WELCOME TO
STEELFALCON.COM

Please pardon our dust. I'm still in the process of moving into this new location. Eventually I hope to turn **SteelFalcon.com** into an on-line library of anime and sci-fi resources for role-playing games (RPGs). For now, feel free to browse my current web projects below. Comments and suggestions are always welcome, so please feel free to email me at deitrich@mcs.net at any time. Take care!

ROBOTECH
THE THIRD INVID WAR

MACROSS
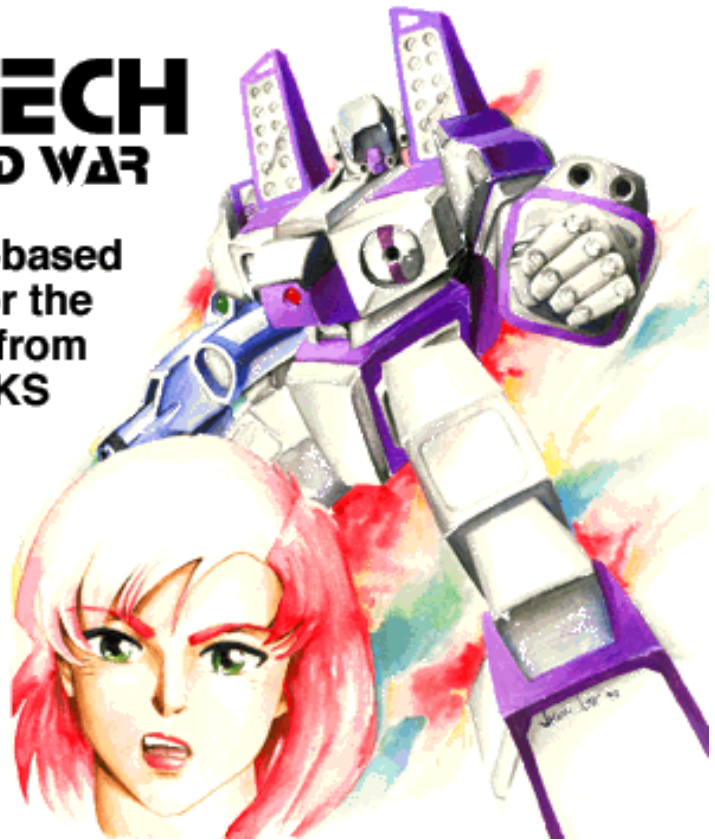**MECHA DESIGNS**

SOUTHERN CROSS MECHA
GARLAND

ROBOTECH
THE THIRD INVID WAR

An unofficial web-based fan supplement for the ROBOTECH RPG from PALLADIUM BOOKS

Written by
DAVE DEITRICH and
CHRIS MEADOWS

Artwork by
AMY BORDEN and
JASON JUTA

HTML Version by
DAVE DEITRICH and
JOSHUA MEGERMAN

NOTE: For best results, use [Netscape Navigator](#) v3.04 or later to view these pages.

Blue Ribbon Campaign
for online freedom of speech, press and association

Last Updated: April 27th, 1998

Recent Additions:

- None, sorry. I'm buying my first house and haven't had time to work on any web files recently. Unfortunately it may be a few months before I get time to work on them as well. Please note that my email address has changed to **deitrich@mcs.net**.

Watch ROBOTECH on [Cartoon Network](#)'s Toonami!

Want to receive email *automatically* when this page is updated?
Enter your email address and click on the button below!

Your Internet e-mail address:

This free service provided courtesy of **NETMIND**

NOTE: You <u>must</u> re-register to receive updates even if you were previously registered for http://www.mcs.net/~deitrich/TIWinfo.html. Sorry for the inconvenience.

TABLE OF CONTENTS

NOTE: Some of these documents are still under construction. They will be linked to this page as they are completed.

- ❍ [VR-135 Forager Survival Cyclone](#)
- ❍ [VR-120 Ferret Recon Cyclone](#)
- ❍ [VR-122 Protector Security Cyclone](#)
- ❍ [VR-117 Firefly Rescue Cyclone](#)
- ❍ [VR-112 Samson Engineering/Support Cyclone](#)
- ❍ [Combat Bonuses for New Cyclones](#)
- ❍ [Cyclone Weapon Modules](#)
- ❍ [Cyclone Hand Weapons](#)
- ❍ [Extra Equipment for Cyclones](#)
- [New REF Veritechs](#)
  - ❍ [The VAF-8 Alpha Fighter](#)
  - ❍ [The VBF-2 Beta Fighter](#)
  - ❍ [The VAF-9 Alpha Fighter](#)
  - ❍ [The VBF-3 Beta Fighter](#)
  - ❍ [Combat Bonuses for New Veritech Fighters](#)
  - ❍ Veritech Hand Weapons
- [New REF Spaceships](#)
  - ❍ *Horizont*-Class Troop Transport (update)
  - ❍ *Garfish*-Class Destroyer (update)
  - ❍ [*Chimaera*-Class Frigate](#) (permission to use courtesy of [Nathan Babcook](#))
  - ❍ [*Exeter*-Class Escort](#)
  - ❍ [*Warrior*-Class Destroyer](#)
  - ❍ [*Tokugawa*-Class Cruiser](#)
  - ❍ *Ikazuchi*-Class Command Carrier (update)
  - ❍ [*Icarus*-Class Command Carrier](#)
  - ❍ *Thunderer*-Class Battle Fortress
  - ❍ **SDF-3 Pioneer** (*Pioneer*-Class Battle Fortress)
  - ❍ **Ark Angel** (Haydonite Cruiser)
- [New REF Personal Weapons and Armor](#)
  - ❍ [The Gallant 1000 Multi-Weapon System](#)
  - ❍ [The Gallant H-95 Multi-Weapon System](#)
  - ❍ [Mark IX "Parasite" Rifle-launched Magnetic Cluster Mine](#)
  - ❍ [REF Combat Body Armor (old style)](#)
  - ❍ [CVR-3 Body Armor](#) (New Rules)
  - ❍ [CVR-4 Body Armor](#)
- New REF/Resistance Equipment
- New Commerce Rules

- The Return of the Invid: A New Look at an Old Race
- [New Invid Mecha](#)
  - ❍ [Invid Attack Scout](#)
  - ❍ [Invid Combat Trooper](#)
  - ❍ [Invid Space Trooper](#)
  - ❍ [Invid Strike Unit](#)
  - ❍ [Invid Sentinel](#)
  - ❍ [Invid Assault Battloid](#)

- ❍ [Invid Warlord Battloid](#)
- • [New Invid NPCs, Bases, Spacecraft, and Equipment](#)
  - ❍ [Stage 6 Invid NPC](#)
  - ❍ [Invid Body Armor and Hand Weapons](#)
  - ❍ Invid Slave Camp
  - ❍ Invid Communications Tower
  - ❍ [Invid Cargo Transport](#)
  - ❍ [Invid Space Hive](#)
- • [New Invid Experiments: Cyborgs & Inorganics](#)
  - ❍ ["Frags"](#)
  - ❍ Stalker Reconnaissance Inorganic
  - ❍ [Hellcat Mk. II Reconnaissance/Combat Inorganic](#)
  - ❍ [Kraken Anti-Personel Inorganic](#)
  - ❍ [Odeon Mk. II Heavy Combat Inorganic](#)
  - ❍ [Leviathan Sea Combat Inorganic](#)
  - ❍ Invid Infiltrator
  - ❍ Invid Bio-Drones

- • GM's Background for TIW
  - ❍ A Global Summary Circa 2045
  - ❍ Updated Robotech Character Biographies
  - ❍ Famous Resistance Groups

- • [*The Reunion* written by **Amy Borden**](#)
- • [*Dandelions* written by **Amy Borden**](#)

- • Suggestions and hints about the future of Robotech after the Invid Wars
- • TIW Artists' Gallery
- • ["Advertisements"](#)

Other Robotech/Palladium Web Pages

Some other Palladium RPG web pages I've created...

- • [**Southern Cross Garland Cyclones**](#) by *Chris Meadows*
- • The [**Macross Mecha Designs**](#) RPG stats page
- • The [**Stinger**](#), a mecha from the **"Robotech II: the Sentinels; the Malcontent Uprisings"** comic book.
- • The [**RX-78 Gundam**](#) from the original **Mobile Suit Gundam** Japanese animation series.

*Want to download all or part of **TIW** for your own use? **Go for it!***
But **please** read my [**Downloading FAQ**](#) before asking me for help!

Here are some other Robotech RPG web pages that I **HIGHLY** recommend:

- **The Hellcat Squad Room**
- **Stan Bundy's Robotech and Rifts game pages**
- **Ravi Swamy's collection of Robotech RPG fan contributions**

Also take a look at the **Robotech** section of my web links page for other web pages on Robotech.

We're always anxious to hear any comments or suggestions you have about our work! Unfortunately **MCSnet** doesn't support the use of forms in HTML, so we're forced to rely on your browser's built-in mailing capacity. Please click on the button below to send us mail about this work, or send email directly to us at **deitrich@mcs.net**. We look forward to hearing from you!

PLEASE remember to double-check your return email address!

Legal Notices

Robotech (R) is a registered trademark owned and licensed by Harmony Gold USA, Inc. Characters for Robotech are copyright 1985 Harmony Gold USA, Inc./Tatsunoko Production Co., Ltd. All Rights Reserved.

The Robotech Role-Playing Game is Copyright (C) 1995 Palladium Books Inc. and Copyright (C) 1995 Kevin Siembieda. All rights reserved under the Universal Copyright Convention. No part of any Robotech RPG books may be reproduced in part or whole, in any form or by any means, without permission from the publisher. All incidents, situations, institutions, governments, and people are fictional and any similarity, without satiric intent, of characters or persons living or dead, is strictly coincidental.

Palladium Books (R), Rifts (R), and Megaverse (R) are registered trademarks owned and licensed by Kevin Siembieda and Palladium Books Inc. Mega-Damage(TM), S.D.C.(TM), I.S.P.(TM), P.P.E.(TM), and others are trademarks owned and licensed by Kevin Siembieda and Palladium Books, Inc.

Robotech: The Third Invid War is a derivative work of the Robotech RPG intended solely for the enjoyment of Robotech fans everywhere, and is NOT written for commercial purposes or financial gain. All characters, events, and terms are used under Palladium's "limited license" to use their text on the internet for non-profit enjoyment.

For more information on the policies of Palladium Books, Inc. in regard to their intellectual property on the web, please consult their INTERNET POLICY on the Palladium Books web page.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

THE THIRD INViD WAR
Preface

Hello! Welcome to **THIRD INVID WAR**, one of the first completely web-based fan supplements for an RPG. TIW is written by _Dave Deitrich_ and _Chris Meadows_ , with artwork done by _Amy Borden_ and _Jason Juta_. I emphasize that this a **"fan supplement"** because this project is strictly **not-for-profit** and is not intended to be a professional supplement in any way, shape or form. (so hopefully Kevin Siembieda won't decide to sue me over it ^_^)

TIW is my attempt to write a satisfactory (IMHO) conclusion to the "Return of the Invid" storyline started by Kevin Siembieda in his RPG. In _Invid Invasion_, Siembieda says that the Invid return to Earth 6 months after the final Battle of Reflex Point with a much smaller force, presumably to harvest more protoculture for the Regis. Although this background was expanded slightly in _Return of the Masters_ and _Lancer's Rockers_, there wasn't much to differentiate it from the old _New Generation_ saga. There were no new mecha, no new battle tactics, no plot development; just the same old Invid back to provide targets for the players to shoot at. And worst of all, the story was left completely open-ended with no hints of where to go or how to resolve it.

Several years ago Chris and I came up with some ideas for new Robotech RPG adventures that would take place several years after the Invid had left Earth for good. But in order to fit our stuff into Palladium's chronology, we had to first finish what they started. At first we wrote a pretty quick (and unsatisfying) wrap-up that really wasn't much better than what Palladium had already done. Not satisfied with that, I started to think about how we could expand on the events in the already-existing RPG supplements, adding in our own stuff here and there to turn what was originally a cheap solution into a decent sequel to the _New Generation_ chapter of Robotech.

Things started to gain momentum from there, to the point where I've been working more on this Invid sequel than the stories I dreamed of years ago! I think the final product is well worth it, though. **THIRD INVID WAR** is a story of human courage and tenacity in the darkest years of the Invid Wars, when it looks like the Invid are only a step away from winning everything. Mysterious new Invid mecha, powerful orbiting hives, and devious tactics by new Invid leaders have turned the tide of battle against the human resistance. The REF at Tirol has tried to help by sending more weapons, mecha, and personnel to Earth, but due to the Invid blockade few supplies actually manage to make it to their destinations.

Unless things change soon, the Invid will win the war before long.

Can you and your friends succeed
in preventing the fall of Earth??

THIRD INVID WAR is fully compatible with the *Robotech RPG* (and by extension most other Palladium games). It contains additional source material for the Invid Invasion scenario starting from the return of the Invid after the Battle for Reflex Point, up to and including the final climactic battles between the people of Earth and the Invid race. Please feel free to use and distribute these documents as you see fit. All we ask is that you don't claim this material as your own work. For more information please feel free to contact me at *deitrich@mcs.net*. I would love to hear any comments you have on this work!

Enter the THIRD INVID WAR

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

MACROSS MECHA DESIGNS
By DAVE DEITRICH

YF-19   YF-21

DEDICATED TO ALL PIONEERS...

MACROSS Official Home Page

EFF Blue Ribbon Campaign
for online freedom of speech, press and association

MACROSS MECHA DES

LAST UPDATED: April 26th 1998

NEW FILES:

- None, sorry. I'm buying my first house and haven't had time to work on any web files recently. Unfortunately it may be a few months before I get time to work on them as well. Please note that my email address has changed to **deitrich@mcs.net**.

For a complete list of changes consult the **Modification Log**.

Want to receive email *automatically* when this page is updated?
Enter your email address and click on the button below!

Your Internet e-mail address:

This free service provided courtesy of **NETMIND**

NOTE: You <u>must</u> re-register to receive updates even if you were previously registered for http://www.mcs.net/~deitrich/macrossmecha.html. Sorry for the inconvenience.

TABLE OF CONTENTS

NOTE: Some of these documents are still under construction. They will be linked to this page as they are completed.

UN Spacy Variable Fighters

UN Spacy Prototype Designs

- [YF-19 *"Alpha One"* Advanced Variable Fighter (Prototype)](#) - Last Updated: 03/11/97
- [YF-21 *"Omega One"* Advanced Variable Fighter (Prototype)](#) - Last Updated: 06/17/97
- [X-9 Ghost Unmanned Fighter (Prototype)](#) - Last Updated: 01/26/97

Custom Mecha Designs

- [VF-19Kai Fire Valkyrie](#) - Last Updated: 10/13/96
- [VF-11MAXL Thunderbolt (Sound Force Variant)](#) - Last Updated: 10/13/96
- [VF-17T Nightmare (Sound Force Variant)](#) - Last Updated: 06/10/97

- [Queadlunn Ouilqua Power Armor](#) - Last Updated: 01/25/98

UN Spacy Warship Designs

- [Oberth-Class Space Destroyer](#) - Last Updated: 08/29/97
- [Megaroad-Class Colony Ships](#) - Last Updated: 01/01/97
- [New Macross-Class Colony Ships](#) - Last Updated: 01/17/98
- [Ark Royal-Class Escort Battle Carrier](#) - Last Updated: 08/10/97
- [Clemenceau-Class Stealth Carrier](#) RPG NETWORK
- [Northampton-Class Stealth Frigate](#) - Last Updated: 01/17/98
- [Sentinel-Class Stealth Attack Carrier](#) RPG NETWORK

UN Spacy Colony Ship Designs

- [Beginhill-Class Military Training Ship](#) - Last Updated: 04/04/98
- [Three Star-class Mobile Factory Ship](#) - Last Updated: 03/01/98
- [Riviera-Class Marine Resort Ship](#) - Last Updated: 08/10/97
- **Mark Twain-Class Resort Ships**
- [Hollywood-Class Amusement Ship](#) - Last Updated: 08/10/97
- **Einstien-Class Research Ship**
- **Sunflower-Class Agriculture Ship**

Varuta Variable Fighters

- [FBZ-99G Zaubergeran](#) - Last Updated: 09/17/96
- [FZ-109 Elgerzorene](#) - Last Updated: 09/17/96
- [AZ-130A Pantserzorene](#) - Last Updated: 09/17/96

- **FZ-150 Pheyos** - Last Updated: 03/29/98

Other Hostile Mecha Designs

- **Renegade Power Armor** - Last Updated: 03/28/97

- **Remodeled Regult Stealth Battlepod** RPG NETWORK
- **Remodeled Glaug Officer's Battlepod** RPG NETWORK
- **Air Battlepod** RPG NETWORK
- **Remodeled Quel-Quallie Theater Scout** RPG NETWORK

Protoculture/Varuta Spaceship Designs

- **Alien Star Ship 1 (pre-crash Macross)** - Last Updated: 03/28/97

- **Fleet Flagship Space Carrier**
- **Assault Ship**
- **High-Speed Space Cruiser**
- **Super-sized Carrier**
- **Heavy Battroid Transport**
- **Vanguard Frigate** RPG NETWORK

Miscellaneous Stuff

- **Spiritia**: Optional rules for the Macross RPG
- **Protodeviln** RPG Stats - Last Updated: 11/15/97 Working on it!

- **UN Spacy Missile Table** - Last Updated: 10/13/96
- **UN Spacy FAST Pack Booster Units** - Last Updated: 11/15/97
- **UN Spacy Optional VF Systems** - Last Updated: 01/17/98

- Reviews of **Macross Dynamite 7** - Last Updated: 04/04/98

Other Macross/Palladium Web Pages

Some other Palladium RPG web pages I've created...

- The **Third Invid War**, a complete campaign setting for the **Robotech RPG**
- **Southern Cross Garland Cyclones** by *Chris Meadows*

- The **Stinger**, a mecha from the **"Robotech II: the Sentinels; the Malcontent Uprisings"** comic book.
- The **RX-78 Gundam** from the original **Mobile Suit Gundam** Japanese animation series.

For information on the Palladium RPG system, go straight to the source at the **Palladium Books Web Page**.

Want to download all or part of **MMD** for your own use? *Go for it!*
But **please** read my **Downloading FAQ** before asking me for help!

Here are some other Macross web pages that I **HIGHLY** recommend:

- Egan Loo's **Macross Online Compendium**
- The **Macross RPG Network**
- The **Roycommi Automated Factory Satellite** NEW
- The **Macross Internet Directory** of web pages

...or look at my **links page** for more Macross pages I recommend.

Also check out the home page of **Manga Video**, licensed to distribute Macross Plus videos in the United States and the United Kingdom. *(Buy them! They're **great!**)*

This Page is a Proud Member of the following **Web Rings**

Macross Plus Web Ring
This Macross Plus Ring site is owned by Dave Deitrich

Go here to become part of the *Macross Plus Web Ring*.

This **Mecha Ring** site is owned by
DAVE DEITRICH

Want to join the **Mecha Ring**?

I'm always anxious to hear any comments or suggestions you have about my work! Unfortunately **MCSnet** doesn't support the use of forms in HTML, so I'm forced to rely on your browser's built-in mailing capacity. Please click on the button to the left to send me mail about this work, or send email directly to me at **deitrich@mcs.net**. I look forward to hearing from you!

PLEASE BE SURE TO CHECK YOUR RETURN EMAIL ADDRESS!

Legal Notices

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Made With A Mac

MACROSS MECHA DESIGNS MODIFICATION LOG

Last Updated: Saturday, July 25, 1998

Every design in my [Macross Mecha](#) pages has a version number associated with it. These numbers are mostly for my benefit, so that I can differentiate current design versions from older archived ones. Some people have asked for a log of changes on the designs so that they know whether or not they have to download them again whenever I increment a version number. Below is a list of changes for each of the designs.

> (*Note: I know this file isn't terribly informative at the moment. Sorry, but before 1997 I didn't really keep a record of the changes I made with each new version. From now on I promise to list all changes here.)*

UN SPACY VARIABLE FIGHTERS

VF-1 Strike Valkyrie

- **Version 1.7** - Current version as of 9/17/96.
- **Version 1.8** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VF-1X-Plus Enhanced Valkyrie

- **Version 0.8** - First released version, posted on 12/21/97.

VF-4 Lightning III Fighter

- **Version 2.2** - Current version as of 9/17/96.
- **Version 2.3** - Modified 04/20/97. *Finally* got a picture of the VF-4 in battroid mode from **Mediax Mook 53: Macross Digital Mission VF-X**. Special thanks to Iqbal Bhatti (iqbal@seas.ucla.edu)

for his help in getting me a copy of this book. Modified some of the stats and MDC values based on the battroid picture, and of course included a scan of the picture in the stats.

- **Version 2.4** - Modified 06/08/97. Ross Takasugi (rosst@pacbell.net) pointed out that the term "**Valkyrie**" may not be synonymous with all UN Spacy Variable Fighters. Instead it probably is the design name of the VF-1, like VF-11 **Thunderbolt** or VF-17 **Nightmare**. There seems to be some debate on this point; for example, the Macross Compendium Mecha Section lists "Valkyrie" as an alias for "UN Spacy Variable Fighters" under unofficial designations (perhaps *unofficial* is the key word here). However, Ross has convinced me of the validity of her observation for the moment. I am therefore replacing "valkyrie" with "variable fighter" throughout MMD where appropriate (at least until I'm convinced otherwise).
- **Version 2.5** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VF-14 Hunter Fighter/Bomber

- **Version 0.9** - First released version, posted on 04/20/97.
- **Version 1.0** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change. Also decided to use "**Hunter**" as the name for the VF-14 design, at least until I find out what the official Kawamori name for the design is (if there is one).
- **Version 1.1** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VA-3 Invader Bomber

- **Version 1.0** - Current version as of 9/17/96.
- **Version 1.1** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.

VF-11 Thunderbolt Fighter

- **Version 1.5** - Current version as of 10/13/96.
- **Version 1.6** - Modified 04/20/97. No changes in stats, but made some *long* overdue updates to the background info, which I don't think has been touched since the middle of 1995.
- **Version 1.7** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.8** - Modified 06/08/97. Added two *FANTASTIC* 3D computer renderings of VF-11 Battloids provided courtesy of **CHRIS SINGH** (csingh1@gl.umbc.edu). Be sure to check out his **home page** to see more of his work.
- **Version 1.9** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VF-11 Full-Armor Thunderbolt Variant

- **Version 1.2** - Current version as of 9/17/96.
- **Version 1.3** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.

VF-11D Jamming Bird Thunderbolt Variant

- **Version 1.1** - Current version as of 9/17/96.
- **Version 1.2** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.

VF-17 Nightmare Stealth Fighter

- **Version 1.4** - Current version as of 10/13/96.
- **Version 1.5** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.6** - Modified 06/15/97. Updated the background slightly to reflect new info; this is another background that I don't think has been touched since 1995. Also updated some stats and tried to clarify initiative bonuses in the combat bonuses section. Finally, removed references to the external radome and fold booster; these are shortly going to get their own sections in the VF Weapons file.
- **Version 1.7** - Modified 11/15/97. Added links to FAST pack file for compatible systems.
- **Version 1.8** - Modified 11/23/97. Added virtual environment cockpit and corrected the number of barrels in the gun pod from 5 to 7. Thanks to Jingmon Miu Leong (leongj01@student.ucr.edu) and Mario Rojas (basara19@hotmail.com) for pointing out these errors.

VF-19 Excalibur Advanced Variable Fighter

- **Version 1.2** - Current version as of 10/13/96.
- **Version 1.3** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.4** - Modified 06/15/97. Tried to emphasize the differences between the VF-19A, F, and S versions so that the VF-19A performs better in an atmosphere and the VF-19F/S perform better in space. Also added the VF-22's Active Stealth System; since the YF-19 clearly has a stealth

system, it seems logical that the VF-19 would also be equipped with one. Removed references to the external radome and fold booster; these are shortly going to get their own sections in the VF Weapons file. Finally, also updated some stats and background info, and added a computer picture of the VF-19A donated by **Chris Singh**.

- **Version 1.5** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VF-22 Sturmvogel II Advanced Variable Fighter

- **Version 1.1** - Current version as of 9/17/96.
- **Version 1.2** - Modified 03/28/97. Modified stats for Bifors BML-02S launchers based on changes made to the weapon in the YF-21 stats. Changed missile type from SRMs to MMs, and changed ammo configuration so that dorsal and ventral paired launchers feed from a single 12-missile payload (48 missiles total).
- **Version 1.3** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.4** - Modified 06/15/97. Added the "detachable limbs" feature to the equipment list for the Sturmvogel. The YF-21 definitely has this ability so presumably this was preserved in the VF-22 design. Also clarified initiative and strike bonuses in the combat bonuses section.
- **Version 1.5** - Modified 06/17/97. Added the virtual environment cockpit to the design after re-examining pictures of the VF-22's cockpit. This increases the VF-22's dodge bonuses by +1 which makes it equal again with the average VF-19 dodge bonus; I got some complaints after I made the VF-19's dodge bonus greater than the VF-22's. :-/
- **Version 1.6** - Modified 11/15/97. Added links to FAST pack file for compatible systems.
- **Version 1.7** - Modified 11/23/97. Removed virtual environment cockpit from systems description, based on the fact that the cockpit doesn't have enough room for such a system. Thanks to Jingmon Miu Leong (leongj01@student.ucr.edu) for pointing out this error.
- **Version 1.8** - Modified 05/01/98. Clarified the REB-22 laser description to emphasize that they can fire both to the front and rear of the aircraft in fighter mode. See the YF-21 modlog entry for the reasons behind this.
- **Version 1.9** - Modified 05/10/98. Whoops! Forgot to remove the bonus from the virtual environment cockpit when I removed the system from the stats. Thanks to Spencer Miller (miller@radiant.net) for pointing this out.

UN SPACY PROTOTYPE DESIGNS

YF-19 "Alpha One" Advanced Variable Fighter (Prototype)

- **Version 1.7** - Current version as of 10/13/96.
- **Version 1.8** - Modified 03/11/97. Minor changes to verbage and cleaned up HTML code.
- **Version 1.9** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 2.0** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

YF-21 "Omega One" Advanced Variable Fighter (Prototype)

- **Version 1.5** - Current version as of 10/13/96.
- **Version 1.6** - Modified 03/28/97. Based on pictures found on pages 7 and 98 of the *TIA Macross Plus Movie Edition* special I redid the stats for the Bifors BML-02S launchers. Changed missile type from SRMs to MMs and upped payload to 12 per launcher (48 total). Thanks to Roland Thigpen (thigpen@engr.engr.sc.edu) for pointing this out.
- **Version 1.7** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.8** - Modified 06/15/97. Added the "detachable limbs" feature to the equipment list for the YF-21, as we clearly see the fighter detach its damaged arms and legs in the final combat scenes of the *Macross Plus Movie*. Also clarified initiative and strike bonuses in the combat bonuses section.
- **Version 1.9** - Reduced dodge bonuses for the YF-21 after comparing the thrust-to-weight ratios of the YF-19 and YF-21, but also made sure to emphasize that the numbers go up by +2 when using the BDI/BCS.
- **Version 2.0** - Modified 11/15/97. Added links to FAST pack file for compatible systems.
- **Version 2.1** - Modified 05/01/98. Changed the REB-22 lasers from rear-firing only to both front- and rear-firing in fighter mode. Several people have pointed this out over the years, but Graham R. Parkes (gparkes@netvigator.com) made a very good argument (complete with frame captures to back up his case) that finally convinced me.

X-9 Ghost Unmanned Fighter (Prototype)

- **Version 0.7** - First released version, posted on 01/26/97.
- **Version 0.8** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.

CUSTOM MECHA DESIGNS

VF-19Kai Fire Valkyrie

- **Version 1.1** - Current version as of 10/13/96.
- **Version 1.2** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change. **NOTE:** "Fire Valkyrie" is the correct name for the VF-19Kai, and is listed in several references including the *This is Animation: Macross 7* books.
- **Version 1.3** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VF-11MAXL Thunderbolt (Sound Force Variant)

- **Version 1.5** - Current version as of 10/13/96.
- **Version 1.6** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.7** - Modified 11/15/97. Added links to FAST pack file for compatible systems.

VF-17T Kai Nightmare (Sound Force Variant)

- **Version 0.8** - First released version, posted on 06/10/97.
- **Version 0.9** - Modified 11/15/97. Added links to FAST pack file for compatible systems.
- **Version 1.0** - Added virtual environment cockpit, just like the regular VF-17.

Queadlunn Ouilqua Power Armor (Queadlunn Rau Variant)

- **Version 0.9** - First released version, posted on 01/25/98.

UN SPACY WARSHIP DESIGNS

Oberth-Class Space Destroyer

- **Version 0.8** - First released version, posted 09/01/97.

Megaroad-Class Colony Ships

- **Version 0.9** - First released version, posted on 01/01/97.

- **Version 1.0** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.

New Macross-Class Colony Ships

- **Version 0.8** - First released version, posted on 12/24/96.
- **Version 0.9** - Modified 12/29/96. Changed number of mecha in Battle 7 section from 20 VF-11 squadrons to 25 squadrons. Also corrected spelling and HTML code.
- **Version 1.0** - Modified 01/26/97. Swapped MDC values for Akusho sector and event subdomes. Increased radar range and added subspace sensors entry. Also changed Dan Henwood's email address to his new location (dhenwood@cyberscone.co.uk).
- **Version 1.1** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change. Also changed Dan Henwood's email address (yet again) to his new home at dhenwood@hotmail.com.
- **Version 1.2** - Modified 01/17/98. Added anti-aircraft lasers and missile launchers. People have been bugging me for these for a long time but I was initially resistant because there was no evidence of them in the stats I've seen for the Macross 7. However, in episode 46 there's clear evidence that Battle 7 is armed with anti-aircraft missile launchers, so I decided it's reasonable that there are anti-aircraft lasers too.

Ark Royal-Class Escort Battle Carriers

- **Version 0.8** - First released version, posted on 08/10/97. I know that calling it "Ark Royal" instead of "Uraga" is going to cause controversy, but I'm not convinced that "Uraga" is the class name for the carriers. It just seems awfully convenient that the first escort battle carrier we see in the Macross 7 series just happens to be the ship named for the class, and I don't accept the argument that I have to call it "Uraga" just because that's what everyone else calls it. If I ever learn what the true class name for the ship is (or am convinced that "Uraga" is in fact the true class name) I will make the appropriate changes.

Northampton-Class Stealth Frigates

- **Version 0.8** - First released version, posted on 01/17/98. Like the *Uraga/Ark Royal*, I think it's very unlikely that the class name for the stealth frigate is "Stargazer". Sure, it's *possible* that the class ship was assigned to the Macross 7 fleet, and it's *possible* that it just happens to be the first stealth frigate we hear mentioned by name, and it's *possible* that it's the fastest ship in the fleet so that it was selected for Operation Stargazer (which just happened to be named after the ship in question) and so on. Sure, it's all *possible*, but IMO the more *"possibles"* you throw in there the cheesier and more unbelievable it sounds. Anyway, I'm tired of arguing on the point. If you can't

handle the ship NOT being named "Stargazer" feel free to download the stats, change the name yourself, and post it on your own web site. But please but don't complain about it to me.

UN SPACY COLONY SHIP DESIGNS

Beginhill-Class Mobile Training Facility

- **Version 0.8** - First released version, posted on 04/11/98.
- **Version 0.9** - Modified 04/29/98. Several people have pointed out that according to Palladium a melee round is 15 seconds. I still think this is a little long, but I did promise to be "100% compatible with the Palladium system" so I guess I should put my money where my mouth is. Mostly I'm just sick of arguing the issue. I'll get around to fixing this in all my stats eventually.

Three Star-Class Mobile Manufacturing Facility

- **Version 0.8** - First released version, posted on 03/01/98.

Riviera-Class Marine Resort Vessels

- **Version 0.8** - First released version, posted on 08/10/97.

Hollywood-Class Amusement Vessels

- **Version 0.8** - First released version, posted on 08/10/97.

VARUTA VARIABLE FIGHTERS

FBZ-99G Zaubergeran

- **Version 0.9** - Current version as of 9/17/96.
- **Version 1.0** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.1** - Modified 05/16/98. Added "capture sphere" system as in the FZ-109 Elgerzorene. If

the Elgerzorene has this system then chances are the FBZ-99 has it as well.

FZ-109 Elgerzorene

- **Version 1.2** - Current version as of 9/17/96.
- **Version 1.3** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.4** - Modified 05/16/98. Added information for "capture sphere" under additional equipment. We see an FZ-109A use this sphere to capture Basara in episode 27, and I thought it would be a nifty addition to the RPG stats (nothing like having a sympathetic NPC or an innocent captured by the bad guys).

AZ-130A Pantserzorene

- **Version 0.9** - Current version as of 9/17/96.
- **Version 1.0** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.
- **Version 1.1** - Modified 05/16/98. Added "capture sphere" system as in the FZ-109 Elgerzorene. If the Elgerzorene has this system then chances are the AZ-130 has it as well.

FZ-150 Combat Zaubergeran

- **Version 0.8** - First released version, posted on 06/17/97.
- **Version 0.9** - Modified 03/29/98. Changed name from "Combat Zaubergeran" to "Pheyos", based on the garage kit released by Studio HalfEye of the fighter. I normally don't consider garage kits to be canonical sources of information, but Pheyos sounds better than "Enemy Valkyrie" and is easier to say than "Combat Zaubergeran". Also added a note on the real background of the fighter, although for the moment I'm leaving my fictional version in because the official one seems kinda weak (IMHO).

OTHER HOSTILE MECHA DESIGNS

Renegade Power Armor

- **Version 0.9** - First released version, posted on 03/28/97.

- **Version 1.0** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change. Also changed Dan Henwood's email address to his new home at dhenwood@hotmail.com.

PROTOCULTURE/VARUTA SPACESHIP DESIGNS

Alien Star Ship 1 (pre-Crash Macross)

- **Version 0.9** - First released version, posted on 03/28/97.
- **Version 1.0** - Modified 06/08/97. Replaced "valkyrie" with "variable fighter" in background text and stats where appropriate. See the VF-4 Lightning III notes for the reasoning behind this change.

NEW RULES AND MISC STUFF

UN Spacy Missile Table

- **Version 1.0** - Current version as of 10/13/96.
- **Version 1.1** - Modified 04/20/97. No stats changes, but added a link to Darius Tripp's **RPG Missiles Stats** section of his **Mecha Station** web pages. He has some really good info and RPG options here.

UN Spacy FAST Pack Booster Units

- **Version 0.8** - First released version, posted on 11/15/97.

UN Spacy Optional Variable Fighter Systems

- **Version 0.9** - Current version as of 10/12/96.
- **Version 1.0** - Modified 1/17/98. Added stats for the VF Rocket Sled, seen during **Operation Stargazer in episode 44 of the Macross 7 TV series.**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS: DO YOU REMEMBER LOVE** (1984), a theatrical version of the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-1S STRIKE VALKYRIE

(Version 1.8 - Last Modified: 07/25/98 20:06)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
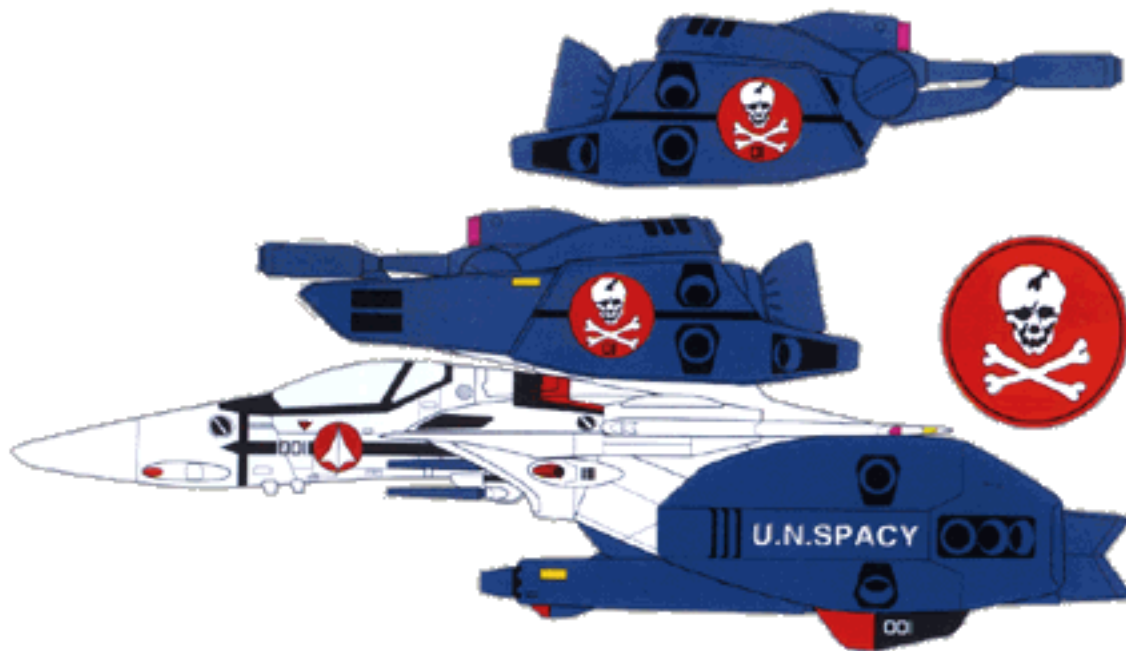
BACKGROUND

The *Strike Valkyrie* is a special variation of the VF-1 Super Valkyrie that replaces one of the HMMP-02 micro-missile launcher pods on the back of the mecha with a single Mauler RO-X2A high-powered double action beam cannon pod. This non-standard version of the Valkyrie is usually only assigned to aces and squadron leaders in the UN Spacy. The Super Valkyrie and Strike Valkyrie designs served well during Space War 1, and remained Earth's standard space fighter until the year 2020, when they were replaced by the *VF-4 Lightning III New Valkyrie*.

RPG STATS

Vehicle Type: VF-1S Strike
Class: Tactical Variable Fighter
Manufacturer: Stonewell Bellcom and Shinnakasu Industries
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
    Head                                        100
    Head Mounted Lasers                          30 each
    Arms                                        100 each
    Hands                                        50 each
    Legs/Thrusters                              200 each
(1) Main Body                                   300
    Pilot's Compartment                         200
    Retractable Utility Arms                      3 each
    Wings                                       150 each
    Tails                                        50 each
    GU-11 Gun Pod                               100

    HMMP-02 micro-missile launcher pod (left)   200
    Mauler RO-X2A high-powered double-action    200
      beam cannon pod (right)
```

NOTES:

(1) Destruction of the main body will shut the unit down completely.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
   100 mph (160 kmph)
LEAPING, SOLDIER CONFIGURATION:
   30 ft (9 m) high or 50 ft (15.2 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
   300 mph (480 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, GERWALK CONFIGURATION:
   312 mph (500 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:

Mach 2.71+ (1816 mph/1135 kmph) max speed at 10,000 meters or less above sea level. Mach 3.87+ (2593 mph/1621 kmph) max speed at 10,000-30,000 meters above sea level. Max altitude of 30,000 meters without rocket booster assistance.

MAX ENGINE THRUST:

11,500-23,000 kg x2 from main engines; 120,000 kg x2 for up to 150 seconds maximum from Super Booster engines.

STATISTICAL DATA:

HEIGHT:

47.0 ft (14.10 m) in soldier configuration.

29.0 ft (8.70 m) in gerwalk configuration.

12.8 ft (3.84 m) in fighter configuration.

WIDTH:

18.2 ft (5.45 m) at shoulders in soldier configuration.

49.3 ft (14.78 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

16.0 ft (4.80 m) in soldier configuration.

37.3 ft (11.30 m) in gerwalk configuration.

47.4 ft (14.23 m) in fighter configuration.

WEIGHT:

Empty: 19,200 kg

Standard T-O Weight: 45,000 kg

Max T-O Weight: 72,000 kg

PHYSICAL STRENGTH:

Equal to a P.S. of 50

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinnakasu/P&W/Roice FF-2001 thermonuclear turbine engines (FF-2001D in VF-1S). Four Shinnakasu NBS-1 vernier thrusters. Eighteen P&W LHP04 vernier thrusters. Shinnakasu Industry Super Valkyrie FAST Pack space booster system with two P&W+EF-2001 booster thrusters, two leg/engine-pod-mounted CTB-04 conformal propellant tanks, and numerous high-manoeuvrability burner thrusters in two dorsal-mounted and two leg/engine-pod-mounted systems.

COMPATIBLE FAST PACKS:

Dorsal: NP-BP-01, NP-BP-02, NR-BP-T1, NP-BP-10

Arm: NP-AR-01, NP-AU-T1

Leg: NP-FB-01, NP-FB-T1, NP-FB-10

Beam Cannon

Micro-Missile Launcher

Head Lasers

RMS-1 Nuclear Missiles

GU-11 55mm Gun Pod
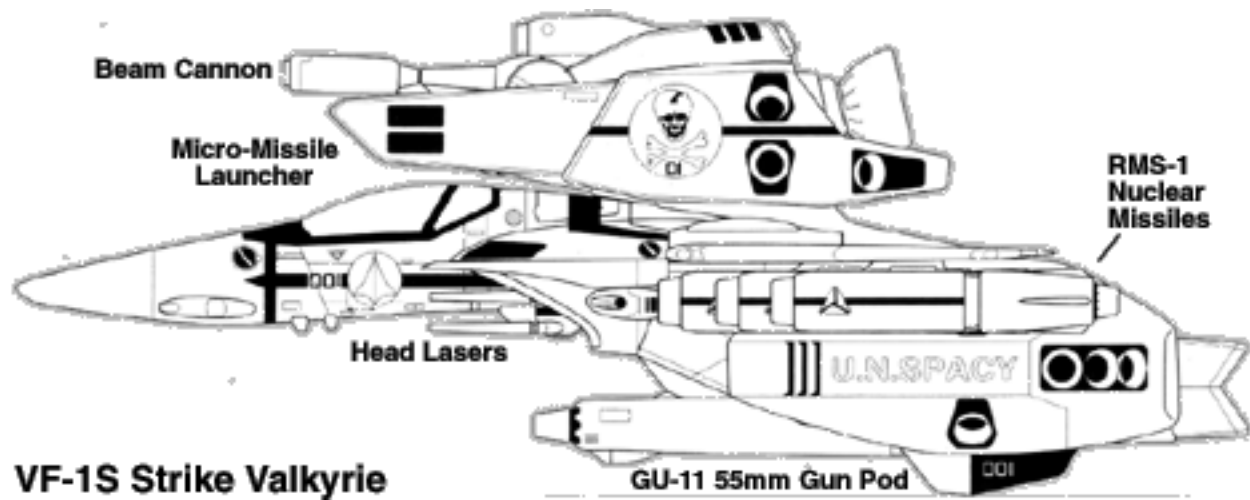
VF-1S Strike Valkyrie

WEAPON SYSTEMS:

1. **JET FIGHTER HIGH POWERED LASERS:** *(Robotech games only)* A pair of lasers are built into the nose of the Veritech Fighter for aerial dog fighters and assault. They can only be fired when in Jet Fighter mode and are limited to a straight ahead line of fire.

   - **PRIMARY PURPOSE:** Assault
   - **SECONDARY PURPOSE:** Anti-Missile
   - **RANGE:** 4000 feet (1200 m)
   - **DAMAGE:** 6D6 M.D. per twin blast
   - **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
   - **PAYLOAD:** Effectively Unlimited.

2. **HEAD LASERS:** Mounted on the head when in Soldier mode, but located on the underbelly when in Gerwalk and Fighter mode. 360 degree rotation. Both models have two attacks per melee or one extended blast.

   - **PRIMARY PURPOSE:** Assault/Defense
   - **SECONDARY PURPOSE:** Tool for Cutting
   - **RANGE:** 2000 feet (600 m)
   - **DAMAGE:** 1D4 M.D. per laser; 4D4 M.D. total. One long, extended blast lasts one full melee and does double damage; counts as two attacks that melee and can not be used against fast moving/dodging opponents.
   - **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
   - **PAYLOAD:** Effectively Unlimited.

3. **MEDIUM-RANGE, MEDIUM-WARHEAD MISSILES:** Two missiles are housed in each forearm for a total of four missiles.

   - **PRIMARY PURPOSE:** Assault/Defense

- ❍ **RANGE:** Varies with missile type; 50-80 miles
- ❍ **DAMAGE:** Varies with warhead type, usually armor-piercing or plasma (2D6x10 M.D.).
- ❍ **RATE OF FIRE:** One or two at a time.
- ❍ **PAYLOAD:** 2 per arm; 4 total.

4. **HMMP-02 MICRO-MISSILE LAUNCHER POD:** A single missile launcher pod is mounted on the left back of the Valkyrie, along with the left super rocket booster. It carries 20 medium-range, medium-warhead missiles. It is identical to the the missile launcher pods of the Super Veritech.

   - ❍ **PRIMARY PURPOSE:** Assault/Defense
   - ❍ **MISSILE TYPES:** Any type of **Medium Range Missile** can be used.
   - ❍ **RANGE:** Varies with missile type, typically 60 miles (80.4 km).
   - ❍ **DAMAGE:** Varies with missile type, typically 2D4x10 M.D.
   - ❍ **RATE OF FIRE:** Volleys of 2 or 4 missiles. One volley constitutes one melee attack, regardless of the number of missiles fired.
   - ❍ **PAYLOAD:** 20 missiles.

5. **MAULER RO-X2A BEAM CANNON:** A double-barrelled beam cannon is mounted on the right back of the Valkyrie along with the right super rocket booster, instead of the standard missile launcher pod.

   - ❍ **PRIMARY PURPOSE:** Assault/Anti-Mecha
   - ❍ **RANGE:** 4000 ft (1200 m)
   - ❍ **DAMAGE:** 4D10 M.D. per dual blast.
   - ❍ **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
   - ❍ **PAYLOAD:**Effectively Unlimited.

6. **GU-11 55mm TRI-BARREL GUN POD:** The standard issue armament for VF series Valkyries.

   PRIMARY PURPOSE: Assault/Defense
   - ❍ **RANGE:** 4000 ft (1200 m)
   - ❍ **DAMAGE:** Does 3D6 M.D. per short burst, 6D6 M.D. per long burst, or 1D6x10 M.D. for a full melee burst.
   - ❍ **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
   - ❍ **PAYLOAD:** *(Robotech Version)* 200 rounds per clip equals 20 short bursts, 10 long bursts, or 5 full melee bursts. Inserting a new ammo clip takes half a melee round; player forefits 1/2 of his attacks. One spare clip is stored in each leg of the Veritech.

     (Macross Version) 600 rounds contained in a sealed rotating chain feed inside the barrel of the GU-11, equal to 60 short bursts, 30 long bursts, or 15 full melee bursts. The GU-11 **CANNOT** be reloaded in the field; once all ammo has been expended the gun must be

taken to a UN Spacy base for reloading.

7. **RMS-1 NUCLEAR CRUISE MISSILES:** The standard wing-mounted missiles for Valkyries can be replaced with nuclear cruise missiles. Three missiles can be mounted on each wing, for a total of six per Valkyrie. The missiles are AI-guided, and have a bonus of +5 to strike, +4 to dodge, and two attacks per melee until it hits. The missiles will always strike the center (or main body) of their target.

RMS-1 Anti-Warship Nuclear Missiles
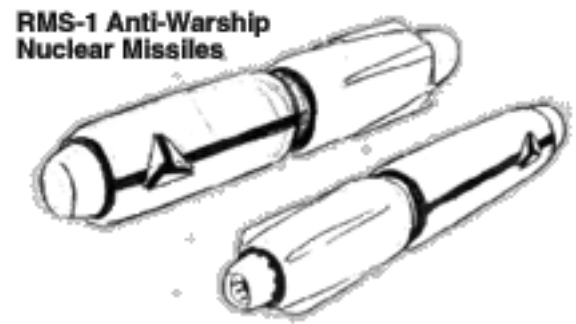
  - ❍ **PRIMARY PURPOSE:** Anti-Spacecraft
  - ❍ **RANGE:** 500 miles (804 km)
  - ❍ **MISSILE SPEED:** 670 mph (Mach 1)
  - ❍ **M.D.C. OF MISSILE:** 25
  - ❍ **DAMAGE:** 3D6x1,000 M.D. at ground zero. Reduce damage by a factor of 10 for every 2,500ft (750m) the object is away from ground zero. (i.e. 3D6x100 M.D. at 2,500ft distant, 3D6x10 M.D. at 5,000ft distant, etc.)
  - ❍ **RATE OF FIRE:** Volleys of 1-5 or All.

8. **OPTIONAL USE OF MEDIUM- OR LONG-RANGE MISSILES** Due to the scarcity of nuclear missiles in post-Space War One Earth the Strike Valkyrie can substitute it's nuclear missiles with standard UN Spacy medium- or long-range missiles. Three long-range missiles or nine medium-range missiles can be mounted per wing.

  - ❍ **PRIMARY PURPOSE:** Assault/Defense
  - ❍ **MISSILE TYPES:** Any type of **Medium Range** or **Long Range** Missile can be used.
  - ❍ **RANGE:** Varies with missile type.
  - ❍ **DAMAGE:** Varies with missile type.
  - ❍ **RATE OF FIRE:** 1 at a time or volleys of up to 6/18 (all) missiles.
  - ❍ **PAYLOAD:** Up to 6 long-range missiles or 18 medium-range missiles.

9. **HAND TO HAND COMBAT:** If necessary, the pilot of the Strike Valkyrie can engage in melee combat rather than use a weapon. The valkyrie is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

DAMAGE:

  - ❍ Restrained Punch: 1D4 M.D.
  - ❍ Full Strength Punch: 2D6 M.D.
  - ❍ "Booster" Punch: 3D6 M.D. (counts as two attacks)
  - ❍ Tear or Pry with Hands: 1D6 M.D.

- Kick: 1D6 M.D.
- Leap Kick: 2D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Stomp: 1D6 M.D. (only effective against small objects)

COMBAT BONUSES FOR STRIKE VALKYRIE TRAINING:

Note: Valkyrie Combat Training (from *Macross II*) or Veritech Combat Training (from *Robotech*) can be substituted for either of the skills below. If this is the case, then the pilot gets a bonus of **+1 to parry and dodge** and **one extra melee attack per round** in addition to the his normal combat bonuses due the speed and power of the Strike Valkyrie.

BASIC VALKYRIE COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +2 in gerwalk, +4 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VALKYRIE COMBAT TRAINING

- Advanced training for military pilots and mecha specialists.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +1 on initiative.
- +2 to strike
- +3 to parry
- +2 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

FICTIONAL BACKGROUND FOR [ROBOTECH](#) CAMPAIGNS:

The *Strike Veritech* was a variation of the Super Veritech developed by Doctor R. Burke shortly after the SDF-1 returned to Earth after accidently folding to the edge of the solar system. The Veritech was designed especially for the purpose of destroying Zentraedi spaceships, and was intended to complement the Super Veritechs as the primary defense mecha of the SDF-1 and RDF. Burke hoped to combine squadrons of Super and Strike Veritechs together, so that the Super Veritechs could engage the Zentraedi mecha while the Strike Veritechs took out the motherships with their nuclear missiles. Unfortunately, only a handful of Strike Veritechs were constructed before Dolza's Armada of 4 million warships attacked and all but destroyed the Earth. The few Strike Veritechs that were operational defended the SDF-1 admirably, disabling or destroying dozens of Zentraedi warships before they could even fire the Robotech defenders.

Only a dozen Strike Veritechs survived Dolza's attack on Earth, and without exception all of these were assigned to the orbiting ARMD platforms, and later transferred to the captured Robotech Factory. No more were ever constructed, since the RDF could no longer afford to produce the sophisticated nuclear missiles that were the primary weapons of the Veritech. Unfortunately (or maybe fortunately), only 20 "Angel of Death" missiles were left in the RDF's arsenal after Dolza's attack, and these were kept under maximum security in the Robotech Factory. When the SDF-3 left on it's mission to Tirol, the remaining

Strike Veritechs were left behind to guard the Robotech Factory, and were subsequently lost when the Factory vanished shortly before the Second Robotech War.

The main weapon of the Strike Veritech was the impressive "Angel of Death" Reflex-guided cruise missile. These missiles, developed and constructed at RDF Base Siberia, were designed to be small enough to be carried by fighters, but powerful enough to do real damage to Zentraedi space cruisers. Unfortunately, the final missile design was not compatible with the standard RDF long-range missile launchers. A new version of the Lancer space fighter was designed to carry the missiles, but the prototypes were scrapped when Doctor Burke announced his plans to design a variation of the Veritech fighter that could carry the missile. 240 missiles were shipped to the SDF-1 for testing, while the rest remained stockpiled at Base Siberia until the prototypes were perfected. This was regrettable, as the stockpiles and production facilities were vaporized when Base Siberia was destroyed by a direct hit from a Zentraedi heavy particle beam.

The Strike Veritech was also equipped with an experimental beam cannon that was modeled after the Zentraedi particle beam cannon mounted on most of their mecha. Doctor Burke hoped this weapon would give the Veritech an additional edge on enemy mecha it faced when it could not be protected by Super Veritechs. Strike Veritechs were only produced in the VF-1S styles, as they were never intended to be assigned to anyone but squadron leaders and aces whose loyalty to the RDF was unquestionable.

No Strike Veritechs or "Angel of Death" missiles remain in REF possession, nor have any been reported found on Earth. Nor are any likely to ever be found, as all reports indicate that they were lost with the Robotech Factory Satellite, perhaps forever. However, should the Factory Satellite (or remains thereof) ever be recovered, determining the fate of the remaining mecha and missiles is to be given utmost priority, and should any ever be recovered they are to IMMEDIATELY be shipped to REF High Command. This must be the HIGHEST PRIORITY of any salvage team that discovers the Factory.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: Stonewell Bellcom VF-1 Valkyrie Entry"**
- *Macross: Do You Remember Love?* (1984)
- Special thanks to the staff from **Animag** for notes on this mecha.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS DIGITAL MISSION VF-X**, a video game for the Sony Playstation based on the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-1X PLUS ENHANCED VALKYRIE

(**Version 0.8** - **Last Modified: 07/25/98 20:06**)

　　　RPG Stats by ***DAVE DEITRICH*** (*deitrich@mcs.net*)
　　　Background info provided by the ***MACROSS ONLINE COMPENDIUM***
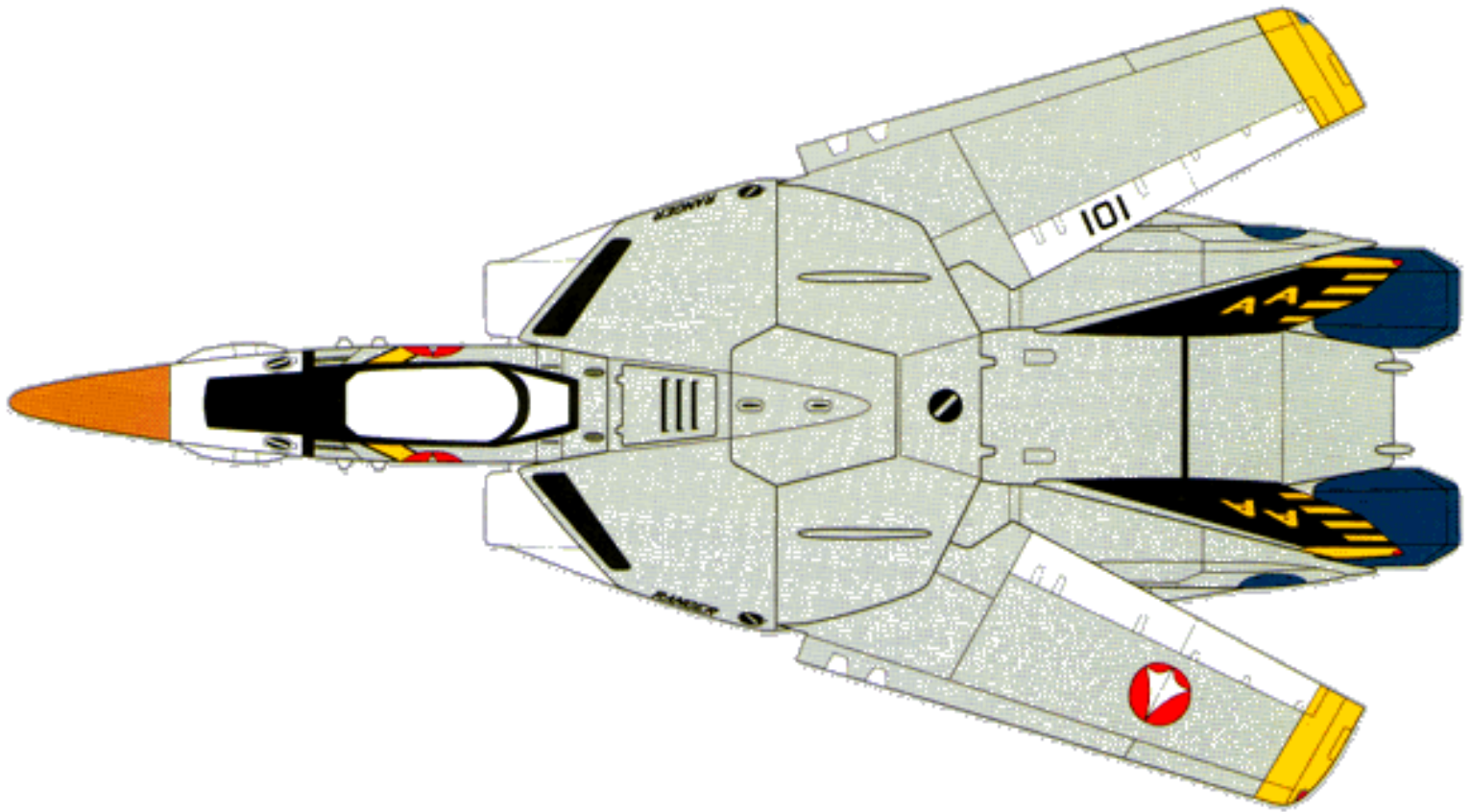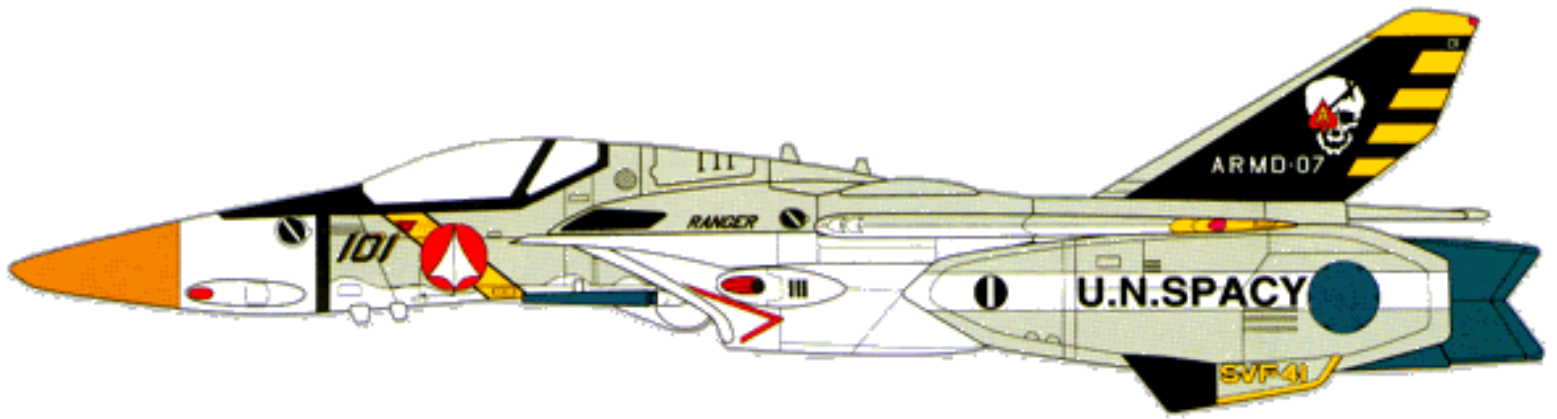
BACKGROUND

The VF-1 Valkyrie is widely regarded as the most popular variable fighter ever made. It is also one of the most prolific. Between 2009 and 2015 over six thousand Valkyries were constructed, and even in 2040 roughly 30% of these fighters still remain in service with reserve fleets, militias, and frontier colonies. In 2025 the UN Spacy approved a program to update the remaining Valkyries with modern technology. Valkyries that were upgraded were reclassified as **VF-1X Plus Enhanced Valkyries**.

The main upgrade for the Valkyries consisted of replacing the long-outdated FF-2001 thermonuclear reaction turbine engines with Shinnakasu Heavy Industry/P&W/Rolls Royce FF-2079J engines. These

new engines were approximately the same size and weight as the original FF-2001s, but provided far greater thrust and maneuverability. In addition, the FF-2079Js had much lower fuel requirements than the older engines, so space and weight formerly devoted to fuel could be used for armor and system improvements. Other improvements include an improved combat computer, heads-up canopy displays, a redesigned control panel layout, improved radar and sensor systems, and a new series of FAST pack additions (NP-BP-10 and NP-FB-10 FAST weapon modules).

By 2030 almost all VF-1s still in UN Spacy service had been upgraded to VF-1X Plus models. No new VF-1X Plus aircraft were ever constructed; when replacement was necessary it was more cost effective to supply newer variable fighters such as the VF-11 Thunderbolt. The upgrade was only made available to UN Spacy VF-1s; fighters that had been sold to private citizens were never upgraded (though high-ranking UN Spacy officers who still retained their original VF-1 fighters were allowed to upgrade them). Many VF-1X fighters still remain in active service with the military; in 2047 two VF-1X Enhanced Valkyrie took part in Operation Orpheus, one of which was personally owned by Captain Maximilan Jenius.

RPG STATS

Vehicle Type: VF-1X Plus Enhanced Valkyrie (available in A, J and S models)
Class: Tactical Variable Fighter
Manufacturer: Stonewell Bellcom and Shinnakasu Industries (original), Shinsei Industries (upgrades)
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
(1) Head                                      100
    Head Mounted Lasers (1, 2 or 4)            30  each
    Arms (2)                                  100  each
    Hands (2)                                  50  each
    Legs/Thrusters (2)                        200  each
(2) Main Body                                 320
    Pilot's Compartment/Escape Pod            200
    Retractable Utility Arms (3)                5  each
    Wings (2)                                 150  each
    Tails (2)                                  50  each
    GU-11-X Gun Pod                           100
```

NOTES:

1. Destroying the head of the fighter will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main

computer.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
　　100 mph (160 kmph)
LEAPING, SOLDIER CONFIGURATION:
　　30 ft (9 m) high or 50 ft (15.2 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
　　300 mph (480 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, GERWALK CONFIGURATION:
　　Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
　　Mach 3.05+ (2043 mph/1277 kmph) max speed at 10,000 meters or less above sea level. Mach 4.28+ (2868 mph/1793 kmph) max speed at 10,000-42,000 meters above sea level. Max altitude of 42,000 meters without rocket booster assistance.
MAX ENGINE THRUST:
　　15,000-30,000 kg x2 from main engines.
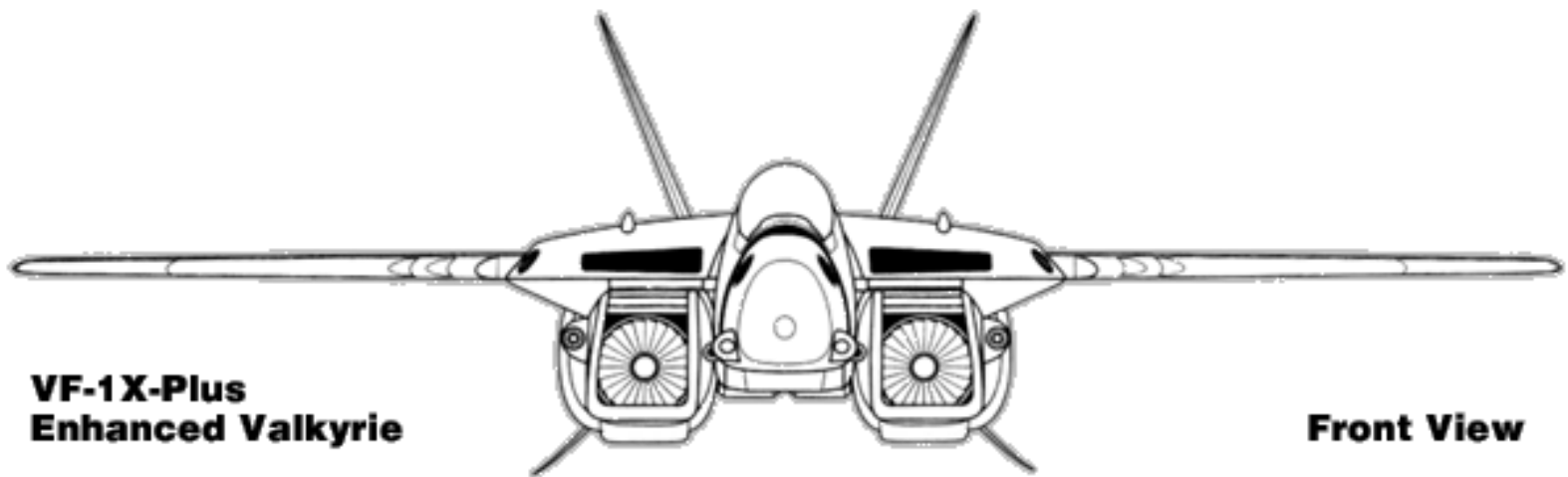
**VF-1X-Plus
Enhanced Valkyrie**　　　　　　　　　　　　　　　　**Front View**

STATISTICAL DATA:

HEIGHT:
　　47.0 ft (14.10 m) in soldier configuration.
　　29.0 ft (8.70 m) in gerwalk configuration.
　　12.8 ft (3.84 m) in fighter configuration.
WIDTH:
　　18.2 ft (5.45 m) at shoulders in soldier configuration.
　　49.3 ft (14.78 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

 16.0 ft (4.80 m) in soldier configuration.

 37.3 ft (11.30 m) in gerwalk configuration.

 47.4 ft (14.23 m) in fighter configuration.

WEIGHT:

 Empty: 13,250 kg

 Standard T-O Weight: 18,500 kg

 Max T-O Weight: 42,000 kg

PHYSICAL STRENGTH:

 Equal to a P.S. of 60

CARGO:

 Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

 Two Shinnakasu/P&W/Rolls Royce FF-2079J thermonuclear turbine engines. Several Pratt & Whitney HMM-5B high-maneuverability vernier thrusters for additional maneuverability. Equipped with P&W 2085 rocket thrusters in NP-BP-10 FAST rocket thruster packs when operating in space.

COMPATIBLE FAST PACKS:

 Dorsal: NP-BP-01, NP-BP-02, NR-BP-T1, NP-BP-10, NP-BP-11, NP-BP-12, NP-BP-19

 Arm: NP-AR-01, NP-AU-T1

 Leg: NP-FB-01, NP-FB-T1, NP-FB-10

WEAPON SYSTEMS:

1. **HEAD LASERS:** Like the original VF-1, the VF-1X plus has lasers mounted on its head. In Gerwalk and Fighter mode these lasers are located on the underbelly of the aircraft. In Soldier mode the lasers hav 360 degree rotation. The VF-1X still comes in A, J, and S models, which have 1, 2, and 4 head lasers respectively.

   - ❍ **PRIMARY PURPOSE:** Assault/Defense
   - ❍ **SECONDARY PURPOSE:** Tool for Cutting
   - ❍ **RANGE:** 2000 feet (600 m)
   - ❍ **DAMAGE:** 1D6 M.D. per laser (2D6 for J model, 4D6 for S model). One long, extended blast lasts one full melee and does double damage, counts as two attacks that melee and can not be used against fast moving/dodging opponents.
   - ❍ **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
   - ❍ **PAYLOAD:** Effectively Unlimited.

2. **GU-11-X 55mm TRI-BARREL GUN POD:** Like the Valkyrie itsel, the standard issue armament for VF-1 was upgraded slightly to take advantage of new technology. The GU-11-X gun pod is actually the prototype design for the gun pod used by the [VF-11 Thunderbolt](). Unlike the original GU-11, the GU-11-X uses clips of ammo.

   ○ **PRIMARY PURPOSE:** Assault/Defense
   ○ **RANGE:** 4000 ft (1200 m)
   ○ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst. Bayonet does 1D4x10 M.D. per strike.
   ○ **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
   ○ **PAYLOAD:** 400 rounds per clip equals 40 short bursts, 20 long bursts, or 10 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires 2 melee actions. One spare clips is stored in each leg of the Veritech.

3. **MEDIUM/LONG-RANGE MISSILES:** Each wing of the VF-1X Plus has three hardpoints on it for holding missiles and other armaments. Each hardpoint can hold one long-range missile or three medium range missiles (and other armaments are possible).

   ○ **PRIMARY PURPOSE:** Assault/Defense
   ○ **MISSILE TYPES:** Any type of **Medium Range** or **Long Range** Missile can be used.
   ○ **RANGE:** Varies with missile type.
   ○ **DAMAGE:** Varies with missile type.
   ○ **RATE OF FIRE:** 1 at a time or volleys of up to 6/18 (all) missiles.
   ○ **PAYLOAD:** Up to 6 long-range missiles or 18 medium-range missiles.

4. **FAST PACK WEAPONS MODULES:** The [NP-BP-10 FAST thruster pack]() and [NP-FB-10 leg modules]() were specifically designed for the VF-1X Plus. The [NP-AR-01 arm units]() are also fully compatible with the Valkyrie. For more details see the [UN Spacy FAST Pack data file]().

5. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-1X Plus can engage in melee combat rather than use a weapon. The Valkyrie is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   ○ Restrained Punch: 1D4 M.D.
   ○ Full Strength Punch: 2D6 M.D.
   ○ "Booster" Punch: 3D6 M.D. (counts as two attacks)
   ○ Tear or Pry with Hands: 1D6 M.D.
   ○ Kick: 1D6 M.D.
   ○ Leap Kick: 2D6 M.D.
   ○ Body Flip/Throw: 1D4 M.D.

