be escorted to his hut. There, they’ll find a well tanned man of middle age and rugged features. He is badly in need of a shave, but the most outstanding trait about his appearance is his attire. He is wearing the Romanesque clothing of a Tirollian citizen, yet seems to speak only Russian (whether or not the player characters can accurately identify his manner of dress will depend on their individual skills and knowledge of history, or whether they have encountered Tirollians in the past — the Robotech Masters also come from the planet Tirol). Most soldiers of the Southern Cross, RDF and REF are likely to recognize the traditional garments, as will those versed in the Intelligence skill, but Nomad Scouts, mercenaries and others may not. **Note:** Information on the man is given in the Game Master Info section.

Characters who do not make use of the locals for intelligence will have a more difficult time in the wilderness, but may stumble upon this strange individual. In this case, the player characters will be making their way through the jungle (or whatever terrain is dominant in their locale), when they notice a human figure staggering toward them. The man is apparently human and dressed in the clothing of a Tirollian citizen. Our heroes have a brief moment to react before a Zentraedi Battle Pod barrels through some nearby cover and fires what is obviously a warning shot at the fleeing human. It doesn’t seem to have noticed the player characters yet, but the Zentraedi foot soldier

who follows it will (The group has no time to hide before the Zentraedi arrive). The Battle Pod and the armor of the giant foot soldier are undamaged and in pristine condition, as if brand new (which should seem at least a little surprising to the characters, given the setting, time line and their location). The battle with these two Zentraedi should be a brief one. The Battle Pod is a standard model, while the giant Zentraedi foot soldier is wearing body armor and armed with a fully loaded Zentraedi assault rifle (200 rounds) and has two extra clips. Neither of them will flee without the human unless hopelessly outmatched, at which point they retreat in the direction from which they came. Only if they are pursued will the two fight to the death (they will not lead the humans to their Masters). Once the two Zentraedi are dispatched, the player group can turn their attention to the extremely frightened human who has continued to flee into the wilderness (the distraught man does not run to them for help, but keeps on going). Once captured, surrounded by fellow humans, the stranger will suddenly rejoice and hug each human in a brawny bear hug, gibbering on in Russian. One thing is certain, he is glad to be around fellow humans. **Note:** The two Zentraedi can also make an appearance in the first scenario setting too, if so desired. In this case they will have come searching for the “white stranger,” and won’t appreciate interference from our heroes. If threatened or attacked they will retaliate, but won’t reveal why they want the man, even under torture.

Game Master Info for Part One

Regardless of which scenario brings the player characters into the presence of the strange human, his reactions and state of mind will be the same. Something has terrified him. He speaks in broken sentences, phrases and incoherent gibberish. At first he talks only in Russian (if nobody in the player group can speak Russian, one of the native villagers can and will offer to translate). However, he can speak some broken English, but that doesn’t help make communication any clearer. Furthermore, the local translators tend to either be literal or rely on their own understanding when translating. This confusing situation can be frustrating for the characters, but fun to role-play. Information is likely to come in little bursts of understanding. Game Masters playing the stranger should realize that while the character is disoriented and confused, not to mention battling with the language barrier, he is *not* insane. He has endured a traumatic experience and has trouble clearly relating that experience, as well as having trouble remembering specific details and sequences of events. Eventually the player characters manage to unravel the following:

1. The man was originally from the E.B.S.I.S.
2. His name is Gregov Netyaba.
3. He is a mecha mechanic or technician and he has been working with the Zentraedi for nearly a generation (actually more like 16 years, but it’s hard for Gregov to be that specific and he isn’t sure exactly how many years it has been).



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4. He was captured by the giants long ago, enslaved, and forced to work, repairing their mecha. Other E.B.S.I.S. mechanics are also slaves of the Zentraedi.

5. Strange humans arrived sometime before the Invid did. Humans whom the Zentraedi obey without question, but humans who keep the Russians like slaves, and work them like dogs.

6. These humans are building mecha unlike any Gregov has ever seen before. Although he calls them “Battloids,” they are different than the E.B.S.I.S. variety. **Note:** Gregov won’t recognize REF mecha either, and finds them very unique and interesting.

7. He claims there is a secret factory that is making these strange “Battloids,” but he can not say where it is (doesn’t remember at this time).

8. He is dressed like “the others.” The “others” are humans who came with the strangers who command the Zentraedi. He can not, at this time, describe the humans except to indicate they dress in a similar way that he does and give orders to the Zentraedi.

9. He escaped when they let him go to a rare celebration with the other humans.

Note: The information above is presented in roughly chronological order, but Gregov would be hard pressed to present it as such, and will ramble from point to point, skipping along the list and sometimes running bits of information into each other.

Not much more that is of use can be gotten from Gregov at this time. He will need to rest and gather his wits about him. The player characters can act on his information and begin a search of the area in the general direction Gregov (or his giant attackers) might have wandered from, however, a character with the tracking skill can only follow the trail for a short while before losing it. Or they can wait around to see if he remembers any additional information (which he will, but other events should occur before then. *See Part 2: The Competition for details*). For a full history of how Gregov and the other technicians came to serve the Zentraedi and later the Robotech Masters, see the *Behind the Scenes* section.

Part 2: The Competition

Whether the group actively searches for the factory and Zentraedi compound Gregov spoke about, or just wait to see if he remembers any more, they will inevitably encounter the other forces that are searching for the runaway technician. This encounter should take place before Gregov has had time to rest and recover his wits. While the player characters make their way through the jungle, they will be attacked by a quartet of aggressive, strange looking and formidable (Micronian) Bioroids! The four Robotech Master mecha simply jump from the foliage and open fire. During the battle, they will jump about and move around the battle area. Before our heroes begin to take serious damage, a group of four rogue Zentraedi arrive. Three of the giants are clad in Battle Pods, the fourth pilots an Officer’s Pod; all are painted in camouflage colors and bear the same inscription or signal in the Zentraedi language.

Instead of attacking our human heroes, they savagely tear into the strange Bioroids. As the battle winds down, only the Zentraedi in the Officer’s Pod will have survived the battle. The moment the last Bioroid falls, the Officer’s Pod turns on the player characters (even if they were fighting at his side a moment before) and attacks them. Initially, he fights only to manage an escape, but if pressed by our Robotech Defenders, he will fight to the death, screaming about death to all micronians and something about their oppressive rule and the long life of the *Armies of Cyran* (speaks only broken English and rants in Zentraedi). If, by some miracle, he is captured, he will spit in their faces and tell them nothing, even under torture (he has 10 M.D.C.).

In the aftermath, the characters should notice that each of the Zentraedi mecha was painted with a distinctive pattern of green and black, and all bore a matching signal. Perhaps more important, a quick survey of the strange Bioroids will reveal that they were piloted by what appear to be local human mercenaries!

Careful observers (successful detect concealment, intelligence or criminal science and forensics skill rolls) will note that the pilots had some personal belongings in their cockpits and were dressed in local combat attire. This suggests they had free wills, unlike most Bioroid pilots, and were indeed local humans rather than the usual minions of the Robotech Masters.

The extent of our heroes’ investigation is cut short as they are reminded of the ever present Invid occupiers in the form of a sizable Invid patrol coming to investigate the disturbance. The Invid descend without much haste, for now that the battle is past, they must pinpoint the site visually. Unless the player group is foolish or spoiling for a fight, they should have enough time and easy opportunity to slip away or hide. When the Invid find the battle scene, they look around, gather up the dead bodies of the giants and the scraps of the Bioroid mecha, and fly back to their hive.

