

**Presenting:**

**The Robotech RPG Book 10:**

# **ROBOTECH: INSURRECTION**

Dedicated to all the fans of Robotech out there that keep with the show 17 years on.

## Special Thanks to:

Nathan Babcook - For his help with, and criticism of, this book and for designing the fabulous Southern Cross Recruitment Manual. Chris McGrane - for finally giving in and playtesting this, and many other, of my games. Michael Spence - for introducing me to Role Playing. Thanks also to my playtesters... and finally a special thanks to my father whom I kicked off the computer to write this thing.

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# Insurrection

June 1999-September 2001

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# An Introduction to Australia and New Zealand

## Author's Note:

Writing a Robotech Supplement for Australia seemed to me at first to be a simple task. I've lived in this vast place for well over half my life so experiences should translate well to paper, or so I thought. The problem with writing yet another supplement on Australia for a Role Playing Game is inevitably that it will turn out kitsch. Mad Max themes, stories involving the Opera House, our strange fauna, ancient indigenous peoples, beaches and the "outback" have all been done to death. Furthermore Aussies don't see their country that way. Australia is, for all intent and purposes, just another western-style economy with its own little quirks. In all the Robotech Supplements only a single mention is made of American Indians. Likewise Australian Aborigines don't feature as main characters in this game. Make no mistake, their presence is felt and is of some importance in the future world of Robotech but theirs' is not a central role. Instead, Australia's political turmoil, indecisiveness when faced by multiple external threats and the ability of the few and political unwillingness and inability to confront such menaces by the many are central to the plot. The characters are part of a scattered minority of heroes in a world run amok. They are the ones who do not lose hope when no hope is forthcoming. It will be a story of a fight against the odds, not only a physical and violent one, but a political and social one. If you, as a player or game master, want to add in more than a touch of "Australiana" then by all means do so (looking at a few classic movies should provide plenty of reference material). The story presented here, however, will not be based on novel Australian eccentricities (well, perhaps just one or two).

A few facts about Australia should be noted for those that read this on foreign soil. Australia is a vast and forbidding place, even more so in the world of Robotech. There may be several million people living on this continent but most of these will be found in a few large cities. As a whole the country is a vast, and largely barren, land. Having said this Australia has nearly every type of landscape and vegetation found anywhere in the world. In the South East it has more snow in winter than Switzerland. In the north there are rainforests and wetlands. In the far west and southeast there are magnificent forests. There are mountains, plains, hills, gorges and the vast, treacherous deserts. The only thing Australia really lacks are high Alpine peaks (Mt Kosciusko, the highest peak in Australia, is only 2230m high) and glaciers, which we have none. Nor are there any active volcanoes. As a matter of fact Australia is not very tectonically active at all. This has resulted in a landscape which is extremely old, even on a geological time scale.

## Dates:

Those of you with an eye for details or those who love spending hours discussing the virtues of the Robotech timeline (if there are any) will probably note a few things and perhaps disagree with them. I have placed the beginning of the Second Robotech War on the 1<sup>st</sup> of January 2030, fifteen years after the McKinney destruction of the SDF-1. I have always believed that a lot of time passed with long lulls in the fighting in the first number of episodes of Southern Cross and so have placed the end of the war in the spring (April-May) of 2032. The Invid attack is placed in February just like in the Eternity comics but I pushed the date back until 2034, not 2033 both because the RPG mentions a later arrival and because I don't have the Second Robotech War finish until 2032. If you disagree with these dates then change them accordingly.

# Players' Introduction

## The Coming of the Storm

State of the Army April 7 2031

From the minutes of the General Staff Meeting, Kakadu Aero Space Defense Network, April 7 2031.

Present at meeting: General Mohammed Melaka (CinC PacRim and Field Marshal of the H.C.O.S.), Col. Elise Mabarn (CO, acting, G.M.P. 9th Corps), Lieutenant General Ford (CO 8th GTC), Lieutenant General Wallis (CO 11th ATC), Admiral Jackson (CO Kakadu/Pine Creek Aerospace Defense Forces), Colonel Arthur (CO Civil Defense PacRim), Air Marshal Kirch (CO 83<sup>rd</sup> Tactical Air Force).

The following transcripts are part of the briefing which took place at the Kakadu facility on the seventh of April 2031.

General Melaka: "At ease. Please have a seat ladies and gentlemen. This meeting is now in order. To begin with I wish to make clear that I am aware of the pressure we are all under and that I therefore plan to make this briefing short so that we may get back to fighting the war. Let us start with summaries of Corps statuses. If you would please give us your briefing General Ford."

General Ford: "Thankyou Marshal. The 8<sup>th</sup> Ground Tactical Corps' situation is as follows; The 8/1 brigade has been on alert since January last year but has so far seen no direct action with the enemy. The brigade is well trained and fit for action. Supplies remain sufficient and combat readiness is estimated at 96%.

The 8/2<sup>nd</sup> in Port Moresby has seen some action with enemy units. Rogue Zentraedi activity out of Borneo, supposedly tied to the alien invasion, has resulted in increased skirmishes reported in the area. Morale remains high and supply lines are intact and working to capacity. Current combat effectiveness is estimated at 88%.

The 8/4 Desert Squad Brigade in Alice Springs is facing some civil unrest from the local Zentraedi populace and have also been involved in a number of what I can only describe as probing actions by the enemy. An increase in human bandit activity in the inland has forced the use of supply convoys. I regret to say that there have been 47 reports of desertions from the brigade but the G.M.P. ensures me that the situation has been brought under control. Estimated readiness of the brigade is, due to the civil upheaval experienced in the area, estimated at 64%.

The 8/5 Desert brigade has arrived in the North Lands mostly intact. Enemy ambushes over Africa downed some of the cargo transports but the Brigade has now been safely incorporated into the Yellowstone command.

This leaves the 8/6 J.S. brigade. The Jungle Squad has seen serious action with terrorist groups that we suspect may be funded by the Javanese. A number of incursions by sea borne terrorists and malcontents along the entire Cape York peninsula have been thwarted. The lack of help on the part of the Australian Defense Force has been problematic in these incursions but this situation has recently improved. It would appear that the ADF has realised that it cannot keep itself isolated from the world any longer. We can only hope that they see the light and join the UEG before much longer."

General Melaka: "Thank you General. General Wallis, if you please."

General Wallis: "The 11/4 has been transferred to Monument to support the 15<sup>th</sup>...."

State of the Army December 1, 2031

From the minutes of the General Staff Meeting, Dundee Base, December 1, 2031. Present at meeting:

Col. Elise Mabarn (CO G.M.P. 9th Corps), Brigadier General Harris (XO 8th GTC), Lieutenant General Wallis (CO 11th ATC), Admiral Jackson (CO Kakadu/Pine Creek Aerospace Defense Network), Wing Commander Larsen (CO CDFC), Lieutenant Colonel Jovanovic (CO CDC), Air Marshal Kirch (CO 83<sup>rd</sup> Tactical Air Force).

Colonel Mabarn: "Gentlemen, this briefing has been called due to the dire state in which we find ourselves. General Melaka apologizes for not being able to attend but he's currently overseeing the transfer of troops from Borneo. Admiral Jackson, please update us of the situation of Kakadu base."

Admiral Jackson: "The fleet has suffered severe losses at the hands of the enemy. All ships currently at the facility are being readied for another assault on the enemy fortresses. The arrival of reinforcements from the Pioneer Mission has bolstered..."

State of the Army July 14, 2032

From the minutes of the General Staff Meeting, Dundee Base, July 14, 2032. Present at meeting: Col. Elise Mabarn (CO G.M.P. 9th Corp), Lieutenant General Ford (CO 8th GTC), Colonel Mitchell (CO 11th ATC), Colonel Ekstrom (CO Kakadu Aerospace Defense Base).

Col. Mabarn: "Gentlemen, the battle may be over but I know that none of us feel the we have won the war. I have read your reports and the situation is quite frankly grim. Yesterday I was informed of a situation which makes things grimmer yet. As of 24:00 hours last night the UEG has pulled out its political presence from Australia. We are now the sole remnants of the United Earth Government left on this continent.

State of the Army February 9, 2033

From the minutes of the General Staff Meeting, Dundee Base, February 9, 2033. Present at meeting: Major General Elise Mabarn (CO G.M.P. 9th Corps), Lieutenant General Ford (CO 8th GTC), Colonel Ekstrom (CO Kakadu Aerospace Defense Base), Commodore David Lynch (CO Indian Ocean Fleet).

Maj. Gen. Mabarn: "Gentlemen, I am here on behalf of the United Earth Government to report that as of February 9, 2033 the Army of the Southern Cross has been formally disbanded. All former ASC units are to be placed under RDF jurisdiction and..."

Lt. Gen. Ford: "The RDF does not exist!"

Maj. Gen. Mabarn: "As of 18:00 yesterday evening General Aldershot has been ordered by the United Earth Government to assume command of the Global Military Police, the Expeditionary units currently on Earth and all remaining ASC forces. In addition I have been told to inform you that these forces will fall under RDF jurisdiction."

Lt. Gen. Ford: "The Southern Cross answers to Supreme Commander Leonard, not the UEG and certainly not the GMP!"

Maj. Gen. Mabarn: "Forgetting for a second that Leonard is dead, the Plenipotentiary Council at Tirol has decided that due to the current crisis on Earth it is best that they take a measure of control of the armed forces of the UEG. You'll be answering to the Expeditionary Force High Command, not the GMP."

Col. Ekstrom: "Kakadu base stands at the RDF's disposal General."

Maj. Gen. Mabarn: "thank you Colonel. Unfortunately the state of your base probably means we have to reassign her personnel to Dundee or some other locale."

Commodore Lynch: "Lemuria would be able to dock some ships and could certainly use a boost in personnel numbers. The Indian Ocean Fleet will of course follow orders."

Lt. Gen. Ford: "Admiral Hunter? The Southern Cross will never follow a RDF lackey who hasn't set foot on this planet for over a decade!"

Maj. Gen. Mabarn: "The former Southern Cross will follow orders General."

Lt. Gen. Ford: "You'd be wise not to refer to my army as 'former'. What if my men refuse?"

Maj. Gen. Mabarn: "I have been informed that an amnesty has been put in place for the next four weeks. Any ASC soldiers or deserters may hand in their weapons, mecha and equipment and be released from any contracts held with their respective armies without penalties or prosecution. You are entitled to an honorable discharge if you so choose General."

Lt. Gen. Ford: "I will accept a discharge from none other than the ASC High Command!"

Col. Ekstrom: "The ASC High command doesn't exist any more General."

Lt. Gen. Ford: "Really? We'll see about that."



# Australia

Independent Nation and ally of the United Earth Government

## A Brief History

Australia of 2033 is a nation in turmoil. The Second Robotech War has seen this once powerful nation brought to its knees from war and civil unrest. The troubles began as early as 2030 when the Independence Party, supported by a millionaire member of the Church of Recurrent Tragedies won the deciding seats in the Senate. As the war with the Masters intensified the political system came into turmoil as to how the nation should proceed. The Independence Party effectively stifled any attempts by the government to support the ASC militarily and resolutions to oust the UEG from Australia only narrowly failed.

The country then went from bad to worse when in June of 2031 the Tactical Corps base in Sydney was beset by UEG protestors reportedly supported by Brisbane. Brigadier Wallis gave the order to open fire on the protestors resulting in twenty deaths. The ASC was ordered by the government in Brisbane to leave Sydney and the entire base was moved to Wagga Wagga in the State's southwest. One week later Australian Airforce planes attacked a Robotech Masters Assault Carrier just off the east Coast. The revenge attack on Sydney by Bioroid troopers caused nearly four thousand deaths. The government in Brisbane did not respond to the calls for ASC help by Sydney.

By August 2031 ASC forces in Australia were either being shipped off to North America or left confined to their barracks by decree of the government. Sydney then declared itself independent and sought UEG membership. The ASC moved back into the city although membership was postponed pending a legal hearing.

In January of 2032 the ASC in Australia had been reduced in numbers by nearly 70%. The Australian government, in the meantime, was making all effort to oust the UEG from all eastern bases. The independence of Sydney was not recognized.

In May of 2032, as the war was drawing to its climactic ending the Robotech Masters targeted and destroyed Perth and the Kakadu Aerospace Defense base. Bioroid Troop Carriers also damaged Sydney but due to the presence of the ASC the attack was repulsed. Brisbane, without the presence of the ASC, fared worse. The city suffered massive damage from Bioroid units and when the attackers were finally defeated half the city lay in ruins.

## State of the Nation - April 2033

Australia is a country divided and in turmoil.

On the Eastern Seaboard self proclaimed Field Marshal Ford has defied UEG orders to disband his Sydney TC brigade and has likewise been unwilling to join the GMP. The General has declared Sydney the home of the Southern Cross Army and has assumed command of the Tactical Corps, previously the personal army of Field Marshal Leonard himself.

Meanwhile, to the North, the Javanese are preparing for the invasion of Australia. The RDF/GMP 9th Army forces in Australia, still 81% intact despite losses from the war and numerous desertions, has joined in a coalition with the new government in Brisbane to thwart such an attack. The Indian Ocean Navy, now under nominal GMP command has likewise prepared Lemuria for this attack.

In the "Red Center" Bioroid troops are wreaking havoc on the local populace. It would appear that at least one Robotech Master cruiser crashed somewhere near the Alice and clone warriors are now establishing a foot hold on the land. The few remaining DS troops under GMP command (92% have either deserted or been killed), are waging a bitter war against the invaders.

In the west Perth is in turmoil. With a starving populace and a political disagreement over its nation

status Perth is unable to provide any assistance to the rebuilding of Australia, or help in her defense.

With all the trouble the nation faces nobody has had time to even consider the Invid threat. The nation is ill prepared for the imminent swarm and nobody is paying it much mind. If any form of active and coherent resistance is to exist when the Invid arrive it has to be set up now, before it is too late.

Principle Islands: Tasmania, Kangaroo Island, Fraser Island, Whit Sunday Islands, Palm Islands, Hinchinbrook Island.

Landmass: 7,687,000 square kilometers / 2,968,000 square miles.

Mountain Ranges: Great Dividing Range, King Leopold Range, Flinders and Macdonnell Ranges.

Waterways: There are no navigable rivers left in the inland of Australia. The Murray River has not been navigable since the Zentraedi Rain of Death re-routed the river into a twisted mass of marshes, streams and deltas, not that it was terribly navigable before this anyway. Extensive use is made of the coast and Sydney and Brisbane remain some of the largest harbours in the world.

Roads: Extensive. The Bruce Highway connects the entire East Coast from Canberra to Townsville. Besides this main artery and well maintained, sealed roads inside the cities the rest of the country makes do with dirt and gravel roads.

Population: 4,370,000 humans and an estimated 220,000 Zentraedi or part Zentraedi (at least 99% of whom are micronized).

Government: Parliamentary Democracy. The parliament sits in Brisbane. The government is composed of Federal and local levels. The Federal Government has an Upper House (the Senate) and a Lower House (The House of Representatives). The head of state is the President but the country is run by the Prime Minister who is generally the leader of the party with the majority of seats in the lower house.

Flag: The Republic of Australia is a republic by default. The Rain of Death destroyed the British Royal family, along with the rest of England for that matter, and in 2013 Australia got its first president. Along with the president Australia changed its flag. From 2014 onwards the official Australian flag has replaced the old Union Jack, which occupied the upper pole-wards corner, with the Aboriginal flag, signifying the people (black), the land (red) and the sun (yellow). Although this caused some emotional banter at the time no-one pays it much mind 20 years on.

Racial Groups: Caucasian Australians (72%) of which half trace their ethnic background to somewhere in the UK or Ireland. Mongoloid Australians (10%) with the majority of either Vietnamese or Chinese background. Zentraedi (7%), Australian Aborigines and Torres Strait Islanders (7%) plus small numbers of other immigrant populations.

Predominate Religions: Catholicism (33%), Anglican (32%), other Protestant (15%), Church of Recurring Tragedies (8%), Buddhism (7%), Aboriginal Religions and others (5%).

Currency: Australia uses UEG currency. This was done in an attempt to bring global currencies together and open up markets for Australian products. The attempt was only partially successful.

Industry: Heavy Robotech Industrial production carried out in Perth and Sydney. Oil production and refining, mining and food production.

Level of Technology: Equivalent to early 2020's in most of the country.

Affiliation: Australia remains an independent nation. However, no other independent nation had as close ties to the UEG as Australia. The UEG had many representatives in the country, not to mention several substantial bases and of course the UEG leased city of Perth. The political relationship in 2033 has, however, become much frostier.

Australia had six states and two territories prior to the Rain of Death. Discussing the nation in terms of these states is done for simplicity, not for the political division of these in 2033. All cities with a population over 10,000 people are listed. Each city with a population of over 10,000 has one member or more in the government and has its own local government. Smaller towns with a population less than 10,000 are not listed. Small towns and villages are represented in government by the city that they are closest to although even a tiny hamlet may have its own mayor.

## New South Wales

Although New South Wales suffered tremendous damage during the Rain of Death this area is still the most heavily populated in the entire country. The majority of the population lives along the coast which has recuperated quite well in the last two decades. However, west of the Great dividing range the landscape quickly turns into a crater-marked wasteland, with sporadic patches of green and the occasional village the only sign of life. With the exception of a few military bases and the towns of Wagga Wagga and Broken Hill the land is largely unoccupied. Sydney, and about 200 kilometers North, West and South have recently fallen into the hands of renegade General, or as he would have it; Field Marshal Ford.

Climate: Most of New South Wales gets four seasons a year, although except in the mountains to the South East they are nowhere near as extreme as North European seasonal changes. Summers are warm to hot whilst winters remain cool to warm. Few places have temperatures that reach below zero during the day (although nightly frosts are common once one get inland from the Great Dividing Range). Rain is mostly in the cooler half of the year (April to October).

Population: 1,640,000

#### Batemans Bay

Batemans Bay is a small town on the New South Wales South Coast. It is the most southern city of any reasonable size on the East Coast before on lands in Tasmania. Batemans Bay is known for its relatively high socioeconomic level (anyone with money tends to move there away from the bustle of Sydney), and its comfortable climate. The Bruce Highway starts its coastal stretch in Batemans Bay and continues North for almost 2000 kilometers. This well-kept highway makes travel to Sydney a fast trip and has allowed Batemans Bay to remain connected to the wider world. The city is also home to a large ASC base which has provided security to the town for over a decade. General Ford will include Batemans Bay in his new nation when he goes renegade in March, 2033.

Population: 36,000

#### Sydney

Sydney was nearly obliterated in 2011. Several particle beams made craters out of 80 percent of the city. Despite this carnage Sydney was where people fled to from the surrounding country-side. With the help of an energetic and enigmatic young RDF officer by the name of Rolf Emerson the city pulled its resources and the refugees were able to rebuild. The new city hugs the harbour, much like the old, but is nowhere near the sprawling metropolis it once was. Instead the city is surrounded by twenty-year old regrowth forest and small farms which dot the landscape. The city is a modern metropolis and 80 percent of the buildings are post-Robotech War structures. The railway system, which was once extensive in the city and the surrounding suburbs, is gone and has been replaced by a monorail and tram system which operates throughout the city and has been in use for fifteen years. The outer suburbs of Sydney house many heavy industrial complexes and accounts for sixty-six percent of heavy industrial goods produced in the country.

Sydney has seen plenty of destruction in the last few years. The Second Robotech War caused massive damage to the infrastructure of the city, not to mention a huge cost in life. Since late February 2033 the city has declared itself independent and sought the protection from alien invasion as well as their fellow Australians by embracing General Ford and his renegade Southern Cross troops. It is fair to say that by April the General has made himself into somewhat a hero of the people. He has secured the city from the marauding aliens which have ravaged the city since mid 2032 and has moved North and West to secure Sydney's position as an independent nation in this new world.

Population: 1,000,000

#### Newcastle

Traveling up the coast along the Bruce Highway the next city past Sydney that one encounters is Newcastle. The city of Newcastle received only slight damage in the Zentraedi Attack of 2011 which has allowed the inhabitants to build on the old industrial base of the city. Most of the damage Newcastle did

incur was from a giant Landing Ship which drove like a spear straight into the harbour. The ship remains there to this day and looms like a three kilometer high gothic skyscraper over the city. This megalith is actually the unofficial highest peak in Australia, having well over a kilometer on Australia's highest natural peak, Mt Kosciusko.

Population: 100,000

### Wagga Wagga

The inland city of Wagga Wagga was once the home of a substantial military presence, a university, and was the commercial centre for the agricultural industry in the surrounding Riverina area. It was left alone during the Rain of Death but was almost leveled in 2015 by marauding Zentraedi. The area remains only a small commercial centre for the farms in the area, which have dwindled due to the lack of water or irrigation systems in the area. However, the city does still support an impressive number of military units. The Southern Cross based, until recently, a substantial force on the outskirts of town at the old university whilst the Australian Army has an armored battalion at the old Army Recruit Training Centre and an Airforce base closer to town.

Population: 35,000 (including troops)

### Broken Hill

Broken Hill was once known for its silver industry. These days the city still pulls ore out of the ground but have changed to other metals and minerals. The city has survived the last forty years completely intact but the population has dwindled due to the lack of work and the difficulty of sustaining the city with food and drinking water. The ASC maintains a base nearby the city, built inside the remains of a Zentraedi Scoutship.

Population: 21,000

## Queensland

Queensland was barely touched by the Zentraedi orbital bombardment. Except for substantial damage to outlying areas of Brisbane the majority of the state fared well, at least in comparison to the rest of the world. Queensland is the second most populated state in Australia and is the breadbasket for the country. Communications is either carried out by ship along the East coast or by travel along the Bruce Highway. If neither is an option one had better have an all terrain vehicle or a plane at hand because the back roads in Queensland are not a pretty sight.

Climate: Most of Queensland receives only two seasons a year, wet and dry. The wet season sets in around the beginning of November and lasts until late March which is also the time to look out for cyclones and such like. The dry season is really winter but the climate remains warm to hot, just not as steamy.

Population: 1,580,000

### Brisbane

Brisbane is the capitol of Australia. The city suffered severe damage during the rain of death but was rebuilt during the following decade. During the final days of the Second Robotech War Bioroid troops laid waste to large stretches of the city but it remains the home to 950,000 people and a lot of the city has been rebuilt in the last year. The city centre is a dense city-scape of steel, concrete and glass. The only reminders of the First Robotech War are the three craters skirting the city and the semi submerged wrecks of two Zentraedi vessels a kilometer from the shore. The presence of these relics from the First Robotech War has made Brisbane into an island of sorts. Although still connected to the mainland and the open sea these connections are mere canals between towering wrecks, or roads along thin stretches between giant water-filled craters. From above one would be forgiven for thinking Brisbane was surrounded by battlements and moats of giant proportions.

Population: 950,000

### Rockhampton

The next city of any size North of Brisbane is Rockhampton. The city is significant only in its insignificance. It has no industry to speak of, no harbour, no military units and no influence. It is largely an agricultural community with just under 20,000 people, all of whom are happy that Rockhampton is the way it is and they are not happy with anyone trying to change their secure, if mundane, world.

Population: 19,600

### Mackay

Following the highway North the weary traveler will run into Mackay. This is another largely agricultural community and is the next piece of civilization North of Rockhampton. This is not an exaggeration.

There is not a single inhabited house along the Bruce Highway for the entire stretch between Rockhampton and Mackay. Period. The city, despite its remoteness, has more going for it than Rockhampton. The city is the gateway to the Whitsundays and the luxury resorts of the Great Barrier Reef. The city also sports a large Australian Navy base offering jobs and business to the local population.

Population: 21,000

### Whitsundays

Even in the post-apocalyptic war ravaged world people need a break and the Whitsunday islands have the holiday resorts to take that break. Several islands have hotels catering to the mildly to super rich. Security is high on these islands and the Australian Navy makes a point of loitering about the area to ward off any would-be pirates. The population varies dramatically between seasons and can range from a dozen at a resort in July to a nearly a thousand at the same resort during the Christmas season.