○ Body Block/Tackle: 1D6 M.D.
○ Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VF-1X-PLUS:

- **AUTO-PILOT:** The VF-1X is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.

- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-1X is equipped with a combat computer that can store and analyze data during combat with hostile forces. The entire cockpit canopy of the VF-1X is a large HUD display, which allows the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 200 targets simultaneously.

- **ESCAPE POD:** The entire reinforced cockpit of the VF-1X is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the VF-1X is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **MOTION DETECTOR & COLLISION WARNING SYSTEM:** Sounds an alarm and warns the pilot of an impending collision and/or immediate target. Range: 500 ft (152.5 m).
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-1X's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **SHOULDER SPOTLIGHTS:** Can project regular white light or infrared light. Range: 300 ft

(91.5 m)

- **STANDARD SURVIVAL KIT:** All UN Spacy variable fighters come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-1X's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.
- **UTILITY ARMS:** The right arm contains three retractable utility arms that can be used to perform delicate work and repairs. Each arm is 6 feet (2 m) long and has 5 MDC.
- **VIDEO SURVEILLANCE SYSTEM:** A set of video cameras in the head of the Valkyrie record the surroundings and relay information back to the pilot in battloid mode. The information is automatically recorded for future review. The cameras have 360-degree rotation, 1,600 ft (488 m) max range, telescopic zoom x10 and a 30 ft field of vision.

COMBAT BONUSES FOR VF-1X-PLUS VALKYRIE TRAINING:

Note: Valkyrie Combat Training (from *Macross II*) or Veritech Combat Training (from *Robotech*) can be substituted for either of the skills below. If this is the case, then the pilot gets a bonus of +**1 to parry and dodge** and **one extra melee attack per round** in addition to the his normal combat bonuses due the speed and power of the Enhanced Valkyrie.

BASIC VALKYRIE COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +2 in gerwalk, +4 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VALKYRIE COMBAT TRAINING

- Advanced training for military pilots and mecha specialists.
- 3 attacks per melee (plus those of the pilot).

- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +2 on initiative.
- +2 to strike
- +3 to parry
- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **Mediax Mook 53: Macross Digital Mission VF-X**
- **"Doe's All The Worlds' Mecha Guide: Stonewell/Bellcom VF-1 Valkyrie Entry"**

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS FLASHBACK 2012**, an OAV sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.) and the **Macross Movie** (1984). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-4 LIGHTNING III VARIABLE FIGHTER

(Version 2.5 - Last modified: 07/25/98 20:06)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

VF-4 Lightning III Fighter Mode

BACKGROUND

The **VF-4 Lightning III** was developed by Stonewell Bellcom in late 2009, and was promoted as the "next generation" variable fighter for the UN Spacy by the company. The VF-4 was faster, more maneuverable, could generate more thrust than the standard [VF-1 Valkyrie](), and was armed with dual beam cannons in addition to the traditional GU-11 gun pods. Early models of the VF-4, designated **VF-X-4 Prototypes**, were produced on Earth for testing purposes in 2010, just as *Space War One* started to increase in magnitude. The VF-X-4 prototypes were heavily based on the VF-1 Valkyrie design; 35% of the VF-X-4's components were directly taken from the VF-1 Valkyrie, including the entire nose and forward fuselage section.

Unfortunately, almost all of the initial VF-X-4s were destroyed along with Stonewell Bellcom during the Zentraedi attack on Earth during 2010. The design itself would have also died in the attack if it weren't for a team of Stonewell Bellcom technicians who were stationed on the *SDF-1 Macross* when the final attack came, working on maintenance upgrades for the Macross' VF-1 Valkyries. Rallying under Dr. H. Takachihoff, one of the original designers of the VF-1, the technicians refounded Stonewell Bellcom after the Macross landed on Earth and continued work on the VF-4. More VF-X-4s were constructed and tested by a number of UN Spacy pilots, including Skull Team leader **Hikaru Ichijyo**. In 2012 the final design for the VF-4 Lightning III was completed and mass production of the new fighter began.

The first VF-4 squadrons were issued to the **Skull** and **Iron Chiefs Squadrons**, which accompanied the [*SDF-2 Megaroad-01*]() on her colonization mission in late 2012. After the Megaroad left production of the VF-4s continued, and in 2020 the Lightning III officially replaced the VF-1 Valkyrie as the main tactical fighter of the UN Spacy. The VF-4 design was itself replaced in 2030 by the **[VF-11 Thunderbolt]()**. A grand total of 8,245 VF-4s were produced for the UN Spacy between 2012 and 2030.

RPG STATS

Vehicle Type: VF-4 Lightning III

Class: Tactical Variable Fighter
Manufacturer: Stonewell Bellcom and Shinnakasu Industries
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
(1) Head                                      60
    Hands (2)                                 50  each
    Arms/Beam Cannons (2)                    100  each
(2) Shoulders/Engine Nacelles (2)           150  each
(2) Legs/Main Thrusters (2)                 200  each
(3) Main Body                               300
    Canard Forward Wings (2)                 30  each
    Main Wings (2)                          100  each
    Tails (4)                                50  each
    Reinforced Pilot's Cockpit              150
    GU-11 Gun Pod (1 or 2)                  100  each
```

NOTES:

1. Destroying the head of the VF will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Destroying the shoulders/engine nacelles or the legs/thrusters will severely damage the VF-4's engines. Destruction of either shoulder will reduce maximum speeds by 20%, and destruction of either leg will reduce speeds by 30%. If three of the four engines are destroyed the Lightning will have insufficient thrust to remain airborne and must land. If all four engines are destroyed the variable fighter will lose power and crash.
3. Destruction of the main body will completely destroy the mecha.

SPEEDS:

FLYING IN AN ATMOSPHERE:
Mach 3.02+ (2023 mph/3237 kmph) max speed at 10,000 meters or less above sea level. Mach 5.15+ (3451 mph/5221 kmph) max speed at 10,000-30,000 meters above sea level. The VF-4 is fully transatmospheric and can attain orbital velocity above an Earth-type planet under its own

power.

MAX ENGINE THRUST:

8,400 kg x2 from main engines. 5,600 kg x2 from secondary thrusters.

STATISTICAL DATA:

HEIGHT:

45.5 ft (13.76 m) in soldier mode.

24.3 ft (7.34 m) in gerwalk mode.

12.3 ft (3.72 m) in fighter mode.

WIDTH:

16.5 ft (5.00 m) in soldier mode.

47.1 ft (14.28 m) in gerwalk or fighter configuration (max wingspan).

LENGTH:

14.8 ft (4.48 m) in soldier mode.

28.3 ft (8.58 m) in gerwalk mode.

49.2 ft (14.92 m) in fighter mode.

WEIGHT:

13,950 kg

PHYSICAL STRENGTH:

Equal to a P.S. of 50

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinnakasu/Pratt & Whitney/Rolls Royce FF-2011 thermonuclear turbine engines. Several Pratt & Whitney HMM-1A high-maneuverability vernier thrusters at key locations along the VF-4's hull for added mobility.

COMPATIBLE FAST PACKS:

Dorsal: NP-BP-01, NP-BP-02, NR-BP-T1, NR-BP-E2, NP-BP-10

VF-4 LIGHTNING III
Schematic View

<Top View>

<Front View>

<Side View>
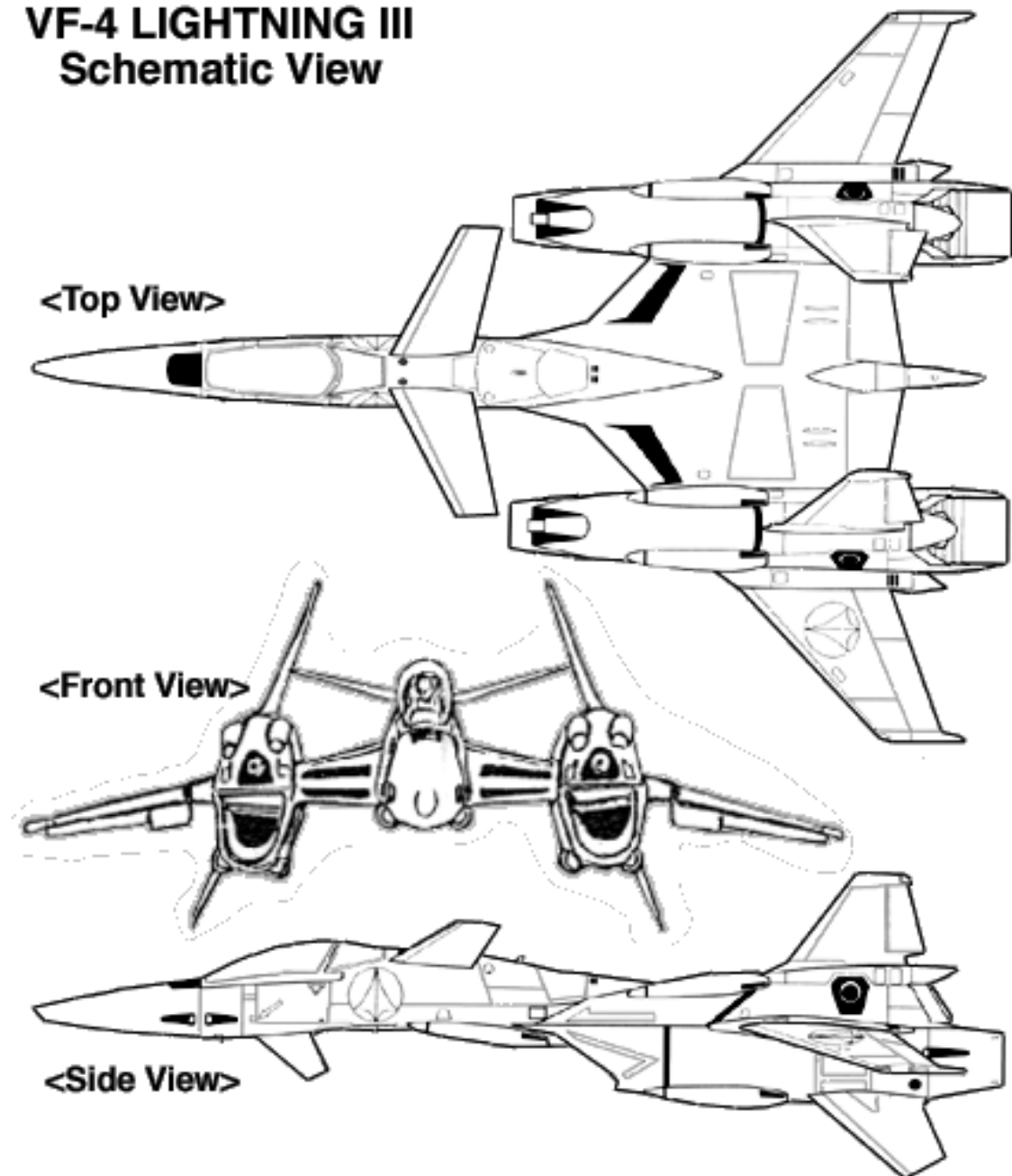
WEAPON SYSTEMS:

1. **LARGE-CALIBER HIGH POWERED BEAM CANNONS:** The main weapon of the *VF-4 Lightning III* is a pair of high-power beam cannons mounted on the engine nacelles of the aircraft. The cannons can be fired together or individually, and are fed directly from the power generated by the FF-2011 engines. The cannons are slightly adjustable and can be aimed to fire anywhere in a 30 degree arc in front of the aircraft. In gerwalk and soldier modes the beam cannons are mounted on the backs of the mecha's arms, and can be fired in any direction the arms are pointing.

   ○ **PRIMARY PURPOSE:** Assault
   ○ **SECONDARY PURPOSE:** Anti-Aircraft
   ○ **RANGE:** 4000 feet (1200 m)

- ❍ **DAMAGE:** 1D6x10 M.D. per blast
- ❍ **RATE OF FIRE:** Equal to the pilot's combined number of attacks. Cannons may be fired separately or linked together (both blasts count as one attack.
- ❍ **PAYLOAD:** Effectively Unlimited.

2. **BODY/WING HARD POINTS:** The VF-4 is also equipped with six fixed hard points for missile loads and other ordinance. One hardpoint is mounted on each wing of the aircraft and four are mounted under the main body. These hardpoints can be used to hold a variety of different ordinance types, including long or medium range missiles. One long range or 3 medium range missiles can be mounted per hardpoint. Usually long range missiles are used.

   - ❍ **LONG RANGE MISSILES**
     - ▪ **Primary Purpose**: Heavy Assault
     - ▪ **Secondary Purpose**: Anti-Spacecraft
     - ▪ **Missile Types:** Any type of UN Spacy **Long Range Missile** can be used.
     - ▪ **Range:** Varies with missile type.
     - ▪ **Damage:** Varies with missile type.
     - ▪ **Rate of Fire**: One to six (all) missiles.
     - ▪ **Payload**: One per hardpoint; 6 maximum.
   - ❍ **MEDIUM RANGE MISSILES**
     - ▪ **Primary Purpose**: Assault
     - ▪ **Secondary Purpose**: Anti-Mecha
     - ▪ **Missile Types:** Any type of UN Spacy **Medium Range Missile** can be used.
     - ▪ **Range:** Varies with missile type.
     - ▪ **Damage:** Varies with missile type.
     - ▪ **Rate of Fire**: 1-3 missiles per hardpoint.
     - ▪ **Payload**: Three per hardpoint; up to 18 maximum.

3. **GU-11 55mm MULTIPURPOSE GUN POD:** For additional close-range combat capability, the VF-4 can be armed with one or two GU-11 gun pods, identical to the ones used by the original VF-1 Valkyries. However, the gun pods are mounted on hardpoints when not being held in the mecha's hands, and therefore the VF-4 cannot carry as many missiles as usual. When mounted each GU-11 takes up one hard point, reducing the number of missiles the Lightning can carry (see above). One spare GU-11 clip can be stored in each leg of the VF-4.

   - ❍ **PRIMARY PURPOSE:** Assault
   - ❍ **SECONDARY PURPOSE:** Defense
   - ❍ **RANGE:** 4000 feet (1200 m)
   - ❍ **DAMAGE:** Does 3D6 M.D. for a short burst, 6D6 M.D. for a long burst, or 1D6x10 M.D. for a full melee burst.
   - ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
   - ❍ **PAYLOAD:** 200 rounds per clip equals 20 short bursts, 10 long bursts, or 5 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires 2 melee

actions. One spare clip is stored in each leg of the mecha.

4. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-4 can engage in melee combat rather than use a weapon. The Lightning is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   - Restrained Punch: 1D4 M.D.
   - Full Strength Punch: 2D4 M.D.
   - "Booster" Punch: 3D4 M.D. (counts as two attacks)
   - Tear or Pry with Hands: 1D4 M.D.
   - Kick: 1D6 M.D.
   - Leap Kick: 2D6 M.D.
   - Body Flip/Throw: 1D4 M.D.
   - Body Block/Tackle: 1D6 M.D.
   - Stomp: 1D6 M.D. (only effective against small objects)

VF-4 Lightning III in Gerwalk Mode

STANDARD EQUIPMENT FOR THE VF-4:

- **AUTO-PILOT:** The VF-4 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard

computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.

- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-4 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Data readouts and stats can be displayed either on the cockpit's HUD display or on the dashboard monitors of the aircraft. The combat computer tracks and identifies specific enemy targets, and has a database of over 1,000 images stored in memory. The computer can identify and track up to 75 targets simultaneously.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The VF-4 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 300 miles (480 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-4's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated.
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a

compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)

- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-4's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot blacking out in combat.

COMBAT BONUSES FOR LIGHTNING III VARIABLE FIGHTER TRAINING:

Note: Valkyrie Combat Training (from *Macross II*) or Veritech Combat Training (from *Robotech*) can be substituted for either of the skills below. If this is the case, then the pilot gets a bonus of **+1 to parry and dodge** and **one extra melee attack per round** in addition to the his normal combat bonuses due the speed and agility of the Lightning III.

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +2 in gerwalk, +4 in jet mode.
- +1 to roll with a punch or move with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED LIGHTNING III COMBAT TRAINING

- Advanced training for military pilots and mecha specialists.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +1 on initiative.
- +3 to strike.
- +3 to parry
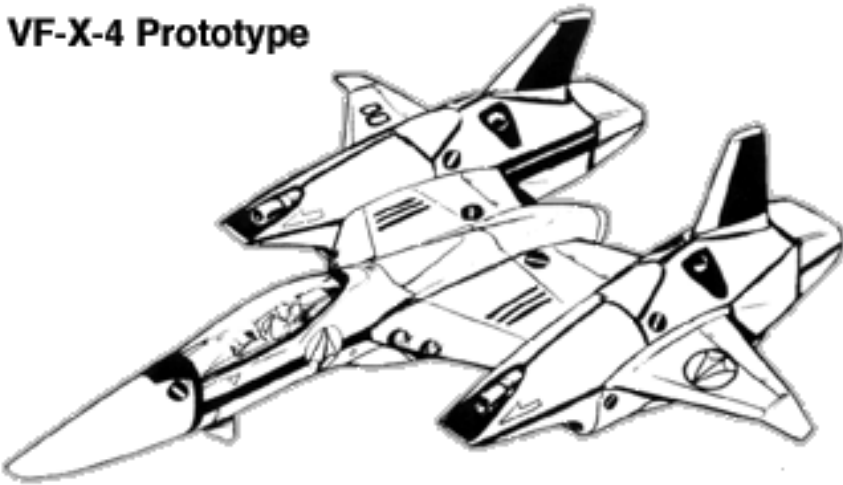- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.

- +3 to roll with a punch or move with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

FICTIONAL BACKGROUND FOR **ROBOTECH** CAMPAIGNS:

VF-X-4 Prototype

The *VF-4 Lightning III* was designed and produced in 2012 during the Reconstruction Period following the First Robotech War, in response to the need for a faster and more agile attack mecha for use in anti-Zentraedi combat missions. The Zentraedi Uprisings after the war were too widespread to be effectively countered by the RDF's surviving Veritech and Destroid squadrons, and resources for new mecha were scarce due to the development of the SDF-3 expeditionary mission and the creation of the new Southern Cross armies. A more effective mass-producable anti-mecha fighter was needed to deal with the threat of Zentraedi Battlepods and Powered Armor attacks on settlements.

The VF-4 was designed and produced at the Robotech Defense Force R&D Labs in New Macross by Dr. H. Takachihoff. Takachihoff and his team were originally doing research into improving the VF-1 Veritech fighters on Macross Island during the restoration of the SDF-1, and were subsequently stranded on the superdimensional fortress during the entire First Robotech War. Dr. Takachihoff worked along with Drs. Lang and Burke to design the Armored Veritech and Super Veritech versions of the VF-1, and was given complete control over the design of the VF-4. Early prototypes of the VF-4 were tested by a number of famous RDF pilots, including **Captain Rick Hunter** and **Lt. Miriya Sterling**. However, much of the research was lost when the main RDF R&D Labs were destroyed during the Zentraedi warlord Khyron's suicidal attack on the SDF-1 and Macross City on December 30, 2012.

Dr. Takachihoff and the surviving team members reconvened in the new R&D labs in Tokyo, Japan, and completed the design of the VF-4 in late 2013. The new fighter combined Robotechnology with state-of-the-art combat avionics, resulting in a highly maneuverable mecha with weaponry that made it a match for all known Zentraedi mecha designs. VF-4s were often used in first-strike and assault missions, where they would go in rapidly and destroy as many

mecha and fortifications as possible, clearing the way for following Veritech and Destroid squadrons. They were also commonly used in fire support missions for ground troops during the Malcontent Uprisings. The high thrust engines and multiple venier thrusters on the VF-4 also made it ideal for space combat, and many were stationed in space to help Super Veritech squadrons patrol for raiders and orbital intruders.

Many squadrons of VF-4s were produced during 2013-2020, and served well in supplementing Veritech fighter squadrons on Earth, orbiting bases, and the moon bases. Several squadrons of VF-4s were assigned to the SDF-3 and accompanied the ship on the REF Expeditionary Mission in 2022. The remaining VF-4s on Earth were turned over to the TAF and TASC armies of the Southern Cross to supplement their forces. Eventually, the VF-4 was replaced by the non-transformable **Corsair III** and **Specter** Interceptors, and the new **VF-11 Thunderbolt Veritechs**. The remaining VF-4s were reassigned to garrison duties, and many were destroyed during the battles with the Robotech Masters during the **Second Robotech War**. A few VF-4 squadrons did survive the war, but all were reported destroyed during the initial Invid invasion of the **Third Robotech War/Second Invid War**. No VF-4s are known to have survived the period of the Invid wars intact.

> **INTERESTING SIDE NOTE:** The aircraft Lancer flew during the first invasion of the Invid (seen in flashback in Robotech episode 71, *"The Secret Route"*) looks suspiciously like a VF-4 Lightning III. Obviously it isn't since Macross and Mospeada are completely different shows, but it does provide an interesting opportunity for GMs who want to integrate Macross mecha into their Robotech campaigns.
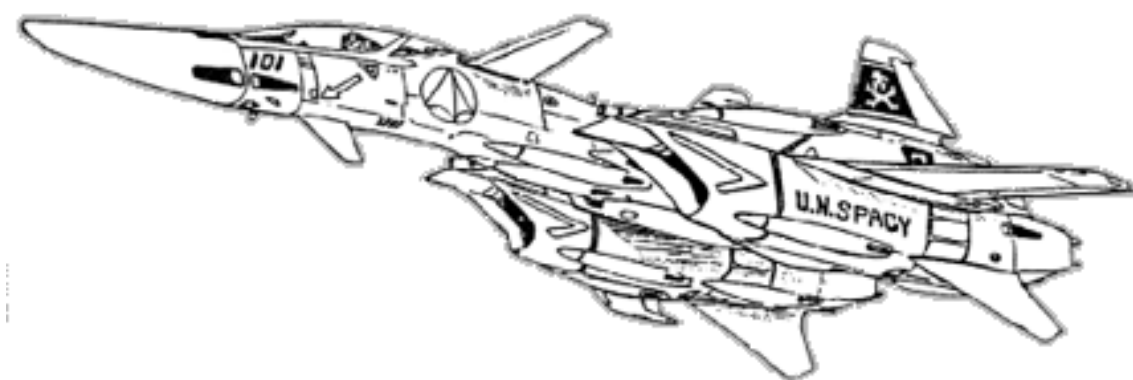
REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Mecha Guide: Stonewell Bellcom VF-4 Lightning III Entry"
- **Mediax Mook 53: Macross Digital Mission VF-X**
- *Macross Flashback 2012*
- **MECHA PRESS** Issue #7, *"History of the Variable Fighter"*, by Dominique Durocher

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of a "side story" mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-14 HUNTER
VARIABLE FIGHTER/BOMBER

([Version 1.1](#) - Last Updated: 07/25/98 20:06)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

BACKGROUND

The **VF-14 Hunter Heavy Fighter/Bomber** was the first successful variable fighter design produced by **General Galaxy**, a new aerospace company competing against **Shinsei Industries** for dominance of the military mecha industry. The VF-14 was submitted in response to the need for a variable fighter that could carry more ordinance and greater firepower than the then-standard [VF-4 Lightning III](#), but could hold its own in mecha-to-mecha combat unlike the [VA-3 Invader](#) VF bomber. The VF-14 Hunter could absorb tremendous amounts of damage, far more than the VF-4 could, and had a greater variety of onboard weaponry, though the VA-3 still outclassed it in terms of ordinance capability. The VF-14 was approved by the UN Spacy in 2021 and was stationed in moderate numbers on most bases and colony missions by 2025. However, in 2030 due to budget cuts and restructuring in UN Spacy forces the VF-14 was phased out along with the older VF-4 in favor of the cheaper and more versatile [VF-11 Thunderbolt](#) from Shinsei Industries, which could be manufactured in greater numbers.

VF-14 Battroid Mode

This would have been the end of the VF-14's history were it not for the rise of the Varuta empire. In 2025 the *[Megaroad-13](#)* colony mission was taken over by the Protodeviln, a race of extradimensional beings of great power who had been imprisoned in the Varuta system since the fall of the Stellar Republic some 380,000 years ago. The Protodeviln enslaved the colonists, forming the Varuta empire, and began building a large war fleet using the resources of the *Megaroad-13* and its escorts. The Varuta used several UN Spacy mecha designs, including the Hunter, as a basis for their own combat mecha, eventually leading to the birth of the **FZ-109 Elgerzorene**, the main combat mecha of the Varuta forces. When the Varuta encountered and delcared war on the *[Macross 7](#)* colony mission in 2045, the VF-11 Thunderbolts of the *Macross 7* met the enhanced versions of the VF-14 in combat and were initially outclassed by them. To the shame of the *Macross 7* Intelligence Staff no one made the connection between the FZ-109 and the VF-14 until several weeks into the war, causing great initial confusion as to who the Varuta were and how they possessed technology that was greatly similar to UN Spacy variable fighters.

Production of the Elgerzorene stopped when the Varuta were defeated at the end of the Macross

7/Protodeviln war in 2046. There are still a fair number of these fighters still unaccounted for, probably roaming the galaxy in surviving Varuta fleets looking for UN Spacy targets. The VF-14 has not been produced since 2030 and can now only be found in museums, air shows, and some reserve forces on the frontiers of human space.

VF-14 Fighter Mode
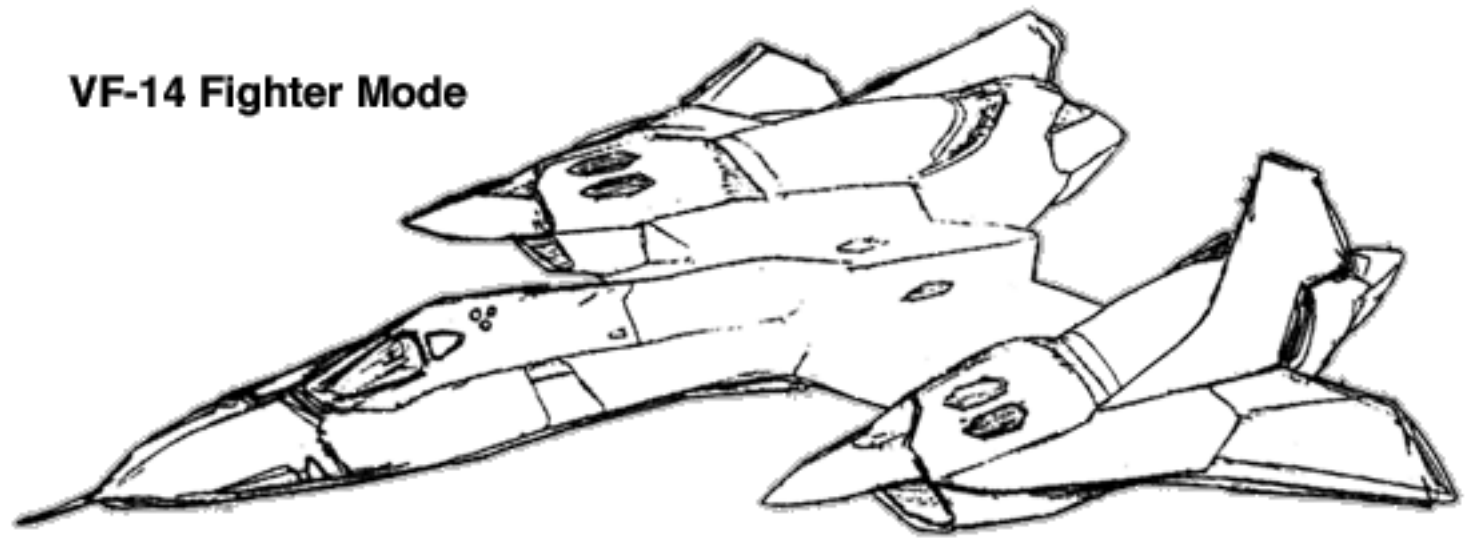
RPG STATS

Vehicle Type:
    VF-14A (Standard version)
    VF-14T (Two-seat Trainer Version)
Class: Tactical Variable Fighter/Bomber
Manufacturer: General Galaxy
Crew: One pilot wearing Tactical Life Support System.
    The VF-14T has an expanded cockpit that can support two pilots in full TLS gear.

MDC BY LOCATION:

```
    Head Lasers (2)                                25 each
(1) Head                                          100
    Hands (2)                                      60 each
    Arms (2)                                      120 each
    Shoulders/Missile Launchers (2)              120 each
    Legs & Thrusters (2)                         250 each
    Rapid-fire laser clusters (2, chest)          40 each
(2) Main Body                                     350
    Wings (2)                                     120 each
    Reinforced Pilot Compartment/Escape Pod       150
    GU-11 Gun Pod (1 or 2)                        100 each
```

NOTES:

(1)

Destroying the head of the VF-14 will knock out the mecha's major sensor systems, including all optical systems (infrared, nightvision, and thermal). Radar and communications will be unaffected.

(2)

Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:

70 mph (112 kmph)

LEAPING, SOLDIER CONFIGURATION:

20 ft (6 m) high or 30 ft (9 m) long without thrusters.

FLYING, SOLDIER CONFIGURATION:

200 mph (320 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, GERWALK CONFIGURATION:

Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:

Mach 3.8+ (2,546 mph/4,074 kmph) max speed at 10,000 meters or less above sea level. Mach 9.0+ (6,030 mph/9,648 kmph) max speed at 10,000-30,000 meters above sea level. Mach 17+ (3.2 mps/5.1 kmps) max speed at 30,000+ meters above sea level. The FZ-109 is fully transatmospheric and can attain orbit above an Earth-type planet without extra booster assistance. Maximum rate of ascent is 38,000 meters/minute. G limits are +22.2 to -13.0 standard Earth gravities.

MAX ENGINE THRUST:

44,625 kg x2

STATISTICAL DATA:

HEIGHT:

54.8 ft (17.1 m) in soldier configuration.

24.6 ft (7.7 m) in gerwalk configuration.

12.2 ft (3.8 m) in fighter configuration.

WIDTH:

34.5 ft (10.8 m) at shoulders in soldier configuration.

57.5 ft (18.0 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

    11.9 ft (3.7 m) in soldier configuration.

    43.7 ft (13.7 m) in gerwalk configuration.

    54.6 ft (17.1 m) in fighter configuration.

WEIGHT:

    11,200 kg

PHYSICAL STRENGTH:

    Equal to a P.S. of 60

CARGO:

    Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

    Two Shinnakasu/Pratt & Whitney/Rolls Royce FF-2770 thermonuclear turbine engines, equipped with three-dimensional convergent/divergent vectored exhaust nozzles for enhanced V/STOL performance and maneuverability, as well as hexagonal underfuselage air intakes for use in an atmosphere. Several additional Pratt & Whitney HMM-5A high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull.

COMPATIBLE FAST PACKS:

    Dorsal: NP-BP-01, NP-BP-02, NR-BP-T1, NR-BP-E2, NP-BP-10

WEAPON SYSTEMS:

1. **FIXED SHORT-RANGE MISSILE LAUNCHERS (8):** The VF-14 is armed with 8 missile launchers, 4 mounted on each engine nacelle/shoulder of the mecha. Each missile launcher contains 5 SRM missiles and can fire 1 missile per melee round (including reload time), so volleys of up to 8 missiles can be fired each round for 5 rounds. Armor-piercing SRMs are standard issue for the Hunter, but other types can be mounted if desired.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **MISSILE TYPES:** Any type of UN Spacy **Short Range Missile** can be used.
   ❍ **RANGE:** Varies with missile type, typically 5 miles (8 km).
   ❍ **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
   ❍ **RATE OF FIRE:** Volleys of 1 to 8 missiles. One volley counts as one attack.
   ❍ **PAYLOAD:** 5 missiles per launcher; 40 total.

2. **LEG-MOUNTED MEDIUM-RANGE MISSILE LAUNCHERS:** Each leg of the VF-14 is equipped with a concealed missile launcher bay that can hold up to 8 medium-range missiles. When armed, the missile launcher assembly rises out of the leg units, allowing all 8 missiles to be fired at once (if necessary). The missiles can be fired in any mode; fighter, gerwalk, or soldier. Any type of MRM can be used in the launchers, but high explosive are standard issue.

   ❍ **PRIMARY PURPOSE:** Assault

❍ **MISSILE TYPES:** Any type of UN Spacy **Medium Range Missile** can be used.
❍ **RANGE:** Varies with missile type, typically 40 miles (64.3 km).
❍ **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
❍ **RATE OF FIRE:** Volleys of 1-8 missiles per launcher, per round. One volley counts as one attack. If necessary, all 16 missiles can be fired in a single round by expending two attacks.
❍ **PAYLOAD:** 8 missiles per launcher; 16 total.

3. **HEAD LASERS:** The VF-14 mounts a pair of high-power lasers for defensive and utilitarian use, similar to the ones mounted on the original VF-1 Valkyrie. The lasers are mounted on the head of the mecha in soldier mode, and on the bottom of the aircraft behind the cockpit in fighter and gerwalk modes.

❍ **PRIMARY PURPOSE:** Defense
❍ **SECONDARY PURPOSE:** Tool for Cutting
❍ **RANGE:** 2000 feet (600 m)
❍ **DAMAGE:** 1D6 M.D. per laser, 2D6 M.D. for a dual blast.
❍ **RATE OF FIRE:** Equal to the pilot's combined number of hand-to-hand attacks. The laser can also be fired in one long, extended blast lasts one full melee and does 1D6x10 M.D. This attack can only be used against stationary targets and cannot be used to attack moving craft.
❍ **PAYLOAD:** Effectively Unlimited.

4. **RAPID-FIRE LASER CLUSTERS:** The Hunter is equipped with two pairs of small laser cannons intended for use in short to medium range combat, either against other mecha or ground forces. These lasers are mounted on the lower chest of the mecha in Soldier mode, and on the rear fuselage of the craft in fighter and gerwalk modes. The lasers are restricted to firing behind the mecha in fighter and gerwalk modes, and can only fire forward in soldier mode.

❍ **PRIMARY PURPOSE:** Defense
❍ **SECONDARY PURPOSE:** Anti-personnel
❍ **RANGE:** 2000 feet (600 m)
❍ **DAMAGE:** 1D4 M.D. per laser shot.
❍ **RATE OF FIRE:** Each laser can fire up to 5 times per melee round, which means the VF-14 can fire a burst of up to 20 shots in a single round by using all four cannons.
❍ **PAYLOAD:** Effectively Unlimited.

5. **BODY/WING HARD POINTS:** The VF-14 is also equipped with six fixed hard points for missiles, bombs, and other ordinance. One hardpoint is mounted on each wing of the aircraft and four are mounted under the main body. One long range missile, 3 medium range missiles, or 6 bombs can be mounted per hardpoint. Usually long range missiles are used.

- ❍ **LONG RANGE MISSILES**
  - ▪ **Primary Purpose**: Heavy Assault
  - ▪ **Secondary Purpose**: Anti-Spacecraft
  - ▪ **Missile Types:** Any type of UN Spacy **Long Range Missile** can be used.
  - ▪ **Range:** Varies with missile type.
  - ▪ **Damage:** Varies with missile type.
  - ▪ **Rate of Fire**: One to six (all) missiles.
  - ▪ **Payload**: One per hardpoint; 6 maximum.
- ❍ **MEDIUM RANGE MISSILES**
  - ▪ **Primary Purpose**: Assault
  - ▪ **Secondary Purpose**: Anti-Mecha
  - ▪ **Missile Types:** Any type of UN Spacy **Medium Range Missile** can be used.
  - ▪ **Range:** Varies with missile type.
  - ▪ **Damage:** Varies with missile type.
  - ▪ **Rate of Fire**: 1-3 missiles per hardpoint.
  - ▪ **Payload**: Three per hardpoint; up to 18 maximum.
- ❍ **STANDARD BOMBS (UNGUIDED MISSILES)**
  - ▪ **Primary Purpose**: Ground Assault
  - ▪ **Secondary Purpose**: Anti-Fortification
  - ▪ **Missile Type**: Standard UN Spacy bombs, usually high explosive or fragmentation.
  - ▪ **Mega-Damage**: 1D6x10 M.D.
  - ▪ **Rate of Fire**: Volleys of 1 to 10 missiles per attack.
  - ▪ **Payload**: 6 per hardpoint; up to 36 maximum.
  - ▪ **Note**: Bombs can be laser-guided or unguided. Unguided bombs are -4 to strike a stationary ground target, -6 to strike a moving target(s), and -10 to hit a small moving target like a mecha or vehicle. Guided bombs do not have these penalties, but require a spotter to illuminate the target with a laser designator. If the designator looses sight of the target the previous penalties immediately apply.

6. **GU-11 55mm MULTIPURPOSE GUN POD:** For additional close-range combat capability, the VF-14 can be armed with one or two GU-11 gun pods, identical to the ones used by the original VF-1 Valkyrie. However, the gun pods are mounted on hardpoints when not being held in the mecha's hands, and therefore the VF-14 cannot carry a full complement of missiles or bombs. When mounted each GU-11 takes up one hard point, reducing the number of missiles the mecha can carry (see above). One spare GU-11 clip can be stored in each leg of the VF-14.

  - ❍ **PRIMARY PURPOSE:** Assault
  - ❍ **SECONDARY PURPOSE:** Defense
  - ❍ **RANGE:** 4000 feet (1200 m)
  - ❍ **DAMAGE:** Does 3D6 M.D. for a short burst, 6D6 M.D. for a long burst, or 1D6x10 M.D. for a full melee burst.
  - ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
  - ❍ **PAYLOAD:** 200 rounds per clip equals 20 short bursts, 10 long bursts, or 5 full melee

bursts. Additional ammo clips can be inserted, but exchanging clips requires 2 melee actions. One spare clip is stored in each leg of the mecha.

7. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-14 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   ○ Restrained Punch: 1D6 M.D.
   ○ Full Strength Punch: 3D6 M.D.
   ○ "Booster" Punch: 4D6 M.D. (counts as two attacks)
   ○ Tear or Pry with Hands: 2D4 M.D.
   ○ Kick: 2D4 M.D.
   ○ Leap Kick: 3D6 M.D.
   ○ Body Flip/Throw: 1D6 M.D.
   ○ Body Block/Tackle: 2D6 M.D.
   ○ Stomp: 2D4 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VF-14:

- **AUTO-PILOT:** The VF-14 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-14 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Data readouts and stats can be displayed either on the cockpit's HUD display or on the dashboard monitors of the aircraft. The combat computer tracks and identifies specific enemy targets, and has a database of over 1,000 images stored in memory. The computer can identify and track up to 75 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-14 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The pod is NOT equipped with thrusters, but is equipped with a parachute to provide a soft landing in case of ejection in an atmosphere. The computer will automatically eject the cockpit when the main body MDC reaches zero, though the pilot can override this if he is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.

- **HOMING SIGNAL:** The escape pod of the VF-14 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track the signal generated by this beacon.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-14's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated.
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-14's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

COMBAT BONUSES FOR VF-14 HUNTER VARIABLE FIGHTER TRAINING:

Note: Valkyrie Combat Training (from *Macross II*) or Veritech Combat Training (from *Robotech*) can be substituted for either of the skills below.

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +2 in gerwalk, +4 in jet mode.
- +1 to roll with a punch or move with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-14 HUNTER COMBAT TRAINING

- Advanced training for pilots specializing in the VF-14.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels four, eight, and twelve.
- +2 to strike
- +3 to parry
- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **Bandai B-Club Magazine** Issue #124
- **''Doe's All The Worlds' Mecha Guide: General Galaxy/Messer Varuta FZ-109 Elgerzorene Entry''**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of a "side story" mecha from the Macross universe, featured in the **This is Animation Special** on **MACROSS PLUS**. Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.
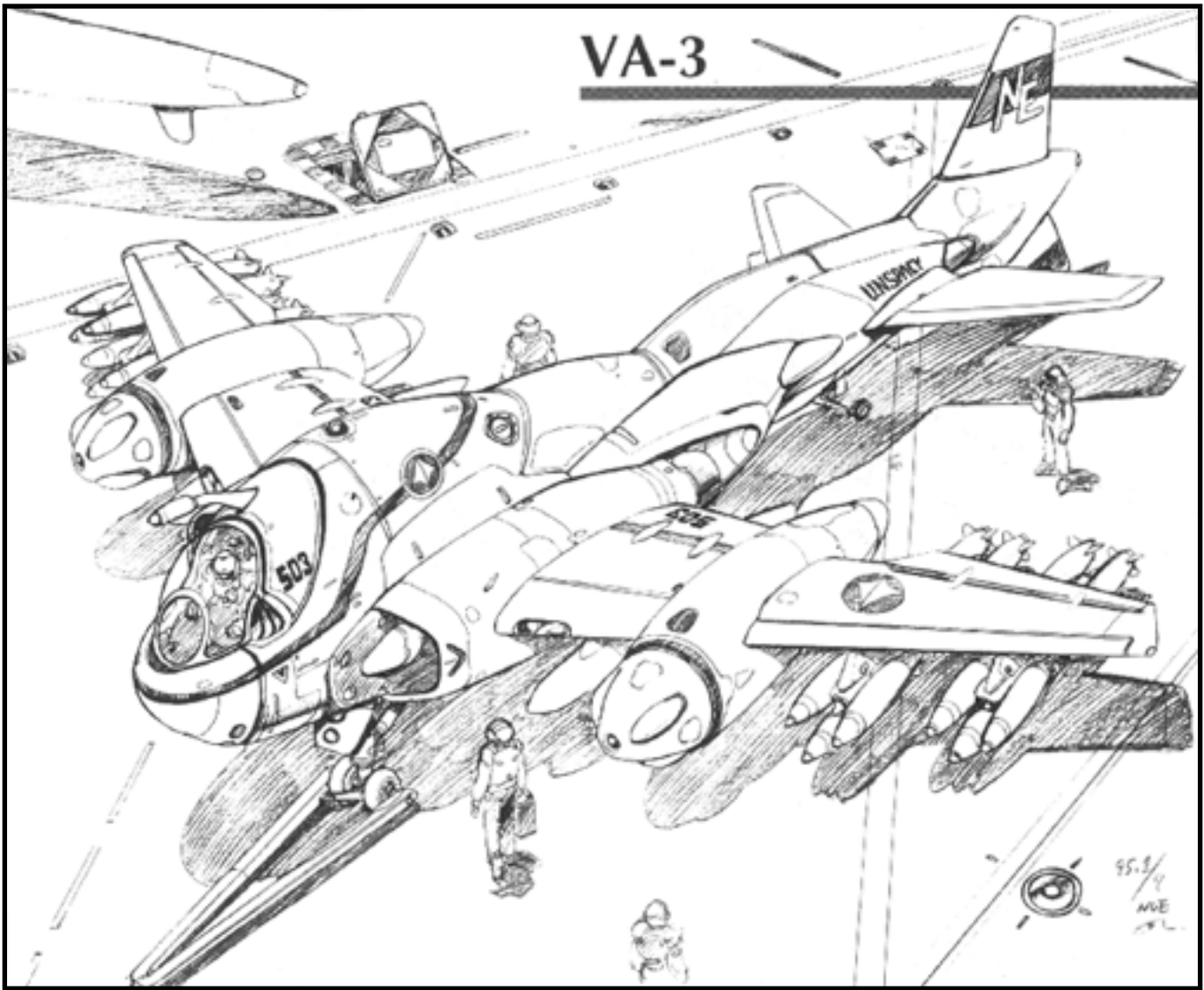
VA-3 "INVADER" VARIABLE BOMBER

(Version 1.1 - Last Updated: 07/25/98 20:06)

RPG Stats by **DAVE DEITRICH** (*deitrich@mcs.net*)
Background info provided by the **MACROSS ONLINE COMPENDIUM**

BACKGROUND

The *VA-3 Invader* was produced by the Northrom Grumman aviation division in response to a UN Spacy request for a variable fighter design specializing in both high- and low-altitude bombing runs and other tactical strikes. Although other variable fighter designs of the time could perform this task successfully, they were limited in the amount of payload they could carry and were generally not well designed for missions of that nature. Northrom Grumman was chosen to design and build the bomber because they had extensive past experience in bombers and other subsonic craft (though little experience producing aircraft utilizing alien technology).

The VA-3 proved to be an excellent fighter when used for the purpose it was designed for. The Invader could carry bombs, missiles, or any payload totalling 19,820 kg. The fighter performed equally well in all weather conditions and could even be launched from orbiting spacecraft for space-to-surface attacks. Moderately fast and armed with a quad-barrel gatling cannon for close-range attack/defense, the VA-3 could perform well in air-to-air combat against conventional forces but tended to be outclassed when facing other variable fighters. The variable configuration nature of the aircraft was added almost as an

afterthought by NG designers, and contributed little to the performance of the Invader. The VA-3 is only capable of two modes of operation (fighter and soldier), and soldier mode was usually only used when VTOL landings or take-offs were necessary.

The original VA-3 design was later upgraded to include additional sensors for increased attack accuracy, and an electronic warfare version (the EVA-3A) was produced to serve as an ECM aircraft for attack fleets. The Invader was a fairly popular VF design and can still be found today in most planetary defense forces' arsenals.

RPG STATS

Vehicle Type:
      VA-3A (First mass-produced version)
      VA-3B (Upgraded version equipped with improved sensors)
      EVA-3A (Invader variant designed for electronic warfare)
Class: All-environment variable attack aircraft
Manufacturer: Northrom Grumman
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
    Head Sensor                                     10
(1) Head                                            80
    Hands (2)                                       70 each
    Arms (2)                                       100 each
    Legs & Thrusters (2)                           220 each
(2) Main Body                                      260
(3) Engine Nacelles (2)                            180 each
    Wings/Arm Shields (2)                           75 each
    Tails (2)                                       45 each
    Gatling Gun Pod                                100
    Reinforced Pilot Compartment                   120
```

NOTES:

(1)
      Destroying the head of the Invader will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will also be knocked out, though a backup radio system will allow the pilot to communicate if needed.

(2)
      Depleting the MDC of the main body will destroy the mecha. If the reinforced pilot's

compartment has not been breached (and the pilot killed) he can attempt to eject from the doomed aircraft and parachute to safety.

(3)

Destruction of one engine nacelle will reduce air speeds by 50% and make it impossible for the VA-3 to achieve orbit on its own. Destruction of both engine nacelles will completely disable the aircraft, sending it into an unpowered dive and eventually crashing.
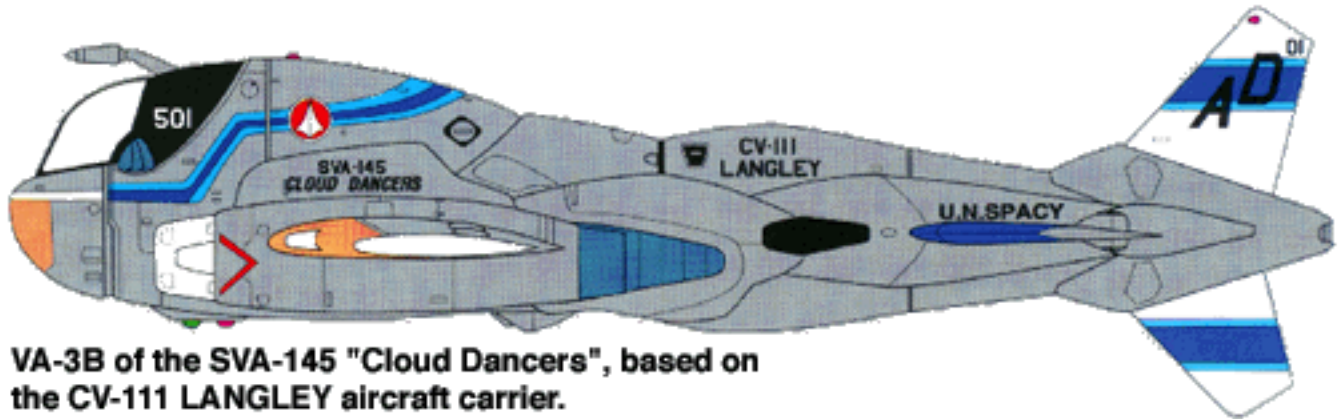
VA-3B of the SVA-145 "Cloud Dancers", based on the CV-111 LANGLEY aircraft carrier.
(Arm unit omitted for detail)

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
    54 mph (86.4 kmph)
LEAPING, SOLDIER CONFIGURATION:
    20 ft (6 m) high or 33 ft (10 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
    200 mph (320 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
    650 mph (1040 kmph/Mach 0.97) max speed at 8,000 meters or less above sea level. Mach 1.7+ (1140 mph/1820 kmph) max speed at 8,000-38,000 meters above sea level. Max altitude of 38,000 meters without rocket booster assistance. Maximum rate of ascent is 12,500 meters/minute. G limits are +13.2 to -8.7 standard Earth gravities.

STATISTICAL DATA:

HEIGHT:
    44 ft (14.0 m) in soldier configuration.
    18 ft (5.8 m) in fighter configuration.
WIDTH:
    24 ft (7.7 m) at shoulders in soldier configuration.
    70 ft (22.4 m) in fighter configuration (wingspan)

LENGTH:

13 ft (4.2 m) in soldier configuration.

58 ft (18.6 m) in fighter configuration.

WEIGHT:

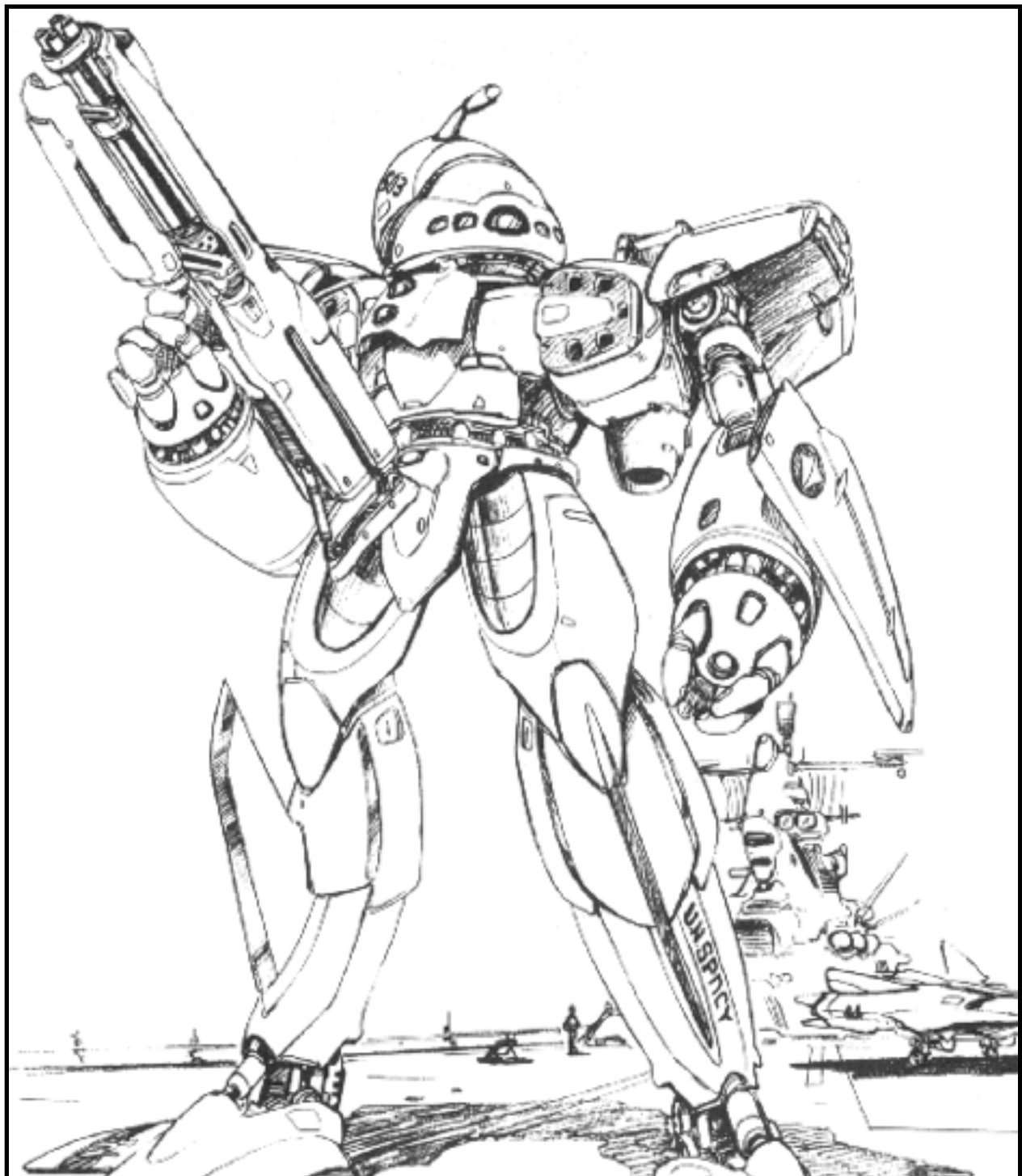13,980 kg empty. Maximum takeoff weight in an atmosphere is 33,800 kg.

PHYSICAL STRENGTH:

Equal to a P.S. of 70

CARGO:

Small compartment behind pilot's seat for personal belongings.

COMPATIBLE FAST PACKS:

None

WEAPON SYSTEMS:

1. **QUAD-BARREL GATLING GUN POD:** The only close-range weapon carried by the VA-3 Invader a large multi-barrel gun pod somewhat similar to the classic GU-11 used by the VF-1 Valkyrie. The gun pod is hand-held when the VA-3 is in soldier mode, and is mounted on a special hardpoint along the centerline of the fighter. The gun pod can fire in either mode, but is limited to the forward arc of the bomber in fighter mode.

   - **PRIMARY PURPOSE:** Assault/Defense
   - **SECONDARY PURPOSE:** Anti-mecha
   - **RANGE:** 3000 feet (900 m)
   - **DAMAGE:** Does 5D6 M.D. for a short burst, 2D6x10 M.D. for a long burst, or 3D6x10 M.D. for a full melee burst.
   - **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
   - **PAYLOAD:** 200 rounds per clip equals 20 short bursts, 10 long bursts, or 5 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires 2 melee actions. One spare clip is stored in each leg of the mecha.

2. **WEAPON HARD POINTS:** The primary purpose of the VA-3 is to deliver bombs and other ordinance, and the mecha is equipped with 10 hard points for this purpose. Six hardpoints are wing-mounted (3 on each wing), and four are located on the main body along with a special hardpoint for the gatling cannon. Each hardpoint can hold one long range missile, three medium range missiles, or six bombs. The hard points can also be used to hold special ordinance packages, such as sensor units and electronic warfare suites.

   NOTE: Due to the location of the hard points, ALL missiles must be fired or ejected before the VA-3 can convert into soldier mode. This is a serious flaw in the Invader design, and explains why soldier mode is seldom used by VA-3 pilots.

   - **LONG RANGE MISSILES**
     - **Primary Purpose**: Heavy Assault
     - **Secondary Purpose**: Anti-Spacecraft
     - **Missile Types:** Any type of UN Spacy **Long Range Missile** can be used.
     - **Range:** Varies with missile type.
     - **Damage:** Varies with missile type.

- **Rate of Fire**: Volleys of 1 to 10 missiles per attack.
- **Payload**: One per hardpoint; 10 maximum.
  - ❍ **MEDIUM RANGE MISSILES**
    - **Primary Purpose**: Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Types:** Any type of UN Spacy **Medium Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: Volleys of 1 to 10 missiles per attack.
    - **Payload**: Three per hardpoint; up to 30 maximum.
  - ❍ **STANDARD BOMBS (UNGUIDED MISSILES)**
    - **Primary Purpose**: Ground Assault
    - **Secondary Purpose**: Anti-Fortification
    - **Missile Type**: Standard UN Spacy bombs, usually high explosive or fragmentation.
    - **Mega-Damage**: 1D6x10 M.D.
    - **Rate of Fire**: Volleys of 1 to 10 missiles per attack.
    - **Payload**: 6 per hardpoint; up to 60 maximum.
    - **Note**: Bombs can be laser-guided or unguided. Unguided bombs are -4 to strike a stationary ground target, -6 to strike a moving target(s), and -10 to hit a small moving target like a mecha or vehicle. Guided bombs do not have these penalties, but require a spotter to illuminate the target with a laser designator. If the designator looses sight of the target the previous penalties immediately apply.
  - ❍ **ALQ-192 ELECTRONIC WARFARE JAMMING MODULES**
    - **Primary Purpose**: Electronic Jamming
    - **Range**: 100 miles
    - **Space Requirement**: A full set of modules requires four hardpoints for mounting.
    - **Mega-damage Capacity**: 50 MDC per module
    - **Effects**: When activated, radio communcations, radars, and electromagnetic sensors are reduced in range by 95%. Laser communications and light-based sensors are unaffected by jamming.

3. **HAND TO HAND COMBAT:** If necessary, the pilot of the VA-3 can engage in melee combat rather than use a weapon. Although not designed for hand-to-hand combat, the Invader is fairly powerful and can do significant damage if it connects.

DAMAGE:

- ❍ Restrained Punch: 1D6 M.D.
- ❍ Full Strength Punch: 3D6 M.D.
- ❍ "Booster" Punch: 4D6 M.D. (counts as two attacks)
- ❍ Tear or Pry with Hands: 2D6 M.D.
- ❍ Kick: 1D6 M.D.
- ❍ Leap Kick: 2D6 M.D.

❍ Body Flip/Throw: 1D6 M.D.
  ❍ Body Block/Tackle: 2D6 M.D.
  ❍ Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VA-3:

- **AUTO-PILOT:** The VA-3 is equipped with a computerized auto-pilot. Although not as complex as those equipped on some other VFs, it can be reasonably trusted to get the fighter from point A to point B safely. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha.
- **COMBAT COMPUTER W/HUD DISPLAYS:** The VA-3 is equipped with a combat computer that can store and analyze data during combat with hostile forces. The cockpit of the Invader has several HUD displays allowing the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 2,000 images stored in memory. The computer can identify and track up to 50 targets simultaneously.
- **EJECTION SEAT:** The cockpit of the VA-3 is equipped with a zero/zero ejection seat, meaning that the pilot can eject from his mecha even if the craft is standing still. The pilot can eject in either fighter or soldier mode (exits out the top of the mecha in soldier mode), and the ejection seat is equipped with a parachute to land the pilot safely after a bail-out. The ejection seat also contains an emergency life support system that can support the pilot for up to 4 hours in a vacuum (assuming the pilot is wearing a sealed flight suit.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The ejection seat of the VA-3 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 100 miles (160 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.

- **LASER TARGETING SYSTEM:** Range: 80 miles (128 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** (VA-3B only) Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** (VA-3B only) Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: TELESCOPIC VISION:** Range: 4000 feet (1220 m). A visual magnification system that can focus and magnify images up to 4000 feet away.
- **OPTICS: THERMAL IMAGER:** (VA-3B only) Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VA-3's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). Assuming most of the Invader's ordinance has been ejected beforehand, the explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **STANDARD SURVIVAL KIT:** All UN Spacy variable fighters come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VA-3's cockpit is pressurized, and also provides
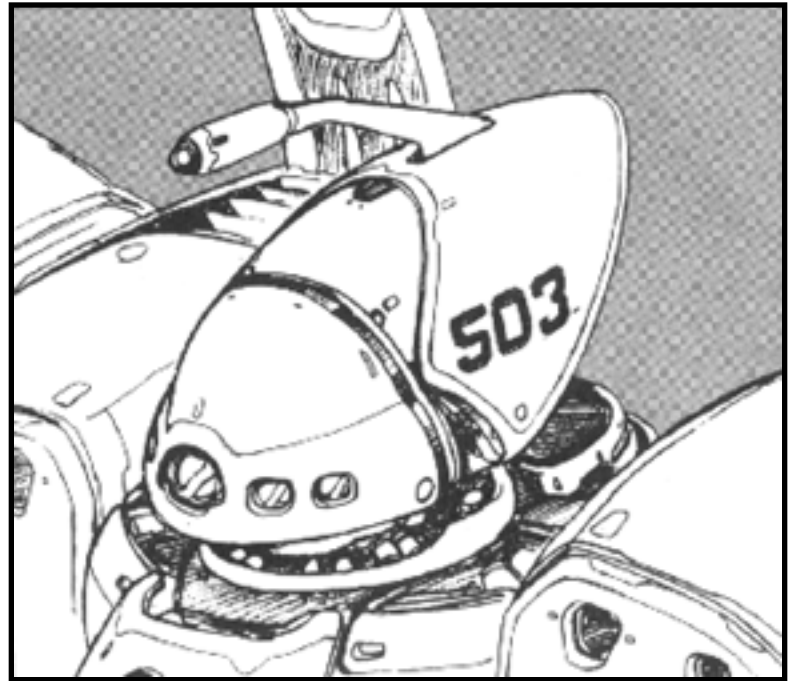
additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

VA-3B of the SVA-145 Attack Group, based on the ARMD-05 AKAGI space defense platform.

COMBAT BONUSES FOR INVADER VF TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VA-3 INVADER COMBAT TRAINING

- Advanced training for pilots specializing in the VA-3.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +2 on initiative.
- +2 to strike

- +2 to parry
- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +2 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: Northrom Grumman VA-3 Invader Entry"**
- **This is Animation Special: Macross Plus**

MACROSS MECHA DESIGNS   **PREVIOUS | NEXT | INDEX**

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS PLUS** and **MACROSS 7**, both sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-11 "THUNDERBOLT" VARIABLE FIGHTER

(Version 1.9 - Last Updated: 07/25/98 20:06)

RPG Stats by **DAVE DEITRICH** (*deitrich@mcs.net*)
Background info provided by the **MACROSS ONLINE COMPENDIUM**
*3D Renderings courtesy of* **CHRIS SINGH** (*csingh1@gl.umbc.edu*)

stormworks studios

BACKGROUND

The *VF-11 Thunderbolt* is the standard tactical variable fighter for the UN Spacy forces as of 2040. The mecha is a direct descendant of the original **VF-1 Valkyrie** and has several design similarities to the now-antique fighter, including variable soldier and gerwalk modes, a head laser external gun pod, and optional add-on boosters for increased range and maneuverability. The VF-11 replaced the older **VF-4 Lightning III** as the UN Spacy's main combat mecha in 2030, and has been in service now for almost a decade. Thunderbolts are found all over human-colonized space, on long-distance colony ships, colonized planets, and deep space military forces. The design is starting to become outdated, however, and is scheduled to be replaced by the **VF-19 Excalibur**, the winning design of the *Project Super Nova* competition. However, due to the large numbers of Thunderbolts stationed all across the galaxy it will probably be several years yet before the VF-19 can be produced in sufficient numbers to retire the VF-11 from service.

There is one interesting footnote in the development of the Thunderbolt. During the early tests of the prototype VF-11s the addition of the forward canard wings was a subject of great debate with the engineers and test supervisors. Although the canards provided increased maneuverability for the fighter, they also created additional

aerodynamic drag which lowered the top speed of the variable fighter in a planetary atmosphere. Despite the drawbacks many of the test pilots were in favor of the canard wing, including **Captain Milia Jenius** of the Eagle Nest Aerial Tactics Center, who was involved in testing of the final VF-11 prototypes. The event which clinched the decision to include the canard wings eventually came when Captain Jenius piloted the VFX-11 prototype on a rescue mission to save a UN chief advisor. The successful rescue of the individual and the data collected from the prototype during the rescue operation led to the decision to include the canard wing on the VF-11, as well as later VFs designed by Shinshi Inudstries.

VF-11 Thunderbolt Fighter Mode
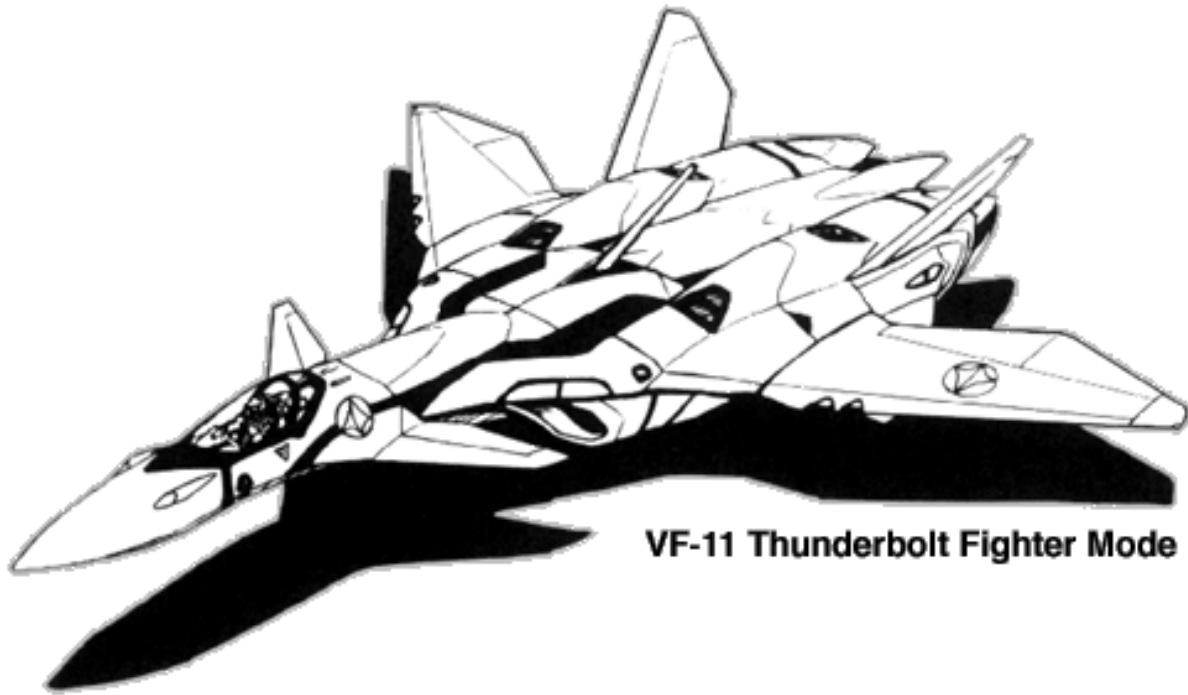
RPG STATS

Vehicle Types:

- **VF-11A**: First manufactured version. Initially equipped with a shorter barrel on the anti-aircraft laser and a dual-visor sensor system in the head.
- **VF-11B**: Standard UN Spacy version, circa 2040. Lengthened barrel on the head anti-aircraft laser and redesigned single-visor sensor system.
- **VF-11C**: Upgraded version of the VF-11B, featuring enhanced communication/navigation systems. Fleet-wide upgrade of all VF-11B fighters to VF-11C versions begun in 2040.
- **VF-11D**: Two-seater version for training and recon operations.
- **VF-11D Jamming Bird Custom**: Custom version produced on board the *Macross 7* colony fleet. Contains sound energy technology.
- **VF-11MAXL-Kai**: Custom version produced on board the *Macross 7* for Sound Force. Contains sound energy technology.
- **VF-11 Full Armor**: Heavy armor variant of VF-11A, B, C, or D.