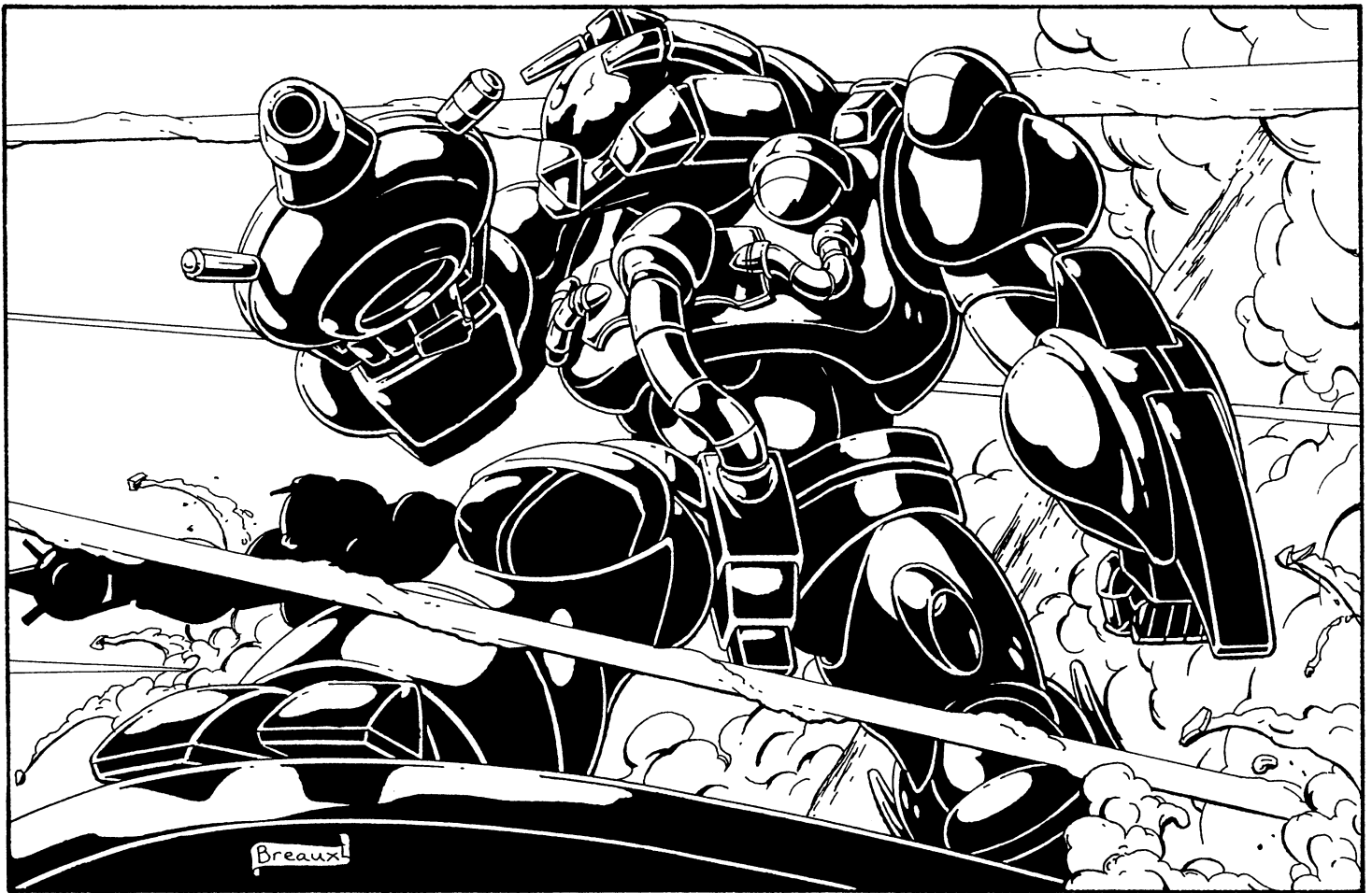
Game Master Info for Part Two

This encounter is not meant to eliminate the player characters, but simply to shake things up, provide some information and introduce some of the other participants in the very complicated war going on in the region.

The Bioroids may have put some hurt on the player characters, but should still leave them capable of dealing with any surviving Zentraedi and things to come. Neither the Zentraedi nor the Bioroids will flee, fighting to the death, but the player characters surely have the option of retreating. In the event that the characters do opt to flee, they will *not* be pursued by either party as the Bioroids and Zentraedi battle it out. If the fleeing heroes return (or hang back undercover, watching the battle) they will be left with the impression that these two forces knew each other and that the Zentraedi were the ones pursuing the Bioroids. They should return to get the important clues, namely the signal on the battle pods and the appearance of the Bioroid pilots.

Analyzing the Clues

The Signal. Anyone who reads Zentraedi (which might mean a side adventure as the group seeks out a friendly group of Zentraedi refugees) will recognize the signal from the slain Zentraedi as a symbol for “little death,” a term invented after



their defeat here on Earth. It refers to the killing of micronians, but this signal also has the marks of superiority usually attributed to the Robotech Masters. Most people would interpret this to mean the bearers of this signal seek the death of all micronians, regardless of their rank, role or importance. This is an accurate translation, for the Zentraedi are part of the **Armies of Cyran**, who have learned about the return of the Robotech Masters (micronians themselves) and are hunting for them.

The Bioroid Pilots. The appearance of the Bioroid pilots should raise several questions. If the mecha actually are some kind of *new* Bioroids produced by the Robotech Masters, why do the pilots seem to be free-willed soldiers (as evident by the personal belongings and their attire)? The Robotech Masters are known to mind wipe captured humans and control them as puppets. They do not *train* them to pilot on their own. This suggests that these Bioroids may not be working for or, possibly, are not even built by the Masters!

This only raise more questions. If the Masters are not making the war machines, who is? And how did they get the technology and the means to do so? There are no factories in the region with the sophistication and machinery to build Bioroids. At least, none that are known. In fact, no one on the Invid occupied Earth has the capabilities to construct mecha, let alone turn out completely new models and designs. This is potentially huge! And also hints of something extremely important. Anybody with the capability of making Bioroids or any type of mecha is an important power who could be a valuable friend or deadly enemy to the freedom fighters of Earth. On the other hand, it could be another one of the damned Invid's elaborate traps to lure freedom

fighters into the open for capture or destruction. Whatever the speculation and fears, our heroes should feel compelled to investigate further.

Adventure Note: Game Masters should arrange several additional encounters with the new mecha and further evidence of clashes between the Bioroids and the Armies of Cyran. This is important not only to demonstrate their numbers, but to also show the characters that the Zentraedi band with the little death signal is actively hunting and fighting whoever is making the new mecha. Whether they are rivals or blood enemies, the animosity is hot. These additional encounters do not necessarily have to be battles involving our heroes. Instead, the player group may find the remnants of recent battles or get the opportunity to observe members of the Armies of Cyran battling not only the new bioroids, but other micronians as well as their fellow Zentraedi!! Likewise, the player group might be able to observe the new Bioroids as they sweep the jungles on patrol or while the pilots break for camp.

Whatever is going on, it is intense and violent, with the Armies of Cyran in the thick of things. Note that these Zentraedi will attack any humans or Zentraedi traitors (any Zentraedi who is not a member of their cause) on sight. They are fanatical warmongers and killers.

The History of the Armies of Cyran

The founders of the Armies of Cyran were originally members of the Zentraedi space fleet and part of the Cyran battle

group. They participated in the Zentraedi Global Assault and were stranded on Earth after that battle, along with many of their brethren. Extremely bitter and resentful about the outcome of the First Robotech War, and the fact that they are trapped on the home planet of their micronian enemies, these violent and unforgiving warriors nurtured their racial resentment for the Robotech micronians. Their resentment grew rapidly into utter hatred for not only the Robotech Defense Force (RDF), but all micronians, regardless of any guilt or innocence. These feelings have grown to become such an all-consuming rage that it extends to include their former rulers, the *Robotech Masters*.

The survivors of the Cyran group organized and began referring to themselves as the Armies of Cyran. They originally gathered, planned, and recruited with the intentions of one day leaving Earth to raise an army of their fellow Zentraedi and return to extract vengeance on both the micronians of Earth and those on Tirol.

During reconstruction after the first war, the Armies of Cyran were careful to avoid the female soldiers of the powerful Intara Group (see the *Behind the Scenes* section for full info on Intara), although they did clash on a number of occasions. Intara was the far stronger of the two, and the Armies of Cyran were perfectly happy to leave the sickening loyalists to their half of the jungle, for there were many micronian targets the Cyrans could vent their rage upon.

Unlike Intara, the Armies of Cyran had no organized policy for accumulating mecha stores and recruiting members. They spent much of their time operating in scattered squads or clans, raiding and attacking micronians. They only had the vaguest idea that the Masters finally arrived for the Second Robotech War, and they never expected the Invid to arrive with the vast numbers and ferocity that they did. When the Invid arrived, the smaller size and lack of a centralized base of operations saved the Armies of Cyran from the devastation visited upon the females of Intara. As a result of that small fortune, the Armies of Cyran are currently almost as large as those of Intara. However, Intara still has a number of advantages, including an entrenched position and the alliance with the stranded Robotech Masters who can provide Bioroids and other mecha for support.

The Armies of Cyran have discovered that the Robotech Masters are being protected by Intara, and it has compelled the males to strike against the Intara forces. Members of the Cyran have been not only gathering intelligence on the Intara base, but they are also *trying* to locate the exact position of the Robotech Masters and the hidden factory building the new Bioroids.

The females of Intara are no longer at the height of their power and the mixed armies from Cyran are ready to wage war with them, but the Invid complicate things. Meanwhile, the Armies of Cyran are biding their time, attacking the enemy in small groups using guerilla tactics, while amassing their main force. They want to hit their prime target(s) with everything they've got because they realize they are not likely to get a second chance. They are also considering the tactic of luring the Invid to the Intara/Robotech Masters' stronghold(s) and tricking the Invid into doing their dirty work for them. However, they'd prefer to extract revenge themselves, if possible. The final decision will be made after they find the stronghold(s) of their enemies.

As for our heroes, they may find themselves drawn into the Zentraedi feud, and used as pawns by either side (particularly the Masters). Another wrinkle is that our heroes may hope to capture and use the factory to help humankind, admittedly an incredible long shot. Ultimately, however, their best action is probably to see the factory destroyed so that it does not fall into the wrong hands, Invid, Zentraedi or evil humans (the G.M. can, if so desired, involve the *Black Reign* or other bandits in this free-for-all). With so many dangerous enemies around them, the group had better be on their toes.