Population: Varies

### Townsville

Townsville is the most Northern city in Australia bar Darwin. It, like Perth, is leased to the Army of the Southern Cross on a 99 year renewable basis. The city was disconnected from the mainland during the rain of death and Castle Hill and the city hugging its slopes have become an island. Together with Magnetic Island this is what is called the SC North-East Australia Command. The city of Townsville has a population of 28,000 people. A NaD base can be found in Townsville along with various SC forces stationed within the city and on Magnetic Island, a few kilometers away. JS troops are also stationed in six outposts along the East coast of the Cape York peninsula and on both Palm and Hinchinbrook Islands. These outposts are each manned by a single squad of JS troops who have small inflatable motor boats which are used to patrol the coastline, a vast and forbidding area. Their effectiveness in warding off unfriendlies is highly questionable but does allow the SC to maintain a presence in the area.

Population: 28,000 civilians plus UEG personnel.

### Mt Isa

Mt Isa is the only inland city of note in all of Queensland. The town is a dirty mining settlement filled to the hilt with roughnecks and people out for a quick buck. It is also home to the Desert Squad which fits the city like a glove. The city is home to about 15,000 people. Although no passers-through would likely contemplate staying the night the city does have a higher-than-average mortality rate which keeps the population oscillating.

Population: 15,000

### Western Australia

The only large metropolis in Western Australia has been leased to the UEG and will be covered later in this book. Apart from Perth the entire western half of continental Australia is severely depopulated. No city or town exists with a population greater than 1000 and most communities have only a few dozen citizens. The entire state is left largely alone by the Australian government which concentrates its military and monetary resources to the more densely populated East Coast of the country.

Climate: Due to climate changes over the past twenty-two years the climate of Western Australia has

become restricted to hot or bloody hot (to use an Australian euphemism). Rain is scant to non-existent throughout most of the year. The one exception is the extreme South West where there is enough rain to support some old growth forests.

Population: 630,000 (including Perth)

### Northern Territory

The NT sported one of the largest concentrations of UEG military personnel in the world. The Kakadu Aerospace Defense base was a massive complex housing thousands of ASC personnel, whilst the forces at Dundee Base were responsible for the GMP presence in all of East Asia. By 2033, however, the Kakadu base has been annihilated and Dundee is crumbling under pressure resulting from the turmoil within the UEG. Besides soldiers the Northern Territory also has two medium sized towns, Alice Springs and Darwin.

Climate: In the Red Centre there is little water of any kind and rain is largely non-existent. As one travels north the weather becomes monsoonal. During Christmas there is the "Big Wet" and travel anywhere by road becomes impossible. In August, though, one would be hard pressed to find a creek running.

Population: 210,000

#### Alice Springs

Alice Springs was the HQ for the 10th DS brigade. These days it is home to a few hundred loyal but disenchanted SC soldiers who have little in the way of leadership and are fighting not only themselves and the local population but alien invaders to boot (see adventures for more information on "The Alice"). Besides the military presence, the town of Alice Springs does not do much more than meek out a poor existence in the middle of Australia's vast deserts.

Population: 19,000

#### Darwin

Darwin is a hub of activity. Having survived the Second Robotech War relatively intact it has now assumed a central position in South East Asia. With 170,000 people the city sports both naval bases and GMP land forces. It has become the home to rich refugees fleeing from turmoil in other parts of the globe, and has also gathered the desperate and helpless. It will soon find that its position of influence in the region to be short-lived but in early 2033 Darwin is at the front of world affairs.

Population: 170,000

### Tasmania

Tasmania has changed very little over the past twenty odd years. Except the destruction of its capitol during the Rain of Death the state continues on as it always has. Besides New Zealand Tasmania might very well be the most unchanged place in the world. Travelers to the island will find that it is very easy to forget that the world has twice been invaded by aliens and that a third such invasion is imminent.

Climate: Tasmania is the Southern most state in Australia and has four seasons much like Europe and the North-east of the United States.

Population: 400,000

#### Hobart

The city of Hobart was destroyed in the rain of death. Since 2017 Hobart has been rebuilt and today the city is a modern, light-industrial city with a population of just over 200,000 people. One should be aware that Hobart, and for that matter Tasmania, are really (as all Aussies bar Tasmanians would say) in the arse-end of the world. Head any further south and you will set foot in Antarctica. No-one pays Hobart much attention. Despite the fact that Hobart is quite probably one of the most stable places in the world

to set up a business its remoteness keeps the city from experiencing the economic prosperity which it deserves.

Population: 102,000

### South Australia

South Australia is a mess. During the Rain of Death Adelaide and Port Augusta were both incinerated. The entire state was devastated further by drought and famine and was for all intent and purposes stripped of its population. Since the early twenties some people have moved back to the land and again small villages can be found in places like the Barossa valley and other better watered areas.

Climate: Mediterranean. Hot summers and cooler winters with sparse amounts of rain. Due to the slagged nature of the landscape dust storms are frequent and a constant threat to travelers.

Population: 29,000

#### Adelaide (Ruins)

The coastal city of Adelaide had a population of just over a million people during that fateful day in early Spring of 2011 (remember that Australia's four seasons are reversed). The city was obliterated in the early hours of the morning, leaving only smashed ruins and a giant crater where people had made their homes minutes earlier. The city of 2033 remains mostly the way the Zentraedi left it. In 2028 the DS set up a base in the heart of the city and did a lot of its training within the city ruins. By 2033 the base has been abandoned by all but a few ASC renegades. Life within the ruined city is harsh and most of those that have had the means to leave have done so without a second thought. There are many more pleasant places in the world than the ruins of Adelaide.

### Victoria

Victoria, like South Australia, is a shambles. Melbourne was destroyed during the Global Civil War and has never been rebuilt. The rest of the state copped the brunt of Zentraedi attacks on Australia leaving it a largely unpopulated wasteland. The Victorian Alps are about the only area which retains an eco-system reminiscent of pre-war Victoria and has a few small and picturesque villages dotting the landscape.

Climate: Most of the state receives four seasons much like South East New South Wales. The alps and the South East of the state are quite well watered but as most of the state is wasteland little can be done to take advantage of the climate in the region.

Population: 20,000

### Australian Capital Territory

The pre-war capitol of Australia, Canberra, and the nearby city of Queanbeyan, were struck in the Rain of Death and large parts were disintegrated. However, due to the hilly terrain of the city, parts survived relatively intact and although initially evacuated the city was resettled in the late teens when radiation levels had sunk to tolerable levels. Today the city is split into two smaller cities; the north (Belconnen), and the far south (Tuggeranong). Belconnen has 45,000 people whilst Tuggeranong has about 34,000. The Tuggeranong Park-way connects the two cities and a Canberra to South Coast Highway connects the A.C.T. to Batemans Bay. Attempts to get the government to move back to this old capitol city have been unsuccessful.

Climate: Being 600 meters above sea level Canberra offers a climate cooler than the rest of New South Wales. In winter the city gets occasional snow whilst in summer the city is dry with temperatures in the 30s (centigrade). The area is quite well watered and allows for farming in the few areas still arable.

Population: 80,000

## Australian Armed Forces

Besides the large number of UEG troops on the continent Australia has an army of its own. The Royal Australian Army, Air Force and Navy (Royal being a left-over title from Commonwealth days) are strong even at the beginning of 2033.

The Army contains six battalions of the Royal Australian Regiment. These battalions are formed into two brigades plus various support companies. The 4<sup>th</sup> battalion of the Royal Australian Regiment, or 4 RAR, are Australia's commandos whilst 3 RAR is Airborne. 1, 2 and 5/7 RAR are Mechanized whilst 3/4 RAR is armored. These organizations have existed for half a century or more in one form or another and have long histories. Note that these are all that remains of a large number of battalions that once existed in Australia. Two are combinations of old battalions, such as 3/4 RAR, known colloquially as the Three Quarters Battalion. This all causes some confusion to outsiders but queries can be settled over a long discussion in the pub or then again it might start a fight, depending on how the query is phrased. Aussie soldiers don't take kindly to anyone questioning their ways. Just deal with it.

Other units include several independent companies of NorForce troops. These are Northern Reconnaissance Force troops whose role it is to patrol the barren north for the country. Fully seventy percent of the personnel are Aborigines from the North and they are experts in bush warfare, survival, navigation and guerilla tactics. These troops operate without re-supply for up to three months at a time when out on patrol.

Vehicles of note include: 3 MAC II, 64 Raidar X, 30 Gladiators, 9 Excalibers and 2 Spartans. The Army also fields about 80 AAR Recon IIs and have recently purchased 30 APTs from the UEG. One thing that sets the Australian Army apart from most other armies in the world is that it has not a single tank. All its armor is in the form of destroids it bought from the RDF in 2021, which, sadly, are becoming increasingly hard to come by. Australia is one of only a handful of nations that have been allowed to legally purchase mecha from the United Earth Government. The Army Air Division has their hands on six Sea-Sergeant Helicopters, four squadrons (34) of Commanchero Assault Helicopters and about a dozen light Patrol and Medivac Helicopters. Most of the Army is currently in Northeast New South Wales and Queensland.

The Army also has the Special Air Service Regiment which sports some of the best trained soldiers in the world. Although numbering only about 500 strong, including training personnel, signals, logistics, etc, the unit is the most lethal in the Australian armed forces. There are only about 50 SAS soldiers in the entire regiment, split into ten teams, everyone else backs up them up.

All in all the Army has about 11,000 standing troops.

The Royal Australian Air Force (RAAF) contains 16 squadrons on paper but by 2033 these have been reduced to about 8 operational squadrons. These include 6 Falcon Fighter Squadrons and 2 LVT Adventurer II squadrons which vary in strength from 8 to 20 planes. The RAAF fields two dozen heavy Air-lift planes like the Tunny VTOL and the Mom's Kitchen. There are also two AWAC-EC-33 Command Aircraft used in long range patrol and recon roles.

The Airforce has approximately 3000 personnel.

The Royal Australian Navy contains four Gallipoli Class frigates, 6 Swordfish Class cutters and 11 Piranha Class Patrol boats bought from the UEG. The Navy also has four Sea Sergeants and four Mom's Kitchen transports as part of its Aerial Recon detail. The Navy is stationed in Darwin and Brisbane.

The Royal Australian Navy has about 5000 personnel.

## New Zealand

New Zealand was hardly touched in the Rain of Death. If any nation looks the same as it did at turn of the century it is New Zealand. Although New Zealand suffered no more damage than Scandinavia the country has not seen the increase in Political power, nor population growth that has been bestowed on Northern Europe. To say that New Zealand is a backwater in the Robotech World is not incorrect, but neither is it an insult. This island (or islands) have remained nearly isolated from the destruction and torment suffered in the world for the last 40 odd years. The following is only a brief background on the country.

**Population:** 3,440,000 humans. New Zealand does not have any registered Zentraedi living on its soil. It is believed there may be some Zentraedi living "under cover", registered as humans, but if this is the case it is certainly no more than a hundred or so.

**Government:** Parliamentary Democracy and full member of the UEG. The Head of State is New Zealand's senator to the United Earth Government. The real power is held by the Prime Minister who has the power to sack the Senator at will.

**Flag:** The New Zealand flag has remained the same over the course of the 21st century. The flag still sports the Union Jack and the Southern Cross, in white-bordered red stars on a blue background.

**Currency:** New Zealand dollar worth .50 of the UEG Credit. New Zealand dollars and cents have actually gone out of print as long as seven years ago but is still legal currency in the country. Many people have steadfastly refused to use UEG credits and insist on using the dollar. Hence tattered old dollar bills are still a common sight in New Zealand and although the bills are certainly wearing out the coinage will likely continue to see use in the years to come.

**Economy:** Some heavy industry. Wood products, textiles, agricultural products and wool are the primary exports.

**Affiliation:** New Zealand is a strong ally and member of the United Earth Government.

**Military:** New Zealand does not have a standing army, navy or airforce. The army was placed under UWG control in 2008. In 2017 the army was formally disbanded when the UEG placed armed forces on the island as part of the membership treaty. Since 2020 the ASC has assumed the role of the Island's defenders and maintains an entire brigade of TC troops and small units from the other armies on the islands. The only armed forces the islands possess besides the ASC and a few GMP troops is the local police force.

# United Earth Government

The United Earth Government is present in force in Australia and New Zealand. The strong presence in Australia is due to two main reasons. First, Australia had a strong industrial base and stable parliamentary system allowing the UEG to work in the country without any hassles from corrupt bureaucrats and the like. The second reason is that Australia is independent from the UEG and this is something the UEG was, and is, very keen to change, hence their large diplomatic contingent in the country prior to and during the Second Robotech War.

The UEG has a major centre in Perth, which is leased from the Australian government on a 99 year renewable lease. The city was a hub of Robotech Industry, recruitment and services prior to its destruction in 2032.

## **Perth**

Western Australia was the third most populated state in Australia prior to the arrival of the Robotech Masters. Now, this vast state is the most miserable place on the entire continent. Although the population still holds the position of third largest in the country this will change as the population begins to starve to death. Besides Perth there is nowhere else in Western Australia to go, bar scattered towns in the South-West. Moving East, Western Australia is for all intent and purposes one giant, unforgiving, relentless desert. This has caused the survivors of Perth to remain as refugees inside their own city or in the nearby countryside and disease and hunger are beginning to take their toll.

Perth is an independent city state, separate from Australia. The UEG has bought a 99 year lease on the city and its inhabitants. Perth is very much to the UEG what Hong Kong once was for the British Empire. Australia has no jurisdiction inside the Perth, nor does it have a say in the running of the city or who and what is stationed there. This situation has not gone down well with some parts of the current government which sees the lease as an infringement on Australian sovereignty.

Perth, since the end of the Second Robotech War, has been reduced to little more than burnt-out ruins. The UEG is unable to provide relief and due to the lease held on the city Australia has been unwilling to help out the refugees. The government in Brisbane claims that with the destruction of the Senate in Monument City the UEG has ceased to exist and as such the lease on the city is nullified. The UEG, which has moved its politicians to Norway, and will soon move everyone to Denver as the situation worsens between Scandinavia and the EBSIS, disagrees and remains adamant about the political state of Perth as a UEG leased territory. If the deadlock is not broken it is likely that the population of Perth will starve to death.

Population: 590,000

## **Ambassador to Australia Susan Mereck**

Ambassador Mereck is currently involved in a never-ending flood of crises bearing down on her government. Most pressing is the issue of Perth and how to bring relief to the people of this devastated city. The second, which will soon bloom into an even greater crisis, is the Javanese and their intentions on Australia. However, since January 2033 Mrs Mereck is no longer present in Continental Australia, either on UEG soil or otherwise. She, and her entire staff, have left for Scandinavia where they hope to garner support for the UEG position in Australia. She is desperately lobbying for support for the citizens of Perth but everyone in the government is too busy lobbying for their own disintegrating governments to pay much mind to a city which is not even represented by a senator.

# Armies of the Southern Cross

The UEG Armed forces presence in the Pacific Rim, Australia and New Zealand is in the form of the 8th Field Army, the 9th GMP Corps, the Indian Ocean Fleet, The Pacific Fleet and the Kakadu Aero Space Defense Forces. The 8th army of 2030 looks slightly different from the army which was present in 2025. The new Field Armies of the world command all TC, ATAC, REP, JS, DS, TAF, CDU, CDFC, MoS and CWoS in their respective sectors. However, GMP, CU, TASC, HCOS and SeaS units are now under separate commands, thus decreasing responsibility for individual Field Army Generals and decreasing their power, but this has also complicated the command structure further.

## **ASC 8th Field Army**

The Southern Cross 8th field Army is one of the most powerful forces fielded by the ASC in the world. It comprises two full corps (the 8th Ground Tactical Corps and the 11th Armored Corps). In addition the 8th Field Army also contains hundreds of Civil Defense units and a score of Tactical Air Force Squadrons to assist in controlling the areas under the army's command. Unfortunately the proud ASC 8th Field Army of January 2033 is in a dilapidated state. Desertions have forced the SC to its knees. In a month the Army will cease to exist, along with the entire Southern Cross. Any units that have not deserted will be placed under GMP command effectively eliminating the army from the face of the planet.

One aspect of the 8th Army structure needs to be taken into account. The armies of the Southern Cross were (until recently) commanded by Marshals (whose rank is the equivalent of Colonel). These Marshals appointed troops to the individual Field Armies and Corps but did not appoint General Staff Officers. Division and Corps officers were appointed by Monument City. This means Generals of the Corps may have a very different background from the brigade commanders beneath them. Generally speaking they were appointments made by the Field Marshal himself (Leonard) to keep tabs on the corps scattered around the world. See the new rank system for more details on what ranks are available for each individual army.

ASC 8th Field Army bases in Australia and New Zealand

Perth (Head Quarters)

Townsville

Darwin (shared with the GMP)

Alice Springs

Adelaide (82nd Div. HQ)

Coober Peedy

Sydney

Batemans Bay (81st Div. HQ)

Broken Hill

Wagga Wagga

Mt Isa

Christ Church

Wellington

Auckland

Outposts of note:

Thredbo (MoS)

Blue Mountains (ATAC)

Cooktown (JS)

Cairns (JS)

Palm Islands (JS)

Hinchinbrook Islands (JS)

Ingham (JS)

Ayr (JS)

Newcastle (CDC)  
Canberra (CDC)

### **CinC PacRim: General Mohammed Melaka**

The commander in Chief of the Pacific Rim 8th Army and the Marshal of the HCOS is still General Mohammed Melaka. The problem is that the last anyone saw of him was in March 2031. He has not been replaced due to a lack of qualified officers. For the time being Lieutenant General Ford is the unofficial head of the 8th Army. Within a month he'll be the self-declared head of the entire Southern Cross!

Commander in Chief 8th GTC (Ground Tactical Corps)  
Commander in Chief 11th ATC (Armored Tactical Corps)  
Commander in Chief TAF PacRim (Tactical Air Force)  
Commander in Chief CDC PacRim (Civil Defence Corps)  
Marshal of Humid Climate Offensive Squad

### **8th Ground Tactical Corps**

#### Personalities

##### Lieutenant General Ford

Lieutenant General Benjamin Ford is a Southern Cross Patriot. Born in Venezuela in 1989 his parents fled to Mexico City during the Global Civil War. He was present in the metropolis during the Rain of Death but made his way South shortly thereafter. In 2013 he arrived in Brasilia where he soon fell into favour with the leader of the city, one governor Leonard. He joined the upstart Southern Cross Army and sky-rocketed through the ranks (as did many of Leonard's chosen). He fought for Leonard all over the South lands but when asked to join his Tactical Corps staff in Monument City Ford refused. For his refusal Leonard stuck the general in Australia, not the most wanton assignment on the planet, at least not for Ford. Having fallen from grace General Ford did his best to serve the army and not the man and he has now adopted the ASC as his kin. Losing his beloved Southern Cross is not an option for him.

When the Southern Cross disbands in 2033 General Ford will be outraged. With the death of its master he will attempt to assume the position of Field Marshal, something he hopes will give him control of the entire Southern Cross.

##### **Major General Alexander**

Major General Fjodor Alexander is a Ukrainian who joined the RDF before the EBSIS left the United World Government. He was given command of the 81<sup>st</sup> Ground Tactical Corps Division in 2031. He has remained in Bateman's Bay under orders from General Ford. He has recently become the General's right-hand man.

##### Major General Schulz

Major General Frederic Schulz was a South African and in command of the 82<sup>nd</sup> Division. He was sent to North America in 2032 and was killed during the final weeks of the war.

## Structure

There are ten Ground Tactical Corps in the world. These massive corps are supposed to field like armies and are capable of maintaining a presence over a wide area. However, the divisions and individual brigades in the corps will usually be spread far apart, maintaining regional bases in their specified sector. The battalions of these brigades will likewise be spread thin. These will send out the majority of their companies to outposts which may also divide their troops into platoons or even squads. What this has created is a vast network of ASC troops over most of the world and their presence can be felt just about everywhere in UEG territory. However, it also means that a corps is unable to work as a whole and reinforcements can take days to arrive to troops under siege. This problem became all too evident during the Second Robotech War and Field Commanders stripped bases and outposts in order to assemble viable field units capable of going on the offensive, rather than maintaining a thin defensive line. This hoarding of forces ended up leaving much of Australia and New Zealand bare of ASC forces. Only the GMP would remain in substantial numbers. The corps presented below really only exists on paper by 2033. Most HQ's are empty and will remain so.

A Ground Tactical Corps contains 2 Divisions, divided into six brigades of which three will always be TC.

- The 8th GTC HQ is stationed at Pontianac, Borneo.
- The 81<sup>st</sup> Divisional HQ is stationed in Batemans Bay, NSW.
- 141st TC (designated 1/8) Brigade HQ is stationed in Pontianac, Borneo.
  - 1/141st Battalion HQ is stationed in Pontianac, Borneo.Companies are dispersed amongst BSPs 1-16.
  - 2/141st Battalion HQ is stationed in Pontianac, Borneo.
  - Companies are dispersed amongst BSPs 1-16.
  - 3/141st Battalion HQ is stationed in Cavite, Philippines.
- 142<sup>nd</sup> TC (designated 2/8) Brigade HQ is stationed in Batemans Bay, NSW.
  - 1/142<sup>nd</sup> Battalion HQ is stationed in Batemans Bay, NSW.
  - 2/142<sup>nd</sup> Battalion HQ is stationed in Sydney, NSW.
  - 3/142<sup>nd</sup> Battalion HQ is stationed in Sydney, NSW.
- 143rd TC (designated 3/8) Brigade HQ is stationed at Port Moresby, UNG.
  - 1/143rd Battalion HQ is stationed in Port Moresby, UNG.
  - 2/143rd Battalion HQ is stationed in Quezon, Philippines.
  - 3/143rd Battalion HQ is stationed in Baguio, Philippines.
- The 82<sup>nd</sup> Divisional HQ is stationed in Adelaide, SA.
- 10th DS (designated 4/8) Brigade HQ is stationed in Alice Springs, NT.
  - 1/10th Battalion HQ is stationed in Alice Springs, NT.
  - 2/10th Battalion HQ is stationed in Mt Isa, QLD.
  - 3/10th Battalion HQ is stationed in Perth, WA.
- 11th DS (designated 5/8) Brigade HQ is stationed in Adelaide (Ruins), SA.
  - 1/11th Battalion HQ is stationed in Adelaide, SA.
  - 2/11th Battalion HQ is stationed in Coober Peedy, SA.
  - 3/11th Battalion HQ is stationed in Broken Hill, NSW.
- 14th JS (designated 6/8) Brigade HQ is stationed in Townsville, QLD.
  - 1/14th Battalion HQ is stationed in Townsville, QLD.
  - 2/14th Battalion is stationed in Port Moresby, UNG.
  - 3/14th Battalion is stationed in Pontianac, Borneo.Companies are dispersed amongst BSPs 1-16.

## 11th Armored Tactical Corps

### Personalities

Lieutenant General Wallis

General Franklin Wallis was a career army man. He was appointed to the 11<sup>th</sup> ATC in 2029 and

commanded the corps until his demise during the destruction of Perth in early 2032.

### **Major General Smith**

Major General Michael Smith was commander of the 111<sup>th</sup> ATAC division until he was killed on-route from Borneo to Dundee in January 2032.

### **Major General Francis**

Major General Louise Francis was commander of the 112<sup>th</sup> ATAC division in Johore, Malaysia. She was killed in the final weeks of the war.

### **Colonel Mitchell**

Colonel Mitchell was General Wallis' adjutant. As a colonel Mitchell is an ATAC appointment and not a Monument City staff officer. He assumed command of the 11<sup>th</sup> ATC after the death of his superior and the other two generals of the Corps. He was hoping for a replacement but none has been forthcoming. His first move as commander of the 11<sup>th</sup> was to fly to New Zealand where he set up the new 11<sup>th</sup> Armored Tactical Corps HQ. This move has made New Zealand one of the only secure footholds of the United Earth Government. It has also inadvertently sealed the fate for the UEG in Australia. Colonel Mitchell is the highest ranking ATAC officer remaining. If it were not for the demise of the ASC Mitchell would now be Marshal of the Alpha Tactical Armored Corps.

### Structure

There are five Armored Tactical Corps in the world, headquartered in Perth (Australia), Albuquerque (North American Sector), Sodertalje (Northern Euro Sector), Luanda (Africa) and at Monument City (North American Sector). Each ATC contains one ATAC division and one TC division. The ATAC division contains two cavalries, each with ten squads of Hovertanks for a total of 240 VHTs per Armored Tactical Corps. The 11<sup>th</sup> ATC of January 2033 has been stripped to the bones. Only the few units in New Zealand remain intact. Australia has less than two dozen VHTs left under ASC command (although a number are also in the hands of deserters).