Class: Tactical Variable Fighter
Manufacturer: Shinsei Industries

Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
    Head Laser                                        30
(1) Head                                              75
    Hands (2)                                         50  each
    Arms (2)                                         100  each
    Legs & Thrusters (2)                            200  each
(2) Main Body                                        300
    Canard Forward Wings (2)                          30  each
    Main Wings (2)                                   120  each
    Tails (2)                                         50  each
    Multipurpose Gun Pod                            100
    Anti-Projectile Shield                          150
    Reinforced Pilot Compartment/Escape Pod         150
```

NOTES:

1. Destroying the head of the fighter will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
90 mph (144 kmph)
LEAPING, SOLDIER CONFIGURATION:
30 ft (9 m) high or 50 ft (15.2 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
300 mph (480 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, GERWALK CONFIGURATION:
Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
Mach 3.5+ (2345 mph/3752 kmph) max speed at 10,000 meters or less above sea level. Mach 8.2+ (5494 mph/8790 kmph) max speed at 10,000-42,000 meters above sea level. Max altitude of 42,000 meters without rocket booster assistance. Maximum rate of ascent is 28,500 meters/minute. G limits are +22 to -14.5 standard Earth gravities.
MAX ENGINE THRUST:
28,000 kg x2 from main engines, plus 10,000 kg x4 from optional super booster units or 120,000 kg x2 from optional solid-fuel rocket boosters.

STATISTICAL DATA:

HEIGHT:

41.34 ft (12.92 m) in soldier configuration.

22.05 ft (6.89 m) in gerwalk configuration.

15.39 ft (4.81 m) in fighter configuration.

WIDTH:

17.46 ft (5.45 m) at shoulders in soldier configuration.

35.84 ft (11.20 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

11.17 ft (3.49 m) in soldier configuration.

28.54 ft (8.92 m) in gerwalk configuration.

49.63 ft (15.51 m) in fighter configuration.

WEIGHT:

9000 kg.

PHYSICAL STRENGTH:

Equal to a P.S. of 50

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinsei Industries/Pratt & Whitney/Rolls Royce FF-2025G thermonuclear turbine engines. Several additional Pratt & Whitney HMM- 5B high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull. Additional thruster options include paired super booster units and added propellant storage or dual solid-fuel rocket boosters.

COMPATIBLE FAST PACKS:

Dorsal: NP-BP-01, NP-BP-02, NR-BP-T1, NR-BP-E2, NP-BP-10, NP-BP-11, NP-BP-12, NR-BP-E7, NR-BP-19, NR-BP-19-SES

Arm: NP-AR-01, NP-AU-T1

Leg: NP-FB-11, NP-FB-19

WEAPON SYSTEMS:

1. **ANTI-AIRCRAFT PULSE LASER:** The VF-11 mounts a single pulse laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha in soldier mode, and is located in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

   ❍ **PRIMARY PURPOSE:** Anti-aircraft
   ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** 2D4 M.D.
   ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.

❍ **PAYLOAD:** Effectively Unlimited.

2. **MULTIPURPOSE GUN POD W/ANTI-ARMOR BAYONET:** A gun pod similar to the old GU-11 used by the VF-1 Valkyries, this is the primary weapon of the VF-11. The new gun pod also features a mecha-sized bayonet mounted on the front of the weapon, for use in close combat with mechanized opponents.
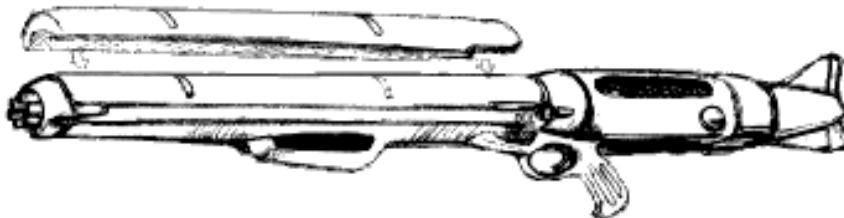
❍ **PRIMARY PURPOSE:** Assault
❍ **SECONDARY PURPOSE:** Anti-mecha
❍ **RANGE:** 4000 feet (1200 m)
❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst. Bayonet does 1D4x10 M.D. per strike.
❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
❍ **PAYLOAD:** 400 rounds per clip equals 40 short bursts, 20 long bursts, or 10 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires 2 melee actions. Two spare clips are stored behind the anti-projectile shield.

3. **WING HARD POINTS:** Two fixed hard points are mounted on each wing of the VF-11 for a total of 4 hardpoints on the fighter. These hardpoints can be used to hold a variety of different ordinance types, including long, medium, or short range missiles, or even the new **medium-range high-maneuverability (MRHM) missiles** (after 2040). One long range, one MRHM, 3 medium range, or 5 short range missiles can be mounted per hardpoint.

NOTE: Due to the location of the hard points, ALL missiles must be fired or ejected before the VF-11 can convert into soldier mode. For this reason the hard point missiles are usually fired within the first few passes of an attack.

❍ **LONG RANGE MISSILES**
  ■ **Primary Purpose**: Heavy Assault
  ■ **Secondary Purpose**: Anti-Spacecraft
  ■ **Missile Types:** Any type of standard UN Spacy **Long Range Missile** can be used.
  ■ **Range:** Varies with missile type.
  ■ **Damage:** Varies with missile type.
  ■ **Rate of Fire**: Volleys of 1-4 missiles.
  ■ **Payload**: One per hardpoint; 4 maximum.
❍ **MEDIUM RANGE MISSILES**
  ■ **Primary Purpose**: Assault
  ■ **Secondary Purpose**: Anti-Mecha
  ■ **Missile Types:** Any type of standard UN Spacy **Medium Range Missile** can be used.
  ■ **Range:** Varies with missile type.

- **Damage:** Varies with missile type.
- **Rate of Fire**: 1-3 missiles per hardpoint.
- **Payload**: Three per hardpoint; up to 12 maximum.
  - ❍ **SHORT RANGE MISSILES**
    - **Primary Purpose**: Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Types:** Any type of standard UN Spacy **Short Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: 1-5 missiles per hardpoint.
    - **Payload**: Five per hardpoint; up to 20 maximum.
  - ❍ **MEDIUM RANGE HIGH MANEUVERABILITY MISSILES**
    - **Primary Purpose**: Anti-Mecha
    - **Secondary Purpose**: Surgical Strikes
    - **Mega-Damage**: 2D6x10 M.D.
    - **Rate of Fire**: One per hardpoint.
    - **Range**: 80 miles.
    - **Payload**: One per hardpoint; 4 maximum.
    - **Note**: Not available prior to 2040.

4. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-11 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   - ❍ Restrained Punch: 1D4 M.D.
   - ❍ Full Strength Punch: 2D6 M.D.
   - ❍ "Booster" Punch: 3D6 M.D. (counts as two attacks)
   - ❍ Tear or Pry with Hands: 1D6 M.D.
   - ❍ Kick: 1D6 M.D.
   - ❍ Leap Kick: 2D6 M.D.
   - ❍ Body Flip/Throw: 1D4 M.D.
   - ❍ Body Block/Tackle: 1D6 M.D.
   - ❍ Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VF-11:

- **ANTI-PROJECTILE SHIELD:** A new addition to modern VFs, the VF-11 is equipped with an external shield that is mounted on the central rear dorsal section of the mecha in fighter mode, and on the left arm in soldier and gerwalk modes. On a successful parry in soldier or gerwalk mode, the shield can be used to block missiles or projectiles, thus protecting the main body from harm. Although constructed of super-strong materials, the shield is NOT regenerable and must be ejected once its MDC is depleted.
- **AUTO-PILOT:** The VF-11 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the
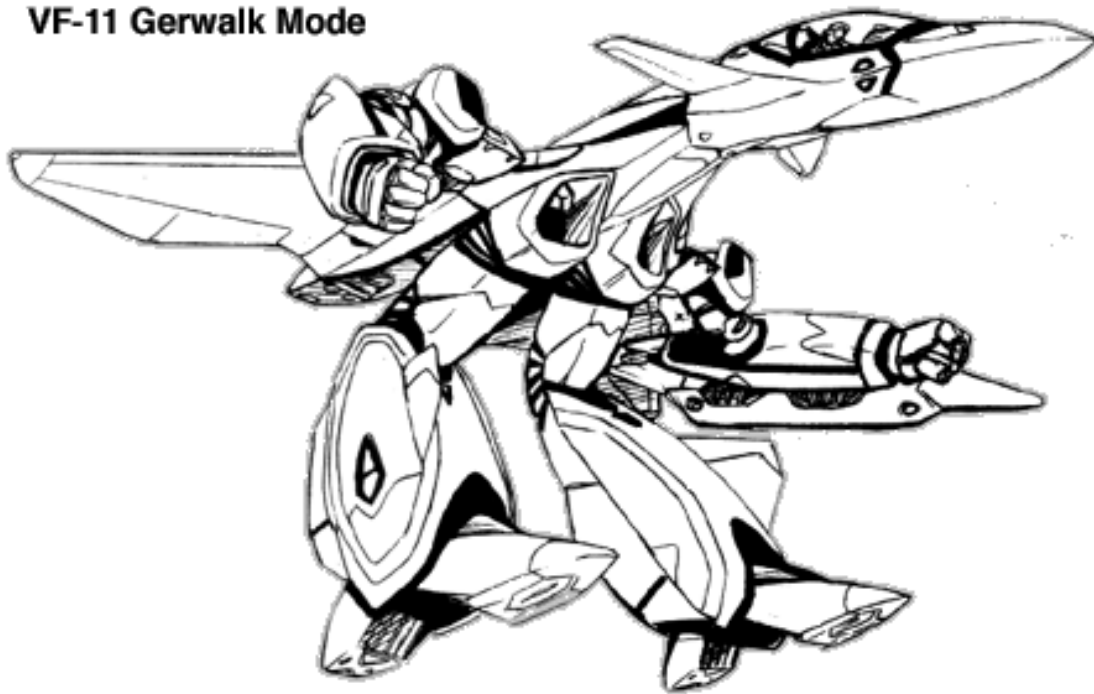
pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.

- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-11 is equipped with a combat computer that can store and analyze data during combat with hostile forces. The entire cockpit canopy of the VF-11 is a large HUD display, which allows the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.

- **ESCAPE POD:** The entire reinforced cockpit of the VF-11 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.

- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.

- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.

- **HOMING SIGNAL:** The escape pod of the VF-11 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.

- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.

- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.

- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.

- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.

- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.

- **RADAR:** 200 mile (321 km) range.

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

- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-11's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.

- **STANDARD SURVIVAL KIT:** All UN Spacy variable fighters come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-11's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

VF-11 Gerwalk Mode

COMBAT BONUSES FOR THUNDERBOLT VF TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to

loose initiative and one attack that melee round.

ADVANCED VF-11 THUNDERBOLT COMBAT TRAINING

- Advanced training for pilots specializing in the VF-11.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +2 on initiative.
- +2 to strike
- +3 to parry
- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

FICTIONAL BACKGROUND FOR ROBOTECH CAMPAIGNS:

The departure of the Robotech Expeditionary Forces in 2022 left a large gap in the military power of Earth's defense forces. The REF took a very large percentage of available combat mecha in service with Terran forces at that time, including almost all VF-1, VAF-6, and VBF-1 veritechs that had been produced to date. The removal of these fighters left the armies of the Southern Cross without a medium-weight veritech fighter, forcing them to rely on the lighter Logan veritechs and outdated non-transformable fighters to fill the roles normally handled by VF-1 and VAF-6 Veritechs. The Southern Cross requested development of a high-performance variable combat fighter to replace the VF-1 and VAF-6 veritechs, and awarded the contract to produce such a fighter to Shinsei Industries, a new development firm based in rebuilt Japan. In 2025, Shinsei unveiled the **VF-11 "THUNDERBOLT" VERITECH**. The Thunderbolt was approved by the Southern Cross and quickly became a popular mecha among the TAF and TASC armies.

The VF-11 was designed by some of the same people who had worked on the VF-1 Veritechs aboard the SDF-1

during the First Robotech War, and thus shares many stylistic and functional features with its predecessor. The swing-wing fighter configuration, variable guardian and battloid modes, head laser, and gatling gun pod are all derived from the original VF-1 Veritech designs. However, part of the Southern Cross' design contract specified that the new mecha was NOT to use protoculture in any way, shape, or form. The limited amounts of protoculture available on Earth made it unfeasible to equip common military mecha with protoculture systems. Thus the Shinsei Industries design team built the VF-11 around the new FF-2025G thermonuclear turbine engines; non-protoculture versions of the FF-2001 engines used in the VF-1 series. Advances in propulsion technology allowed the newer engines to be even more efficient than the older versions. Shinsei also produced several optional add-on systems for the VF-11, including solid-fuel rocket boosters, new super boosters similar to the one used on the VF-1 Super Veritechs, and heavy external armor with missile launchers for an optional VF-11 Heavy Armor variant.

The armament systems of the VF-11 were similar to the VF-1. The Thunderbolt's main weapon was a 65mm multipurpose gun pod with anti-armor bayonet, that could be used in all modes by the Veritech. Descended from the GU-11, the new gun pod offered a greater punch and a larger magazine capacity than its predecessor. The multiple head lasers on the VF-1 were replaced with a single pulse laser on the VF-11, which could cause greater damage than the older lasers were capable of. The laser was mounted facing rear instead of front in fighter and guardian modes, allowing the mecha to snipe at missiles or enemy mecha that strayed behind the craft. Finally, in accordance with Southern Cross mecha policy the VF-11 was equipped with a shield on its left arm, which could be used to parry incoming weapons and increase the defensive capabilities of the mecha.

The VF-11 Thunderbolt was produced in fair numbers up until 2030, when they began to be replaced by the new AJACS Veritech Attack Copters. Thunderbolts still served along with Logans in the TAF, however, and were commonly used in land based conflicts with Malcontents, EBSIS, and Merchant Republic forces. When the Robotech Masters finally arrived at Earth in 2032, the Thunderbolts led the initial charge against the invaders for the Southern Cross. Although the Second Robotech War only lasted a year, many VF-11s were lost to heavier-armored Bioroid Transports used by the Masters. A fair number of Thunderbolts did survive the war, however, and could still be found in service with the remains of the Southern Cross and other fraction nations during the chaos of 2032-2035. Even the Invid Invasion of 2035 did not stomp out the VF-11 entirely, as at least a dozen fighters have been reported seen in operation with various resistance groups. However, lack of parts and the arrival of newer, more advanced Veritech Alpha Fighters means that it may not be long before the VF-11 Thunderbolt disappears altogether from active service.
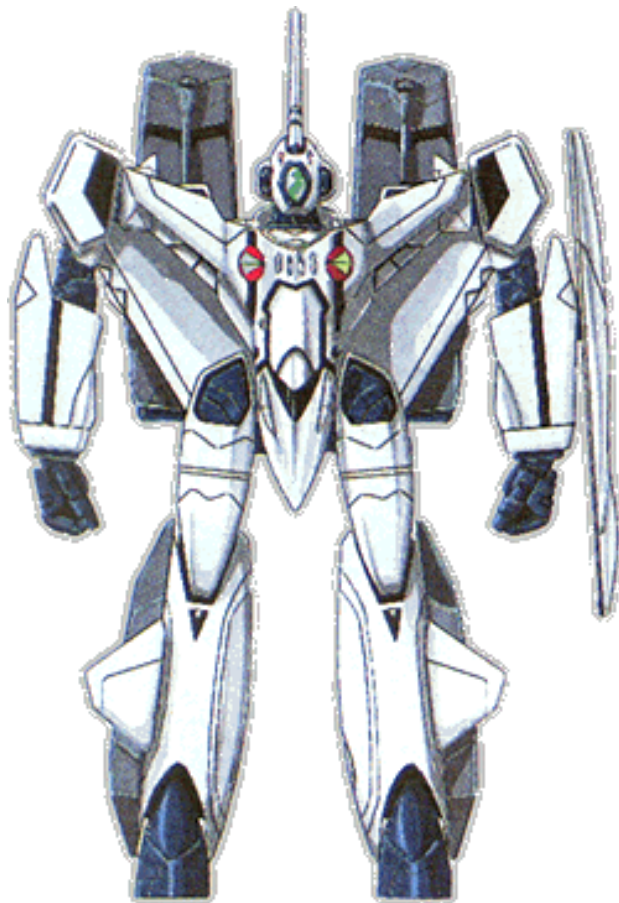
STANDARD SQUADRON COLORS
Macross 7 Defense Forces
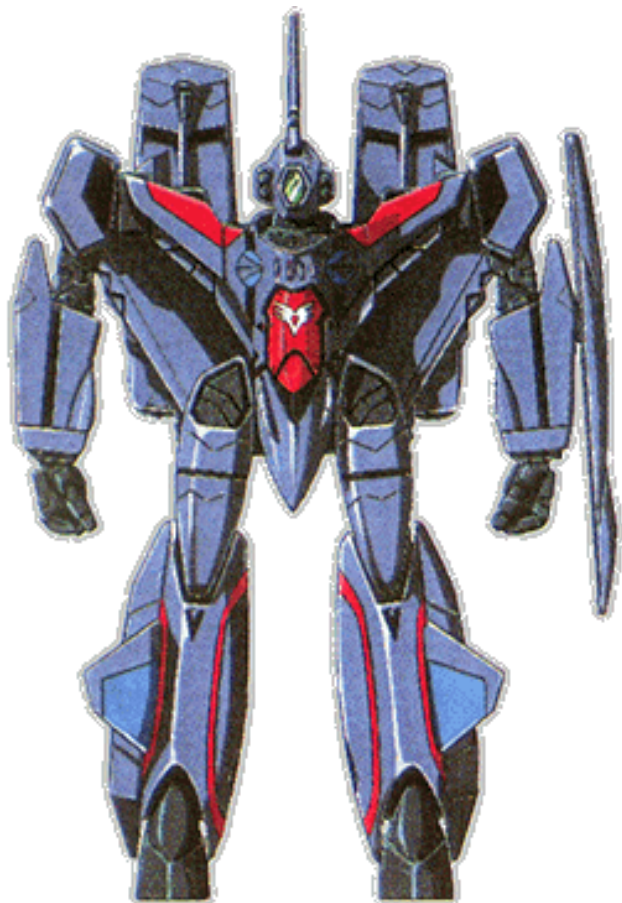
STANDARD SQUADRON COLORS
UN Spacy Outer Space Special Forces

REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Mecha Guide: **Shinsei Industry VF-11 Thunderbolt Entry**"
- *Macross Plus* episodes 1-4
- *Macross 7* TV episodes 1-49
- **This is Animation Special: Macross Plus**
- **This is Animation Special: Macross 7**

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS PLUS** and **MACROSS 7**, both sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-11 "THUNDERBOLT" FULL-ARMOR VARIANT

([Version 1.3](#) - Last Updated: 07/25/98 20:06)

> *RPG Stats by **[DAVE DEITRICH](#)** ([deitrich@mcs.net](#))*
> *Background info provided by the **[MACROSS ONLINE COMPENDIUM](#)***

BACKGROUND

The *VF-11 Full-Armor Thunderbolt* is a heavy-armor variant of the traditional **VF-11 Thunderbolt**. Like the original VF-1 Valkyrie, the VF-11 can be outfitted with a special package that consists of an additional 16 tons of armor and weapon systems. Any VF-11 can be outfitted with the heavy armor package with the exception of custom variants like the **VF-11D Jamming Bird** and **VF-11 MAX-L Kai Sound Force** variants.

In practice full-armor VF-11s are usually reserved for heavy assaults or coordinated strikes against large fleets of enemy fighters and spacecraft. While the armor additions do provide the fighter with a staggering amount of firepower, the extra weight greatly reduces maneuverability, especially in a planetary atmosphere. In addition, the VF-11 is unable to transform into Gerwalk or Fighter while encased in the armor, and thus the craft is unable to benefit from the versatility of three different modes of operation. To partially compensate for this the armor has a "blow-away" option where it can be instantly ejected from the mecha when damaged or depleted, allowing the VF-11 to function thereafter as a normal Thunderbolt VF.

VF-11C Full Armor Version
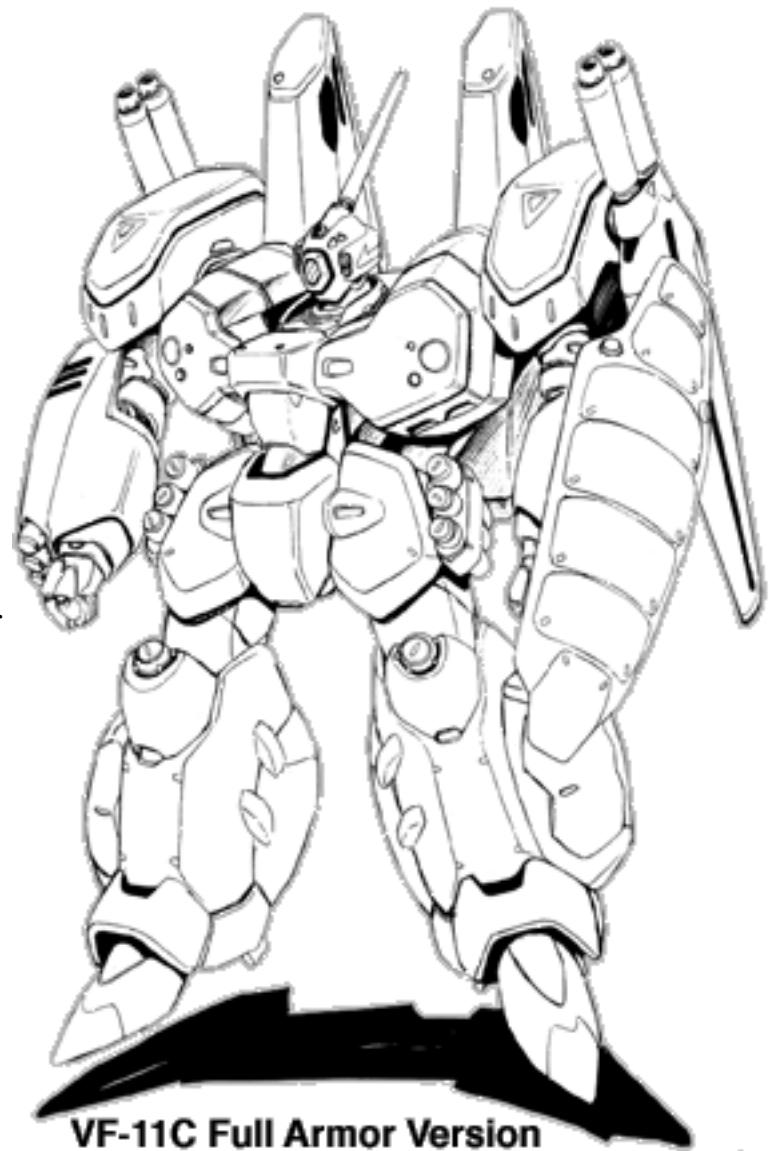
Usually only a small amount of VF-11s for any UN Spacy force are converted to full-armor variants, perhaps amounting to only 5% of the unit's total force.

RPG STATS

Vehicle Type:
Any VF-11 can be converted into a full-armor VF-11 except for custom types such as the **VF-11D Custom** and **VF-11 MAX-L Kai**.

Class: Heavy Assault Fighter
Manufacturer: Shinsei Industries
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
       Head Laser                                    30
(1) Head                                             75
       Hands (2)                                     50 each
       Arms (2)                                     100 each
(3) Extra Armor (2)                                  80 each
       Legs & Thrusters (2)                         200 each
(3) Extra Armor (2)                                 120 each
(2) Main Body                                       300
(3) Extra Armor                                     150
       Canard Forward Wings (2)                      30 each
       Main Wings (2)                               120 each
       Tails (2)                                     50 each
(3) Engine Booster Pods (2)                         120 each
       Multipurpose Gun Pod                         100
(3) Missile Shoulder Mounts (2)                     100 each
(3) Shoulder Cannons (2)                             50 each
(3) Heavy Anti-Projectile Shield                    250
       Reinforced Pilot Compartment/Escape Pod      150
```

NOTES:

1. Destroying the head of the VF will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. Parts of the heavy-armor system. When a full-armor VF-11 is hit, deduct damage from these sections first before going to the main body or corresponding section. If the pilot ejects the heavy armor from the VF-11 then these sections are removed.

   NOTE: After the heavy armor is ejected, stats for the standard VF-11 Thunderbolt should be used to determine mecha performance.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:

63 mph (101 kmph)

LEAPING, SOLDIER CONFIGURATION:

21 ft (6.3 m) high or 35 ft (10.6 m) long without thrusters.

FLYING, SOLDIER CONFIGURATION:

147 mph (235 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely. Max altitude of 20,000 meters without rocket booster assistance. Maximum rate of ascent is 12,000 meters/minute. G limits are +22 to -14.5 standard Earth gravities.

MAX ENGINE THRUST:

28,000 kg x2 from main engines plus 15,000 kg x2 from heavy armor booster units.

STATISTICAL DATA:

HEIGHT: 45.47 ft (14.21 m)

WIDTH: 20.95 ft (6.54 m) at shoulders

LENGTH: 12.76 ft (3.99 m) in soldier configuration.

WEIGHT: 20.5 tons at full load.

PHYSICAL STRENGTH: Equal to a P.S. of 50

CARGO: Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinsei Industries/Pratt & Whitney/Rolls Royce FF-2025G thermonuclear turbine engines. Several additional Pratt & Whitney HMM- 5B high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull. Additional paired super booster units added as part of the heavy armor option.
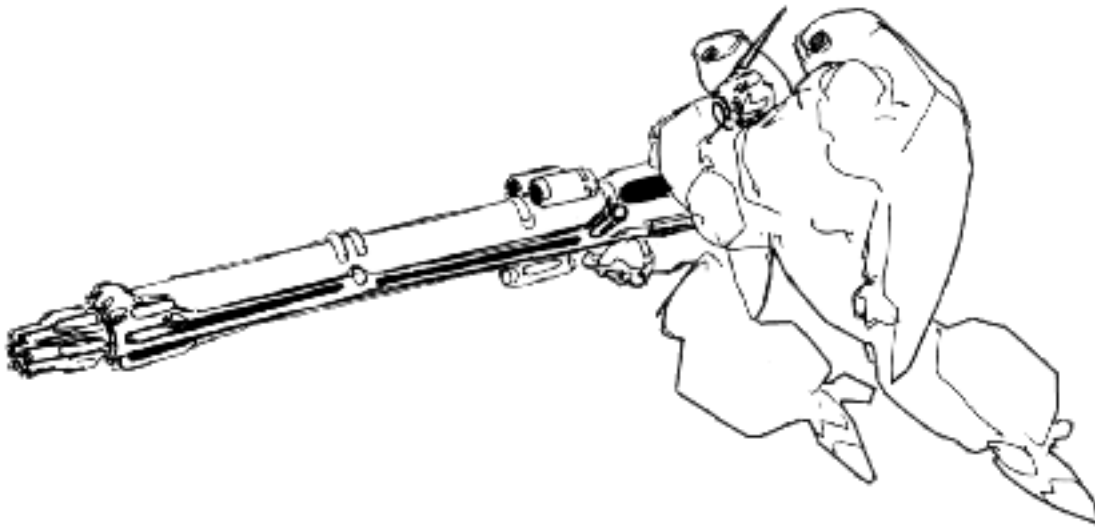
COMPATIBLE FAST PACKS: None

WEAPON SYSTEMS:

XS-06 Gun Pod
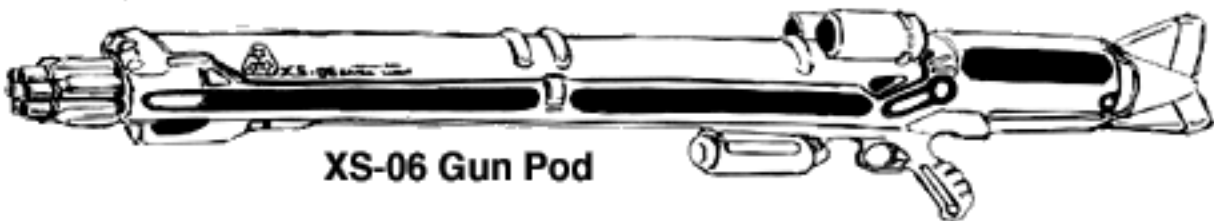
1. **XS-06 HEAVY GUN POD:** Designed and built by *Three Star Heavy Industries*, this immense weapon is designed specifically for use with the full armor variant of the VF-11 Thunderbolt. The gun can also be used by standard VF-11 Thunderbolts but must be held in soldier or gerwalk mode; the weapon is FAR too large to be carried on the underside of a VF in fighter mode. In addition, no spare clips are carried for the XS-06, as additional clips are too large to store anywhere on the mecha. One XS-06 is issued for each VF-11 Full Armor Thunderbolt.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **RANGE:** 5000 feet (1500 m)
- ❍ **DAMAGE:** Does 1D6x10 M.D. for a short burst, 2D6x10 M.D. for a long burst, or 3D6x10 M.D. for a full melee burst.
- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- ❍ **PAYLOAD:** 600 rounds per clip equals 60 short bursts, 30 long bursts, or 15 full melee bursts. Once the gun pod is out of ammo it must be reloaded back at base. NO spare clips can be carried for the XS-06.

2. **ANTI-AIRCRAFT PULSE LASER:** The VF-11 mounts a single pulse laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha in soldier mode, and is located in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

- ❍ **PRIMARY PURPOSE:** Anti-aircraft
- ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** 2D4 M.D.
- ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
- ❍ **PAYLOAD:** Effectively Unlimited.

3. **MISSILE LAUNCHER PODS (8):** The extra super booster units for the heavy armor version of the VF-11 Thunderbolt also contain 8 rapid-fire missile launcher units (4 per booster unit). Each unit contains 4 short- range missiles for a total of 32 SRMs. Each launcher can fire 2 missiles per melee round, so a volley of up to 16 missiles can be fired in a single melee. Armor-piercing SRMs are standard issue, but others can be mounted if desired.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **MISSILE TYPES:** Any type of standard UN Spacy **Short Range Missile** can be used.
- ❍ **RANGE:** Varies with missile type; typically 5 miles (8 km).
- ❍ **DAMAGE:** Varies with missile type; typically 1D6x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1 to 16 missiles. One volley counts as one attack.
- ❍ **PAYLOAD:** 4 missiles per launcher; 32 total.

4. **HEAVY ARMOR BEAM CANNONS (2):** The add-on heavy armor shoulder sections for the VF-11 come with two dual-barrel beam cannons for additional heavy firepower. These cannons have only a limited area of fire and can only fire to the front or the rear of the mecha (not the sides).

   - ❍ **PRIMARY PURPOSE:** Heavy Assault
   - ❍ **SECONDARY PURPOSE:** Anti-mecha
   - ❍ **RANGE:** 4000 feet (1200 m)
   - ❍ **DAMAGE:** Does 1D4x10 M.D. per barrel, or 2D4x10 M.D. for a dual- barrel burst. Barrels are usually fired together.
   - ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
   - ❍ **PAYLOAD:** External power capacitors contain enough power for 20 single-barrel shots per cannon, or 10 dual-barrel shots per cannon.

5. **HEAVY ARMOR MISSILE LAUNCHERS:** The add-on heavy armor for the VF-11 also contains MANY short-range missiles for use against large numbers of opponents or capital ships. These missiles are concealed by armored plates, which flip up seconds before the missiles are fired. Armor-piercing SRMs are ususally used for ALL missiles, but mixes are possible if desired.

   - ❍ **PRIMARY PURPOSE:** Heavy Assault
   - ❍ **SECONDARY PURPOSE:** Anti-warship
   - ❍ **MISSILE TYPES:** Any type of standard UN Spacy **Short Range Missile** can be used.
   - ❍ **RANGE:** Varies with missile type; typically 5 miles (8 km).
   - ❍ **DAMAGE:** Varies with missile type; typically 1D6x10 M.D.
   - ❍ **RATE OF FIRE:** Volleys of any number of missiles up to 20 missiles per attack. ALL missiles (!) can be fired in a single combat round if the player forefits all of his other attacks.
   - ❍ **PAYLOAD:**
     - ■ 15 missiles per shoulder launcher unit
     - ■ 10 missiles per chest launcher unit
     - ■ 3 missiles per hip launcher unit
     - ■ 3 missiles per arm launcher unit
     - ■ 20 missiles per leg launcher unit
     - ■ **102 MISSILES TOTAL (!)**

6. **WING HARD POINTS:** The wing hard points of the VF-11 **cannot** be used to carry missiles while the Thunderbolt is wearing the heavy armor modules.

7. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-11 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.
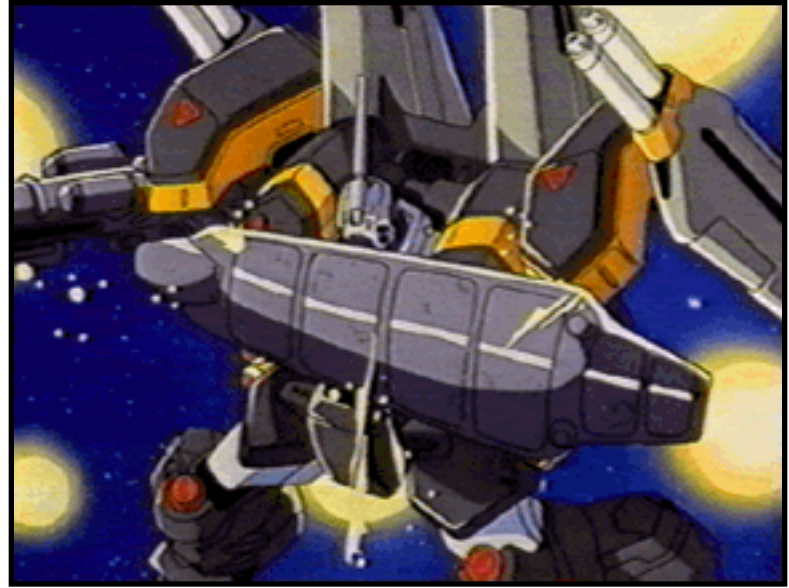
   DAMAGE:

   - Restrained Punch: 1D4 M.D.
   - Full Strength Punch: 2D6 M.D.
   - "Booster" Punch: 3D6 M.D. (counts as two attacks)
   - Tear or Pry with Hands: 1D6 M.D.
   - Kick: 1D6 M.D.
   - Leap Kick: 2D6 M.D.
   - Body Flip/Throw: 1D4 M.D.
   - Body Block/Tackle: 1D6 M.D.
   - Stomp: 1D6 M.D. (only effective against small objects)
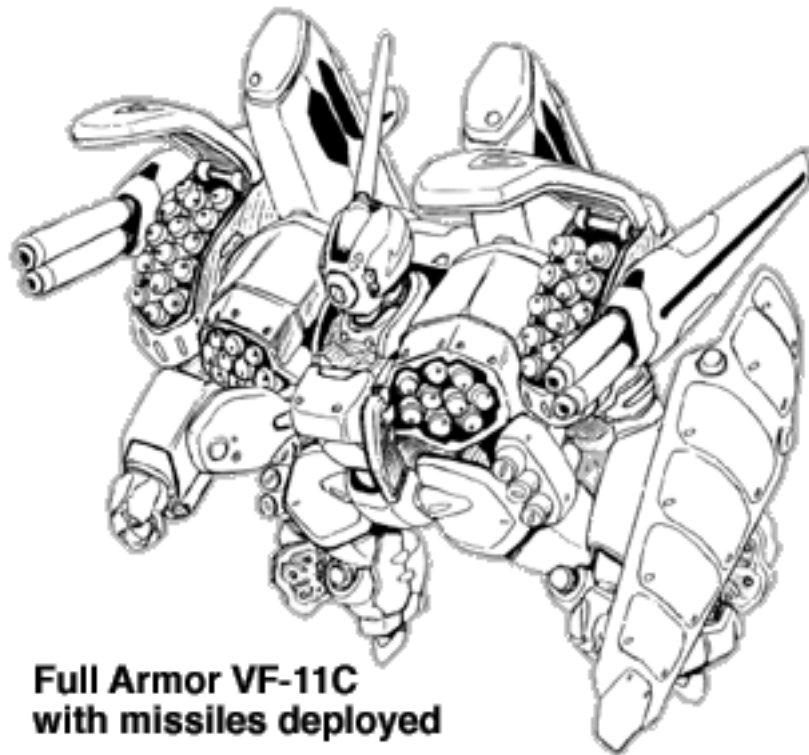
STANDARD EQUIPMENT FOR THE VF-11:

- **AUTO-PILOT:** The VF-11 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-11 is equipped with a combat computer that can store and analyze data during combat with hostile forces. The entire cockpit canopy of the VF-11 is a large HUD display, which allows the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-11 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.

- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HEAVY ANTI-PROJECTILE SHIELD:** The full-armor version of the VF-11 is equipped with an external heavy shield on the left arm of the mecha. On a successful parry the shield can be used to block missiles or projectiles, thus protecting the main body from harm. Although constructed of super-strong materials, the shield is NOT regenerable and must be ejected once its MDC is depleted.
- **HOMING SIGNAL:** The escape pod of the VF-11 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-11's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems

are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.

- **STANDARD SURVIVAL KIT:** All UN Spacy variable fighters come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-11's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

Full Armor VF-11C
with missiles deployed

COMBAT BONUSES FOR THUNDERBOLT VF TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative.
- +1 to strike.
- +1 to parry

- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-11 THUNDERBOLT COMBAT TRAINING

- Advanced training for pilots specializing in the VF-11.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +2 on initiative.
- +2 to strike
- +3 to parry
- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: Shinsei Industry VF-11 Thunderbolt Entry"**
- *Macross 7* TV episode 26
- **This is Animation Special: Macross Plus**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS PLUS** and **MACROSS 7**, both sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.
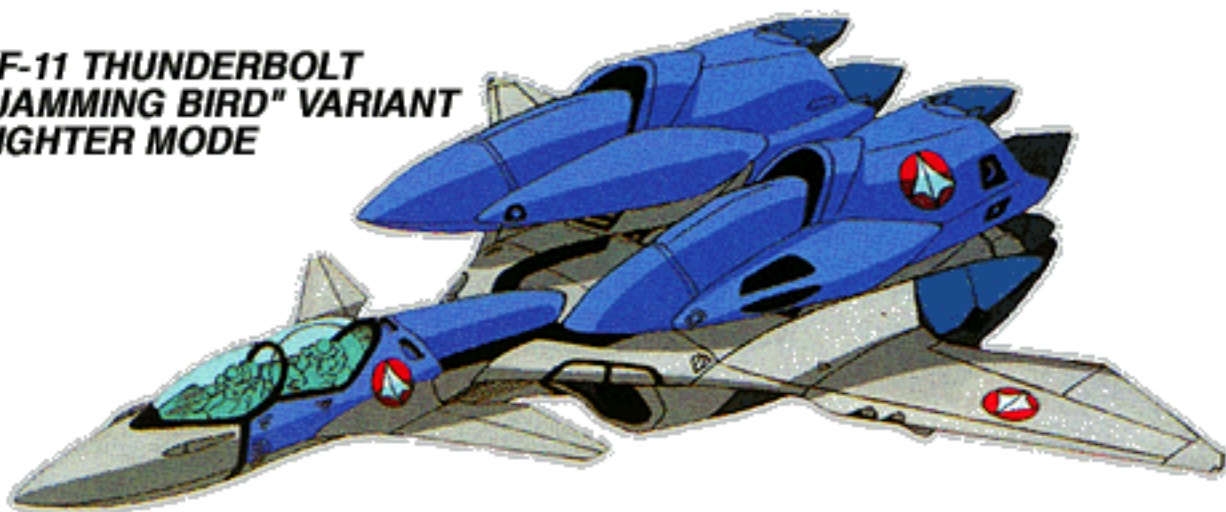
VF-11D "JAMMING BIRD" CUSTOM THUNDERBOLT VARIANT

(Version 1.2 - Last Updated: 07/25/98 20:06)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

VF-11 THUNDERBOLT
"JAMMING BIRD" VARIANT
FIGHTER MODE

BACKGROUND

In September of 2045 as the Macross 7/Varuta war continued to escalate in intensity Dr. Chiba of the Macross 7 colony mission perfected his **Sound Energy Hypothesis** and the concept of Spiritia as a weapon for combatting the Protodeviln and their Varuta servants. Shortly after this discovery Dr. Chiba developed the **Sound Energy System** and proposed the creation of Sound Force, a trio of specially designed VFs piloted by the members of the rock band Fire Bomber. Although initially ridiculed by the Macross 7 military, Sound Force proved its worth in subsequent battles against the newly awakened protodeviln Gavil, Glavil, and Valgo. Realizing the potential of the Sound Energy System, Colonel
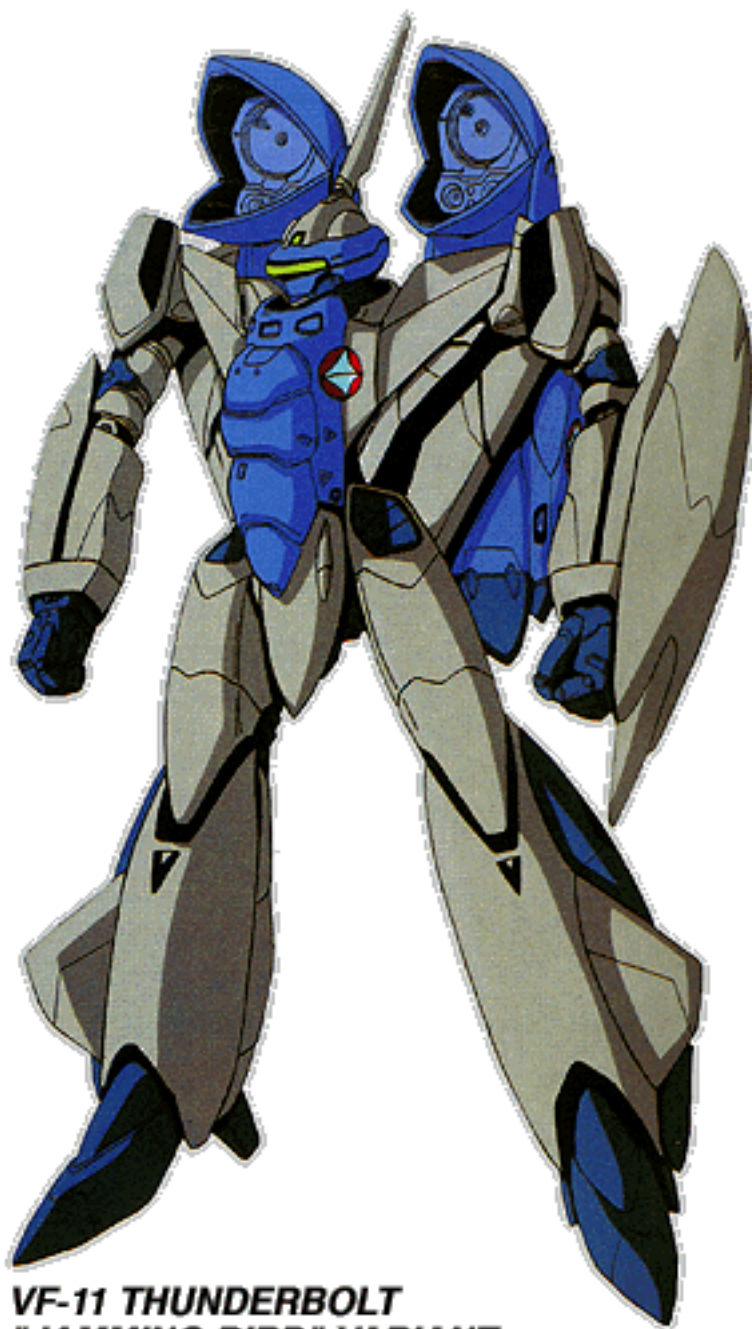
Burton of the Macross 7 military proposed the formation of a second special unit utilizing spiritia technology in a more militaristic manner. Burton received authorization for his project, code-named **Jamming Birds**.

Under Colonel Burton's direction, Three Star Industries produced a new variation of the VF-11D Two-Seater Thunderbolt for the project. The new variable fighter was named the VF-11D "Jamming Bird" variant and combined the benefits of new SES technology with a proven military aircraft design. Based on the two-seater version of the Thunderbolt, the VF-11D Custom holds a military pilot and a passenger who concentrates on using the SES and his/her own spiritia powers to maximum effect. In addition to the SES systems, the Jamming Bird variant has a greater emphasis on defensive measures, with increased armor around the chest and main fuselage, and a pinpoint barrier system identical to the one used on the VF-19 Excalibur. The VF-11D Custom comes standard with modified FAST Super Booster Units, which provide additional thrust and space for the SES systems. Like standard FAST systems, these thrusters can be ejected if damaged, but this will render the Sound Energy System inoperable. Although the Jamming Bird variant has greater thrust than a standard VF-11, the increased drag of the extra armor and FAST packs lowers the overall speed of the variable fighter in an atmosphere. In an effort to compensate for this, the VF-11D was given longer canard wings and more thrusters to increase maneuverability.

VF-11 THUNDERBOLT
"JAMMING BIRD" VARIANT
SOLDIER MODE

The VF-11D Custom is actually an ideal mecha for spiritia combat. Having two crew allows the pilot to concentrate on flying the plane and defending against Varuta fighters, while the passenger is free to concentrate on using the SES to combat the Protodeviln and disrupt Varuta brainwashing of captured pilots. Unfortunately Colonel Burton made a critical mistake when choosing the members of the Jamming Birds. In order to try to maximize the "spiritia combat ability" of the team, Burton held a talent/beauty contest aboard the Macross 7 to find the best singers capable of generating the most emotion (and therefore, theoretically, the most spiritia energy). Unfortunately, the six finalists selected had no combat experience and were too frightened during battles to use the SES to any noticable effect. Rather than admit defeat, Burton began a rigorous training program for the pilots and passengers of the

Jamming Bird squadron in order to "toughen them up" and improve their courage and confidence. Despite the training the Jamming Birds did not become an effective fighting unit until the final battles of the Macross 7/Varuta war.

The Jamming Bird variant was never mass-produced as intended during the war. Only 20 craft were produced by Three Star Industries, and only one squad of six fighters was actually used by the Macross 7 forces. However the designs for the fighter were transmitted to UN Spacy headquarters and then in turn relayed to all colinization fleets and UN bases in the galaxy. Therefore it is quite possible that the Jamming Birds will become a standard of UN Spacy forces everywhere, combatting the Protodeviln and other alien forces with the rediscovered powers of Spiritia.

RPG STATS

Vehicle Types:

    VF-11D Jamming Bird Custom: Custom version produced on board the *Macross 7* colony fleet. Contains sound energy technology.

Class: Custom Tactical Variable Fighter

Manufacturer: Shinsei Industries/Three Star Industries/Macross 7 Development Staff

Crew: One pilot wearing Tactical Life Support System, plus one passenger in custom-fitted flight suit and additional life support bubble.

MDC BY LOCATION:

```
    Head Laser                                          35
(1) Head                                                90
    Hands (2)                                           50  each
    Arms (2)                                           100  each
    Legs & Thrusters (2)                               250  each
(2) Main Body                                          350
    Canard Forward Wings (2)                            45  each
    Main Wings (2)                                      120  each
    Tails (2, concealed below super boosters)           50  each
(3) Integrated FAST Super Booster Pods (2)             150  each
    Multipurpose Gun Pod                               100
    Anti-Projectile Shield                             150
(4) Pinpoint Barrier Shield                            100
    Reinforced Pilot Compartment/Escape Pod            200
```

NOTES:

    1. Destroying the head of the VF will knock out the mecha's major sensor systems, including all of

the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. Destroying one or both of the FAST boosters will disable the Jamming Bird's sound energy system and spiritia projectors.
4. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the right arm of the Jamming Bird.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
 90 mph (144 kmph)
LEAPING, SOLDIER CONFIGURATION:
 30 ft (9 m) high or 50 ft (15.2 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
 300 mph (480 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, GERWALK CONFIGURATION:
 Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
 Mach 2.8+ (1876 mph/3002 kmph) max speed at 10,000 meters or less above sea level. Mach 4.5+ (3015 mph/4824 kmph) max speed at 10,000-42,000 meters above sea level. Additional rocket boosters make the VF-11D Custom transatmospheric and able to achieve orbit over an earth-like planet under its own power. Maximum rate of ascent is 24,800 meters/minute. G limits are +22.5 to -15.0 standard Earth gravities.
MAX ENGINE THRUST:
 31,700 kg x2 from main engines, plus 15,000 kg x2 from FAST super booster units.

STATISTICAL DATA:

HEIGHT:
 41.34 ft (12.92 m) in soldier configuration.
 22.05 ft (6.89 m) in gerwalk configuration.
 15.39 ft (4.81 m) in fighter configuration.
WIDTH:
 17.46 ft (5.45 m) at shoulders in soldier configuration.
 35.84 ft (11.20 m) in gerwalk or fighter configuration with wings at maximum extension.
LENGTH:
 11.17 ft (3.49 m) in soldier configuration.

28.54 ft (8.92 m) in gerwalk configuration.

51.26 ft (16.02 m) in fighter configuration.

WEIGHT:

11,200 kg.

PHYSICAL STRENGTH:

Equal to a P.S. of 50

CARGO:

Small compartment behind pilot's and passenger's seats for personal belongings.

POWER PLANT:

Two Shinsei Industries/Pratt & Whitney/Rolls Royce FF-2025S thermonuclear turbine engines. Several additional Pratt & Whitney HMM- 7 high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull. Additional super booster units are standard issue for the VF-11D Custom.

COMPATIBLE FAST PACKS:

Specifically designed for NR-BP-19-SES and NP-FB-19 FAST modules.

WEAPON SYSTEMS:

1. **ANTI-AIRCRAFT PULSE LASER:** The VF-11D mounts a single pulse laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha in soldier mode, and is located in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

   - **PRIMARY PURPOSE:** Anti-aircraft
   - **SECONDARY PURPOSE:** Anti-missile/defensive
   - **RANGE:** 4000 feet (1200 m)
   - **DAMAGE:** 2D4 M.D.
   - **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   - **PAYLOAD:** Effectively Unlimited.

2. **MULTIPURPOSE GUN POD:** Like the standard VF-11, the Jamming Bird Custom uses a gun pod similar to the old GU-11 used by the VF-1 Valkyries. Since the VF-11D is not intended to engage the enemy in close combat, the gun pod is typically NOT equipped with the mecha-sized bayonet featured on other VF-11 Thunderbolts.
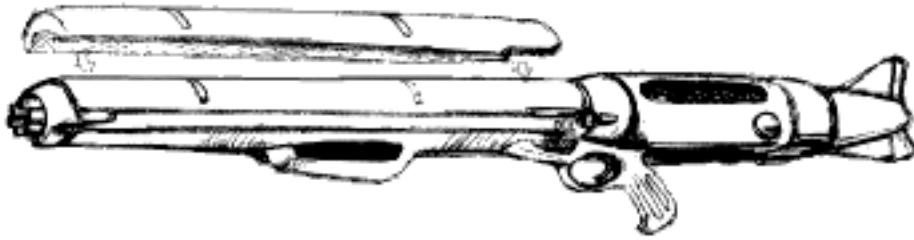
- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.
- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- ❍ **PAYLOAD:** 400 rounds per clip equals 40 short bursts, 20 long bursts, or 10 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires 2 melee actions. Two spare clips are stored behind the anti-projectile shield.

3. **MISSILE LAUNCHER PODS (4):** The FAST super boosters for the VF-11D Custom contain 4 rapid-fire missile launcher units (2 per booster unit). Each unit contains 10 short-range missiles, for a total of 40 SRMs. Each launcher can fire 2 missiles per melee round, so a volley of up to 8 missiles can be fired in a single melee. Armor-piercing SRMs are standard issue, but others can be mounted if desired.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **MISSILE TYPES:** Any type of standard UN Spacy **Short Range Missile** can be used.
- ❍ **RANGE:** Varies with missile type; typically 5 miles (8 km).
- ❍ **DAMAGE:** Varies with missile type; typically 1D6x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1, 2, 4, or 8 missiles. One volley counts as one attack.
- ❍ **PAYLOAD:** 10 missiles per launcher; 40 total.

4. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** With the exception of the VF-11MAXL Kai, the VF-11D Custom is the only version of the Thunderbolt currently equipped with the new mecha-scale pinpoint barrier system. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack.

- ❍ **Primary Purpose**: Defense
- ❍ **Protection**: 100 MDC total
- ❍ **Regeneration Rate**: 50 MDC per round.
- ❍ **Size:** The barrier can be up to 10 ft (3 m) in diameter.

○ **Duration**: Unlimited.

5. **CHAFF/FLARE DISPENSERS:** The external propellant tanks for the super boosters also contain one chaff and one flare dispenser each, which are mounted on the legs of the mecha. The chaff decoys confuse radar images to divert radar-guided missiles, while the flare decoys provide a brilliant infrared images to try and draw heat seeking missiles away from the mecha.

   Each chaff or flare fired provides a bonus of +2 to dodge the particular type of missile it is designed to counter, and the bonuses are cumulative with multiple decoys. (2 decoys = +4 to dodge, 3 decoys = +6, etc.) The bonuses are not cross-cumulative, though; you cannot confuse a heat-seeking missile with a chaff decoy. Each dispenser carries 10 chaff and 10 flare decoys each, for a total of 20 of each type of decoy.

6. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-11D can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc. Because the VF-11D Custom is intended as a support mecha and contains civilian volunteers it rarely engages in hand to hand combat if it can be avoided.

   DAMAGE:

   ○ Restrained Punch: 1D4 M.D.
   ○ Full Strength Punch: 2D6 M.D.
   ○ "Booster" Punch: 3D6 M.D. (counts as two attacks)
   ○ Tear or Pry with Hands: 1D6 M.D.
   ○ Kick: 1D6 M.D.
   ○ Leap Kick: 2D6 M.D.
   ○ Body Flip/Throw: 1D4 M.D.
   ○ Body Block/Tackle: 1D6 M.D.
   ○ Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VF-11D CUSTOM:

- **ANTI-PROJECTILE SHIELD:** A new addition to modern VFs, the VF-11D is equipped with an external shield that is mounted on the central rear dorsal section of the mecha in fighter mode, and on the left arm in soldier and gerwalk modes. On a successful parry in soldier or gerwalk mode, the shield can be used to block missiles or projectiles, thus protecting the main body from harm. Although constructed of super-strong materials, the shield is NOT regenerable and must be ejected once its MDC is depleted.
- **AUTO-PILOT:** The VF-11D is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The

onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.

- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-11D is equipped with a combat computer that can store and analyze data during combat with hostile forces. The entire cockpit canopy of the VF-11D is a large HUD display, which allows the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-11D is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The escape pod contains both the pilot's seat and the passenger's support bubble (see below). The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOLOGRAPHIC PROJECTORS:** The FAST super boosters of the VF-11D custom have built-in holographic projectors. Primarily designed for impressive stage pyrotechnics, the projectors aren't powerful enough to project coherent images or "cloak" the mecha to hide it from view. However, they can be used to "dazzle" an enemy pilot temporarily. When used, any enemies looking directly at the Jamming Bird suffer a -3 to initiative and to hit rolls for one round; after that, they will accustom themselves to the display and no longer be affected.
- **HOMING SIGNAL:** The escape pod of the VF-11D is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
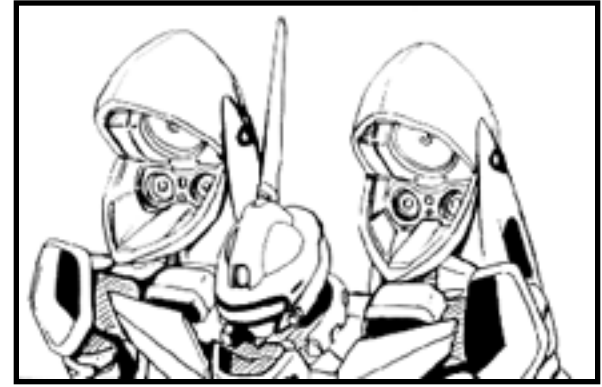- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that

detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.

- **PASSENGER SUPPORT BUBBLE:** In addition to the pilot, the VF-11D Custom is designed to provide support for one passenger, usually a singer who has some experience with Spiritia powers. The passenger wears a custom- fitted life support suit (not as good as a pilot's flight suit, but provides air for up to 12 hours in a vaccuum. In addition, the passenger sits in a life support bubble that provides a final level of protection in case of damage to the cockpit. The passenger in the support bubble has sole control over the Sound Energy System and all spiritia attack and defense systems. However, the passenger has no auxiliary flight controls and no way to control the VF if the pilot is incapacitated. If the pilot's lifesigns are terminated the combat computer is programmed to automatically eject the passenger support bubble, which can then be recovered by friendly forces.

- **RADAR:** 200 mile (321 km) range.

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

- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the Jamming Bird's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.

- **SOUND ENERGY SYSTEM:** The Jamming Bird VF is equipped with Dr. Chiba's Sound Energy System (SES). The system focuses the passenger's spiritia energy and potentially use it for attack or defense. The SES allows the passenger of the Jamming Bird to conduct spiritia attacks and defenses as outlined in the **Spiritia RPG rules** *(coming soon)*, provided the character has Spiritia skills. Consult the Spiritia rules for a full explanation of these powers and their effects.

- **STANDARD SURVIVAL KIT:** The VF-11D Custom comes equipped with two portable survival kits, one for the pilot and one for the passenger. Inside each small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
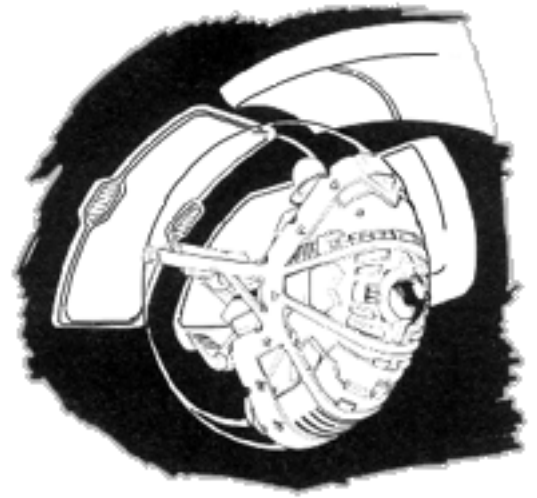
- **STEREO LOUDSPEAKERS:** Two special loudspeakers are built into the FAST super boosters on the back of the mecha, which can be used to amplify the pilot's or passenger's voice up to 300 decibels. The loudspeakers are normally used to project music during combat.
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-11's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat. This life support system is independent of the passenger's support bubble.

COMBAT BONUSES FOR THUNDERBOLT VF TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-11 "JAMMING BIRD" COMBAT TRAINING

- Advanced training for pilots specializing in the VF-11.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +2 on initiative.
- +2 to strike
- +3 to parry

- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: [Shinsei Industry VF-11 Thunderbolt Entry](#)"**
- *Macross 7* TV episode 26
- **This is Animation The Select: Macross 7 Animation Materials**

The following material is an adaptation of mecha from **MACROSS PLUS** and **MACROSS 7**, both sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-17 NIGHTMARE
STEALTH SPACE SUPERIORITY
VARIABLE FIGHTER

(**Version 1.8** - Last Updated: 07/25/98 20:06)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

BACKGROUND

The **VF-17 Nightmare** is a space superiority VF used by most UN Spacy military fleets and long-distance

colonization missions. Designed by *General Galaxy*, Shinsei Industries' main competitor in aerospace/mecha engineering, the VF-17 is primarily intended for special space-based recon and surgical strike missions. The Nightmare is sparsely distributed among the UN Spacy deep space and colonization fleets, with usually at most 6-12 VF-17s being assigned per fleet. As a result, these mecha are usually only piloted by the best and brightest pilots in the service, and even then are only used in extreme situations.

The VF-17 Nightmare is most at home in space. With two 55,000 kg main engines and over 30 (!) vernier thrusters, the mecha can reach speeds and maneuvering levels far superior to those possible by VF-11 Thunderbolts with space boosters. However, the performance of the mecha greatly decreases in an Earth-type atmosphere. Although the engines on the Nightmare are designed with optional air intake systems for atmospheric use, the design of the Nightmare's body is NOT streamlined and creates a lot of drag at high speeds. It is worth noting that the dual-use nature of the engines does allow the VF-17 to achieve orbit above an Earth-style planet on its own; something a VF-11 Thunderbolt and earlier VFs cannot accomplish without assistance.

VF-17S Head

The "Stealth" nature of the VF-17 comes from the fact that it was designed with materials and body styling in order to minimize the mecha's radar reflection (similar to the USAF F-117), thus making it hard to detect by an enemy using standard radar. This fact, combined with the black coloring of the Nightmare, makes it very easy for opponents to "loose track" of the

VF-17D Nightmare Soldier Mode

Nightmare in the vastness of space. The VF-17 can also be mounted with a variety of special options for specific missions, including FAST packs and advanced sensor radomes. The Nightmare can even be equipped with an external fold engine for folding behind enemy lines. However, the fold booster is not specifically designed for operation with the VF-17, and can cause great stress on the aircraft.

Until recently the VF-17 was the mecha of choice for elite VF combat divisons in the UN Spacy. However, with the introduction of newer advanced variable fighters such as the VF-19 Excalibur and the VF-22 Sturmvogel, the design is beginning to become dated. Still, in its home environment of space the Nightmare offers performance comparable to the newer AVFs, and costs much less to build and maintain to boot. There are currently no plans to phase out Nightmares from the UN Spacy's arsenal at this time, and the Nightmare will probably remain a common sight among terran space forces for many years to

come.

RPG STATS

Vehicle Type:
VF-17A (First mass-produced version)
VF-17C (Upgrade of VF-17A with improved avionics)
VF-17D (Current standard version. First version to include head lasers)
VF-17S (Squad Leader Version. Features four head lasers and improved engines)
VF-17T (Two-seat trainer version based on VF-17D)
[VF-17T Kai](#) (Custom Two-Seat Version, *Macross 7 Sound Force*)
Class: Space Interdiction and Interception Variable Fighter
Manufacturer: General Galaxy
Crew:
One pilot wearing Tactical Life Support System. The VF-17T has an elongated cockpit that can support two pilots in full TLS gear.

MDC BY LOCATION:

```
    Head Lasers (2 in 17D, 4 in 17S)               30 each
(1) Head                                          100
    Hands (2)                                      50 each
    Arms (2)                                      120 each
    Shoulders (2)                                 120 each
    Legs & Thrusters (2)                          240 each
(2) Main Body                                     350
    Main Wings (2)                                150 each
    Gun Pod                                       120
    Reinforced Pilot Compartment/Escape Pod       150
(3) Pinpoint Barrier Shield                       100
```

NOTES:

1. Destroying the head of the VF will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the left arm of the VF-17. **NOTE:** Pinpoint barrier shields were not added to the VF-17 design until 2040.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
> 100 mph (160 kmph)

LEAPING, SOLDIER CONFIGURATION:
> 30 ft (9 m) high or 50 ft (15.2 m) long without thrusters.

FLYING, GERWALK/SOLDIER CONFIGURATION:
> Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:
> Mach 1 (670 mph/1072 kmph) max speed at 10,000 meters or less above sea level. Mach 4 (2680 mph/4288 kmph) max speed at 10,000-30,000 meters above sea level. Mach 21+ (14,070 mph/22,512 kmph) max speed at 30,000+ meters above sea level. The Nightmare is capable of achieving orbit over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 42,500 meters/minute. G limits are +33.5 to -18.0 standard Earth gravities.

MAX ENGINE THRUST:
> 55,000 kg x2 for all versions except VF-17S and VF-17T Custom. 59,500 kg x2 for VF-17S and VF-17T Custom.

STATISTICAL DATA:

HEIGHT:
> 48.58 ft (15.18 m) in soldier configuration.
> 30.36 ft (9.49 m) in gerwalk configuration.
> 17.18 ft (5.37 m) in fighter configuration.

WIDTH:
> 20.93 ft (6.54 m) at shoulders in soldier configuration.
> 77.52 ft (24.22 m) in gerwalk or fighter configuration with wings at maximum extension.

VF-17D Nightmare Gerwalk Mode
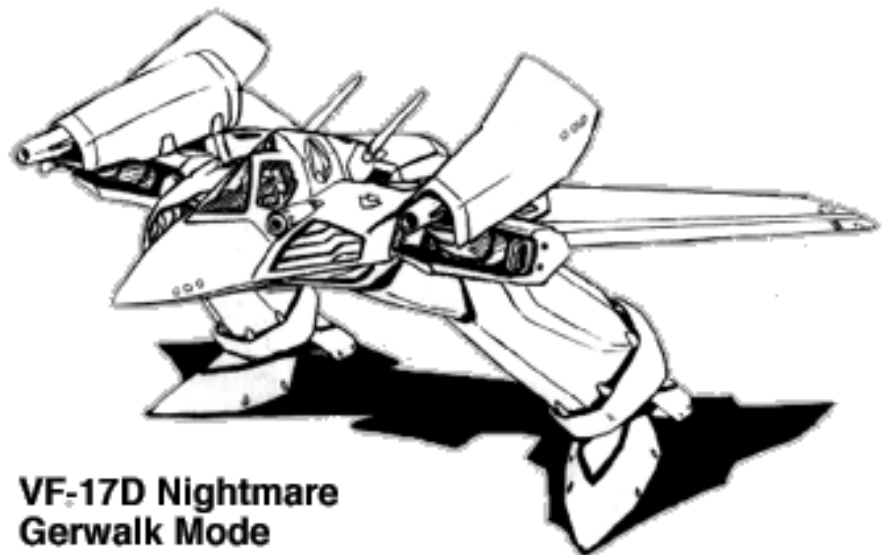
LENGTH:
> 12.50 ft (3.91 m) in soldier configuration.
> 41.12 ft (12.85 m) in gerwalk configuration.
> 50.02 ft (15.63 m) in fighter configuration.

WEIGHT:
> 9000 kg

PHYSICAL STRENGTH:

Equal to a P.S. of 50

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two 55,000 kg Shinnakasu Heavy Industry/Pratt&Whitney/Rolls Royce FF-2100X thermonuclear turbine engines, designed for space use but equipped with concealed air intakes for optional use in an atmosphere (the VF-17S has improved versions of the FF-2100X engines capable of 59,500 kg maximum thrust). 2D horizontal independent convergent/divergent vectored nozzles on engines for thrust vectoring as well as enhanced V/STOL performance and maneuverability. Over 30 Pratt&Whitney HMM-6B high-maneuverability vernier thrusters for additional mobility are mounted on the wingtips, vertical stabilizers, upper and lower surfaces of the nose, and other key locations. Additional thruster options include FAST packs and an external fold generator developed for use with *Project Super Nova* advanced variable fighters.

COMPATIBLE FAST PACKS:

NP-BP-17 and NP-FB-17 *only!*

WEAPON SYSTEMS:

1. **ANTI-AIRCRAFT LASERS:** The VF-17 is equipped with head lasers similar to the ones used on the old VF-1 Valkyrie VF for use in air combat skirmishes and other defensive purposes. The lasers (2 on the VF-17D, 4 on the VF-17S) are mounted on the head of the mecha in soldier mode and in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. Unlike the head laser mounted on the VF-11, these lasers can be turned to point in front of, above, or behind the mecha in fighter and gerwalk modes. However, the head cannot be turned in these modes, so they can be use only to fire at targets directly IN FRONT OF, ABOVE, or BEHIND the Nightmare (cannot fire at targets to the left or right). The lasers also cannot fire below the VF in fighter or gerwalk mode.

    ❍ **PRIMARY PURPOSE:** Anti-aircraft
    ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
    ❍ **RANGE:** 4000 feet (1200 m)
    ❍ **DAMAGE:** 1D6 M.D. per laser.
    ❍ **RATE OF FIRE:** The laser can be fired as a continuous beam, or in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
    ❍ **PAYLOAD:** Effectively Unlimited.

2. **FIXED SMALL-BORE LASER CANNONS:** Two small-bore laser cannons are mounted on both sides of the cockpit in a fixed-forward position. These lasers can be fired in any mode, but cannot be moved and must be aimed by moving the body of the mecha.

    ❍ **PRIMARY PURPOSE:** Anti-aircraft
    ❍ **SECONDARY PURPOSE:** Light Anti-mecha
    ❍ **RANGE:** 2000 feet (600 m)

❍ **DAMAGE:** 2D6 M.D. per laser.
   ❍ **RATE OF FIRE:** The laser can be fired as a continuous beam, or in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   ❍ **PAYLOAD:** Effectively Unlimited.

3. **FIXED MEDIUM-BORE, DUAL PORT LASER CANNONS:** Each arm of the Nightmare has a medium-bore laser mounted internally that runs the length of the arm. This laser is slightly unusual because it has **TWO** exit ports for the beam instead of the normal one, meaning that the laser can fire out the front or the rear of the arm at any time (but not both). These lasers can be used in any mode (fighter, gerwalk, or soldier) and can be fired in front or in back of the mecha. The arm must be moved in order to aim the laser concealed within.

   ❍ **PRIMARY PURPOSE:** Anti-mecha
   ❍ **SECONDARY PURPOSE:** Defense
   ❍ **RANGE:** 3000 feet (900 m)
   ❍ **DAMAGE:** 1D4x10 M.D. per laser.
   ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   ❍ **PAYLOAD:** Effectively Unlimited.

4. **SEVEN-BARREL STEALTH GATLING GUN POD:** The main weapon of the VF-17 is a concealed handheld gun pod that can be used in fighter or soldier mode. The gun pod is stored in a collapsed form in a concealed port on the right leg of the mecha when in fighter and gerwalk mode, and fires out of a special port near the top of the leg. When the VF goes to soldier mode, the gun can be ejected into the Nightmare's right hand, where it automatically unfolds and is ready for action. The gun can be re-collapsed and replaced in the port when the VF-17 returns to fighter or gerwalk mode. Due to the mecha's configuration, the gun pod CANNOT be used in gerwalk mode; the exit barrel aims up at the main body, which would cause the VF-17 to shoot itself in this mode.

Like the gun pod used by the VF-11 Thunderbolt, the Nightmare's gun pod uses clips of ammo. One spare ammo clip is kept in a port on the left leg of the VF-17, directly across from the gun pod port. However, in order to switch clips the Nightmare must first convert to soldier mode, so it can manually remove and replace the gun pod's clip with its hands. Other gun pods can NOT be used by the VF-17, as they will not fit in the Nightmare's gun pod port in fighter/gerwalk modes.
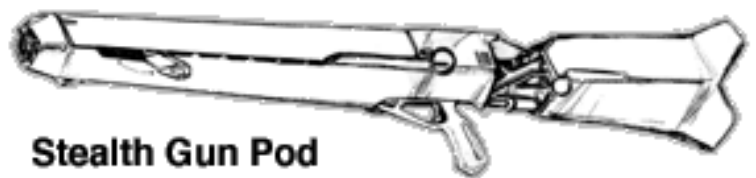
Stealth Gun Pod

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.

- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- ❍ **PAYLOAD:** 600 rounds per clip equals 60 short bursts, 30 long bursts, or 15 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires the VF-17 to be in soldier mode and takes a FULL melee round (player forfeits all his attacks for that round). One spare clip is stored in the left leg of the Nightmare.

5. **HEAVY LASER MODULE:** This weapon is an alternative to the VF-17's standard gun pod developed by researchers aboard the *Macross 7*. It consists of a long tube which contains a heavy laser and a high-density capacitor that fits on the gun pod in place of an ammo clip. This one-shot weapon fires a beam which is powerful enough cut through the main body of most mecha on a single hit. (!) However, there are several disadvantages to the weapon. First off, the weapon is good only for one shot, after which the internal capacitor is completely drained. Second, in order to carry this module it must be stored in the VF-17's left leg, a spot that normally stores a spare clip for the Nightmare's gun pod. This effectively halves the ammo capacity of the VF-17, and greatly reduces its combat endurance. Still, many pilots feel that the tradeoff is worth it since the heavy laser gives them the ability to take out command mecha or even spaceships in a single shot.
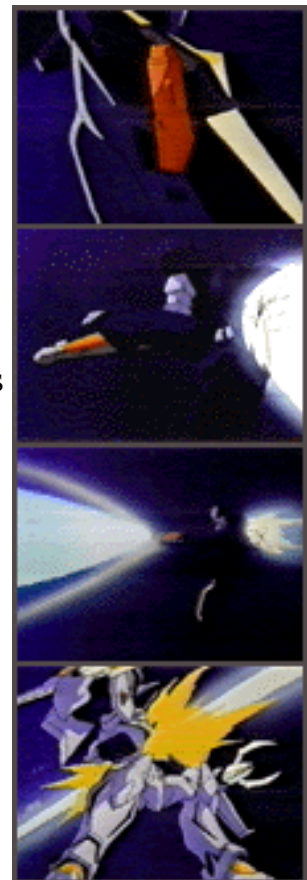
   - ❍ **PRIMARY PURPOSE:** Heavy Assault
   - ❍ **SECONDARY PURPOSE:** Surgical Strikes
   - ❍ **RANGE:** 5 miles (8 km)
   - ❍ **DAMAGE:** 8D6x10 M.D. (single shot only)
   - ❍ **RATE OF FIRE:** Once. It takes one full melee attack to eject the unit and mount it on the gun pod in preparation to fire.
   - ❍ **PAYLOAD:** One shot, after which the weapon is useless and must be recharged back at base. A VF-17 can only carry ONE heavy laser module, and it must be initally stored in the spare clip bay on the left leg of the mecha. A second heavy laser CANNOT be mounted on the gun pod initially, as the unit would not fit in the right leg weapons bay with the gun pod. When preparing to use the heavy laser, the unit must be ejected from the left leg and then mounted on the gun pod in place of the ammo clip. This action takes a FULL melee round (player forefits all his attacks for that round). After firing the laser it may be ejected from the gun pod and replaced with the original ammo clip if available.