Part 3: War Machines for the Masters

The group should have a variety of minor skirmishes and encounters along the way to actually finding the factory producing the new Bioroid mecha. The Game Master can run that search any way he or she feels most comfortable with. Certainly, Gregov can gather his wits and point them directly to the location of the factory, but it can be just as likely that the group will need to search diligently for extended periods of time and quite possibly never actually find it. In fact, leaving the place *undiscovered* until after the adventures with the Robotech Factory are resolved could provide the characters with some consolation for losing the factory (if that is the outcome) and/or can be used as a long, fun series of adventures — a sort of mini-campaign. Certainly, the Bioroid factory complex is nothing compared to the Robotech Factory, but with the equipment there the Robotech Defenders, especially if they are allied with the Overwatch camp, would gain a tremendous asset in their war against the Invid.

Of course, if they locate the facility before the Robotech Masters leave to rendezvous with the factory in space, it will be populated and ferociously defended. In this instance, the group will be faced with at least a few dilemmas. Do they destroy the facility in order to weaken the Masters? If all hell breaks loose, do they fight alongside the Bioroids against the enraged Cyran Zentraedi or the Invid, or both? Can they salvage any of the facility in order to strengthen their own battle against the oppression of the Invid?

Regardless of the questions they'll have to address sooner or later, the situation will certainly be a difficult one, as will surviving it.

Game Master Info for Part Three

The Bioroid factory is located underground. It is built into a large, hollow cavity formed by the crashed hulk of a Zentraedi Scout Ship. Intara converted it into a hidden bunker shortly after they were stranded on Earth, because one of the ship's auxiliary generators had survived and was still producing power. The female Zentraedi converted it to a repair garage upon acquiring the human technicians, and it was eventually converted, once more, into a full production facility when the Robotech Masters arrived. It took almost four years to outfit the factory and another two years to finalize the designs and begin production of the Bioroids. The factory can produce two complete Bioroids



per month without attracting attention from the Invid. The rate could be doubled, but would have a 33% chance of drawing the attention of the Invid for each day of the stepped up activity. In addition to the production rates, the facility can also repair 300 M.D.C. worth of damage to existing mecha per day without interfering with the production schedule. Mecha production at a safe rate requires 50 M.D.C. of the total (350 M.D.C.) per day. At maximum production, a full bioroid could be made every three days, but because such a rate would have a 75% chance of attracting the Invid, it's not worth the risk.

The factory requires at least ten technicians skilled in mechanical engineering to keep it operational; everything else is completely automated. If less than ten, reduce the daily capabilities by about 10% or 35 M.D.C. per day. This means a single BME with a mechanical engineer helper could repair an Alpha Fighter at the rate of 70 M.D.C. per day. Yes, the factory can be reprogrammed to repair and/or produce RDF, REF, or Southern Cross mecha! This could do a hell of a lot to keep existing mecha operating in the field at full capacity, and add greatly to the resistance against the Invid. Note: Only the maximum output of the facility to produce new mecha will risk Invid detection. Repair work, even at maximum rates, would have little chance of drawing their attention, especially if proper precautions are taken.

Note: The listed defenders of the factory are those present *before* the Robotech Masters leave to rendezvous with the Robotech Factory. If the characters do not discover this area until after their departure, it will be mostly abandoned and protected only by the Zentraedi units listed. Once the Masters leave, the technicians will not be in the facility. The Masters will take the most promising of them along to the factory, while the others will be traded to loyal Zentraedi in southern jungles. Reclaiming those technicians can be a whole other series of adventures for the player characters, especially if they manage to secure the Bioroid factory.

The Bioroid Factory

A. Outside the Factory: The entrance to the factory is located in the side of a hill on the edge of an overgrown clearing. Hidden around the perimeter of the clearing are four Zentraedi Tactical Battle Pods, a pair of mercenaries in Micronian Bioroids, and a Mobile Gun Bioroid on a rise half a mile (0.8 km) away. The mecha of each of these defenders has full M.D.C. and weapon payloads. The *Mobile Gun Bioroid* has a full view of the clearing and its perimeter and will provide support to his fellows from long-range. He may also call for reinforcements.

There are a number of large metal shards jutting from the ground all around the area. These are M.D.C. fragments of the spacecraft buried below, and can be used as cover by any mecha smaller than 30 feet (9 m) tall. When the factory is under attack, the guards also use the M.D.C. debris for cover, requiring attackers to make called shots or maneuver for clear lines of fire. The guards will also radio the internal security to close up the factory and to alert other defenders. It takes two melee rounds (30 seconds) for the heavy blast shield to slide into place over a lightly armored inner door at the entrance. The normal door has 150 M.D.C. and the heavy blast shield has 400 M.D.C. On the

last attack of the first melee round, the heavy shield begins to slowly close and is completely shut by the end of the second melee round. Once sealed tight, they will have to blast their way in.

If the characters rush into the factory before finishing the outer guards, they will be followed inside and sandwiched between the inner and outer defenders of the factory. The Mobile Gun Bioroid will leave its post and move to the factory once the characters enter.

B. Inside the Factory: The factory is one large, open area. Different sections are marked off with stripes painted on the floor. It is very loud inside, and anyone without a helmet will be unable to hear spoken words even if shouted. Radios within a closed environment are the only way to communicate in here (and, of course, by pointing and using sign language).

The main room is accessed from the surface by a large elevator. Up to seven Alpha-sized mecha can fit on the lift without severe crowding. The ceiling in the main room vaults nearly 100 feet (30.5 m) overhead, but the factory only takes up about half that space, with the tallest crane towering about 45 feet (13.7 m). The rest of the equipment at this location is only about half that height. Metal frameworks and support structures for heavy industrial equipment clutter the view of the room. Note that much of the work is done with the help of robot systems, and those will continue their work even after the technicians have fled for cover.

Patrolling and protecting the factory proper are four Hunter-Killer Bioroids, two Micronian Bioroids, a pair of Tactical Battle Pods, and a Red Leader Bioroid. All are fully armed and have full M.D.C. The Game Master may want to beef up the defenses if his group is particularly strong. The Bioroids and Battle Pod defenders will use the machinery for cover and send the technicians to hide inside their living quarters. The G.M. can determine what damages are done to the equipment (and what repairs will be needed if the place is salvaged) by keeping track of characters missing their called shots at enemy mecha and how long the firefight lasts.

If the group slips in through the entrance, they have the element of surprise and automatically get initiative and first attack. The defenders will lose one or two melee actions responding and diving to take cover; the technicians will run for their lives, taking refuge in the housing structure. It will take the micronian techs 1D4 melees to reach the safety of their armored "building." Don't forget that diving in through the closing blast doors will sandwich our heroes between the inner factory defenders and those pursuing from outside. However, their pursuers are likely to have gotten momentarily cut off by the closing door. It will take two melee rounds to get the armored doors to slide back open longer if the player characters blast the control panel and freeze the door in place (e.g., only open enough for a mecha to stick its arm in, or a human-sized character to squeeze through). Of course, this means our heroes are temporarily trapped inside, and enemies outside will be able to blast their way in within two or three minutes.

In the event that the player characters have defeated the outside defenders, the blast doors will be closed, they will have to blast their way in, and the inner defenders will be in position behind cover and the technicians will be safely hidden in their

homes. As the characters enter, they should anticipate an ambush situation. In this case, the Bioroids and Zentraedi units automatically have initiative for the first melee round, and the characters cannot dodge/parry the first attack of each ambusher. The rest of the round proceeds normally with the characters retaliating, taking cover, and generally parrying and dodging as normal.

Factory locations of note:

1. Smelting and Bonding Equipment: Very heavy machinery dominates this area of the factory, and the heat is intense. No one can survive in this section for long (more than five minutes) without some kind of protection from the heat. The technicians use thermal suits, but mecha and CVR-3 or Souther Cross armors will do just fine. Salvaged materials are refined and processed here. Falling or being pushed into the smelting vat does 1D6x10 M.D. per melee round. These massive pieces of equipment can provide cover for even the largest of mecha.

2. Molding and Casting Equipment: Refined metals are cast or formed into components using molds and robotic forging machines in this area. The machinery is large enough to provide cover for any size mecha.

3. Finishing and Electronics: This area has less bulky, massive equipment than the other areas and resembles more of an automotive garage and computer repair lab. Metal parts are cleaned up and finished here alongside the assembly of the electronic components. Basically, all of the components of say, a mecha's arm, would be finalized here, then sent on to be assembled. There is nothing in this area for a mecha to hide behind unless it is less than ten feet (3 m) tall.

4. Component Assembly Area: All of the parts for each limb, torso, weapon system, or other mecha system are assembled here and prepared for final integration into a complete mecha unit. The cranes and lifts are only of moderate size and can be used for cover by any mecha shorter than 15 feet (4.6 m). A recently finished Micronian Bioroid and a Hunter-Killer Bioroid stand against one wall (the HK-Bioroid is actually piloted, he's just pretending to be inanimate until the right opportunity arises for him to attack).

5. Final Assembly: Heavy support frames and multi-ton cranes dominate this area. At any given time, a partially constructed bioroid of any type can be found. The massive equipment can provide cover for mecha of any size.