Authors note: Those of you with a degree in advanced maths will have already worked out that five ATCs makes for 1100 VHTs in the world... no wait... 10 plus 10 equals... x 12... carry the 2... x5... <sounds of gears, cogs and pulleys in the background> makes for a total of 1200 VHTs worldwide... TOTAL!!! Spread those around seven continents (yes, there is a squad of rim-frost coated ATAC stuck in the Antarctic), dozens of countries and hundreds of bases and outposts and it leaves these armored defenders spread rather thin, even before the Robotech Masters arrived. Although many replacement VHTs were built during the war the three facilities able to build the tanks have all been destroyed by the end of the war. Another quick note to make is that armored squads are also referred to as companies. Hence a company of VHTs is the same as a squad of VHTs (ie; 12 tanks). Oh, and by the way, the 15<sup>th</sup> Squadron was the 15<sup>th</sup> ATAC squadron/company of the 15<sup>th</sup> Armored Tactical Corps, just for those of you that weren't already thoroughly confused.

The 11<sup>th</sup> ATC was the most powerful UEG force in Australia prior to the Second Robotech War. The 151<sup>st</sup> and 152<sup>nd</sup> brigades have, since the start of the war, been withdrawn from Australia. They were sent to North America to the defense of Monument City. Both brigades have been stricken from the order of battle since that time. This has left the 11<sup>th</sup> a mere shell of its former glory. The only remnants of it in Australia are some of its VHT compliment. Due to its dilapidated state on the continent the 11<sup>th</sup> HQ has been moved, as of early 2033, to New Zealand where its forces remain largely intact. The list presented below is the order of battle accurate as of January 1, 2030.

The 11<sup>th</sup> ATC is headquartered in Perth, WA.

The 111<sup>th</sup> ATAC Divisional HQ is stationed in Pontianac, Borneo.

1011<sup>th</sup> ATAC (designated 1/11) Cavalry HQ is stationed in Perth, WA.

Perth - 2 Squads

Sydney - 1 Squad

Blue Mountains Outpost - 1 Squad  
Darwin - 1 Squad  
Alice Springs - 1 Squad  
Christ Church - 2 Squads  
Townsville - 1 Squad  
Kakadu - 1 Squad  
1012th ATAC (designated 2/11) Cavalry HQ is stationed in Pontianac, Borneo.  
Pontianac - 4 Squads  
Cavite - 2 Squads  
Johore - 1 Squad  
Bandar - 1 Squad  
Port Moresby - 2 Squads  
The 112<sup>th</sup> TC Divisional HQ is stationed in Johore, Malaysia.  
151<sup>st</sup> TC (designated 3/11) Brigade HQ is stationed in Johore, Malaysia.  
1/151<sup>st</sup> Battalion HQ is stationed in Johore, Malaysia.  
2/151<sup>st</sup> Battalion HQ is stationed in Perth, WA.  
3/151<sup>st</sup> Battalion HQ is stationed in Perth, WA.  
152nd TC (designated 4/11) Brigade HQ is stationed in Broken Hill, NSW.  
1/152nd Battalion HQ is stationed in Broken Hill, NSW.  
2/152nd Battalion HQ is stationed in Wagga Wagga, NSW.  
3/152nd Battalion HQ is stationed in Darwin, NT.  
153rd TC (designated 5/11) Brigade HQ is stationed in Christ Church, NZ.  
1/153rd Battalion HQ is stationed in Christ Church, NZ.  
2/153rd Battalion HQ is stationed in Auckland, NZ.  
3/153rd Battalion HQ is stationed in Wellington, NZ.

## **Civil Defense Corps**

### Personalities

#### Colonel Arthur

Stewart Arthur gained the position of Colonel of Civil Defence in the 8<sup>th</sup> Field Army in 2026, an appointment made by Monument City. He has a regal manner and appears somewhat aloof of civilian rights but appears otherwise to be a model cop on the beat; strong but fair. In actuality Colonel Arthur has one flaw which makes him somewhat less than right for the job he has been entrusted with. He despises the rule of law. Colonel Arthur is a man of many talents. His primary talent is to stem civil unrest. As a young Lieutenant he was present at the Brasilia massacre where he gained his first insight into civil protection. His secondary talent is for drawing up visions of grandeur and instilling others with ideas of megalomania. To this end he has wooed his subordinates into following him on a crusade to deliver Perth from the evils of the UEG, the Southern Cross and the pesky Australian Government. Colonel Arthur holds no moral values or follows any beliefs other than his own strong-man theory. He is at worst a murderer and a dictator, at best a brute and an autocrat. He has been biding his time for an occasion such as confronts him now where his Civil Defence forces will be able to assert themselves on an unsuspecting populace.

### Structure

The Civil Defense Corps provides squadrons to various cities and outposts in Australia and the Pacific Rim. The CDC consists of the ground based Civil Defense Units and the Civil Defense Flying Corps. The 8<sup>th</sup> Army CDC HQ lies in Perth.

## **Civil Defense Unit**

### **Lieutenant colonel Jovanovic**

Lieutenant Colonel Julia Jovanovic is the CDU Marshal's appointment to the 8<sup>th</sup> Field Army. She has

become a stooge of Colonel Arthur. She believes blindly in his mad dreams and is in love with her commander. Stewart has taken advantage of this and is using Julia to make his dreams come true. Colonel Jovanovic has recently (December 2032) taken her remaining forces in Perth and moved them to the countryside where she awaits orders from her commanding officer. She has also been busy collecting like-minded troops from other regional bases and outposts to bolster her numbers. Julia is not bright, if she were she might see that her commander is simply using her, but she is good at what she does and her ability to make her troops side with her cause makes her dangerous to the extreme.

## **Structure**

The Civil Defense Unit is headquartered in Perth, Western Australia. The CDU had available one battalion of troops for the entire Pacific Rim (48 squads). The structure of the CDU is slightly different from the other ground forces in the ASC. They field both mechanized and infantry squads. On quarter of the forces are mechanized and provided with the versatile Unicorn CDC Battloid. As it was impossible to maintain a presence everywhere the CDU kept larger numbers of squads in a select number of cities wherefrom they could be sent to specific trouble spots in a short amount of time. A number were provided to cities in the independent nation of Australia, and this continued to be a contentious issue up until the end of the war. In 2033 the numbers of CDU troops have been reduced to about one third. The numbers presented below are those that should exist were the CDU at fully operational status.

Quezon - 2 platoons (6 Squads, 2 with Unicorn Battloids)  
Pontianak - 2 Squads  
Port Moresby - 2 Squads  
Singapore - 2 platoons (6 Squads, 2 with Unicorn Battloids)  
Bandar - 2 Squads  
Samarinda - 2 Squads  
Perth - 1 Company (12 Squads, 4 with Unicorn Battloids)  
Sydney - 1 Platoon (3 Squads)  
Darwin - 2 Squads (one with Unicorn Battloids)  
Newcastle (outpost) - 2 Squads (one with Unicorn Battloids)  
Canberra (outpost) - 2 Squads (one with Unicorn Battloids)  
Wellington - 2 Squads  
Christ Church - 1 Platoon (3 Squads)  
Auckland - 2 Squads (one with Unicorn Battloids)

## **Civil Defense Flying Corps**

Wing Commander Larsen

Wing Commander Verner Larsen was born in Denmark in the late 70's. Now a man in his mid 50's he's one of the best pilots in the Pacific Rim. He was also utterly ruthless. Arthur has exploited this marketable trait. Verner has also fallen for the idea of assuming command of Perth and her inhabitants but unlike Julia he is not a mere pawn. He sees through Colonel Arthur's words and knows he is being used. When the battle for Perth is won he will make his own move to oust the Colonel. For now he's playing along.

## **Structure**

The 8<sup>th</sup> Field Army Civil Defense Flying Corps, like the CDU, is headquartered in Perth. The CDFC is responsible for interception of enemy units attacking civilian areas and industrial complexes as well as any number of other policing actions in urban areas. The CDFC only has two wings under the command of the 8th army (The 81st Civil Defense Air Division) and needless to say this means for rather light aerial coverage over most of the Pacific Rim. By 2033 the coverage is even thinner. Although desertions have been comparatively light in the CDFC (less than 40%), the squadrons suffered severe damage during the war. Only the squadrons in New Zealand remain completely intact. No other squadron is above half strength and the Singapore and Perth squadrons have ceased to exist under ASC command all together.

Quezon/Cavite - 2 Squadrons (one of Phantoms, one of Commancheros)  
Port Moresby - 2 Squadrons (one of Commancheros, one of aging Falcons)

Singapore - 1 Squadron (Phantoms)  
Perth - 4 Squadrons (three of Phantoms, one of Commancheros)  
Sydney - 1 Squadron (Commancheros)  
Wellington - 1 Squadron (Adventurer-II)  
Auckland - 1 Squadron (Commancheros)

## 83rd Air Force

Air Marshal Kirch

Air Marshal Kirch was the highest ranking Air Force Officer in the 8<sup>th</sup> Field Army. He was, as his rank shows, a Monument City appointment. He was given the position by Leonard for his loyalty and friendship. Air Marshal Kirch was killed over Australia in April, 2032.

## Structure

Elements of the 3rd ASC Air Command are stationed with the 8th Field Army in Australia and the Pacific Rim. The 83rd Air Force has 5 Wings available (over a third of the entire 3rd Air Command). Besides squadrons stationed with the Indian Ocean Fleet the TAF also maintains land based squadrons throughout Australia, New Zealand and the Pacific Rim. All fighters in the TAF are Spector Jet Interceptors. By 2033 the TAF has seen its total numbers in the Pacific rim reduced to about one wing total. Another four squadrons worth of fighters are known to have deserted. Their whereabouts are largely unknown. On paper the ASC command claims the following squadrons as stationed in the Pacific Rim (accurate January 1, 2030).

Cavite Airfield - 2 Squadrons  
Kakadu Aerospace Defense Base - One Wing (6 Squadrons)  
Merauke Airfield - 2 Squadrons  
Port Moresby - 2 Squadrons  
Pontiac Airfield - One Wing (6 Squadrons)  
Perth Base - One Wing (6 Squadrons)  
Townsville - 2 Squadrons  
Christ Church - 4 Squadrons

Other units under 8<sup>th</sup> Field Army command

The 8th Field Army also has several squads of MoS attached to it but are not considered part of a Brigade. The MoS has been reduced drastically from the almost 30 squads in its heyday in the sector to eight in 2031. These squads are stationed as follows:

Wamena, New Guinea - 2 Squads  
Grasberg Mine, New Guinea - 1 Squad  
Cavite, Luzon - 1 Squad  
Thredbo, NSW - 1 Squad  
Christ Church - 1 platoon (3 Squads)

## Indian Ocean Navy Command

Since the peace accords between the RDF and the ASC in 2029 the UEG defense forces have been severely restructured. Included in this restructuring was a separate Navy Command from the standing Field Armies. The Indian Ocean Navy Command was formed in November 2029 and includes three CVS carriers and two SLV carriers. The major change, however, in the restructuring of the ASC was that the HCOS became the new Southern Cross Marines, replacing the role earlier played by the Tactical Corps. This has seen the HCOS grow to an enormous size. The HCOS is now responsible for arming the fleets of the world with three complete divisions of HCOS Marines. The SeaS troops are still kept as the elite units of the Navy and are used in a similar fashion to the Navy Seals of the old United States Navy.

By 2033 the Indian Ocean Navy is still largely intact, except for its Marines which seem to have disappeared off the face of the planet. Less than 10% of the Navy has been lost to the war and

desertions. The most severe damage has been done to the Phobe which has been laid up in dry-dock at Johore. Note that the Indian Ocean Fleet also maintains a presence in South-East Asia and the South Pacific. The Pacific Fleet is mostly concerned with the Western American seaboard and North Asia.

#### Admiral Indian Ocean Fleet: Admiral Harris

Admiral George Harris assumed command of the Indian Ocean Navy in 2029, making Commodore Lynch his new XO. He might have been the most senior ranking ASC officer left in the world after the Second Robotech War. He survived the war, accidents and sedition. Unfortunately he did not survive the heart attack which claimed his life in August 2032.

#### Commander in Chief IndOcFlt

Commander in Chief 3rd Marine Division, Diego Garcia

Commander in Chief IndOcFlt TASC

Commander in Chief IndOcFlt TAF

Commander in Chief IndOcFlt SS

#### Commodore David Lynch

Commodore Lynch has taken over day to day operations of the Indian Ocean Fleet. However, due to fuel shortages, staffing shortages, chaos in the current chain of command and other problems he has effectively signed over operations to the individual base and carrier commanders. Commodore Lynch currently has his HQ set up in Johore. His major concern is the disappearance of his Marine Division.

#### Humid Climate Offensive Squad 3rd Division

The third HCOS division has been stationed at Diego Garcia along with its two SLV carriers since the division's inception in 2028. The division is capable of responding to any conflict at any place in the Indian Ocean within one week. The SLV carriers are pre-loaded with the entire division's materiel and only require the Marines to mount up. Or at least this was the case prior to, and during, the Second Robotech War. As of June 2032 the entire division has left the face of the planet. Nobody seems to know their present whereabouts, something which the GMP would like to investigate but is unable to for a lack of resources.

#### Indian Ocean Fleet Vessels of Note:

CVS-103 Hyperion

CVS-106 Phobe (damaged, in dry dock 2033)

CVS-109 Demeter

SLV-115 Hector

SLV-117 Diomedes (missing as of 2033)

CSN-600 Gokstad

CSN-605 Hjortspring

CG-800 Swordfish: 120 in service with the Indian Ocean Fleet (111 by 2033)

PBR-7 Piranha: 354 in service with Indian Ocean Fleet (326 by 2033)

Fleet Tender Andrea

Fleet Tender Juliette

Fleet Tanker Boston

#### Indian Ocean Fleet Bases

NaD Base Lemuria

Pontianak

Johore

Diego Garcia

Cavite

Balikpapan

Banjarmasin

Davao

Port Moresby  
Perth  
Townsville  
Bombay  
11 Naval Stations in the BQZ plus 12 more in Indian Ocean

## ASC Southern Hemisphere Stellar Command

The Southern Stellar Command is under the direct jurisdiction of Stellar Command in Monument city and does not come under the sway of the 8th Field Army.

### **Admiral Jacksson**

Admiral Jacksson is a former RDF veteran turned Southern Crosser. He died in the final assaults on the Robotech Masters' fleet in early 2032.

#### **Admiral Southern Stellar Command: Admiral Jacksson**

Commander 4th Fleet  
Commander 5th Fleet  
Commander 4th Tactical Armored Space Corps  
Commander 8th CU Brigade

Colonel Ekstrom

Colonel Ekstrom was the only person of rank above captain to survive the destruction of Kakadu Aerospace Defense Base. He has taken over the menial task of day to day command over the SSC. The fact that neither the base nor the ships are still operational makes the task quite easy, if depressing.

Kakadu Aerospace Defense Network

# ASC Bases in Australia and New Zealand

## Perth 11<sup>th</sup> ATC Head Quarters/ Civil Defense Head Quarters 8<sup>th</sup> field Army

Perth was once the second largest ASC base in Australia. Units from all the major divisions within the 8<sup>th</sup> Field Army called Perth home. Today (early 2033) the base is a shambles. Although the main command complex is still about 45% operational command in Perth have lost over 90% of its personnel to injury, death, and above all, desertion.

The base itself is a fairly tightly packed series of reinforced concrete buildings lying within city limits, this being due mainly to the borders drawn around the UEG leased city. The command citadel is the centre-piece of this base and is the only structure still mostly intact. Abutting the two dozen or so large concrete buildings is an airfield and a series of bunkers used to house aircraft and mecha. The entire complex is connected by an underground network of tunnels and the buildings seen above ground are really only the tip of the iceberg. Unfortunately the underground network of hangars, tunnels, machine-shops and other facilities are in disarray and over half of the chambers and tunnels have either collapsed or are too unstable to use.

The following is a list of units that are meant to be stationed at the base and in parentheses those that are actually present.

### 11<sup>th</sup> ATC

The 11<sup>th</sup> ATC HQ has been relocated to New Zealand whilst both the Armored Corps' TC Battalions have been reassigned. However, there is still a small presence of the old Armored Corps in the city. The 1/11<sup>th</sup> ATC and the other forces in the city are commanded by Major Ironside.

11th ATC HQ (none)

1/11 ATAC Cavalry HQ (currently reduced to a personnel strength of about 50)

111<sup>th</sup> Squadron (7 VHTs currently operational)

112<sup>th</sup> Squadron (4 VHTs currently operational)

2/151<sup>st</sup> Battalion HQ. (None; the entire 151<sup>st</sup> has been withdrawn to North America)

3/151<sup>st</sup> Battalion HQ. (None; the entire 151<sup>st</sup> has been withdrawn to North America)

### Desert Squad

The Desert Squad battalion at Perth was once a show-case battalion for the entire DS Army. As of July 2032, however, the battalion has been falling to pieces. In early 2033 the entire battalion has been reduced to less than 90 troops. The best the DS in the city can scrounge up in the way of command personnel is a captain by the name of Sarah Robertson who leads the remnants of her battalion as best she knows how.

10<sup>th</sup> DS Brigade 3rd Battalion HQ

10/3 HQ Command Squad (11 personnel currently operational)

10/3 Artillery Platoon (None)

10/3 Medical platoon (3 personnel currently operational)

10/3 Engineer Platoon (9 personnel currently operational)

10/3 Defense Platoon (4 personnel currently operational)

10/3/1<sup>st</sup> Company (12 personnel currently operational)

10/3/2<sup>nd</sup> Company (13 personnel currently operational)

10/3/3<sup>rd</sup> Company (5 personnel currently operational)

10/3/4<sup>th</sup> Company (27 personnel currently operational)

### 83<sup>rd</sup> Airforce

The 83<sup>rd</sup> stations the entire 1483<sup>rd</sup> wing of Spector jet interceptors at Perth 11<sup>th</sup> ATC HQ. The wing has been reduced drastically in size since the end of the war, owing mainly to losses incurred in battle but also to a few desertions in the ranks. The 1483<sup>rd</sup> wing is commanded by Wing Commander Henry Sullavan.

Wing Support Squadron (currently has a dozen Techs and Comm Specialists).  
Raven Squadron (None)  
Swallow Squadron (5 currently operational)  
Kookaburra Squadron (8 currently available)  
Blackbird Squadron (None)  
Albatross Squadron (None)  
Hawk squadron (3 currently operational)

### **Civil Defense Flying Corps**

The CDFC has completely abandoned Perth to its own devices... for now. However, the CDFC commander for the Pacific Rim has plans for the base and he will soon be back (see adventures for more detail).

Pendragon Squadron: Phantoms (None)  
Sentinel squadron: Phantoms (None)  
Paladin Squadron: Phantoms (None)  
Guard Squadron: Commancheros (None)

### **Civil defense Unit**

The CDU was once strong in Perth. As a showcase of UEG stability and technological and social know-how the Civil Defense forces kept a large presence in the city, including no less than four squads of Unicorn Battloids. Since midway through 2032 the Civil Defense Forces have abandoned the city. Their barracks remain empty and their current whereabouts remain unknown.  
10<sup>th</sup> Guard Company (None)

Personalities of Note:

#### **Major Stephen Ironside**

**Major Ironside is the highest ranking ATAC officer left in the crumbling city of Perth. He has taken command of all remaining ASC forces in Perth but these amount to little more than skeletal remains of the thousands of troops once stationed in the city. What Major Ironside has remaining amounts to little more than a battalion. With low stocks of fuel, ammunition, food and water he does what he can with the resources left to him to help protect the massive numbers of refugees in the ruins of the city. Nobody, except the major himself, realizes how close to a breakdown he actually is. The caring individual that Stephen is has become an increasingly sedative-dependent wreck. The shield he hides behind, that of the stern Major of tanks, still does justice to the name he carries, which has so far managed to fool everyone into believing that he is still in control. It will not take much to bring the Major over the edge.**

#### **Captain Sarah Robertson**

**Captain Robertson is a rarity in the Desert Squad these days. She's one of those people that actually deeply cares for her corps and its role in protecting the Earth from not only aliens but injustices of any kind. It tares at her to see her soldiers abandoning their posts and their sworn duty to their planet. However, she has allowed the degradation of her battalion to continue until it came to its present state. Major Ironside sees this as a failing on her part and the rest of the DS officer corps which has now either quit or deserted but the effect of what she has done has actually saved the remainder of the DS in Perth from also falling apart. Those who have decided to remain, of entirely their own free will, are, like their captain, sworn to the defense of Perth, its people and all humankind. The DS, because of this, are the strongest remaining asset in Perth, despite their outward appearance.**

#### **Wing Commander Henry Sullavan**

Henry Sullavan is the highest ranking officer in Perth, although the GMP has left Major Ironside in charge. Commander Sullavan is used to working under people of lower rank and has no problem with this per se. What he has problem with is that his commanding officer is taking orders from the GMP, and

through them the REF and the RDF, something he sees as a near abomination. He grudgingly goes along with the current state of affairs because he sees no alternative (he refuses to join General Ford because he despises the man and his ambitions). However, Commander Sullavan is less than cooperative when dealing with anyone associated with the RDF and their stooges and this has caused, and will continue to cause, friction within the command structure of the Perth based UEG forces. Except his dislike for the RDF and GMP Henry is a good officer and his forces remain few only because they suffered enormous casualties in the war and not from large numbers of deserters (although his wing has suffered a few).

# **Townsville (North East Command)**

The North East Command is an area leased by the ASC on a 99 year renewable agreement and includes Townsville, Magnetic Island, Palm islands and Hinchinbrook Island plus an area of the shoreline stretching to ten kilometers inland from just south of Townsville all the way north to the ruins of Cairns.

The base is home to the Jungle Squads' 14th Brigade HQ, two wings from the 83<sup>rd</sup> Air force and a 1011<sup>th</sup> ATAC squadron. Townsville also has a complete naval base and the troops that go with it. One thing sets Townsville apart from all other ASC bases in Australia (and for that matter, the rest of the world), and that is that it has suffered very few desertions. Its inspirational commander, Brigadier James Hacket, led the base throughout the war and instilled a sense of pride in belonging to the N.E.C. and not to specific armies. Brigadier Hacket does not tolerate rivalry between any of the forces and has used near Draconian measures to quell any tension between the troops. For armies used to working apart measures such as ordering troops from different armies to bunk together did truly seem draconian, but it worked. As of early 2033 the soldiers in Townsville are family. There is no rivalry between the armies stationed at the base and even the GMP in town is tolerated and some say even respected (!!!).

The ASC base at Townsville is actually fairly small in physical number of troops. There are, for example, a mere fourteen officers above the rank of captain. This has made the N.E.C. fairly easy to maintain as Brigadier Hacket can keep a close working relationship with all of his senior staff.

The Townsville base is, like all bases in Australia, on lease from the Australian government. The base includes the city and port of Townsville, all clustered tightly around Castle Hill (see separate entry on the city of Townsville). The main base itself is comprised of a series of low-lying buildings and bunkers. The base has no central Command Citadel but instead operates from a bunker system under the hill. Unfortunately the majority of the land is not terribly well suited for bunkers able to protect from heavy Mega Damage bombardment and so instead the army has scattered the troops over a wide area. To this end the 14<sup>th</sup> Armored Battalion is stationed on the mainland, just on the other side of the Ross River Delta, where it is dug in at the base of Mt. Taylor. The NEC maintains platoons and squads out on Magnetic Island as well as in a series of outposts strung out along the coast. This makes it exceedingly unlikely that an enemy would be able to route the N.E.C. simply by attacking the city itself.

The Naval station is situated in the Ross River Delta area of the Port and provides escort and transport for Squads moving into the field and patrolling the N.E.C. The Airfield of Townsville is perhaps its most vulnerable aspect. A single runway leads from the base of Castle Hill and out into the crater left behind from the First Robotech War which separated the city from the mainland. However, the airstrip is a solid construction and has an MDC of 40 per 5m square.

The following is a breakdown of the troops stationed at the N.E.C.