6. **INTERNAL MISSILE LAUNCHERS (4):** The VF-17 is equipped with four concealed internal missile launchers, two on each shoulder. Each launcher contains 4 short-range missiles, for a total of 16 for the entire mecha. Any type of SRM may be use, but armor-piercing are standard issue. The missiles may be fired in any mode.

   - ❍ **PRIMARY PURPOSE:** Assault
   - ❍ **MISSILE TYPES:** Any type of standard UN Spacy **Short Range Missile** can be used.
   - ❍ **RANGE:** Varies with missile type; typically 5 miles (8 km).

○ **DAMAGE:** Varies with missile type; typically 1D6x10 M.D.
○ **RATE OF FIRE:** Volleys of 1, 2, 3, or 4. One volley counts as one attack.
○ **PAYLOAD:** 4 missiles per launcher; 16 total.

7. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** As the war between the Varuta and the *Macross 7* intensified, the VF-17 was updated and equipped with a new mecha-scale pinpoint barrier system for defense, identical to the system used by the VF-19 Excalibur. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack. Due to the tremendous power requirements of the system, only the missiles and gun pod can be used by the VF-17 while the barrier is in operation.

○ **Primary Purpose**: Defense
○ **Protection**: 100 MDC total
○ **Regeneration Rate**: 50 MDC per round.
○ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
○ **Duration**: Unlimited.

8. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-17 can engage in melee combat rather than use a weapon. The Nightmare is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

DAMAGE:

○ Restrained Punch: 1D4 M.D.
○ Full Strength Punch: 2D6 M.D.
○ "Booster" Punch: 3D6 M.D. (counts as two attacks)
○ Tear or Pry with Hands: 1D6 M.D.
○ Kick: 1D6 M.D.
○ Leap Kick: 2D6 M.D.
○ Body Flip/Throw: 1D4 M.D.
○ Body Block/Tackle: 1D6 M.D.
○ Stomp: 1D6 M.D. (only effective against small objects)

**VF-17D Nightmare
Fighter Mode**
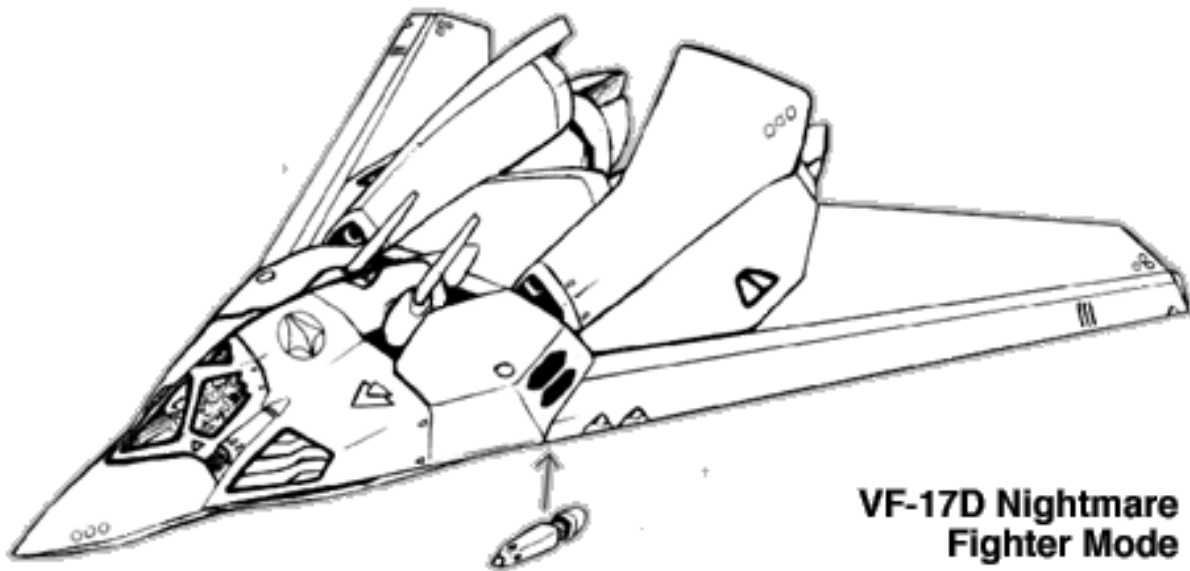
STANDARD EQUIPMENT FOR THE VF-17:

- **AUTO-PILOT:** The VF-17 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER:** The VF-17 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Data collected by the combat computer can be displayed on the virtual environment cockpit of the mecha (see below), which allows the system to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-17 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening head and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the VF-17 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640

km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.

- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-17's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **STANDARD SURVIVAL KIT:** All UN Spacy variable fighters come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **STEALTH CONSTRUCTION:** The VF-17 is designed with special materials and angled surfaces in order to help decrease the Nightmare's radar reflection, thus making it ideal for recon and surgical strike missions. These features provide a constant +2 to initiative rolls made during combat by the VF-17. Note that this is a PASSIVE stealth system, and not an active one like a cloaking device. The +2 initiative bonus will continue so long as the mecha is functional.
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-17's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.
- **VIRTUAL ENVIRONMENT COCKPIT:** The VF-17 is equipped with an innovative new cockpit layout that provides monitors below and around the pilot in addition to the HUD cockpit dome. In flight, these monitors display what is below and behind the aircraft, giving the pilot a

tremendous field of view that is unparalled by any other aircraft (with the possible exception of the YF-21's brain-direct imaging system). This wide view in addition to the combat computer's cockpit overlays give the VF-17 a +1 to dodge and initiative rolls in addition to any other bonuses.

COMBAT BONUSES FOR NIGHTMARE VARIABLE FIGHTER TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative (plus stealth bonuses, see above).
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-17 NIGHTMARE COMBAT TRAINING

- Advanced training for pilots specializing in the VF-17.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, eleven, and fifteen.
- +2 on initiative (plus stealth bonuses, see above).
- +2 to strike
- +3 to parry
- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: General Galaxy VF-17 Nightmare Entry"**
- *Macross 7* TV episodes 1-49
- **This is Animation Special: Macross Plus**
- **This is Animation Special: Macross 7**

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-19 EXCALIBUR
ADVANCED VARIABLE FIGHTER

(**Version 1.5** - Last updated: 07/25/98 20:06)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
*3D Renderings courtesy of **CHRIS SINGH** (csingh1@gl.umbc.edu)*

BACKGROUND

The **VF-19 Excalibur** is the production-line version of **Shinsei Industries' YF-19 AVF Prototype** which won the Project Super Nova design contest of 2040. Although destined to eventually replace the aging VF-11 Thunderbolt as the main variable fighter for the UN Spacy, distribution to date has been slow due to production costs and initial bugs with the new design. Currently the Excalibur is being used as a special forces fighter for UN Spacy deep-space missions and colonization fleets, with usually at most 3-6 VF-19s assigned per fleet on an initial evaluation basis. Because of this the rare VFs are usually only piloted by the best and brightest pilots, similar to the status enjoyed by the VF-17 Nightmare. As the design gains more combat experience and the remaining flaws are worked out, the VF-19 will gradually phase out and replace the VF-11 as the main fighter of the UN Spacy.

Several design changes have taken place since the YF-19 was selected as the winner of Project Super Nova. The FF-2500E engines in the prototype were replaced with newer FF-2550J thermonuclear turbine engines that could provide 17% more thrust than the earlier versions, and the P&W HMM-6J thrusters were upgraded to P&W HMM-7 units for increased maneuverability. Later, the VF-19F variation was released by Shinsei which replaced the forward canard wings with an extra bank of maneuvering thrusters for better performance in space, and also redesigned the entire wing structure of the craft. The wing lasers and GU-15 gun pod were kept as the main weapons for the VF-19 (all versions), but the Bifors medium range missiles were replaced with two banks of 24 high-maneuverability mini-missiles that are more suited for close-range high-speed mecha combat. Finally, the entire head unit was redesigned on the VF-19F and S versions, and a group of four variable-beam lasers were added to complement the single head pulse laser on the VF-19S model. The VF-19 is of course fully compatible with the Super Nova Fold Booster and can execute individual folds like its prototype predecessor could. The Excalibur is still produced in two versions, with the VF-19A being optomized for use in planetary atmospheres or orbit-based planetary assaults, and the VF-19F and S optomized for space combat.
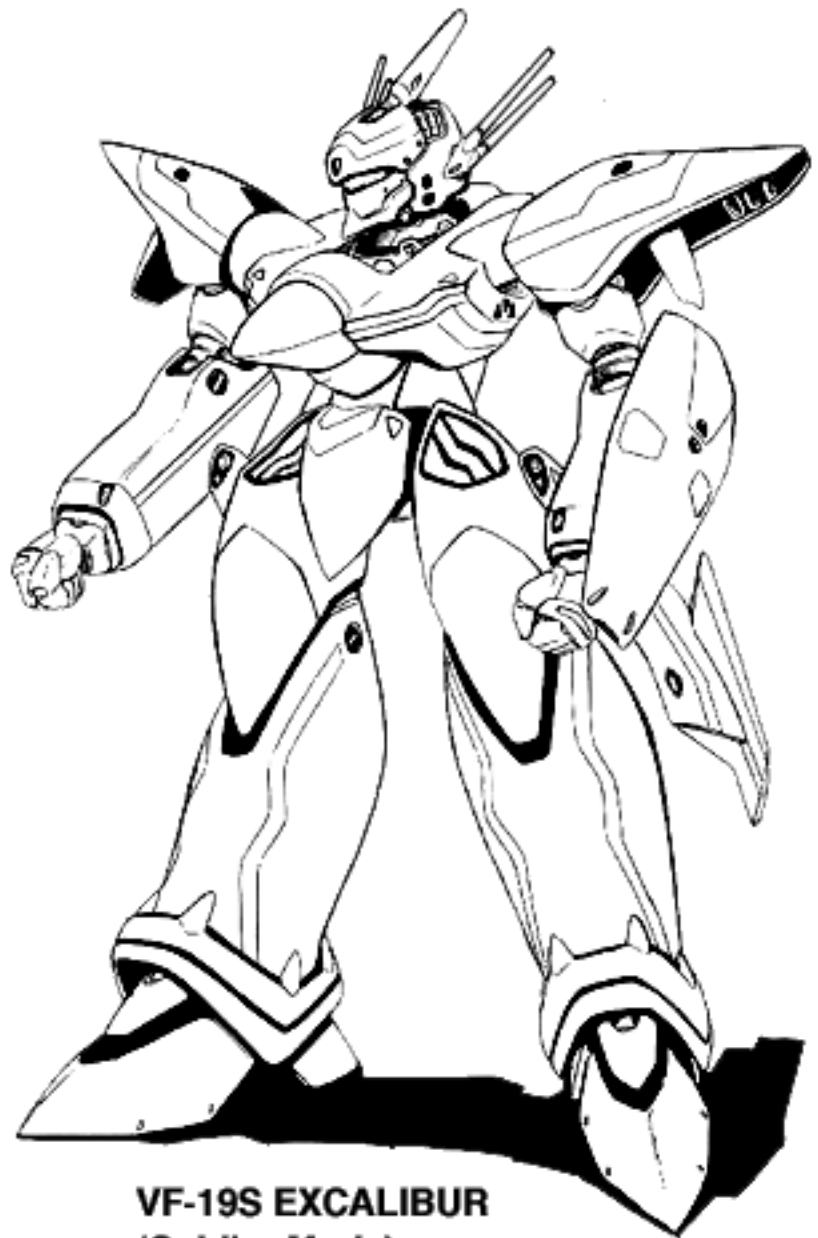
**VF-19S EXCALIBUR
(Soldier Mode)**

During the Macross 7/Varuta war, only one squad of 3 Excaliburs (two VF-19Fs and one VF-19S) were stationed onboard the *Macross 7*. This special forces squad, called **Emerald Force**, served as the vanguard of the *Macross 7* defense forces during the latter half of the war and was part of the historic Operation Stargazer assault on the Protodevlin homeworld. Unfortunately two of the three fighters were destroyed during this operation and the third one was damaged beyond repair a short time later during the final battle of the war. During the Operation Orpheus mission to rescue the Milky Dolls from renegade zentraedi forces one VF-19A was stationed aboard the Valhalla III starship and led the final assault on the zentraedi headquarters after the Milky Dolls were rescued. The VF-19 Excalibur is proving to be a very able design and will undoubtedly continue to become the main variable fighter of the UN Spacy for the forseeable future.

RPG STATS

Vehicle Type:
 YF-19 (Prototype, *Project Super Nova*)
 VF-19A (First mass-produced version, included canard forward wing and optimized for atmospheric use)
 VF-19F (Second mass-produced version, redesigned main wings and removed canard wings in favor of more vernier jets. Optimized for space use and first version to include head lasers)
 VF-19S (Squadron commander version of the VF-19F. Includes four head lasers as opposed to two on the VF-19F)
 VF-19 Kai (*"Fire Valkyrie"* Custom Version, *Macross 7 Sound Force*)
Class: Advanced Variable Fighter
Manufacturer: Shinsei Industries
Crew: One pilot wearing Tactical Life Support System.
 A rear seat for a second pilot/navigator can also be added if necessary for specific missions.

MDC BY LOCATION:

```
    Head Pulse Laser                                    30
    Head Lasers (4, VF-19S only)                        15 each
(1) Head                                               100
    Hands (2)                                           50 each
    Arms (2)                                           120 each
    Shoulders (2)                                      150 each
    Legs & Thrusters (2)                               220 each
(2) Main Body                                          400
    Main Wings (2)                                     175 each
    Tails (2)                                           75 each
    GU-15 Gun Pod                                      100
    Anti-Projectile Shield                             150
(3) Pinpoint Barrier Shield                            100
```

NOTES:

1. Destroying the head of the VF-19 will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed fighter before it explodes by the mecha's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the right arm of the VF-19.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
> 120 mph (192 kmph)

LEAPING, SOLDIER CONFIGURATION:
> 50 ft (15 m) high or 70 ft (21 m) long without thrusters.

FLYING, GERWALK/SOLDIER CONFIGURATION:
> Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:
> Mach 3.5+ (2345 mph/3572 kmph) max speed at 10,000 meters or less above sea level. Mach 5+ (3350 mph/5360 kmph) max speed at 10,000-30,000 meters above sea level. Mach 25+ (16,750 mph/26,800 kmph) max speed at 30,000+ meters above sea level. Cruising speed is usually Mach 2.0 (1340 mph/2144 kmph). The VF-19 is capable of achieving orbital velocity over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 68,000 meters/minute. Structural G limits are +35.5 to -19.5 Earth gravities.

MAX ENGINE THRUST:
> 68,500 kg x2 in an atmosphere, 78,950 kg x2 in space. The maximum thrust is automatically limited in an atmosphere due to coolant problems with the optional air intake systems for the engines.

VF-19S EXCALIBUR
(Fighter Mode)
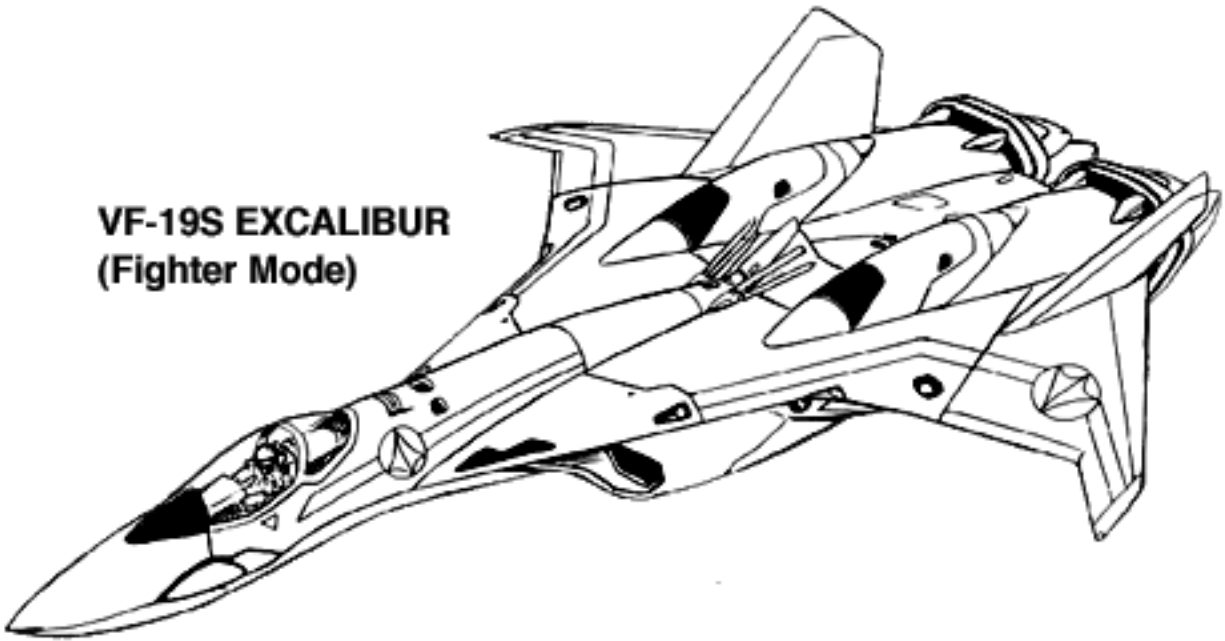
STATISTICAL DATA:

HEIGHT:
    49.53 ft (15.48 m) in soldier configuration.
    27.24 ft (8.52 m) in gerwalk configuration.
    13.41 ft (4.19 m) in fighter configuration.
WIDTH:
    20.80 ft (6.50 m) at shoulders in soldier configuration.
    43.27 ft (13.52 m) in gerwalk or fighter configuration with wings at maximum extension.
LENGTH:
    14.17 ft (4.43 m) in soldier configuration.
    41.35 ft (12.93 m) in gerwalk configuration.
    59.07 ft (18.47 m) in fighter configuration.
WEIGHT:
    8550 kg empty. Maximum takeoff weight in an atmosphere is 38,386 kg, and maximum weight in space with optional fold booster is 47,180 kg (weights beyond that exceed theoretical safe limit for fold booster).

PHYSICAL STRENGTH:
    Equal to a P.S. of 65
CARGO:
    Small compartment behind pilot's seat for personal belongings.
POWER PLANT:
    Two 72,500 kg Shinnakasu Industry/Pratt & Whitney/Rolls Royce FF-2550F thermonuclear turbine engines in VF-19A and VF-19F versions, designed for dual atmosphere/space use with optional concealed air intakes for use in an Earth-type atmosphere. VF-19S version equipped with two 78,950 kg FF-2550J engines. Two 2-dimensional independentent convergent/divergent

exhaust vents mounted on engines for greater maneuverability and V/STOL performance. In addition, several Pratt & Whitney HMM-7 high-maneuverability vernier thrusters are mounted on the wingtips, vertical stabilizers, nose, and other key locations for added performance. Additional thruster options include FAST packs and the external fold generator developed for use with *Project Super Nova*.

COMPATIBLE FAST PACKS:
Dorsal: NP-BP-10, NP-BP-12, NR-BP-19, NR-BP-19-SES
Leg: NP-FB-19
Special: NR-ARFB-Y1

WEAPON SYSTEMS:

1. **MAULER REB-30G ANTI-AIRCRAFT PULSE LASER:** The VF-19 mounts a single pulse laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha in soldier mode, and is located in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

   - **PRIMARY PURPOSE:** Anti-aircraft
   - **SECONDARY PURPOSE:** Anti-missile/defensive
   - **RANGE:** 4000 feet (1200 m)
   - **DAMAGE:** 2D4 M.D.
   - **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   - **PAYLOAD:** Effectively Unlimited.

2. **ANTI-AIRCRAFT LASERS (4, VF-19S Only):** The command version of the VF-19 is equipped with head lasers similar to those used on the old VF-1 Valkyrie for use in air combat skirmishes and other defensive purposes. The four lasers are mounted on the head of the mecha in soldier mode, and is located in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. Unlike the lasers mounted on the VF-11, these lasers can be turned to point in front of, above, or behind the mecha in fighter and gerwalk modes. However, the head cannot be turned in these modes, so they can be use only to fire at targets directly IN FRONT OF, ABOVE, or BEHIND the fighter (cannot fire at targets to the left or right). The lasers can also not fire below the Excalibur in fighter or gerwalk mode.

   - **PRIMARY PURPOSE:** Anti-aircraft
   - **SECONDARY PURPOSE:** Anti-missile/defensive
   - **RANGE:** 4000 feet (1200 m)
   - **DAMAGE:** 1D6 M.D. per laser.
   - **RATE OF FIRE:** The laser can be fired as a continuous beam, or in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.

○ **PAYLOAD:** Effectively Unlimited.

3. **MAULER REB-23 LASER GUNS:** Two semi-fixed laser guns are mounted in the wings of the VF-19, near the base of the wing where it connects to the main body. These lasers can be fired in any mode (the beams exit the hip-mounted wing units in soldier mode) but can only be aimed along the front arc of the mecha (max angle is about 45 degrees in any direction from the nose).

    ○ **PRIMARY PURPOSE:** Anti-mecha
    ○ **SECONDARY PURPOSE:** Air-to-ground strafing runs
    ○ **RANGE:** 4000 feet (1200 m)
    ○ **DAMAGE:** 1D4x10 M.D. per laser.
    ○ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
    ○ **PAYLOAD:** Effectively Unlimited.

4. **HOWARD GU-15 EXTERNAL GUN POD:** The main weapon of the VF-19 is the GU-15 Gun Pod produced by Howard Industries. The gun pod is mounted on a special hardpoint below the Excalibur in fighter mode, and is hand-held in gerwalk and soldier modes. Unlike the gun pods used by the original VF-1 Valkyrie, the GU-15 uses clips of ammo instead of a self-contained supply in the barrel of the gun. Two spare clips for the GU-15 are mounted on the back of the VF-19's bulletproof shield; replacing a clip takes two melee actions and can only be done in Gerwalk or Soldier mode.

    ○ **PRIMARY PURPOSE:** Assault
    ○ **SECONDARY PURPOSE:** Anti-mecha
    ○ **RANGE:** 4000 feet (1200 m)
    ○ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.
    ○ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
    ○ **PAYLOAD:** Each clip holds 400 rounds, equal to 40 short bursts, 20 long bursts, or 10 full melee bursts.

5. **BIFORS ALL-ENVIRONMENT HIGH-MANEUVERABILITY MINI-MISSILE CLUSTERS:** The legs of the VF-19 are equipped with two concealed missile launcher bays, that can each hold up to 24 new high-maneuverability mini-missiles from Bifors in each bay. (**NOTE**: These are **NOT** the medium-range versions of the high-maneuverability missiles seen in *Macross Plus #1*). When armed, the missile launcher assembly rises out of the leg units, allowing all 24 missiles to be fired at once if necessary. The missiles can be fired in any mode; fighter, gerwalk, or soldier. Any type of mini-missile can be used in the launchers, but usually only the Bifors high-maneuverability mini-missiles are used.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **MISSILE TYPES:** Any type of standard UN Spacy **Mini-Missile**, or the new Bifors **high-maneuverability mini-missiles.**
- ❍ **RANGE:** 1 mile (1.6 km).
- ❍ **DAMAGE:** 1D4x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1-24 missiles per launcher, per round. One volley counts as one attack. If necessary, all 48 missiles (!) can be fired in a single round by expending two attacks.
- ❍ **BONUSES:** +3 to strike, +1 to dodge.
- ❍ **PAYLOAD:** 24 missiles per launcher; 48 total.

6. **BODY/WING HARD POINTS:** Two fixed hard points are mounted on the fuselage of the VF-19, and an additional two hardpoints are mounted on each wing for a total of 6 hardpoints on the fighter. These hardpoints can be used to hold a variety of different ordinance types, including long, medium, or short range missiles, or Bifors' **medium-range high-maneuverability (MRHM) missiles**. One long range, one MRHM, 3 medium range, or 5 short range missiles can be mounted per hardpoint. Usually long range or MRHM missiles are used.

NOTE: Due to the location of the hard points, ALL missiles must be fired or ejected before the VF-19 may convert into soldier mode. For this reason the hard point missiles are usually fired within the first few passes of an attack.

- ❍ **MEDIUM RANGE HIGH MANEUVERABILITY MISSILES**
  - ▪ **Primary Purpose**: Anti-Mecha
  - ▪ **Secondary Purpose**: Surgical Strikes
  - ▪ **Mega-Damage**: 2D6x10 M.D.

- **Rate of Fire**: One per hardpoint.
- **Range**: 80 miles.
- **Payload**: One per hardpoint; 6 maximum.
  ○ **LONG RANGE MISSILES**
    - **Primary Purpose**: Heavy Assault
    - **Secondary Purpose**: Anti-Spacecraft
    - **Missile Types:** Any type of standard UN Spacy **Long Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: One or two.
    - **Payload**: One per hardpoint; 6 maximum.
  ○ **MEDIUM RANGE MISSILES**
    - **Primary Purpose**: Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Types:** Any type of standard UN Spacy **Medium Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: 1-3 missiles per hardpoint.
    - **Payload**: Three per hardpoint; up to 18 maximum.
  ○ **SHORT RANGE MISSILES**
    - **Primary Purpose**: Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Types:** Any type of standard UN Spacy **Short Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: 1-5 missiles per hardpoint.
    - **Payload**: Five per hardpoint; up to 30 maximum.

7. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The VF-19 is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack.

- ❍ **Primary Purpose**: Defense
- ❍ **Protection**: 100 MDC total
- ❍ **Regeneration Rate**: 50 MDC per round.
- ❍ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
- ❍ **Duration**: Unlimited.

8. **HAND TO HAND COMBAT:** If necessary, the VF-19 can engage in melee combat rather than use a weapon. The AVF is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   - ❍ Restrained Punch: 1D6 M.D.
   - ❍ Full Strength Punch: 3D6 M.D.
   - ❍ "Booster" Punch: 5D6 M.D. (counts as two attacks)
   - ❍ Tear or Pry with Hands: 2D6 M.D.
   - ❍ Kick: 2D4 M.D.
   - ❍ Leap Kick: 3D6 M.D.
   - ❍ Body Flip/Throw: 1D6 M.D.
   - ❍ Body Block/Tackle: 2D6 M.D.
   - ❍ Stomp: 2D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VF-19:

- **ACTIVE STEALTH SYSTEM:** The VF-19 Excalibur includes an active stealth system identical to the one used on the YF-21 and VF-22 Advanced Variable Fighters produced by General Galaxy. Unlike passive stealth systems like those used by the VF-17 Nightmare or the old USAF F-117, the VF-19's stealth system is actually bends radar waves around the mecha rather than reflecting them. The original YF-19's stealth system is not quite as good as the YF-21's, but following the conclusion of the Project Super Nova contest the mecha was redesigned to include an upgraded stealth system that is identical to the VF-22's. When activated, this system gives the Excalibur a +3 on initiative and a +1 to strike at all times.

  NOTE: Since the Excalibur's stealth capability is a system and not a feature of the design, it can be damaged or destroyed. Once the mecha has lost half of its main body MDC, there is a 50% chance that the stealth system will fail every time the main body of the craft is hit. Once the stealth system has failed, it will not work again until repaired at a UN Spacy base.
- **AUTO-PILOT:** The VF-19 is equipped with a computerized auto-pilot intended to allow the pilot to relax or even sleep during long voyages. The auto-pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The

onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.

- **COMBAT COMPUTER:** The VF-19 is equipped with an advanced AI combat computer that can store and analyze data during combat with hostile forces. Data collected by the combat computer can be displayed on the virtual environment cockpit of the mecha (see below), which allows the system to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 15,000 images stored in memory. The

VF-19A Excalibur
Atmospheric Combat Version

computer can identify and track up to 400 targets simultaneously.
- **COPILOT SEAT:** The VF-19 can be equipped with a second pilot's seat behind the main pilot's seat for an optional copilot, if necessary. The copilot will usually act as the navigator for the VF-19 and will be responsible for operating the mecha's fold booster (if equipped). The copilot can assume command of the VF-19 if the pilot becomes incapacitated.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-19 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening head and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the VF-19 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.

- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-19's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-19's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.
- **VIRTUAL ENVIRONMENT COCKPIT:** The VF-19 is equipped with an innovative new cockpit layout that provides monitors below and around the pilot in addition to the HUD cockpit dome. In flight, these monitors display what is below and behind the aircraft, giving the pilot a tremendous field of view that is unparalled by any other aircraft (with the possible exception of the YF-21's brain-direct imaging system). This wide view in addition to the combat computer's cockpit overlays give the VF-19 a +1 to dodge and initiative rolls in addition to any other bonuses.
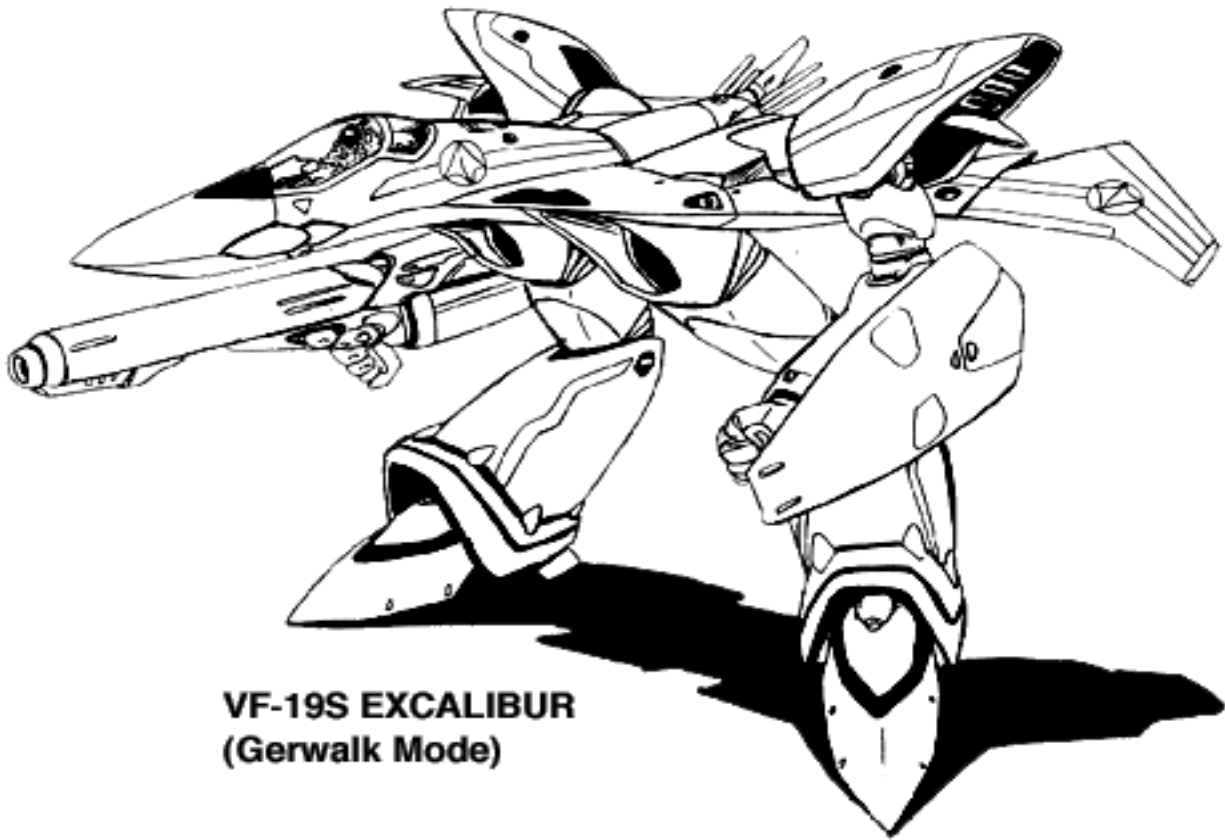
VF-19S EXCALIBUR
(Gerwalk Mode)

COMBAT BONUSES FOR VF-19 VARIABLE FIGHTER TRAINING:

## BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 2 attacks per melee (plus those of the pilot)
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative (+4 when using Active Stealth System, see above)
- +1 to strike (+2 when using Active Stealth System, see above)
- +1 to parry
- +2 to dodge in soldier mode, +4 in gerwalk, +6 in jet mode (includes bonus from Virtual Environment Cockpit, see above)
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-19 EXCALIBUR COMBAT TRAINING

- Advanced training for pilots specializing in the VF-19 Excalibur.

- 4 attacks per melee (plus those of the pilot)
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative (+5 when using Active Stealth System, see above)
- +3 to strike (+4 when using Active Stealth System, see above)
- +4 to parry
- +4 to dodge in solder mode, +6 in gerwalk, +8 in jet mode (includes bonus from Virtual Environment Cockpit, see above)
- The VF-19F and S versions get a +1 to dodge and strike in space, but suffer a -1 penalty to dodge and strike in a planetary atmosphere.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation VF are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D4 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.
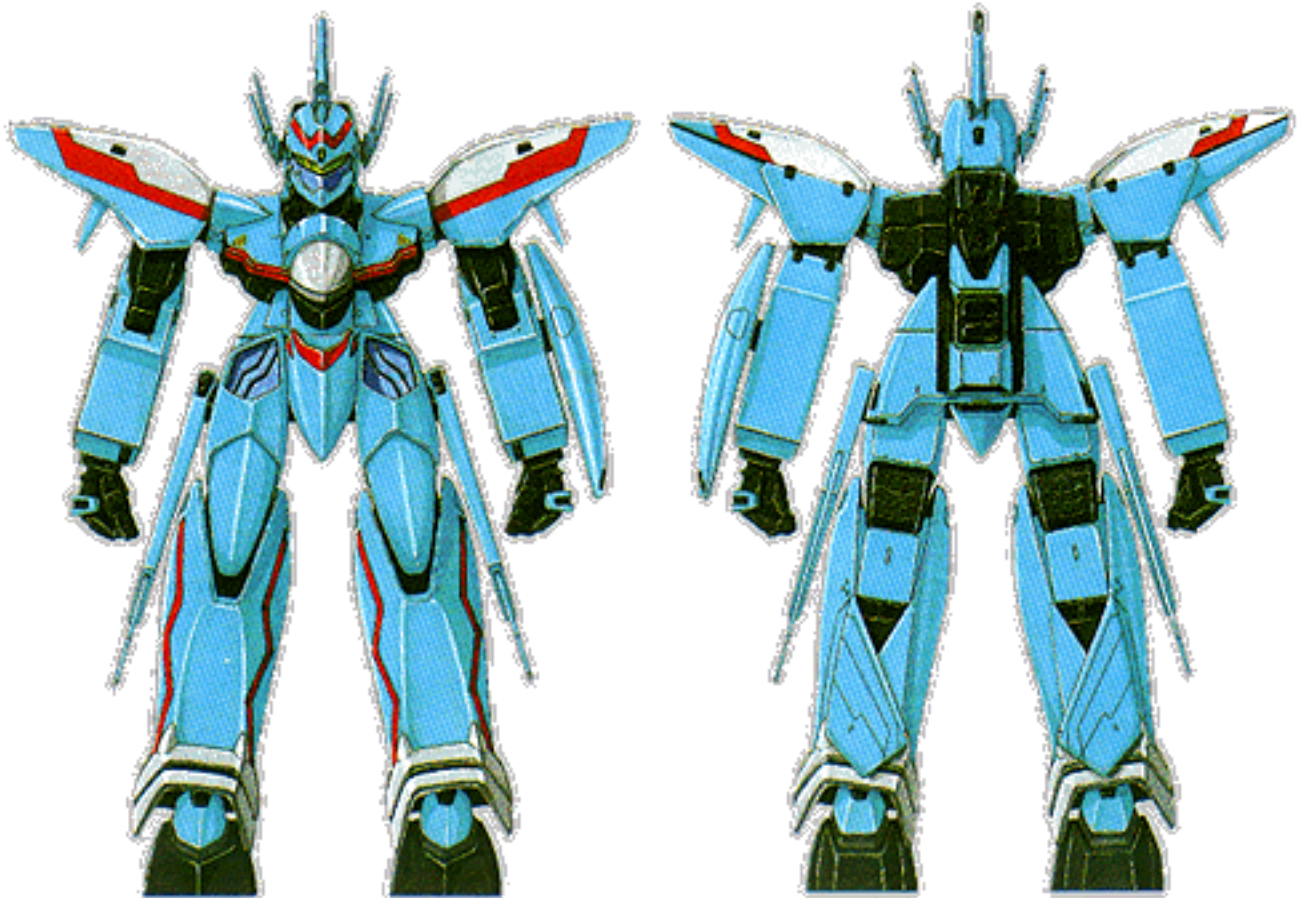
VF-19 BLAZER (Alternate Color Scheme)

REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Mecha Guide: **[Shinsei Industry VF-19 Reference Entry](#)**"
- *Macross 7* TV episodes 20-49
- **This is Animation Series: Macross 7 Animation Materials**
- 1/100 Scale Variable **VF-19S Excalibur** Plastic Model

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese [**MACROSS**](#) TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-22 STURMVOGEL II ADVANCED VARIABLE FIGHTER

([Version 1.9](#) - Last Updated: 07/25/98 20:06)

*RPG Stats by [**DAVE DEITRICH**](#) (deitrich@mcs.net)*
*Background info provided by the [**MACROSS ONLINE COMPENDIUM**](#)*

BACKGROUND

Although the YF-21 Protoype AVF was rejected by the UN Spacy in favor of Shinsei Industry's VF-19 Excalibur as a replacement for the aging VF-11 Thunderbolt, the engineers at General Galaxy refused to let the advanced fighter design die. They re-evaluated and reworked the prototype, removing systems that did not perform well during the Project Super Nova trials and adding new weapon systems and other improvements. After initial testing, the new YF-22 prototype was presented to the UN Spacy review board, and eventually was approved in December of 2042 for purchase as a special operations fighter. Renamed the VF-22S Sturmvogel Stealth AVF, the fighter entered service for the UN Spacy in 2043.

The VF-22 still closely resembles the YF-21 prototype from Project Super Nova, mostly due to the fact that the revised version of the inertia vector control system used in the *Quimeliquola Quaedlunn-Rau* (Female Combat Armor) battlesuit was preserved in the Sturmvogel. The Sturmvogel also preserved the active stealth technology of the YF-21, but the Brainwave Control Systems (BCS) and Brain Direct Imaging (BDI) systems were removed in favor of a more conventional control system. The BCS and BDI had led to unforseen health problems and other complications in YF-21 test pilots, and correcting these problems while preserving the benefits of the systems proved almost impossible. Instead the cockpit was redesigned to include a more complete set of conventional controls, and pilot visibility was increased using a traditional overhead spherical canopy equipped with HUD (heads-up display) projectors and several additional visual screens. Finally, two concealed bays for weapon payloads were added to the Sturmvogel, allowing it to carry tactical payloads without sacrificing its stealth capabilities.

Highly valued for its combination of high speed, agility, fold capability and stealth, the VF-22S Sturmvogel quickly became a popular craft with UN Spacy Special Forces. Unfortunately the high cost of purchasing and maintaining the aircraft limited its distribution, and most were assigned to special forces units on an as-needed basis. During the latter days of the Macross 7/Varuta War, the designs for the VF-22 were transmitted to the Macross 7 Colonization Fleet and authorization was given to build two
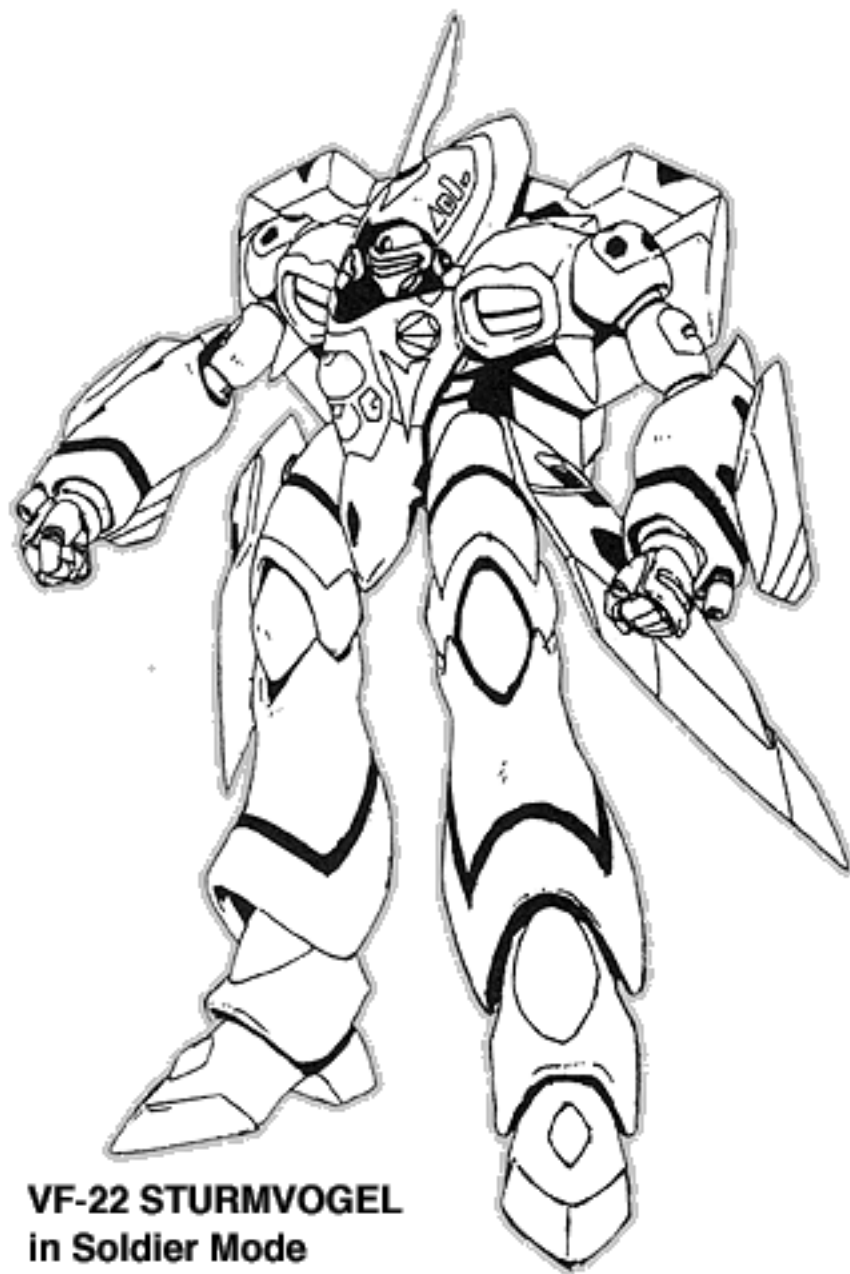
**VF-22 STURMVOGEL
in Soldier Mode**

fighters to supplement the *Macross 7*'s forces. The first VF-22 was flown by Captain Maximilian Jeinus himself during Operation Stargazer, and the second VF-22 was piloted by his wife, Mayor Miliya Jeinus, in the final assault against the Protodeviln homeworld. Both craft performed admirably during these battles, and the design will probably be produced in greater numbers in the future to help supplement the *Macross 7*'s depleted variable fighter forces.
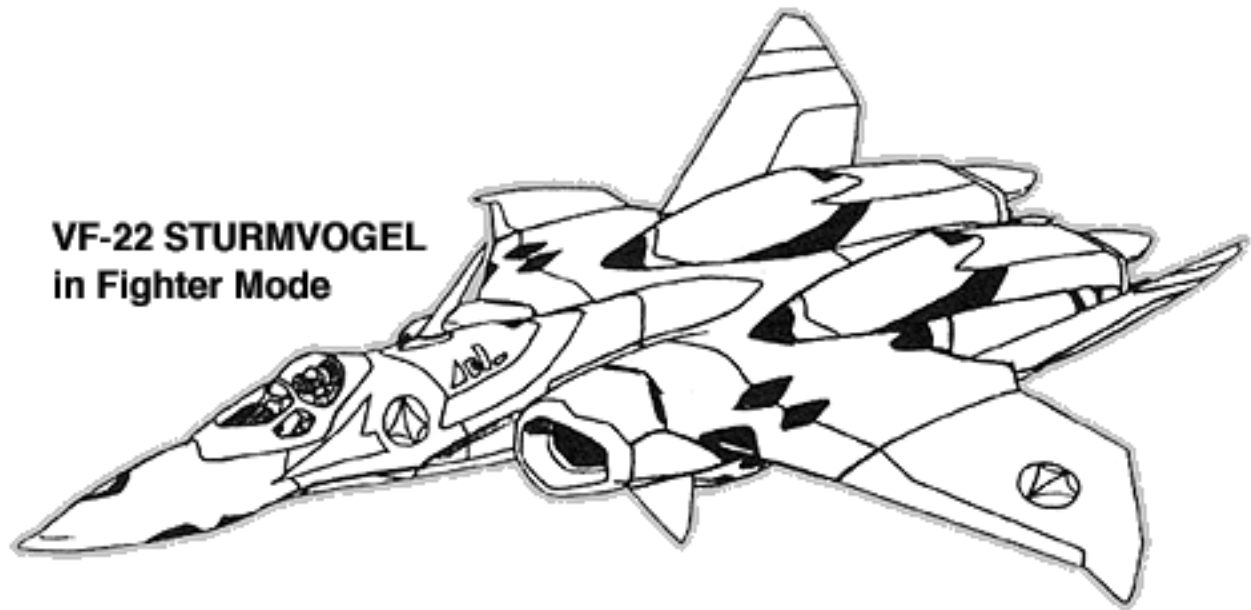
VF-22 STURMVOGEL
in Fighter Mode

RPG STATS

Vehicle Type:
      [YF-21](#) (Prototype, *Project Super Nova*)
      VF-22S (Special Forces Version)
Class: Advanced Variable Fighter
Manufacturer: General Galaxy
Crew: One pilot wearing customized Tactical Life Support System.

MDC BY LOCATION:

```
    Head Pulse Laser                                 30
(1) Head                                            120
    Hands (2)                                         50 each
    Arms (2)                                         125 each
    Shoulders (2)                                    100 each
    Legs & Thrusters (2)                            175 each
(2) Main Body                                       400
    Main Wings (2)                                   180 each
    Tails/Arm Shields (2)                           75 each
    Stealth Gun Pods (2)                            120 each
```

```
(3) Pinpoint Barrier Shield                          100
    Reinforced Pilot Compartment/Escape Pod         150
```

NOTES:

1. Destroying the head of the VF-22 will knock out the mecha's main sensor systems, including all of the optics systems (infrared, nightvision, thermal). Backup sensor systems will provide standard vision for the pilot in soldier mode. Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the VF-22's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate to full strength within 2 melee rounds. The shield is usually generated on the right or left arm of the Sturmvogel.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
120 mph (192 kmph)
LEAPING, SOLDIER CONFIGURATION:
50 ft (15 m) high or 70 ft (21 m) long without thrusters.
FLYING, GERWALK/SOLDIER CONFIGURATION:
Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
Mach 3.5+ (2345 mph/3572 kmph) max speed at 10,000 meters or less above sea level. Mach 5.06+ (3390 mph/5085 kmph) max speed at 10,000-30,000 meters above sea level. Mach 22+ (14,740 mph/22,455 kmph) max speed at 30,000+ meters above sea level, for a maximum of 5 seconds. Cruising speed is usually Mach 5-6. The VF-22 can vary the configuration of its wings and control surfaces to provide greater speed or control as the situation requires. The Sturmvogel is capable of achieving orbit over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 61,900 meters/minute. G limits are +60.0 to -45.0 Earth gravities.
MAX ENGINE THRUST:
41,200 kg x2 in an atmosphere, 65,200 kg x2 in space. The maximum thrust is automatically limited in an atmosphere due to coolant problems with the optional air intake systems for the engines.
COMPATIBLE FAST PACKS:
Dorsal: NP-BP-10, NP-BP-12, NR-BP-19, NR-BP-19-SES
Special: NR-ARFB-Y2

STATISTICAL DATA:

HEIGHT:

48.70 ft (15.22 m) in soldier configuration.

25.98 ft (8.12 m) in gerwalk configuration.

12.93 ft (4.04 m) in fighter configuration.

WIDTH:

22.12 ft (6.91 m) at shoulders in soldier configuration.

49.15 ft (15.36 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

13.54 ft (4.23 m) in soldier configuration.

45.15 ft (14.11 m) in gerwalk configuration.

62.78 ft (19.62 m) in fighter configuration.

WEIGHT:

9340 kg empty. Maximum takeoff weight in an atmosphere is 39,207 kg, and maximum weight in space with optional fold booster is 48,305 kg (weights beyond that exceed theoretical safe limit for fold booster).

PHYSICAL STRENGTH:

Equal to a P.S. of 60

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two 65,200 kg Shinnakasu Industry/Pratt & Whitney/Rolls Royce FF-2450B thermonuclear turbine engines, designed for dual atmosphere/space use with optional concealed trapezoidal air intakes for use in an Earth-type atmosphere. Two 3-dimensional independentent convergent/divergent exhaust are equipped on the FF-2450B for greater maneuverability and V/STOL performance. In addition, several Pratt & Whitney HMM-6J high-maneuverability vernier thrusters are mounted on the wingtips, vertical stabilizers, nose, and other key locations for added performance. Additional thruster options include an external fold generator developed for use with *Project Super Nova*.

WEAPON SYSTEMS:

1. **ERLIKON AAB-7.5 AIR-TO-AIR LASER GUN:** The VF-22 mounts a single laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha

in soldier mode, and is located in the forward dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

- ❍ **PRIMARY PURPOSE:** Anti-aircraft
- ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** 1D6 M.D.
- ❍ **RATE OF FIRE:** The laser can be fired up to 4 times per round. In addition, the laser can be fired in a continuous beam for cutting purposes. When used this way, the weapon does 1D6x10 M.D. per round, but cannot be used against moving targets.
- ❍ **PAYLOAD:** Effectively Unlimited.

2. **MAULER REB-22B LASER GUNS:** Two semi-fixed laser gun clusters are mounted in the arms the VF-22. Like the [VF-17 Nightmare](#) the arm lasers have two exit ports (one pointing each direction) and thus can fire either to the front or the rear of the mecha in any mode. In fighter mode the lasers can only be aimed along the front or rear arc of the aircraft (max angle is about 30 degrees in any direction from the centerline of the fighter) but in gerwalk/soldier they can be aimed in any direction by moving the mecha's arms.

- ❍ **PRIMARY PURPOSE:** Anti-mecha
- ❍ **SECONDARY PURPOSE:** Anti-aircraft
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** 1D4x10 M.D.
- ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
- ❍ **PAYLOAD:** Effectively Unlimited.

3. **BIFORS BML-02S ALL-ENVIRONMENT RAPID-FIRE MICRO-MISSILE CLUSTERS:** The VF-22 is armed with eight internal BML-02S missile launchers that were built exclusively for the mecha design. The launchers are mounted in the forward dorsal and forward ventral sections of the craft and have exit ports on the top and bottom of the wings near the engine nacelles. Any type of UN Spacy [mini-missiles](#) can be used by the launchers, including the [high-maneuverability mini-missiles](#) recently developed by the UN Spacy. Armor-piercing MMs are standard issue, however. Although the Sturmvogel has double
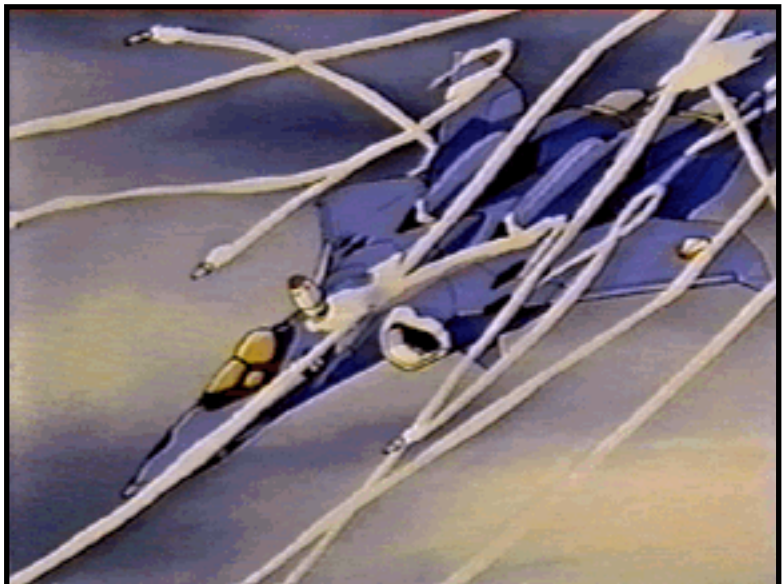
the number of missile launchers of the YF-21 prototype, corresponding dorsal and ventral launchers feed from the same missile bay. Therefore the total number of missiles carried is still the same, although the rate of fire has been doubled.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **MISSILE TYPES:** Any type of UN Spacy **Mini Missile**, including the new **High Maneuverability Mini Missiles (HMMMs)**.
- ❍ **RANGE:** Varies with missile type, typically 1 miles (1.6 km).
- ❍ **DAMAGE:** Varies with missile type, typically 1D4x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1-8 missiles. The rate of fire of the BML-02S launcher is equal to the pilot's combined number of attacks; and the pilot can fire all of his missiles in a single round if he has six or more attacks.
- ❍ **PAYLOAD:** 12 missiles per paired dorsal and ventral launchers; 48 missiles total.

4. **HOWARD/GENERAL DYNAMICS GV-17L GUN PODS:** For a main external weapon, the VF-22 contains TWO new stealth gatling gun pods produced by Howard Industries and General Dynamics. These gun pods are exclusively designed for the VF-22 and are mounted in specially designed storage bays located on the underside of the craft in fighter mode, similar to the gatling gun used by the VF-17 Nightmare. In Gerwalk or Soldier modes the gun pods can be ejected from their bays and used by one or both of the VF-22's hands. The gun pods can fire in any mode; they fire out of a special concealed port when stored in Fighter mode.

Like the original GU-11 gun pod used by the VF-1 Valkyrie, the GV-17L gun pods do NOT use clips of ammo, but instead have a large internal supply of ammo stored in the barrel of the pod. This allows the GV-17L to contain a larger supply of ammo and bypasses the need to reload while in the field. Once exhausted, the gun pods can only be reloaded by trained technicians at a supply base.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.
- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.

- ❍ **PAYLOAD:** 800 rounds, equal to 80 short bursts, 40 long bursts, or 20 full melee bursts. Once depleted, the gun must be reloaded by a service technician at a UN Spacy base or starship.

5. **WING HARD POINTS:** The VF-22 has four fixed hard points (two per wing) which can be used to hold a variety of different ordinance payloads, including long ,medium, or short range missiles, or even the new **medium-range high-maneuverability (MRHM) missiles**. One long range, one MRHM, 3 medium range, or 5 short range missiles can be mounted per hardpoint. Usually long range, medium range, or MRHM missiles are used.

   NOTE: Due to the location of the hard points, ALL missiles must be fired or ejected before the VF-22 can convert into soldier mode. For this reason the missiles mounted on the hard points are usually fired within the first few passes of an attack.

   - ❍ **MEDIUM RANGE HIGH MANEUVERABILITY MISSILES**
     - ▪ **Primary Purpose**: Anti-Mecha
     - ▪ **Secondary Purpose**: Surgical Strikes
     - ▪ **Mega-Damage**: 2D6x10 M.D.
     - ▪ **Rate of Fire**: One per hardpoint.
     - ▪ **Range**: 80 miles.
     - ▪ **Payload**: One per hardpoint; 4 maximum.
   - ❍ **LONG RANGE MISSILES**
     - ▪ **Primary Purpose**: Heavy Assault
     - ▪ **Secondary Purpose**: Anti-Spacecraft
     - ▪ **Missile Types:** Any type of standard UN Spacy **Long Range Missile** can be used.
     - ▪ **Missile Type**: Standard UN Spacy long-range missiles, usually proton, reflex heavy and reflex multi-warhead.
     - ▪ **Mega-Damage**: Varies with missile type.
     - ▪ **Rate of Fire**: One or two.
     - ▪ **Range**: Varies with missile type; 500 to 1800 miles.
     - ▪ **Payload**: One per hardpoint; 4 maximum.
   - ❍ **MEDIUM RANGE MISSILES**
     - ▪ **Primary Purpose**: Assault
     - ▪ **Secondary Purpose**: Anti-Mecha
     - ▪ **Missile Types:** Any type of standard UN Spacy **Medium Range Missile** can be used.
     - ▪ **Missile Type**: Standard UN Spacy medium-range missiles, usually high explosive, armor piercing, or multi-warhead.
     - ▪ **Mega-Damage**: Varies with missile type.
     - ▪ **Rate of Fire**: 1-3 missiles per hardpoint.
     - ▪ **Range**: Varies with missile type; 50 to 80 miles.
     - ▪ **Payload**: Three per hardpoint; up to 12 maximum.
   - ❍ **SHORT RANGE MISSILES**

- **Primary Purpose**: Assault
- **Secondary Purpose**: Anti-Mecha
- **Missile Types:** Any type of standard UN Spacy **Short Range Missile** can be used.
- **Range:** Varies with missile type.
- **Damage:** Varies with missile type.
- **Rate of Fire**: 1-5 missiles per hardpoint.
- **Payload**: Five per hardpoint; up to 20 maximum.

6. **CONCEALED MISSILE BAYS:** A new addition to the Sturmvogel, the fighter now contains two concealed missile bays on the lower rear area of the fuselage which can hold missiles, bombs, or other tactical ordinace within the body of the VF-22. The advantage to this system is that while enclosed, the payloads can be fully concealed by the active stealth system of the Sturmvogel with no danger of detection. The bays are large enough to hold one long-range missile, two medium-range missiles, or equipment of approximately equal size can be held in each bay. During the Macross 7/Varuta war, the bays were used to carry "Planet Buster" Thermonuclear missiles for use against Protodeviln creatures (unfortunately due to the nature of the Protodeviln these missiles proved ineffective).

   ❍ **"PLANET BUSTER" THERMONUCLEAR MISSILES**
      - **Primary Purpose**: Anti-Protodeviln
      - **Secondary Purpose**: Anti-Warship
      - **Mega-Damage**: 6D6x10 M.D. (*Note: At the GM's option, this number may be increased to represent more realistic damage from a nuclear weapon*)
      - **Rate of Fire**: One or two.
      - **Range**: 1500 miles.
      - **Payload**: One per missile bay; 2 maximum.

7. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The VF-22 is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack. Due to the tremendous power requirements of the system, the head and wing lasers on the YF-19 cannot be used while the barrier is in operation.

   ❍ **Primary Purpose**: Defense
   ❍ **Protection**: 100 MDC total
   ❍ **Regeneration Rate**: 50 MDC per round.
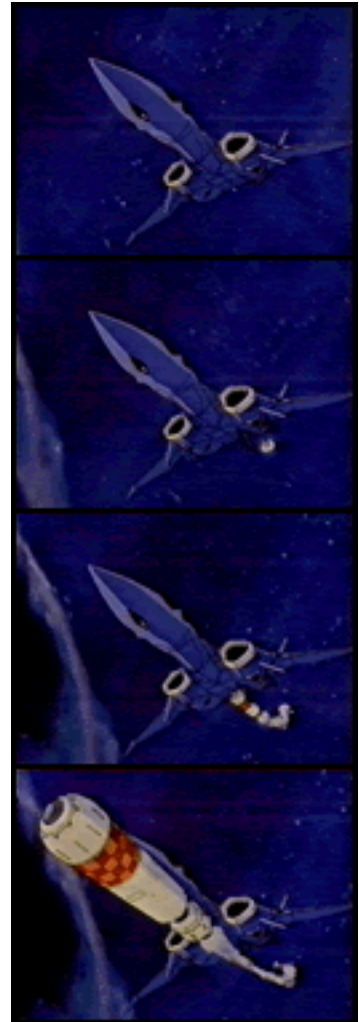
- ○ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
- ○ **Duration**: Unlimited.

8. **HAND TO HAND COMBAT:** If necessary, the VF-22 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

DAMAGE:

- ○ Restrained Punch: 1D6 M.D.
- ○ Full Strength Punch: 3D6 M.D.
- ○ "Booster" Punch: 4D6 M.D. (counts as two attacks)
- ○ Tear or Pry with Hands: 2D4 M.D.
- ○ Kick: 2D4 M.D.
- ○ Leap Kick: 3D6 M.D.
- ○ Body Flip/Throw: 1D6 M.D.
- ○ Body Block/Tackle: 2D6 M.D.
- ○ Stomp: 2D6 M.D. (only effective against small objects)
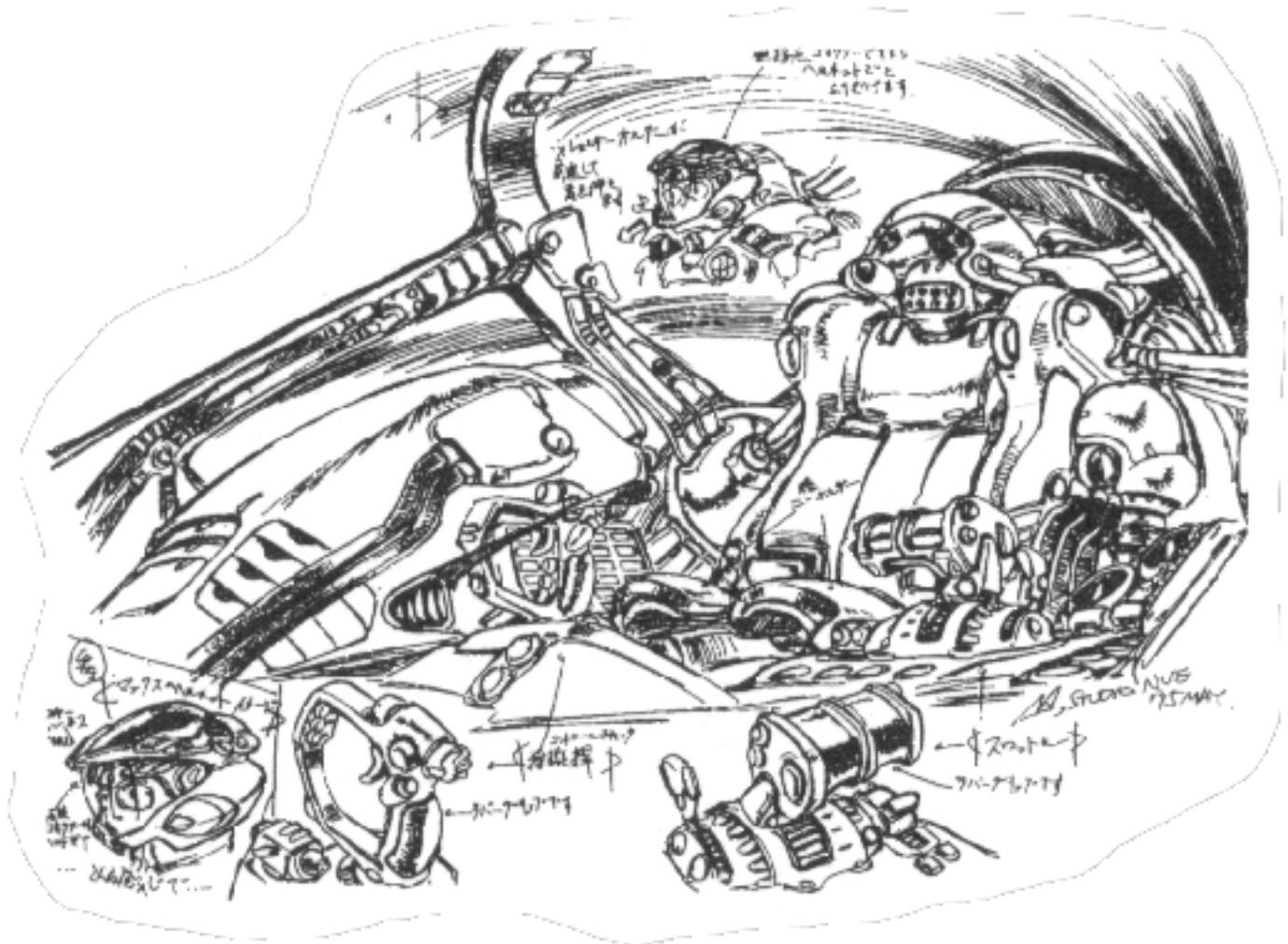
STANDARD EQUIPMENT FOR THE VF-22:

- **ACTIVE STEALTH SYSTEM:** The VF-22 is equipped with a revolutionary stealth system that when activated renders the craft almost invisible to standard sensors such as radar. Unlike passive stealth systems like those used by the VF-17 Nightmare or the old USAF F-117, the VF-22's stealth system is an ACTIVE stealth that actually bends radar waves around the mecha rather than reflecting them. When activated, this system gives the VF-22 a +3 on initiative and a +1 to strike at all times.

  NOTE: Since the VF-22's stealth capability is a system and not a feature of the design, it can be damaged or destroyed. Once the mecha has lost half of its main body MDC, there is a 50% chance that the stealth system will fail every time the main body of the craft is hit. Once the stealth system has failed, it will not work again until repaired at a UN Spacy base.
- **AUTO-PILOT:** The VF-22 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER W/HUD DISPLAYS:** The VF-22 is equipped with a combat computer that can store and analyze data during combat with hostile forces. The entire cockpit canopy of the VF-22 is a large HUD display, which allows the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **DETATCHABLE LIMBS:** The arms and legs of the Sturmvogel are detatchable, so that in the event one or more of the limbs of the mecha are damaged they can be ejected from the main body so as to avoid creating atmospheric drag or preventing transformation. The VF-22's arms and legs don't contain any critical systems so the AVF's performance will be unaffected if they are jettisoned. However, the Sturmvogel will not be able to hold its GV-17L gun pod in gerwalk or soldier mode if both arms are ejected.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-22 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening head and radiation. A radiation detection and alarm system are linked with the shields

and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.

- **HOMING SIGNAL:** The escape pod of the VF-22 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.

- **PILOT FLIGHT SUIT AND HMD HELMET:** The VF-22 comes with a custom-designed flight suit for the pilot instead of the standard UN Spacy-issue design used by most VF pilots. This flight suit consists of an upper and lower g-suit that promotes circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat. The flight suit also comes with a specialized HMD helmet which can display computer graphics and overlays over what the pilot sees, providing additional information. Although the system is not a great substitute for the BCS and BDI systems in the original YF-21 prototype, it does provide the pilot with additional information and helps combat battlefield confusion. The one disadvantage of the flight suit is that it is customized for the VF-22 and is NOT usable in other aircraft.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-22's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-22's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The system is designed to work with the customized VF-22 flight suit (see above) and is not compatible with standard UN Spacy flight suits without special modifications.
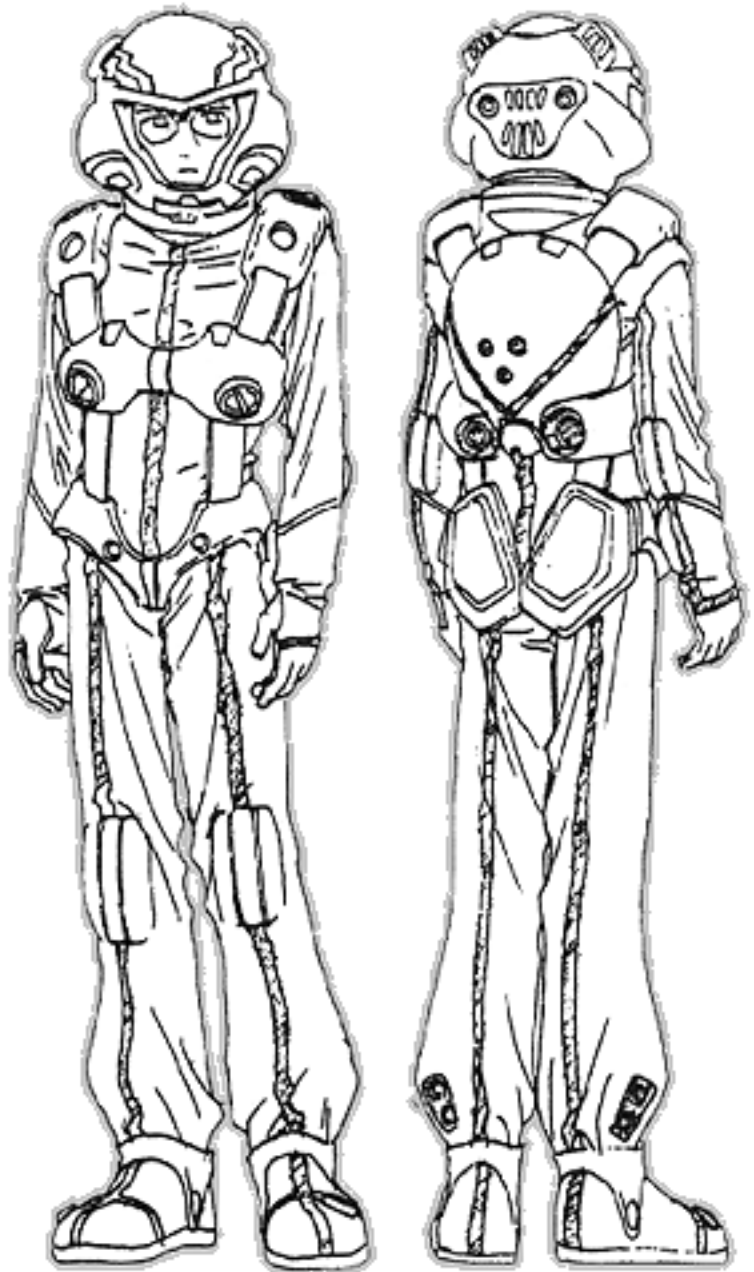
CAPTAIN MAXIMILIAN JENIUS
in VF-22 Sturmvogel Flight Gear
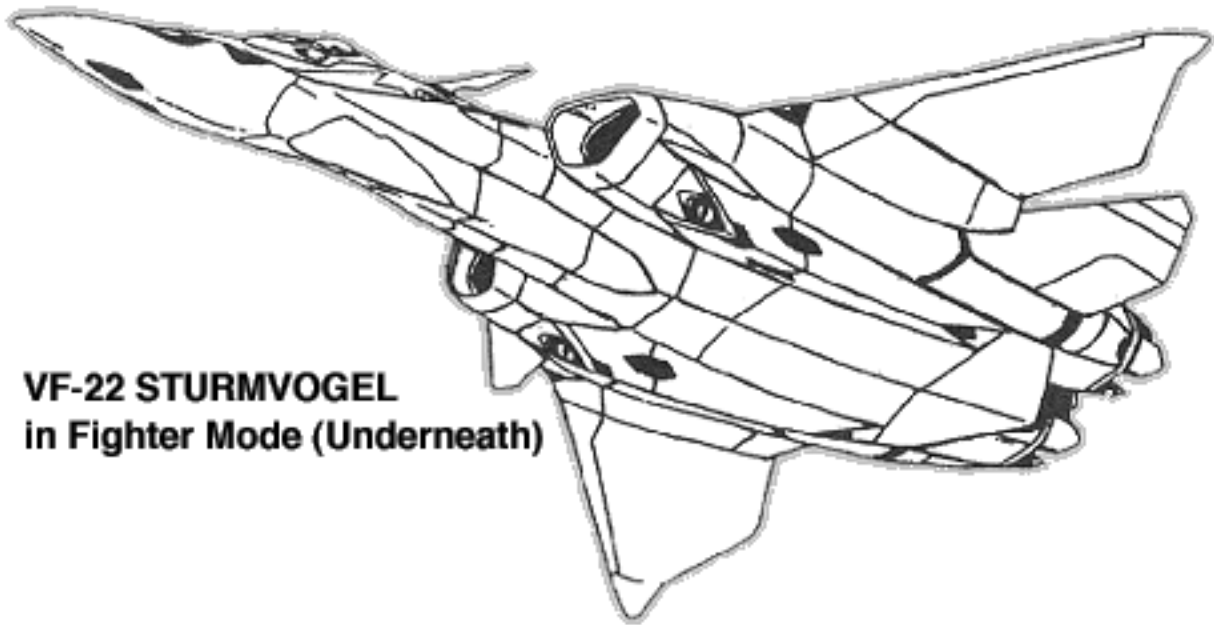
VF-22 STURMVOGEL
in Fighter Mode (Underneath)

COMBAT BONUSES FOR VF-22 FIGHTER TRAINING:

NOTE: Due to the special forces nature of the Sturmvogel, VF-22 AVF Combat Training should not be available to characters as an initial skill selection. Instead, they should buy the skill when they gain enough experience to advance in rank and receive UN Spacy special forces combat training. Pilots flying the VF-22 Sturmvogel without training only get bonuses from Basic Variable Fighter Combat Training.