6. Technician Housing: Attached to the wall opposite the entryway, is a four story box with small windows that resembles a micronian building. It is the housing complex for the technicians. The walls are M.D.C. (the whole building has 250 M.D.C.) and sound insulated. Each technician has the equivalent of a large apartment consisting of a living area and kitchen, separate bedroom, extra room (commonly used as an office), and bathroom. There is a small garden/atrium on the bottom floor (put there by the technicians) and a makeshift gym with a swimming pool on the roof. The remainder of the first floor holds the housing units of the mercenaries piloting the Mercenary or Micronian Bioroids as well as the third stage clones that pilot the other bioroids.

7. Factory Garrison: The only other rooms in the factory that are separate from the main factory area are the quarters of

the full-sized Zentraedi who pilot the *Tactical Battle Pods*. They are located through a 50 foot (15 m) portal in the south wall. A short corridor links the six huge residences to the factory. Each room is almost 100 feet (30 m) square, with a pair of bunk beds taking up almost half of that, a storage locker for gear (Zentraedi battle armor and hand weapons), and a radio/comlink system. The bathroom for the giants is communal, just as it was on the old warships. They loyally serve the Robotech Masters and will fight to the death.

Behind the Scenes

A brief history of the Intara

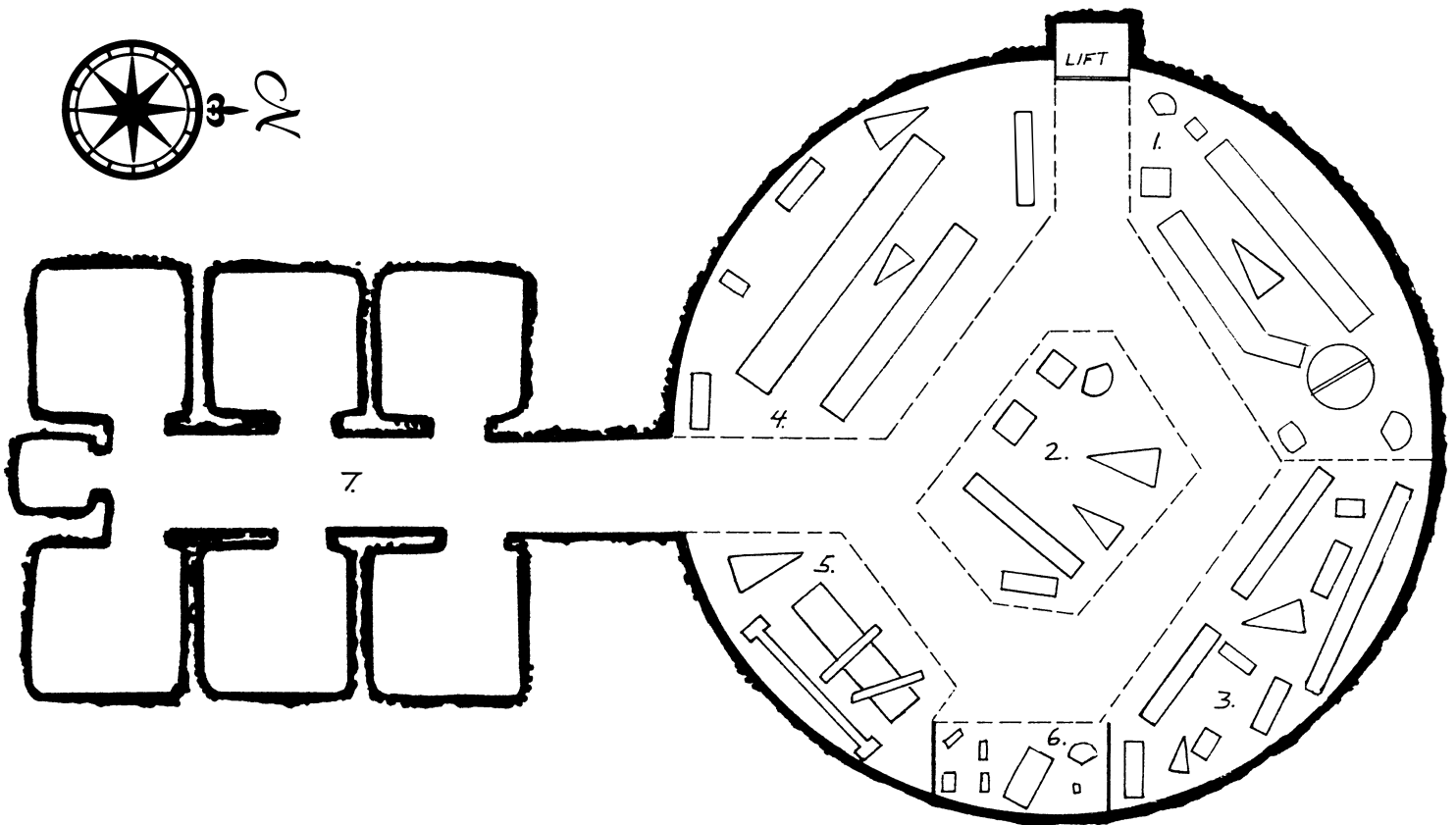
When the Zentraedi global assault was over and their space fleet destroyed, thousands of the crippled spacecraft found their way to Earth in various states of damage. Three of those craft were part of the Intara Battle Group, a segment of the female Zentraedi armies. As fate would have it, the three ships settled rather close together in the jungles of Thailand. The females gathered their forces under the command of *Illisia* and fortified the position of the downed spacecraft and settled in to wait for rescue by the Robotech Masters or sympathetic Zentraedi. Waiting did not mean sitting idle, however, and the Intara (as they called themselves) actively and aggressively captured mecha from male Zentraedi and those females who refused to ally themselves with their powerful force.

During the reconstruction period following the First Robotech War, Illisia and the Intara were contacted by the E.B.S.I.S. with overtures of a trade alliance. The Eastern Block

knew the Zentraedi needed technicians capable of repairing their damaged war machines, and the Soviets wanted Robotech mecha for research, even if they were only Battle Pods. Illisia agreed to trade mecha, including any captured RDF units, for the extended services of a large group of E.B.S.I.S. technicians. However, when the time came to make the exchange, she seized the techs and nearly obliterated the military escort the Soviets had sent them with. She never upheld her end of the deal and there was nothing her shafted partners could really do about it. The techs were put to work repairing mecha.

When the Robotech Masters arrived on Earth, Intara had gathered enough troops to fill two Zentraedi destroyer craft (approximately 40,000 soldiers) and the mecha complement of a single such craft (see the *Robotech® RPG Book Three: Zentraedi*, for exact numbers and ship details). It was not until the end of the war that the Robotech Masters were able to arrange transport for that many giant Zentraedi. Unfortunately, before the Masters could retrieve the loyal giants, their mother ship fell to Earth as its exhausted protoculture stores failed to provide enough power to maintain orbit. The massive craft was completely destroyed after a barely controlled re-entry and crash landing. Members of Intara rescued the Robotech Masters and some of their important personnel before the ship impacted with the Earth. The female warriors were still stranded, but at least they were reunited with their Masters.

The coming of the Invid was not so kind to the members of Intara. Despite camouflage measures, forewarning and preparations, it was almost impossible to hide an army of that size from



the fervent eradication enacted by the Invid invaders. Intara lost more than 70% of its mecha and 80% of its soldiers against the Invid. Subsequent battles and the struggle to survive in the suddenly Invid hostile environment would whittle their numbers down even more over the years, until they finally rebuilt their hidden community and could escape the Invid's ire. They only narrowly avoided complete annihilation.

With time, the remaining forces recovered from their losses and established a new base of operation in Thailand near the Burma border. It is a *Thuverl Salan Destroyer* concealed by camouflage and ready for take off (as described on page 11 of this book). Also see page 43 of *Robotech® Book 3: Zentraedi* for the complete floorplans of this spacecraft. For years it was hidden, partially buried underground, but under the leadership of the Masters, it has been unearthed and will soon be used to rendezvous with the Robotech Factory in space.

Important Note: The player characters (and Cyran Zentraedi for that matter) *may* only encounter this massive force of Zentraedi if this adventure occurs before they blast off. Furthermore, even if this adventure happens before or very near the scheduled time for the rendezvous, the group may have no reason to locate and attack the giant, functioning Zentraedi Destroyer. By the time the player characters find the Bioroid Factory, it has served its purpose and the Masters will cut their losses and abandon it. They won't care if it falls into human, rogue Zentraedi or even Invid hands. They are now focused on getting to the Robotech Factory above the Earth. They are simply biding their time, waiting for the moment that will take them from Earth and allow them to rebuild the Empire of the Robotech Masters.

The forces on the Destroyer are as follows:

- 600 Military Support Personnel & Technicians
- 1900 Zentraedi Foot Soldiers with body armor (30% male)
- 910 Tactical Battle Pods (40% male pilots)
- 244 Officer's Pods (20% male pilots)
- 1200 Female Power Armor Troops (all female pilots)
- 400 other Battle Pods (all female)
- 400 Standard Bioroids of various types (all male).
- 600 New Bioroids

6254 total soldiers, plus Masters and a few dozen Tirolians and human slaves (including the technicians). Note: The Intara force was predominately (90%) female before the Masters arrived and decided to recruit males to the force. Illisia was not particularly happy with this turn of events, but her loyalty to the Masters forced her compliance. The males are segregated from the female forces and Illisia remains the Commander in Chief of all combat forces, male and female.