## 14<sup>th</sup> Jungle Division Brigade Headquarters

The 14<sup>th</sup> forms the majority of the troops stationed in the N.E.C. (or as it is called by the JS; the NEC of the woods). The 14<sup>th</sup> JS Brigade contains a few units that are not officially part of the JS. These include a company of REP and a company of GMP security personnel. These units are delegated to the brigade and are part of the army roster and under command of the Brigade commander, and not the base commander specifically. However, in the case of the N.E.C. the commander of the 14<sup>th</sup> is also the base commander and that person is Brigadier Hacket. The 14<sup>th</sup> is a light brigade and is not heavily mechanized. This is due to the fact that the troops of the JS generally move through such difficult terrain as would make armored transports impractical. In fact, the entire brigade currently only has four battalions, all belonging to the REP.

## 14<sup>th</sup> Command Platoon

The Command platoon of the 14<sup>th</sup> contains Brigadier Hacket himself, his adjutant Colonel Heywood, a staff of four captains and a communications team of six. Attached to the command platoon is also the brigade culinary staff which includes 12 chefs.

#### 14<sup>th</sup> Recon Escort Patrol Company

The REP assigned to the 14<sup>th</sup> JS currently has 112 soldiers under the command of Captain Allison Clout. The company has four REP (Monocle) battloids, a dozen dune-buggies and four Sea Sergeant helicopters to ferret it about.

#### 14<sup>th</sup> Artillery Battalion

The 14<sup>th</sup> Artillery Battalion has suffered heavy enemy losses during the war and has been reduced to 7 200mm towed Howitzers and 97 soldiers. Command has been transferred to one Major Johnston after the CO was killed in action in Borneo. The Howitzers have been amalgamated into one "Battery". The Artillery generally has at least one Forward Observation Officer accompanying any company in the field.

#### 14<sup>th</sup> Anti Air Company

A Southern Cross Anti Air Company normally consists of six ATV Missile Launchers and 120 soldiers. Unfortunately for the N.E.C. half of this force was destroyed in New Guinea in 2031. What remains in Townsville are three missile launchers and 72 soldiers under the command of Major Jean Fiorenza. The company has also employed a half dozen 23mm AA guns, a dozen heavy 12.7mm machine guns and the scavenged top-half of a Raidar X in the AA role. The Raidar X is mounted on top of Castle Hill with a perfect view for miles around. The entire company is deployed on and around Castle Hill and the airfield.

#### 14<sup>th</sup> Medical transport Company

The Medical transport company is charged with delivering wounded from the battalion medical units to hospitals at major bases, such as the hospital in Townsville. The 14<sup>th</sup> can only field three medivac helicopters in Townsville at this time. The other seven have been shot down or remain in Borneo with other JS units. 25 soldiers maintain and crew the helicopters and take their orders from a Captain.

#### 14<sup>th</sup> Engineer Company

The 14<sup>th</sup> engineers still have 148 personnel in their company and as such remain the most complete unit in the 14<sup>th</sup>. They maintain the buildings of the N.E.C. and build bunkers, defense works, roads, bridges and, when necessary, blow them up. They are all under the command of Major Kim Sung.

#### 14<sup>th</sup> Tank battalion

The 14<sup>th</sup> Tank battalion is currently composed of 10 Dark Night Tanks and 52 crew. The battalion suffered heavy losses in personnel and machines out near Mt Isa in mid 2032 when a Bioroid Carrier and its cargo took the battalion by surprise. The Colonel in charge of the battalion was severely wounded in the battle and was later discharged. The new CO is the ATAC Colonel Reed.

#### 14<sup>th</sup> Logistics and Support Company

The Logistics and Support company has 117 personnel all engaged in the duty of keeping the rest of the brigade supplied and ready to fight. All have been pulled back to Townsville and run supply-runs from the city. They use cargo-boats, helicopters and any other means they can to transport supplies but only have four flatbed trucks, a couple of large hover trucks and a large fuel-truck currently at their disposal. The Company is commanded by a captain.

#### 14<sup>th</sup> GMP Security Platoon

The GMP maintains a platoon of MPs in every ASC brigade. The 14<sup>th</sup> is just like any other and has its allotted 38 GMP and 12 security robots. The fact that this platoon is the only one to have received reinforcements to keep it up to the stated number is supposed to show the importance which the GMP puts on the 14<sup>th</sup>. To Brigadier Hackett and other ASC at the base it shows that the GMP brass really only cares about keeping tabs on the ASC. The GMP Security Platoon is commanded by a lieutenant who answers directly to Brigadier Hackett and the local GMP head.

#### 1/14<sup>th</sup> Battalion

The 1<sup>st</sup> battalion of the 14<sup>th</sup> JS is the only unit permanently stationed at the N.E.C. The 14<sup>th</sup> had wide-spread commitments and the other battalions were found dispersed throughout the 8<sup>th</sup> Field Army and as of early 2033 the 1/14<sup>th</sup> is the only battalion left under its command. However, the 1<sup>st</sup> battalion is still a strong force and coupled with the units that are part of the Brigade HQ the 14<sup>th</sup> is a force to be reckoned

with. The battalion is under the command of Lieutenant Colonel Nina Lyons.

1/14 Command Squad (currently includes 8 command staff). Based in Townsville.

1/14 Medical Platoon (currently includes 21 doctors and paramedics based at the Townsville base hospital).

1/14 Artillery Platoon (currently includes three 200mm howitzers and 19 troops based at the armor barracks outside Townsville).

1/14 Engineer Platoon (currently includes 35 soldiers). Stationed on Magnetic Island.

1/14 Defense Platoon (currently includes 26 soldiers). Stationed with the Command Squad at all times.

A Company 1<sup>st</sup> Battalion, 14 JS: (currently Alpha Company is fielding 125 of its supposed 150 troops). The company is based in Townsville.

B Company 1<sup>st</sup> Battalion, 14 JS: (currently down to 118 personnel). The company is based out on Magnetic Island.

C Company 1<sup>st</sup> Battalion, 14 JS: (currently down to 140 troops). The company is stationed at the Armored Base on the mainland next to Townsville. The company is the only one with armored transport in the form of 8 APT tank carriers.

D Company 1<sup>st</sup> Battalion, 14 JS: (currently down to 108 troops). The company is based in Townsville.

### **Alpha Tactical Armored Corps**

The 1011<sup>th</sup> ATAC maintains a single squadron of VHTs at Townsville. The squadron is used mainly to protect the base itself as there are no transports currently available at the base which are capable of transporting the mecha. The 9<sup>th</sup> ATAC is commanded by the 14<sup>th</sup> Colonel of tanks, Colonel Reed.

119<sup>th</sup> ATAC Squadron (usually referred to merely as "The 9<sup>th</sup>"). The 9<sup>th</sup> currently has eleven pilots but only eight operational tanks, with another in need of serious parts replacement not available at Townsville. Four of these tanks are Protoculture powered.

### **Tactical Air Force**

The TAF maintains two squadrons of Specter Jet Interceptors at Townsville. These fighters have their job cut out for them. The area which they patrol is huge, and recently the site of increasing enemy activity. However, dedicated mechanics and the skill of the pilots has so far ensured that the N.E.C. maintains air superiority in their "neck of the woods". The local TAF is commanded by Squadron Leader Sam Tyler.

Base Support Company (currently includes 40 engineers, communications specialists and tacticians).

Knight Rider Squadron (currently has nine fighters operational)

Slugger Squadron (currently has ten fighters operational)

### **Navy Division**

The navy maintains an entire Naval Station at Townsville. The N.E.C. has two Swordfish Class Cutters, four Piranha Class Patrol Boats and two Swampmaster Combat Airboats as well as one SeaS special unit. At any time half of these vessels will be found in Townsville, laid up for refueling, repairs and so on. The Navy maintains a crew of 100 at the base plus the crews for the vessels. The Navy Division is commanded by Commodore Zimmer.

### **GMP in the N.E.C.**

The GMP shares the N.E.C. with the ASC. The 32/3 mechanized battalion is supposed to be stationed in Townsville and is supposed to be nearly 600 men strong. Unfortunately for Townsville many of the troops have been called back to Dundee base. What remains is a reinforced company of 180 soldiers who are armed with 10 APT carriers, 4 generic tanks and 8 security robots. The GMP are all based in Townsville and do not generally field units far from the city. They are for all intent and purposes Civil Defense units. The GMP in town are commanded by Major Chris McGrane.

## **Command personnel of note**

### **Brigadier Hacket**

Brigadier James Hacket is an Australian born and bred. He is a no-nonsense man who is just, but is just with a heavy-handedness new recruits fear and all others respect. When a young captain in the RDF 3<sup>rd</sup> Army Hacket came to believe in the newly formed UEG and wished that Australia would join but when this did not happen he enlisted with the ASC in order to remain on Earth. He joined the Jungle Squad in 2027 as a colonel and received his promotion and posting to the N.E.C. in 2029 where he has remained. His term is officially up but with the extreme lack of officers he has been ordered by his new GMP masters to stay put. They see in Hacket an ability to keep the N.E.C. together and it is true to say that if it were not for Brigadier Hacket the N.E.C. may well begin to crumble like the rest of the ASC forces.

James Hacket is a near parody of an Aussie "bloke". He is more than a little chauvinistic, loves his footy (rugby league, not union) above all else, invites his officer-corps over for a game of cricket and a barbecue on a regular basis (nobody dares to turn such invitations down), and he likes his beer. In fact, some of his officers believe that the only reason the Brigadier is so concerned with keeping the supply lines open with the rest of Australia is so that he can get his lager shipped in. In the field the Brigadier makes unannounced house calls to his units and during operations buzzes around like a mad-man in his ancient four-wheel-drive which is outfitted with all the comm-gear a brigade could ever wish for. This behaviour has two major benefits. One; it keeps all the platoons and squads in the brigade on constant vigil for the ranting general (and the enemy), and two; it keeps the enemy guessing as to the location of the enemy commander.

Brigadier Hacket has recently married a civilian doctor whom he met after a car-crash. His new wife, Patricia, is stirring a hornets nest in that she is independent minded, and more stubborn than her husband. The other officers see this as a good thing and her friendship with Colonel Lyons can only help to bring the Brigadier into the 21<sup>st</sup> century.

### **Colonel Reed**

Colonel Rohan Reed is the commander of the ATAC company in Townsville. He is actually too high-ranking an officer for the VHTs and has delegated field command to his Lieutenant. This has allowed the colonel to take over operations of the Armored Battalion which is part of the 14<sup>th</sup>'s arsenal.

Rohan is originally from India and as such remains the only high-ranking officer who has a grasp for the rules of the Brigadier's games of cricket. He likes his tanks and he cares deeply for those under his command. He has over the past two years also come to love the N.E.C. and will do anything to protect it from harm. He is the Brigadier's right-hand man in all ways. Colonel Reed lives in town with his wife, one of the communications engineers in the Brigade HQ, and their three children.

### **Colonel Lyons**

Colonel Nina Lyons is the commanding officer of the 1/14<sup>th</sup> Jungle Squad battalion. She is Canadian by birth but has lived most of her life in Detroit. She signed up with the ASC in 2019 and joined the JS (then TC Forest Division) hoping to end up in a cushy position in the North East sector, close to her family home. Instead she was shipped to Borneo in 2020 and spent a year chasing Zentraedi she never got to see. She then got transferred to the Amazon and spent several years in various posts, one more humid and full of mosquitos than the next. Finally in 2025 she was sent back to North America only to attend a course in Monument city and a desk for two years. In 2027 she was again sent to Borneo to command a battalion. Finally in 2029, when threatening to quit, she was transferred to the N.E.C. and got command of a battalion in climates only slightly better than those she left. If it had not been for the war Nina would have quit. Instead she stayed on as the war dictated and she has grudgingly grown to accept, and then love, the N.E.C. Her friends in the brigade have become her new family and she has excelled at her job. The one thing which remains a thorn in her side is the red-neck brigadier Hacket who's patronising attitude towards women in the brigade makes her blood boil. However, instead of complaining and causing an incident the army can ill afford she has befriended the brigadiers new wife and is using her to

slowly wear the general down. This tactic does seem to be working and she now attends the general's get-togethers without relying on painkillers and sedatives to keep her calm.

In the field Colonel Lyons leads by example. She, like her superior, is constantly visiting her units in the field and at outposts, patrolling with them, fighting with them and listening to them. She knows every name of every soldier under her command and could probably recite most of her soldiers' birthdays and background. This enormous ability of memorisation, and care, has made Colonel Lyons the most respected and worshipped officer in the N.E.C. Her soldiers would follow her anywhere and accomplish anything, or die trying.

Nina Lyons remains single and lives in single officers' quarters at the Townsville Barracks. This fact has lead many fellow army comrades (of both sexes) attempt to woo her, all to no avail. In fact, Lyons secretly mourns for her lost childhood-love and brother, who both died in Monument City, and has not let herself fall in love with anyone for fear of dishonouring their memory.

#### **Squadron Leader Tyler**

Looking at Sam Tyler one would have a hard time figuring out where he might have come from. He has African American, American Indian, Caucasian and Asian blood. He has a heavy London accent and this, together with striking facial features, has made him the spitting image of the suave womanising pilot he tries hard to emulate. He is, actually, from Virginia.

Captain (as Squadron Leader rank allows him to be called) Tyler is an efficient if somewhat childish officer. He no longer gets to fly as much as he used to which angers him. He finds that he is often forced to watch from the ground when his squadrons go off to fight the enemy and it infuriates him. To this end he has his own Spector Fighter and leads his squadrons from time to time. Being an excellent pilot this is not a problem in and of itself but it leaves the rest of his personnel without a competent commanding officer and if anything were to happen to him the squadrons would suffer because of it.

#### **Commodore Linda Zimmer**

Commodore Zimmer is an ex-RDF naval specialist. She assumed command of the N.E.C. navy base in 2031 and has remained there since. Hers is the role of transporting the ASC troops to and from the islands under ASC control and patrol the waters around them. She does what she can with the meager resources available to her but the small fleet is just barely up to the task.

#### **Colonel Bob Haywood**

Bob Haywood is Brigadier Hackett's personal aide. He is also the second in command of the brigade when the Brigadier is away. Although a professional soldier he has a somewhat unprofessional jealousy towards Colonel Reed whose advice the Brigadier favours over his own.

Colonel Haywood's one major downside in these troublesome times is that he can't stand the RDF having gotten its hands on his beloved army. He doesn't trust the RDF and he deeply resents the GMP. Although he keeps these misgivings from Brigadier Hackett it is something that has not escaped the notice of General Ford.

Other High ranking officers at the N.E.C.

#### **Lieutenant Colonel Lawrence Kemper**

Lieutenant Colonel Kemper is the second in command of the 1/14<sup>th</sup> battalion under Colonel Lyons.

#### **Major Jean Fiorenza**

Jean Fiorenza is an Italian officer and in charge of the Anti-Air Battalion in Townsville.

#### **Major Sandra Johnston**

Sandra Johnston is in command of the Artillery Battalion at the N.E.C.

Major Kim Sung

Major Sung is in command of the Engineers at the N.E.C.

**Major Lara Santana**

Major Santana is CO of Alpha Company, 1/14<sup>th</sup> battalion

**Major Philip Blake**

Major Blake is CO of the Bravo Company, 1/14<sup>th</sup> battalion

**Major Andrew Lee**

Major Lee is CO of the Charlie Company, 1/14<sup>th</sup> battalion

**Major Vuza Ziga**

Major Ziga is CO of the Delta Company, 1/14<sup>th</sup> battalion.

**GMP Major Chris McGrane**

The only GMP officer of any high rank in Townsville is an RDF Military Specialist in his fifties by the name of Chris McGrane. Major McGrane has seen more combat than any other soldier in the N.E.C., having lived through the Global Civil war as a soldier and later fighting the Zentraedi in Burma, Borneo, Vietnam, the Philippines, China and the Northern Territory. Chris is an Australian and somewhat of a recluse. He shows up to N.E.C. meetings (and barbecues) but remains silent, reporting back what he hears to his superiors at Dundee. Brigadier Hacket likes to think of him as Major Migraine but keeps this to himself.

## Alice Springs

The Southern Cross base at Alice Springs has reverted to GMP command as of early 2033. The 10th DS Brigade HQ is stationed in Alice Springs along with its first battalion. Unfortunately the base is only in command of some two hundred troops. All remaining personnel have scattered into the surrounding desert. The renegades and deserters are not the only ones to inhabit the empty vastness of the surrounding wilderness. Robotech Master Bioroids and Tirolian warriors are making life hell for the DS and the city of Alice Springs. They are under constant threat of attack and their forces are vastly outgunned. Help from Dundee, however, is not forthcoming and this has strained relations between the DS in the Alice and the RDF to the max. One aspect of the base at Alice Springs that remains largely intact is its ATAC squad which retains six operational tanks and offers the best protection to the base and the city.

## Adelaide Barracks

The 11th DS Brigade HQ was stationed in the ruins Adelaide along with the entire 1<sup>st</sup> battalion of that brigade. Since the end of the war the base has been abandoned. The entire HQ was moved to North America where any survivors remain to this day. The base command Citadel has been secured, locked down and await new owners. No-one has taken the bother of looting the place, it's simply too far away to worry about... for now.

## Coober Peedy

2/11th DS Battalion was stationed in Coober Peedy. During the war the battalion was shipped off with the rest of its brigade to North America. This city was once the site for the filming of Mad Max 3: "Beyond Thunderdome", and one would be forgiven for thinking filming was still taking place. The base was built in a vast network of subterranean opal mines and although the populace of Coober Peedy has long since abandoned the site the DS remain. The base is no longer allied with anyone, renegade soldiers from the Alice having taken over the base and now roam the countryside. They have become the masters' of an empty desert realm.

## Sydney

Sydney once housed a large contingent of ASC near the city. These troops have as of March 2033 become the backbone of General Ford's army. Two entire mechanized battalions, supported by Hover Tanks, TC Battloids and Commanchero Assault Helicopters now advance North from the city, staking claim to the area and putting might behind the words of the renegade General. In fact, the 142<sup>nd</sup> brigade is the only Tactical Corps unit in the world that remains largely intact. The 142<sup>nd</sup> brigade is supported by the 81<sup>st</sup> Divisional headquarters. The entire brigade had been ear-marked to be shipped north to Monument but General Ford delayed its departure and within weeks the war was over. The delay has given him a force capable to withstand any outside worldly threat bar the EBSIS and perhaps the Javanese.

### 81<sup>st</sup> Tactical Corps Divisional Head Quarters

The 81<sup>st</sup> divisional HQ has moved from Batemans Bay to Sydney as of early 2033. General Ford has moved it north to place it in the centre of his sphere of influence. It includes over two battalions worth of support personnel.

### 142<sup>nd</sup> TC (designated 2/8) Brigade HQ.

The 142<sup>nd</sup> Tactical Corps Brigade has been moved to Sydney to lend more direct support to the army north of the city.

### 142<sup>nd</sup> Command Platoon

142<sup>nd</sup> Recon Escort Patrol Company

The company only has 95 of its designated 150 personnel. However, they still have three of their designated four Monocle REP Battloids. Unlike the REP in Townsville these TC assigned REP ride in a dozen APT carriers.

#### 142<sup>nd</sup> Artillery Battalion

The 12 200mm Howitzers of the 142<sup>nd</sup> Artillery Battalion lend indirect fire to Ford's advancing armies.

#### 142<sup>nd</sup> Anti Air Company

The six ATV Missile Launchers and 120 soldiers of the AA Company are all currently stationed in Sydney.

#### 142<sup>nd</sup> Medical transport Company

#### 142<sup>nd</sup> Engineer Company

#### 142<sup>nd</sup> Armored battalion

The 142<sup>nd</sup> Armored Battalion is armed with Battloids. The Tactical Corps is the only army in the Ground Tactical Corps to have replaced its tanks with Battloids. The battalion has three companies of 12 TC Battloids for a total of 36. However, due to recent losses Ford's battalion is down to 29 Battloids. Other vehicles currently include two dozen hover trucks and APT carriers. The battalion is down to 120 personnel.

#### 142<sup>nd</sup> Logistics and Support Company

#### 142<sup>nd</sup> GMP Security Platoon

The GMP security platoon has been done away with in the wake of "Field Marshal" Ford's declaration of independence.

#### 142<sup>nd</sup> Brigade 2<sup>nd</sup> Battalion HQ

142/2 HQ Command Squad (12 personnel currently operational)

142/2 Artillery Platoon (38 personnel currently operational)

142/2 Medical Platoon (38 personnel currently operational)

142/2 Engineer Platoon (38 personnel currently operational)

142/2 Defense Platoon (38 personnel currently operational)

142/2/1<sup>st</sup> Company (150 personnel currently operational, 10 APTs)

142/2/2<sup>nd</sup> Company (150 personnel currently operational, 10 APTs)

142/2/3<sup>rd</sup> Company (150 personnel currently operational, 10 APTs)

142/2/4<sup>th</sup> Company (150 personnel currently operational, 10 APTs)

#### 142<sup>nd</sup> Brigade 3<sup>rd</sup> Battalion HQ

142/3 HQ Command Squad (12 personnel currently operational)

142/3 Artillery Platoon (38 personnel currently operational)

142/3 Medical Platoon (38 personnel currently operational)

142/3 Engineer Platoon (38 personnel currently operational)

142/3 Defense Platoon (38 personnel currently operational)

142/3/1<sup>st</sup> Company (150 personnel currently operational, 10 APTs)

142/3/2<sup>nd</sup> Company (150 personnel currently operational, 10 APTs)

142/3/3<sup>rd</sup> Company (150 personnel currently operational, 10 APTs)

142/3/4<sup>th</sup> Company (150 personnel currently operational, 10 APTs)

#### 113<sup>th</sup> VHT Squadron

Sydney is also the home to the 113<sup>th</sup> VHT Company. Their ranks were thinned out after the war during a short-lived mutiny. Since that time the company has been given an officer, a lieutenant, who is a staunch ally of Field Marshal Ford. The squadron's eleven surviving tanks are currently deployed in the field.

#### Civil Defense Unit

Sydney's platoon of Civil Defense Unit troops are used to secure the offices of the Mayor-Baron of Sydney. They also patrol the center of town. They have 38 soldiers commanded by a captain.

### **Civil Defense Flying Corps**

Sydney's squadron of Commanchero Assault Helicopters, detailed for the Civil Defense Flying Corps, have been assigned to the front by the Field Marshal and its eight remaining helicopters are no longer present in the city.

## **Batemans Bay**

Batemans Bay has recently become the southern stronghold of General Ford. Although the General has moved his HQ north to Sydney the Command Citadel in Batemans Bay remains a strong backbone of the renegade army and has the troops to keep the Australian Army and the UEG from striking at the back of the General's advancing army. Although the 142<sup>nd</sup> Tactical Corps brigade HQ used to be located at the Batemans Bay base it has now been moved north. What remains is the 1/142<sup>nd</sup> battalion. In addition the base has a number of static defense systems including a pair of giant Bloodhound Missile Launchers and a dozen 23mm AA cannon.

142nd Brigade 1<sup>st</sup> Battalion HQ

142/1 HQ Command Squad (12 personnel currently operational)

142/1 Artillery Platoon (38 personnel currently operational)

142/1 Medical Platoon (38 personnel currently operational)

142/1 Engineer Platoon (38 personnel currently operational)

142/1 Defense Platoon (38 personnel currently operational)

142/1/1<sup>st</sup> Company (150 personnel currently operational)

142/1/2<sup>nd</sup> Company (150 personnel currently operational)

142/1/3<sup>rd</sup> Company (150 personnel currently operational)

142/1/4<sup>th</sup> Company (150 personnel currently operational)

## **Broken Hill**

Like the rest of its brigade the DS in Broken Hill have abandoned the city for the Northlands. The base has since been looted during a civilian riot and remains an empty shell.

## **Wagga Wagga**

The Southern Cross Base in Wagga Wagga has been abandoned since its battalion was shipped to North America. Its barracks remain empty and have reverted to Australian control.

## **Mt Isa**

Once Mt Isa was home to both DS and Tactical Corps personnel. The Tactical Corps was withdrawn during the war leaving the DS the sole protectors of the city. 2/10th Battalion of the Desert Squad is not a proud unit. 90% of its soldiers have either deserted or quit outright. What remains is a pitiful band of soldiers who are searching for a cause. Their leadership in the Alice is not much help and morale is at an all time low. The town could care less about them and it may only be a matter of time before the garrison ships out, either to the Alice or to Darwin.