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 2 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative (+3 when using Active Stealth System)
- +1 to strike (+2 when using Active Stealth System)
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing

him to loose initiative and one attack that melee round.

ADVANCED VF-22 STURMVOGEL COMBAT TRAINING

- Advanced training for special forces pilots specializing in the VF-22 Sturmvogel.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative (+5 when using Active Stealth System)
- +3 to strike (+4 when using Active Stealth System)
- +4 to parry
- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D4 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: General Galaxy VF-22 Sturmvogel Reference Entry"**
- *Macross Plus* episodes 1-4
- *Macross 7* TV episodes 41, 42, 46
- **Bandai B-Club Magazine** Issue #119

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS PLUS** and **MACROSS 7**, both sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

YF-19 ADVANCED VARIABLE FIGHTER PROTOTYPE

(**Version 2.0** - Last updated: 07/25/98 20:06)

> *RPG Stats by* ***DAVE DEITRICH*** *(deitrich@mcs.net)*
> *Background info provided by the* ***MACROSS ONLINE COMPENDIUM***

BACKGROUND

The **YF-19 Prototype Advanced Variable Fighter (AVF)** was designed and built in 2039 by Shinsei Industries as their entry into the **Project Super Nova** design contest being conducted by the UN Spacy. Project Super Nova's main purpose was to develop a new variable fighter to replace the aging [VF-11 Thunderbolt](#) as the main fighter for UN Spacy military forces. The YF-19 was one of two fighters selected for the final competition at the New Edwards Flight Center on planet Eden; the other design being the [**YF-21 AVF**](#) developed by General Galaxy. The YF-19 was developed by **Yan Newmann**, the child genius of Shinsei Industries.

The YF-19 was plagued with problems and mishaps throughout the course of the contest. Due to difficulties in controlling such a powerful variable fighter, the prototype was damaged several times and several test pilots were killed during the early trials of the aircraft. Eventually **Lt. Isamu Dyson**, a talented but reckless UN Spacy pilot, was assigned to test the YF-19 and quickly proved himself to be a competent pilot for the prototype. However, during a mock duel between the YF-19 and YF-21, the YF-19 was damaged by a discharge from its own GU-15 gun pod, almost killing Lt. Dyson in the process. Shortly thereafter, Project Super Nova was halted under direct order of the UN Spacy after the development of the [**Ghost X-9 Unmanned Fighter**](#) in February 2040 was completed. Not satisfied with the cancellation of the project, Lt. Dyson and Yan Newmann stole the YF-19 and its fold booster and made an unauthorized fold from Eden to Earth. The YF-21 prototype was ordered to pursue the YF-19, and the two prototypes engaged in combat again during the *Macross 30th Anniversary Celebration* on Earth. However, the grudge match between the two pilots was interrupted by the newly completed AI system for pop singer *Sharon Apple* who took control of the entire computer system for Earth and attempted to enslave its entire population through holographic hypnosis. The two prototypes fought against Sharon and the Ghost X-9 prototype she controlled, and the YF-19 managed to break through the AI's defenses and destroy her CPU aboard the SDF Macross.

After the smoke from the incident had settled, the YF-19 was declared the winner of the Project Super Nova competition. Dubbed the [**VF-19 Excalibur**](#), the new fighter has begun slowly replacing the VF-11 Thunderbolt as the main tactical superiority fighter for the UN Spacy since 2040. However, it will be several years before the new design comes into service with all deep space forces and colony missions spread throughout the galaxy. Several variations of the new design have begun to appear already,

including the **VF-19 Kai "Fire Valkyrie"** variant aboard the *Macross 7*, operating near the core of the galaxy. Most of these variants are one-of-a-kind special operations fighters and are not widely distributed.

YF-19 "ALPHA ONE"
Gerwalk Mode
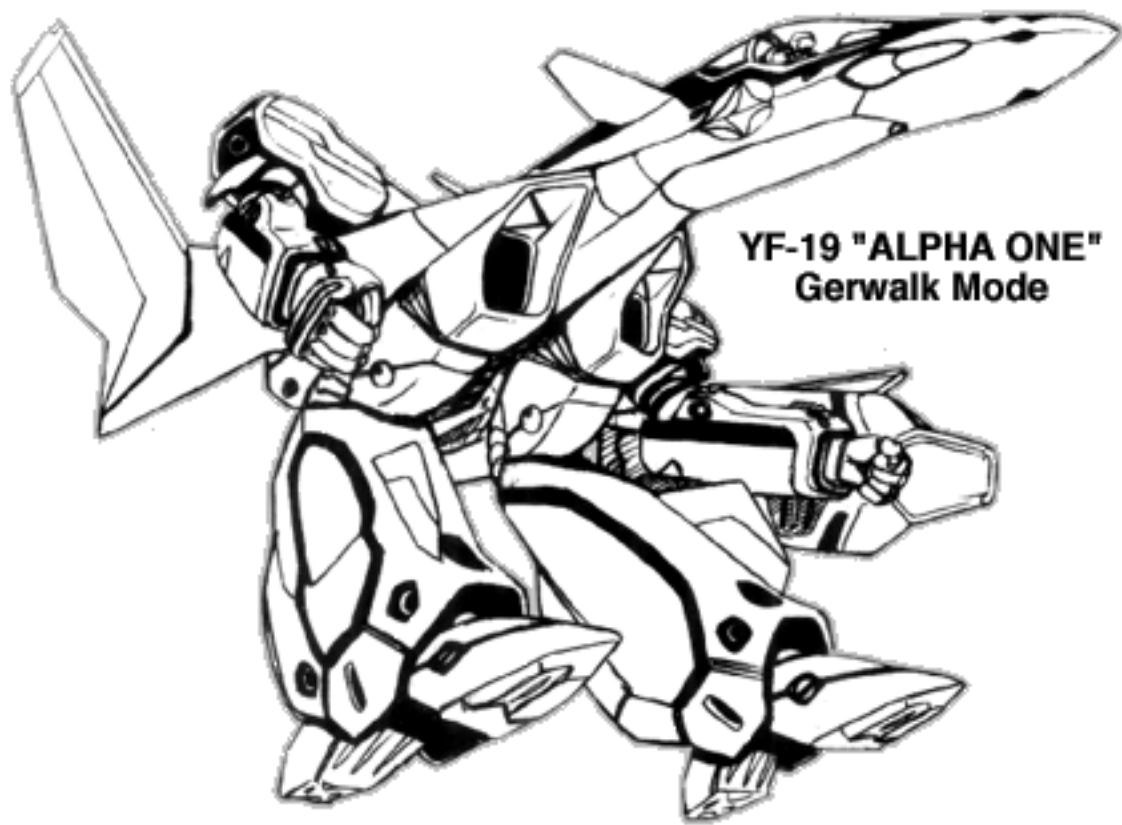
RPG STATS

Vehicle Type:
　　　　YF-19 (Initial Prototype for Project Super Nova, callsign *"Alpha One"*)
Class: Advanced Variable Fighter (Prototype)
Manufacturer: Shinsei Industries
Crew: One pilot wearing Tactical Life Support System.
　　　A rear seat for a second pilot/navigator can also be added if necessary for specific missions.

MDC BY LOCATION:

```
    Head Pulse Laser                                      30
(1) Head                                                 100
    Hands (2)                                             50 each
    Arms (2)                                             110 each
    Shoulders (2)                                        125 each
    Legs & Thrusters (2)                                 220 each
(2) Main Body                                            375
```

```
    Canard Forward Wings (2)                                    30 each
    Main Wings (2)                                             150 each
    Tails (2)                                                   50 each
    GU-15 Gun Pod                                              100
    Anti-Projectile Shield                                     150
(3) Pinpoint Barrier Shield                                    100
    Reinforced Pilot Compartment/Escape Pod                    150
```

NOTES:

1. Destroying the head of the YF-19 will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the right arm of the YF-19.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
    120 mph (192 kmph)
LEAPING, SOLDIER CONFIGURATION:
    50 ft (15 m) high or 70 ft (21 m) long without thrusters.
FLYING, GERWALK/SOLDIER CONFIGURATION:
    Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
    Mach 3.5+ (2345 mph/3572 kmph) max speed at 10,000 meters or less above sea level. Mach 5.1+ (3417 mph/5205 kmph) max speed at 10,000-30,000 meters above sea level. Mach 24+ (16,080 mph/24,494 kmph) max speed at 30,000+ meters above sea level, for a maximum of 5 seconds. Cruising speed is usually Mach 1.8 (1206 mph/1837 kmph). The YF-19 is capable of achieving orbital velocity over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 65,000 meters/minute. Structural G limits are +31.0 to -18.5 Earth gravities.
MAX ENGINE THRUST:
    42,700 kg x2 in an atmosphere, 67,500 kg x2 in space. The maximum thrust is automatically limited in an atmosphere due to coolant problems with the optional air intake systems for the engines.
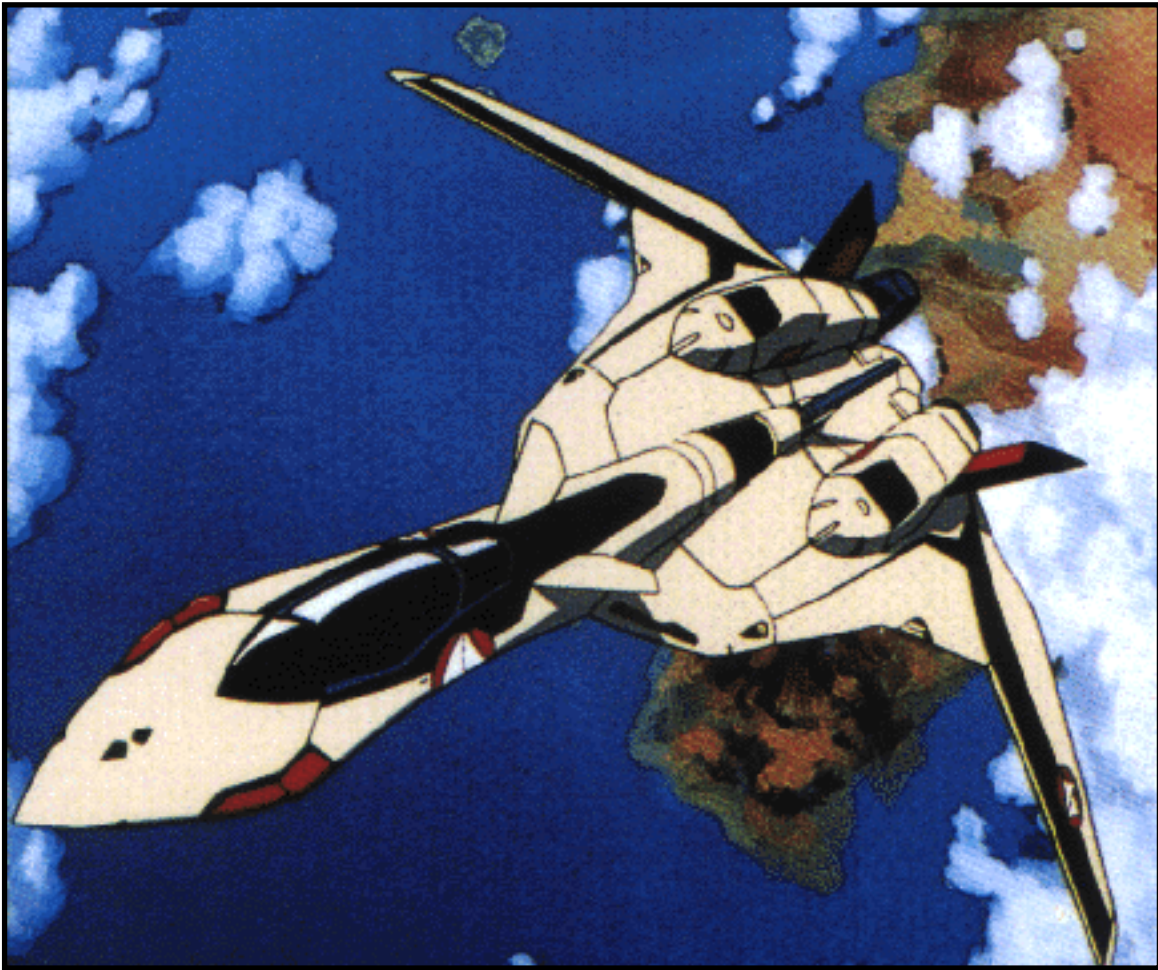
STATISTICAL DATA:

HEIGHT:

46.52 ft (14.54 m) in soldier configuration.

25.59 ft (8.00 m) in gerwalk configuration.

12.60 ft (3.94 m) in fighter configuration.

WIDTH:

20.80 ft (6.50 m) at shoulders in soldier configuration.

47.65 ft (14.89 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

14.29 ft (4.47 m) in soldier configuration.

41.69 ft (13.03 m) in gerwalk configuration.

59.55 ft (18.62 m) in fighter configuration.

WEIGHT:

8750 kg empty. Maximum takeoff weight in an atmosphere is 37,509 kg, and maximum weight in space with optional fold booster is 46,102 kg (weights beyond that exceed theoretical safe limit for fold booster).

PHYSICAL STRENGTH:

Equal to a P.S. of 60

CARGO:
Small compartment behind pilot's seat for personal belongings.

POWER PLANT:
Two 67,500 kg Shinnakasu Industry/Pratt & Whitney/Rolls Royce FF-2500E thermonuclear turbine engines, designed for dual atmosphere/space use with optional concealed air intakes for use in an Earth-type atmosphere. Two 2-dimensional independentent convergent/divergent exhaust are equipped on the FF-2500E for greater maneuverability and V/STOL performance. In addition, several Pratt & Whitney HMM-6J high-maneuverability vernier thrusters are mounted on the wingtips, vertical stabilizers, nose, and other key locations for added performance. Additional thruster options include an external fold generator developed for use with *Project Super Nova*.

COMPATIBLE FAST PACKS:
Dorsal: NR-BP-19, NR-BP-19-SES
Leg: NP-FB-19
Special: NR-ARFB-Y1

WEAPON SYSTEMS:

1. **MAULER REB-30G ANTI-AIRCRAFT PULSE LASER:** The YF-19 mounts a single pulse laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha in soldier mode, and is located in the central dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

   - **PRIMARY PURPOSE:** Anti-aircraft
   - **SECONDARY PURPOSE:** Anti-missile/defensive
   - **RANGE:** 4000 feet (1200 m)
   - **DAMAGE:** 2D4 M.D.
   - **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   - **PAYLOAD:** Effectively Unlimited.

2. **MAULER REB-23 LASER GUNS:** Two semi-fixed laser guns are mounted in the wings of the YF-19, near the base of the wing where it connects to the main body. These lasers can be fired in any mode (the beams exit the hip-mounted wing units in soldier mode) but can only be aimed along the front arc of the mecha (max angle is about 45 degrees in any direction from the nose).

   - **PRIMARY PURPOSE:** Anti-mecha
   - **SECONDARY PURPOSE:** Air-to-ground strafing runs
   - **RANGE:** 4000 feet (1200 m)
   - **DAMAGE:** 1D4 M.D. per laser for a single shot, 1D4x10 M.D. for a burst (counts as one attack).

❍ **RATE OF FIRE:** Single shots or bursts only. The cannons can be fire-linked so that firing both cannons at the same time counts as one attack (does double damage).
❍ **PAYLOAD:** Effectively Unlimited.

3. **HOWARD GU-15 EXTERNAL GUN POD:** The main weapon of the YF-19 is the new GU-15 Gun Pod produced by Howard Industries. The gun pod is mounted on a special hardpoint below the AVF in fighter mode, and is hand-held in gerwalk and soldier modes. Unlike the gun pods used by the original VF-1 Valkyrie, the GU-15 uses clips of ammo instead of a self-contained supply in the barrel of the gun. Two spare clips for the GU-15 are mounted on the back of the YF-19's bulletproof shield; replacing a clip takes two melee actions and can only be done in Gerwalk or Soldier mode.

GU-15 Gun Pod

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.
   ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
   ❍ **PAYLOAD:** Each clip holds 400 rounds, equal to 40 short bursts, 20 long bursts, or 10 full melee bursts.

4. **BODY/WING HARD POINTS:** Two fixed hard points are mounted on the fuselage of the YF-19, and an additional two hardpoints are mounted on each wing for a total of 6 hardpoints on the fighter. These hardpoints can be used to hold a variety of different ordinance types, including long, medium, or short range missiles, or even the new **medium-range high-maneuverability (MRHM) missiles**. One long range, one MRHM, 3 medium range, or 5 short range missiles can be mounted per hardpoint. Usually long range or MRHM missiles are issued.

   NOTE: Due to the location of the hard points, ALL missiles must be fired or ejected before the YF-19 may convert into soldier mode. For this reason the hard point missiles are usually fired within the first few passes of an attack.

   ❍ **MEDIUM RANGE HIGH MANEUVERABILITY MISSILES**
      ■ **Primary Purpose**: Anti-Mecha
      ■ **Secondary Purpose**: Surgical Strikes
      ■ **Mega-Damage**: 2D6x10 M.D.
      ■ **Rate of Fire**: One per hardpoint.
      ■ **Range**: 80 miles.
      ■ **Payload**: One per hardpoint; 6 maximum.
   ❍ **LONG RANGE MISSILES**

- **Primary Purpose**: Heavy Assault
- **Secondary Purpose**: Anti-Spacecraft
- **Missile Types:** Any type of standard UN Spacy **Long Range Missile** can be used.
- **Range:** Varies with missile type.
- **Damage:** Varies with missile type.
- **Rate of Fire**: One or two.
- **Payload**: One per hardpoint; 6 maximum.
  - ❍ **MEDIUM RANGE MISSILES**
    - **Primary Purpose**: Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Types:** Any type of standard UN Spacy **Medium Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: 1-3 missiles per hardpoint.
    - **Payload**: Three per hardpoint; up to 18 maximum.
  - ❍ **SHORT RANGE MISSILES**
    - **Primary Purpose**: Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Types:** Any type of standard UN Spacy **Short Range Missile** can be used.
    - **Range:** Varies with missile type.
    - **Damage:** Varies with missile type.
    - **Rate of Fire**: 1-5 missiles per hardpoint.
    - **Payload**: Five per hardpoint; up to 30 maximum.

5. **INTERNAL LEG-MOUNTED MISSILE BAYS:** Each leg of the YF-19 contains an enclosed missile bay which can be customized for different mission objectives and carry a variety of different missile types. When armed, the launcher assemblies extend from the sides of the legs, allowing all missiles to be fired at once if necessary. The missiles can be fired in any mode. The missile launchers can be equipped to hold standard SRM missiles, the new Bifors BMM-24 all-environment high-maneuverability micro-missiles (**NOTE**: These are **NOT** the medium-range versions of the high-maneuverability missiles seen in *Macross Plus #1*), or one long-range missile each. In order to carry different types of missiles the launchers must be refitted at a UN Spacy base prior to loading.

  - ❍ **SRM/BMM-24 MISSILES**
    - **Primary Purpose:** Assault
    - **Range:** 5 miles (8 km).
    - **Damage:** 1D6x10 M.D.
    - **Rate of Fire:** Volleys of 1-9 missiles per launcher, per round. One volley counts as

one attack. If necessary, all 18 missiles can be fired in a single round by expending two attacks.

- **Bonuses:** The BMM-24 micro-missiles have a +6 to strike and +5 to dodge, and get 3 attacks per round until they hit or are destroyed.
- **Payload:** 9 missiles per launcher; 18 total.

❍ **LONG RANGE MISSILES**
- **Primary Purpose:** Heavy Assault
- **Missile Types:** Any type of standard UN Spacy **Long Range Missile** except Nuclear Multi-Warhead and Nuclear Anti-Warship can be used.
- **Range:** Varies with missile type.
- **Damage:** Varies with missile type.
- **Rate of Fire:** Firing each missile counts as one attack.
- **Payload:** 1 missile per launcher; 2 total.

6. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The YF-19 is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack.

   ❍ **Primary Purpose**: Defense
   ❍ **Protection**: 100 MDC total
   ❍ **Regeneration Rate**: 50 MDC per round.
   ❍ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
   ❍ **Duration**: Unlimited.

7. **HAND TO HAND COMBAT:** If necessary, the YF-19 can engage in melee combat rather than use a weapon. The AVF is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   ❍ Restrained Punch: 1D6 M.D.
   ❍ Full Strength Punch: 3D6 M.D.
   ❍ "Booster" Punch: 4D6 M.D. (counts as two attacks)
   ❍ Tear or Pry with Hands: 2D4 M.D.
   ❍ Kick: 2D4 M.D.
   ❍ Leap Kick: 3D6 M.D.
   ❍ Body Flip/Throw: 1D6 M.D.
   ❍ Body Block/Tackle: 2D6 M.D.

○ Stomp: 2D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE YF-19:

- **ACTIVE STEALTH SYSTEM:** Although not originally included in the design, the YF-19 was upgraded to include an active stealth system similar to the YF-21's during the Project Super Nova trials. Unlike passive stealth systems like those used by the VF-17 Nightmare or the old USAF F-117, the YF-19's stealth system is actually bends radar waves around the mecha rather than reflecting them. The YF-19's stealth system is not quite as good as the YF-21's due to sacrifices that had to be made in order to fit the system into the YF-19's fuselage. When activated, this system gives the YF-19 a +3 on initiative (but no bonus to strike) at all times.

  NOTE: Since the YF-19's stealth capability is a system and not a feature of the design, it can be damaged or destroyed. Once the mecha has lost half of its main body MDC, there is a 50% chance that the stealth system will fail every time the main body of the craft is hit. Once the stealth system has failed, it will not work again until repaired at a UN Spacy base.
- **AUTO-PILOT:** The YF-19 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER:** The YF-19 is equipped with an advanced AI combat computer that can store and analyze data during combat with hostile forces. Data collected by the combat computer can be displayed on the virtual environment cockpit of the mecha (see below), which allows the system to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **COPILOT SEAT:** The YF-19 can be equipped with a second pilot's seat behind the main pilot's seat for an optional copilot, if necessary. The copilot will usually act as the navigator for the YF-19 and will be responsible for operating the mecha's fold booster (if equipped). The copilot can assume command of the YF-19 if the pilot becomes incapacitated.
- **ESCAPE POD:** The entire reinforced cockpit of the YF-19 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed

(main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.

- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening head and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the YF-19 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track a homing signal, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of an advance variable fighter by the enemy, the pilot can activate the YF-19's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The YF-19's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN

Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

- **VIRTUAL ENVIRONMENT COCKPIT:** The YF-19 is equipped with an innovative new cockpit layout that provides monitors below and around the pilot in addition to the HUD cockpit dome. In flight, these monitors display what is below and behind the aircraft, giving the pilot a tremendous field of view that is unparalled by any other aircraft (with the possible exception of the YF-21's brain-direct imaging system). This wide view in addition to the combat computer's cockpit overlays give the YF-19 a +1 to dodge and initiative rolls in addition to any other bonuses.

COMBAT BONUSES FOR YF-19 FIGHTER TRAINING:

NOTE: Due to the prototype nature of the YF-19, it is highly recommended that no player be allowed to start the game with YF-19 combat training (unless the GM is running a post-**Macross 7** campaign). Untrained pilots should get bonuses equal to **Basic Variable Fighter Combat Training** when piloting the YF-19, and military pilots with no prior YF-19 experience should get full bonuses from **Advanced VF-11 Thunderbolt Combat Training**. Players should only be allowed to get advanced training for the YF-19 when their characters have accumulated enough experience to acquire new skills.

ADVANCED YF-19/VF-19 AVF COMBAT TRAINING

- Advanced training for pilots specializing in the YF-19/VF-19.

- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative (+5 when using Active Stealth System).
- +3 to strike
- +4 to parry
- +4 to dodge in solder mode, +6 in gerwalk, +8 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D4 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: Shinsei Industry YF-19 Reference Entry"**
- *Macross Plus* episodes 1-4
- **This is Animation Special: Macross Plus**
- **This is Animation The Select: Macross Plus Movie Edition**

The following material is an adaptation of mecha from **MACROSS PLUS** and **MACROSS 7**, both sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

YF-21 ADVANCED VARIABLE FIGHTER PROTOTYPE

(**Version 2.1** - Last Updated: 07/25/98 20:07)

> *RPG Stats by* **DAVE DEITRICH** (*deitrich@mcs.net*)
> *Background info provided by the* **MACROSS ONLINE COMPENDIUM**

BACKGROUND

The *YF-21 Advanced Variable Fighter (AVF) Prototype* was designed and built in 2039 by General Galaxy as their entry for the **Project Super Nova** design contest. Project Super Nova was sponsored by the UN Spacy to develop the next generation variable fighter that would replace the aging [VF-11 Thunderbolt](#) as the main variable fighter for terran military forces. The YF-21 was one of two designs selected for the final competition at the New Edwards Flight Center on planet Eden; the other design being the **[YF-19 AVF](#)** designed by **Yang Neumann** of *Shinsei Industries*.

Unlike the more traditionally designed YF-19, the YF-21 is literally a showcase of leading-edge combat technology. Many of fighter's systems are advanced prototypes, which gives the YF-21 a definite edge in terms of technology. The fighter also includes a significant amount of Zentraedi overtechnology in its flight systems, including a revised version of the inertia vector control system used in the *Quimeliquola Quaedlunn-Rau* (Female Combat Armor) battlesuit. The alien technology gives the YF-21 a strong resemblance to Zentraedi battlesuits in soldier mode. The AVF is also equipped with many cutting-edge human technology systems, including a revolutionary active stealth system that can absorb radar and other sensor waves, rendering the fighter invisible to most electromagnetic sensor systems.

However the most advanced systems in the YF-21 AVF are the Brainwave Control System (BCS) and Brain Direct Imaging (BDI) system. The BCS allows the pilot to control all functions of the aircraft literally with his thoughts, while the BDI feeds sensor data directly into the pilot's mind, providing far more information than traditional HMD (head-mounted display) or HUD (heads-up display) systems are capable of. When used together, these two systems allow the pilot to sense and react to situations with the speed of thought while flying the YF-21. The new systems require some time to get accustomed to, however, and only certain disciplined pilots are able to use them to their full potential. In addition, these systems have occasionally exhibited feedback and control problems with some pilots, including chief test pilot **Guld Boa Bowman**.

Two prototypes of the YF-21 were constructed, with the first one having a conventional flight control system and the second one equipped with the BCS and BDI systems. YF-21 Prototype No. 2 and its pilot, Chief Bowman, were invited to the New Edwards Flight Center on planet Eden for final testing. At first, the YF-21 (codenamed "Omega One") performed flawlessly, but then began to develop problems due to

YF-21 "OMEGA ONE"
Soldier Mode

incompatibilities between Chief Bowmann and the BCS/BDI systems. Later during a impromptu duel between the YF-19 and YF-21 the YF-21's right arm was torn off and the YF-19 was severely damaged by a discharge from its own GU-15 gun pod. This disaster made the UN Spacy high command nervous, prompting them to halt Project Super Nova and approve the newly-developed **Ghost X-9 Unmanned Fighter** as its replacement for the VF-11.

Unsatisfied by the program's cancellation, **Lt. Isamu Dyson** and Yang Neumann stole the YF-19 and its fold booster and made an unauthorized fold from Eden to Earth. Chief Bowman was ordered to pursue in the YF-21, which at the time was the only aircraft capable of keeping up with the hijacked YF-19. The two prototypes engaged in a final combat during the *Macross 30th Anniversary Celebration* on Earth, but their grudge match was interrupted when the newly-awakened AI system for popular rock star **Sharon Apple** took control of Earth's computer systems and enslaved the entire populace via holographic hypnosis. Lt. Dyson and Chief Bowman overcame their differences and banded together to stop Sharon, and the YF-21 engaged the prototype Ghost X-9 in combat while the YF-19 confronted the AI at the SDF-01 Macross. In order to stop the Ghost and give Dyson more time, Bowman rammed the X-9 with the YF-21, which stopped the renegade prototype at the cost of his own life. Because of this sacrifice Lt. Dyson in the YF-19 was able to destroy the Sharon Apple AI, ending the crisis.

After the smoke from the Sharon Apple incident cleared the YF-19 was declared the winner of Project Super Nova, and was put into production with the intention of replacing the VF-11 Thunderbolt. However the loss of the YF-21 did not discourage General Galaxy, and two years later the company released the **VF-22 Sturmvogel II**, an advanced combat aircraft based on the YF-21 prototype. Although the VF-22 did not include the controversial BDI and BCS control systems of the second YF-21 prototype, it proved to be an extremely able aircraft and was purchased by the UN Spacy on a limited basis as a special forces fighter.
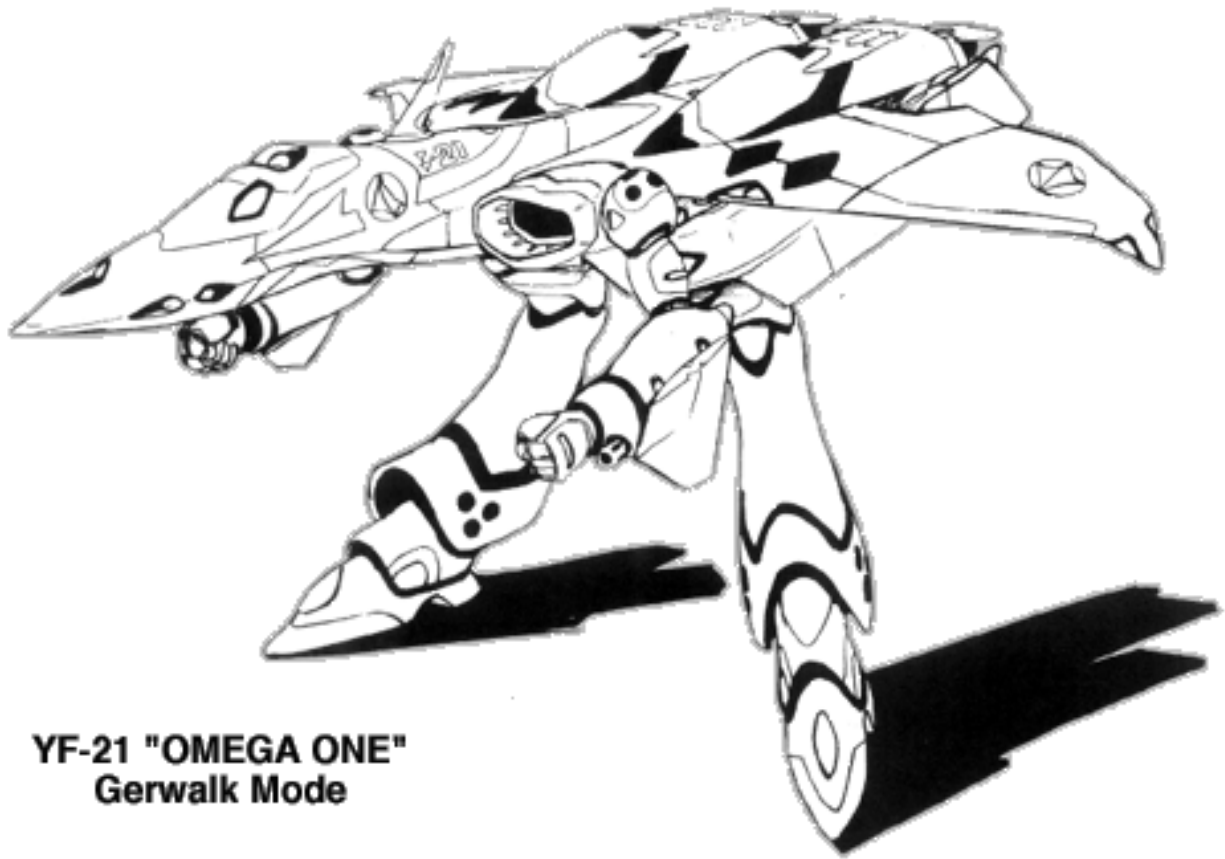
YF-21 "OMEGA ONE"
Gerwalk Mode

RPG STATS

Vehicle Type:
>YF-21 No. 1 (Initial Prototype; used conventional Variable Fighter flight control systems)
>YF-21 No. 2 (Second Prototype; included BCS and BDI control systems. Was accepted for Project Super Nova contest, callsign *"Omega One"*)

Class: Advanced Variable Fighter (Prototype)
Manufacturer: General Galaxy
Crew: One pilot wearing Tactical Life Support System.

MDC BY LOCATION:

```
    Head Pulse Laser                                        30
(1) Head                                                   120
    Hands (2)                                               50 each
    Arms (2)                                               125 each
    Shoulders (2)                                          100 each
    Legs & Thrusters (2)                                   175 each
(2) Main Body                                              375
    Main Wings (2)                                         175 each
    Tails/Arm Shields (2)                                   75 each
```

```
      Stealth Gun Pods (2)                                          120 each
(3)  Pinpoint Barrier Shield                                        100
      Reinforced Pilot Compartment/Escape Pod                      150
```

NOTES:

1. Destroying the head of the YF-21 will knock out the mecha's main sensor systems, including all of the optics systems (infrared, nightvision, thermal). Backup sensor systems will provide standard vision for the pilot using the BDI system. Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the YF-21's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate to full strength within 2 melee rounds. The shield is usually generated on the right or left arm of the YF-21.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
　　　120 mph (192 kmph)
LEAPING, SOLDIER CONFIGURATION:
　　　50 ft (15 m) high or 70 ft (21 m) long without thrusters.
FLYING, GERWALK/SOLDIER CONFIGURATION:
　　　Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
　　　Mach 3.5+ (2345 mph/3572 kmph) max speed at 10,000 meters or less above sea level. Mach 5.06+ (3390 mph/5085 kmph) max speed at 10,000-30,000 meters above sea level. Mach 25+ (16,750 mph/25,515 kmph) max speed at 30,000+ meters above sea level, for a maximum of 5 seconds. Cruising speed is usually Mach 5-6. The YF-21 can vary the configuration of its wings and control surfaces to provide greater speed or control as the situation requires. The YF-21 is capable of achieving orbit over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 61,500 meters/minute. G limits are +32.5 to -17.2 Earth gravities.
MAX ENGINE THRUST:
　　　41,200 kg x2 in an atmosphere, 65,200 kg x2 in space. The maximum thrust is automatically limited in an atmosphere due to coolant problems with the optional air intake systems for the engines.

STATISTICAL DATA:

HEIGHT:
 48.70 ft (15.22 m) in soldier configuration.
 25.98 ft (8.12 m) in gerwalk configuration.
 12.93 ft (4.04 m) in fighter configuration.

WIDTH:
 22.12 ft (6.91 m) at shoulders in soldier configuration.
 49.15 ft (15.36 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
 13.54 ft (4.23 m) in soldier configuration.
 45.15 ft (14.11 m) in gerwalk configuration.
 62.78 ft (19.62 m) in fighter configuration.

WEIGHT:
 9550 kg empty. Maximum takeoff weight in an atmosphere is 39,207 kg, and maximum weight in space with optional fold booster is 48,305 kg (weights beyond that exceed theoretical safe limit for fold booster).

PHYSICAL STRENGTH:
 Equal to a P.S. of 60

CARGO:
 Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two 65,200 kg Shinnakasu Industry/Pratt & Whitney/Rolls Royce FF-2450B thermonuclear turbine engines, designed for dual atmosphere/space use with optional concealed trapezoidal air intakes for use in an Earth-type atmosphere. Two 3-dimensional independentent convergent/divergent exhaust are equipped on the FF-2450B for greater maneuverability and V/STOL performance. In addition, several Pratt & Whitney HMM-6J high-maneuverability vernier thrusters are mounted on the wingtips, vertical stabilizers, nose, and other key locations for added performance. Additional thruster options include an external fold generator developed for use with *Project Super Nova*.

COMPATIBLE FAST PACKS:

Dorsal: [NR-BP-19](), [NR-BP-19-SES]()

Special: [NR-ARFB-Y2]()

WEAPON SYSTEMS:

1. **ERLIKON AAB-7.5 AIR-TO-AIR LASER GUN:** The YF-21 mounts a single laser for use in air combat skirmishes and for defensive purposes. The laser is mounted on the head of the mecha in soldier mode, and is located in the forward dorsal section of the main body pointed rearward in fighter and gerwalk modes. The laser can only fire to the REAR of the fighter in these modes; it cannot be turned to fire along another arc.

   ❍ **PRIMARY PURPOSE:** Anti-aircraft
   ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** 1D6 M.D.
   ❍ **RATE OF FIRE:** The laser can be fired up to 4 times per round. In addition, the laser can be fired in a continuous beam for cutting purposes. When used this way, the weapon does 1D6x10 M.D. per round, but cannot be used against moving targets.
   ❍ **PAYLOAD:** Effectively Unlimited.

2. **MAULER REB-22 LASER GUNS:** Two semi-fixed laser gun clusters are mounted in the arms the YF-21. Like the [VF-17 Nightmare]() the arm lasers have two exit ports (one pointing each direction) and thus can fire either to the front or the rear of the mecha in any mode. In fighter mode the lasers can only be aimed along the front or rear arc of the aircraft (max angle is about 30 degrees in any direction from the centerline of the fighter) but in gerwalk/soldier they can be aimed in any direction by moving the mecha's arms.

   ❍ **PRIMARY PURPOSE:** Anti-mecha
   ❍ **SECONDARY PURPOSE:** Anti-aircraft
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** 1D4x10 M.D.
   ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.

❍ **PAYLOAD:** Effectively Unlimited.

3. **BIFORS BML-02S ALL-ENVIRONMENT RAPID-FIRE MICRO-MISSILE CLUSTERS:**
   The YF-21 is armed with four internal BML-02S missile launchers that were built exclusively for the mecha design. The launchers are mounted in the forward dorsal section of the craft and have exit ports on the wings to either side of the engine nacelles. Any type of UN Spacy mini-missiles can be used by the launchers, including the recently developed high-maneuverability mini-missiles (see YF-19 stats for details). Armor-piercing MMs are standard issue, however.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **MISSILE TYPES:** Any type of UN Spacy **Mini Missile**, including the new **High Maneuverability Mini Missiles (HMMMs)**.
   ❍ **RANGE:** Varies with missile type, typically 1 miles (1.6 km).
   ❍ **DAMAGE:** Varies with missile type, typically 1D4x10 M.D.
   ❍ **RATE OF FIRE:** Volleys of 1-4 missiles (remember that one volley counts as one attack, regardless of the number of missiles). The rate of fire of the BML-02S launcher is equal to the pilot's combined number of attacks.
   ❍ **PAYLOAD:** 12 missiles per launcher; 48 total.

4. **HOWARD/GENERAL DYNAMICS GV-17L GUN PODS:** For a main external weapon, the YF-21 contains TWO new stealth gatling gun pods produced by Howard Industries and General Dynamics. These gun pods are exclusively designed for the YF-21 and are mounted in specially designed storage bays located on the underside of the craft in fighter mode, similar to the gatling gun used by the VF-17 Nightmare. In Gerwalk or Soldier modes the gun pods can be ejected from their bays and used by one or both of the YF-21's hands. The gun pods can fire in any mode; they fire out of a special concealed port when stored away in Fighter mode.

GV-17L Stealth Gun Pod

   Like the original GU-11 gun pod used by the VF-1 Variable Fighters, the GV-17L gun pods do NOT use clips of ammo, but instead have a large internal supply of ammo stored in the barrel of the pod. This allows the GV-17L to contain a larger supply of ammo and bypasses the need to reload while in the field. Once exhausted, the gun pods can only be reloaded by trained technicians at a supply base.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.

- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- ❍ **PAYLOAD:** 800 rounds, equal to 80 short bursts, 40 long bursts, or 20 full melee bursts. Once depleted, the gun must be reloaded by a service technician at a UN Spacy base or starship.

5. **WING HARD POINTS:** The YF-21 has four fixed hard points (two per wing) which can be used to hold a variety of different ordinance payloads, including long, medium, or short range missiles, or even the new **medium-range high-maneuverability (MRHM) missiles**. One long range, one MRHM, 3 medium range, or 5 short range missiles can be mounted per hardpoint. Usually long range or MRHM missiles are used.

NOTE: Due to the location of the hard points, ALL missiles must be fired or ejected before the YF-21 can convert into soldier mode. For this reason the missiles mounted on the hard points are usually fired within the first few passes of an attack.

- ❍ **MEDIUM RANGE HIGH MANEUVERABILITY MISSILES**
  - ■ **Primary Purpose**: Anti-Mecha
  - ■ **Secondary Purpose**: Surgical Strikes
  - ■ **Mega-Damage**: 2D6x10 M.D.
  - ■ **Rate of Fire**: One per hardpoint.
  - ■ **Range**: 80 miles.
  - ■ **Payload**: One per hardpoint; 4 maximum.
- ❍ **LONG RANGE MISSILES**
  - ■ **Primary Purpose**: Heavy Assault
  - ■ **Secondary Purpose**: Anti-Spacecraft
  - ■ **Missile Types:** Any type of standard UN Spacy **Long Range Missile** can be used.
  - ■ **Range:** Varies with missile type.
  - ■ **Damage:** Varies with missile type.
  - ■ **Rate of Fire**: One or two.
  - ■ **Payload**: One per hardpoint; 4 maximum.
- ❍ **MEDIUM RANGE MISSILES**
  - ■ **Primary Purpose**: Assault
  - ■ **Secondary Purpose**: Anti-Mecha
  - ■ **Missile Types:** Any type of standard UN Spacy **Medium Range Missile** can be used.
  - ■ **Range:** Varies with missile type.
  - ■ **Damage:** Varies with missile type.
  - ■ **Rate of Fire**: 1-3 missiles per hardpoint.
  - ■ **Payload**: Three per hardpoint; up to 12 maximum.
- ❍ **SHORT RANGE MISSILES**
  - ■ **Primary Purpose**: Assault
  - ■ **Secondary Purpose**: Anti-Mecha
  - ■ **Missile Types:** Any type of standard UN Spacy **Short Range Missile** can be used.

- **Range:** Varies with missile type.
- **Damage:** Varies with missile type.
- **Rate of Fire**: 1-5 missiles per hardpoint.
- **Payload**: Five per hardpoint; up to 20 maximum.

6. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The YF-21 is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack. Due to the tremendous power requirements of the system, the head and wing lasers on the YF-21 cannot be used while the barrier is in operation.

- **Primary Purpose**: Defense
- **Protection**: 100 MDC total
- **Regeneration Rate**: 50 MDC per round.
- **Size:** The barrier can be up to 10 ft (3 m) in diameter.
- **Duration**: Unlimited.

7. **HAND TO HAND COMBAT:** If necessary, the YF-21 can engage in melee combat rather than use a weapon. The new AVF is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.
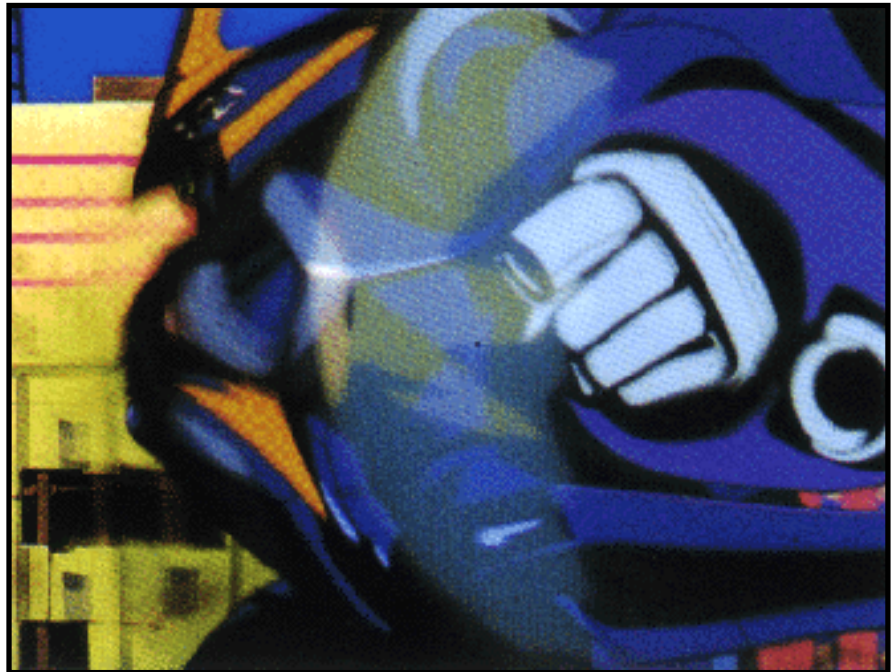
DAMAGE:

- Restrained Punch: 1D6 M.D.
- Full Strength Punch: 3D6 M.D.
- "Booster" Punch: 4D6 M.D. (counts as two attacks)
- Tear or Pry with Hands: 2D4 M.D.
- Kick: 2D4 M.D.

- ❍ Leap Kick: 3D6 M.D.
- ❍ Body Flip/Throw: 1D6 M.D.
- ❍ Body Block/Tackle: 2D6 M.D.
- ❍ Stomp: 2D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE YF-21:

- **ACTIVE STEALTH SYSTEM:** The YF-21 is equipped with a revolutionary stealth system that when activated renders the craft almost invisible to standard sensors such as radar. Unlike passive stealth systems like those used by the VF-17 Nightmare or the old USAF F-117, the YF-21's stealth system is an ACTIVE stealth system that actually bends radar waves around the mecha rather than reflecting them. When activated, this system gives the YF-21 a +3 on initiative and a +1 to strike at all times.

  NOTE: Since the YF-21's stealth capability is a system and not a feature of the design, it can be damaged or destroyed. Once the mecha has lost half of its main body MDC, there is a 50% chance that the stealth system will fail every time the main body of the craft is hit. Once the stealth system has failed, it will not work again until repaired at a UN Spacy base.
- **AUTO-PILOT:** The YF-21 is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto- pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **BRAIN CONTROL SYSTEM (BCS):** This revolutionary and experimental system is one of the most unique abilities of the YF-21. The BCS system allows a disciplined pilot to link his mind with the onboard computer of the mecha, and issue control commands to it at the speed of thought. This allows the YF-21 to move with human-like reflexes and respond with human- like speed. Feedback for the system is transmitted back to the pilot using the brain-direct imaging (BDI) system (see below), providing an interactive control loop that literally makes the mecha a part of the pilot.

  The disadvantage of the system is that it requires a fair amount of concentration to use. If the pilot of the YF-21 is suddenly startled or disturbed, he may lose control of the mecha and be unable to regain it until he calms himself down. It requires a fairly dramatic event to startle the pilot sufficiently, such as being physically wounded, seeing a comrade killed in front of him, or (in Chief Bowman's case) being suddenly confronted with a despised enemy and suffering a flashback. If startled, the pilot must roll under his M.E. attribute on a 1D20 to keep control of the plane. If he fails, the BCS fails and the YF-21 will freeze. In order to regain control of the BCS, the pilot must calm himself sufficiently, which requires another successful roll under his M.E. attribute. **NOTE:** the GM may impose penalties to the above rolls if the pilot is going through a VERY traumatic experience while flying the YF-21.

Another disadvantage of the BCS is that when uncalibrated to a specific user, the system has a tendency to pick up stray thoughts from the pilot and act upon them without his permission. A particularly nasty example of this happened during the Project Super Nova tests when Chief Bowman imagined slamming Pilot Isamu Dyson's VF-11 into the ground, and the BCS picked up and acted on that idle thought. When properly calibrated there is no danger of this occuring, but when an uncalibrated system is being used by a pilot during game play, the GM should roll against the player's M.E. whenever the player makes an idle remark about what he would like to do with the YF-21 (even if he was just mentioning it in jest). If the GM rolls above the player's M.E., the YF-21 will do EXACTLY what the player mentioned, regardless of the consequences.

The cockpit of the YF-21 is equipped with a backup set of standard aircraft controls in case the pilot looses control of the BCS and cannot re-establish contact. Initial versions of the BCS were calibrated specifically for human brain waves, which led to problems when the system was used by non-human pilots such as Chief Bowmann. Zentraedi or other alien pilots using a non- calibrated BCS system receive a +5 penalty to their rolls to keep control of the system.

- **BRAIN DIRECT IMAGING (BDI) SYSTEM:** This prototype system, along with the BCS, allows the pilot of the YF-21 to essentially control the mecha with his thoughts. The BDI system is extremely important to thought control, as it provides the pilot with visual and tactile feedback from the mecha, including things such as balance and force feedback. The BDI essentially makes HUD (heads-up display) and HMD (head mounted display) technology obsolete since instead of overlaying a display with computer- generated graphics the pilot can receive direct sensory input with computer analysis and highlights directly into his brain. In game terms, this provides the pilot of the YF-21 with a +20% bonus to any skill rolls made to control the mecha, a +2 bonus to dodge and a +1 bonus to strike.

The BDI system does have a drawback, however. Human (and Zentraedi) brains were not designed to accept this type of intense input, and use of the BDI system can lead to stress, fatigue, and headaches. Frequent use of the BDI can even lead to stress-induced tramua-like symptoms manestifying themselves such as sleeplessness, frequent migraines, shaky hands, cold sweats, and short tempers/emotional problems. After each week of frequent use of the BDI system, the pilot must roll under his P.E. stat or the character will begin to exhibit one of the above symptoms (GMs choice). The base medical officer can prescribe drugs to surpress the symptoms, but the only way for the pilot to be cured is to stop using the BDI system. It is not known what long-term use of the BDI system without breaks will do to a pilot.

NOTE: Although the cockpit of the YF-21 does NOT contain any windows except a top-mounted radome (the BDI makes windows unnecessary, theoretically), a backup display monitor is included for the pilot in the event of BDI system failure. This monitor, while acceptable as an emergency backup, is not well designed for a combat fighter, and being forced to rely solely on it imposes a -3 penalty to hit and dodge rolls by the pilot.

- **COMBAT COMPUTER:** The YF-21 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Data collected by the combat computer can be viewed by the pilot either on standard HUD displays mounted on the cockpit viewports, or using

the new BDI system (see above). This allows the computer to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.

- **DETATCHABLE LIMBS:** The arms and legs of the YF-21 are detatchable, so that in the event one or more of the limbs of the mecha are damaged they can be ejected from the main body so as to avoid creating atmospheric drag or preventing transformation. The YF-21's arms and legs don't contain any critical systems so the AVF's performance will be unaffected if they are jettisoned. However, the YF-21 will not be able to hold its GV-17L gun pod in gerwalk or soldier mode if both arms are ejected.
- **ESCAPE POD:** The entire reinforced cockpit of the YF-21 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening head and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the YF-21 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: WIDE-SPECTRUM SENSORS:** Range: 2000 feet (610 m). This new active/passive optical system is able to view and project light from any portion of the visible and invisible spectrum, from infrared to ultraviolet and everything in between. Among other things, this system allows the pilot to see in the dark or through smoke using infrared, through water or fog using ultraviolet, and even detect heat emissions from concealed targets. The sensors can use either an active or passive scanning mode. In active mode, the YF-21 actually projects a beam of light (visible or invisible) and views the reflection off objects. In passive mode, the sensors simply receive data without emitting light. Active mode provides more detailed pictures, but passive mode reduces the risk of detection by IR or UV sensors. The system provides the pilot with a bonus of +10% when tracking or trying to detect an ambush. Results of the scans can be viewed either on HUD displays or using the BDI system.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with

satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.

- **SELF-DESTRUCT:** To prevent capture of a Variable Fighter fighter by the enemy, the pilot can activate the YF-21's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **STANDARD SURVIVAL KIT:** All UN Spacy Variable Fighters come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **TACTICAL LIFE SUPPORT SYSTEM:** The YF-21's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

YF-21 "OMEGA ONE"
Fighter Mode
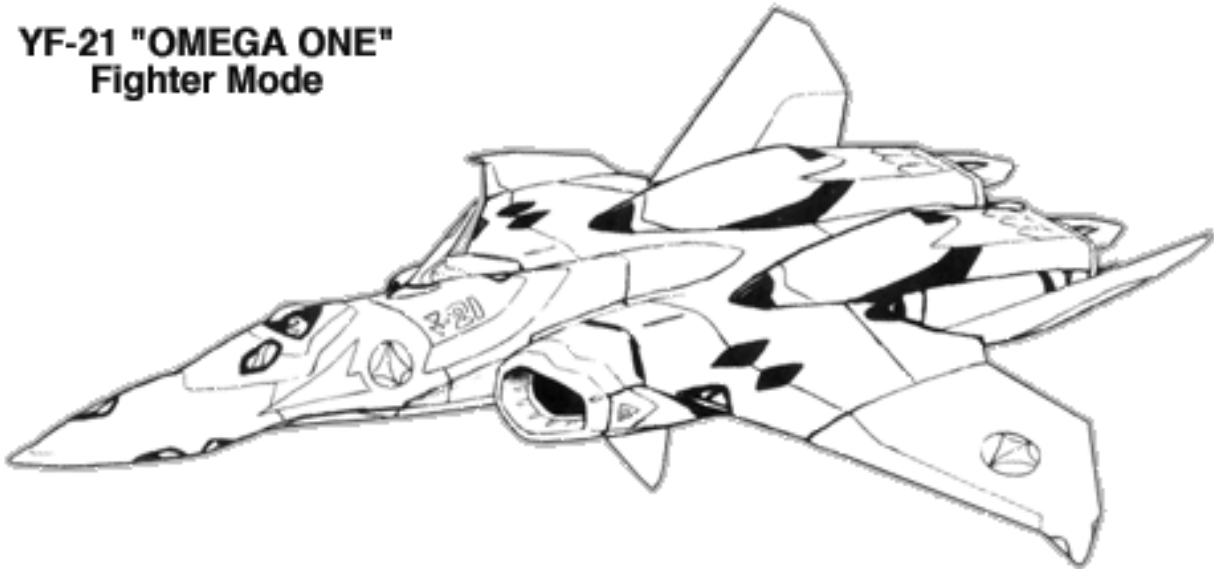
COMBAT BONUSES FOR YF-21 FIGHTER TRAINING:

NOTE: Due to the prototype nature of the YF-21, it is highly recommended that no player be allowed to start the game with YF-21 BDI/BCS combat training (unless the GM is running a very unusual campaign). Untrained pilots should get bonuses equal to **Basic Variable Fighter Combat Training** when piloting the YF-21, and military pilots with no prior YF-21 experience should get full bonuses from **Advanced VF-11 Variable Fighter**

Combat Training. However, this only applies to players trying to fly the YF-21 with conventional controls; characters trying to fly a YF-21 using the BDI/BCS systems for the first time only get Basic Variable Fighter Combat Training bonuses *regardless of their experience!* The BDI/BCS systems take immense amounts of training and discipline to be used at maximum efficiency.

The below bonuses only apply to trained characters piloting a YF-21 using the BDI/BCS systems. Players should only be allowed to get this training when their characters have accumulated enough experience to acquire new skills. Pilots trained on non-BDI/BCS versions of the YF-21 should use the bonuses for **VF-22 Sturmvogel** combat training.

ADVANCED YF-21 BDI/BCS AVF COMBAT TRAINING

- Advanced training for pilots specializing in the YF-21 **and** trained to take full advantage of the Brain Control System and Brain Direct Imaging systems of the prototype.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative (+5 when using Active Stealth System)
- +3 to strike (+4 when using Active Stealth System)
- +4 to parry
- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- When using BDI/BCS, add +2 to dodge and +1 to strike to above bonuses.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +4 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation AVFs are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D4 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: General Galaxy YF-21 Reference Entry"**
- *Macross Plus* episodes 1-4
- **This is Animation Special: Macross Plus**
- **This is Animation The Select: Macross Plus Movie Edition**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS PLUS**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

X-9 GHOST UNMANNED FIGHTER (PROTOTYPE) STATS

(Version 0.8 - Last modified: 07/25/98 20:06)

> *RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
> *Background info provided by the **MACROSS ONLINE COMPENDIUM***

BACKGROUND

The *X-9 Ghost* is a top secret unmanned high performance transatmospheric prototype fighter developed in 2039 by the UN Spacy and the **Macross Consortium**. The Ghost was the brainchild of General Gomez, who wanted to develop a way to expand UN Spacy military might while decreasing the costs of training and maintaining fighter pilots. Unmanned fighters promised to be an ideal solution to this problem. They could be mass-produced in greater numbers and were far less costly than recruiting and training new pilots, and could be sent into combat and high-risk situations without endangering human lives.

General Gomez was secretly working on the Ghost fighter at the same time he was overseeing the **Project Super Nova** design contest, intended to develop a new manned advanced variable fighter (AVF) for the UN Spacy. However once the prototype X-9 was perfected he cancelled the Super Nova contest (before a winning design was selected) and planned to unveil the Ghost at the UN Spacy's Armistice 30th Anniversary celebration on Earth.
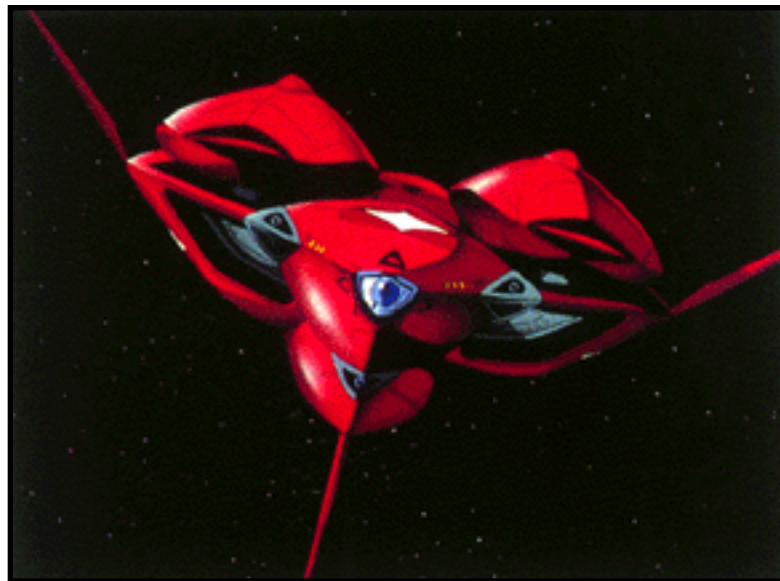
The X-9 Ghost is an extremely advanced combat fighter. Approximately half the size of a standard

variable fighter, the Ghost mounts three revolutionary thermonuclear turbine engines and numerous maneuvering verniers that give the fighter incredible speed and agility both in an atmosphere and in space (and the Ghost can be mounted with FAST packs for additional thrust if necessary). The armament for the drone is more modest but still impressive, including five pulse lasers and 29 high-maneuverability micro-missiles. In combat the Ghost relies on its speed and maneuverability to conduct hit-and-run attacks on multiple targets, allowing it to often take out entire squadrons before the enemy has a chance to retaliate. But the most impressive feature of the fighter is its onboard AI (artificial intelligence) computer system. The X-9 can be piloted by remote control from a UN Spacy starship, or can be allowed to operate autonomously in combat. The AI system is quick, clever, and almost savage in the ferocity of its attacks. The system uses bio-neural circuitry modeled after a human brain, which permits the AI both to formulate new plans and strategies on the fly as well as learn during combat to improve its performance. The combination of the Ghost's intelligence, speed, and weaponry make the small drone extremely deadly in combat, able to hold its own against even advanced VFs such as the VF-19 Excalibur and VF-22 Sturmvogel.

The prototype Ghost fighter was taken over by the renegade AI **Sharon Apple** during the Armistice celebration and used against the YF-19 and YF-21 prototypes which had travelled from Eden to Earth. After an extended aerial combat pilot **Guld Goa Bowman** managed to defeat the X-9 at the cost of the YF-21 and his own life. Although the project was not cancelled immediately after the incident, unexpected problems appeared during later testing of additional Ghost prototypes. The bio-neural circuitry of the drone possessed an erratic self-preservation tendency that sometimes caused the AI to disobey orders, even to the point of attacking other drones that were supposed to be fighting on the same side in mock combats. In addition, simulated engagements with experienced pilots in VF-19 Excalibur prototypes resulted in victory for the Ghost fighter only 55% of the time, leading to debate about whether the drone was actually superior to piloted variable fighters. Eventually the X-9 Ghost was turned down by the UN Spacy as a replacement for manned fighters. However AI research continues at the Macross Consortium, so it may only be a matter of time before a new Ghost fighter is produced that is superior in every way to combat pilots.

GHOST X-9
Side Profile
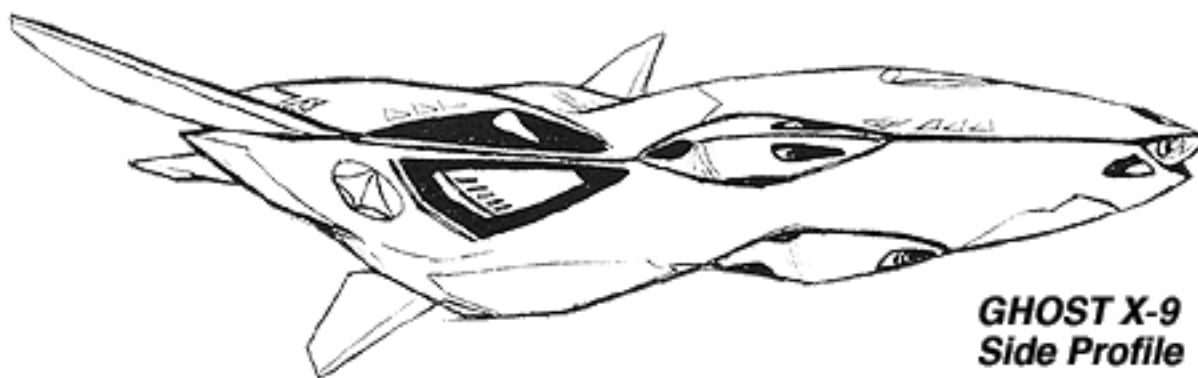
RPG STATS

Vehicle Type: X-9 Ghost
Class: Advanced Unmanned Fighter Drone (Prototype)
Manufacturer: UN Spacy/Macross Consortium
Crew: *None!* Can be controlled remotely by a pilot or operated autonomously via AI.

MDC BY LOCATION:

```
(1) Front Sensor Eye                                    15
    Vernier/Weapon Clusters (3)                     35 each
(2) Engine Nacelles (2)                            125 each
(3) Main Body                                      200
    Wings (3)                                       60 each
    FAST Augmentation Packs (2, optional)           75 each
```

NOTES:

1. Destroying the sensor eye of the X-9 will knock out the drone's major sensor systems (including infrared, night vision, and thermal). Radar and communications will be unaffected, but the Ghost will be at -4 to strike. The sensor eye is a very difficult target to hit, however; -5 to strike in addition to velocity penalties.
2. Depleting the MDC of one engine nacelle will reduce the Ghost's speed by 40% and give it a -3 penalty to dodge. Depleting the MDC of both nacelles will reduce speed by 80% and impose a -6 penalty to dodge. There is a third engine in the main body that will enable the Ghost to keep flying even if both nacelles are destroyed, however.
3. Depleting the MDC of the main body will disable the Ghost. If controlled by the onboard AI the Ghost will self-destruct to avoid capture by an enemy.

SPEEDS:

ATMOSPHERIC FLIGHT SPEED:
Mach 4.0+ (2680 mph/4082 kmph) max speed at 10,000 meters or less above sea level. Mach 5.8+ (3886 mph/5916 kmph) max speed at 10,000-30,000 meters above sea level. Mach 25+ (16,750 mph/25,500 kmph) max speed at 30,000+ meters above sea level, for a maximum of 5 seconds. Cruising speed is usually Mach 2 (1340 mph/2040 kmph). The Ghost is capable of achieving orbital velocity over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 68,000 meters/minute. Structural G limits are +40.0 to -25.0 Earth gravities. **Note:** The Ghost cannot hover in place like a VF and must maintain a minimum speed of 100 mph (152 kmph) to remain airborne.

STATISTICAL DATA:

LENGTH: 34.54 ft (10.80 m)
WIDTH: 21.41 ft (9.23 m)
HEIGHT: 12.85 ft (5.54 m)

WEIGHT:
3,940 kg empty. Maximum takeoff weight in an atmosphere without booster assistance is 13,800 kg.
CARGO:
None, unless missiles are removed from ventral missile bay. If the missiles are removed the Ghost can carry up to 1,450 kg of cargo.

WEAPON SYSTEMS:

1. **PULSE LASER CANNONS:** The main weapons of the X-9 Ghost are five powerful pulse laser cannons. Four are mounted in banks of two on either side of the drone, while one slightly more powerful one is mounted in the bottom of the aircraft. All five lasers can be fired separately or in combination, against single or multiple targets. The lasers are semi-fixed forward, and can only fire within a 40 degree arc from the front of the aircraft.

   o **PRIMARY PURPOSE:** Assault, Anti-mecha
   o **SECONDARY PURPOSE:** Air-to-ground strafing runs
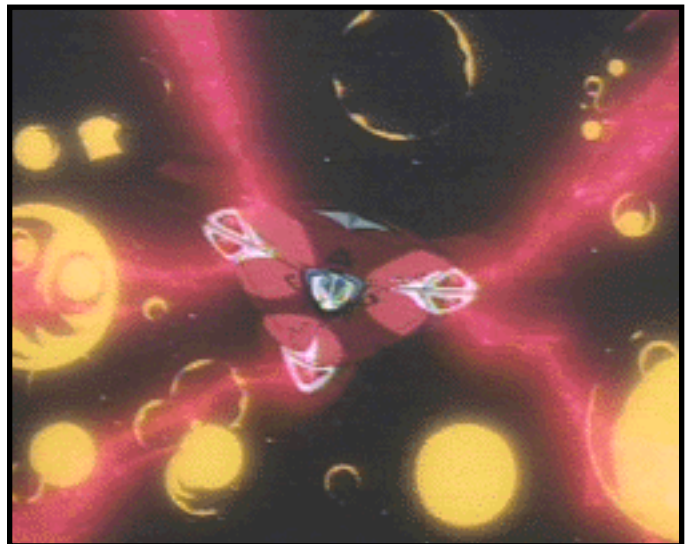
- ❍ **RANGE:** 8000 feet (2400 m)
- ❍ **DAMAGE:** 3D6 M.D. per side laser, 1D6x10 from lower laser. If all 5 lasers are fired at a single target the combined blast does 3D6x10 M.D.
- ❍ **RATE OF FIRE:** The pulse lasers can fire up to 4 blasts per round each (however, bursts are not allowed). The lasers may be fired in any combination at a single target (roll as one blast) or may be fired individually at separate targets.
- ❍ **PAYLOAD:** Unlimited.
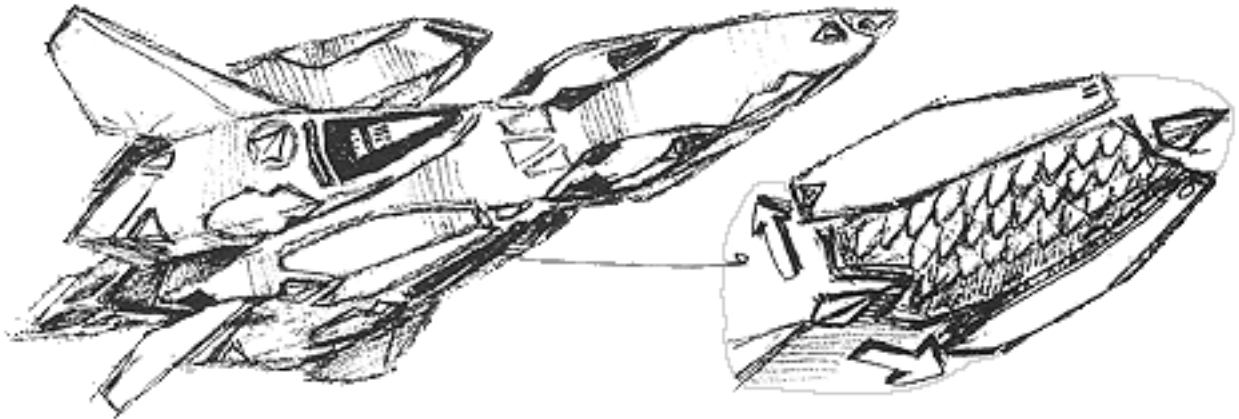
2. **VENTRAL MISSILE BAY:** For additional offensive power, the X-9 Ghost has a concealed missile bay mounted on the bottom of the aircraft between the engine nacelles. When launched, the doors concealing the bay open and the missiles fire downward out of the craft, where they then move to intercept targets either in front of or behind the drone. The missile bay is designed to use the new Bifors BMM-24 all-environment high-maneuverability micro-missiles, but can use any type of UN Spacy mini-missile if HMMMs are not available.