Soviet Technicians & Their Creations

As the years passed, some of the micronian technicians serving Intara passed away (though not always from natural causes), but new "recruits" are acquired as needed and there are enough to get the job done. Over time, the Masters showed some interest in the creativity of the Earth scientists. It had been centuries since the Masters had any urge or need to change their mecha designs, but the current desperate situation called for a certain

amount of compromise and normally distasteful reconsideration. The humans were allowed to develop some of their designs in exchange for some extra freedoms, like mingling with the limited clone population and access to computers for their work.

The micronian technicians in conjunction with the surviving Science Masters, have been busily repairing, improving, and modifying Zentraedi and bioroid armors and mecha. The modifications to Zentraedi mecha are minimal and mainly consist of repairs that bring the mecha up to full M.D.C., but a number of Battle Pods and a select few female power armors have had their armor increased slightly (adding about 10% to the total of the main body). The Masters still find it difficult to trust their warrior servants with powerful war machines, especially in the current situation. Fortunately, the Intara are completely loyal and do not mind the return to the old way of doing things.

The Robotech Masters have a small number of traditional Bioroids as well as the new types under their command to make certain the Zentraedi and humans are kept under their thumb (the exact number of these minions, including the Intara Zentraedi, are left to the discretion of the G.M.). Only a precious few of these deadly mecha and their pilots made it out of the doomed Masters' mother ship. There are certainly enough of them to keep the Zentraedi in line as well as defend the Masters' temporary base of operations. However, with the impending time frame for rendezvous with the Robotech Factory, the Masters must ensure that they have a fighting force capable of handling any obstacles. This means obstacles like the Armies of Cyran and the player characters will not be tolerated. In such an event, Bioroids (any and all types) and other mecha units will be dispatched to hunt them down and either exterminate them or lure them away from the factory base. Because of these vital needs, the Robotech Masters have not only authorized improvements to the existing Bioroids, but are allowing the human technicians to present designs for new Bioroids to augment their forces. **Note:** In the event that these new designs (which can be tested in the safety of the micronian jungles and using micronian subjects) should prove viable, the Masters can take them back to Tirol and use them as part of their new armies when they retake and rebuild their Empire.

The combined knowledge of the Masters and the Earth Micronians has resulted in the creation of completely new Bioroid designs. Currently, there are only about two dozen of each *new model* in active use, but the player characters will definitely get to tangle with them once they start poking their noses too close to the activities of the Robotech Masters or their Zentraedi allies.

A small handful of the new mecha designs will be guarding the facilities that produce them, and a small grouping might be sent to hunt the runaway scientist, but the rest of them will be in the direct service of the Masters back at the *Intara base*. Third Stage Clones pilot most of the new machines, though a number of Clone Masters did survive and can remote pilot the machines using First and Second Stage Clones. All of the *Micronian Bioroids* will be in the field beefing up the mercenary operatives employed by the Masters, but the mercenaries using those mecha will hold them in reserve for dire situations or station them to protect their camps and bases. Employing the still rare mecha in routine patrols and other maneuvers is a foolish risk, and is not done.

The new Bioroid designs are all black or red in color and half of them have a camouflage system that helps them to hide in the jungles. The camouflage system masks heat and sonic readings as well as providing a visual shape diffusion pattern. When sitting motionless in cluttered surroundings, like jungle foliage, the system provides an equivalent 55% prowl rating for the mecha, and during combat in the jungles it provides the Bioroid with an additional +1 on initiative and +1 to dodge.

Quick Stats on Gregov

I.Q. 18, P.P. 15, all others are average. He is of unprincipled alignment, and is a 9th level Bio-Maintenance Engineer (BME) with electrical and mechanical engineering skills. Hit Points: 41, S.D.C. 11.

He managed to escape from the Bioroid Factory but has been pursued by Bioroids and Zentraedi who want to capture him and bring him back. Gregov is suffering from emotional/mental trauma and fatigue, but is slowly recovering. He will not want to go back to the Bioroid Factory or to the Masters base, or any other Zentraedi or Masters stronghold. He will attempt to slip away and hide if it is suggested (or insisted) that he come along. He is very cooperative if allowed to stay at the village. Gregov has no loyalty to the Masters but is disoriented and terrified.



New Bioroids

In addition to the completely new Bioroid units presented below, the technicians and Science Masters have also beefed up a number of the surviving standard Bioroids (all colors). Worker Bioroids have been outfitted with weapons in order to bolster the fighting force available, armor has been marginally improved, and performance has been adjusted. The results are that approximately 10% of the standard Bioroids will have 10% additional M.D.C., and the following bonuses: +1 on initiative, +1 to strike and dodge, and 5% increases in overall speeds and leaping abilities. Their famous hover platforms are also available.

Hunter-Killer Bioroid

Faced not only with limited resources and materials, the Robotech Masters grounded on Earth also had to deal with the topography of their temporary home. With their mother ship destroyed, they are out of their element, something they have not had to deal with for centuries. These conditions forced them to compromise their usual procedures on a number of levels, including relying on the free will of human micronians and the need to redesign or replace their reliable, ages old mecha designs. To take advantage of the heavy foliage and restricted terrain, the Masters undertook the design and construction of smaller, more agile mecha that could exploit the handicaps of their enemies and function better in a jungle environment. The Hunter-Killer Bioroid was their best creation.

Using the general styling of the existing *Bioroid Terminator*, and drawing inspiration from the compact but powerful Cyclone mecha of the REF, the technicians and scientists came up with a heavy, but agile suit of powered armor capable of moving easily through the jungles or crowded urban environments. Much like the Cyclone, the Hunter-Killer is extremely maneuverable, yet armored enough to adequately engage larger mecha with some guarantee of inflicting significant damage. In squads of four to six, these units can be deadly. The Hunter-Killers are the most numerous of the new mecha and many are controlled by Clone Masters, some of which operate in trios similar to the *Bioroid Invid Fighter*. The role of the Hunter-Killer is currently similar to that of the Bioroid Terminator, guarding the hallways and sensitive areas of the Robotech Masters' factory and base, as well as hunting renegade micronian allies and serving as a scout and jungle combat unit. Mercenary and high-tech bandit allies of the Masters are sometimes sent out to raid spacecraft hulks, city rubble, and ruined bases outfitted with Hunter-Killer Bioroids and/or Micronian Bioroids.

Hunter-Killer Bioroid

Model Type: HKB-01

Class: Micronian Augmenting Powered Bioroid Armor.

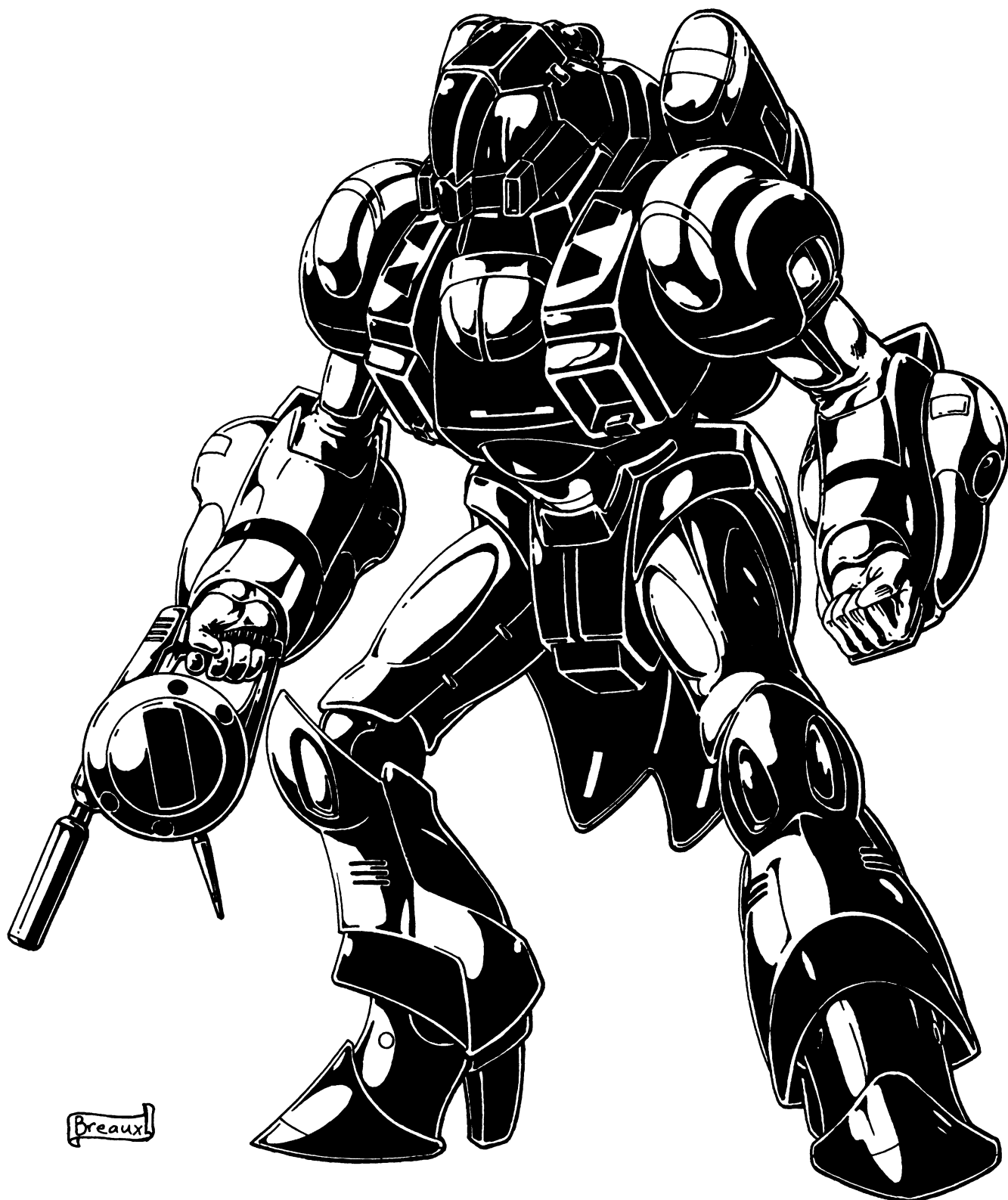
Crew: One

M.D.C. by Location:

** Head — 50

Legs (2) — 80 each

Arms (2) — 50 each



- ** Rocket Thrusters (2, rear) — 40 each
- * Main Body — 160
- * Reinforced Pilot's Compartment — 50
- ** HK-Drum Gun — 50
- ** Missile Launchers (2) — 40 each
- * Depleting the M.D.C. of the main body will shut the mecha down completely, rendering it useless. The reinforced pilot's compartment is actually a suit of body armor worn under the

Hunter-Killer powered armor. A quick release system allows the wearer to shed the useless outer armor in a single melee action.

** The small size or location of these targets makes them difficult to hit, requiring a called shot at -3.

Speed: Running — 60 mph (96 kph) maximum.

Leaping — The powerful legs of the mecha can leap up to 30 ft (9.1 m) high or across unassisted. With thruster assis-

tance, the mecha can reach distances of 140 ft (42 m) high or lengthwise.

Flying — Hover stationary up to 30 ft (9.1 m) above the ground and fly at up to 175 mph (280 kph).

Height: 8 feet, 9 inches (2.6 m)

Width: 4 feet, 4 in (1.3 m)

Weight: 1365 lbs (614.5 kg)

Weapon Systems

1. Forearm Machineguns: Built into each forearm are a pair of fully automatic machineguns. These weapons fire high explosive ammunition similar to that used in the Weasel and Badger infantry weapons of the REF, allowing them to do mega-damage despite their small size. The pair of guns on an individual arm always fire together at the same target, but both arms cannot fire simultaneously at the same target unless the attacker is standing absolutely still or the target cannot move.

Primary Purpose: Anti-personnel/Defense

Secondary Purpose: Assault

Effective Range: 1000 feet (305 m)

Mega-Damage: 2D6 short burst (counts as one melee attack), 4D6 long burst (counts as two melee attacks), and 1D4x10 full melee burst (uses up all but one melee attack/action). Damage is doubled if both weapon systems are fired simultaneously at the same target, but only if the attacker is standing still and pointing with both arms (defenders/victims of the attack are +3 to dodge).

Rate of Fire: Burst only.

Payload: Each arm has enough ammo for 40 short bursts, 20 long bursts, 10 full melee bursts or any combination of the three (a long burst uses twice the ammo as a short burst, a full melee burst, four times a short burst, etc.).

2. Mini-Missile Launchers: Mounted above each shoulder is a mini-missile launcher. Plasma mini-missiles are the only kind used in the launchers, although others could be substituted in an emergency. The sting of the mini-missiles gives the Hunter-Killer a sizable punch despite its small size.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Effective Range: 1 mile (1.6 km)

Mega-Damage: 1D6x10

Rate of Fire: One at a time or in volleys of 2 or 4.

Payload: Eight total; four in each launcher.

3. HK-Drum Gun: This is a small-scale version of the reliable Bioroid weapon drum. Like the full-sized version, it fires explosive, armor piercing rounds.

Primary Purpose: Assault

Secondary Purpose: Anti-Personnel

Effective Range: 2000 feet (610 m)

Mega-Damage: 2D6 per round.

Rate of Fire: Aimed, burst, or wild. *See machineguns under Modern Weapon Proficiencies.*

Payload: The HK-Drum Gun has a large ammo drum with six internal clips, each holding 75 rounds of ammunition (for a total of 450 rounds). When one clip is emptied, the weapon automati-

cally switches over to another clip. An extra drum of ammunition can also be carried. The ammo drums can be exchanged in two melee actions/attacks.

4. Hand to Hand Combat: The Hunter-Killer Bioroid uses the Cyclone hand to hand bonuses, but only gets +1 to leap dodge instead of +3.

Punch — 1D4+2 M.D.

Kick — 1D4+3 M.D.

Leap Kick — 2D4+2 M.D.

Body Flip/Throw — 1D4+2 M.D.

Body Block/Tackle — 1D4+2 M.D.

Mobile Gun Bioroid

Fast, maneuverable, and able to chew a hover tank a new ... well, you get the idea. The Mobile Gun Bioroid was designed solely as a support and assault weapon with the speed and movement necessary to have the advantage in the jungles of Indochina and the firepower to put holes in even the heaviest of armored opponents. It is little more than a large gun on a pair of legs, the Robotech Masters' equivalent of a tank or Tactical Battle Pod, with the agility of a Logan Veritech Fighter. Its locomotion is based on the agile, stable, two-legged design of the Zentraedi battle pods, but its Bioroid origins allows only for a micronian or clone pilot. This leaves space to make it much more heavily armored than the old, giant Battle Pods. Mobile Gun Bioroids are commonly deployed with Hunter-Killer Bioroids as heavy support. In this role, they often remain a significant distance behind the smaller units and act as snipers when needed.

Mobile Gun Bioroid

Model Type: MG-01

Class: Specialized Combat Bioroid

Crew: One

M.D.C. by location:

Legs (2) — 125 each

Pulse Lasers (2) — 50 each

Main Gun — 100

Reinforced Pilot's Compartment — 50

* Main Body — 220

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

Speed: Running: 75 mph (120 kph) maximum. Leaping: It can leap up to 120 feet (36 m) up and across!

Height: 18 feet, 2 inches (5.4 m)

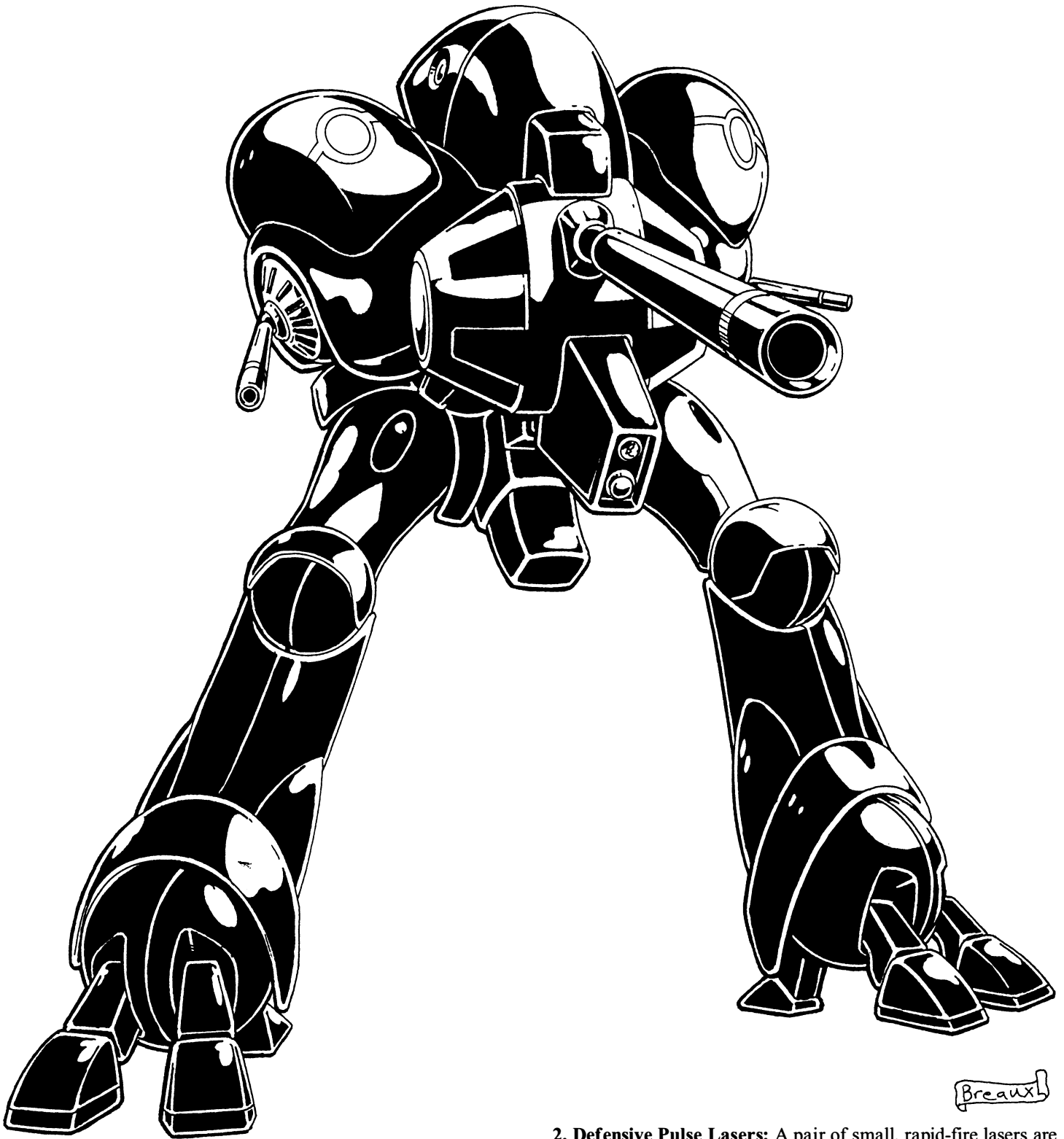
Width: 8 feet (2.4 m)