## **Lemuria**

From Nathan Babcook's Ring of Fire

Lemuria is named for the Asian equivalent of the city of Atlantis. While the original island of Lemuria sank into the ocean thousands of years ago, ASC Base Lemuria is intentionally built on the ocean floor.

Lemuria is a self-sufficient underwater fortress and permanent home for the Naval Division. The base's basic design is an improvement of the RDF's old Red Sea Fort, and served as a testing location for some of the developments planned for Moon Base Archemedies (AKA Luna). The main pressure-dome is fully fortified. Surrounding this are the fortified barracks and launching bays. Lemuria is almost completely buried. The only part of the base that remains exposed is the sensor and observation bubble of the Main Dome (1), and the sliding hangar doors (2) that allow Prometheus II, Daedalus II, and Gokstad Class submersibles to dock and enter the base.

#### Base Features:

**Main Pressure Dome/Command Center.** The main pressure dome is the heart of Lemuria, the main computer, communications, and sensory systems are located here. The majority of the dome is buried underground to provide additional protection in case of attacks. Only an observation and sensory bubble is located above ground. It can be sealed off from the rest of the main dome in case of attack. The Surface Sensor and Observation Bubble has a MDC of 500. The lower levels of the Dome have an MDC of 400 per level.

**Docking Station.** The Docking station is largest part of Lemuria. It is a huge chamber that can allow any of the Southern Cross" current submersible ships to dock with the base. This station can be sealed off from the rest of the main dome in case of attack or accident. Due to its design the entire docking station does not have to open to accept smaller submersibles. Eight independent chambers make up the Docking Station. These chambers can be opened independently or in concert. Each connecting bulkhead has an MDC of 400. Each section's outer doors have an MDC of 300each. These outer doors are one of the only surface features of Lemuria.

**Main Mecha & Vehicle Storage.** This is where the majority of Lemuria's mecha and vehicles will be stored. This structure is designed to be sub-surface with only an elevator that opens to hidden launch hangar. This hangar opening will be heavily concealed and will not be located near the main pressure dome. Four levels comprise this section, with the lowermost part designated for maintenance.

**Research Station.** Any scientific research conducted at Lemuria is done in this structure.

**Crew Barracks/Living Quarters.** The main (central)barracks houses the majority of personnel at Lemuria. Four additional living quarters surrounding the central barracks house additional as well as visiting crews.

**Primary Base Reactor.** The reactor consists of four sealed levels accessible only via underground tubes.

**Weapons & Torpedo Stations.** There are only four of these weapons stations. Each one has heavy torpedo launchers and full electronic counter measure systems. These stations are built on the surface, but will be heavily disguised like the mecha and vehicle launch hangars.

#### Other Features:

**Access Tunnels -** The subterranean access tunnels have double airlocks at each junction and have 50 MDC per 150feet (45.7m).

**Dual Airlocks -** each airlock has 100 MDC each, for a total of200 per airlock section

#### The Future:

The Navy Division has been headquartered at Lemuria for the past six years. Lemuria has over 1500 Staff, Soldiers, and other Personnel. Mecha forces are limited to Kraken Power Armor, Security Battloids, and the Mecha Stationed on whatever ship is docked at the time.

Troops and Mecha Compliment: (Circa 2033): 794 Staff, Soldiers and Security Personnel. 400 Staff

Officers and Enlisted personnel and 360 Sea Squad Troopers (30 Sea Squad units). 200 DS-4 Kraken Power Armor are part of the base's mecha compliment.

Vehicles: 56 Six Man Submarines and 240 underwater cycles form the base's vehicle pool. There are also a number of forklifts and other construction vehicles at the base.

## **Kakadu Aerospace Defense Base**

Kakadu Aerospace Defense Base was a massive complex built near the site of the old Pine Creek facility. It used to house two entire fleets and the 4th TASC HQ. However, in April 2032 the base suffered a terrible end as the Robotech Masters turned the base into so-much-rubble. It has since been abandoned by the ASC and the GMP. For those of you that wish to relive its glory days the base's original compliment, accurate as of January 1 2030, is provided below.

- 2 Tri-Star Class Command Cruisers
- 12 DSS Defender Class Cruisers
- 20 CTC Combat Troop Carriers
- 14 TASC Assault Shuttles
- 72 Corsair-III Fighters
- 36 Logan Fighters

## **Christ Church**

Christ Church is by far the largest ASC base in New Zealand. Complete with Command Citadel and underground base the massive complex houses the 11<sup>th</sup> Armored Tactical Corps Headquarters, the 153<sup>rd</sup> Brigade Headquarters as well as a battalion of the 153<sup>rd</sup>, Hover Tanks, Tactical Air Force and Civil Defense Units.

### **Armored Tactical Corps**

The 11<sup>th</sup> ATC has been moved to Christ Church from Perth as of March 2033. Along with the Corps HQ there is also the 153<sup>rd</sup> Divisional HQ which commands the 153<sup>rd</sup> Division stationed throughout New Zealand. Along with HQs the ATC fields combat units out of Christ Church, in the form of the 7<sup>th</sup> and 8<sup>th</sup> ATAC squadrons of the 11<sup>th</sup> ATC and the 1/153<sup>rd</sup> Brigade.

11<sup>th</sup> ATC HQ

- 153<sup>rd</sup> Brigade HQ

- 1/153<sup>rd</sup> Battalion HQ

117<sup>th</sup> Squadron ATAC

118<sup>th</sup> Squadron ATAC

### **Tactical Air Force**

The TAF operates four squadrons of Spector Interceptors out of Christ Church. Currently this 'short' wing is down to 41 operational aircraft.

Rogue Squadron (11 operational Aircraft)

Black Talon Squadron (11 operational Aircraft)

Crusader Squadron (9 operational Aircraft)

Avenger Squadron (10 operational Aircraft)

### **Civil Defense Unit**

The Civil Defense Unit has an full platoon of troops in Christ Church. As Christ Church remains fairly safe from alien attack the unit spends most of its time honing its skills.

3 Squads CDU

## **Auckland**

Auckland is the second largest ASC base in New Zealand. Although not large enough to have its own

Command Citadel it does have a large number of fortified hangar-style buildings and 60% of the base is underground. The base houses an entire battalion of Tactical Corps troops plus the local CDC troops.

#### **Armored Tactical Corps**

The 11<sup>th</sup> ATC stations the entire 2/153<sup>rd</sup> TC battalion at Wellington. They are currently at near (96%) full capacity and operate out of the base regularly.

2/153<sup>rd</sup> Battalion HQ

#### **Civil Defense Unit**

The CDU has two squads of civil defense troops (including a squad of battloids) available to support the capitol of New Zealand and defend its citizens.

2 Squads CDC

#### **Civil Defense Flying Corps**

Auckland's aerial defense is in the form of a CDFC squadron of Commanchero attack helicopters. The squad is fully manned and operational.

1 Squadron (Commancheros) (CDFC)

## Wellington

Wellington is the smallest of New Zealand's three ASC bases. It is a barracks style base with housing, medical facilities, command post, hangars, a runway and maintenance bays. It is located within Wellington City Limits, placing its two squads of CDC troops close to the population. As of March 2033 it is fully manned.

#### **Armored Tactical Corps**

The 11<sup>th</sup> ATC stations the 3/153<sup>rd</sup> TC battalion HQ at Wellington. Only one of the companies is actually able to reside at the base however, and most of the units are stationed at smaller barracks in the countryside. The battalion is fully manned and operational.

3/153<sup>rd</sup> TC Battalion

#### **Civil Defense Unit**

The Wellington Barracks houses two squads of CDU troops who's role it is to secure the population from alien aggression. To this end they spend most of their time on urban maneuvers.

2 Squads CDU

#### **Civil Defense Flying Corps**

The only aircraft available to the Wellington base are twelve old Adventurer II planes that belong to the CDFC. As the threat to the city is rather low these planes spend a lot of their time performing recon for the TC battalion when it's on maneuvers.

1 Squadron (Adventurer II) (CDFC)

# Global Military Police (G.M.P.)

Like the Space forces at Kakadu the GMP are outside the command of the ASC 8th army. The simple reason for this is that the GMP is not part of the Southern Cross. The GMP is an amalgamation of the UEG Intelligence and Military police forces and the Robotech Defense Force. The GMP in East Asia is stretched thin across a vast area. No city in the Pacific Rim or Australia is without at least a squad of GMP. With this in mind it is easy to realize how scattered the GMP really is. The 9th Corps is not a coherent force and it would take weeks to gather its resources to make it such. The only place where the GMP remotely resembles a fighting army is at Dundee where a full two battalions are stationed.

## 9th GMP Army

The GMP maintains the 9th Army Corps HQ at Dundee base. Small intelligence gathering outposts and stations are scattered throughout the Pacific Rim.

GMP 9th Army Bases in Australia and New Zealand

Dundee Base

Dundee Airfield

Darwin

Perth

Sydney

Townsville (shared with ASC)

Lamuria (shared with ASC)

Kakadu Aerospace Defense Base (shared with ASC)

Christ Church

9th GMP Army Corps Field Deployment

The 9th GMP/RDF Army Corps is spread along the entire length of East Asia, from Beijing to Christ Church. The GMP maintains its battalions largely intact at its various bases and do not spread them out like the ASC tends to do with its forces. The 9th Army is separate from the GMP Intelligence forces in the sector and the two should not be confused.

9th GMP Corps HQ stationed at Dundee base, NT.

291st GMP Division HQ stationed in Tokyo, Japan.

1/291 GMP Brigade HQ stationed at Dundee, NT.

11/1 Armored Battalion stationed at Dundee, NT.

11/2 Mechanized Battalion stationed at Dundee, NT.

11/3 Mechanized Battalion stationed at Pontianac Base.

2/291 GMP Brigade HQ stationed in Tokyo.

21/1 Armored Battalion HQ stationed in Tokyo.

21/2 Mechanized Battalion HQ stationed in Beijing.

21/3 Mechanized Battalion HQ stationed in Chong Qing.

3/291 GMP Brigade HQ stationed in Osaka.

31/1 Armored Battalion HQ stationed in Wuhan.

31/2 Mechanized Battalion HQ stationed in Osaka.

31/3 Mechanized Battalion HQ stationed in Shanghai.

292nd GMP Division HQ stationed in Dundee, NT.

1/292 GMP Brigade HQ stationed in Darwin

12/1 Armored Battalion HQ stationed in Darwin

12/2 Mechanized Battalion HQ stationed at Johore

12/3 Mechanized Battalion HQ stationed in Port Moresby

2/292 GMP Brigade HQ stationed in Perth

22/1 Armored Battalion HQ stationed in Perth

22/2 Mechanized Battalion HQ stationed in Lamuria  
22/3 Mechanized Battalion HQ stationed at Kakadu Base  
3/292 GMP Brigade HQ stationed in Sydney  
32/1 Armored Battalion HQ stationed in Sydney  
32/2 Mechanized Battalion HQ stationed in Christ Church.  
32/3 Mechanized Battalion HQ stationed in Townsville

## GMP Far East Intelligence District

The GMP maintains a strong intelligence operation in East Asia. The main GMP Intelligence HQ is in Tokyo but regional cells and bases are scattered throughout East Asia. The GMP intelligence network is far from ubiquitous but the Gimps do manage to make their presence felt. Certainly there is no single UEG ally or enemy that does not concern themselves with the GMP in East Asia and the Pacific Rim. The GMPI has both open agents and under-cover spies. Both will be found in most major metropolitan areas where the UEG is allowed, otherwise it will likely be the latter that are present.

## Global Military Police Bases

### GMP Dundee Base

Dundee Base used to be massive. When the REF left in 2022 Dundee was for a while the largest RDF base on Earth. Since the peace accords between the RDF and the ASC in 2029, however, the base has shrunk to its current level. The base does have one asset available though, that will see its importance increase dramatically prior to the arrival of the Invid Swarm. In the mid 2020's, when Leonard banned the use of Alpha fighters in the Earth Defense Force, a cunning move to drop 80% of RDF Fighter jocks from the ranks of active EDF pilots, the Alpha fighters became moth-balled at Dundee, awaiting a safety-trial of the fighter which was never carried out. Dundee is therefore the current home to no less than 346 Alpha Fighters in mint, if dusty, condition, awaiting the order for deployment. The fighters were never authorised for combat by the GMP who wanted to keep the fighters away from the command of the Supreme Commander.

Dundee base is home to some of the last active RDF mecha within the UEG forces. These include: 2 MAC II Monsters, 4 Excalibers, 5 Gladiators, 6 Raidar X and 1 Spartan. Dundee has lost its two VF squadrons which were sent against the Masters in March 2032 with most fighters destroyed. The survivors have been re-assigned to Liberty Space-station until further notice.

Dundee currently commands two full-strength battalions as part of its arsenal. The 11/1 Armored Battalion and the 11/2 Mechanized Battalion have been brought to full strength at the sacrifice of other units in order to secure the GMP hold of Dundee and the surrounding area. In addition the 1/291 GMP Brigade HQ is stationed at the base as is the 292nd GMP Division HQ. The Divisional HQ brings the added weight of mecha behind the mechanized might of the Dundee forces and together the units at Dundee remain the strongest UEG force in the world.

### Dundee Airfield

The Dundee Airfield is supposed to house four of the 1/291st GMP Brigade's six squadrons. These days it houses two operational squadrons, each cut to an average of nine serviceable planes. The VF squadrons are no longer at the base. The few survivors are stationed at Liberty these days and they are not likely to be returning any time soon.

### 9091st Air Group

The 9091st is comprised of two Veritech wings; the only operational Veritechs in the 9th Army.  
"Blackwind" - 12 VF Veritechs (none currently available).  
"Firebringers" - 12 VF Veritechs (none currently available).

## 9067th Air Group

The 9067th has been restructured to new guidelines. This has broken the squadrons into smaller, 12 fighter, units. Remaining fighters have been moved to other GMP commitments in the Far East.

"Warheads" - 12 UF-14 Executioner Jets (eight currently operational).

"Eagle Eyes" - 12 Falcon Fighter Jets (ten currently operational).

## General Howard Edwards

General Howard Edwards was the commanding officer of the 9<sup>th</sup> GMP Army from its creation in 2029 until his untimely demise in 2031.

## Major General Mabarn

Major General Mabarn has become the highest ranking UEG officer left in Australia. Ford outranks her but is no longer answering to the UEG. The few other generals and admirals left in UEG service are all somewhere else, trying desperately to hold the remnant UEG forces together.

Major General Mabarn is a staunch RDF supporter. She commanded the small REF force at Dundee for years as a colonel. When the base was amalgamated with the GMP she stayed on as a colonel of the forces at her base. Since the death of her superiors in 2031 she has been promoted and is now leading the entire GMP 9<sup>th</sup> Army. General Aldershot, General Mobutu and herself remain the only General Staff officers left in the RDF/GMP.

General Mabarn is working fervently to create a coalition, against the Javanese and also against the Invid threat. Unfortunately she does not realize the urgency or scale of the coming invasion from the Invid hordes and has a "beat the Javanese first" attitude. As far as General Ford is concerned she considers him a traitor and a slime but is more upset at the fact that he's using valuable troops than at the fact that he's controlling the entire south-east of Australia and binding valuable Australian forces in the area.

## Perth

Perth once supported an entire GMP armored battalion and a large intelligence section. This is no longer the case. Along with the destruction of the city the battalion was thoroughly demolished. The twenty survivors of the battalion still maintain a presence in Perth (they have not been relieved, and they refuse to disband). The personnel, mostly administrative staff, work closely with the ASC to help in the efforts to restore order to the city. The survivors of the intelligence community have gone underground and they maintain a discreet vigil on the developments in Perth and relay their findings to Dundee base.

### Personalities

#### Major Richard Kiers

Major Kiers was head of GMPI in Perth. He remains so with a largely diminished staff. Major Kiers is as GMP as they come. Unfortunately he is a possessed man. In 2030 he was assigned to dig deep into the unexplained destruction of an ASC shuttle on its way to re-establish comms with Liberty Space Station and the REF. He discovered that Captain Borgnon's shuttle had been sabotaged. He also discovered that an inexperienced crew had been placed in charge of the second shuttle. What Kiers could never discover was the evidence that linked Supreme Commander Leonard to the mission. Kiers thoroughly believes that Leonard tried to foil the attempt to contact the REF. Now that Leonard is dead he ought to have left the investigation behind but his search for answers continues.

Although distracted by the shuttle investigation Kiers remains a good officer and has gone to ground with his remaining operatives and case officers in order to more effectively keep tabs on the situation in Perth. He remains in daily contact with General Mabarn's staff.

## Sydney

Since March 2033 the GMP in Sydney have officially ceased to exist. General Ford surrounded the GMP Armor Base in the city on March 15 and demanded the garrison's immediate surrender. A bloody battle ensued after the garrison commander refused. The GMP lost that battle and Ford believes the GMP to be non-existent in his city. He is wrong. The GMP in Sydney has gone underground and has begun gathering intelligence about the General's forces and plan to overthrow him.

#### Personalities

Captain Vincent O'dae

Captain O'dae is the highest ranking GMP officer in Sydney. He's from Military Operations and as such is not a spook but he has assumed the role of Intelligence gatherer with his remaining 13 subordinates.

## **Darwin**

The GMP 12/1 Armored Battalion is stationed in Darwin. Along with Dundee it is the only GMP base in Australia with a fully operational unit.

The Darwin GMP base used to have a much more impressive number of ASC personnel than it does in 2033. The 11<sup>th</sup> ATC Tactical Corps battalion has been taken away from the city leaving the impressive base home to only a squad of VHTs (who still have all twelve tanks operational!) and two squads of CDU troops (one armed with the Unicorn Battloid).

The GMP base lies close to the city and offers barracks, command buildings, armories and technical facilities, all built into semi-submerged bunkers.

#### Personalities

Colonel Luke Vincenzo

Colonel Vincenzo commands the 12/1 Armored Battalion. He has had this command since the unit was restructured in 2029. He is one of the RDF's handful of competent field commanders left and as such he's worth his weight in gold. He's busily preparing his forces for the expected Javanese offensive.

Colonel Vincenzo also commands the two squads of VHTs at the base.

#### Lieutenant Amanda Tyler

Lieutenant Tyler commands the two squads of CDU in Darwin, one of troops and one of Battloids. Along with a support staff of a secretary, a supply officer, a medic and a comms engineer oversee the running of the small defense unit. The two squads are commanded by a couple of experienced sergeants.

## **Christ Church**

The GMP maintain their 32/2<sup>nd</sup> mechanized battalion in Christ Church. They have a separate base from the ASC and is located in the center of town. The GMP troops often work in coordination with the 11<sup>th</sup> ATC forces in country.

#### Personalities

Colonel Hugh Osborne

Colonel Osborne is the commander of the GMP Armored battalion in New Zealand. He works closely with Colonel Mitchell to ensure the smooth running of operations in the country. He has secret orders to maintain the ability to seize control of the 11<sup>th</sup> if Mitchell turns on his new GMP masters.

# New O.C.C.s

## RDF Grunt O.C.C.

The RDF Grunt is by far the most common soldier in the Robotech Defense Forces.

## RDF Tank Driver O.C.C.

Despite the proliferation of destroids and hover tanks the RDF still maintains a number of Tank units.

## RDF Fighter Pilot O.C.C.

The RDF has had to give up the majority of its Veritech Fighters. However, the RDF still retains a number of RDF fighter planes. These fighters, although most are nearly twenty years old, still remain on active duty and perform adequately.

## Australian Mechanized/Armored Infantry

As far as independent nations go Australian Infantry are second only to the troops of the EBSIS. Australian Infantry work in small units of section size up to Battalion size. They are versed in mechanized fighting as well as guerilla tactics. Australia suffers from a lack of funds to arm their soldiers. However, their soldiers still wear mega-damage flak-vests (30 MDC), carry the powerful EBSIS laser rifles and ride in RDF and SC vehicles.

## S.A.S. Soldier

The Special Air Service Regiment is the best fighting force on the Earth... or so they believe. It is not far from the truth. Soldier for soldier there is simply not a force anywhere in the world able to stand up to these men and women. SAS teams are trained in nearly everything. From desert to arctic survival. From espionage to rescue. From fighting human guerillas to fighting full size Zentraedi armies these soldiers know how to deal with just about any situation that presents itself. SAS teams are comprised of about a half dozen soldiers, backed up by any number of behind-the-lines support personnel.

## Australian Commando

A Company of 4 RAR is the Australian version of the Humid Climate Offensive Squad and the Soviet Naval Infantry.

## Australian Airborne Infantry O.C.C.

3 RAR is comprised of a highly mobile regiment comprised of paratroopers.

## Australian Fighter Pilot O.C.C.

The Royal Australian Air Force, despite heavy losses to the Robotech Masters and Zentraedi rogues during the Second Robotech War, remains a vital asset to the defense of Australia's borders.

## Australian Navy O.C.C.

The Australian Navy is a relatively small but highly professional force.

# **Southern Cross Army Structure**

## General Staff

At any time (c.2030 that is) there were no less than 300 General Staff officers in Monument City and nearly 100 in the field. Nearly every single one died in the war. When the Terrestrial Defense Complex in Monument City was destroyed 246 high-ranking officers died. Of all the generals, air-marshals and admirals in the Field Armies, navies and stellar fleets less than half a dozen remain. All the Marshals have either been killed or left the service. The best the UEG can field in North America as of 2033 is a colonel.

## **Southern Cross Field Armies**

Each of the eight field armies in the Southern Cross Armed Forces contain a combination of Ground Tactical Corps and/or Armored Tactical Corps in addition to Air Force units and Civil Defense Forces.

### Ground Tactical Corps

- TC
- JS
- DS
- MoS
- CWOS
- REP

### Armored Tactical Corps

- ATAC
- TC
- REP

### Air Force

- TAF

### Civil Defense Corps

- CDU
- CDFC

## **Southern Cross Stellar Command Structure**

### Fleet

- CU
- TASC

## **Southern Cross Navy Structure**

### Fleet

- NaD
- SS
- HCOS

# GMP Structure

The Global Military Police is divided into two operational departments; Military Intelligence and Military Operations. The Intelligence arm of the GMP is tasked with espionage, counter-espionage, intelligence gathering, surveillance and interrogation. The Operational department is charged with Military policing, discipline and Terran Defence. The terran defence aspect is shared with the ASC and is only four years old. This arm is actually composed of the old RDF units which have been amalgamated with the GMP as of 2029.

## GMPI

Global Military Police Intelligence is commanded by Colonel Alan Frederics. Global Military Police Intelligence is divided into six divisions. Northern in North America, Southern in the Southlands (South America), Western in Europe, Southern in Africa, Central in Central Asia, the Middle East and the Indian sub-continent, and Far East in the Pacific Rim. A GMPI Division is divided into a network of open intelligence bases and undercover cells. The Division will have a HQ which gets its orders directly from Monument City. The regional Division HQ then has sector division HQs which there will generally be three or four of. The Sectors are divided into countries or city states which will all have a local office assigned to it, even if the state does not allow the GMP within its borders. A local office will have anywhere from a dozen to several hundred operatives. for example, the Local office for Singapore contains 20 people plus informants. The local office for the Eastern bloc state of Russia contains over 500 people, about a third of whom are under cover agents. The total personnel of the entire GMPI is about 39,000, or slightly larger than that of the entire armed forces of the GMP.

## GMP

The Global Military Police Military Operations department is the reformed Robotech Defense Force. In 2029 the GMP was given control over the RDF forces on the planet, in the form of three Corps, stationed in North America and Australia. The Military Operations department of the GMP is headed by General Aldershot.

A GMP Corps contains two Divisions and a HQ.

A GMP Division contains three brigades and a HQ

A GMP Brigade contains one Armored Battalion, two Mechanized Battalions, one HQ and two Air Groups (four squadrons). It is a complete fighting force and is supposed to be capable of waging war without assistance from divisional level.

# New Ranks

Different forces in the Southern Cross and the Global Military Police have different rank systems. The following system is a more accurate and complete ranking system for the forces of the UEG government. The ranks within the forces of the UEG are stringently adhered to and there is a myriad of laws governing promotion, commission and the like. However, the basic rules of ranks in the armed forces are as follows:

Recruits will enter the armed forces schools as either recruits or cadets. Recruits will leave their school as a private whilst cadets will generally leave as Second Lieutenants, unless they've stuffed up in which case they may graduate as Sergeants (see Lt. Sterling).

In order to be accepted as a cadet the aspiring officer must show exemplary MA and other attributes needed for their vocation (usually 2 above the norm). Besides this the character must also have a suitable disposition and alignment. Even then competition is hard and the GM can use this as an excuse to limit characters from entering officer school.

Privates in the armed forces will advance over time. Unless they goof up big time, sooner or later their Commanding Officer will find them a place on a Corporals' course. Corporals who show leadership potential will be given a chance to partake in a Sergeants' course. Sergeants can then apply to the Officers school where they will be trained to become Commissioned Officers. However, if the character does not want to, or is not allowed to become an officer, then the character may continue to advance in the NCO ranks to that of a Sergeant Major.

Commissioned Officers will generally be promoted to First Lieutenant within a year or at most two. A rank of captain will come between three and five years later. A promotion to Major can take from as little as a few years to as many as ten or more. Most officers will end their careers as majors. Those that are selected to become colonels are the cream of the lot and only a handful will ever see the rank of Brigadier or higher.

It is important to note that during war promotions are a lot faster coming. Lieutenants can find themselves with a sudden field promotion placing them in charge of a company. Majors who's CO gets knocked off take charge of battalions and battalion commanders are left holding brigades and so on. Often the right men and women are promoted to posts that suit them in the theatre of war. Unfortunately by the same account some will be promoted to positions they are less than suited for.

Different armies have different ranks commanding their units. However, although they may have different names the ranks still correspond to ranks in other armies. Using the list set out below it is easy to see what each rank is when compared to those in another service branch.

The most difficult point of note is that of the simple squad. Squads have different meanings for all the armies in the UEG forces and, depending on the tasks they are meant to carry out, the ranks commanding them will vary. In the TC ground unit squads are commanded by a corporal. In ATAC squads the minimum rank for a commander is Sergeant and Lieutenant is the norm. In armored Squads captains are not unheard of whilst in TAF squadrons the equivalent of a Major leads his or her planes into combat. A list is provided showing minimum rank for a squad.

Army	Navy	Air Force	Stellar Forces
<u>Enlisted Personnel</u>			
Private	Ensign	Airman/Airwoman	
Private 1st Class	Ensign 1st Class	Leading Airman/woman	Ensign
<u>Non-Commissioned Officers</u>			
Corporal	Corporal	Corporal	

Corporal			
Sergeant	Petty Officer	Sergeant	Sergeant
Staff Sergeant			
Sergeant 1st Class			Sergeant 1st Class
Master Sergeant			
Sergeant Major	Chief Petty Officer/ Chief of the Boat		Sergeant Major

Commissioned Officers

Second Lieutenant	Sub Lieutenant	Pilot Officer	Second Lieutenant
First Lieutenant	Lieutenant	Flying Officer	Lieutenant
Captain	Lieutenant Commander	Flight Lieutenant	Lieutenant Commander
Major	Commander/Captain	Squadron Leader	Squadron Leader
Lieutenant Colonel		Wing Commander	Wing Commander
Colonel	Commodore	Group Captain	Commodore
Brigadier General		Air Commodore	
Major General	Rear Admiral	Air Vice-Marshal	Rear Admiral
Lieutenant General	Vice Admiral	Air Marshal	Vice Admiral
General	Admiral	Air Chief Marshal	Admiral

Minimum and maximum rank of Squadron leader:

GMP: Uses Army Ranks:	Sergeant-Lieutenant
ATAC: Uses Army Ranks:	Sergeant-Captain
TASC: Uses Stellar Forces Ranks:	Lieutenant-Squadron Leader
TAF: Uses Air force Ranks:	Flight Lieutenant-Squadron Leader
REP: Uses Army Ranks:	Sergeant Major-Major
TC: Uses Army Ranks:	Infantry: Always Corporal, Armored: Lieutenant-major
JS: Uses Army Ranks:	Corporal-Sergeant Major
CS: Uses Army Ranks:	Corporal-Sergeant
MoS: Uses Army Ranks:	Lieutenant-Captain
DS: Uses Army Ranks:	Always a Corporal
HCOS: Uses Army Ranks:	Always a Corporal
CDU: Uses Army Ranks:	Sergeant-Captain
CDFC: Uses Air Force Ranks:	Flying Officer-Squadron leader
CU: Uses Stellar forces ranks:	Sergeant major-Lieutenant
SeaS: Uses Navy Ranks:	Sub-Lieutenant-Captain

All ranks above Brigadier are appointed by Monument City, not the individual Army Marshals. The Army Marshal's rank is the equivalent of Colonel. Although they assign Brigadiers, the minute they do so Monument City can call on these soldiers to join the General Staff College after which time they become the property of Terrestrial Defense, not their old army. This is why officers such as General Emerson would come to command space fleets.

Maximum attainable rank in each Southern Cross Army (after which officers are transferred to the General Staff College in Monument City):

GMP: No maximum rank. GMP officers are not part of ASC High Command.
ATAC: Brigadier
TASC: Wing Commander
TAF: Air Commodore
REP: Major
TC: Brigadier
JS: Brigadier
CS: Brigadier

MoS: Brigadier  
DS: Brigadier  
HCOS: Colonel  
CDU: Lieutenant Colonel  
CDFC: Wing Commander  
CU: Commodore  
SeaS: Commodore

Obviously some armies are a quicker road to promotion than others. The REP for example can have officers in the Staff College as Majors. However, such services are also slower to promote personnel and as such they tend to hang around for longer. The CDU and the CDFC are likewise smaller forces and do not require higher ranked personnel.

**Rank Insignias:**

# Insurrection: GM's Section

Resistance Networks

## **Building your very own Resistance Network**

Characters can either belong to a resistance group or network or they may wish to create such a network. Doing this is a lot harder than it may at first seem. Sure, if you find a spacecraft full of weapons and stores you could in theory hand the guns out to some locals and go out on a nutrient spree. Unfortunately, if you plan for the folks you armed to survive they need to be trained. They also need to be housed and fed. If you plan on hitting anything worthwhile you will need intelligence gathering units in the field. You will also need to communicate with other groups lest you get in each other's way. If you have a substantial number of people backing up your operation, such as a farming village or perhaps even a small city then these people will need to be protected. Unless all the folks helping you are in it for the revenge business then compensation of one form or another might be necessary. This might take place in the form of medical aid, teaching, infrastructure to improve the community or something similar. You may even need to establish a working economy based on coin rather than barter. This requires further effort on your part. Needless to say, once the GM floods the players' characters with these logistical nightmares they may be more than happy to let someone else run the show.

### **1: Type of Resistance Unit**

The first thing that needs to be decided when building a resistance is what type of group or unit is to be created. The GM can designate the type or players may be able, circumstances permitting, to choose what type they wish to support. Remember, the more complex the system, the harder it will be to operate.

#### -Resistance Group

This is the small armed unit which has taken up the fight against the Invid. These groups of men and women are by far the most numerous of the resistance groups on Invid occupied Earth but are not very self sufficient nor large enough to form a constant resistance in one area. Mostly these groups are on the move in order to scrounge for supplies and seek out small targets able to be easily defeated. Scott Bernard's Freedom Fighters are considered a Resistance Group (albeit an extremely well armed one). The Resistance Group has 200 points available to equip the unit.

#### -Armed Insurgents

This is a much larger armed force than the Resistance Group and may have up to a hundred members or more in one capacity or another. This group will be less mobile than a Resistance Group and may be tied to one area in order to supply its forces. However, the group will also be able to present a much larger threat to the Invid, or any other enemy in the area, and will be able to conduct more than simple skirmishes. The Insurgents have 600 points available to equip the unit. An example of an Armed Insurgent Group is the Overwatch base in Laos.

#### -Underground

An underground is not an open resistance movement. It hides in the shadows and strikes only when detection is unlikely and does not threaten the viability of the organization. The main purpose of an underground is to build its resources to the extent that it can emerge from these shadows and evict the enemy from the area once and for all. Due to its members living seemingly normal lives the underground is forced to remain largely in place. However, this also means an underground can grow to become extremely large and potentially a very potent force. Undergrounds are usually found in cities where an ample supply of new recruits can be found and supplies can be more easily accessed.

An underground has 450 points to be used anywhere as well as 20 points to be used on communications and 10 points to be used on support. An example of such an organization is the Detroit Rocker Underground.

### -Underground Network

The underground network is the most viable of the large resistance forces in that it remains unseen but is able to gather extremely large amounts of support for missions undertaken. The network will consist of a number of individual undergrounds, each with its own leadership and cell structures. Only a select few people will know the full extent of the underground. The biggest problem for the Resistance Network will be to remain hidden.

An Underground Network will consist of two or more undergrounds, each bought separately, however, communications need only be bought once. The underground network has 1200 points to spend on equipping the entire network. There is no limit to the number of possible undergrounds other than point restriction.

### -Resistance Network

A resistance Network is a number of armed resistance units working in coordination with each other in an open fight against a common enemy. Although the network may use guerilla tactics to move around and hide from the enemy they are not considered an underground since the people do not have alternate identities, nor have a complex cell structure. A resistance network will generally have several companies or platoons working in different areas towards a common goal. An example of a Resistance Network is the North American Resistance League. The Resistance Network has 1800 points to spend on its soldiers.

### -Force of Arms

A force of arms is a single roaming army with hundreds of soldiers ready to die fighting the enemy. The Force of Arms can, in theory, wage open warfare on an enemy but the resources needed to maintain it prohibits its existence. There are only a few select Forces of Arms on the Earth including the Lamuria Resistance and the African Resistance. The Force of Arms has 2400 points available.

## 2: Funding

How the Resistance group is funded is crucial to the success of the movement. You will notice that there is a direct correlation between the freedom of the movement to do as it pleases and the level of funding it receives from the outside.

- A. None: The movement receives no funding from any source. The movement can do as it pleases with its meager resources and is not tied to any one area. No additional points are available.
- B. Rural: The movement receives funding in the form of food and simple clothing from a village or villages. In return the resistance must provide protection for the village/s. 30 points are available for food and 20 for outfits.
- C. Urban: The movement is charged with protecting the citizens of a city. In return the movement receives goods and services. 100 points are available for Basic Equipment, Support and Communications.
- D. Government: The movement receives funding from a government of a country or area. The government dictates policy but will usually let the movement decide the best way of carrying out its wishes. The movement has 250 points to spend on Supplies, Basic Equipment and Weapons.
- E. Standing Army: The movement follows orders given by high command and is expected to follow those orders to the letter. If set in the Invid Invasion the army is likely to be the REF. The movement

is directly funded by either ALuCE II or some other REF force. The movement receives 400 points in extra Basic Equipment, Weapons, Vehicles, Resources, Intelligence and Communications.

- F. Secret society: The movement is sponsored by a highly secretive group, most likely wealthy, who supply the movement with weapons and intelligence information. 200 points available for Basic Equipment, Weapons and Intelligence.

### 3. Size

The first thing to decide on is the basic size of the fighting force. This in itself does not cost anything but feeding and arming the force certainly will. The size of this fighting force is for ground troops ONLY. Support personnel are bought separately. The GM and/or players can select any number of people, assuming a sufficient number are available to start with. These soldiers are then divided into squads, platoons, companies and possibly battalions. There is no set structure for a Resistance force. The following set of groupings is to make it simpler for GM's or players to allot teaching and equipment.

Soldier: Single Resistance Fighter

Squad: Twelve soldiers

Platoon: Three squads

Company: Three platoons

Battalion: Four companies

### 4. Training

You're standing in front of a mass of people on the field. They are willing to fight but so far have no training. In order to make them effective fighters, they will need to be trained. Remember that giving these folks training does not mean that you or some other member of the resistance is training raw recruits. The soldiers in the resistance may be veterans with years of experience, but that'll still cost you.

- A. None: The soldiers have no basic training. All are equal to level one Civilian O.C.C.s. No cost.

- B. Basic training: The soldiers are equal to level one Freedom Fighters without any mecha training.

Cost: Soldier: 1 point, Squad: 4points, Platoon: 8 points, Company: 16 points, Battalion: 50 points.

- C. Basic Mecha training: The soldiers are equal to level one Freedom fighters but have training in mecha piloting and combat. The type of mecha training will depend on what mecha the unit is outfitted with.

Cost: Soldier: 2 points, Squad: 6 points, Platoon, 12 points, Company: 24 points, Battalion: 75 points.

- D. Advanced training: The soldiers are seasoned freedom fighter O.C.C.s with an average of 1D4+1 levels of experience. Mecha training is available but is likely to depend on the equipment available to the unit. Mecha training is still limited to Basic level training.

Cost: Soldier: 4 points, Squad: 10 points, Platoon, 20 points, Company: 40 points, Battalion: 120 points.

- E. Combat Training: The soldiers are equal to level one Tactical Corp or equivalent O.C.C. without Mecha combat training (includes specialist O.C.C.s such as Mechanical Engineers and Field Scientists). There is no need to limit the unit to one type of soldier training as these are all veterans but without much experience. As such a squad may have two Desert Squad, three Military specialists, a GMP soldier, a TAF and four JS soldiers.

Cost: Soldier: 3 points, Squad: 7 points, Platoon: 14 points, Company: 28 points, Battalion: 90

points.

- F. Mecha Combat Training: These soldiers are professional soldiers with mecha combat expertise. They are all equivalent to level one Mecha pilots. Specific O.C.C.'s will vary depending on the equipment available.

Cost: Soldier: 4 points, Squad: 12 points, platoon: 25 points, Company: 50 points, Battalion: 150 points.

- G. Advanced Combat Training: The soldiers are seasoned combat veterans with 1D4+1 levels of experience. Any combat O.C.C. are available including Mecha pilots. Note that choosing a mix of O.C.C.'s will likely benefit a group rather than hinder it.

Cost: Soldier: 5 points, Squad: 15 points, Platoon: 30 points, Company: 60 points, Battalion: 180 points.

## 5. Basic Equipment

This is the standard equipment available in the movement. Equipment must be bought for each individual soldier, squad, platoon, company or battalion. This equipment does not include weapons and ammunition.

- A. None: The unit is not provided with any equipment or armor. All equipment must be supplied by the individual soldier.

Cost: None.

- B. Light: The resistance is able to provide webbing, pouches, canteen, eating utensils, a backpack, poncho, fragmentation vest (no MDC) and a first aid kit for each soldier provided with light equipment.

Cost: Soldier: 1 point, Squad: 2 points, Platoons: 4 points, Company: 8 points, Battalion: 15 points.

- C. Medium: The movement provides webbing, pouches, two canteens, eating utensils, a battle-pack, flares, sleeping bag, poncho, first aid kit and binoculars along with \$100 worth of equipment which can be bought from the Robotech RPG or other suitable Palladium list of equipment. In addition all soldiers with medium equipment will wear some type of light MDC body armor (<50).

Cost: Soldier: 2 points, Squad: 4 points, Platoon: 8 points, Company: 16 points, Battalion: 45 points.

- D. Heavy: The movement provides everything in "C" in addition to a tent, climbing gear, night-sights, more extensive medical supplies and instead of \$100 each soldier will have \$300 of extra equipment. Armor will be of either SC or REF origin (likely to be 50 MDC variety).

Cost: Soldier: 3 points, Squad: 6 points, Platoon: 12 points, Company: 24 points, Battalion: 75 points.

- E. Extreme: The movement provides just about anything in the way of portable equipment. In addition to "D" the movement can provide infra-red distancing equipment, SCUBA gear, lock-picking tools, photography equipment, gasmasks etc. Each soldier with extreme equipment will also have the very best armor available. Each soldier has \$1000 dollars worth of additional gear.

Cost: Soldier: 5 points, Squad: 10 points, Platoon: 20 points, Company: 40 points, Battalion: 120 points.

## 6. Basic Weaponry

This is the standard weaponry available in the movement. Weaponry must be bought for each individual soldier, squad, platoon, company or battalion. More than one item can be bought for each unit, if you have the points left over of course.

- A. None: The unit is not provided with any weaponry. If you wish the unit may be supplied with weapons from supply equipment.

Cost: None.

- B. SDC Weapons: The movement is only able to provide SDC Assault rifles, Automatic pistols and Sub Machine Guns to the unit. An ample supply of ammunition is also available.

Cost: Soldier: 1 point, Squad: 2 points, Platoons: 4 points, Company: 8 points, Battalion: 24 points.

- C. Heavy Conventional Weapons: The unit has stacks of heavy machineguns, antitank recoilless rifles and the like. One heavy weapon and a modest amount of ammo (200 rounds or 6 grenades) for each soldier is available.

Cost: Soldier: 2 points, Squad: 4 points, Platoon: 8 points, Company: 16 points, Battalion: 45 points.

- D. Light MDC Weapons: The unit has available Wolverine Assault Rifles, Heavy RDF Laser Rifles and light MDC pistols (<2D6 MD). One weapon and four E-clips are available to each soldier.

Cost: Soldier: 3 points, Squad: 6 points, Platoon: 12 points, Company: 24 points, Battalion: 75 points.

- E. Medium MDC weapons: The unit has an ample supply of light MDC (<4D6 Damage) rifles, sub-machine guns and pistols including any SC weapons except RFL-100 and Tri-Lasers. One pistol and one rifle is available to each soldier, plus three E-clips for each weapon.

Cost: Soldier: 4 points, Squad: 8 points, Platoon: 16 points, Company: 32 points, Battalion: 100 points.

- F. Heavy Weapons: The unit is outfitted with the best weapons available. RL-2 and RL-6 rocket launchers, , EP-37s, Gallant H-90 weapon systems and RFL-100s are all available to the unit. Each soldier has available one heavy weapon and two side arms plus four E-clips or reloads for each weapon.

Cost: Soldier: 6 points, Squad: 12 points, Platoon: 24 points, Company: 48 points, Battalion: 150 points.

## 7. Outfits

Outfits are fairly cheap, comparatively, to come by and need only be purchased once for the entire resistance network. You do not need to buy specific outfits for different units within the resistance.

- A. None: The unit is not provided with uniforms of any kind. A ragtag bunch, the only distinctive marks may be a unit patch on the sleeve of whatever shirt the individual soldier may be wearing.

Cost: None.

- B. Light Fatigues: Some type of basic uniform is provided for the resistance (most likely army camouflage fatigues or a defense force uniform. Unit patches are worn on the sleeves and/or breast pockets of the uniform. Boots will be of a simple military design.

Cost: 2 points.

- C. Combat Gear: Along with cammo-fatigues soldiers in this resistance have an extra uniform as well as work-overalls. Boots will be of simple military design. Unit Patches will be more elaborate and rank insignias will be worn by all members of the resistance.

Cost: 5 points.

- D. Special Gear: The resistance offers its members combat fatigues, an every-day uniform as well as a dress uniform. Work overalls are also provided. Shoes and a pair of boots are provided for each individual soldier. Rank insignias and unit patches will be plastered on all personal outfits and will be glossy or well camouflaged depending on the type of uniform.

Cost: 15 points.

- E: Unlimited Outfits: The resistance appears to spend its entire income on making its soldiers look good. Each soldier has a pair of combat fatigues, a pair of every-day use uniforms, a dress uniform, an outfit issue raincoat, training gear (swimmers, jogging shoes, bike shorts ,etc) and work-overalls. In addition the soldier will have the very best footwear science can produce, unit patches and rank insignias are likely to be found even on the silk underwear that the resistance provides. The resistance is also able to supply special camouflage fatigues, sniper suits and such like for special operations.

Cost: 30 points.

## 8. Vehicles

The next thing to decide is what mecha and vehicles are available to the movement. Unfortunately this is not entirely up to the movement to decide. Once the type of Special Equipment has been decided the GM or players will need to roll (or choose) on the Special Equipment table to see what is available. GMs might keep in mind the setting that the players will be playing in. REF equipment might, for example, not be readily available to a force comprised mostly of SC veterans.

Ground Vehicles: Cost: 5 points per vehicle. Choose a vehicle or roll on the following table (GM's choice).

01-20: One RDF land vehicle of choice

21-45: One SC land vehicle of choice

46-70: One REF land vehicle excluding GMUs.

71-00: One miscellaneous land vehicle (eg: EBSIS or independent)

Air Craft: Cost: 15 points per air craft. Choose a vehicle or roll on the following table (GM's choice).

01-30: One RDF aircraft

31-65: One SC aircraft

66-85: One REF aircraft

86-00: One miscellaneous aircraft

Water Craft: Cost: 15 points per water craft. Choose a boat/ship of choice. Remember that the larger the ship the harder it will be to maintain it and the larger the crew required. Having a frigate may be lots of fun for a day but it will probably fall to pieces within a few weeks because you don't, or can't, look after it. GMs may choose not to allow a CVS or SLV to be part of the unit's repertoire.

Battloid: Cost: 15 points per Battloid. Choose one or roll on the following table (GM's choice).

01-20: TC Battloid

21-30: REP Battloid

31-40: CDC Battloid

41-50: CU Battloid

51-90: EBSIS Battloid

91-00: Misc. Battloid: Merchant Republic etc.

Destroids: Cost: Varies with Destroid type. Choose one or roll on the following table (GM's choice).

01-25: Excaliber (REF or RDF): 40 points

26-45: Gladiator (REF or RDF): 30 points

46-75: Raidar X (REF or RDF): 25 points

76-90: Spartan (REF or RDF): 20 points

91-98: MAC Monster (REF or RDF): 20 points

99-00: Miscellaneous (Early RDF prototypes etc): 20-40 points (GM's Discretion).

Note: The reason for the point values given is because of their survival potential against a numerically superior enemy. The Spartan may be able to dispatch 40 odd Invid but after that the mecha is almost useless and remember how difficult it is to find new long range missiles!

Veritech: Cost: Varies with Veritech type. Choose one or roll on the following table (GM's choice).

01-10: VF series Veritech: 40 points

11-15: VF series Super Veritech: 55 points

16-20: VF series Armored Veritech: 50 points

21-35: Logan Veritech: 30 points

36-40: AJACS Veritech: 35 points

41-60: VHT Hover Tank: 45 points

61-80: Alpha Fighter: 50 points

81-95: Beta Fighter: 65 points

96-00: Miscellaneous: 30-65 points (GM's discretion)

Cyclones: Cost: 10 points per Cyclone. Choose one or roll on the following table (GM's choice).

01-60: VR-052

61-75: VR-041

76-00: VR-038-LT

## 9. Supplies

The one thing that your resistance movement will go through like there was no tomorrow are supplies. Your mecha and weapons will be of little use unless you have the supplies to keep them armed. You can select as many supplies as you wish and the same item can be selected more than once. The GM might wish to find a plausible explanation if the movement has an abnormal amount of missiles or other material, i.e. perhaps the resistance came across a crashed spaceship or a missile factory.

A. Missiles: The movement has missiles available to the mecha and vehicles in the unit. Specific missiles are as follows:

Cost: Short Range Missiles: 2 points per dozen. Medium Range Missiles: 5 points per dozen. Long Range Missiles: 8 points per dozen. Mini: 1 point per dozen.

B. Energy Clips: The movement has a stack of E-clips available. Select what type of E-clips are available.

Cost: 1 point per dozen charged E-clips.

C. Protoculture Cells: The movement is lucky enough to be able to provide charged Protoculture cells

for its mecha.

Cost: 1 point per half dozen cells.

- D. Ammo: The movement has extra ammo available to its mecha and troops. Select specific types of ammo.

Cost: SDC ammo: 1 point per 200 rounds. Light MDC ammo (<2D6 MD): 1 point per 100 rounds. Heavy MDC ammo (>2D6 MD): 2 points per 50 rounds.

- E. Extra Weapons: The movement has a stash of weapons available to replace losses or damages. Such caches of weapons are also ideal for hiding around the movement's area of operations (AO).

Cost: 10 SDC Weapons: 2 points. 10 Light MDC Weapons (<2D6 MD): 4 points. 10 Heavy MDC Weapons (>2D6 MD): 6 points (only includes man-portable weapons, no self-propelled artillery or such-like).

## 10. Resources

Besides supplies the movement will need facilities to provide additional strength and fighting capacity to the unit. The cost is prohibitive but is often worth the point value. More than one of the same type of facility can be selected.

- A. Recharging facility: The movement is lucky enough to have a Energy-Clip recharging facility. This facility needs to have a strong power supply in order to work. Protoculture cells can be used to work the generator but the Protoculture energy is not actually used to charge the E-clips. Four Protoculture cells are able to power the facility for 3 hours. The facility can charge four standard E-clips or one Mecha E-clip at a time. Recharge time is 20 minutes per four standard E-clips or one Mecha E-clip. Needless to say having a power generator will prove to make this facility a lot more effective than draining a stack of Protoculture cells every day.