Length: 10 feet, 6 inches (3.15 m)

Weight: 9.4 tons

Weapon Systems

1. Main Particle Beam Cannon: The main armament of the Mobile Gun Bioroid is a powerful particle beam cannon. Though this weapon is impressive, the mecha has little in the way of other defensive weaponry and is thus somewhat vulnerable without support mecha of some kind.



Breaux

Primary Purpose: Anti-Armor
Secondary Purpose: Assault
Effective Range: 8,000 feet (2400 m)
Mega-Damage: 2D6x10 M.D.!
Rate of Fire: Equal to the combined hand to hand attacks per
melee of the pilot; each blast counts as one melee attack.
Payload: Unlimited

2. Defensive Pulse Lasers: A pair of small, rapid-fire lasers are
the only defensive weapons of the bioroid.
Primary Purpose: Defense
Secondary Purpose: Anti-Personnel
Effective Range: 2000 ft (600 m)
Mega-Damage: 1D6 per blast or 4D6 for a quadruple pulse. The
two weapons fire independently and due to their positioning, can
not hit the same target unless it is 12 ft (3.6 m) wide or larger.
Rate of Fire: Single shot or in pulses of four.
Payload: Unlimited

3. Hand to Hand Combat: Use the Red Leader Bioroid Hand to Hand Combat; plus gets an additional +1 to dodge.

Stomp — 1D4 M.D.

Butt/Bump with Body — 1D4 M.D.

Kick — 1D6+2 M.D.

Leap Kick — 3D6 M.D., but counts as two melee attacks.

Micronian Bioroid

The stranded Robotech Masters realized that their resources were finite, and planned carefully to compensate. Hiding and careful rationing worked at first, but once the Invid arrived, they had to make plans for the eventuality of some form of engagement in order to free themselves. One step they took was to make use of the mercenaries in the area. Such auxiliary troops were quite useful, but their general lack of mecha made them of limited use and effectiveness against the Invid and rival Zentraedi factions. In addition to this failing of the mercenaries, the Masters only had so many clones and Clone Masters with which to animate their Bioroid protectors. With the inspiration of the micronian technicians, the Masters solved one problem by relieving several smaller ones. They decided to modify Bioroids with cockpits more familiar to humans and train some of the mercenaries to pilot them.

The *Micronian Bioroids*, as they are called, have a seat styled cockpit much like that of other Earth mecha, but for controls, it uses the standard clone visor and some minor neural web interfaces. The human pilots are not controlled by the Clone Masters, nor are they mindless zombies, as happens when humans are subjected to the Zylonic Mental Probe (a typical Robotech Masters' tactic). They are mercenary and bandit pilots allowed by the Masters, as allies, to use these mecha as payment for services rendered (and for retainer fees). With the quality and capabilities of these units, the loyalty and eagerness to work for the Masters is easy to understand. Once the Masters leave Earth for the Robotech Factory (as detailed elsewhere in this book), a number of these Micronian Bioroids will be left behind with the mercenaries who are using them (as many as 1000). This can result in future conflicts with player characters, as well as the possibility of one or two of our heroes getting their hands on one (if the G.M. allows it).

This Bioroid is more heavily armed than Standard Bioroids for two main reasons. First, their numbers are limited — the Masters do not have the luxury of fielding massive numbers of Bioroid machines in this particular war with the Invid. Secondly, the micronians seem to prefer heavily armed war machines and the Masters are more than happy to feed such combative tendencies while shaping them for their own ends. All of this is not to say that these Masters, though desperate, have forgotten the rules that built their Empire. Yes, they are giving significant firepower to their servants and might risk a revolt or other similar troubles. However, they have only allowed a certain number of loyal humans to have access to these custom Bioroids and most of those are staying behind on Invid infested Earth. Only about 10-20 percent will be taken into space with them.

Micronian Bioroid

Model Type: MCB-02

Class: Micronian Piloted Bioroid

Crew: One

M.D.C. by location:

Head — 75

* Hands (2) — 40 each

* Shoulder Missile Bulbs (2) — 40 each

* Forearm Machine gun Bulbs (2) — 20 each

Arms (2) — 75 each

Legs (2) — 100 each

Reinforced Pilot's Compartment — 50

** Main Body — 200

* A single asterisk indicates small targets or places that are difficult to hit. Attackers must make a Called Shot to hit them and is -4 to strike.

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

Speed: Running: 60 mph (96 kph) maximum. Leaping: 90 feet (27 m) high and 60 feet (18.3 m) lengthwise.

Height: 22 feet (7 m)

Width: 10 feet (3 m)

Weight: 12.5 tons

Weapon Systems

1. Rapid-Fire Machineguns (4): Built into the two bulbous protrusions on each of the mecha's forearms are a set of automatic machineguns. These weapons are very much like the top mounted weapons of the old RDF Excalibur Destroid, but they are newer versions and a bit more compact than their predecessors. The pilot aims by pointing the arm, and the two weapons on that arm fire simultaneously at the same target. Aiming is computer assisted and both arms can be used on the same target at once for double the listed damages, but only if the attacker is standing still and the target is moving slowly or is stationary (opponents are +3 to dodge).

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Effective Range: 2000 feet (610 m)

Mega-Damage: Each twin burst does 2D4 M.D. for a short burst (counts as one melee attack), 4D4 for a long burst (counts as two melee attacks), and 1D4x10 for a full melee burst (uses all but one melee attack/action). Paired attacks using both arms inflicts double the damage.

Rate of Fire: Burst only.

Payload: Each arm has enough ammo for 100 short bursts, 50 long bursts, or 25 full melee bursts.

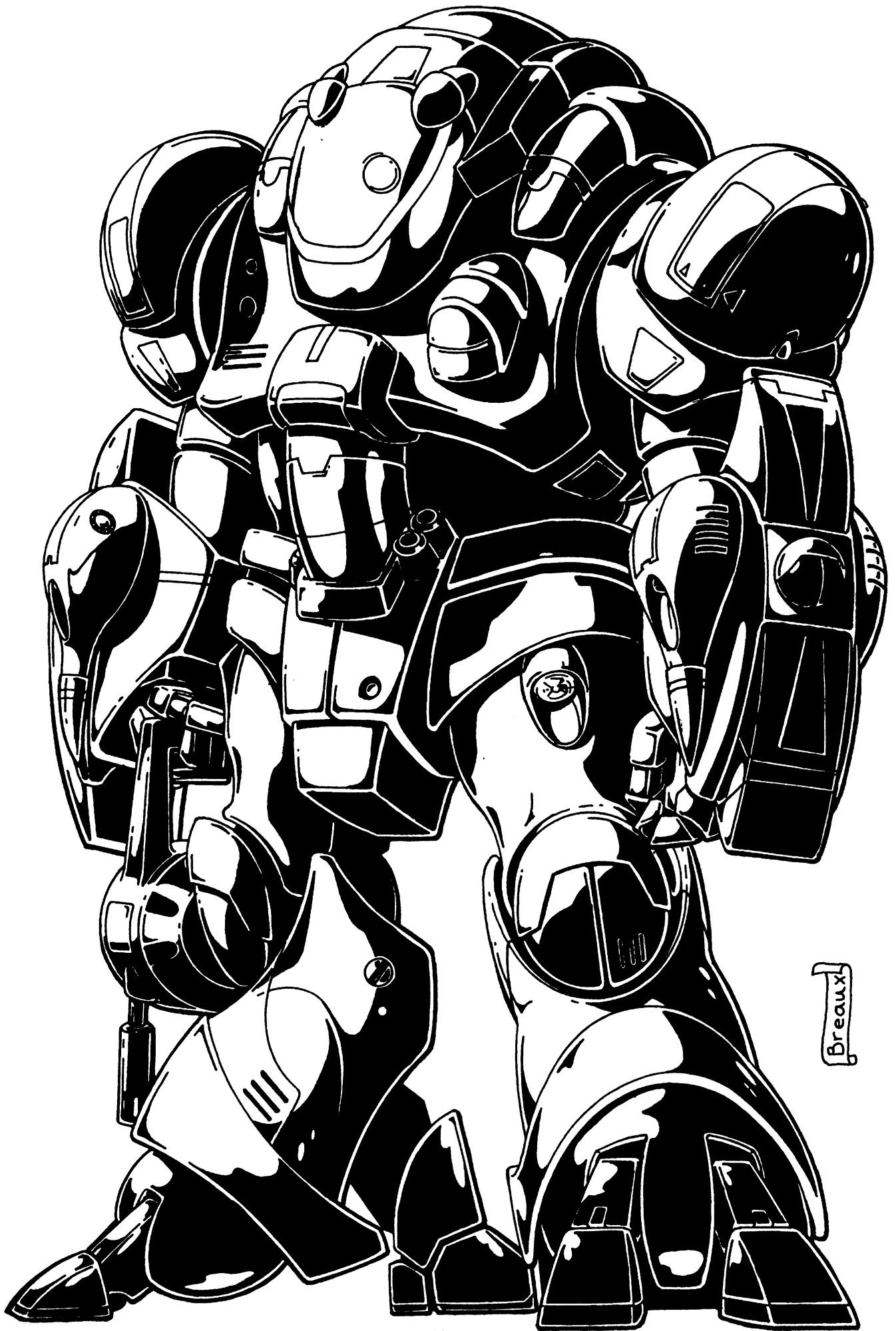
2. Shoulder Missile Launchers: Each large bulb on the top of the shoulder plate is a short-range missile launcher.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Assault

Effective Range: Varies with missile type, but usually from 2 to 5 miles (3.2 to 8 km)

Mega-Damage: Varies with short-range missile type, but usually 1D6x10 for plasma, armor piercing, or high explosive warheads.



Rate of Fire: Singly or in volleys of 2, 4, 8, or all 10 per launcher.

Payload: 10 missiles in each shoulder launcher for a total payload of 20 short-range missiles.

3. Bioroid Weapon Drum: Identical to the weapon used by the Masters' other Bioroid mecha.

Primary Purpose: Assault

Secondary Purpose: Defense

Effective Range: 4000 feet (1200 m)

Mega-Damage: 5D6 per projectile. Short bursts do double damage, long bursts do x5 damage, and full melee bursts do an impressive x10 damage.

Rate of Fire: Aimed shots equal to the pilot's combined number of hand to hand attacks per melee, or burst firing using the modern weapon proficiencies rules for automatic weapons (not machineguns).

Payload: The drum has 2000 rounds of ammunition, which pro-

vides enough ammo for 2000 aimed shots, 200 short bursts, 80 long bursts, or 40 full melee bursts.

4. Hand to Hand Combat: Unlike the clone-piloted Bioroids, these units have human pilots and use the mecha combat skills and rules. Bonuses are equal to the Gladiator Destroid combat training and Basic Destroid training. See the respective skills for bonuses and any special abilities. Remember that these are supposed to be fast, agile mecha much like the Bioroid units they are based on, which give them additional bonuses as follows; +1 on initiative, and +1 to strike, parry and dodge.

Restrained Punch — 1D4 M.D.

Full Strength Punch — 1D6 M.D.

Power Punch — 2D6 M.D. but counts as two melee attacks.

Body Flip — 1D4 M.D.

Kick — 1D6 M.D.

Leap Kick — 2D6+2 M.D., but counts as two melee actions.

Stomp — 1D4 M.D.

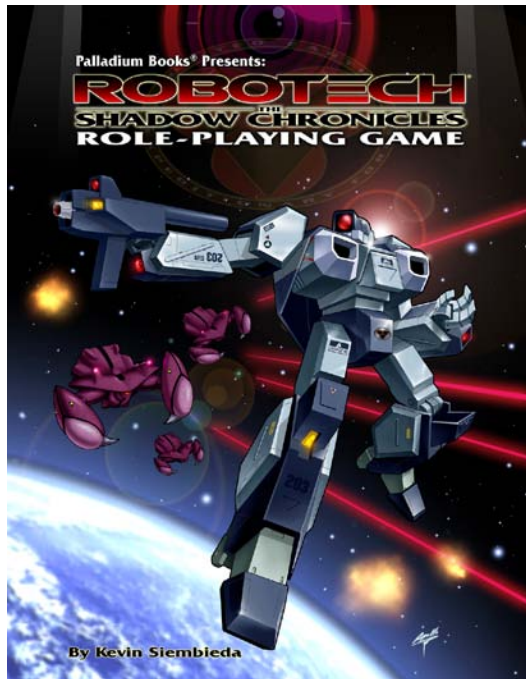


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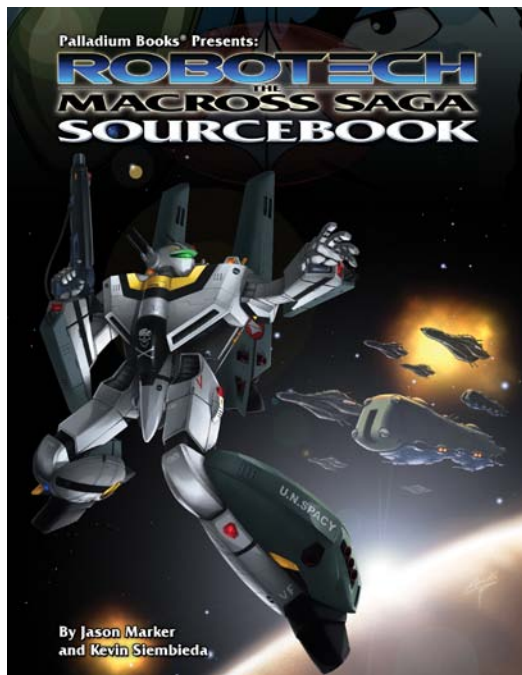
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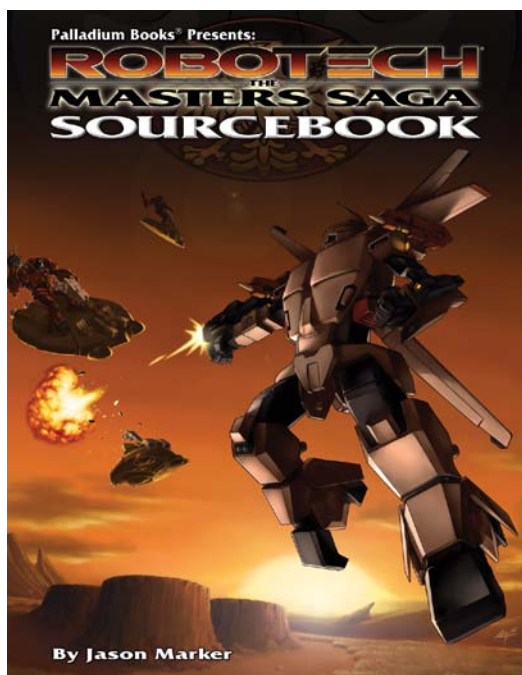
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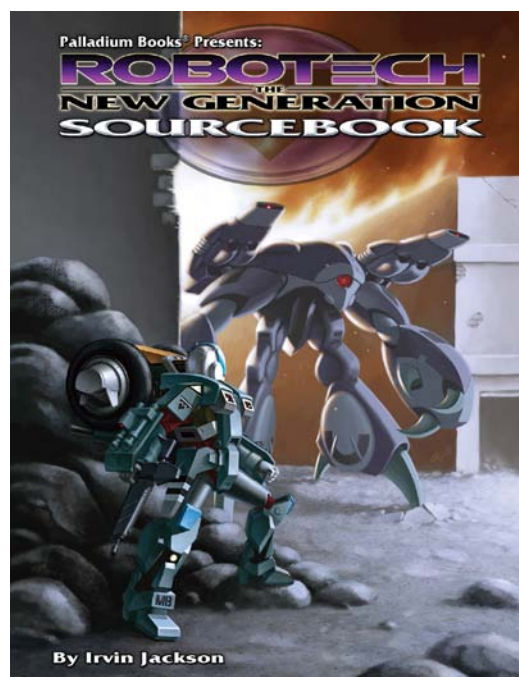
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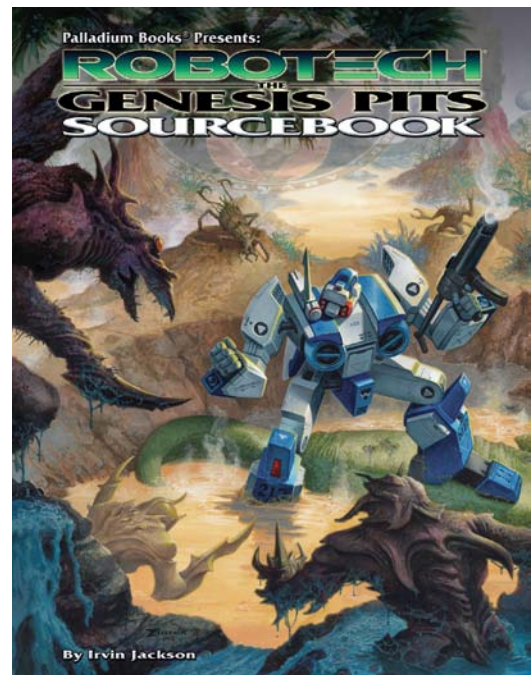
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