Cost: 100 points.

- B. Protoculture Reflex Matrix: The unit has come across a Protoculture Matrix (See Robotech: Ring of fire). What's more, it's nearly full. This matrix can be refuelled by scavenging Protoculture supplies from downed spacecraft etc and can be of tremendous use to the resistance if it depends on Protoculture cells which can be recharged using the facility.

Cost: 300 points.

- C. Power Generator: The movement has a Power Generator. It is either a permanent placement such as a hydro plant or fusion generator or a portable diesel/petrol generator. A permanent facility will be able to provide power for a small town (<5000). If portable the facility is not enough to support a Recharging facility but will be enough to power any one other facility such as a medical facility or the machinery and lights in a small ammo factory. A portable generator sucks one liter of fuel every two hours.

Cost: 40 points for a permanent facility or 5 points for a portable generator.

- D. Medical Facility: The movement has a medical facility which can be set up in a large truck or in a permanent building. The facility comes with two surgeons, a dentist, two paramedics and two nurses. The facility will have an X-ray unit, a fully equipped surgery, two dozen stretchers, air conditioning and heating, as well as medical supplies to treat 20 serious injuries and 100 lesser injuries/illnesses.

Cost: 15 points.

- E. Mechanics Workshop: The movement has a mechanics workshop which is carried in the back of a large truck. The facility comes equipped with welding equipment, diagnostic equipment, cranes and pulleys plus a million pieces of assorted screws, bolts, electrical wire etc. The facility is crewed by a staff of three who can be Bio-Maintenance Engineers, Electrical Engineers or Mechanical Engineers or a combination there of.

Cost: 15 points.

- F. Water treatment Facility: Any permanent Resistance base will need a source of water readily available. Unfortunately the majority of the water in the world will require at least a rudimentary treatment before it can be considered entirely safe to drink. Also, unless the unit can afford to just waste water or have a good way of disposing of sewage, ie; sewage pipes, it is suggested that the unit get a water treatment plant. Only the water purification part of a plant can be readily moved, sewerage works require more permanent ponds and the like. A purification tank is actually a massive blister made of tough rubber. The giant bag is able to treat ten cubic meters of water (10,000 litres). Filling the blister takes the longest. Hopefully the movement will have a generator to work the pumps in which case it only takes 30 minutes to purify the 10 cubic metres. By hand it takes hours and is quite back-breaking.

Cost: 10 points.

- G. Ammo Factory: The unit has a small workshop able to make explosives and shells in sizes ranging from small arms ammo to giant 125mm anti tank rounds. The only thing that the shop is dependent on is workable materials. Usually it is easiest for the shop to recycle spent shells but it is possible to make completely new ammunition. 40 points buys a crazy scientist and two helpers with their half ton of equipment. This three person crew will be able to make ammunition at the following rates:  
Small Arms Ammo <10mm; 10 an hour new, 100 an hour using recycled casings.  
Medium Caliber Ammunition <40mm; 5 an hour new, 50 an hour using recycled casings.  
Large Caliber Ammunition >40mm; 1 an hour new, 10 an hour using recycled casings.

Cost: 35 points. You can buy this as many times as you like, increasing output with each additional workforce you pay for.

Note: Paying a lot for an Ammo Factory obviously pays off. Spending a couple of hundred will increase output five-fold or so, but the GM should keep in mind that production relies on continued supplies of raw materials.

## 11. Intelligence

Intelligence dictates what information gathering is practiced by the resistance. Intelligence is a must for units of any size which restricts their flight from an area at a moment's notice and is also vital in staging ambushes and such-like.

- A. None: The unit has no intelligence gathering resources. When it comes to enemy movements the unit is as blind as a bat. They will be able to fight the enemy only if they run into him and are completely unknowledgeable about fellow resistance groups and the intentions of nearby communities.

Cost: None.

- B. Local: The movement has a hum about what's going on within a 100 kilometer area. Intelligence is passed to the movement via a small number of civilian spies in the area and the information will be limited to things such as patrols and obvious treachery and location of major enemy bases.

Cost: 2 points.

- C. Limited: The movement has a working knowledge about an area 200 kilometer area. Dedicated recon units and military specialists are likely to be part of the intelligence gathering. Enemy troop-movements and location of bases within the region will be well known. Counter-intelligence is weak, however, and no system for sniffing out moles is present.

Cost: 4 points.

- D. Regional: The movement knows what goes on in an area roughly 400 kilometers in diameter. Dedicated spies are few but placed in important spots and are able to deliver information about enemy movements and, importantly, intentions. Enemy bases are well mapped out and counter intelligence is present. Moles will have a difficult time entering the movement.

Cost: 10 points.

- E. Extensive: The movement knows everything that there is to know within an area roughly 1000 kilometers in diameter. Spies are all over this area and the information provided is handled by an intelligence assessment team. Counter Intelligence and communication/ coordination with other movements in the area are well established. Moles are nearly impossible in this security aware group.

Cost: 20 points.

- F. Ubiquitous: The movement has intelligence from around the globe. A global network of spies and informants offer information on everything from weather conditions to establishments of enemy outposts. Nothing goes by the movement unnoticed. A substantial staff of intelligence analysts and active intelligence teams means that the movement will never be blind or deaf to what goes on in their operating theatre. Intelligence of other movements is likewise extensive and moles or visible contacts will be present in those the movement consider important.

Cost: 50 points.

## 12. Communications

Communications dictates what communications are available to the Resistance. Communications is fairly cheap as far as things go but it would be an brave (or stupid) soul that ignores it all together.

- A. None: The resistance s no communication abilities. Radios may be present in some of the vehicles and mecha but otherwise nobody has any portable radios and units are unable to coordinate attacks. No communication with other resistance groups is readily available.

Cost: None.

- B. Short: The entire resistance has but a couple of medium range radios available to it. In addition each squad has a field radio which can reach 8km on a good day. Communication with other resistances is sporadic at best.

Cost: 2 points.

- C. Medium: The resistance has short-range radios for all members in the form of wrist, headset or helmet communicators. Each squad has a medium range radio and the resistance HQ's have long-range (100km) radios with which to keep in touch with each other. Communication with other resistances is possible.

Cost: 10 points.

- D. Long: The resistance has the same equipment as “Medium” except the squads have better range radios with a 30km range whilst platoon HQ’s upwards have long range radio’s (100km range). Battalion HQ’s will have laser, microwave or other forms of communications (even hard-lines) that can put them in touch with their own units over an entire country or even continent. Communications with other resistance groups on the same continent is probable.

Cost: 20 points.

- E. Satellite: The resistance has its own dedicated communications satellite. These number 1D12 and puts the resistance in contact with anyone in the world with a satellite relay. In addition the resistance has all the perks of “Long” distance communications plus company level upwards (and special forces groups) have satellite linkups. Communications with other resistance groups is the norm.

Cost: 35 points.

- F. Hyperspace: This type of communication does not offer any squad-level communications or even comms between HQ’s. However, what it does offer is a hyperspace communications system onboard either a wrecked starship or orbiting vessel. It offers instant communications anywhere in the galaxy with any other vessel with a hyperspace communication’s system. However, since communications have to be sent to a specific (system size) location in space one still has to know where other vessels might be. Communications with planets using hyperspace transmitters and receivers is easy. If you want other types of communications these need to be bought separately.

Cost: 40 points.

### 13. Food

What resources are available to feed the unit? Feeding people is one of the most strenuous tasks in any army. People simply go through an enormous amount of food and water. In simple weight one soldier will need a minimum of one kilo of fresh (non processed) food and at least three liters of water to keep him or her in fighting condition. If you care to wash your soldiers you will need much, much more water, at least 25 liters a day. If the resistance is not very mobile and remains in place most of the time the movement can depend on local towns and villages where food can be bought or traded but if the resistance is on the move food and water will need to be transported.

- A. None: The movement does not feed its soldiers and soldiers buy their own food. This is not a massive problem if the unit remains in or close to a town or city which is able to support the soldiers. However, if the movement is mobile then soldiers must be able to buy food, or have access to food every day or the units level of readiness sinks by 10% per day.

Cost: None.

Staple: The movement provides basic food and three liters of water per soldier per day in the units home base area. A village near the home base of the unit grows the food. When moving into the field the movement is able to provide seven kilos of food for its soldiers but is unable to transport it. After a week the movement will need to resupply its soldiers or face starvation. As such the movement will seldom be able to venture far from its home base.

Cost: 1 point per soldier.

Take away: The movement provides a decent range of basic foods, such as bread, butter, meat, milk and eggs. Vegetables and salads are available at certain times of the year. As well as food ten litres of water per soldier per day is provided. The food will usually be provided from one or two villages near the unit's home base. When in the field the unit provides each soldiers with two weeks worth of food and will be able to transport it as well as a minimum of seven days worth of water for the entire unit. After two weeks the unit will need to send back transports to gather new supplies or begin to scavenge and/or starve.

Cost: 2 points per soldier.

Pantry Closet: The movement provides a wide range of basic foodstuffs and also has available fruit juices, beer, cookies, and a wider assortment of all basic foodstuffs. Vegetables, salads and fruits are available at all times of the year and the unit is able to provide 25 litres of water per soldier per day. It is likely that the food is produced by a number of small farms and villages in the vicinity of the unit. When in the field the unit is able to transport enough food and water for four weeks and will likely have a small convoy of trucks and other vehicles ferreting the food and water out to its troops.

Cost: 3 points per soldier.

A' La Carte: the movement provides every kind of food possibly imaginable. A team of chefs prepare an enormous range of fresh produce every day for the unit. Canning Facilities, smoke-houses, hydroponic gardens, fishponds, wine-cellar and oyster farms ensure that the movement will never go hungry. A hundred litres of drinkable water can be provided for every soldier in the unit each day and if the water runs out it's always possible to bathe in champagne. In the field half the unit is taken up by a moving armada of chefs, waiters and kitchenhands ready to satisfy every craving of the gluttonous resistance fighter. The unit is able to transport a limitless stream of supplies from its home base which includes a number of villages and farms which work only to provide food for the unit.

Cost: 5 points per soldier.

## 14. Home Bases

Most resistance Units will have a home base of some kind or other unless they are going somewhere. The movement has the option of something small and humble, such as a village, to the extravagant, like a partially operating base, to the extreme (spacecraft). More than one base may be bought if the unit wishes for it but each must be bought separately.

A. None: The movement has no home base besides where they stop for the evening. The good thing about this is that the unit is not tied to any one area. However, it also means that it will be less capable of backing up its troops with safe accommodation, maintenance facilities and the like.

Cost: None.

Village: The movement's home base is a small village which is able to provide shelter but little more. The quarters will be spartan but clean and are likely to be mainly huts and small cottages.

Cost: 3 points.

Town: The movement is based in a town which offer plenty of space for communications and maintenance facilities as well as quarters for the soldiers. Housing will be likely to include wood or brick/stone buildings with one or two floors.

Cost: 5 points.

**City:** The movement is based in a city, or ruins of a city, which is able to provide protection in the form of subways and sewers as well as plenty of space for storage, training, maintenance, medical and other facilities. The accommodation is not likely to be any better than that found in a town but there will be more of it and the unit has the capability of spreading itself around the city so as to keep it safe from any sudden attack.

Cost: 10 points.

**Crashed Spacecraft:** The movement's base is located inside and/or around the confines of the hull of a crashed spaceship. This can be a Zentraedi derelict, a Southern Cross shuttle or even a REF craft of some sort. The crashed hulk will offer camouflage and MDC protection from assault but is unlikely to actually have any functioning systems. These must be bought separately as part of resources. MDC of structure will usually be about half to a third normal. The players can opt to have this derelict craft adrift in space but this will require a team of mechanics to make sure that the portions of the ship that are airtight remain that way. If a space derelict it is assumed that the base has enough power to work the air purifiers and the airlocks and lights but little else (other utilities must be bought separately).

Cost: 15 points.

**ASC base:** An ASC or similar modern army base is the home for the Resistance Movement. The base will be partially in ruin but offer MDC protection, at least one serviceable runway, underground fuel storage tanks, storage and maintenance facilities and the like. Barracks will also be available to house the unit and along with mess-halls and all the rest it will almost feel like home.

Cost: 20 points.

**Underwater Base:** The movement operates from an underwater facility. The clear bonus with this is that it is damn near impossible that the Invid will ever discover the base but it also presents a few problems. The base needs to be watertight requiring constant maintenance to keep the airlocks functioning, and it needs working generators to filter the air, requiring working mechanics. The underwater base can be a permanent facility or a submersible craft of some kind. If a spacecraft it will no longer be able to fly but may be able to move underwater.

Cost: 25 points.

**Spacecraft:** The movement is the happiest group on the face of the planet. Why? Because they have in their possession a working spaceship. Whether the spaceship is actually in space (preferably hidden in the debris field) is of course left to the Resistance unit but the ship is spaceworthy and as such includes all the things that make it so. The players (and/or GM) may choose the type of spacecraft but it is suggested that it be one of the more common variety, such as a Southern Cross ship of some kind or perhaps a Garfish. The base will, however, just like its under water counterpart, require constant attention and will need a team of dedicated mechanics to keep it space-worthy.

Cost: 50 points.

## 15. Support

What amount of support does the movement receive from its followers and protectorates?

- A. None: Who? Nobody has the faintest idea who the Resistance fighters are. No help will be given and the likelihood of being taken seriously is faint. If the unit rocks into town with a dozen Veritechs in tow it is likely that they will be met with fear rather than support of any kind. This works both ways. Invid sympathisers will not work hard to lure the unit into any traps and the unit may be able to waltz

through areas where other more renowned units dare not set foot.

Cost: None.

- B. Limited: The unit is known in a small region around its operating area. Help will be in the form of information and perhaps shelter and some food. The unit is renowned enough to make people pay attention to their movement when near town without having them run for the hills (unless they are known as a gang of cut-throats). Invid Sympathizers in the region will also likely be aware of the unit and keep an eye out for them.

Cost: 2 points.

- C. Extensive: The unit is well known throughout the entire sector and its area of influence can stretch for hundreds of kilometers in all directions. If of good intent towns will welcome the resistance fighters with open arms and offer lodging, medical assistance and what supplies they have readily available. If the resistance group is a bunch of thugs then towns will probably offer the same goods out of fear. Recruiting is mostly in the form of youngsters out to change the world. Invid Sympathizers will be out to destroy this movement.

Cost: 10 points.

Formidable: The unit is renowned for a thousand or more kilometers around their area of operations. They are accepted as heroes wherever they pass through and folk will do their utmost to provide whatever they can for the resistance. The resistance will be flooded with recruits wherever they go and information will be forthcoming no matter how dangerous it was to come by. By the same token Invid Sympathisers and other no-gooders will fear this group. It is even possible that communities may flee in the advance of the Resistance unit lest they be found out.

Cost: 30 points.

Fantastic: The unit is renowned at least throughout the continent. Towns and communities will fall over themselves in welcoming the resistance to the area. Individual members will be treated like family, not to mention heroes, wherever they set foot in a friendly community. Everyone will want to join this movement and there is no end to the number of highly trained individuals offering their services to the resistance. The Invid will actually be aware of this resistance by name and are likely to do their utmost to deliver spies into their midst. Elaborate traps are likely to be created for the movement and the destruction of this troublesome group is top priority.

Cost: 50 points.

Scott Bernard's Freedom fighters:

The following is a fairly accurate account of the Resistance fighters in the New Gen. Saga. The list is accurate prior to the group's arrival at Point K where the find of two additional Alpha fighters and the Beta and who knows how much in the way of supplies brought the point cost of the unit off the chart. One point of note: Although the unit's support was limited the Regis did appear to take special notice of the group and inserted Ariel amongst them to learn more about the group. She also sent her first-borne royal children against the group indicating that she took Bernard's group very seriously. However, due to the group always being on the move 'Support' is still considered to be limited, ie; 2 points worth.

Scott Bernard's Freedom Fighters:	Point Cost	
1. Type: Resistance Group.		
2. Funding: None.		
3. Size: Six single soldiers.		
4. Training: Scott Bernard: Advanced Combat Training	5	
Rand: Basic Mecha Training	2	
Lunk: Combat Training	3	
Lancer: Advanced Combat Training	5	
Rook: Advanced Training		4
Annie: No training	0	
5. Equipment: Scott: Heavy	3	
Rand: Heavy	3	
Lunk: Medium	2	
Lancer: Heavy	3	
Rook: Heavy	3	
Annie: Light	1	
6. Weapons: Scott: Medium MDC Weapons	4	
Rand: Medium MDC Weapons	4	
Lunk: Medium MDC Weapons	4	
Lancer: Heavy MDC Weapons	6	
Rook: Medium MDC Weapons	4	
Annie: None	0	
7. Outfits: None	0	
8. Vehicles: Alpha Fighter		50
AAT-30	5	
VR-052	10	
VR-052	10	
VR-041	10	
VR-038-LT	10	
9. Supplies: Mini Missiles (four dozen)	4	
Short Range Missiles (six dozen)		12
Protoculture Cells (four dozen)	8	
10. Resources: None	0	
11. Intelligence: Limited	4	
12. Communications: Medium	10	
13. Food: Light	6	
14. Bases: None		0
15. <u>Support: Limited</u>	<u>2</u>	
Total:	197	

# Adventures

Getting started:

Characters playing in the tumultuous time of post-second Robotech War Australia have the unique opportunity to play just about any O.C.C. they wish. The forces at Dundee have RDF and GMP soldiers, the various ASC contingents have most of the SC armies represented in their ranks. The arrival of REF personnel during the war allows for Expeditionary force characters and so on. The adventures are set around the North East Command in Townsville but characters need not necessarily come from there. How the players end up in Townsville is up to the individual GM but with all that is happening around Australia at the time of the adventures it should not be difficult to work in the players into the scenarios presented.

## Patriots under the Southern Cross

Background information

On February 20, 2033 General Ford arrives by helicopter gunship at Bateman's bay and assumes command of the 81<sup>st</sup> Divisional HQ and makes Major General Alexander commander of the 142<sup>nd</sup> brigade. The next day he travels to Sydney. On March 1, 2033, General Ford, standing beside the mayor of Sydney, declares Sydney and Bateman's Bay an Army of the Southern Cross protectorate and announces the independence of the Southern Cross from the United Earth Government.

### Adventure 1: Visit from the Field Marshal

Date: March 11, 2033.

Player Background: It has been ten days since General Ford declared himself Field Marshal of the Armies of the Southern Cross. The news has come as a bad headache to the North East Command. Increasingly it has appeared that the N.E.C. is one of only a handful of stable bases remaining in Australia, but this shift in politics has caused even the Neck of the Woods to begin to weaken. Where does the ASC in Townsville stand? As of February the GMP has been in overall command, and although the GMP and the ASC in Townsville get along fairly well the developments to the South have caused people to question their loyalties. Although the N.E.C. is under the command of the GMP the 14<sup>th</sup> JS is General Ford's brigade. Furthermore the Australian Government has declared war on General Ford and his Southern Cross units which also raises questions of loyalties.

Adventure Outline: The characters are part of a unit from the 14<sup>th</sup> conducting maneuvers a hundred and fifty kilometers north-west of Mackay. The area is officially outside ASC jurisdiction but the enemy units which has been moving freely across the NEC and Australian border has escaped yet again and the ASC is determined to capture or destroy this group. The unit charged with the operation is Major Lee's 3<sup>rd</sup> Company, the only company in the N.E.C. not currently dispersed in the field. His company has been reinforced by a couple of helicopters from the REP and two dozen of their elite troops as well as the ATAC squadron and a small number of other troops from the Brigade support elements. In all the force is as impressive a unit as the N.E.C. can field without endangering the base. Unfortunately additional air support is not available as the Australian Defense Forces would undoubtedly take notice of it.

The characters have been moving through thin, flat woodland for three days. The REP keeps finding the enemy, suspected to include three dozen micronized Zentraedi or bioroid soldiers and at least two Bioroid Invid Fighters, but each time they get feel on the enemy they withdraw, finding ways out before the company can engage them. Now, with the help of the helicopters, the REP has managed to drive the enemy back towards the company. In order to seal off the escape routes the characters must move quickly to take up position on the eastern flank of the company. A few hundred meters from their ambush area the characters, and the squad of JS troops they accompany find themselves confronted by sounds of light armor heading their way. Three AAR-Recon IIs come bursting through the scrub minutes later (visibility is about 100 metres through the thin, scrubby trees). They are moving abreast, at twenty meter intervals and troops can be seen riding on them. Unless very nervous or trigger-happy the characters and the squad will recognize the Recons as belonging to the Australian Army. The Australian

commander (a lieutenant) will be most displeased if he finds the ASC on his turf. He will demand to know what the ASC is doing on Australian soil, something which the characters probably don't have the rank to discuss.

If the characters are able to hide (the squad APT was left at the Company HQ so movement through the bush would be silent) then they will think they are home free until one of the Recons which has just passed them is blown open from behind. If the characters are seen the same thing will happen mere moments before an explanation can be provided for them being there.

In the confusion the Australians mistakenly believe the ASC has opened fire on them and will fire back. The sixteen surviving soldiers riding on and in the Recons will disperse and begin to bring fire onto the characters and their attackers. Through the ensuing smoke, fire, laser blasts, explosions and screams the characters will have to be looking hard to see the alien bioroid terminators moving silently around the fight, again slipping away from the ASC. If the characters manage to halt the battle they will just barely have time to explain what happened and who the real enemy is before a second attack is made on the Australians. A hail of missiles takes out any surviving Recon and a half dozen of the Australian troops in a fiery inferno. The sound of attack helicopters roaring overhead is heard above the explosions. A moment later six Commancheros hover above and around the characters and heavily armed TC soldiers rappel down and engage the remaining ADF soldiers. Their precise fire quickly brings to an end the battle, which was mistakenly begun, with the death of every last Australian bar the lieutenant who remains wounded a small distance from the characters.

A TC Armor clad soldier wearing Captain's rank approaches the characters and demands that they mount up on the helicopters as the remaining enemy is getting away. The characters can refuse him in which case the helicopters will lift off and pursue the Bioroids and their clone brethren without them. If notice is brought to the wounded Australian the captain will say that the enemy can be treated by the characters when the rest have been destroyed. Any mention made of the fact that the Australians were not the enemy will be dismissed with a "that is a matter for your commanding officers to decide".

An hour later the enemy will have been destroyed and the characters ferreted back to the Company HQ for a debriefing. Moments after the last of the half dozen Commancheros lands a towering man in TC Armor walks, helmet under his arm, towards Major Lee. He wears the rank of general and his name-tag reads "Ford". Major Lee's salute is crisply returned at which time the General speaks: "The enemy has been destroyed Major. Make haste and return to barracks." The Major will ask what to do about the accidental engagement with the Australians. The reply is a curt "The ASC is at war with the Australians. There was no accidental engagement. Before their 'mates' return in greater numbers I suggest you pack up your men and leave." With that the general turns around and heads back to his waiting helicopter. The Major looks shocked at what he has just witnessed. A moment later he tells his platoon commanders to mount up and be ready to leave in three minutes. He looks at the characters and say "you're riding with me".

The characters will have a full day to explain what happened to the Major on the return journey to the N.E.C. but they will probably only need a minute. It's obvious to the Major that the Australians were in the wrong place at the wrong time and that the ASC has just butchered two dozen or so innocent men and women. He will not say that General Ford was in the wrong but will question since when the N.E.C. was at war with the Australian government. It is possible that the characters are aware of the rumors about the Australian declaration of war against Field Marshal Ford but the Major is not and this will come as a rude surprise to him. He will make the comment that the day's actions may well have lead the N.E.C. into that war.

Back in Townsville the General has arrived 5 hours earlier at the outlying Armor Barracks. The characters arrive at the gates to find a GMP captain and escort (six soldiers and four security robots) in a heated argument at the front gate. They are being refused entry. If the characters attempt to gain access for the GMP captain they will be steadfastly refused, on orders of Brigadier Hackett. If they do

nothing then the Major will ask them to go and see what the problem is. Either way they will realise that the captain is one Sharon Hemmingway and is a good friend of one of the characters. She has an arrest order for General Ford and is dead-set on carrying that arrest out. She will not be successful.

The characters are ordered to go back to the barracks in town and await debriefing and they are then left to their own devices. If they snoop around they will discover that the Brigadier has been in a meeting with the Field Marshal at the armor base since his arrival. An hour later Captain Hemmingway makes a house call on the character she knows. She insists on seeing him or her and will let herself in. She sits herself down and speaks:

“Brigadier Hacket will want to speak with you before he makes a decision as to the loyalty of the ‘Neck’. We need to know what is going on in his office after you leave. I want you to leave this in the room.” She produces a small matte-gray disc half a centimeter in diameter and a couple millimeters thick. “Dropping it on the floor will suffice.”

If the character refuses to go along with the captain she justifies her actions. “Look, if the Brigadier refuses to side with the General, which we think he will, we need to know what he has to say about it. It’s as simple as that.” The captain will continue her attempts to persuade the character until either she’s successful or kicked out. Bribes are not above her and unless the character has some phobia against carrying listening devices she will likely find something to persuade the character with... after all, she knows him/her.

Half an hour after the captain leaves the characters are sure enough called back to the armor barracks to meet with the Brigadier. Major Lee is already present when the characters arrive. The Brigadier looks stern but is friendly enough when he orders the characters to stand at ease. Hacket leans his elbows on his desk and tells the characters in a somber voice: “I’ve heard disturbing stories of what happened out bush earlier today and I now want to hear your side of the story. If you please...” he motions towards the highest ranking character.

Planting the bug will not be a problem and bar it being handed to the Brigadier will not be noticed.

After asking confirmation of the story from the other characters the Brigadier nods and sits back. “Thank you for your candor in this matter. I’ll have you wait here until I can get a written statement from each of you on this important matter. Sergeant Steadman will find you a place to write your reports. Dismissed!” Sergeant Steadman, who showed the characters into the Brigadier’s offices, will escort them to an empty officers’ lounge and provide computer notepads for the characters to write their reports on.

A mere twenty minutes go by before Captain Hemmingway is on the personal wrist radio or headset of the character whom presumably planted the device. “You have to help! The Brigadier has refused to side with General Ford. The General has relieved the Brigadier and is placing Colonel Haywood in command. The Brigadier is being escorted to the General’s helicopter. I need you to get to Colonel Haywood before the General and arrest him on GMP orders. The charge is a traffic offense two weeks ago. Once you get him, escort the colonel out of the compound. He should still be in his office.”

If the characters ask what the hell this mad ‘Gimp’ is on about she’ll reply: “The General can’t let the commanding officer of the base leave without there being a second in command. If the colonel is under arrest base jurisdiction falls to Major McGrane, who is third in chain of command. The General will know this and will not let the Brigadier leave. But if the colonel gets to the General then Ford can suspend the arrest order, just like that. You have to get to him first and keep him away from Ford. Now hurry!”

The characters will have to sprint to get to the colonel before two of Ford’s thugs get to him. If they don’t they will find the colonel being escorted to the Brigadier’s offices where Ford awaits. Arresting the colonel whilst in the escort of the thugs, or them showing up whilst the colonel is screaming bloody murder about the charge could either be messy, confusing or even darn-right comical. It all depends on

how the players play their hand. The thugs have their orders and will resort to violence if they think that this is the best option. They are uniformed TC and don't carry anything heavier than Putman stunguns and 9mm automatics. However, if a fight breaks out then the GMP have the legal jurisdiction to move in and will do so. Note that their half dozen soldiers and four security robots may not be a match for the six attack helicopters and platoon worth of Ford's TC.

Once Ford realizes what's going on he'll do his best to block the characters whilst they are escorting the colonel out of the compound. He will become ever more desperate and will begin to use force to stop the characters. If he actually gets to the colonel then he can by all rights order the characters to release him, which he will. Thus the characters will have to run away from the fretting general and avoid being caught.

If the characters slip out of Ford's net then things will come to a standstill. The Brigadier will be released, but only after the GMP, with the backing of Colonel Reed, threatens force. The General will leave and head back to Sydney. The GMP will not attempt to intervene in this endeavor, for now.

If the characters are caught then the colonel will be placed in command of the N.E.C. The result will be much more severe. The characters are detained at the barracks where they will be asked, via wrist-radio, to rescue the Brigadier before the helicopter takes off. They have about five minutes to do so. After the rescue attempt all hell may break loose, ending in the General having to flee the scene. However, the GMP has for all intent and purposes declared war on Ford's ASC. In this scenario the other N.E.C. commanders will be a lot more reluctant to offer help and it may be that the characters and Captain Hemmingway's command at the base are the only units available. Major Lee may come to the rescue if things look bleak. The aftermath of the rescue attempt will depend on how well it went. If the Brigadier got killed, or the attempt failed and he got flown to Sydney, then Colonel Reed will be placed in command. Colonel Haywood, if he was not killed or fled, will likely find himself in detention on charges of treason (he will have helped the General in any way possible). No matter what happens General Ford will have to leave the scene as the ASC refuses to cooperate with him (although they may not actively oppose him). The GMP in Townsville are strong enough to pound the General's platoon and helicopters to dust.

Either way the characters will be commended for their actions and will gain the ear of the commanding officer of the N.E.C. and, more importantly, the GMP. This will be important for future adventures.

## Adventure 2: Visitors from Outer Space

Date: April 1, 2033

Player Background: It's been nearly three weeks since General Ford attempted to seize (or retain) control of the N.E.C. The Australian Government has agreed to a cease-fire with the N.E.C. but tensions are still high. It is obvious to everyone that the ASC is not welcome in Queensland, or anywhere else for that matter, and neither is the UEG or any of their forces. In the south the battle is raging against General Ford and rumors are ripe as to who is winning the fight.

Adventure Outline: Early in the morning of April 1st the characters find themselves on guard duty at the air-field. They've been on duty for an hour when at 01:10 a call comes through from the tower, visible from the characters' location a hundred odd meters on the other side of the runway. A perky (for one o'clock in the morning) voice speaks to them: "Guard Team, what's your status, over?" Irrespective of the reply the perky voice continues: "We have some certified aliens landing in a few minutes. The boss has ordered you to escort them to HQ." Despite apprehensions about April Fools jokes the characters will indeed see the wing-lights from a descending shuttle of some kind about a minute later. The shuttle turns out to be a Beta fighter, something the characters may or may not recognize. The Beta will taxi off the runway and the characters will have to be quick off the mark to get to it by the time it stops (there are a couple of GMP land rovers by the guard house). Out of the Beta steps a man dressed in a REF uniform. The rank insignias make him out to be a major. He will expect the characters to come to

attention and tell him what their errand is or he'll demand it of them. He will then ease the tension. "Excuse the late drop-in boys but on the Factory it's only 17:00. I hope I didn't wake anybody up."

After the characters have dropped the major (who's name-tag reads Reynolds) at HQ they can return to their duties and then go home to sleep.

The next afternoon they are all given invitations by an aide to a dinner, to be held at the Brigadier's house on the upper slopes of Castle Hill. They have about an hour to get ready. If they did not ask then they will not know what to wear as none have ever attended a BBQ at the Brigadier's house before. Arriving at the Brigadier's house the characters will be shown out the back by the Brigadier's wife. Casual is the name of the ticket, except Major Reynolds, who is sweating profusely in his REF issue Dress Uniform. Present at the barbecue is the creme-de-la-creme of the N.E.C. officer corps, their spouses and children. If the characters turn up in uniform then they will be noticed but not confronted. The only person that will take any notice is the REF Major who will be pleased to find he is not the only one over-dressed for this occasion. The Brigadier's wife will be chatty and ask what the characters do at the base and how they like their steaks done. She will show them around the house and ask them as to their opinion of the new lounge-suite she has just bought. Despite any efforts on the characters' part talk with other officers will be friendly but curt and no information as to why they are there will be forthcoming. After about half an hour at the party the Brigadier will come up to the characters and invite them to come into the house. He leads them to his study where Major Reynolds is standing looking at a picture of a Zentraedi wreck jutting into the sky. "Beautiful, isn't it?" remarks the Brigadier. "Highest peak in the country these days. Expect it'll topple over one of these days though. Patricia thinks it's an eye-sore which is why I keep it in here. Major Reynolds, I believe you've met..." Brigadier Hackett introduces the characters one by one and asks them to have a seat. He offers the characters a cold drink before taking a seat himself and motions Major Reynolds to speak.

"As you may be aware the United Earth Government is in dire straits here in Australia. Well, what you perhaps are not aware of is that the United Earth Government is in peril throughout the world. Intelligence estimates that within six months the UEG will have ceased to function completely. If it was simply politics involved this may not be the end of the world, unfortunately that prospect is also imminent. As we speak the Invid, whom the REF have been fighting for nearly a decade now, are en route to the Earth. Unless we can establish a functioning resistance to fight the Invid the REF fears the Earth may fall to the Invaders. For this reason, and this reason alone, we must gather support and stop this fighting amongst people who were only a few months ago allies in a common fight. I am here to gather the opposing sides around the table so we can thrash out an accommodation. This is where you, ladies and gentlemen, come in. You have been recommended to me as a likely escort to garner support for this meeting. You understand of course that this is an extremely sensitive issue and one which must succeed, no matter what. Questions?" The Major will answer any questions the characters have, and that he has the answers to. Their first task will be to persuade General Ford to come to the bargaining table. Unfortunately he's not been able to be contacted so the Major will have to go looking for him.

Gathering help: Townsville

96 Cyclone riders arrive. This company brings along their Cyclones, 600 Protoculture cells, 96 suits of CVR-3, 96 Gallant H-90s and an assortment of REF small arms, explosives and equipment. This is all that the REF is able to spare to the N.E.C. Major Reynolds will stay with his Beta and pilot as liaison for the REF.

The meeting: Gather Ford, ADF, ASC, GMP etc.:  
Create ADL.

Masters attack in Blue Mountains.

## Adventure 3: The CDU rebellion

Major Reynolds looks over the demoralized gathering in front of him. "It is with a heavy heart that I inform you our efforts to create a united front against the Invid have only been partly effective. The Australian Defense League is useful, but is largely alone in its effectiveness against the Invid throughout the world. Colonel Wolff has informed me that the N.E.C. must prepare to fight a guerilla war against the Invid threat. We will simply not have enough manpower to fight the Invid outright.

## Adventure 4: Attack from the North

Date: October 26, 2033

Player Background:

General Mabarn: "The Javanese have attacked Darwin and is pushing south all along the Northern Territory beach-heads. We need support from the REF to repel them."

Major Reynolds: "I'm afraid such help will not be forthcoming. The REF is digging in in preparation for the coming of the Invid."

General Mabarn: "But the Javanese will destroy us before that happens!"

Major Reynolds: "I understand the predicament, but High Command remains adamant. No forces will be committed to fight anyone but the Invid. We simply can't spare the mecha."

General Mabarn: "I have the mecha! I have 300 plus Alpha fighters just waiting for pilots. I can win this war if I only had the pilots and to fly them. I need those pilots!"

Major Reynolds: "The REF does not have enough pilots to fly the fighters we currently have in service, let alone the ones the factory is churning out. High Command will not allow the few pilots we do have to engage in a war that will endanger their lives before the Invid even get here."

General Mabarn: "And what happens when the base falls? Those mecha which are so precious to you will fall into the hands of the enemy!"

Adventure Outline: In 2025 the Tactical Armored Space Corps, as part of the ill-fated Earth Defense Forces, was comprised of a rough 50/50 mix of Southern Cross and RDF pilots. The Southern Cross squadrons were by this stage flying mostly Logan Veritech Fighters. The RDF were flying a mix of VF Valkyries and VAF-6A Alpha fighters. In a shrewd plan to limit RDF power in the TASC Field Marshal Leonard grounded the Alphas, citing concerns about the Veritechs' reliability. Although the allegations were based on a series of mishaps staged by Leonard's cronies the Alphas were grounded, pending a full investigation. The investigation team, despite effortless work, was hindered from carrying out their work at every turn and the Alphas were finally mothballed at Dundee in 2029 after the RDF/ASC accords. Here they remain, routinely maintained by the Dundee ground staff, waiting to take to the skies.

The characters have been assembled in Major Reynolds' office. It's 04.30 and Reynolds looks like he's running on coffee and nicotine. When the groggy characters have all assembled in his little office by the airfield he looks to some papers on the table and begins to talk. "People, the N.E.C. stands alone in our preparations to fight the Invid. The ADL are fighting the Javanese, squandering valuable supplies and soldiers. This is not something we can do much about. However, sitting in the bunkers at Dundee are over 300 Alpha Fighters that once belonged to the Tactical Armored Space Corps. The REF will not provide pilots to General Mabarn for fear of squandering them in this pointless war. The Javanese are only days away from taking the base. Your task is to get as many of those fighters as possible out of Dundee before the base falls. Use any means possible but get those fighters. If we lose them we lose our ability to operate effectively in the air when the Invid finally arrive."

The mission is a complex one. No amount of fire-power is going to solve this one. How do a few individuals fly 300+ fighters out of a base under siege?

The characters need to accomplish a difficult task indeed. Pilots are the first problem. Brigadier Hackett will not compromise the base's safety by pulling his few pilots from duty. Nor does Major Reynolds have any pilots available. If pushed Brigadier Hackett may lend one or at MOST two fighter pilots for the mission. A mechanic may also be provided if the characters think of it (although this mechanic won't be

able to pilot an Alpha so how to get him back to the NEC might be a tricky operation.

Transport to Dundee is the only aspect that might be accomplished easily. Major Reynolds will send the characters to Dundee via HALO drop by his Legioss if they do not have assigned means of transport. Once there though the characters are on their own.

Along with best wishes Major Reynolds will also give the characters a written transfer order for the Alphas, co-authorized by Brigadier Hackett. This order is worth about as much as the paper it's printed on.

Dundee base will be a place under siege by the time the characters get there (irrespective of how quickly that might be). General Mabarn will still be at the base until the 3<sup>rd</sup> when most of the ADL forces will begin to make a fighting withdrawal toward the old Aero-Space command at Kakadu. When the characters arrive will depend on how they are received.

#### October 30<sup>th</sup>: Rumbblings

Arriving by the 30<sup>th</sup> the characters will still arrive at a RDF base in full control. Although badly beaten by the Javanese forces outnumbering the ADL by ten to one odds, the RDF soldiers are still fighting fierce battles 20 kilometers to the north. The rumble of gunfire to the north and west is constant and the night sky will glow. Missile barrages sometimes streak overhead and hundreds of vehicles are moving in and out of the base, transporting wounded, weapons, ammunition and personnel. At this stage the characters can walk up and attempt to present their acquisition order to General Mabarn. Depending on the characters' relationship with the General she may or may not think about seeing them (GMs; use your discretion). If she does see them it will be a "you've got one minute" meeting. If given the letter or told of their mission she will laugh grimly and point the characters in the right direction. She will not, under any circumstances, allow the characters to arm up the Alphas with missiles, but will let them grab gunpods and protoclature. Likewise she will not allow anyone, nor will anyone obey an order, to help move the Alphas to the Neck.

#### October 31<sup>st</sup>: Retreat

Arriving on the 31<sup>st</sup> the characters will see Dundee in a stage of near panic. Soldiers and vehicles are moving into the base in dribs and drabs. The base howitzers and missile launchers are firing into the wilderness to the north and west and the enemy has closed to within five kilometers of Dundee's outer perimeter. Although General Mabarn will be hard to find or contact (if the characters do manage she will respond as she would have on the 30<sup>th</sup>) this is potentially a good day to get the Alphas out. Nobody will really pay the characters much attention and in the disarray they may be able to pull rank and get some help arming the alphas, even with missiles, from soldiers still lacking a chain of command.

#### November 1<sup>st</sup>: Under Siege

By the 1<sup>st</sup> of November Dundee is under siege. Arriving from this day forward will be dangerous to the characters' safety. Shells are going off inside the compound, the main above ground structures are taking hits, especially the white glistening command citadel, and soldiers are busy digging in and fighting back. General Mabarn is just as difficult to find as on the 31<sup>st</sup> but this time looking for her will also mean running a gauntlet of fire. Getting to the Alphas will again not be all that difficult but the officers on the base are more keen to use the fighters now and if they see a loaded Alpha may insist on commandeering it. Loading missiles onto the Alphas is again a possibility but this time the ammo dumps are taking hits (not a good thing).

#### November 2<sup>nd</sup>: Fire Storm

By the 2<sup>nd</sup> Dundee is still holding strong against the enemy but they are winning ground, meter by meter. The aboveground buildings are now a blazing inferno and all RDF and a few Australian Defense personnel at the base are dug in in foxholes, trenches and bunds. The Alphas are still secure in their bunkers but the ammo and fuel dumps are coming under increasing fire. At this stage the characters will meet resistance arming the Alphas as the supply personnel at the ammo dumps are seeing their

supplies run dry. General Mabarn will not be found without superhuman effort (which would waste precious hours) but might be raised on a radio. If she is raised she'll go off at the REF for not defending her base and tell whoever is near to arrest the characters and force them into defending the base.

#### November 3<sup>rd</sup>: Cracks in the line

By the 3<sup>rd</sup> the defenders at Dundee are breaking. The aboveground buildings are now burning rubble. The center of the compound is deserted, all troops being on the perimeter and the wounded being moved through the underground passages. A relentless barrage of shells and missiles is pounding the base flatter than a pancake. The Alpha bunker is now under heavy fire and dust is falling from the concrete ceilings. General Mabarn is not contactable and will leave during the day.

#### November 4<sup>th</sup>: Fighting in the compound

In the early hours of the 4<sup>th</sup> the Javanese break through the perimeter held by the ADL forces and sweep deep into the Dundee complex. Fighting is fierce on the surface but few Javanese forces have broken in underground. The RDF forces left are now buying time to let the wounded be evacuated and new defense lines built beyond Dundee. Most of the ruins are now smoldering as there being little left to burn. The Alpha bunker is still secure, as is the surface surrounding the bunker, but it is coming under increasing bombardment and a few Alphas have taken hits from falling concrete. By the fourth there are a few RDF personnel who will interfere with the characters by wanting to grab anything and anyone they can to fight the Javanese. Help from personnel in the base will not be forthcoming, everyone either too busy fighting or too eager to leave.

#### November 5<sup>th</sup>: Tunnel Rats

By midnight on the 4<sup>th</sup> Javanese forces have broken in underground and are now fighting the retreating ADL forces in the tunnels and bunkers below the surface. Although the going is slow the Javanese are just a hundred meters from the Alphas by midday. At this stage the characters will have to fight their way into the Alpha bunker through underground passages. The surface is completely in the hands of the enemy and although they have yet to breach the bunker doors the Javanese have troops en masse around the bunker. By opening the hangar doors on the 5<sup>th</sup> the Javanese will gain entry to the Alphas and the characters will not get another chance to come back for more. From underground explosions and a few surface blasts a full quarter of the bunker has actually collapsed by the evening of the 5<sup>th</sup>. Unless the characters have been enormously successful this will also mean a rough quarter of the Alphas have been destroyed.

#### November 6<sup>th</sup>: Fall of base

By 10:00 hours on the 6<sup>th</sup> a strong Javanese push will be made in the direction of the hangar. If the characters are there they can attempt to stop this push. However, by 13:10 the Javanses on the surface have blown open the hangar doors and enter the Alpha bunker from above. By 19:00 all effective fighting has ceased in the base, all that remains are a few scattered pockets of resistance. Up until the next morning the characters could in theory still get hold of a few Alphas as the Javanese transport any surviving fighters to other parts of the compound. However, the firepower expended and the potential losses required to rescue the Alphas are unlikely to be worth the effort.

**The Bunker:** The massive underground bunker in which the Alphas are stored is the size of a football field, 100 meters long by 70 wide with a 15 meter ceiling. The Alphas are stored in Guardian mode, with easy access for the ground staff to weapon systems, cockpit and protoculture cells. The Alphas are lined up in ten roughly equal lines, plus a half dozen undergoing oil changes and equipment tests in a maintenance area. There are, all told, 305 Alphas in the bay.

There are a number of problems which will become evident to the players once they begin to work on the Alphas.

One; they are not armed. Although GU-XX gunpods are available by the hundreds in a giant weapons locker at one side of the bay (there are 291 GU-XX pods available), they are not loaded onto the Alphas.

It also appears a lot of the ammunition, clips and gunpods have been taken for use by the RDF and ADF mecha. The remaining gunpods are all unloaded, as are their clips of which there are 623 complete plus another 20 in various states of dismantlement. There is some ammunition in the ammunition storage bay at one side of the weapons locker. In fact, there are in the order of 145,000 rounds of GU-XX ammunition. None of this will be easy to load, however (it takes knowledge and time to load GU-XX clips; five minutes per clip once the process is begun). All short-range missiles have been removed from the Alphas for use in the RDF's other mecha and none are held in the storage bay.

Two; the Alphas are not fueled. Although the Alpha fighter is superb in that it requires no reaction mass to make it work it does require 16 protoculture cells, only 18 of which can be found in the maintenance bay, all at half power and apparently used to routinely run the Alphas' engines. All other protoculture cells have either been used or stored elsewhere.

### **Where do we find the 'culture???**

There are scant few vehicles at Dundee base that use protoculture energy cells which is lucky because there is still a stash of protoculture cells stored at the facility. They are stored at the number two fuel depot and there are 126 cells, all at full power. This will not get all the Alphas flying but will let over a dozen fly at half power. Unfortunately the number two fuel depot will be blown up on November the third. The characters had better reach them before then.

### **Where are the missiles???**

The short-range missiles at Dundee are stored in all ammunition dumps throughout the base, to limit the chance of all going up in a single explosion. From October 29<sup>th</sup> the missile numbers will decrease continuously as the battle for the base rages. On October 29<sup>th</sup> the characters can expect to find approximately 1000 short range missiles in each of the six ammunition dumps. On October 30 they have been reduced to an average of 800. On October 31<sup>st</sup> there are ca.650. On November the first one of the ammo dumps has been hit and the others are down to roughly 400 each. November 2<sup>nd</sup> sees another dump destroyed and the remainder with a mere 4D6x10 missiles each. By November 3<sup>rd</sup> only two ammo dumps remain, each with 2D6x10 missiles. By the 4<sup>th</sup> the two remaining dumps are empty and in the process of being over-run.

### **How do we get more than a few percent of the Alphas out?**

The GM should NOT tell the players how to go about rescuing the Alphas. If the characters only manage to save half a dozen, great. If they manage 200, brilliant! What's important is that it is the characters' roleplaying and ingenuity that should be used, not the GM's. Having said this a few things the characters may try ought to be considered by the GM. A good way of saving many Alphas is by making many trips in and out of Dundee as the base is falling. A better way may be to make many small trips by taking the Alphas and flying them a few tens of kilometers away and making a new stash from where they can be transported at a less hurried pace back to the Neck. Grounded characters may also think about using ground transport of some kind to get Alphas out, particularly useful if the Alphas have no power. The characters may also go and recruit pilots in Brisbane or goodness knows where else for the first days and manage to arrive at Dundee with a dozen pilots or more, all options are available, and some will be more useful than others. The main thing to remember is to let the characters work out a plan themselves.

### **Conclusion:**

If and when the characters return to the NEC they will find out that General Mabarn has died in the retreat from Dundee. Resistance has now moved further inland but the ADL is on the brink of collapse. Depending on how well the characters fared commendations of various types may be in order.

If the characters got up to one squadron (12) fighters out they will get pats on the back, a week's leave and mentions in dispatches. The characters will be thanked personally by Major Reynolds.

If they get up to several squadrons out they will get a pay-raise, a couple of players may get a promotion

and they will get medals of varying kinds. These will be presented by Brigadier Hackett himself.

If the characters somehow manage to get a full wing (72 Alphas) or more out of Dundee they will all get promotions, medals, a cash bonus and they will be decorated by General Aldershot (via video uplink unfortunately as the trip is too dangerous to make).

As far as experience points are concerned the GM may consider going into Dundee on or after the fourth of November to be considered self sacrifice or potential self sacrifice. Before this date it is merely endangerment of self to save... Alphas.

## **Adventure 5: The coming of the storm**

February 4<sup>th</sup>, 2034

The sky burns with alien energy. The Invid have arrived.

## **Adventure 6: Weathering the storm**

## Appendix: Hardware

### New Equipment

Protoculture Emulators

Space Shuttle (EBSIS)

Gallipoli Class Frigate