- ❍ **Primary Purpose:** Anti-mecha
- ❍ **Secondary Purpose:** Assault
- ❍ **Missile Types:** Any type of standard UN Spacy **Mini-Missile**, including the BMM-24 HMMM. BMM-24s are standard issue for the X-9 Ghost prototype.
- ❍ **Range:** Varies with missile type.
- ❍ **Damage:** Varies with missile type.
- ❍ **Rate of Fire:** Can be fired individually or in volleys of any number (2-29) of missiles. If necessary, all 29 missiles can be fired in a single volley.
- ❍ **Payload:** 29 missiles total.

3. **FAST PACK ANTI-SENSOR PODS:** The optional FAST boosters for the X-9 Ghost each contain a combination chaff/flare pod that can be used disrupt optical sensors and radar on both missiles and attacking fighters. Each booster contains one anti-sensor pod that can be ejected at any time during combat, even if the Ghost has lost initiative for that round.
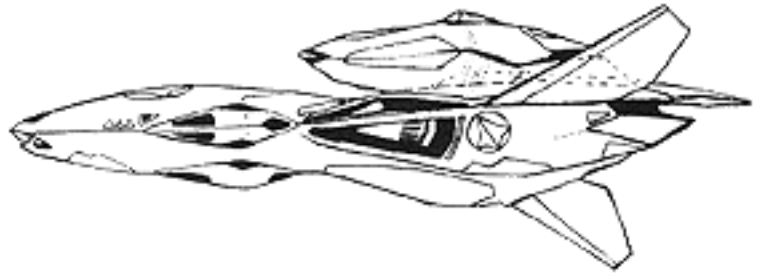
- ❍ **Primary Purpose**: Defense
- ❍ **Secondary Purpose**: Concealment
- ❍ **Game effects:** When jettisoned, the pod explodes and releases both chaff and flares, confusing all sensors of enemy craft. Any missiles fired at the Ghost AUTOMATICALLY MISS (regardless of number of missiles) and are lost. In addition, the Ghost AUTOMATICALLY wins initiative and gets to strike first in the following combat round. The Ghost can use the pods at any time during a combat round, even if the drone has lost initiative.
- ❍ **Damage:** None, other than effects described above.
- ❍ **Payload**: 2 pods, one per FAST pack.

STANDARD EQUIPMENT FOR THE X-9 GHOST:

- **ACTIVE STEALTH SYSTEM:** True to its name, the Ghost contains an active stealth system similar to the one used by the YF-19 and YF-21 advanced variable fighters. Unlike passive stealth systems used by the VF-17 Nightmare or the old USAF F-117, the X-9's stealth system is actually bends radar waves around the mecha rather than reflecting them. The Ghost's stealth system is not quite as good as the YF-21's due to sacrifices that had to be made in order to fit the system into the drone's fuselage. When activated, this system gives the Ghost a +3 on initiative (but no bonus to strike) at all times.

  NOTE: Since the Ghost's stealth capability is a system and not a feature of the design, it can be damaged or destroyed. Once the drone has taken 40 points of damage to its main body MDC,

there is a 50% chance that the stealth system will fail every time the main body of the craft is hit from then on. Once the stealth system has failed, it will not work again until repaired at a UN Spacy base.

- **ARTIFICIAL INTELLIGENCE (AI) COMBAT COMPUTER:** The X-9 Ghost is equipped with the UN Spacy's most advanced AI combat computer available, which allows the drone to operate autonomously during missions without input from human controllers. The AI computer is smart enough to devise new strategies and use subterfuge to win battles if unexpected events happen or of the odds turn against the drone. In addition, the computer learns to anticipate and counter enemy maneuvers during combat. For every 5 rounds the Ghost is engaged in combat against a foe, the X-9 gets a +1 to initiative (cumulative) for the remainder of combat. This bonus is only valid when the Ghost is solely piloted by the AI; if a technician takes over remote control of the craft the bonus is lost.

  The AI computer of the Ghost is not without its faults and problems, however. The computer uses bio-neural circuitry patterned after the human brain, which unfortunately has tendencies for self-preservation and illogical behavior during combat. Any time the Ghost receives over 30 points of damage in a single round, roll on the percentile table below to see if the AI malfunctions.

    - **01-65:** No malfunction.
    - **65-75:** The Ghost breaks off combat and retreats at maximum possible speed.
    - **75-85:** The Ghost locks onto a single enemy target and tries to destroy it at all costs. It will ignore any other enemy craft (even if attacked by them) and will even try to ram the chosen enemy if it is out of weapons. If the target is destroyed the Ghost will return to normal operation.
    - **85-95:** The Ghost goes berserk and attacks any aircraft (military or civilian) it can detect, regardless of alignment. Controllers at a UN Spacy base can regain control of the Ghost if they make a successful Computer Operations roll at -20% to skill.
    - **95-00:** As above, but the Ghost will no longer respond to remote control signals. The drone will go on a rampage and attack any aircraft it can detect until it is destroyed.

- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the drone's strike bonus.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the Ghost's sensors. The system allows the drone to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the drone to see in the dark, in shadows, and through smoke, and also adds a +10% bonus if the drone is trying to track a ground-based target.

- **RADAR:** 200 mile (321 km) range.
- **SCRAMBLER RADIO COMMUNICATION:** The Ghost is equipped with a long range, omni-directional communications system with satellite relay capabilities that allows it to stay in contact with a controlling UN Spacy base. The signal is encrypted so that it cannot be intercepted by an enemy (and then used to take control of the Ghost), but it can be jammed by ECM systems. If the Ghost looses contact with its controllers the drone's AI system will automatically engage. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of the drone by the enemy, the Ghost is equipped with a self-destruct system. When detonated, the craft will generate an explosion that will do 3D6x10 M.D. to everything within a 40 foot (12 m) area. The Ghost will be completely obliterated by the explosion and will not be salvageable. If the Main Body MDC of the Ghost reaches 0 the AI will automatically activate the self-destruct system.

COMBAT BONUSES FOR X-9 GHOST FIGHTER TRAINING:

NOTE: As mentioned above, the X-9 Ghost can operate autonomously or can be directed via remote control from a UN Spacy base or starship. The stats below represent bonuses for operators trained in remote control operation of the Ghost fighter. In order to have X-9 Ghost combat training the controller must also have the following skills: **Computer Operation**, **Radio: Scrambler**, **Read Sensory Instruments**, **Pilot: Jet Fighter** (or **Pilot: Variable Fighter**), and **Weapon Systems**. Untrained operators attempting to control a Ghost fighter only get bonuses equivalent to VF-11 Thunderbolt **Basic Training**.
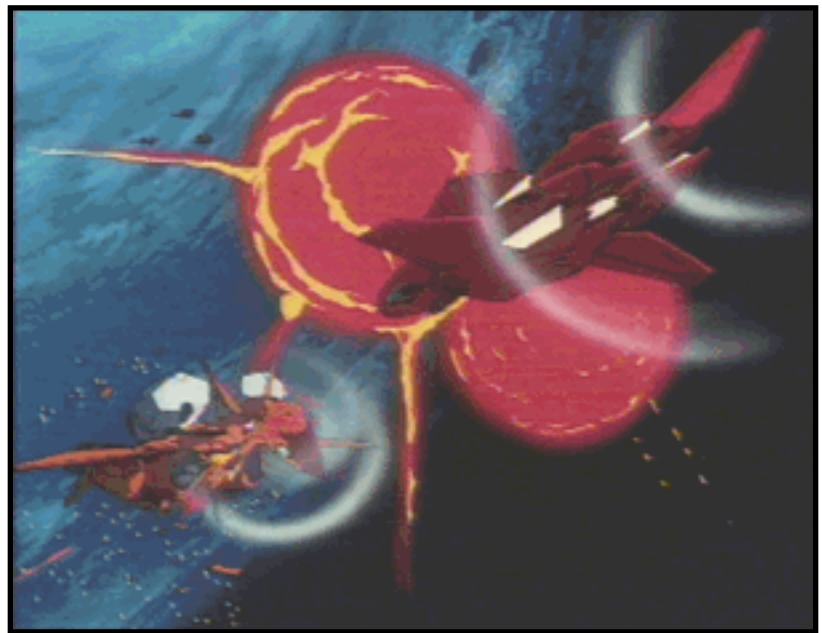
ADVANCED X-9 GHOST COMBAT TRAINING

- Advanced training for controllers of the X-9 Ghost drone.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, nine, and twelve.
- +3 to strike
- +6 to dodge.
- +3 to roll with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
- Full-speed Ram - Does 1D6x100 M.D. to BOTH the Ghost fighter and the target. Used as a

suicide attack only.

If the Ghost is put in autonomous operation mode (fully controlled by the AI computer) then the X-9 has the following skills, abilities, and bonuses (treat as a 6th level Variable Fighter pilot):

X-9 GHOST AI COMBAT STATS

- **Nine** (!) Attacks per Melee
- +2 on initiative (+5 with active stealth), plus learning bonuses (see AI Computer entry).
- +5 to strike
- +9 to dodge
- +5 to roll with an impact, reducing damage by half.
- Critical strike on an unmodified roll of 18, 19, or 20.
- Full-speed Ram - Does 1D6x100 M.D. to BOTH the Ghost fighter and the target. Used as a suicide attack only.
- Skills of note:
    - **Optic Systems** (80%)
    - **Detect Ambush** (80%)
    - **Detect Concealment** (75%)
    - **Tracking** (75%)
    - **Navigation** (90%)

GHOST X-9
with External Rocket Boosters
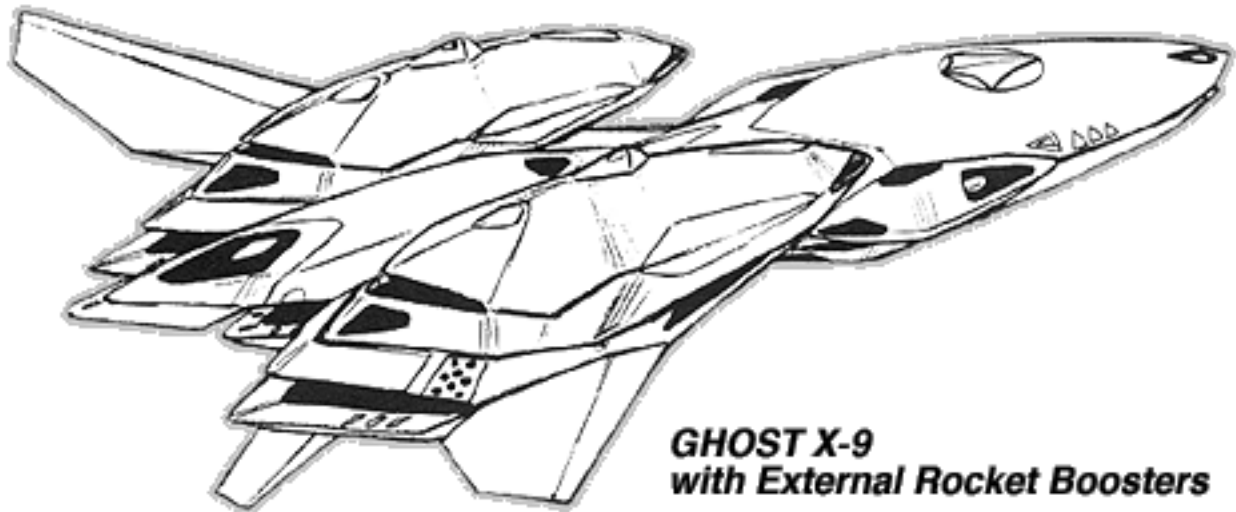
REFERENCES USED IN THIS DESIGN

- *Macross Plus* episodes 3 and 4
- **This is Animation The Select: Macross Plus Movie Edition**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

FIRE VALKYRIE
(Custom VF-19 Excalibur Variant)

(Version 1.3 - Last updated: 07/25/98 20:06)

RPG Stats by **DAVE DEITRICH** (*deitrich@mcs.net*)
Background info provided by the **MACROSS ONLINE COMPENDIUM**

BACKGROUND

The **VF-19-Kai "Fire Valkyrie"** is perhaps the most unique mecha in the entire history of the UN Spacy. It was designed and built by the advanced design teams of the *Macross 7* colony mission and was intended primarily to serve as a psychological weapon in case of war against unknown alien races. At the time the Macross 7 was exploring worlds near the center of the galaxy, in an area where two previous colony missions (the *Megaroad-01* and the *Megaroad-13*) had disappeared without a trace. The designers of the Fire Valkyrie had two purposes in mind; first, the fighter would serve as a rallying point for the civilian populace of the *Macross 7*, and could help to boost morale in trying times. But second and more importantly, the Fire Valkyrie could be used for "culture" warfare in case the ship encountered an enemy similar to the Zentraedi who had little prior experience with Earth customs and sensations.

The Fire Valkyrie was given to **Basara Nekki**, a civilian and talented singer aboard the ship who was a devout follower of Lynn Minmei. However, the

VF-19 Kai Soldier Mode

designers of the craft underestimated Basara's brashness and impulsive tendencies. When the *Macross 7* first encountered the Varauta, he began using the Fire Valkyrie to distract combatants on BOTH sides in an attempt to disrupt the growing war. An extreme pacifist, Basara believed that he could stop the Varauta/Macross 7 conflict by singing and exposing both sides to "culture". Although his original plans did not work, Basara did stumble upon one of the most important discoveries of the war; the Varauta respected music and culture because they generated **Spiritia**, and spiritia energy was the prime substance that they sought when attacking the *Macross 7*.
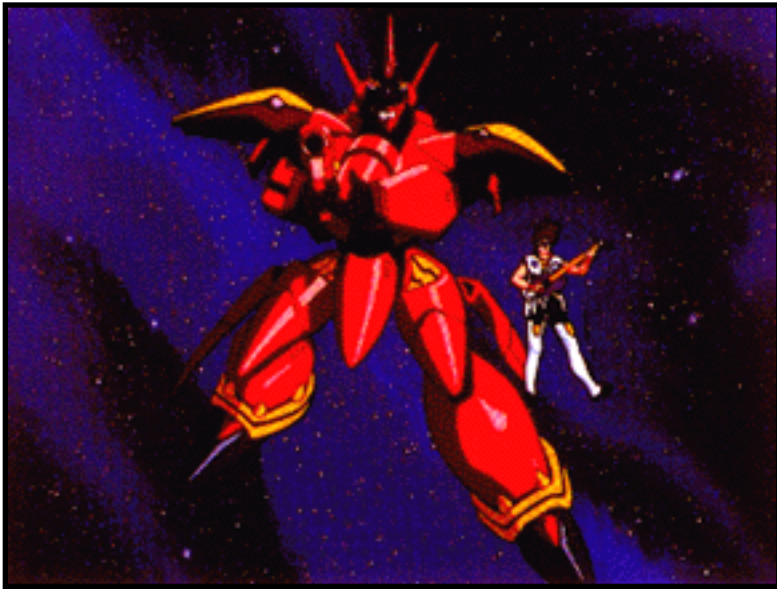
Through many confrontations with the Varauta forces Basara eventually learned and then demonstrated how music and singing could generate spiritia, and how that spiritia could be used to cause dissention and even defections among the enemy's brainwashed troops. Eventually **Dr. Chiba** of the *Macross 7* research staff discovered the physical link between singing and spiritia, and was able to develop the **Sound Energy System**, a system that could focus spiritia generated by singing and use it for both attacks and defense. Once the Fire Valkyrie was eqipped with the SES it became one of the most powerful mecha of the war, and was soon imitated/expanded on by the **Sound Force** and **Jamming Birds** special operations units. (For more information on Spiritia and its effects, see the **Spiritia RPG rules** *(coming soon)*). When the masters of the Varuta, the **Protodeviln**, took a more active part in the conflict and began attacking the colony fleet, Basara and Sound Force became the principle defensive group to counter their immense power.

The Fire Valkyrie served as Basara's main mecha throughout the Macross 7/Varauta war, during which he continually tried to stop the war and reduce suffering on both sides through singing and his new spiritia powers. The red mecha became a symbol of unity, strength, and peace aboard the *Macross 7*, and was inspirational to both soldiers and civilians alike. The original Fire Valkyrie was eventually destroyed above the Protodeviln's ice prison world, but not before Basara was able to defeat the prime Protodeviln responsible for the Macross 7/Varauta war. After the conclusion of the war a second Fire Valkyrie was constructed for Basara, who still leads Sound Force as the protectors of the *Macross 7*.

RPG STATS

Vehicle Type:
> The VF-19 Kai "Fire Valkyrie" is a one-of-a-kind custom aircraft designed and built aboard the *Macross 7* colony fleet.

Class: Custom Advanced Variable Fighter
Manufacturer: Shinsei Industries/Macross 7 Development Team
Crew:
> One pilot. No extra life support gear is necessary, as the cockpit of the Fire Valkyrie is adequately pressurized to provide support for up to 3 humanoids.

MDC BY LOCATION:

```
    Head Lasers (4)                                      15 each
(1) Head                                                 100
```

```
    Hands (2)                                          50 each
    Arms (2)                                          120 each
    Shoulders/Speaker Pods/Projectors (2)            150 each
    Legs & Thrusters (2)                             220 each
(2) Main Body                                        380
    Canard Forward Wings (2)                          30 each
    Main Wings (2)                                   150 each
    Tails (2)                                         50 each
    Speaker Gun Pod                                  100
    Anti-Projectile Shield                           150
(3) Pinpoint Barrier Shield                          100
    Reinforced Pilot Compartment/Escape Pod          200
```

NOTES:

1. Destroying the head of the VF-19 will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). This will also knock out the projector for the Sound Energy System, forcing the Fire Valkyrie to rely on the external Sound Booster for Spiritia attacks. Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the right arm of the Fire Valkyrie.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
> 120 mph (192 kmph)

LEAPING, SOLDIER CONFIGURATION:
> 50 ft (15 m) high or 70 ft (21 m) long without thrusters.

FLYING, GERWALK/SOLDIER CONFIGURATION:
> Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:
> Mach 3.7+ (2479 mph/3776 kmph) max speed at 10,000 meters or less above sea level. Mach 5.5+ (3685 mph/5613 kmph) max speed at 10,000-30,000 meters above sea level. Mach 25+ (16,750 mph/25,514 kmph) max speed at 30,000+ meters above sea level, for a maximum of 5 seconds. Cruising speed is usually Mach 1.8 (1206 mph/1837 kmph). The YF-19 is capable of achieving orbital velocity over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 68,000 meters/minute. Structural G limits are +39.5 to -20.0 Earth

gravities.

MAX ENGINE THRUST:

45,900 kg x2 in an atmosphere, 72,500 kg x2 in space. The maximum thrust is automatically limited in an atmosphere due to coolant problems with the optional air intake systems for the engines.
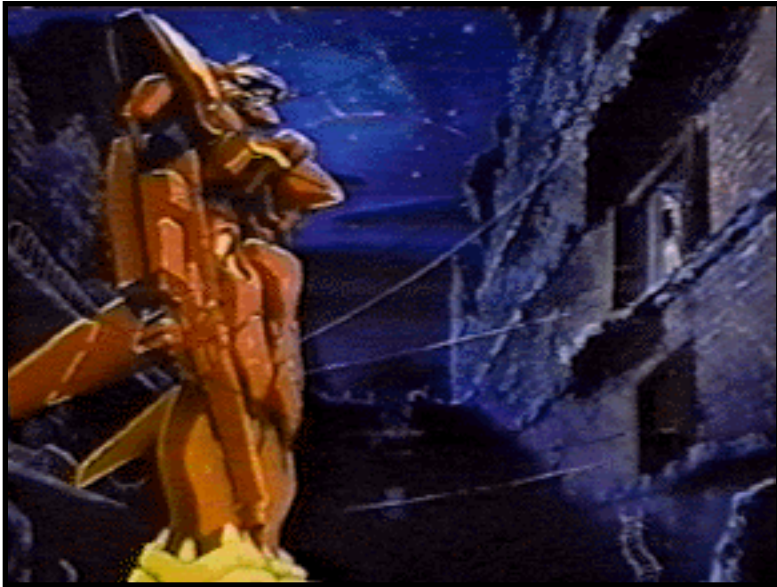
STATISTICAL DATA:

HEIGHT:

49.54 ft (15.48 m) in soldier configuration.
27.13 ft (8.48 m) in gerwalk configuration.
13.36 ft (4.18 m) in fighter configuration.

WIDTH:

21.28 ft (6.89 m) at shoulders in soldier configuration.
47.75 ft (14.92 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

15.15 ft (4.74 m) in soldier configuration.
44.19 ft (13.81 m) in gerwalk configuration.
62.65 ft (19.58 m) in fighter configuration.

WEIGHT:

8,400 kg empty. Maximum takeoff weight in an atmosphere is 36,000 kg.

PHYSICAL STRENGTH:

Equal to a P.S. of 60

CARGO:

The pilot's compartment of the VF-19 Kai has enough extra room to hold 1 passenger or 250 lbs. of cargo.

POWER PLANT:

Two 72,500 kg Shinnakasu Industry/Pratt & Whitney/Rolls Royce FF-2500F thermonuclear turbine engines, designed for dual atmosphere/space use with pentagonal underfuselage air intakes with retractable covers. Both engines are also equipped with rear afterburner intakes encircling the lower leg/engine-pod nozzles for improved power and performance. In addition, two 2-dimensional independentent convergent/divergent exhaust are equipped on the FF-2500F for greater maneuverability and V/STOL performance. Finally, several Pratt & Whitney HMM-6R high-maneuverability vernier thrusters are mounted on the wingtips, vertical stabilizers, legs, nose, and other key locations for added performance. Though never used, the Fire Valkyrie is also compatible with the external fold generator developed for use with *Project Super Nova*.

COMPATIBLE FAST PACKS:

Dorsal: NP-BP-01, NP-BP-10, NP-BP-12, NR-BP-19, NR-BP-19-SES

Leg: NP-FB-19

Special: NR-ARFB-Y1, Sound Booster

WEAPON SYSTEMS:

1. **ANTI-AIRCRAFT HEAD LASERS:** The Fire Valkyrie mounts two anti-aircraft lasers on its head, very similar to those originally found on the older VF-1S Valkyrie design. These lasers are designed for use in air combat skirmishes but are mostly used for defensive purposes. Due to the placement of the head in fighter and gerwalk modes the lasers cannot be used when the mecha is in these configurations. The lasers can ONLY be used when the VF-19 is in soldier mode. In addition to their use as weapons, the lasers can also generate a continuous beam useful for cutting.

VF-19 KAI FIRE VALKYRIE Head Details

   - ❍ **PRIMARY PURPOSE:** Defense
   - ❍ **SECONDARY PURPOSE:** Anti-aircraft
   - ❍ **RANGE:** 4000 feet (1200 m)
   - ❍ **DAMAGE:** 1D6 M.D. per laser; 2D6 M.D. dual fire.
   - ❍ **RATE OF FIRE:** The lasers can be fired in rapid pulses up to 4 blasts per round. In addition, the lasers can all be fired as one continuous beam for double damage. This takes up all the Fire Valkyrie's attacks for the melee round and cannot be used against moving targets.
   - ❍ **PAYLOAD:** Effectively Unlimited.

2. **MAIN BODY LASER GUNS:** Two semi-fixed laser guns are mounted in the wings of the Fire Valkyrie, near the base of the wing where it connects to the main body. These lasers can be fired in any mode (the beams exit the hip-mounted wing units in soldier mode) but can only be aimed along the front arc of the mecha (max angle is about 45 degrees in any direction from the nose).

   ○ **PRIMARY PURPOSE:** Defense
   ○ **SECONDARY PURPOSE:** Anti-mecha
   ○ **RANGE:** 4000 feet (1200 m)
   ○ **DAMAGE:** 1D4x10 M.D. per laser.
   ○ **RATE OF FIRE:** The lasers can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   ○ **PAYLOAD:** Effectively Unlimited.

3. **SPEAKER GUN POD:** The Fire Valkyrie is armed with a very unusual gun pod as a main weapon. Instead of firing munitions, the VF-19 Kai's gun pod instead fires large- caliber autocannon shells that each contain a high-definition speaker and radio receiver. (!) The shells are armor-piercing and can usually penetrate even the toughest armor, but once embedded in armor plate the speaker pods transmit sound waves into the mecha's body, filling the pilot's cockpit with loud rock music. In addition to their use as a distraction, the speaker pods have been known to cause spiritia reactions in the minds of brainwashed Varuta pilots, occasionally permitting them to defect to the UN Spacy.

   Due to the large size of the speaker pods only a limited amount can be carried in the Fire Valkyrie's gun pod. One spare clip of speaker pods is mounted on the inside of the mecha's shield, and can be used to replace a spent clip in two melee actions. Switching clips can only be done in Gerwalk or Soldier mode.

   ○ **PRIMARY PURPOSE:** Distraction
   ○ **SECONDARY PURPOSE:** Spiritia Warfare
   ○ **RANGE:** 6000 feet (1800 m)
   ○ **DAMAGE:** A speaker pod does 1D4x10 M.D. on impact from armor penetration. Once embedded in a target's armor, the pod will extract anchors that adhere it to the mecha's hull. The only way to remove a speaker pod is to physically cut it off a plane back at base.
   ○ **SPECIAL EFFECTS:** The loud music played by the speaker pods is very distracting; pilots forced to listen to it in combat suffer a -2 penalty to their initiative rolls, and a -1 to strike and to dodge. In addition, the music may cause a spiritia reaction in the minds of brainwashed Varauta pilots (see the **Spiritia RPG rules** for more details).
   ○ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
   ○ **PAYLOAD:** Each clip holds 12 pods. One extra clip is mounted on the inside of the Fire Valkyrie's shield.

4. **BIFORS BMM-24 ALL-ENVIRONMENT HIGH-MANEUVERABILITY MICRO-**

MISSILE CLUSTERS: The legs of the Fire Valkyrie are equipped with two concealed missile launcher bays that can hold up to 6 of the new high-maneuverability micro-missiles each. (**NOTE**: These are **NOT** the medium-range versions of the high-maneuverability missiles seen in *Macross Plus #1*). When armed, the missile launcher assembly rises out of the leg units, allowing all 6 missiles to be fired at once if necessary. The missiles can be fired in any mode; fighter, gerwalk, or soldier. Any type of SRM can be used in the launchers, but usually only the BMM-24 high-maneuverability micro-missiles are used.

- ❍ **PRIMARY PURPOSE:** Defense
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **MISSILE TYPE:** Any type of standard UN Spacy **Short Range Missile** can be used, including **Short-Range High-Maneuverability Missiles**.
- ❍ **RANGE:** 5 miles (8 km).
- ❍ **DAMAGE:** 1D6x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1-6 missiles per launcher, per round. One volley counts as one attack. If necessary, all 12 missiles can be fired in a single round by expending two attacks.
- ❍ **PAYLOAD:** 6 missiles per launcher; 12 total.

5. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The Fire Valkyrie is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack.

- ❍ **Primary Purpose**: Defense
- ❍ **Protection**: 100 MDC total
- ❍ **Regeneration Rate**: 50 MDC per round.
- ❍ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
- ❍ **Duration**: Unlimited.

6. **HAND TO HAND COMBAT:** If necessary, the Fire Valkyrie can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

DAMAGE:

- ❍ Restrained Punch: 1D6 M.D.
- ❍ Full Strength Punch: 3D6 M.D.
- ❍ "Booster" Punch: 4D6 M.D. (counts as two attacks)

- ❍ Tear or Pry with Hands: 2D4 M.D.
- ❍ Kick: 2D4 M.D.
- ❍ Leap Kick: 3D6 M.D.
- ❍ Body Flip/Throw: 1D6 M.D.
- ❍ Body Block/Tackle: 2D6 M.D.
- ❍ Stomp: 2D6 M.D. (only effective against small objects)

VF-19 KAI FIRE VALKYRIE
Gerwalk Mode

STANDARD EQUIPMENT FOR THE FIRE VALKYRIE:

- **ANTI-PROJECTILE SHIELD:** The Fire Valkyrie is equipped with an external shield that is mounted on the central rear dorsal section of the mecha in fighter mode, and on the left arm in soldier and gerwalk modes. On a successful parry in soldier or gerwalk mode, the shield can be used to block missiles or projectiles, thus protecting the main body from harm. The pilot can also generate a pin-point barrier shield (see above) over the anti-projectile shield for extra protection.
- **AUTO-PILOT:** The Fire Vakyrie is equipped with a computerized auto- pilot, allowing the pilot to relax or even sleep during long voyages. The auto-pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER:** The Fire Valkyrie is equipped with an advanced AI combat computer

that can store and analyze data during combat with hostile forces. Data collected by the combat computer can be displayed on the virtual environment cockpit of the mecha (see below), which allows the system to display large amounts of data to the pilot and even highlight enemies and missile attacks with overlaid graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.

- **ESCAPE POD:** The entire reinforced cockpit of the Fire Valkyrie is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.

- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.

- **GUITAR-STICK CONTROL SYSTEM:** One of the strangest and most unique features of the Fire Valkyrie is its control system. The mecha completely eliminates the standard pilot controls in favor of a specially constructed "guitar" that provides all the controls necessary to fly the plane. This allows skilled pilots of the Fire Valkyrie to fly the plane in combat *WHILE PLAYING MUSIC!* The new controls do take a little getting used to, however, and anyone flying the Fire Valkyrie will suffer a -2 penalty to hit and to dodge until he or she accustoms himself/herself to the new arrangement.

- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening head and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.

- **HOLOGRAPHIC PROJECTORS:** Each shoulder of the Fire Valkyrie has a built-in holographic projector. Primarily designed for impressive stage pyrotechnics, the projectors aren't powerful enough to project coherent images or "cloak" the mecha to hide it from view. However, they can be used to "dazzle" an enemy pilot temporarily. When used, any enemies looking directly at the Fire Valkyrie suffer a -3 to initiative and to hit rolls for one round; after that, they will accustom themselves to the display and no longer be affected.

- **HOMING SIGNAL:** The escape pod of the Fire Valkyrie is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.

- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.

- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **REINFORCED PRESSURIZED COCKPIT:** The Fire Valkyrie's cockpit is both reinforced and pressurized to allow the pilot to operate normally without a flight suit. The life support systems of the mecha's cockpit are robust enough to support up to three full-grown humanoids without the need for additional support. While it is not necessary for the pilot to wear a flight suit it is worth noting that without the suit the pilot will be unprotected from high G forces in combat.
- **SELF-DESTRUCT:** To prevent capture of the Fire Valkyrie fighter by the enemy, the pilot can activate the mecha's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **SOUND ENERGY SYSTEM:** Halfway through the war Dr. Chiba of the Macross 7 science team discovered the relationship between a person's mind and his spiritia, and developed the Sound Energy System (SES) as a system to focus one's spiritia and use it for attack and defense. The Fire Valkyrie was one of the first mecha to be equipped with this system, and Basara Nekki used it extensively throughout the last weeks of the war to combat protodeviln and other threats. The SES allows the pilot of the Fire Valkyrie to conduct spiritia attacks and defenses as outlined in the **Spiritia RPG rules** *(coming soon)*, provided the character has Spiritia skills. Consult the Spiritia rules for a full explanation of these powers and their effects.
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **STEREO LOUDSPEAKERS:** Two special loudspeakers are built into the shoulders of the mecha, which can be used to amplify the pilot's voice up to 300 decibels. The loudspeakers are normally used to project music during combat.
- **VIRTUAL ENVIRONMENT COCKPIT:** The Fire Valkyrie is equipped with an innovative

new cockpit layout that provides monitors below and around the pilot in addition to the HUD cockpit dome. In flight, these monitors display what is below and behind the aircraft, giving the pilot a tremendous field of view that is unparalled by any other aircraft (with the possible exception of the YF-21's brain-direct imaging system). This wide view in addition to the combat computer's cockpit overlays give the Fire Valkyrie a +1 to dodge and initiative rolls in addition to any other bonuses.

VF-19 KAI FIRE VALKYRIE
Fighter Mode
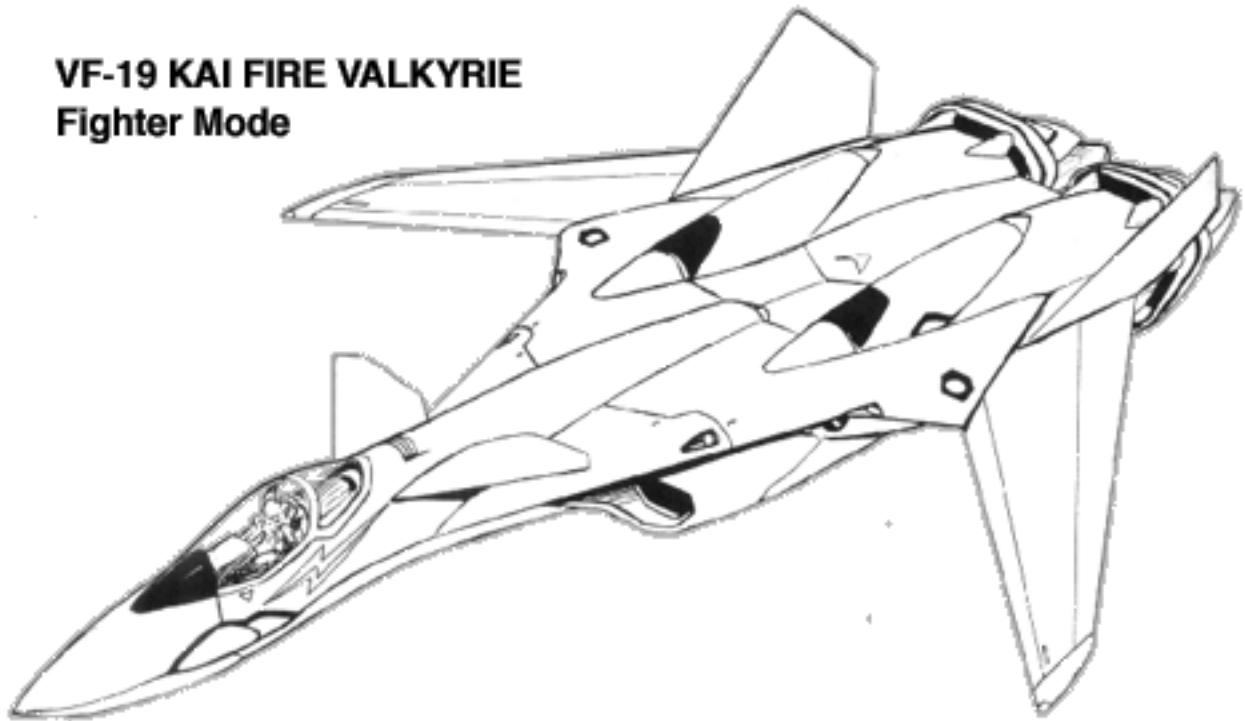
COMBAT BONUSES FOR *FIRE VALKYRIE* COMBAT TRAINING:

NOTE: Due to the unique nature of the Fire Valkyrie, it is highly unlikely that players will start the game with Fire Valkyrie combat training (unless the GM is running a *Sound Force*-style campaign). Pilots unaccustomed to the Fire Valkyrie should only get bonuses equal to **Basic Variable Fighter Combat Training**, while **Advanced Fire Valkyrie Combat Training** should be reserved only for those with extensive experience with the mecha. **VF-19 Excalibur** combat training can **NOT** be used with the Fire Valkyrie nor vice versa due to extreme differences in the control systems for the two craft.

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.

- +1 on initiative.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED FIRE VALKYRIE COMBAT TRAINING

- Advanced training for pilots with extensive experience with the Fire Valkyrie.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative.
- +3 to strike
- +4 to parry
- +4 to dodge in solder mode, +6 in gerwalk, +8 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D4 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: [Shinsei Industry VF-19 Excalibur Reference Entry](#)"**
- *Macross 7* TV episodes 1-49
- **This is Animation Special: Macross 7**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich @mcs.net

The following material is an adaptation of mecha from **MACROSS 7**, a sequels to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-11MAXL SOUND FORCE THUNDERBOLT (Custom VF-11 Thunderbolt Variant)

(Version 1.7 - Last Updated: 07/25/98 20:06)

RPG Stats by **DAVE DEITRICH** (*deitrich@mcs.net*)
Background info provided by the **MACROSS ONLINE COMPENDIUM**

VF-11MAXL Kai
Sound Force, *Macross 7*
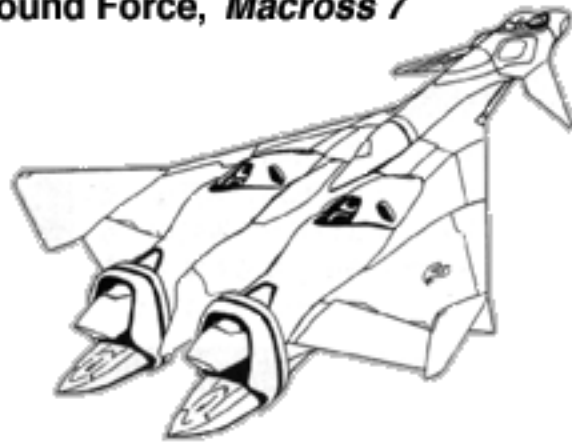
BACKGROUND

In September of 2045 as the Macross 7/Varuta war continued to escalate in intensity Dr. Chiba of the *Macross 7* colony mission proposed his **Sound Energy Hypothesis** and the concept of Spiritia as a weapon for combatting the Protodeviln and their Varuta servants. Shortly after this discovery Dr. Chiba developed the **Sound Energy System** and proposed the creation of Sound Force, a trio of specially designed VFs piloted by the members of the rock band Fire Bomber. Dr. Chiba and engineers from Three Star Industries designed two custom high performance variable fighters to complement Basara Nekki's **VF-19Kai Fire Valkyrie**, one based on the standard VF-11 Thunderbolt and one based on the VF-17 Nightmare. Together these three mecha and their pilots made up Sound Force, and proved to be the critical factor that enabled the *Macross 7* forces to achieve victory over the Protodeviln during the war.

The VF-11MAXL Custom is actually a hybrid design. Although the fuselage is based on the VF-11 Thunderbolt the wings and engines are actually taken from the VF-16 high-performance VF, a strike craft that was never produced in large quantities due to budgetary concerns. The larger wing area and lengthened canard wings of the VF-11MAXL provided it with superb handling characteristics inside a planetary atmosphere, and the FF-2099A fusion engines could provide power comparable to that of the VF-17 and VF-19 VFs. The VF-11 Custom was also equipped with the newer HMM-7Y vernier thrusters to provide excellent maneuverability in space.

Like the Fire Valkyrie, the VF-11MAXL has several unique systems in it. The traditional flight controls of the Thunderbolt have been eliminated in favor of a "guitar-stick" control system that allows skilled pilots to actually play music while flying. While somewhat radical, this control system still allows the pilot to fully control the mecha once she accustoms herself to the design. The VF-11 also has a more human-like appearance to it, including a female-style body and facial characteristics in soldier mode. Like the VF-19Kai, the VF-11 is equipped with speakers and a holograph system that allow it to create spectacular stage displays and pyrotechnics during a performance. The most unique system of the VF-11MAXL is the Sound Energy System, which allows the pilot to focus and enhance her spiritia powers to the point where they can be used in attack and defense against Protodeviln and Varuta forces. Later the SES was enhanced by the introduction of the Sound Boosters to Sound Force.

The VF-11MAXL was piloted by Mylene Jenius, daughter of Max and Miliya Jenius, who proved to be a very capable pilot of the unique fighter.
Although initially ridiculed by the *Macross 7* military, Sound Force proved its worth in subsequent battles against the newly awakened protodeviln Gavil, Glavil, and Valgo. Sound Force became a symbol of the emotional and spiritual strength of the *Macross 7* colonists, and helped to inspire both civilians and military personnel throughout the war. The VF-11MAXL was severly damaged during the final battle above the Protodeviln's ice prison world, but was repaired after the war ended and still serves as Mylene's personal mecha and a key component of Sound Force.

RPG STATS

Vehicle Types:
      The VF-11 MAXL Sound Force Thunderbolt is a one-of-a-kind custom aircraft designed and built aboard the *Macross 7* colony fleet.
Class: Custom Tactical Variable Fighter
Manufacturer: Three Star Industries/Macross 7 Development Team
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
(1) Head                                          100
    Hands (2)                                      50  each
    Arms (2)                                      120  each
    Legs & Thrusters (2)                          240  each
(2) Main Body                                     350
    Canard Forward Wings (2)                       50  each
    Main Wings (2)                                160  each
    Tails (2)                                      50  each
    Speaker Gun Pod                               100
    Anti-Projectile Shield                        150
(3) Pinpoint Barrier Shield                       100
    Reinforced Pilot Compartment/Escape Pod       175
```

NOTES:

1. Destroying the head of the VF will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). This will also knock out the projector for the Sound Energy System, forcing the MAXL to rely on the external Sound Booster for Spiritia attacks. Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilot and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the right arm of the Thunderbolt.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
   120 mph (192 kmph)
LEAPING, SOLDIER CONFIGURATION:
   50 ft (15 m) high or 70 ft (21 m) long without thrusters.
FLYING, GERWALK/SOLDIER CONFIGURATION:
   Mach One (670 mph/1,072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
   Mach 4.1+ (2,747 mph/4,395 kmph) max speed at 10,000 meters or less above sea level. Mach 22+ (14,170 mph/23,584 kmph) max speed at 10,000+ meters above sea level. The VF-11MAXL is fully transatmospheric and can achieve satellite orbit above an Earth-class world under its own

power. Maximum rate of ascent is 44,500 meters/minute. G limits are +27 to -16 standard Earth gravities.

MAX ENGINE THRUST:

41,500 kg x2 from main engines.

STATISTICAL DATA:

HEIGHT:

35.96 ft (11.24 m) in soldier configuration.

19.18 ft (5.99 m) in gerwalk configuration.

13.52 ft (4.22 m) in fighter configuration.

WIDTH:

17.95 ft (5.60 m) at shoulders in soldier configuration.

35.84 ft (11.20 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

10.95 ft (3.42 m) in soldier configuration.

27.97 ft (8.74 m) in gerwalk configuration.

49.53 ft (15.48 m) in fighter configuration.

WEIGHT:

7900 kg.

PHYSICAL STRENGTH:

Equal to a P.S. of 55

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinsei Industries/Pratt & Whitney/Rolls Royce FF-2099A thermonuclear turbine engines (typically used on VF-16 variable fighters). Several additional Pratt & Whitney HMM-7Y high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull.

COMPATIBLE FAST PACKS:

Dorsal: NP-BP-10, NP-BP-12, NR-BP-E7, NR-BP-19, NR-BP-19-SES

Leg: NP-FB-11, NP-FB-19

Special: Sound Booster

WEAPON SYSTEMS:

1. **SPEAKER GUN POD:** The VF-11MAXL Custom is armed with a very unusual gun pod as a main weapon. Instead of firing munitions, the gun pod instead fires large- caliber autocannon shells that each contain a high-definition speaker and radio receiver. (!) The shells are armor-piercing and can usually penetrate even the toughest armor, but once embedded in armor plate the

speaker pods transmit sound waves into the mecha's body, filling the pilot's cockpit with loud rock music. In addition to their use as a distraction, the speaker pods have been known to cause spiritia reactions in the minds of brainwashed Varuta pilots, occasionally permitting them to defect to the UN Spacy.

Due to the large size of the speaker pods only a limited amount can be carried in the VF-11MAXL's gun pod. One spare clip of speaker pods is mounted on the inside of the mecha's shield, and can be used to replace a spent clip in two melee actions. Switching clips can only be done in Gerwalk or Soldier mode.

- **PRIMARY PURPOSE:** Distraction
- **SECONDARY PURPOSE:** Spiritia Warfare
- **RANGE:** 6000 feet (1800 m)
- **DAMAGE:** A speaker pod does 1D4x10 M.D. on impact from armor penetration. Once embedded in a target's armor, the pod will extract anchors that adhere it to the mecha's hull. The only way to remove a speaker pod is to physically cut it off a plane back at base.
- **SPECIAL EFFECTS:** The loud music played by the speaker pods is very distracting; pilots forced to listen to it in combat suffer a -2 penalty to their initiative rolls, and a -1 to strike and to dodge. In addition, the music may cause a spiritia reaction in the minds of brainwashed Varauta pilots (see the **Spiritia RPG rules** for more details).
- **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- **PAYLOAD:** Each clip holds 12 pods. One extra clip is mounted on the inside of the VF-11MAXL's shield.

2. **MAIN BODY LASER GUNS:** Two semi-fixed laser guns are mounted in the nose of the VF-11MAXL, facing forward. These lasers can only be fired in fighter and gerwalk modes, and can only be directly in front of the nose of the mecha. The pilot must redirect the nose of the fighter in order to aim the lasers.

- **PRIMARY PURPOSE:** Defense
- **SECONDARY PURPOSE:** Anti-mecha
- **RANGE:** 4000 feet (1200 m)
- **DAMAGE:** 1D4x10 M.D. per laser.
- **RATE OF FIRE:** The lasers can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
- **PAYLOAD:** Effectively Unlimited.
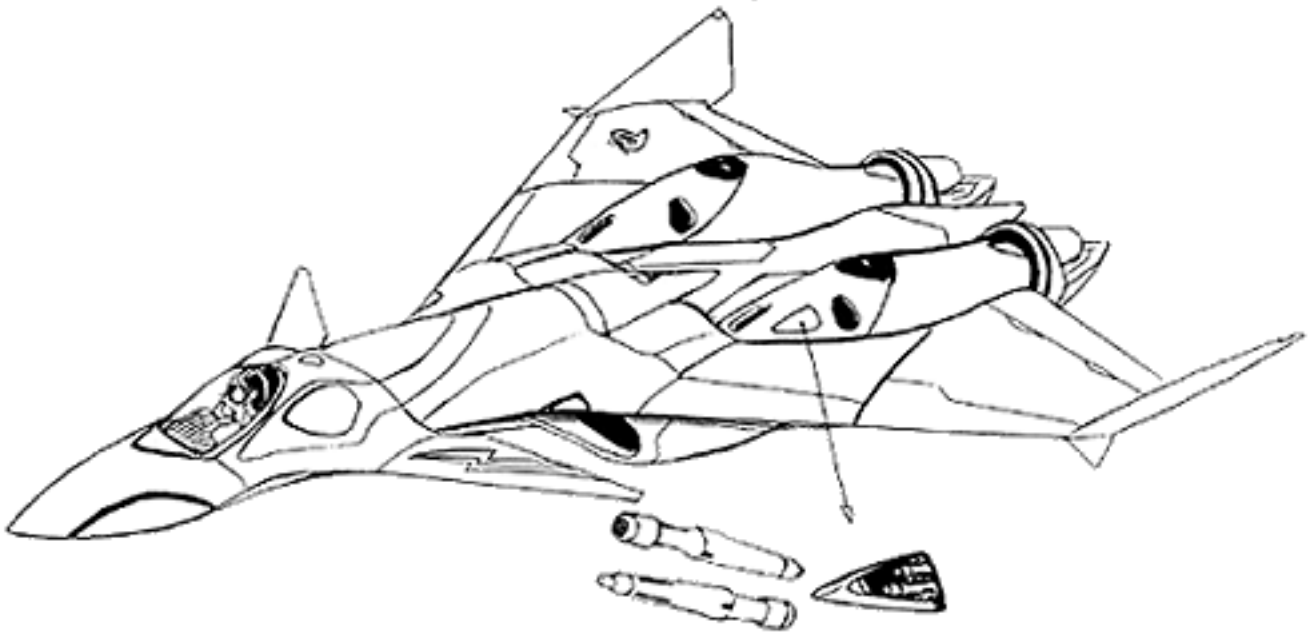
3. **LITTLE ROCK ALL-ENVIRONMENT MEDIUM-RANGE MISSILE LAUNCHERS:** The VF-11MAXL custom has two missile launchers mounted in the engine nacelles of the mecha. In fighter and gerwalk modes the missiles exit the top central area of the fuselage and in soldier mode fire out of the shoulders of the VF. Each launcher holds two medium-range missiles, which can be fired one at a time. Any type of medium range missile EXCEPT the new high-maneuverability missiles may be used.

   ❍ **PRIMARY PURPOSE:** Defense
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **MISSILE TYPE:** Any type of standard UN Spacy **Medium Range Missile** may be used (except high-maneuverability missiles).
   ❍ **RANGE:** Varies with missile type.
   ❍ **DAMAGE:** Varies with missile type.
   ❍ **RATE OF FIRE:** Can only be fired individually or in volleys of two missiles.
   ❍ **PAYLOAD:** 2 missiles per launcher; 4 total.

4. **LITTLE ROCK ALL-ENVIRONMENT HIGH-MANEUVERABILITY MICRO-MISSILE CLUSTERS:** The legs of the VF-11MAXL are equipped with two concealed missile launcher bays that can hold up to 6 of the new high-maneuverability micro-missiles each. (**NOTE**: These are **NOT** the medium-range versions of the high-maneuverability missiles seen in *Macross Plus #1*). When armed, the missile launcher assembly rises out of the leg units, allowing all 6 missiles to be fired at once if necessary. The missiles can be fired in any mode; fighter, gerwalk, or soldier. Any type of SRM can be used in the launchers, but usually only high-maneuverability short-range missiles are used.

   - ❍ **PRIMARY PURPOSE:** Defense
   - ❍ **SECONDARY PURPOSE:** Anti-mecha
   - ❍ **MISSILE TYPE:** Any type of standard UN Spacy **Short Range Missile** can be used, including **Short-Range High-Maneuverability Missiles**.
   - ❍ **RANGE:** 5 miles (8 km).
   - ❍ **DAMAGE:** 1D6x10 M.D.
   - ❍ **RATE OF FIRE:** Volleys of 1-6 missiles per launcher, per round. One volley counts as one attack. If necessary, all 12 missiles can be fired in a single round by expending two attacks.
   - ❍ **PAYLOAD:** 6 missiles per launcher; 12 total.

5. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The VF11-MAXL is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack.

   - ❍ **Primary Purpose**: Defense
   - ❍ **Protection**: 100 MDC total
   - ❍ **Regeneration Rate**: 50 MDC per round.
   - ❍ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
   - ❍ **Duration**: Unlimited.

6. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-11 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   - ❍ Restrained Punch: 1D4 M.D.

❍ Full Strength Punch: 2D6 M.D.
   ❍ "Booster" Punch: 3D6 M.D. (counts as two attacks)
   ❍ Tear or Pry with Hands: 1D6 M.D.
   ❍ Kick: 1D6 M.D.
   ❍ Leap Kick: 2D6 M.D.
   ❍ Body Flip/Throw: 1D4 M.D.
   ❍ Body Block/Tackle: 1D6 M.D.
   ❍ Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE VF-11MAXL SOUND FORCE CUSTOM:

- **ANTI-PROJECTILE SHIELD:** Like the VF-11 Thunderbolt, the VF-11MAXL is equipped with an external shield that is mounted on the central rear dorsal section of the mecha in fighter mode, and on the left arm in soldier and gerwalk modes. On a successful parry in soldier or gerwalk mode, the shield can be used to block missiles or projectiles, thus protecting the main body from harm. The pilot can also generate a pin-point barrier shield (see above) over the anti-projectile shield for extra protection.
- **AUTO-PILOT:** The Fire Vakyrie is equipped with a computerized auto-pilot, allowing the pilot to relax or even sleep during long voyages. The auto-pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER:** The VF-11MAXL is equipped with an advanced AI combat computer that can store and analyze data during combat with hostile forces. Data collected by the combat computer can be displayed on the cockpit canopy of the mecha or on multiple monitor displays inside the cockpit. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-11MAXL is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support the pilot for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilot is feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **GUITAR-STICK CONTROL SYSTEM:** Like the Fire Valkyrie, the strangest and most unique features of the VF-11MAXL custom is its control system. The mecha completely eliminates the standard pilot controls in favor of a specially constructed "guitar" that provides all the controls

necessary to fly the plane. This allows skilled pilots of the VF-11MAXL to fly the plane in combat *WHILE PLAYING MUSIC!* The new controls do take a little getting used to, however, and anyone flying the VF-11MAXL will suffer a -2 penalty to hit and to dodge until he or she accustoms himself/herself to the new arrangement. The VF-11MAXL's controls are modelled after a typical base guitar.

- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOLOGRAPHIC PROJECTORS:** Each shoulder of the VF-11MAXL has a built-in holographic projector. Primarily designed for impressive stage pyrotechnics, the projectors aren't powerful enough to project coherent images or "cloak" the mecha to hide it from view. However, they can be used to "dazzle" an enemy pilot temporarily. When used, any enemies looking directly at the Thunderbolt suffer a -3 to initiative and to hit rolls for one round; after that, they will accustom themselves to the display and no longer be affected.
- **HOMING SIGNAL:** The escape pod of the VF-11MAXL is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-11's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **SOUND ENERGY SYSTEM:** The VF-11MAXL is equipped with the revolutionary Sound Energy System (SES) developed by Dr. Chiba of the Macross 7 science team. The SES allows the

pilot to of the VF to focus her spiritia powers and use it for attack and defense. The SES allows the pilot of the Thunderbolt to conduct spiritia attacks and defenses as outlined in the **Spiritia RPG rules** *(coming soon)*, provided the character has Spiritia skills. Consult the Spiritia rules for a full explanation of these powers and their effects.

- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **STEREO LOUDSPEAKERS:** Two special loudspeakers are built into the breasts of the mecha, which can be used to amplify the pilot's voice up to 300 decibels. The loudspeakers are normally used to project music during combat.
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-11MAXL's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

**VF-11MAXL Sound Force Custom
Gerwalk Mode**

COMBAT BONUSES FOR THUNDERBOLT VF TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative.
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-11MAXL CUSTOM THUNDERBOLT COMBAT TRAINING

- Advanced training for pilots specializing in the VF-11MAXL.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative.
- +3 to strike
- +4 to parry
- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: [Shinsei Industry VF-11 Thunderbolt Entry](#)"**
- *Macross 7* TV episodes 25-49
- **This is Animation The Select: Macross 7 Animation Materials**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich @mcs.net

The following material is an adaptation of mecha from **MACROSS 7**, a sequels to the original Japanese [MACROSS](#) TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

VF-17T KAI SOUND FORCE NIGHTMARE (Custom VF-17 Nightmare Variant)

([Version 1.0](#) - Last Updated: 07/25/98 20:06)

RPG Stats by **DAVE DEITRICH** (*[deitrich@mcs.net](#)*)
Background info provided by the **MACROSS ONLINE COMPENDIUM**
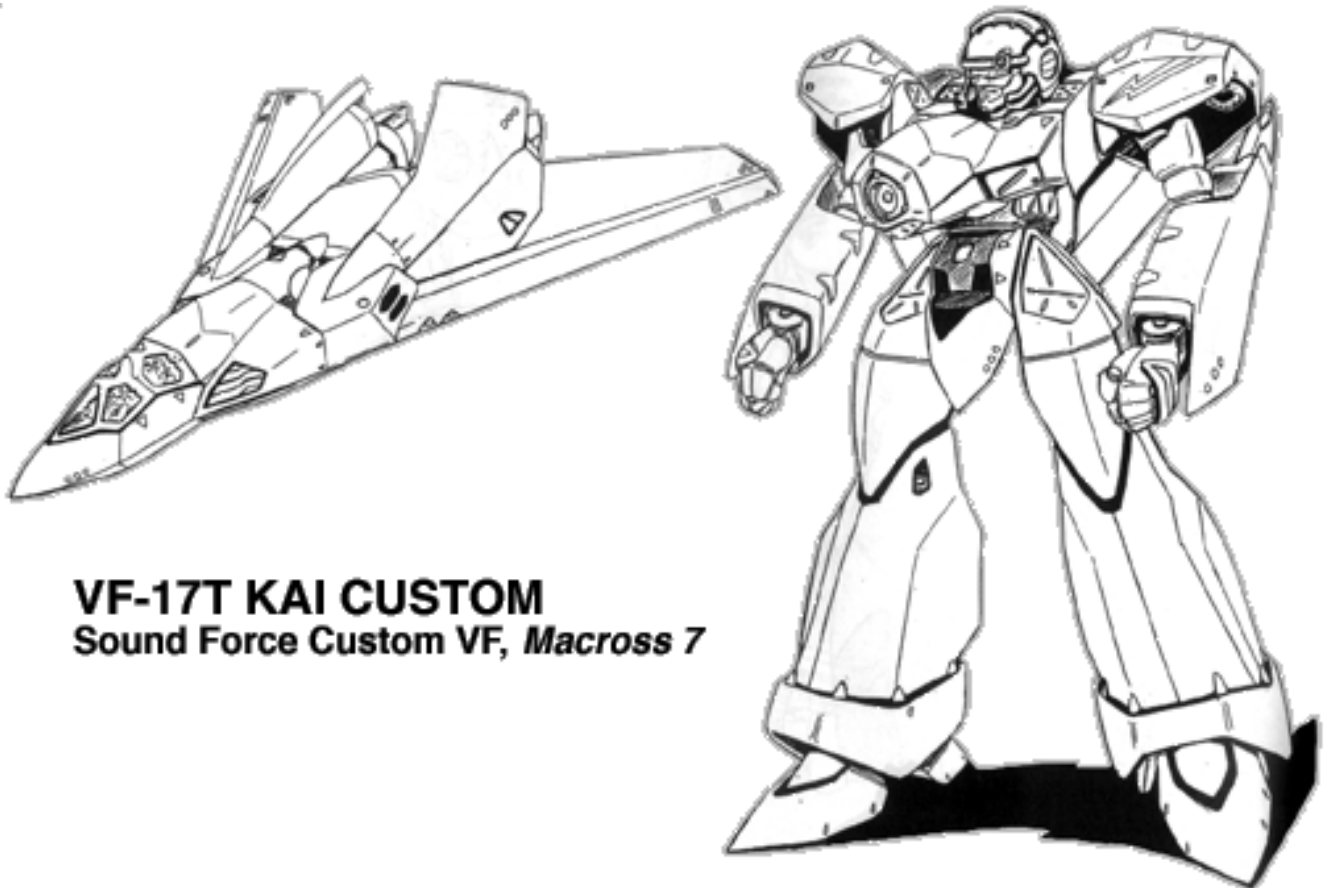
VF-17T KAI CUSTOM
Sound Force Custom VF, *Macross 7*

BACKGROUND

The **VF-17T Kai Nightmare Custom** was the third variable fighter designed by Dr. Gadget M. Chiba and built by the *Macross 7* Special Technologies Group for the newly-formed ***Sound Force***. As the UN Spacy/Varuta war intensified and the forces of the *Macross 7* began encountering newly-awakened Protodeviln beings Dr. Chiba proposed Sound Force as a special military unit utilizing technology based on his **Sound Energy Hypothesis** to counter Varuta brainwashing and the powers of the Protodeviln. Along with Basara Nekki and his *[Fire Valkyrie](#)* and Mylene Jenius and her [VF-11MAXL Custom](#), Ray Lovelock and Veffidas piloted the VF-17T Kai Custom against the protodeviln Gavil, Glavil, and Valgo, saving the *Macross 7* from destruction on more than one occasion during the latter months of the war.

Unlike the *Fire Valkyrie* and the VF-11MAXL Custom, which were both designed as high-performance interceptors, the VF-17T Custom was built to serve two functions in addition to spiritia combat; squadron command fighter and weapons transport. Ray Lovelock was assigned as commander of Sound Force due to his past military experience prior to joining the rock group Fire Bomber, and the VF-17 was given improved communications and sensor systems equal to a VF-17S Squadron Commander Nightmare in order to help him coordinate the team's attacks. The fighter was also equipped with special hardpoints for transporting custom weaponry, including the giant Speaker Pod Gamma launcher that was used by Basara during the battle above planet Lux. However the VF-17 stopped carrying custom weaponry into battle after the development of the Sound Booster units, which made such weaponry obsolete.

The VF-17T was the least modified of the three custom designs. The VF design retained most of the major systems of standard [VF-17 Nightmares](#), including the FF-2100X thermonuclear turbine engines. The head was redesigned and most of the VF-17's weaponry was dropped in favor of the Sound Energy System and other spiritia combat systems. Like the other two Sound Force VFs the VF-17's controls in the front cockpit were replaced with a "keyboard-stick" control system that allows skilled pilots such as Ray to actually play music while flying the plane. The rear seat also contained an emergency set of controls integrated into a high-quality electronic drum set, however in order for the rear pilot to take control of the VF she would have to stop drumming. The VF-17T was also equipped with speakers and a holograph system that allow it to create spectacular stage displays and pyrotechnics during a performance. The fighter also retained some design benefits of the basic VF-17, including the radar-absorbing construction materials and highly-angled surfaces that give the fighter stealth capability (though "stealthy" would seldom describe Sound Force's style of attack).

Ray Lovelock and Veffidas piloted the VF-17T Custom together throughout the second half of the Varuta war and proved to be very capable pilots, although Ray occasionally had trouble as team leader keeping Basara under control. Sound Force became a symbol of the emotional and spiritual strength of the *Macross 7* colonists, and helped to inspire both civilians and military personnel throughout the war. The VF-17T survived the final battles of the war with only minor damage, and still serves as a key part of Sound Force.

RPG STATS

Vehicle Types:

   The VF-17T Kai Sound Force Custom is a custom aircraft designed, built and used by the *Macross*

7 colony fleet (though other fleets may develop similar craft using the same schematics).
Class: Custom Tactical Variable Fighter
Manufacturer: Three Star Industries/Macross 7 Special Technologies Group
Crew: Two pilots wearing Tactical Life Support Systems

MDC BY LOCATION:

```
(1)  Head                                          100
     Hands (2)                                       50  each
     Arms (2)                                       120  each
     Shoulders (2)                                  120  each
     Legs & Thrusters (2)                           240  each
(2)  Main Body                                      350
     Main Wings (2)                                 150  each
     Speaker Gun Pod                                100
     Reinforced Pilots' Compartment/Escape Pod      175
(3)  Pinpoint Barrier Shield                        100
```

NOTES:

1. Destroying the head of the VF-17T Kai will knock out the mecha's major sensor systems, including all of the optics systems (infrared, nightvision, thermal). This will also knock out the projector for the Sound Energy System, forcing the mecha to rely on the external Sound Booster for Spiritia attacks. Radar and communications will be unaffected.
2. Depleting the MDC of the main body will destroy the mecha. The pilots and cockpit section/escape pod will be automatically ejected from the doomed mecha before it explodes by the mecha's main computer.
3. The pinpoint barrier shield regenerates at a rate of 50 MDC per round. Even if completely destroyed the shield will regenerate within 2 melee rounds. The shield is usually generated on the left or right arm of the VF-17.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
    100 mph (160 kmph)
LEAPING, SOLDIER CONFIGURATION:
    30 ft (9 m) high or 50 ft (15.2 m) long without thrusters.
FLYING, GERWALK/SOLDIER CONFIGURATION:
    Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
    Mach 1 (670 mph/1,072 kmph) max speed at 10,000 meters or less above sea level. Mach 4 (2,680 mph/4,288 kmph) max speed at 10,000-42,000 meters above sea level. Mach 21+ (14,070

mph/22,512 kmph) max speed at 42,000 meters or higher above sea level. The Nightmare is capable of achieving orbital velocity over an Earth-class planet without additional rocket assistance. Maximum rate of ascent is 42,000 meters/minute. G limits are +33.5 to -18.0 standard Earth gravities.

MAX ENGINE THRUST:
   59,500 kg x2

STATISTICAL DATA:

HEIGHT:
   50.08 ft (15.65 m) in soldier configuration.
   30.36 ft (9.49 m) in gerwalk configuration.
   17.18 ft (5.37 m) in fighter configuration.

WIDTH:
   20.93 ft (6.54 m) at shoulders in soldier configuration.
   77.52 ft (24.22 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
   12.50 ft (3.91 m) in soldier configuration.
   41.12 ft (12.85 m) in gerwalk configuration.
   50.02 ft (15.63 m) in fighter configuration.

WEIGHT:
   12,200 kg

PHYSICAL STRENGTH:
   Equal to a P.S. of 50

CARGO:
   Small compartment below pilots' seats for personal belongings.

POWER PLANT:
   Two Shinnakasu Heavy Industry/Pratt&Whitney/Rolls Royce FF-2100X Custom thermonuclear turbine engines, designed for space use but with concealed air intakes for optional use in an atmosphere. 2D horizontal independent convergent/divergent vectored nozzles on engines for thrust vectoring as well as enhanced V/STOL performance and maneuverability. Over 30 P&W HMM-6D high-maneuverability vernier thrusters for additional mobility are mounted on the wingtips, vertical stabilizers, upper and lower surfaces of the nose, and other key locations.

COMPATIBLE FAST PACKS:
   Dorsal: NP-BP-17
   Leg: NP-FB-17
   Special: Sound Booster

WEAPON SYSTEMS:

1. **SPEAKER GUN POD:** Like the Fire Valkyrie and VF-11MAXL, the VF-17T Custom is armed with a custom-built speaker gun pod, the signature weapon of Sound Force. Instead of firing munitions, the gun pod instead fires large-caliber autocannon shells that each contain a high-definition speaker and radio receiver. (!) The shells are armor-piercing and can usually penetrate even the toughest armor, but once embedded in armor plate the speaker pods transmit sound waves into the mecha's body, filling the pilot's cockpit with loud rock music. In addition to their use as a distraction, the speaker pods have been known to cause spiritia reactions in the minds of brainwashed Varuta pilots, occasionally permitting them to defect to the UN Spacy.

   Due to the large size of the speaker pods only a limited amount can be carried in the VF-17T's gun pod. One spare clip of speaker pods is contained in the left leg of the mecha, which can be ejected and replaced for the spent clip in two melee actions. Switching clips can only be done in Gerwalk or Soldier mode.

   - **PRIMARY PURPOSE:** Spiritia Warfare
   - **SECONDARY PURPOSE:** Distraction
   - **RANGE:** 6000 feet (1800 m)
   - **DAMAGE:** A speaker pod does 1D4x10 M.D. on impact from armor penetration. Once embedded in a target's armor, the pod will extract anchors and adhere itself to the mecha's hull. The only way to remove a speaker pod is to physically cut it off a plane back at base.
   - **SPECIAL EFFECTS:** The loud music played by the speaker pods is very distracting; pilots forced to listen to it in combat suffer a -2 penalty to their initiative rolls, and a -1 to strike and to dodge. In addition, the music may cause a spiritia reaction in the minds of brainwashed Varuta pilots (see the **Spiritia RPG rules** for more details).
   - **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
   - **PAYLOAD:** Each clip holds 12 pods. One extra clip is stored in the left leg of the VF-17T Custom.

2. **INTERNAL MISSILE LAUNCHERS (4):** The only weapon system from standard VF-17s that is preserved on the VF-17T Custom are four concealed internal missile launchers, two mounted on each shoulder. Each launcher contains 4 short-range missiles, for a total of 16 for the entire mecha. Any type of SRM may be use, but armor-piercing are standard issue. The missiles may be fired in any mode.

   - **PRIMARY PURPOSE:** Assault
   - **MISSILE TYPES:** Any type of standard UN Spacy **Short Range Missile** can be used.
   - **RANGE:** Varies with missile type; typically 5 miles (8 km).
   - **DAMAGE:** Varies with missile type; typically 1D6x10 M.D.
   - **RATE OF FIRE:** Volleys of 1, 2, 3, or 4. One volley counts as one attack.
   - **PAYLOAD:** 4 missiles per launcher; 16 total.

3. **MAIN BODY LASER GUNS:** Two semi-fixed laser guns are mounted in the nose of the VF-17T custom as backup for the missile launchers. These lasers are mounted facing forward and can only be fired in fighter and gerwalk modes directly in front of the nose of the mecha. The pilot must maneuver the aircraft in line with the target in order to aim the lasers.

   ❍ **PRIMARY PURPOSE:** Defense
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** 1D4x10 M.D. per laser.
   ❍ **RATE OF FIRE:** The lasers can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   ❍ **PAYLOAD:** Effectively Unlimited.

4. **HOWARD PBS-03F PIN-POINT BARRIER SYSTEM:** The VF-17T Custom is equipped with a new mecha-scale pinpoint barrier system for defense. The system can generate a single pinpoint barrier that can be moved anywhere on the mecha and used as a shield against incoming attacks. The barrier provides 100 MDC of protection, and regenerates at a rate of 50 MDC per round when damaged. Even if destroyed by combined attacks, the shield will regenerate itself within 2 rounds. In order to use the shield, the pilot must make a successful parry roll to intercept an incoming attack.

   ❍ **Primary Purpose**: Defense
   ❍ **Protection**: 100 MDC total
   ❍ **Regeneration Rate**: 50 MDC per round.
   ❍ **Size:** The barrier can be up to 10 ft (3 m) in diameter.
   ❍ **Duration**: Unlimited.

5. **HAND TO HAND COMBAT:** If necessary, the pilot of the VF-17 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   ❍ Restrained Punch: 1D4 M.D.
   ❍ Full Strength Punch: 2D6 M.D.
   ❍ "Booster" Punch: 3D6 M.D. (counts as two attacks)
   ❍ Tear or Pry with Hands: 1D6 M.D.
   ❍ Kick: 1D6 M.D.
   ❍ Leap Kick: 2D6 M.D.
   ❍ Body Flip/Throw: 1D4 M.D.
   ❍ Body Block/Tackle: 1D6 M.D.
   ❍ Stomp: 1D6 M.D. (only effective against small objects)
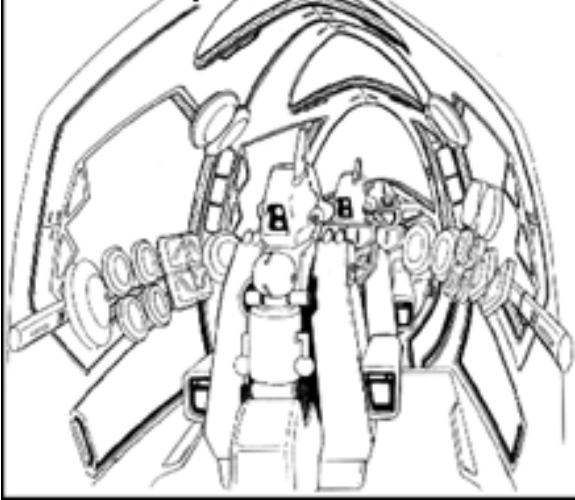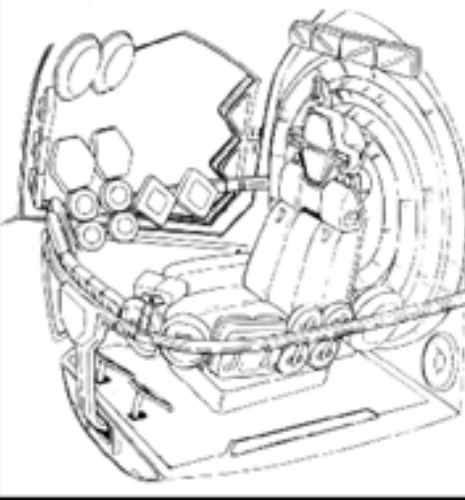
Rear Cockpit View | **Sound Panel Percussion** | **"Keyboard-Stick" Controls**
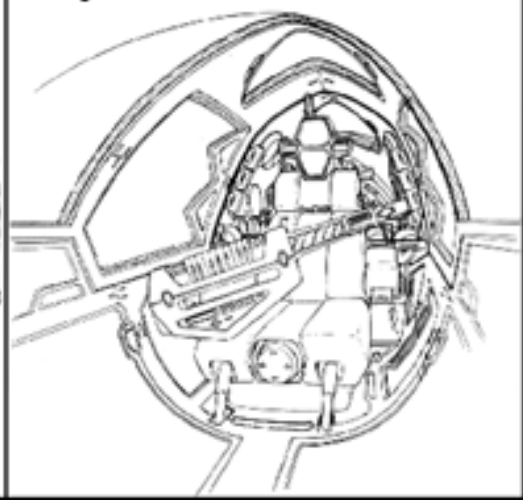
STANDARD EQUIPMENT FOR THE VF-17T KAI SOUND FORCE CUSTOM:

- **AUTO-PILOT:** The VF-17T Custom is equipped with a computerized auto- pilot, allowing the pilot to relax or even sleep during long voyages. The auto-pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.
- **COMBAT COMPUTER:** The VF-17T is equipped with an advanced AI combat computer that can store and analyze data during combat with hostile forces. Data collected by the combat computer is continually displayed and updated on the virtual environment cockpit of the mecha. The combat computer tracks and identifies specific enemy targets, and has a database of over 10,000 images stored in memory. The computer can identify and track up to 250 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the VF-17 Custom is a detachable escape pod that can be jettisoned when the mecha is destroyed. The ejected cockpit does not contain thrusters, but does contain a powerful locator beacon and an integrated life support system that can support both pilots for up to 24 hours after ejection. The pod is also equipped with parachutes in case of ejection in an atmosphere. The combat computer is programmed to automatically eject the escape pod if the mecha is destroyed (main body MDC reduced to 0), but this can be overridden if the pilots are feeling suicidal for some reason.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOLOGRAPHIC PROJECTORS:** Each shoulder of the VF-17T Custom has a built-in holographic projector. Primarily designed for impressive stage pyrotechnics, the projectors aren't

powerful enough to generate coherent images or "cloak" the mecha to hide it from view. However, they can be used to "dazzle" an enemy pilot temporarily. When used, any enemies looking directly at the Thunderbolt suffer a -3 to initiative and to hit rolls for one round; after that, they will accustom themselves to the display and no longer be affected.

- **HOMING SIGNAL:** The escape pod of the VF-17T Custom is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). Most UN Spacy ships and variable fighters can locate and track homing signals, and the onboard computers will automatically notify their pilots if such a signal is detected.
- **KEYBOARD-STICK CONTROL SYSTEM (FRONT SEAT):** Like the Fire Valkyrie, one of the strangest and most unique features of the VF-17T Custom is its control system. The front cockpit of the mecha completely eliminates the standard pilot controls in favor of a specially constructed musical "keyboard" that provides all the controls necessary to fly the plane. This allows skilled pilots of the VF-17T to fly the plane in combat *WHILE PLAYING MUSIC!* The new controls do take a little getting used to, however, and anyone flying the VF-17T will suffer a -2 penalty to hit and to dodge until he or she accustoms himself/herself to the new arrangement. The rear seat of the VF-17T does not have a keyboard-stick; instead it has a traditional set of VF controls in addition to a sound plate percussion setup (see below).
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture of a variable fighter by the enemy, the pilot can activate the VF-17's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by either pilot). The explosive damage is contained within a 20 foot (6 m) area and inflicts 1D6x10 M.D. to everything within the radius of the explosion. All internal systems are obliterated. The escape pod will be automatically ejected prior to the explosion unless the pilot overrides the ejection sequence.
- **SOUND ENERGY SYSTEM:** The VF-17T Custom is equipped with the revolutionary Sound Energy System (SES) developed by Dr. Gadget M. Chiba of the Macross 7 science team. The SES allows the pilots of the VF to focus their spiritia powers and use them for attack and defense. The SES allows the pilots of the Nightmare to conduct separate or combined spiritia attacks and

defenses as outlined in the **Spiritia RPG rules** *(coming soon)*, provided the characters have Spiritia skills. Consult the Spiritia rules for a full explanation of these powers and their effects.

- **SOUND PLATE ELECTRONIC PERCUSSION SYSTEM:** The control space for the rear seat of the VF-17T Custom is primarily taken up by a "Sound Plate" electronic percussion system consisting of various drum heads, drum plates and pedals that make up a well-equipped drummer's set. Although the system is of very high quality, it does not possess any unusual qualities or doubles as a control system for the aircraft. Interspersed among the drum heads are an abbreviated set of aircraft controls for the VF so that the copilot can take control if necessary. However, in order to use the controls the pilot must stop drumming (something Veffidas always seemed to have trouble doing :-).
- **STANDARD SURVIVAL KIT:** All UN Spacy VFs come equipped with a portable survival kit. Inside the small reinforced box is a medium-sized flashlight, two hand flares, one rocket flare, a compass, infrared distancing binoculars, a small mirror, a pocket knife, dehydrated and concentrated food (can be stretched into a five day supply for one person) and basic first aid items (aspirin, bandages, disinfectants, etc.)
- **STEALTH CONSTRUCTION:** The VF-17T is designed with special materials and angled surfaces in order to help decrease the Nightmare's radar reflection, thus making it ideal for recon and surgical strike missions. These features provide a constant +2 to initiative rolls made during combat by the VF-17. Note that this is a PASSIVE stealth system, and not an active one like a cloaking device. The +2 initiative bonus will continue so long as the mecha is functional.
- **STEREO LOUDSPEAKERS:** A special loudspeaker is built into the chest of the mecha, which can be used to amplify the pilot's voice up to 300 decibels. The loudspeaker is normally used to project music during combat.
- **TACTICAL LIFE SUPPORT SYSTEM:** The VF-17T's cockpit is pressurized, and also provides additional air feeds to the pilots' flight suits that provides them with pressurized breathing. The UN Spacy flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.
- **VIRTUAL ENVIRONMENT COCKPIT:** The VF-17T is equipped with an innovative new cockpit layout that provides monitors below and around the pilot in addition to the HUD cockpit dome. In flight, these monitors display what is below and behind the aircraft, giving the pilot a tremendous field of view that is unparalled by any other aircraft (with the possible exception of the [YF-21's](#) brain-direct imaging system). This wide view in addition to the combat computer's cockpit overlays give the VF-17T a +1 to dodge and initiative rolls in addition to any other bonuses.
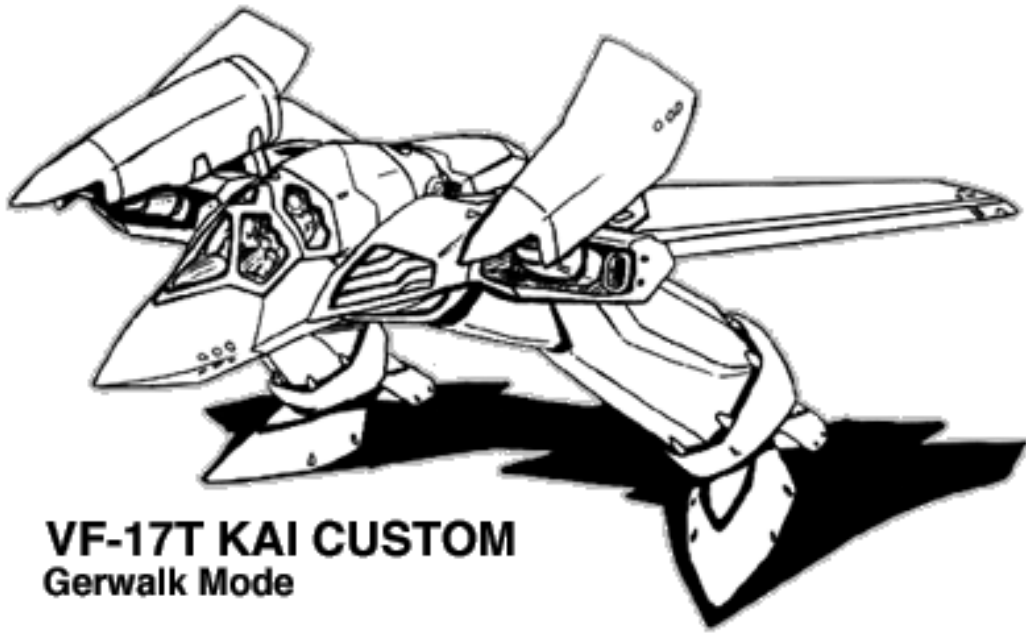
VF-17T KAI CUSTOM
Gerwalk Mode

COMBAT BONUSES FOR NIGHTMARE VF TRAINING:

BASIC VARIABLE FIGHTER COMBAT TRAINING

- Basic training for non-pilot military personnel.
- 1 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels three, nine, and fifteen.
- +1 on initiative (plus stealth bonuses, see above).
- +1 to strike.
- +1 to parry
- +1 to dodge in soldier mode, +3 in gerwalk, +5 in jet mode.
- +1 to roll with a punch or fall with an impact, reducing damage by half.
- No leap dodge.
- No leap kick.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

ADVANCED VF-17T KAI CUSTOM NIGHTMARE COMBAT TRAINING

- Advanced training for pilots specializing in the VF-17T Custom.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative (plus stealth bonuses, see above).
- +2 to strike
- +3 to parry

- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: General Galaxy VF-17 Nightmare Entry"**
- *Macross 7* TV episodes 25-49
- **This is Animation The Select: Macross 7 Animation Materials**

MACROSS MECHA DESIGNS   **PREVIOUS | NEXT | INDEX**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS 7 THE MOVIE**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

QUEADLUNN OUILQUA POWER ARMOR
(Custom Queadlunn Rau Variant)

(Version 0.9 - Last Updated: 07/25/98 20:05)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

BACKGROUND

Basara Nekki's **Fire Valkyrie** is probably the most well known custom mecha variant in the known galaxy, but it is by no means the only one in existence. Many enterprising individuals have taken to modifying personal mecha for their own special purposes, some legal, others not. While owning a mecha armed with military armaments is considered a crime on most UN Spacy worlds frontier colonies rarely have the resources to enforce these rules, and thus many examples of unique mecha can be found in the more remote areas of the galaxy. One notable example of these mecha is the **Queadlunn Ouilqua** from the colony world of Veil, built by **Emilia Jenius** (daughter of Max and Milia Jenius and older sister of Mylene Jenius).

The Queadlunn Ouilqua is a highly modified version of the Queadlunn Rau (Zentraedi female power armor). Emilia had been inspired by Lynn Minmei and the famous movie *Macross: Do You Remember Love* and wanted to become a singer of Minmei's quality who could stop wars with her voice. Emilia tried to build a mecha that would aid her in this quest, and equipped the Ouilqua with a number of smoke projectors and a bright color scheme to enhance her stage presence. Although she was unaware of the fact these modifications made the Ouilqua well suited for spiritia warfare, although the mecha lacked the Sound Booster technology that the Macross 7's Sound Force fighters possessed. Emilia also fine-tuned the flight systems of the Ouilqua to the point where the mecha was as agile as the UN Spacy's best fighters such as the VF-19 Excalibur and the VF-22 Sturmvogel. Emilia also equipped the Ouilqua with the Queadlunn's standard armaments of autocannons, lasers, and missiles.

Emilia's singing practice attracted the attention of Basara Nekki, who left the Macross 7 colony fleet to investigate. Unfortunately her singing also attracted the attention of the Varuta leader Gepernich, who dispatched protodeviln Gavil to Veil to investigate. Although untrained, Emilia's singing possessed tremendous spiritia potential, and together with Basara and the rest of Sound Force she defended Veil against a combined attack from Gavil, Glavil, and Natter-Valgo, the latter a robotic protodeviln being tested for the first time. Unfortunately the Queadlunn Ouilqua was destroyed during combat while saving the colony from a flood, but Emilia survived. It is unknown if Emilia ever managed to build a second custom mecha.

RPG STATS

Vehicle Type: Zentraedi Queadlunn Rau (Modified)
Class: Tactical Powered Armor
Manufacturer: Zentraedi Quimeliquola Weapons Plant (original), modified by Emilia Jenius
Crew: One full-sized Zentraedi pilot

MDC BY LOCATION:

```
(1) Face Plate                              50
(2) Main Body                              250
    Arms (2)                                50  each
    Hands (2)                               10  each
    Legs (2)                                75  each
    Chest Autocannon                        20
    Chest Laser Cluster                     15
    Triple Barrel Pulse Lasers (2)          20  each
    Missile Launchers (4)                   50  each
(3) Engines Pods (2)                       150  each
(4) Main Thrusters (2)                      50  each
(4) Maneuvering Thrusters (14)              20  each
    Communications Antenna                   5
```

NOTES:

1. Destroying the face plate of the Ouilqua will knock out most of the mecha's sensor systems, and leave the pilot with no protection for her face. However, the face plate is a small shielded target; -6 for attackers to hit on a called shot.
2. Depleting the MDC of the main body will destroy the mecha. The pilot can attempt to eject but must make a physical prowess (PP) roll at a -5 penalty or suffer 2D6 M.D. damage from personal injuries.
3. Destroying one of the rear engine pods will knock out one of the missile launchers and reduce thrust/speed by 50%. Destroying both engine pods will destroy two missile launchers and eliminate all engine thrust. In space, the armor will become adrift while in an atmosphere it will crash.
4. Each main thruster destroyed reduces the speed of the armor by 50%. If both main thrusters are destroyed while the armor is in a planetary atmosphere it will crash. The maneuvering thrusters are not powerful enough to keep the armor aloft in gravity. Every two maneuvering thrusters destroyed will impose a -1 penalty to dodge while flying.

SPEEDS:

RUNNING: 120 mph (192 kmph)
LEAPING:

50 ft (15.2 m) high or 100 ft (30.5 m) long without thrusters. 200 ft (71 m) high or 400 ft (143 m) long with thruster assistance. Thrusters can also be used to stop a fall from any height.

FLYING:

Mach Five (3,350 mph/5,360 kmph) with a 30,000 ft (9,144 m) ceiling in an Earth-like atmosphere. Can also hover in place indefinitely.
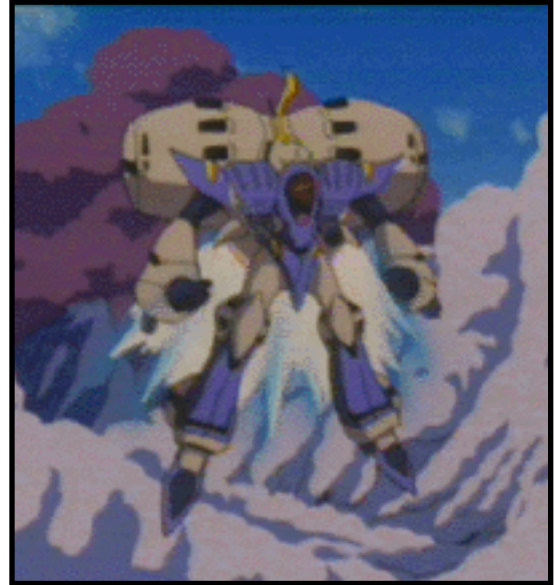
STATISTICAL DATA:

HEIGHT: 56.1 ft (17.1 m)
WIDTH: 54.5 ft (16.6 m)
LENGTH: 31.8 ft (9.7 m)
WEIGHT: 33.6 tons

PHYSICAL STRENGTH: Equal to a P.S. of 70
CARGO: None.
POWER PLANT: Dual modified 2.1 GGV class Quimeliquola thermonuclear converters.

WEAPON SYSTEMS:

1. **FOREARM PULSE LASERS (2):** Most of the weaponry on the Queadlunn Ouilqua is taken directly from the systems used by the original Queadlunn Rau power armor. The suit's main weaponry consists of a pair of triple barrel rapid fire pulse lasers mounted on each arm of the mecha. These lasers fire in whatever direction the arms are pointing.

   ○ **PRIMARY PURPOSE:** Assault
   ○ **SECONDARY PURPOSE:** Anti-mecha
   ○ **RANGE:** 2000 feet (600 m)
   ○ **DAMAGE:** 1D6 M.D. per shot (3D6 M.D. per triple shot)
   ○ **RATE OF FIRE:** Equal to the pilot's combined number of hand to hand attacks. The pilot can lock both triple pulse lasers onto the same target (counts as one attack).
   ○ **PAYLOAD:** Unlimited.

2. **AUTOCANNON:** The left side of the Ouilqua's chest contains a single autocannon similar to the ones used by the Queadlunn Rau armor. The cannon can be rotated 15 degrees from the front of the mecha.

   - ❍ **PRIMARY PURPOSE:** Assault
   - ❍ **SECONDARY PURPOSE:** Anti-aircraft
   - ❍ **RANGE:** 4000 feet (1200 m)
   - ❍ **DAMAGE:** 1D6 M.D. short burst, 2D6 M.D. long burst, or 4D6 M.D. for a full melee burst.
   - ❍ **RATE OF FIRE:** Equal to pilot's number of attacks. One burst counts as one attack.
   - ❍ **PAYLOAD:** 480 rounds, which equals 20 short bursts (24 bullets each), 10 long bursts (48 bullets each), or 5 full-melee bursts (96 bullets each).

3. **PARTICLE BEAM/LASER CANNON:** The autocannon normally on the right side of the Queadlunn Rau's chest has been replaced with a mated particle beam/laser cannon on the Ouilqua. The cluster has a limited range of motion and can be rotated 15 degrees in any direction from the front of the mecha.

   - ❍ **PRIMARY PURPOSE:** Assault
   - ❍ **SECONDARY PURPOSE:** Anti-mecha
   - ❍ **RANGE: Particle Beam:** 4000 feet (1200 m) **Laser:** 2000 feet (600 m)
   - ❍ **DAMAGE: Particle Beam:** 2D10 M.D. **Laser:** 2D6 M.D.
   - ❍ **RATE OF FIRE:** Equal to the pilot's number of attacks. The laser and the particle beam are usually fired together as a single blast (counts as one attack).
   - ❍ **PAYLOAD:** Unlimited.

4. **MISSILE LAUNCHERS (4):** Like the Queadlunn Rau, the Ouilqua possesses an impressive array of missile launchers. Two missile launchers are mounted on the engine pods of the power armor and two are mounted in the legs. The leg launchers contain 21 missiles each with no reloads, while the engine pod launchers contain 42 missiles (two sets of 21 missiles) each. The launchers are compatible with both UN Spacy and Zentraedi short-range missiles.
   - ❍ **Primary Purpose**: Assault
   - ❍ **Secondary Purpose**: Anti-Mecha
   - ❍ **Missile Types:** Any type of standard UN Spacy or Zentraedi **Short Range Missile** can be used, **EXCEPT** for the new high-maneuverability short range (SRHM) missiles.
   - ❍ **Range:** Varies with missile type, typically 1-5 miles (1.6-8 km).
   - ❍ **Damage:** Varies with missile type, typically 1D6x10 M.D.
   - ❍ **Rate of Fire**: Each launcher can fire missiles individually or in volleys of up to 21 missiles. The launchers can also be fire-linked to launch combined volleys of up to 84 missiles. The engine pod launchers take one melee action to reload once depleted.
   - ❍ **Payload**: 21 missiles per leg launcher (42 total), 42 missiles per engine pod launcher (84 total). Total payload: 126 missiles.
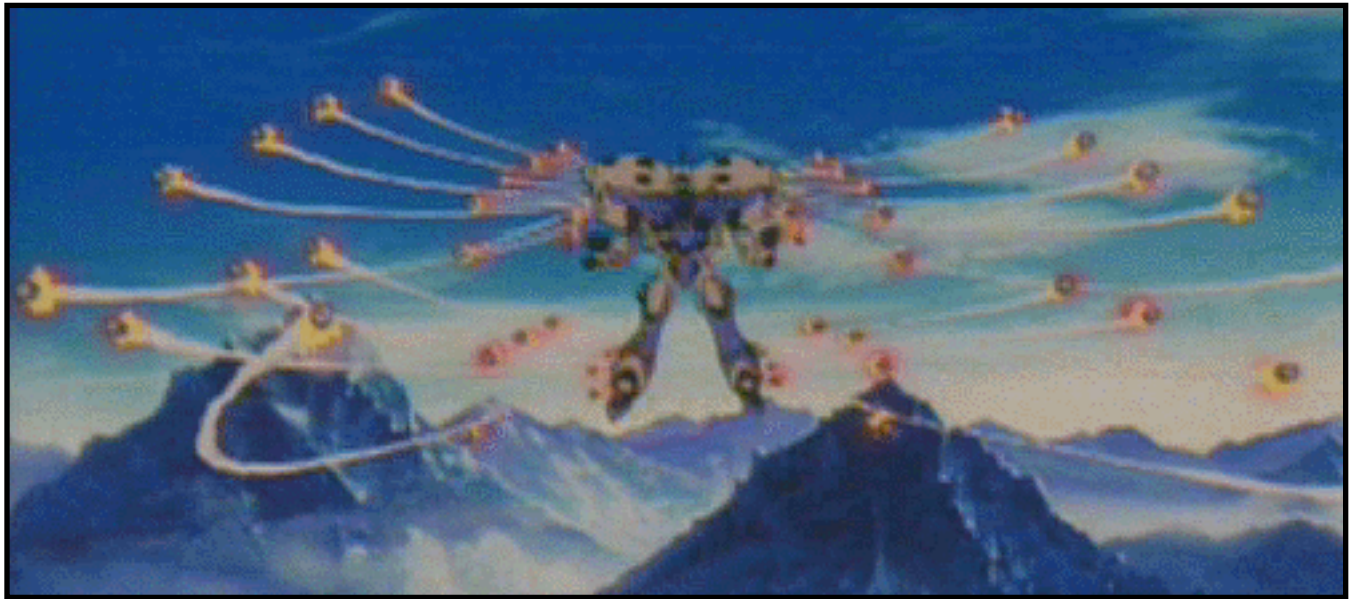
5. **HAND TO HAND COMBAT:** If necessary, the Queadlunn Ouilqua can engage in melee combat rather than use a weapon. The armor is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc. Note that zentraedi tend to prefer close-range hand-to-hand combat over distance attacks.

DAMAGE:

- Restrained Punch: 2D6 M.D.
- Full Strength Punch: 4D6 M.D.
- "Booster" Punch: 6D6 M.D. (counts as two attacks)
- Tear or Pry with Hands: 2D6 M.D.
- Kick: 3D6 M.D.
- Leap Kick: 4D6 M.D.
- Body Flip/Throw: 3D4 M.D.
- Body Block/Tackle: 4D4 M.D.
- Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE QUEADLUNN OUILQUA POWER ARMOR:

- **COMBAT COMPUTER:** The Queadlunn Ouilqua is equipped with a UN Spacy combat computer that is much more powerful than the one found in the original Queadlunn Rau armor. The combat computer tracks and identifies specific enemy targets, and has a database of over 800 images stored in memory. The computer can identify and track up to 75 targets simultaneously.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life

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

- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **RADAR:** 150 mile (240 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 300 miles (480 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** A leftover from the original Queadlunn Rau design, the Ouilqua is equipped with a series of explosive charges intended to destroy the mecha in case of capture or loss of power. The explosive is chemical-based and can be detonated with a touch of a button, even if the engines and power systems of the armor have been destroyed. The explosion will instantly kill the pilot, destroy the mecha, and inflict 2D6x10 M.D. to everything within a 50 foot (15 m) radius around the armor.
- **SMOKE PROJECTORS:** Emilia was not able to outfit the Queadlunn Ouilqua with a holographic projection system due to a lack of parts, so she did the next best thing she could. She equipped the power armor with several smokescreen projectors at various points along the armor, each equipped with a different color of smoke. In addition to an impressive display of color the projectors can emit a smoke screen that can cover a 400 ft (122 m) area. Inside the cloud of smoke all optics and laser targeting systems are useless, though radar will be unaffected (-2 penalty to hit). The smoke projectors can generate 10 bursts of smoke before requiring a reload.

- **STEREO LOUDSPEAKERS:** Two special loudspeakers are built into the engine pods of the armor, which can be used to amplify the pilot's voice up to 300 decibels. The loudspeakers are normally used to project music during combat.
- **TACTICAL LIFE SUPPORT SYSTEM:** The power armor is pressurized and provides enough air and water to support a full-sized zentraedi for up to 1 week. The armor can automatically seal small holes and punctures to prevent the air from escaping, and if an arm or leg is severely damaged it can be sealed off and jettisoned from the mecha. The power armor's arms are entirely
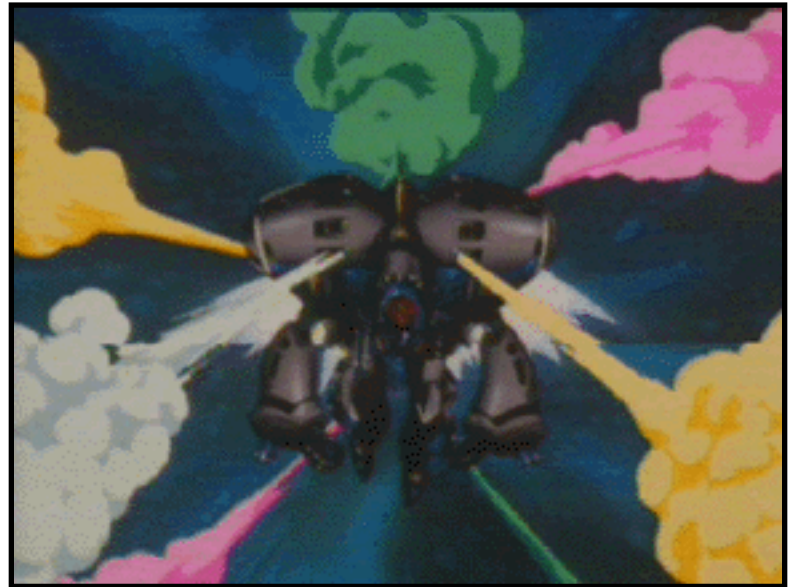
mechanical, but if a leg is jettisoned it will sever the Zentraedi pilot's leg, doing an additional 1D4 M.D. to her).

COMBAT BONUSES FOR *QUEADLUNN OUILQUA* COMBAT TRAINING:

NOTE: Only female zentraedi who are experienced Queadlunn Rau power armor pilots will get full bonuses from Queadlunn Ouilqua combat training. All other pilots unaccustomed to the mecha should only get standard zentraedi power armor combat bonuses. Remember that the Queadlunn Ouilqua can only be piloted by **full-sized** zentraedi pilots.

ZENTRAEDI POWER ARMOR COMBAT TRAINING

- Basic power armor training for full-size zentraedi pilots.
- 2 attack per melee (plus those of the pilot).
- Add one additional action/attack at levels six and twelve.
- +2 to strike.
- +3 to parry and dodge
- +4 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.

ADVANCED QUEADLUNN OUILQUA COMBAT TRAINING

- Advanced training for zentraedi pilots with extensive experience with the Queadlunn Rau or Queadlunn Ouilqua power armor.
- 4 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, nine and twelve.
- +2 on initiative.
- +3 to strike
- +4 to parry
- +5 to dodge
- +5 to roll with a punch or fall with an impact, reducing damage by half
- +4 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The Queadlunn Ouilqua is so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.

REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Mecha Guide: **Quimeliquola Queadlunn-Rau**"
- *Macross 7 The Movie*
- B-Club Magazine Volume 120

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of a spaceship design from the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

And yes, I know that Palladium refers to this design as the **Lancer Space Fighter** in their first Robotech RPG book. Sorry folks, but Palladium is <u>dead wrong</u> on this one. In the original Japanese Macross TV series the Oberth is a destroyer, not a "space fighter".

OBERTH-CLASS SPACE DESTROYERS

(**Version 0.8** - Last Modified: 07/25/98 20:05)

> *RPG Stats by* ***DAVE DEITRICH*** *(deitrich@mcs.net)*
> *CG Image created by* ***SEAN CORREIA*** *(aierroc@concentric.net)*
> *Background info provided by the* ***MACROSS ONLINE COMPENDIUM***
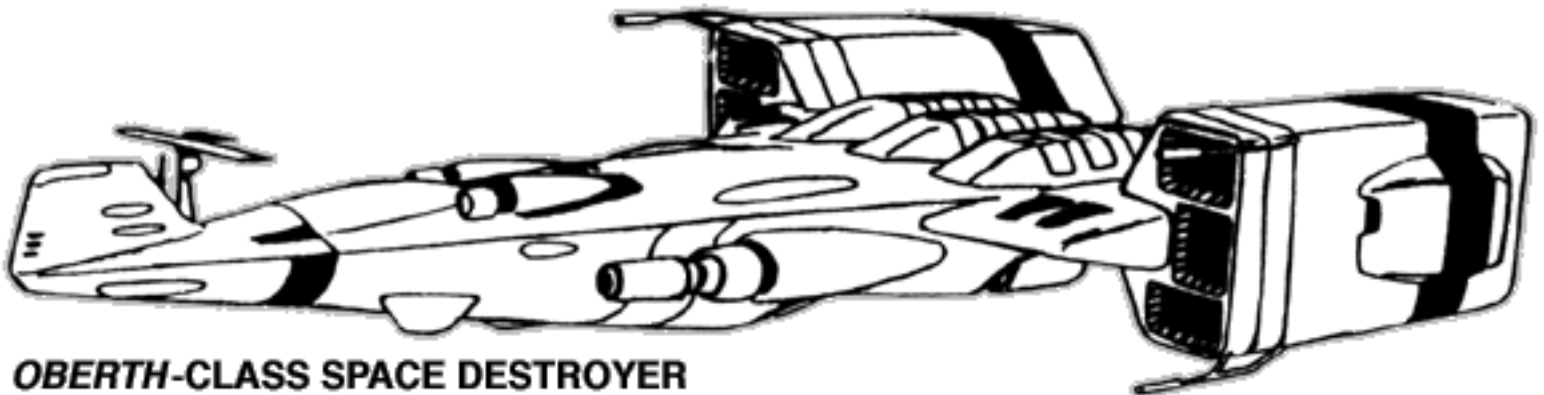
OBERTH-CLASS SPACE DESTROYER

The ***Oberth*** **Space Destroyers** were the first warships ever designed by humanity for use outside of Earth's atmosphere. Designs for the Oberth destroyers began in the year 2000, shortly after the mysterious ASS-1 crash-landed on Earth. The sudden arrival of the extraterrestrial visitor caused widespread panic among the major military powers of the United Nations, and analysts and designers scrambled to come up with defenses against a possible invasion from space. The Oberth destroyers were intended to become Earth's first line of defense against an attack by alien forces. Although the ships represented the most advanced technology available to humanity at the dawn of the new millenium, they were quickly overshadowed and made obsolete by the wonders of ***overtechnology*** discovered within the

broken hull of the ASS-1.

The designers of the Oberth destroyers created an impressive warship design despite their lack of experience in interstellar warfare. The main armament of the ships consisted of three missile launchers, each containing 6 long-range nuclear missiles (18 total) for use in ship-to-ship combat. The original design for the Oberth also included four front-mounted heavy rail cannons for additional punch, although these were later replaced with beam cannons as overtechnology discoveries made energy weapons practical. The destroyers were also equipped with advanced (for the time) sensors and communications systems, although the UN Spacy lacked FTL sensor and communications technology until years after Space War I.

The first space destroyer to be completed was the *Oberth*, which was commissioned and put into service in March of 2005. This was quickly followed by the *Goddard* in June of 2005 and the *Tsiolkovsky* in September of 2005. However, during initial performance trials the *Tsiolkovsky* was hijacked by terrorists calling themselves the **Anti-United Nations Military Organization**. The AUNMO used the *Tsiolkovsky* to attack a UN spaceship convoy returning from the newly established early warning base on Mars. The terrorist ship quickly overwhelmed and wiped out the unarmed space fleet, and all colonists and UN military personnel aboard were killed. Shortly thereafter the *Tsiolkovsky* was engaged by the *Goddard* under the command of Captain Bruno J. Global, and after an extended cat-and-mouse engagement the *Tsiolkovsky* was destroyed with all hands aboard. This battle represented the first use of overtechnology reaction weaponry in actual combat by humanity.

Following the *Tsiolkovsky* incident inquiries and investigations stalled the Oberth production program for several years, but in February of 2009 mass production of the space destroyers resumed with the commissioning of the *Miranda* and *Akishima*. Between 2009 and 2010 125 destroyers were built and commissioned, and all were in active service when the Bodolza Fleet commenced its final assault on Earth in February of 2010. Unfortunately the Oberth destroyers proved to be no match for the Zentraedi military might, and all were crippled or destroyed within seconds of the inital bombardment of Earth. No Oberth destroyers were produced following the end of Space War I, and although not all 125 destroyers have been accounted for following the war it is practically impossible that any could have survived. In 2019 the wreckage of one Oberth was recovered and repaired, and the ship now serves as museum and war memorial at UN Spacy headquarters. Several other wrecked destroyers have been discovered and salvaged, and many spaceship crews swap stories of phantom Oberths they have encountered drifting through the solar system, forgotten relics of the final battle of Space War One.
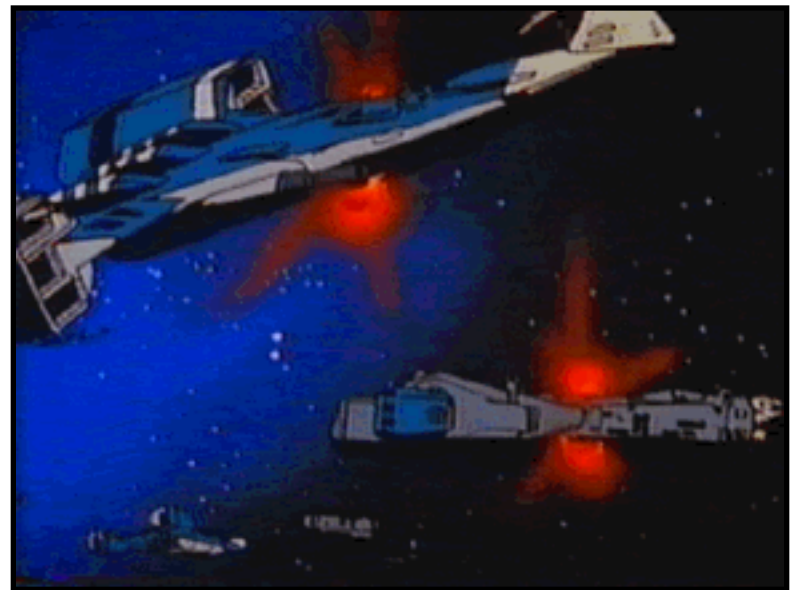
RPG STATS

Vehicle Class: Oberth-class Space Destroyer
Type: Extra-atmosphere Escort/Destroyer
Government: United Nations Government (Earth)
Manufacturer: ORTEC Company
Crew: 460 (22 Officers, 438 Crew)

Notable Ships of Class:

- *UNSS Oberth* (launched March 2005, first space warship in human history)
- *UNSS Goddard* (launched June 2005, commanded by Captain Bruno J. Grobal. Destroyed *Tsiolkovsky* in first space battle utilizing reflex weaponry)
- *UNSS Tsiolkovsky* (launched September 2005, hijacked by Anti-UN terrorists during trials. Destroyed by *Goddard*)
- *UNSS Miranda* (launched 2009, destroyed by Zentraedi in first battle of **Space War One**)
- *UNSS Akishima* (launched 2009, destroyed by Zentraedi in first battle of **Space War One**)

MDC BY LOCATION:

```
    Beam Cannons (4)                        250 each
    Missile Launchers (3)                   150 each
(1) Front Sensor Cluster                     75
(1) Bridge                                  400
(2) Main Body                              1200
(3) Main Engines (2)                        500 each
(3) Booster Rockets (2)                     100 each
(3) Retro Rockets (6)                        20 each
    Small Airlocks (8)                       50 each
    Hangar Doors                            100
    Armored Hull (per 20ft area)             60
```

NOTES:

1. Destroying the bridge will instantly kill the command staff and deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities of the secondary systems are equal to that of a [VF-1S Strike Valkyrie](#). The ship can still operate, but is at -3 on initiative, -3 to strike, and number of attacks per melee of the weapon systems are reduced by half. Destroying the front sensory array on top of the command tower will have the same effect, but the command staff will not be killed instantly.
2. Depleting the MDC of the main body will completely obliterate the destroyer. Because of the lack

of modern escape and survival systems it is highly unlikely that any of the crew would survive.

3. Destroying the main engines will reduce maximum thrust by 35% each. Destroying the booster rockets will reduce max thrust by a further 10% each, and destroying the retro rockets will knock out the final 10% of thrust, leaving the destroyer dead in space.

SPEEDS:

Speed:
The engines can generate enough thrust to propel the destroyer at speeds equivalent to Mach One (670 mph/1072 kmph) in a planetary atmosphere. Note that the Oberth destroyers have neither sublight engines nor a space fold drive.

Planet bound:
Can land on a planet in an emergency but will NOT be able to take off again.

Maximum Range:
Unlimited (estimated 15 year life span with regular maintenance)

OBERTH DESTROYER

SIDE VIEW   FRONT VIEW

STATISTICAL DATA:

Length: 710 ft (215 m)
Width: 320 ft (97 m)
Height: 191 ft (58 m)
Weight: 72,000 tons (standard)

Fold System: None
Sublight Drive: None
Gravity Control System: None
Main Engine:
ORTEC Thermonuclear Rocket Engine x2
Auxiliary Engine:
ORTEC Rocket Motor Cluster x2, retro rockets x6, numerous vernier engines
Radar System: Advanced Search and Targeting Radar

WEAPON SYSTEMS:

1. **HEAVY MISSILE LAUNCHERS (18):** The main armament of the Oberth space destroyers consisted of 18 heavy missile launchers, each containing an ICBM-like missile intended for anti-spaceship combat. Each launcher contains a single guided nuclear missile that fires upward and then homes in on its desigated target (similar to ICBM launchers on nuclear submarines).

   - ❍ **PRIMARY PURPOSE:** Anti-Warship
   - ❍ **RANGE:** 2,000 miles (3,184 km)
   - ❍ **SPEED:** Mach 2+ (1340 mph/2140 kmph) in an atmosphere.
   - ❍ **DAMAGE:** 2D6x1000 M.D.
   - ❍ **BLAST RADIUS:** 2,000 feet (610 m)
   - ❍ **RATE OF FIRE:** If necessary, all 18 missiles can be fired at the same time (counts as one attack).
   - ❍ **PAYLOAD:** Each launcher contains one missile, for 18 missiles total. There are no reloads.
   - ❍ **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately the same size as a VF-1 Valkyrie. Variable fighters that require nuclear ordinance usually carry RMS-1 Anti-Warship long range missiles.

2. **HEAVY BEAM CANNONS (4):** The Oberth destroyers were also armed with reflex weapon technology recovered from the wreck of the ASS-1. Four forward-mounted beam cannons were added to the design midway through the development process to greatly increase their effectiveness in anti-spaceship warfare (or so the designers hoped). The cannons are fixed forward and can only fire at targets directly in front of the ship.

   - ❍ **PRIMARY PURPOSE:** Assault
   - ❍ **SECONDARY PURPOSE:** Anti-Warship
   - ❍ **RANGE:** 80 miles (106 km) in space; half in Earth's atmosphere.
   - ❍ **DAMAGE:** 1D4x100 M.D. each, or 4D4x100 if all cannons are fired simultaneously at the same target.
   - ❍ **RATE OF FIRE:** Each cannon can fire up to 5 times per melee.
   - ❍ **PAYLOAD:** Unlimited.

SYSTEMS OF NOTE:

- **LIFE SUPPORT SYSTEMS:** The Oberth destroyers have sufficient life support to provide breathable air and comfortable temperatures for 500 people for up to 12 months (air is recycled). The system cannot reliably support more than 500 people for more than a few days time (besides, there is very little room in Oberth hulls for extra passengers). The ship has enough food and water onbard to support the crew for up to 6 months (can be extended to 9 months with rationing). Because of their limited stockpiles of food, water and air Oberth destroyers rarely venture beyond the orbit of Mars.
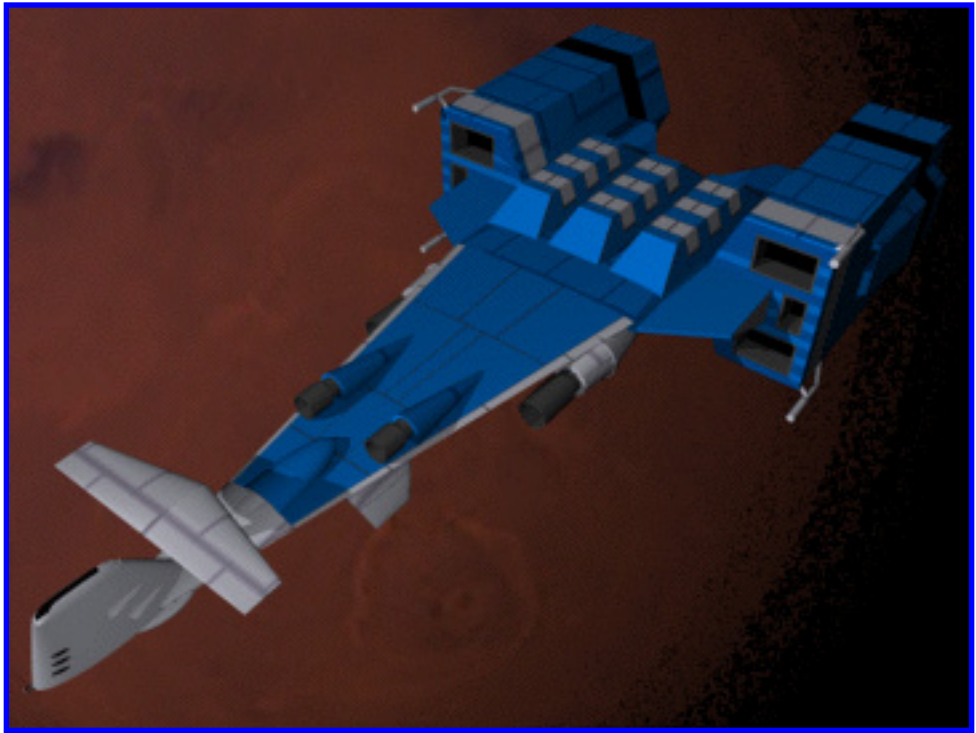
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** Oberth destroyers have impressive communications arrays for their time. The communication system has a direct range of 900 miles (1,440 km), which can be boosted indefinitely by using satellites or other spacecraft to relay communications.

- **LONG-RANGE RADAR:** The radar array of the Oberth can track and identify up to 200 craft simultaneously. The radar system has a 1,000 mile/1,600 km range.

MECHA COMPLEMENT:

NONE! The Oberth destroyers have a small shuttle bay containing two shuttles for ferrying supplies and passengers between ships. If necessary, this bay can hold up to three variable fighters, but the bay would be crowded almost beyond capacity at this proint. The VFs would have to land and take off in gerwalk mode and cannot convert into any other mode while inside the hangar.
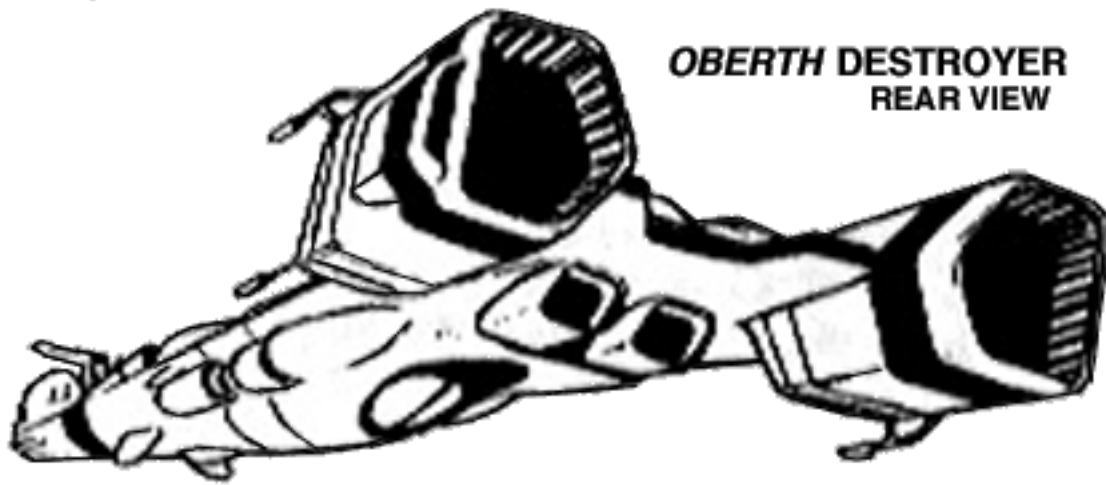
OBERTH DESTROYER
REAR VIEW

REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Starship Guide: **Oberth Space Destroyer Entry**"
- *Macross* TV episodes 1-3

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS FLASHBACK 2012**, an OAV sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.) and the **Macross Movie** (1984). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

THE *MEGAROAD* COLONY SHIPS

(**Version 1.0** - Last modified: 07/25/98 20:05)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
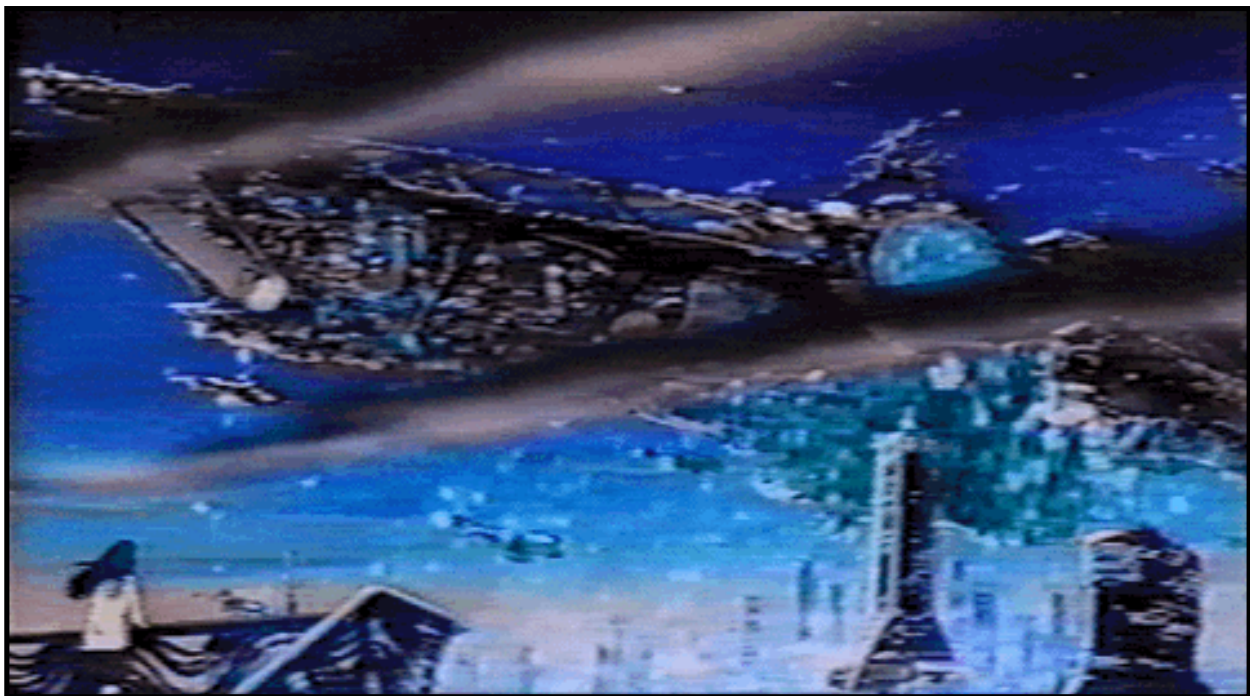
*Launch of the **SDF-2 Megaroad-01** in September, 2012*

BACKGROUND

Space War One taught mankind one extremely painful and humbling lesson; the human race was not immortal. Humanity came terrifyingly close to becoming extinct, with only several hundred thousand men, women, and children surviving the Zentraedi's final assault on the planet Earth. Determined to make sure that the human race never came that close to destruction again, the new Unity Government publicly announced the **Emigration of Humankind** plan in September of 2011 (most of the plan had already been finalized and put into production in early 2010, unknown to Earth's surviving population). Protoculture cloning technology

would be used to quickly rebuild Earth's population, and long-range colonization missions would be sent forth to find and settle on habitable worlds around the galaxy to ensure that humankind would never again be limited to one planet. The UN Spacy began sending forth calls for civilian volunteers who would be willing to take part in these historic journeys, and were quickly overwhelmed by requests from people who were ready to risk all to escape the recovering Earth.

The *SDF-2 Megaroad-01* was the first Terran colony ship to be completed. Construction of the vessel had begun in June 2010, utilizing the half-completed hull of Earth's second battle fortress, which had been abandoned on the moon during the final battle of Space War One. The *Megaroad-01* was completed in September 2012 and launched during a planet-wide celebration. Commanded by war hero **Misa Hayase Ichijyo**, the ship departed the Solar System with an escort fleet of Zentraedi warships, headed towards the center of the galaxy. Simultaneously with the launch of the *Megaroad-01* the UN Spacy began construction of the *Megaroad-02* and *Megaroad-03*, both based on the *Megaroad-01*'s design. Both ships were completed and launched 2014. Thereafter mass-production of Megaroad-class colony ships began and soon long-range colony fleets were routinely being launched from the Solar System at a rate of 1-2 per year.

The Megaroad-class colony vessels are immense ships, over 30% longer than Zentraedi Nupetiet-Vernitzs command cruiser and with much greater internal volume. The front part of the spacecraft is hollow and contains an entire city that is much larger and more spacious than the one constructed by the Macross citizens trapped aboard the SDF-1. The colony-city can hold up to 80,000 colonists in relative comfort, with citizens enjoying a fairly high (if not luxurious) quality of living. The rear portion of the Megaroad vessels house the command tower, variable fighter landing bays, power systems, and engines of the spacecraft, as well as living quarters for the military pilots and crew. Megaroad-class vessels are not designed to engage in direct ship-to-ship combat with enemy forces, as this would greatly endanger the civilian colonists aboard. Therefore the armament of the colony ships is fairly light, instead relying upon their fighter wings and escort vessels to protect them from harm. The Megaroad ships still serve as flagships for the colony fleets however, and contain an impressive array of sensors and communications gear to help them command and coordinate battles. Captains of Megaroad-class vessels are sworn to do everything they possibly can to protect the civilian lives aboard their vessels, and will not place their ships in danger if they can at all avoid it.

Megaroad colony ships served as the UN Spacy's primary exploration and colonization vessels from 2012 until 2030, and during that time 30 colony fleets were launched from Earth and the older human colonies. Unfortunately not all these colonization missions have met with success, and several Megaroad fleets have vanished without a trace in various parts of the galaxy. The most famous of these "missing fleets" is the original *SDF-2 Megaroad-01* and escorts, which abruptly ceased all transmissions while exploring near the center of the galaxy in 2016 (though this fact was not revealed to the general public until many years later). Another notable lost vessel was the *Megaroad-13*, which discovered and colonized a new Earth-like planet that they named ***Varuta*** several dozen light years coreward of the Solar System in 2025. The colony prospered for almost two decades but then went silent in 2043. It was later revealed that the *Megaroad-13* crew had been taken over by the Protodeviln, a race of incredibly powerful beings that had been imprisoned on an ice world in the Varuta system. This led to the emergence of the Varuta Empire and subsequently the UN Spacy/Varuta War of 2045. These disappearances along with several others prompted the UN Spacy to re-evaluate their colony ships design, resulting in the development of the **New Macross-class colony ships** in 2030. Although Megaroad-class vessels are no longer constructed, those who have not yet discovered Earth-like planets to settle are still exploring the far reaches of the galaxy, and will undoubtedly remain in service for many years to come.
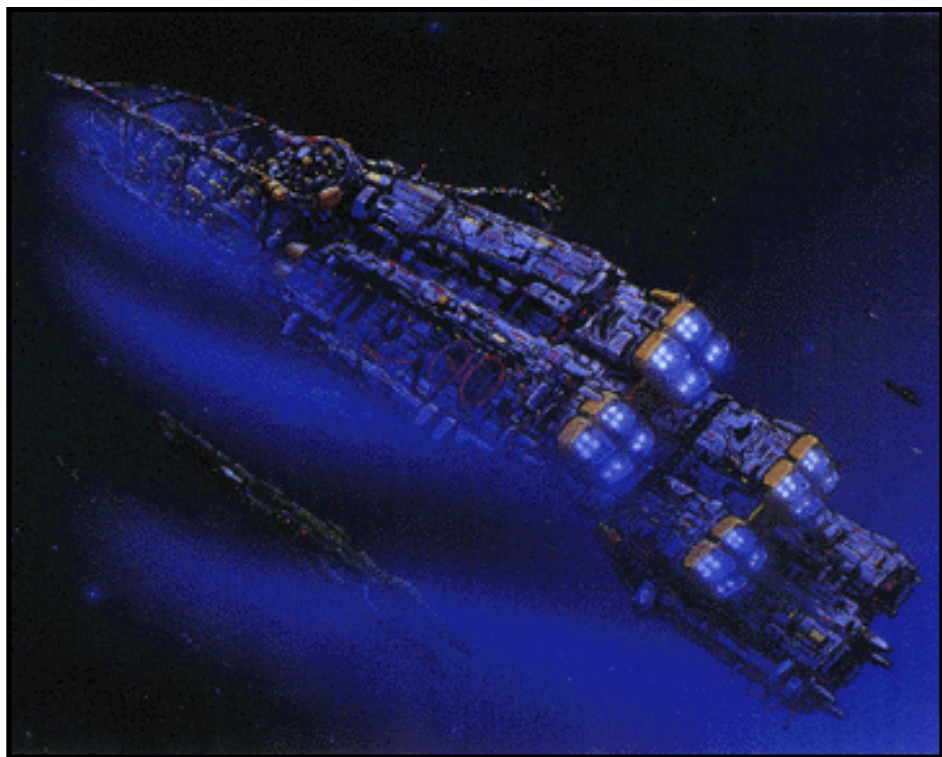
RPG STATS

Vehicle Class: Megaroad-class Colony Ships
Type: Multi-generation Long-range Colony Vessel
Government: New Unity Government (Earth)
Manufacturer: ORTEC Company/UN Spacy
Crew:
>   Command Tower: 110
>   Ship Crew: 5,830
>   VF Pilots: 324 + 192 reserve
>   Troops: 1,240
>   Civilian Colonists: 80,000

Notable Ships of Class:

- *SDF-2 Megaroad-01* (launched 2012, disappeared near center of galaxy in 2016. Fate unknown.)
- *Megaroad-13* (launched 2020, discovered and colonized planet Varuta in 2025. Crew and colonists taken over by Protodeviln in 2043, ship scrapped by Varuta empire shortly afterwards.)

MDC BY LOCATION:

```
(1) Forward 2/3 of Ship (Colony)                                60,000
(2) Rear 1/3 or Ship (Command Section, Main Engines)           175,000
    Left Wing (Crew Quarters, Landing Bays)                    100,000
    Right Wing (Crew Quarters, Landing Bays)                   100,000
    Main Laser Cannons (2, front)                                2,000 each
(3) Command Tower                                               10,000
(3) Sensor Array (Top of Command Tower)                         1,000
(4) Main Thrusters (4)                                          20,000 each
(4) Secondary Thrusters (4)                                      2,500 each
    Guidance Thrusters (30)                                       300 each
    Airlocks/Access Hatches (150)                                 200 each
    Semi-transparent outer hull per 40ft area (forward 2/3)       100
    Armored outer hull per 40ft area (rear 1/3, wings)            250
    Interior walls (per 20ft area)                                 20
(5) Pin Point Barriers (8)                                      5,000 each
```

NOTES:

1. Depleting the MDC of the front 2/3 section of the Megaroad ship will essentially destroy the city-colony contained within the ship. (2D4x10) percent of the colonists inside the city will be killed instantly due to explosive decompression, and all internal structures and facilities will be destroyed. The ship can still function and is maneuverable (for what it's worth) but its use as a colony ship will be lost. If the forward section is destroyed the main laser cannons will also be rendered inoperable.
2. Depleting the MDC of the rear 1/3 section of the Megaroad ship will destroy the ship, due to loss of the power systems and main engines. All internal systems will shut down, including life support and internal gravity. The Megaroad itself will be unsalvageable, and any surviving colonists must be rescued quickly or they will die as the heat and atmosphere of the city-colony drains into space.
3. Destroying the command tower will instantly kill the command staff and deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities of the secondary systems are equal to that of a VF-4 Lightning III. The ship can still operate, but is at -3 on initiative, -3 to strike, and number of attacks per melee of the weapon systems are reduced by half. Destroying the main sensory array on top of the command tower will have the same effect, but the command staff will not be killed instantly.
4. Depleting the MDC of the main engines will force the ship to rely on its secondary engines. Depleting the MDC of the main engines AND secondary engines will leave the ship adrift in space. In an atmosphere, the Megaroad will still be able to land using antigravity engines (provide the rear 1/3 of the spacecraft is intact) but will not be able to take off again.
5. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If

destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the [Pinpoint Barrier System](#) entry for details.

SPEEDS:

Speed(sublight): 0.16 speed of light (25,600 miles per second)
Speed(Auxiliary Drives): Mach 2.5
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
> Can land and take off if necessary but not designed to maneuver in an atmosphere for extended periods of time.

Maximum Range: Unlimited (estimated 30 year life span)

STATISTICAL DATA:

Length: 17,160 ft (5,200 m)
Length (command tower only): 792 ft (240 m)
Weight: 285,000,000 tons (empty) / 351,000,000 tons (standard)

Fold System:
> ORTEC Heavy Duty Fold System Cluster

Sublight Drive:
> ORTEC/Rolls Royce/Shinnakasu Impulse Drive Cluster

Gravity Control System: Internal
Auxiliary Engine:
> ORTEC Rocket Motor Cluster

Radar System: Stealth Aegis Pod
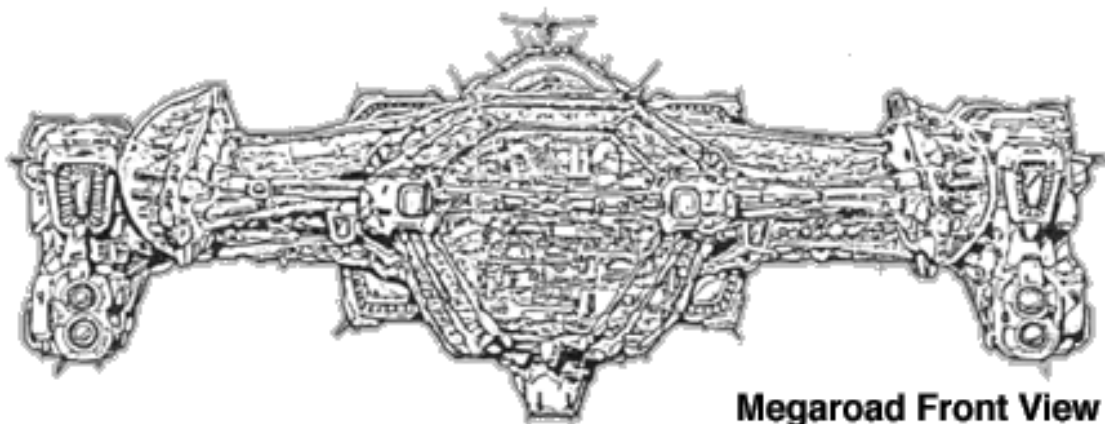
Megaroad Front View

WEAPON SYSTEMS:

1. **HEAVY LASER CANNONS (2):** Although not intended to engage directly in ship-to-ship combat,

Megaroad-class vessels carry two heavy lasers on the front of the hull that can do impressive damage if necessary. These cannons are modelled after the main laser cannons used on most Zentraedi warships. The cannons are fixed forward and can only fire at targets directly in front of the ship.

- ○ **PRIMARY PURPOSE:** Defense
- ○ **SECONDARY PURPOSE:** Anti-Warship
- ○ **RANGE:** 5,000 miles (8,040 km) in an atmosphere. Double in space.
- ○ **DAMAGE:** 1D6x1000 M.D.
- ○ **RATE OF FIRE:** Each cannon can fire once every other round.
- ○ **PAYLOAD:** Unlimited.

2. **RETRACTABLE LASER TURRETS (126):** The Megaroad colony ships have retractable laser turrets mounted at various strategic places along the hull. These short-range lasers are intended primarily for anti-aircraft and anti-mecha defense, but can do moderate damage against enemy spacecraft if they get too close. When not in use gun turrets are concealed within the hull underneath a sliding hatch. At most 21 lasers can be brought to bear on a single target.

- ○ **PRIMARY PURPOSE:** Defense
- ○ **SECONDARY PURPOSE:** Anti-Aircraft
- ○ **RANGE:** 30 miles (48.2 km) in an atmosphere. Double in space.
- ○ **DAMAGE:** 1D6x20 M.D. each. Several lasers can be directed to fire in volleys of 3 or more. A volley of 3 beams does 3D6x20 M.D., a volley of 6 beams does 6D6x20 M.D., and so on. A full volley of 21 beams aimed at a single target does 4D6x100 M.D. (!) if it hits.
- ○ **RATE OF FIRE:** Each laser can fire once per melee, and can be combined in any volley combination of 3 or more lasers, up to 21 lasers. Volleys can be directed at different targets.
- ○ **PAYLOAD:** Unlimited.

3. **HEAVY MISSILE LAUNCHERS (12):** Megaroad-class vessels contain twelve missile launcher tubes for launching ICBM-like missiles during combat. Resembling torpedo launchers, six are mounted on each wing of the ship recessed into the hull and fire forward only. Like the heavy laser cannons, the missile launchers are intended to be used in defense against enemy warships.

- ○ **PRIMARY PURPOSE:** Defense
- ○ **SECONDARY PURPOSE:** Anti-Warship
- ○ **RANGE:** 3,000 miles (4,824 km)
- ○ **SPEED:** Mach 2+ (1340 mph/2140 kmph) in an atmosphere.
- ○ **DAMAGE:** 4D6x1000 M.D.
- ○ **BLAST RADIUS:** 3,000 feet (915 m)
- ○ **RATE OF FIRE:** Each launcher tube holds one missile and must be reloaded after firing. Reloading a launcher tube takes 1 minute (4 melee rounds). If loaded, all 12 tubes can fire at once for a volley of 12 nuclear missiles (!).
- ○ **PAYLOAD:** Megaroad ships carries 60 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however.
- ○ **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately

the same size as a [VF-11 Thunderbolt](). Variable fighters that require nuclear ordinance usually carry [RMS-1 Anti-Warship]() long range missiles.

4. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System became a standard defense system on board all UN Spacy starships, starting with the Megaroad colony ships. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within four seconds (2 melee rounds). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The Megaroad vessels carry two PPB systems as opposed to a single system on most UN Spacy vessels. If one group of four is disabled or destroyed (e.g. by deflecting a heavy particle beam) the other will continue to function.

The barriers are controlled by operators in the command tower of the ship. These operators are instructed to defend (1) the command tower, bridge, and sensor array, (2) any breaks or weaknesses in the front 2/3 of the ship around the city-colony, (3) main engines, and (4) hangar bays and weapon systems, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the carrier to the VF pilots and laser turrets.

- ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
- ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
- ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the carrier to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
    - ▪ **01-15:** Lucked out, system will be operational in 1D6 hours.
    - ▪ **16-30:** Minor damage, system will require 4D6 hours to repair.
    - ▪ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
    - ▪ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and

2D6 DAYS of work to replace.
- **61-75:** Major damage, system will require 2D6x10 hours to repair.
- **76-90:** Minor damage, system will require 4D6 hours to repair.
- **91-95:** Lucked out, system will be operational in 1D6 hours.
- **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SDF-2 Megaroad-01

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Megaroad colony vessels are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main energy system (in the rear 1/3 of the ship) can supply energy to it.
- **HIGHWAYS AND PUBLIC TRANSPORTATION:** The city-colony inside the Megaroad has an extensive series of roadways for quick transportation of supplies and troops throughout the area. The city also has an extensive public transportation system of buses and subway lines to help citizens get around. Usually only colony officials, maintenance/transport staff, and military personnel are allowed to own vehicles.
- **HOLOGRAPHIC PROJECTION SYSTEM:** The semi-transparent windows surrounding the city-colony contain a sophisticated holographic projection system which is used to generate images of terran skies over the windows. These images help to calm colonists and make them feel like they are living in a city on Earth and not on a ship voyaging through space. The holographic system is often used to divide time on the vessel into day and night segments. During the day the holographic system blocks the outside view and projects artificial sunlight over the city, and at night the system is turned off to provide an uninhibited view of the passing stars.
- **HYDROPONIC FOOD GARDENS:** The lower decks of the Megaroad vessels contain an extensive hydroponics facility for growing food to feed the colonists and crew. The techniques used to grow food onboard the colony are so effective that they can feed the 80,000 colonists and 7,696 troops onboard the Megaroad on an ongoing basis, making the colony self-sufficient.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the New Macross ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or

months to arrive.

- **LIFE SUPPORT SYSTEMS:** The Megaroad vessels have sufficient life support to provide breathable air and comfortable temperatures for up to 90,000 people for up to 30 years (air is recycled). In an emergency the life support system can support up to 120,000 people at one time, though living conditions onboard will get extremely cramped at that point. The colony also has enough water onboard to support the population for up to 15 years (with recycling). Food can also be supplied indefinitely to the crew provided that the hydroponic gardens onboard remain intact (see above). If these gardens fail for whatever reason the Megaroad has enough emergency rations onboard for approximately 2 weeks.

- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the Megaroad command tower can communicate with up to 1,000 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the command tower is equally as impressive as the communication system, and can track and identify up to 2,000 craft simultaneously. The radar system has a 1,000 mile/1,600 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the Megaroad is equipped with an ORTEC Heavy Duty Fold System Cluster, capable of propelling the colony ship through hyperspace at speeds up to 9.83x10^9 mps (1.57x10^10 kmps), or 1 light year per 10 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the battle carrier is equipped with ORTEC/Rolls Royce/Shinnakasu Impulse Drive Cluster engines that can propel the craft at speeds up to 0.16 speed of light (25,600 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 2.5 maximum due to hull stress.
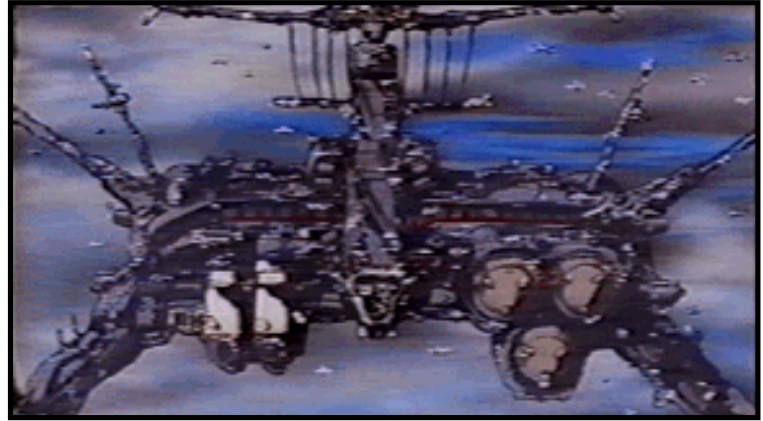
MECHA COMPLEMENT (STANDARD):

- **VF-4 Lightning III:** 300 (25 Squadrons) on active status. An additional 15 squadrons (180 planes) are stored in holding bays and can be readied within 2D6 hours. **NOTE:** After 2022 the VF-4 Lightning III fighters were phased out and replaced with **VF-11 Thunderbolt** variable fighters.
- **VF-14 Heavy Bombers:** 48 (4 Squadrons, one in reserve).
- **Shuttles and Support Craft:** 64

NOTE: The landing bays of the Megaroad vessels have enough room to hold an additional 6 squadrons (72 fighters) if necessary, though the bays would be extremely cramped at that point.

REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Starship Guide: **SDF-02 Megaroad-01 Entry**"
- *Macross Flashback 2012*
- *Macross 7* TV series

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

THE *NEW MACROSS* COLONY SHIPS

(Version 1.2 - Last modified: 07/25/98 20:05)

> *RPG Stats by* **DANIEL HENWOOD** (*dhenwood@hotmail.com*)
> *Background text by* **DAVE DEITRICH** (*deitrich@mcs.net*)
> *Background info provided by the* **MACROSS ONLINE COMPENDIUM**
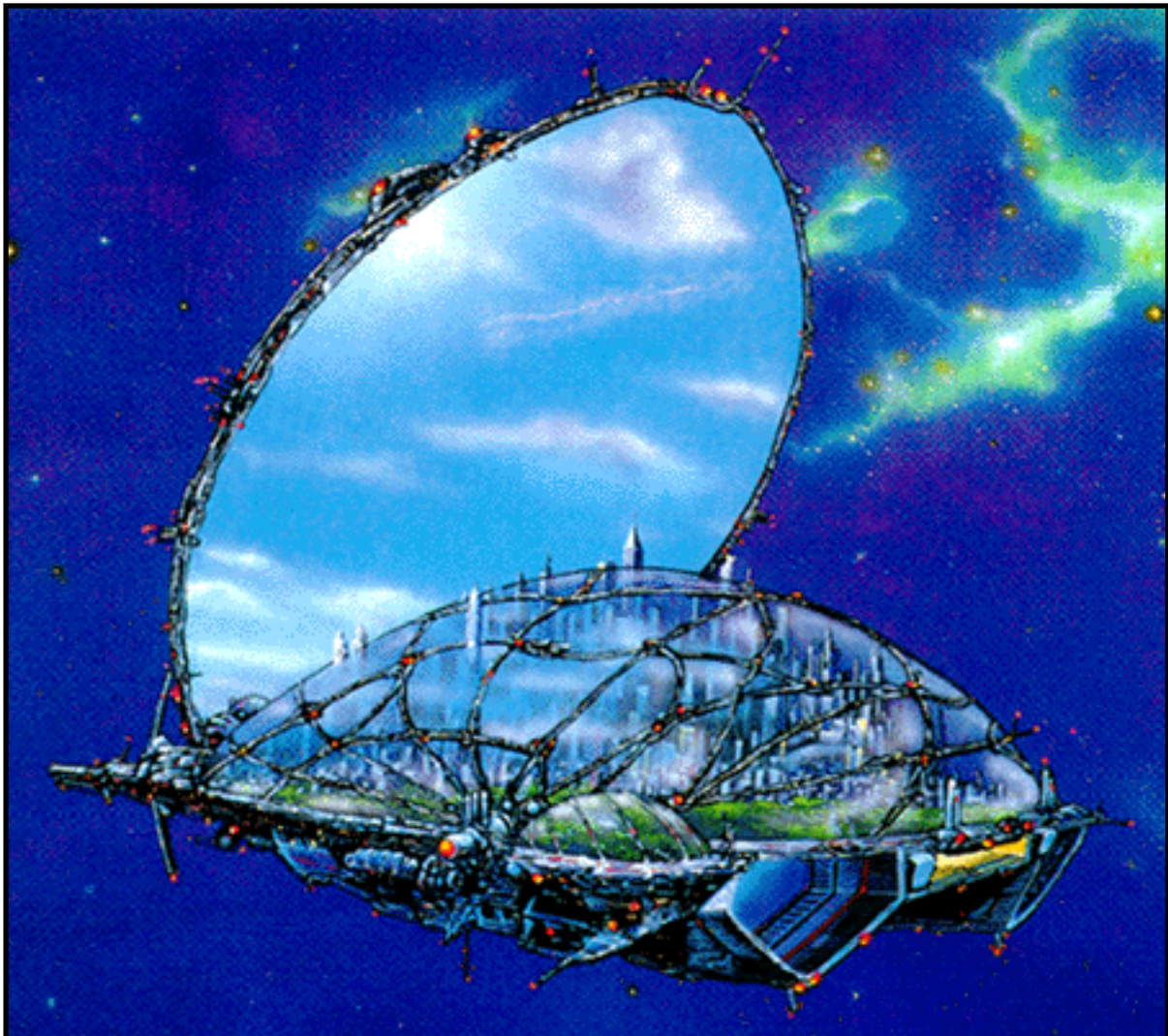
BACKGROUND

The *New Macross*-**Class Colony Ships** are the latest long-range exploration and colonization vessels being used by the UN Spacy to probe the far reaches of the galaxy. The first of these vessels, the *New Macross 01*, was launched from Earth in September 2030, and since then an average of one New Macross ship per year has been launched from the solar system or one of the older human colonies. The new colony ships have replaced the older **Megaroad-Class Colony Ships** that had been in service ever since the launch of the *SDF-2 Megaroad-01* in June 2012.

The New Macross ships represent a fundamental redesign and redevelopment of the UN Spacy's colonization strategy. The new vessels are designed to be the flagships of colonization fleets carrying well over 1 million civilian settlers. The colony portion of the New Macross vessels (usually called the **"City"** part) alone can carry over 350,000 people, a vast improvement over the 80,000-colonist capacity of the Megaroad vessels. In addition the City block provides much better protection for the civilians than earlier ships did. The semi-transparent dome covering the city can be enclosed by a heavy projection shield that completely protects the colony from attacks (except for external areas, see below). When not in danger, the shield can be lifted off the dome to provide colonists with an awe-inspiring view of the stars. The raising and lowering of the shield gives the impression of a giant clam opening and closing its shell, which has led to ships of this class being nicknamed "clamshell ships" and "clamshell colonies".

The New Macross vessels are also intended to serve as the flagship for the colonization fleet's military escort forces. Unlike previous colony ships the New Macross vessels are actually two starships in one. The front part of the ship is a military Battle Carrier which can separate from the colony part and engage in battle separately when necessary. The carrier (usually called the **"Battle"** section) can carry over 350 variable fighters at maximum capacity and contains sophisticated communication and radar systems which allows it to effectively coordinate the fighter wings and escort ships in battle. In addition the battle section is transformable (has two modes of operation, **Cruiser** and **Attack** mode) and is armed with an impressive array of anti-warship weaponry, including missile launchers, rail guns, and a heavy particle beam cannon modeled after the original Macross Cannon on the *SDF-01 Macross*. The Macross Cannon is of particular interest, as it is a self-contained spaceship that can be released from the New

NEW MACROSS 07 FLIGHT DECK

Macross battle section and maneuvered and fired under its own power if necessary. The performance of the New Macross battle sections has been so impressive that the UN Spacy has constructed a few of the battle carriers individually (without the city sections) to serve as command ships for all-military space fleets.
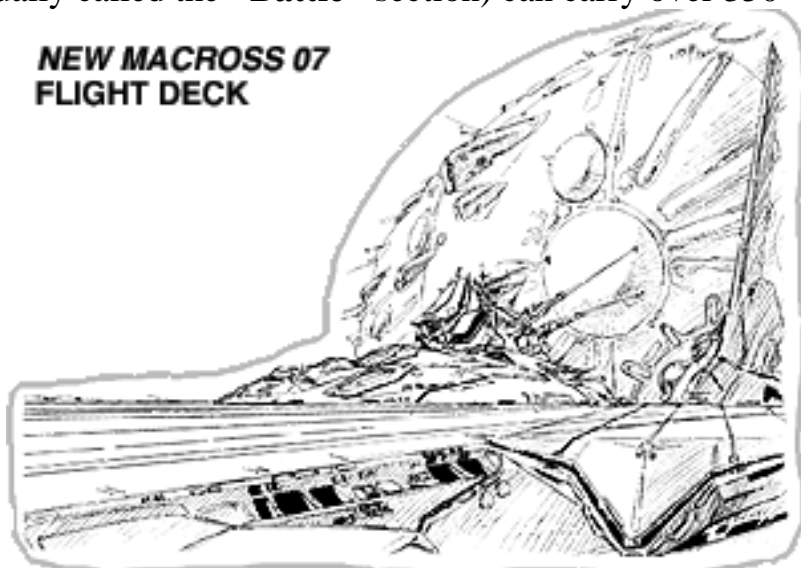
The interiors of the New Macross city sections contain large metropolitan areas that are over 50 square kilometers in size. These cities are usually extremely clean and well kept, and feature many parks and public areas for use by citizens. Most colony residents enjoy a high standard of living, which helps to offset the boredom of long-distance space travel. The only exceptions to this rule are residents living in the external habitation modules of the city section. Each city ship can have up to 5 external living areas attached to the main hull. These areas are not protected by the projection shield and are therefore much more vulnerable to attack. Usually these areas are used for agriculture or additional parks, but occasionally they are used to house additional settlers who are added to the mission at the last minute. These areas usually become havens for "second-class citizens" and can resemble the slums of most major cities.

Previous colonization fleets usually consisted of one Megaroad ship and a modest escort fleet. However, when a New Macross ship is launched it is accompanied by a fleet of special-purpose colony ships that make up a self-supporting community in space, allowing the ships to operate for years without contact from home. (current estimates are that a New Macross colony fleet can operate for up to 30 years without resupply.) The accompanying colony fleet usually includes at least one of each of the following ships; **Three Star**-class mobile factory ships, **Riviera**-class (and/or **Mark Twain**-class) resort ships, **Hollywood**-class amusement ships, **Einstien**-class research ships, **Beginhill**-class military training vessels, and **Sunflower**-class agriculture ships. These ships are in addition to a moderately large military escort fleet made up mostly of **Uraga**-class variable fighter carriers, **Maizuru**-class cruisers, and **Stealth Frigate** escorts.

To date 14 New Macross colony fleets have been launched since 2030. So far only two of these fleets have met with significant problems or resistance. The *New Macross 05* and *New Macross 07* colony fleets encountered the Varuta forces and Protodeviln beings while exploring near the center of the galaxy, leading to the **UN Spacy/Varuta War** of 2045-2046. The *Macross 05* fleet was destroyed shortly after landing on the planet Rax in 2045, and the *Macross 07* fleet suffered heavy damage including the loss of the *Battle 07* carrier on the home planet of the Protodeviln during the final battle of the war. Fortunately none of the other New Macross fleets have encountered similar problems yet, but no one really knows what dangers are still waiting in the unexplored parts of the galaxy the ships are heading into.

GM'S NOTE: The interior colony section for every New Macross vessel is designed differently to form unique cities in space. If you plan to use a New Macross ship as the focus of a Macross 7 campaign then I highly recommend at least mapping out the city interior, as the characters will probably be spending most of their free time (and possibly a lot of their duty time) inside the city. One easy way to do this is to take a detailed map of the city of your choice and draw an oval 5 km long by 3.5 km wide around the downtown city section.

MACROSS 7
COLONY SHIP

BATTLE 7
(1.4 km)

CITY 7
CONNECTOR
(0.8 km)

CITY 7
(5.0 km)
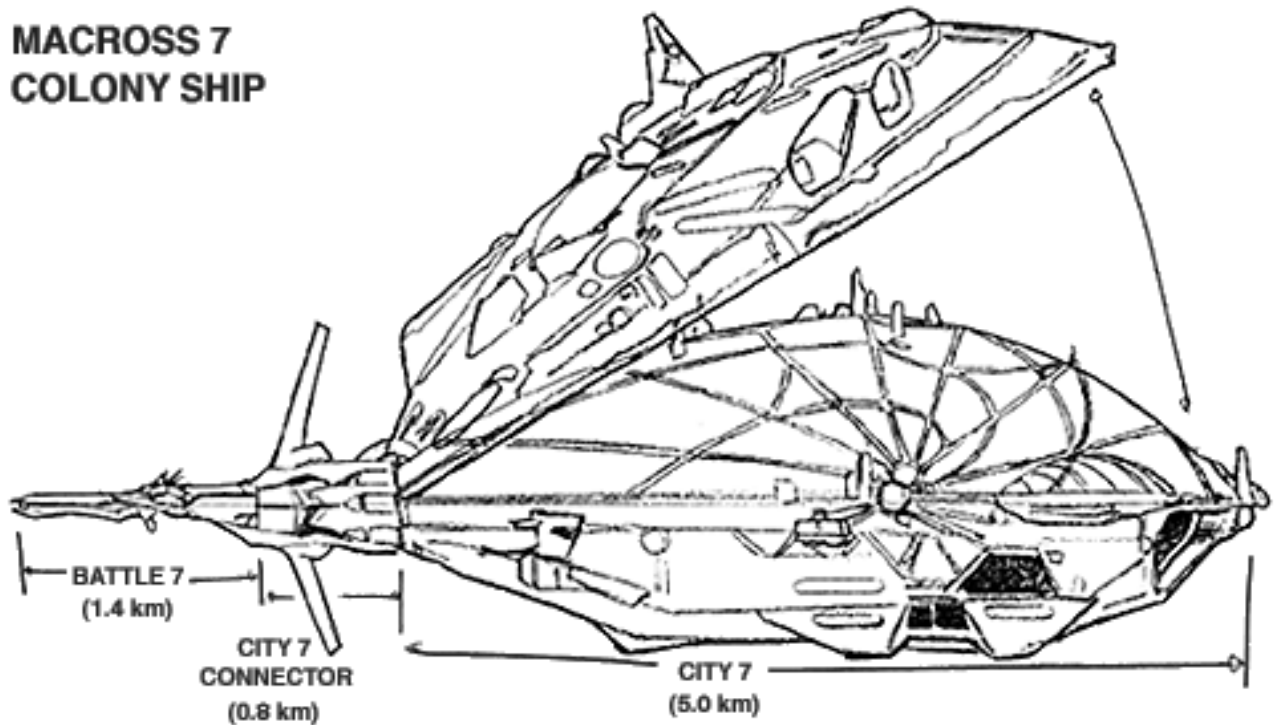
RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Emigration Ship/Space Attack Carrier
Class: New Macross Class
Manufacturer: ORTEC Company/Three Star Heavy Industries/UN Spacy
Crew:

Battle Section (2,000 total)
    Command Tower: 74
    Main Ship: 1,226
    VF Pilots: 240 + 100 reserve
    Troops: 360
City Section (360,520 total)
    Crew: 10,520
    Civilian Colonists: 350,000

Notable Ships of Class:
    New Macross 05 (launched 2036, destroyed 2045 by Varuta forces)
    New Macross 07 (launched 2038, battle section destroyed 2046 by Protodeviln Gepruniti)

BATTLE 7 CRUISER MODE
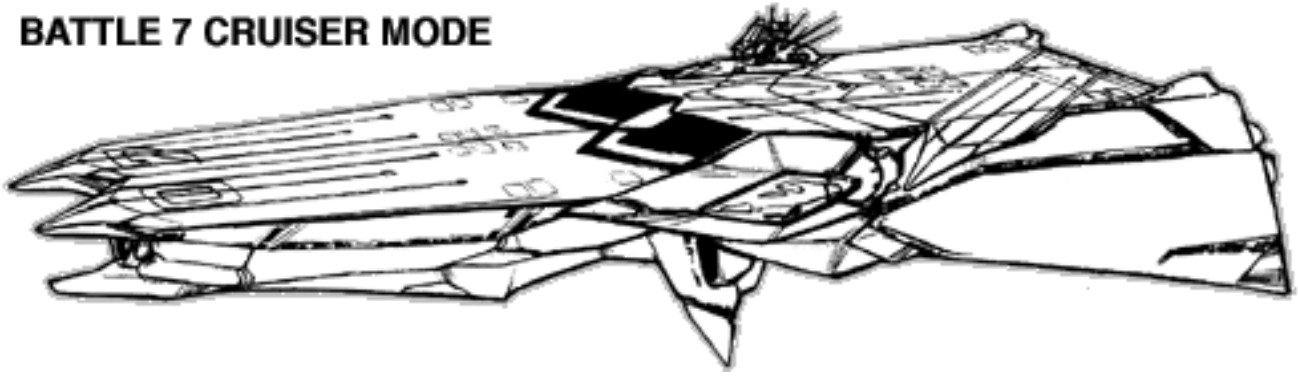
BATTLE SECTION STATS

MDC BY LOCATION:

```
(1) Main Body                                    50,000
    Arms (2)                                      25,000 each
    Flight Decks/Arm Shields (2)                  10,000 each
(2) Main Engines/Leg Units (2)                    25,000 each

(3) Command Tower                                 10,000
(3) Sensor Array (Top of Command Tower)            2,000

(2) Secondary Thrusters (2)                        5,000 each
    Small Guidance Thrusters (40)                    400 each

    Gunship/Main Gun (1)                          20,000
    Rail Cannons (4)                               2,500 each

    Airlocks/Access Hatches (70)                     200 each
    Outer Hull (per 40ft area)                       150
    Interior walls (per 20ft)                         20

(4) Pin Point Barriers (4)                         5,000 each
```

NOTES:

1. Depleting the MDC of the main body will put the Battle Carrier out of commission. All internal systems will shut down, including life support and internal gravity. The ship itself will be an unsalvageable floating wreck.

2. Depleting the MDC of the main engines will force the ship to rely on its secondary engines. Depleting the MDC of the main engines AND secondary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).

3. Destroying the command tower will instantly kill the command staff and deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities of the secondary systems are equal to that of a VF-11 Thunderbolt. The ship can still operate, but is at -3 on initiative, -3 to strike, and number of attacks per melee of the weapon systems are reduced by half. Destroying the main sensory array on top of the command tower will have the same effect, but the command staff will not be killed instantly.

4. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.

BATTLE 7
IN ATTACK MODE
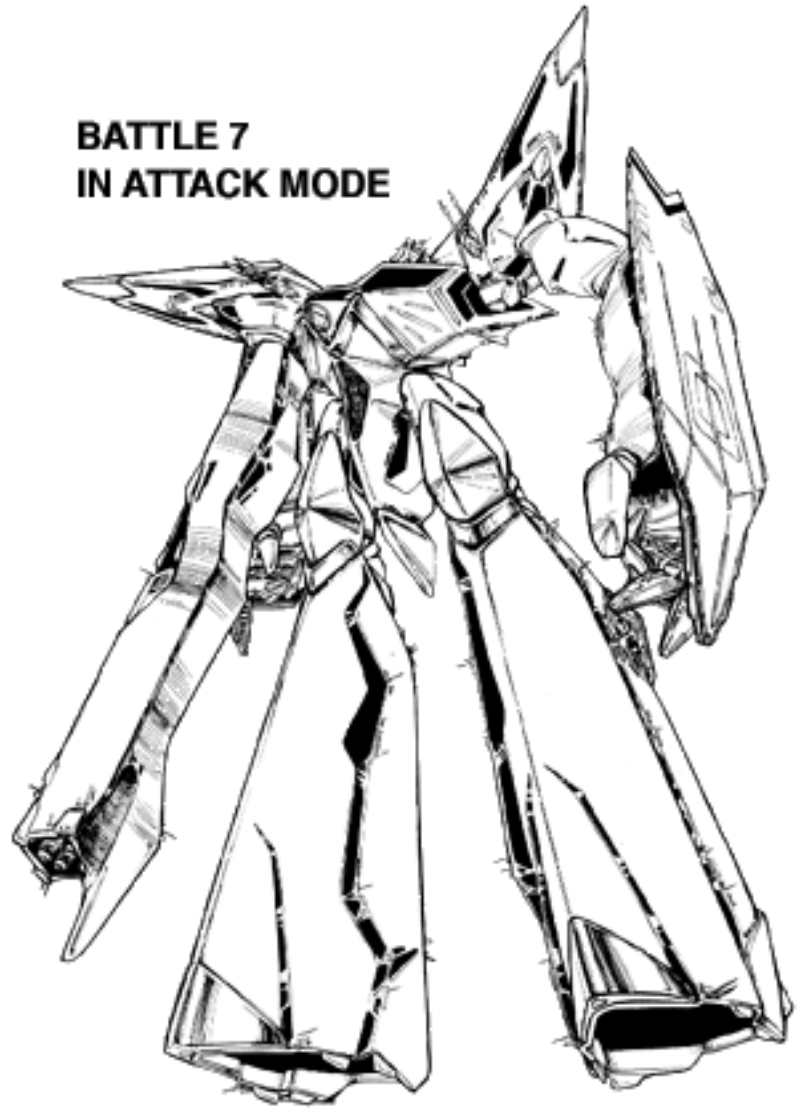
SPEEDS:

Speed(sublight): 0.20 speed of light (32,000 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
    Can land if necessary but not designed to maneuver in an atmosphere.
Maximum Range: Unlimited (estimated 30 year life span)

STATISTICAL DATA:

Length (cruiser mode): 4,983 ft (1,510 m)
Length (command tower only): 610 ft (185 m)
Height (attack mode): 3,861 ft (1,170 m)
Weight: 6,250,000 tons (empty) / 7,700,000 tons (standard)

Fold System:
　　ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster
Sublight Drive:
　　ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engine:
　　Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Cluster
Radar System: Stealth Aegis Pod

WEAPON SYSTEMS:

1. **MACROSS CANNON MAIN GUN/GUNSHIP:** The most powerful weapon on the New Macross-class battle carriers is the Macross Cannon, which is basically the same heavy particle beam cannon used by the original *SDF-01 Macross* in the war against the Zentraedi. The cannon can fire a beam up to 120,000 miles (192,000 km) long and 2 miles (3.2 km) wide that essentially destroys EVERYTHING in its path. The disadvantage of the weapon is the tremendous power it consumes. Even when connected to the battle carrier's powerful engines the cannon takes a full 5 MINUTES (20 melee rounds) to recharge between shots.

Unlike in previous ship designs, the New Macross battle carrier's cannon is contained in a completely separate starship unit from the rest of the vessel. This allows a better range of motion and more accurate firing in battle mode, as well as the ability to completely eject the cannon in the event of an overload or serious malfunction. The cannon unit is commonly referred to as the **"Gunship"**, and even contains separate power systems, engines, and life support systems that allow it to function as an independent spaceship if necessary. The gunship can carry a crew of four (pilot, copilot, engineer, and communications expert) but is usually piloted by remote control when necessary. The gunship does not have sublight or fold capacity and cannot fly in an atmosphere.

- ❍ **PRIMARY PURPOSE:** Heavy Assault
- ❍ **SECONDARY PURPOSE:** Anti-Warship
- ❍ **RANGE:** 60,000 feet (96,000 m) in an atmosphere. Double in space.
- ❍ **DAMAGE:** Destroys EVERYTHING in its path, regardless of MDC and movement. The only way to avoid obliteration is to avoid being in the path of the beam! If used against a planet, the beam causes 3D6x1,000,000 MD (!), leaving only a radioactive crater 2D6x10 miles long and 3D6x100 feet deep. The resulting shockwave will also cause substantial damage to surrounding terrain for an additional 1D6x10 miles from the edge of the crater. (**Note:** A sufficiently strong force field can deflect/absorb the beam if necessary. Examples of such fields include multiple pinpoint barrier shields layered on top of each other and barriers generated by stronger Protodeviln beings. A force field must have AT LEAST

20,000 MDC capacity before it can resist a heavy particle beam of this magnitude.)
- ○ **RATE OF FIRE:** Once per 5 minutes (20 melees) if connected to the New Macross battle carrier. If separated, the gunship contains generators that can recharge the cannon in 1 hour (240 melees).
- ○ **PAYLOAD:** Effectively Unlimited.
- ○ **NOTE:** The Macross Cannon Gunship is a fully functional starship that can support 4 crew and up to 4 passengers and propel itself through space at thrust equivalent to 1500 mph/2400 kmph. However the gunship cannot maneuver in an atmosphere and does not have any facilities on board for carrying variable fighters or shuttles.

2. **RAIL CANNONS:** As a secondary weapon system the New Macross battle carriers carry four large-caliber rail guns, two on each shoulder/side of the ship. These cannons are similar to those on the original SDF-01 Macross (though much more modern) and use magnetic accelerator technology to propel metal slugs at incredible velocities towards a target. The slugs fired by the cannons are much larger and much more accurate than previous rail guns, though the rate of fire of the cannons is slower than earlier versions due to the slug's size.
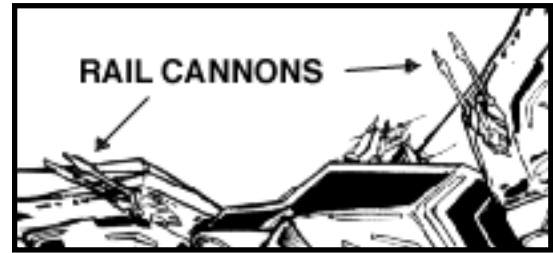
- ○ **PRIMARY PURPOSE:** Defense
- ○ **SECONDARY PURPOSE:** Anti-Warship
- ○ **RANGE:** 24 miles (38.4 km) in an atmosphere. Double in space.
- ○ **DAMAGE:** 1D4x1000 M.D. per slug. Usually fired in pairs.
- ○ **RATE OF FIRE:** Each rail cannon can fire up to 4 times per melee. The guns can be combined into any volley combination, though they are usually fired in pairs.
- ○ **PAYLOAD:** 500 per cannon. Additional slugs are contained onboard but must be loaded into the guns ammo containers (requires 1D4 hours).

3. **HEAVY MISSILE LAUNCHERS (8):** The New Macross battle carriers contain eight missile launcher tubes for launching ICBM-like missiles during combat. Resembling torpedo launchers, four are mounted on each side of the ship recessed into the hall and fire forward only. In Attack mode these launchers are located in the shoulders of the ship near the rail guns. The launchers contain long-range nuclear missiles and are usually used only during assaults and heavy combat. The *New Macross 07* used these launchers in combat against greater Protodeviln during one battle of the Varuta war. Unfortunately the missiles proved ineffective against the Protodeviln's incredible regenerative capabilities.

- ○ **PRIMARY PURPOSE:** Heavy Assault
- ○ **SECONDARY PURPOSE:** Anti-Warship
- ○ **RANGE:** 3,000 miles (4824 km)
- ○ **SPEED:** Mach 2+ (1340 mph/2140 kmph) in an atmosphere.
- ○ **DAMAGE:** 4D6x1000 M.D.
- ○ **BLAST RADIUS:** 3,000 feet (915 m)

- ❍ **RATE OF FIRE:** Each launcher tube holds one missile and must be reloaded after firing. Reloading a launcher tube takes 1 minute (4 melee rounds). If loaded, all 8 tubes can fire at once for a volley of 8 nuclear missiles (!).
- ❍ **PAYLOAD:** A typical battle carrier carries 40 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however.
- ❍ **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately the same size as a VF-11 Thunderbolt. Variable fighters that require nuclear ordinance usually carry RMS-1 Anti-Warship long range missiles.

4. **RETRACTABLE LASER TURRETS (30):** For anti-aircraft/anti-mecha defense the New Macross battle carriers are armed with 30 automated laser turrets that retract into the cruiser's hull when not in use. These short-range lasers can also do moderate damage against smaller enemy spacecraft if they get too close. The lasers are located at key points along the spacecraft's hull. At most 6 lasers can be directed against a single target at any time.

- ❍ **PRIMARY PURPOSE:** Anti-Missile
- ❍ **SECONDARY PURPOSE:** Anti-Aircraft
- ❍ **RANGE:** 30 miles (48.2 km) in an atmosphere. Double in space.
- ❍ **DAMAGE:** 1D6x20 M.D. per shot
- ❍ **RATE OF FIRE:** Equal to the controller's number of hand-to-hand attacks. If set on automatic each laser turret can fire up to 4 shots per round.
- ❍ **PAYLOAD:** Unlimited.
- ❍ **NOTE:** The lasers can be set on automatic during combat, during which time they have a +3 to strike due to their advanced tracking systems. The lasers tracking systems will target incoming missiles first and attacking mecha/aircraft second.

5. **MEDIUM MISSILE LAUNCHERS (12):** In addition to the laser turrets, the battle carriers are armed with twelve medium missile launchers for additional anti-mecha defense. Each launcher contains 10 missile tubes allowing volleys of up to 10 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 10 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

- ❍ **PRIMARY PURPOSE:** Anti-Aircraft
- ❍ **SECONDARY PURPOSE:** Anti-Warship
- ❍ **MISSILE TYPES:** Any type of UN Spacy Medium Range Missile can be used. Smart

missiles are commonly used to avoid hitting friendly aircraft.

- ❍ **RANGE:** Varies, typically 60 miles (80.4 km).
- ❍ **SPEED:** Varies, typically 1600mph (2571kmph).
- ❍ **DAMAGE:** Varies, typically 2D4x10 M.D.
- ❍ **BLAST RADIUS:** Varies, typically 15 feet.
- ❍ **RATE OF FIRE:** Volleys of 2, 4, 6, 8, or 10 missiles per launcher.
- ❍ **PAYLOAD:** Each launcher holds 8 missiles. Once the missiles are expended the launcher is reloaded within 1 round via an automated system. The reload system holds 50 missiles per launcher.

6. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships, including the New Macross battle carriers. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within four seconds (2 melee rounds). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command tower, bridge, and sensor array, (2) main engines, (3) hangar bays, and (4) weapon systems, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the carrier to the VF pilots.

- ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
- ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
- ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the carrier to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.

- **01-15:** Lucked out, system will be operational in 1D6 hours.
- **16-30:** Minor damage, system will require 4D6 hours to repair.
- **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
- **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
- **61-75:** Major damage, system will require 2D6x10 hours to repair.
- **76-90:** Minor damage, system will require 4D6 hours to repair.
- **91-95:** Lucked out, system will be operational in 1D6 hours.
- **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

BATTLE 7 TRANSFORMATION SEQUENCE

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The New Macross battle carriers are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the New Macross ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The battle carriers have sufficient life support to provide breathable air and comfortable temperatures for 2,000 people for up to 30 years (air is recycled). In an emergency the life support system can support up to 10,000 people at one time, though

living conditions onboard will get extremely cramped at that point. The carrier also holds sufficient food and water to support 2,000 people for up to 6 months.

- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the battle carrier can communicate with up to 1,000 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the battle carrier is equally as impressive as the communication system, and can track and identify up to 2,000 craft simultaneously. The radar system has a 2,000 mile/3,200 km range.

BATTLE 7 COMMAND TOWER

- **SPACE FOLD SYSTEM:** For FTL propulsion, the battle carrier is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28x10^10 mps (5.25x10^10 kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the battle carrier is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.20 speed of light (32,000 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 3 maximum due to hull stress.
- **SUBSPACE MASS SENSORS:** The New Macross battle carriers are equipped with subspace sensors, which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most variable fighters).

MECHA COMPLEMENT (STANDARD):

- **VF-11C Thunderbolt:** 300 (25 Squadrons) on active status. An additional 5 squadrons (60 Thunderbolts) are stored in holding bays and can be readied within 2D6 hours.
- **VF-17 Nightmare:** 3-6 (3 Active, 0-3 Reserve)
- **VF-19 Excalibur:** 3
- **Conserax Probe Modules:** 20

NOTE: The New Macross battle carriers have enough room to hold an additional 4 squadrons (48 fighters) if necessary, though the landing bays would be extremely cramped at that point.

**NEW MACROSS 07
COLONY SECTION
("CITY 7")**

COMMAND TOWER

PROJECTILE SHIELD
W/HOLOGRAPHIC PROJECTOR

MAYORAL TOWER

CITY DOME

CONNECTION JOINT
/ENGINEERING

ACSHIO AREA

EVENT SUBDOME

MAIN ENGINES
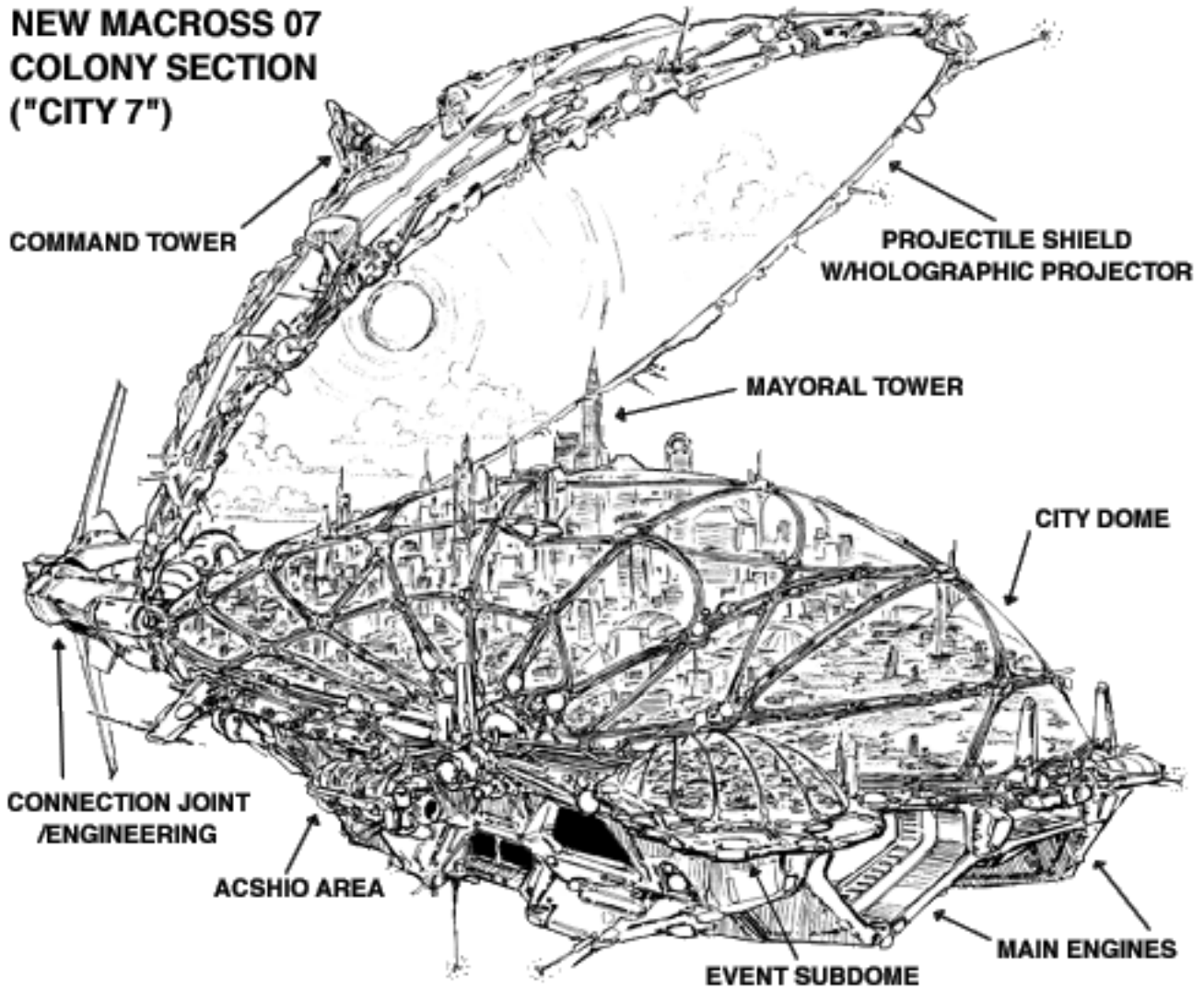
COLONY SHIP (CITY) SECTION STATS

MDC BY LOCATION:

```
(1) Main Body (Bottom Shell)                      250,000
    Projectile Shield (Top Shell)                 250,000
    Projectile Shield (Per 40 ft area)                500
(2) City Dome                                      50,000
(2) City Dome (Per 40 ft area)                        100
(3) Top Shell hinge joint                          20,000
    Command Tower                                  25,000
    Connection Joint/Engineering Section           40,000

(4) Main Engines/Power Plant (2)                   80,000 each
(4) Auxiliary Engines (4)                          10,000 each
```

```
(5) Akusho Garden (Acshio Area)                          5,000
(5) Event Subdome                                       25,000
(6) Outer Shell Mayoral Tower                           15,000
(6) Outer Shell Mayoral Tower (Per 20 ft area)             250

(7) Pin Point Barriers (8)                               5,000 each
```

NOTES:

1. Depleting the MDC of the main body will essentially destroy the City section. All internal systems will shut down, including life support and internal gravity. The colony ship itself will be an unsalvageable floating wreck, and any surviving colonists must be rescued quickly or will die from asphyxiation as the remaining atmosphere drains into space.
2. In "Shell Down" mode, the semi-transparent city dome is completely covered by the projectile shield. Therefore in order to attack the city dome in this mode the projectile shield must be penetrated or destroyed first. If the City Dome is destroyed while in space (2D4x10) percent of the colonists inside will be instantly killed due to explosive decompression.
3. If the hinge joint for the top shell is destroyed it will float away from the main spacecraft (assuming the colony ship is in space). The city dome will take 1D6x1000 MD as the top shell scrapes across its surface. If the hinge joint is destroyed in an atmosphere while the top shell is open it will come crashing down, doing 2D6x1000 damage to the city dome. Either way, the effects of the shock waves on the city inside will be catastrophic.

ACHISHO AREA

4. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting the MDC of the main engines AND auxiliary engines will leave the colony ship adrift in space. If in an atmosphere, the colony will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
5. The Acshio Area and Event Subdome are not protected by the projectile shield, even in "Shell Down" mode. **Note:** The Acshio Area is unique to the *Macross 07*, though other New Macross colony ships may have similar attachments.
6. In "Shell Down" mode, the mayoral tower is protected and contained within the command tower on top of the projectile shield. Therefore in order to attack the mayoral tower in this mode the command tower must be penetrated/destroyed first.
7. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.
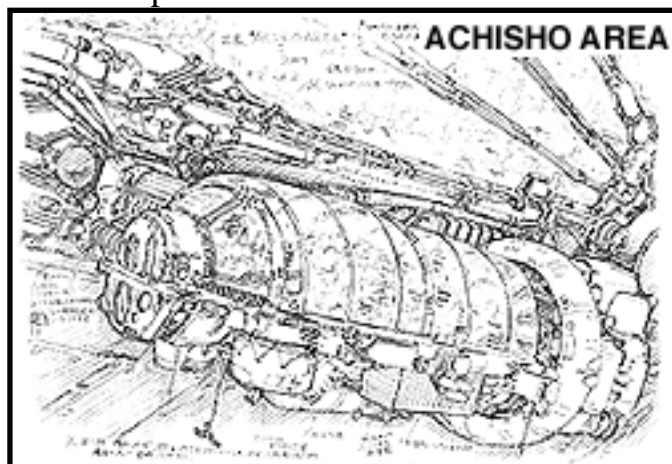
SPEEDS:

Speed(sublight): 0.20 speed of light (32,000 miles per second)
Speed(Auxiliary Drives): Mach 1
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
> Can land if necessary but not designed to maneuver in an atmosphere.

Maximum Range: Unlimited (estimated 30 year life span)

STATISTICAL DATA:

Length (city section): 16,500 ft (5,000 m)
Length (connector/engineering section): 2,640 ft (800 m)
Length (Acshio external island): 990 ft (300 m)
Length (overall): 19,140 ft (5,800 m)
Weight: Approximately 7,777,770,000 tons standard

Power System:
> ORTEC/General Galaxy Main Reactor(700,000,000 kilowatts per hour)

Fold System:
> ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster

Sublight Drive:
> ORTEC/Centinel Impulse Drive Cluster

Gravity Control System: Internal
Auxiliary Engine:
> Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Cluster

DEFENSE SYSTEMS:

1. **PINPOINT BARRIER DEFENSE SYSTEM:** See the [Pinpoint Barrier Defense System](#) entry above for full details. The New Macross city section has two PPB systems as opposed to a single system on the battle carrier. If one group of four is disabled or destroyed (e.g. by deflecting a heavy particle beam) the other will continue to function. The operators of the barriers are instructed to defend (1) any breaks or weaknesses in the projectile shield and/or city dome, (2) the command tower and mayoral tower, (3) the main engines, and (4) the engineering section/battle carrier docking section, in that order.

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The New Macross colony sections are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.

- **EXTERNAL ENVIRONMENT MODULES:** The New Macross colonies can have up to 6 external domes connected to them which provide additional space for people and supplies. The disadvantage of these domes is that they are not protected by the city's projectile shield, even when the shield is fully closed. Most of the time these domes are used for parks and/or agriculture, though they are sometimes used to hold extra settlers. Such external habitats usually become run-down quickly as they are not patrolled and maintained as frequently as the internal city is.
- **HIGHWAYS AND PUBLIC TRANSPORTATION:** The New Macross city has an extensive series of roadways and highways, though ownership of cars is usually restricted to public officials and maintenance/transport staff. The city also has an extensive public transportation system of buses and subway lines to help citizens get around the city. There is a main highway and subway line that completely circles the outer rim of the ship, allowing people and supplies to bypass the city and get from one end of the craft to the other in a matter of minutes.
- **HOLOGRAPHIC PROJECTION SYSTEM:** The city dome and the interior of the projectile shield both contain sophisticated holographic projection system which are used to generate images of terran skies. These images help to calm colonists and make them feel like they are living in a city on Earth and not on a ship voyaging through space. The holographic system is often used to divide time on the vessel into day and night segments. During the day the holographic system blocks the outside view and projects artificial sunlight over the city, and at night the system is turned off to provide an uninhibited view of the passing stars.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the New Macross ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.

CITY 7
CONNECTOR/
ENGINEERING
SECTION

- **LIFE SUPPORT SYSTEMS:** The city sections have sufficient life support to provide breathable air and comfortable temperatures for 400,000 people for up to 30 years (air is recycled). In an emergency the life support system can support up to 1,000,000 people for a short time. The colony also has enough water onboard to support the population for up to 10 years (with recycling) but only has enough food for approximately 2 weeks. This makes it extremely important for a New Macross fleet to have at least one Sunflower agriculture ship accompany it to provide a steady source of food for the colonists.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The city section has modest communications facilities that can communicate with up to 250 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the city section is also modest compared to that of the New Macross battle carrier. The system can track and identify up to 500 craft simultaneously
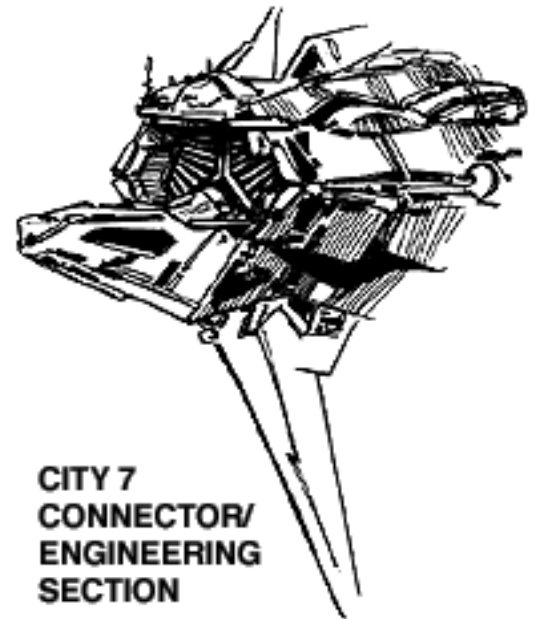
and has a 200 mile/320 km range.

- **PARKS AND GARDENS:** In order to give the ships a more "organic" feel, New Macross cities contain several large parks, gardens, and forest areas which contain many species of fauna and flora from Earth and other major colonies. These parks are sometimes very large and thick and sometimes can be used to hide from colony officials. During the UN Spacy/Varuta war Varuta troops used the forests of the *New Macross 07* to hide several [FZ-109 Elgerzorene](#) fighters that had entered the colony during a firefight from Macross 7 military and security forces.

- **SPACE FOLD SYSTEM:** For FTL propulsion, the colony block is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft. The fold drive is powerful enough to propel both the battle carrier and city block through hyperspace when they are connected.

- **SUBLIGHT ENGINES:** As a backup to the Fold System, the city section is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.20 speed of light (32,000 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 1 maximum due to hull stress. As with the fold drives, the engines are powerful enough to propel the craft when battle carrier is attached.

- **SUBSPACE MASS SENSORS:** Like the battle carriers, the New Macross colony vessels are equipped with subspace sensors for early warning of approaching objects and navigation at sublight speeds. These sensors can almost instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier which are above 60,000 kg in mass (which means that the sensors usually cannot detect objects as small as variable fighters). Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and are usually used for tracking purposes only.

MECHA COMPLEMENT (STANDARD):

NONE! However, the landing bays in the New Macross colony ships have enough room and resources to adequately support up to 3 squadrons (36 fighters) of VFs if necessary.

**NEW MACROSS 07
LONG RANGE COLONY SHIP**
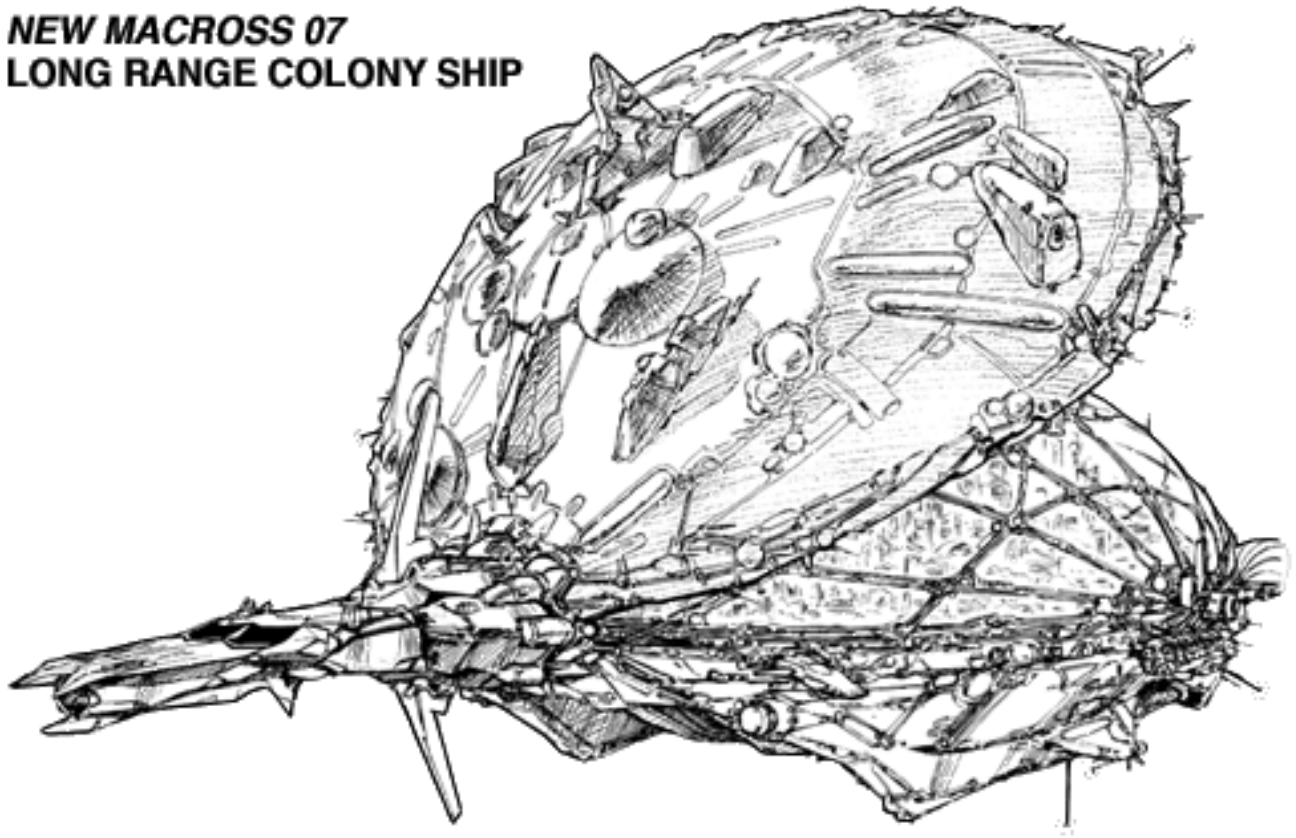
REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Starship Guide: New Macross 07 Entry"
- *Macross 7* TV series

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

ARK ROYAL-CLASS ESCORT BATTLE CARRIERS

(Version 0.8 - Last modified: 07/25/98 20:06)

*RPG Stats by **DANIEL HENWOOD** (dhenwood@hotmail.com)*
*Background text by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

CV-404 URAGA
ARK ROYAL-CLASS ESCORT BATTLE CARRIER
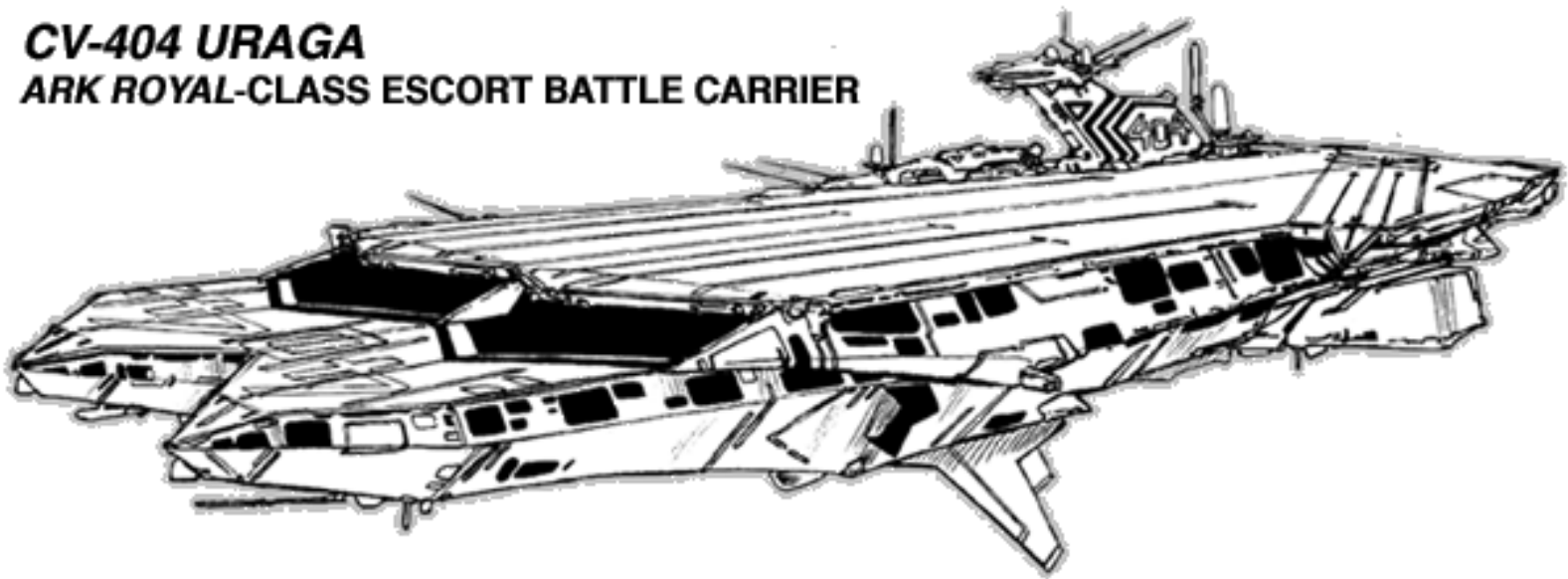
BACKGROUND

The aircraft carrier has been the dominant symbol of naval power since the Second World War. A carrier could transport fighters armed with torpedoes, bombs, missiles, or nuclear weapons that could sink entire fleets of battleships before they could approach close enough to become a threat. These rules of combat have remained true even in the 21st century where space has become the new naval battlefield. The Variable Fighter (VF) is the most versatile weapon in the UN Spacy's arsenal. However, in order to use

VFs to maximum effect a mobile base of operations that can support, re-arm, and repair them during combat is necessary. The ***Ark Royal*-class Battle Carrier** is one of the latest spacecraft designs produced to fulfill this role.

Ark Royal Battle Carriers form the backbone of the UN Spacy's military forces. They can quickly carry almost 400 VFs along with their pilots, support crews, supplies, and weaponry to anywhere they are needed in Unity Government space and beyond. Unlike their sister ships, the [New Macross-class Battle Carriers](#), the *Ark Royals* are not transformable and are thus far less costly to build and operate. On the other hand, Ark Royals are not designed for heavy ship-to-ship combat and are more heavily reliant on their fighter squadrons for protection. Like the New Macross carriers, Ark Royal carriers often act as flagships for UN Spacy task forces. Their advanced sensors and communications gear allows their commanders to coordinate fighter squadrons and ships over large distances in carefully orchestrated attacks. The carriers are also common sights among UN Spacy colonization fleets, but here there role is somewhat different. Ark Royal carriers are often put in command of large civilian colonization vessels, and the ships are physically mated to the colony vessels where they form the command and control centers for the ships. This arrangement is particularly beneficial as it provides the civilian vessels with a dedicated defense force of VFs, and provides the crew of the carrier with luxuries and entertainment that they normally do not have access to in an all-military fleet. Colony ships designed to mate with Ark Royal carriers include [*Riviera* resort vessels](#), [*Hollywood* entertainment vessels](#), *Beginhill* training vessels, and *Einstien* research vessels.

Ark Royal Battle Carriers were first launched in 2031 have been part of the UN Spacy's fleet for over 15 years, and there are no plans to retire the design any time in the future. Although not as powerful as the *New Macross* carriers, they are far more cost effective to produce and operate. 75% of UN Spacy fleets are commanded by Ark Royal carriers, and ALL currently active colony fleets have 4-8 battle carriers as part of their forces.

RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Variable Fighter Command Carrier
Class: Ark Royal Class
Manufacturer: ORTEC Company/Three Star Heavy Industries/UN Spacy

Crew: 2,063 total
      Command Tower: 62
      Main Ship: 1,300
      VF Pilots: 350 + 50 reserve
      Troops: 250

Notable Ships of Class:
      CV-404 Uraga (launched 2036 as part of the [*Macross 07*](#) colony fleet, destroyed 2046 by

Protodeviln)
CV-406 Branpton (launched 2036 as part of the *Macross 07* colony fleet)
CV-412 [#####] (launched 2036 as part of the *Macross 07* colony fleet)
CV-417 [#####] (launched 2036 as part of the *Macross 07* colony fleet)

MDC BY LOCATION:

```
(1) Main Body                               40,000
(2) Command Tower                            8,000
(2) Sensor Array (behind Command Tower)        800
(3) Foredeck                                12,000
(3) Flight decks (2)                         8,000 each

(4) Main engines (2)                         8,000 each
(4) Secondary Engines (2)                    2,500 each
(4) Small Guidance thrusters (36)              200 each

    Main Anti-Warship Missile Launchers (6)    400 each
    Medium Range Missile Launchers (12)        200 each
    Retractable Laser Turrets (24)             300 each

    Small Airlocks/Access Hatches (100)        250 each
    Large Airlocks (20)                        500 each
    Outer Hull (per 40ft area)                 120
    Interior walls (per 20ft)                   20

(5) Pin Point Barriers (4)                   5,000 each
```

NOTES:

1. Depleting the MDC of the main body will put the Carrier out of commission. All internal systems will shut down, including life support and internal gravity. The ship itself will be an unsalvageable floating wreck.
2. Destroying the command tower will instantly kill the command staff and deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities of the secondary systems are equal to that of a VF-11 Thunderbolt. The ship can still operate, but is at -3 on initiative, -3 to strike, and number of attacks per melee of the weapon systems are reduced by half. Destroying the main sensory array behind the command tower will have the same effect, but the command staff will not be killed instantly.
3. Destroying the foredeck or the flight decks will greatly impair the carrier's ability to deploy and recover aircraft. Under normal operations the carrier can launch or recover up to 12 VFs per turn. If the foredeck is destroyed this number drops to 6, and each flight deck destroyed reduces this number by 3. If both the foredeck and the flight decks are destroyed the carrier can only launch or recover one aircraft every other turn.

4. Depleting the MDC of the main engines will force the ship to rely on its secondary engines. Depleting the MDC of the main engines AND secondary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
5. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.

SPEEDS:

Speed(sublight): 0.20 speed of light (32,000 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
    Can land if necessary but not designed to maneuver in an atmosphere.
Maximum Range: Unlimited (estimated 30 year life span)

ARK ROYAL-CLASS ESCORT BATTLE CARRIER
Side View   Front View
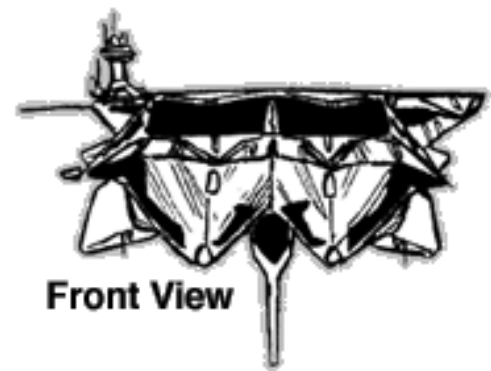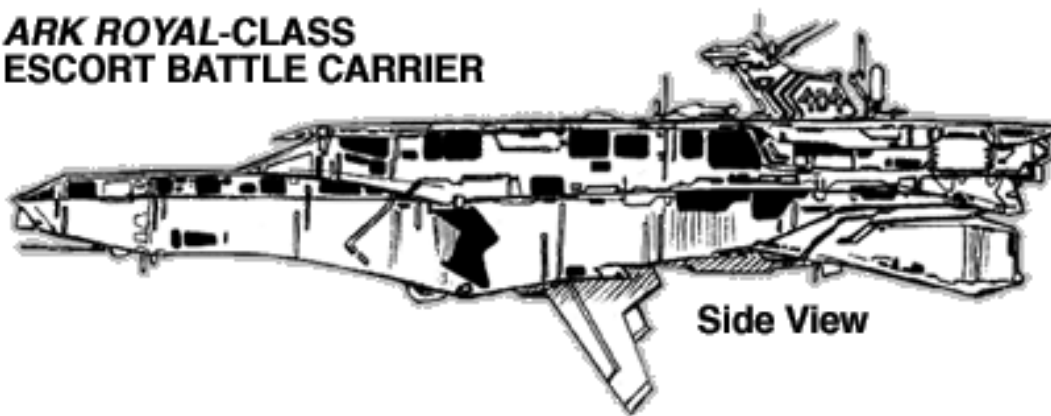
STATISTICAL DATA:

Length: 4,950 ft (1,500 m)
Length (command tower only): 726 ft (220 m)
Weight: 2,500,000 tons (empty) / 3,100,000 tons (standard)

Fold System:
    ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster
Sublight Drive:
    ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engine:
    Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Cluster
Radar System: Hyperspace Sensor Pod

WEAPON SYSTEMS:

1. **HEAVY MISSILE LAUNCHERS (6):** *Ark Royal* Escort Carriers are not designed for heavy starship-to-starship combat, instead relying on their fighter wings for protection and attack. However if necessary the carriers are armed with six missile launcher tubes for launching ICBM-like missiles at enemy ships. Resembling torpedo launchers, they are mounted on the front of the ship facing forward. The launchers contain long-range nuclear missiles and are usually used only during assaults and heavy combat.

   o **PRIMARY PURPOSE:** Heavy Assault
   o **SECONDARY PURPOSE:** Anti-Warship
   o **RANGE:** 3,000 miles (4824 km)
   o **SPEED:** Mach 2+ (1340 mph/2140 kmph) in an atmosphere.
   o **DAMAGE:** 4D6x1000 M.D.
   o **BLAST RADIUS:** 3,000 feet (915 m)
   o **RATE OF FIRE:** Each launcher tube holds one missile and must be reloaded after firing. Reloading a launcher tube takes 1 minute (4 melee rounds). If loaded, all 6 tubes can fire at once for a volley of 6 nuclear missiles (!).
   o **PAYLOAD:** A typical battle carrier carries 30 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however.
   o **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately the same size as a [VF-11 Thunderbolt](#). Variable fighters that require nuclear ordinance usually carry [RMS-1 Anti-Warship](#) long range missiles.

2. **MEDIUM MISSILE LAUNCHERS (12):** In addition to the heavy missile launchers, the escort carriers are armed with twelve medium missile launchers which are primarily intended for anti-aircraft defense. Each launcher contains 8 missile tubes allowing volleys of up to 8 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 8 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

   o **PRIMARY PURPOSE:** Anti-Aircraft
   o **SECONDARY PURPOSE:** Anti-Warship
   o **MISSILE TYPES:** Any type of UN Spacy [Medium Range Missile](#) can be used. Smart missiles are commonly used to avoid hitting friendly aircraft.
   o **RANGE:** Varies, typically 60 miles (80.4 km).
   o **SPEED:** Varies, typically 1600mph (2571kmph).
   o **DAMAGE:** Varies, typically 2D4x10 M.D.
   o **BLAST RADIUS:** Varies, typically 15 feet.
   o **RATE OF FIRE:** Volleys of 2, 4, 6, or 8 missiles per launcher.
   o **PAYLOAD:** Each launcher holds 8 missiles. Once the missiles are expended the launcher is

reloaded within 1 round via an automated system. The reload system holds 40 missiles per launcher.

3. **RETRACTABLE LASER TURRETS (24):** As a final line of defense the escort carrier is armed with 24 automated laser turrets that retract into the ship's hull when not in use. These short-range lasers are intended primarily for anti-aircraft and anti-missile defense, but can do moderate damage against smaller enemy spacecraft if they get too close. The lasers are located at key points along the spacecraft's hull. At most 4 lasers can be directed against a single target at any time.

   ❍ **PRIMARY PURPOSE:** Anti-Missile
   ❍ **SECONDARY PURPOSE:** Anti-Aircraft
   ❍ **RANGE:** 30 miles (48.2 km) in an atmosphere. Double in space.
   ❍ **DAMAGE:** 1D6x20 M.D. per shot
   ❍ **RATE OF FIRE:** Equal to the controller's number of hand-to-hand attacks. If set on automatic each laser turret can fire up to 4 shots per round.
   ❍ **PAYLOAD:** Unlimited.
   ❍ **NOTE:** The lasers can be set on automatic during combat, during which time they have a +3 to strike due to their advanced tracking systems. The lasers tracking systems will target incoming missiles first and attacking mecha/aircraft second.

4. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships, including the Ark Royal escort carriers. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within four seconds (2 melee rounds). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command tower, bridge, and sensor array, (2) main engines, (3) hangar bays, and (4) weapon systems, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the carrier to the VF pilots.

   ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
   ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
   ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
   ❍ **RADIUS:** 200 ft (61 m)
   ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the carrier to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number

of hand-to-hand attacks with their normal parry bonuses only.

- ○ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ○ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
  - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
  - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
  - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
  - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
  - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
  - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
  - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
  - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

ARK ROYAL-CLASS
ESCORT BATTLE CARRIER
REAR VIEW

SYSTEMS OF NOTE:

- ● **ANTIGRAVITY PROPULSION SYSTEM:** The Ark Royal escort carriers are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute.

The system will function so long as the main engines can supply energy to it.

- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the New Macross ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The escort carriers have sufficient life support to provide breathable air and comfortable temperatures for 2,200 people for up to 30 years (air is recycled). In an emergency the life support system can support up to 4,000 people at one time, though living conditions onboard will get extremely cramped at that point. The carrier also holds sufficient food and water to support 2,200 people for up to 6 months.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the escort carrier can communicate with up to 1,000 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the escort carrier is equally as impressive as the communication system, and can track and identify up to 2,000 craft simultaneously. The radar system has a 2,000 mile/3,200 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the escort carrier is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the escort carrier is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.20 speed of light (32,000 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 3 maximum due to hull stress.
- **SUBSPACE MASS SENSORS:** The Ark Royal escort carriers are equipped with subspace sensors, which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most variable fighters).

MECHA COMPLEMENT (STANDARD):

- **VF-11C Thunderbolt:** 300 (25 Squadrons) on active status. An additional 5 squadrons (60 Thunderbolts) are stored in holding bays and can be readied within 2D6 hours. 2-5 VF-11C squadrons (24-60 aircraft) are outfitted with heavy armor for close-range heavy combat when necessary.

- **VA-3 Invader:** 24 (2 Squadrons) on active status.
- **VF-17 Nightmare:** 3 on active status.

NOTE: The Ark Royal escort carriers have enough room to hold an additional 4 squadrons (48 fighters) if necessary, though the landing bays would be extremely cramped at that point.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: Uraga Escort Battle Carrier Entry"**
- *Macross 7* TV series

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

NORTHAMPTON-CLASS STEALTH FRIGATE

(Version 0.9 - Last modified: 07/25/98 20:05)

*RPG Stats by **DANIEL HENWOOD** (dhenwood@hotmail.com)*
*Background text by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

NORTHAMPTON-CLASS
STEALTH FRIGATE
TOP REAR VIEW
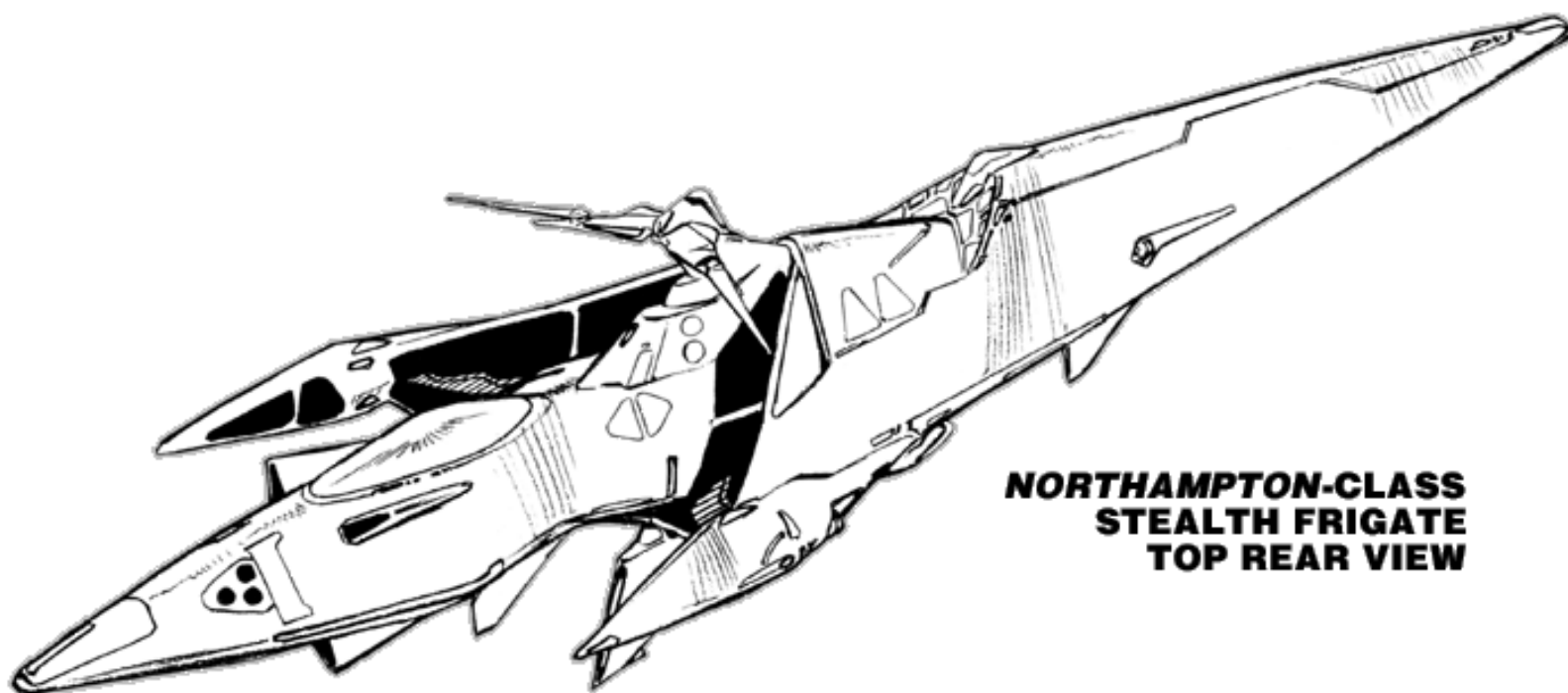
BACKGROUND

The *Northampton*-class **Stealth Frigate** is currently the most common warship in use by the UN Spacy starfleet. These vessels are designed for a variety of different missions, including escort, patrols, reconnaissance, and front-line combat duty. The frigates are fairly cheap to build and maintain compared to other warships such as the *Ark Royal* and *New Macross*-class battle carriers but still provide ample firepower and protection, as well as the ability to carry 4 full wings of variable fighters into combat. *Northampton* frigates are also the smallest warships equipped with advanced ECM and electronic warfare systems, thus leading to their designation as stealth frigates. The ships are a common part of every UN Spacy military and colonization fleet, and are also assigned to most frontier colony worlds in order to both provide protection from pirates and other external threats and to keep order among the colony's commercial shipping. *Northampton* frigates were first launched in 2028, and are still produced by most UN Spacy shipyards at a rate of several dozen per year. There are currently no plans

to redesign or replace the class in the near future.

RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Stealth Frigate
Class: Northampton Class
Manufacturer: ORTEC Company/UN Spacy

Crew: 750 total
     Command Tower: 30
     Main Ship: 500
     VF Pilots: 48
     VF Support Crew: 72
     Troops: 100

Notable Ships of Class:
     UNSS Stargazer (launched 2036 as part of the *Macross 07* colony fleet, regarded as the fastest ship of the fleet, destroyed 2046 by Protodeviln during **Operation Stargazer**)

MDC BY LOCATION:

```
(1) Main Body                                12,500
(2) Command Tower                             2,500
(2) Sensor Array (on top of Command Tower)      300
(3) Main Engines/Power Plants (2)             4,000 each
(3) Secondary Engines (4)                     1,250 each
(3) Small Guidance thrusters (20)               200 each

    Main Cannons (2)                            500 each
    Heavy Missile Launchers (2)                 400 each
    Anti-Warship Cannons (8)                    300 each
    Anti-Aircraft Missile Launchers (6)         250 each

    Small Airlocks/Access Hatches (25)          250 each
    Flight Deck Airlock (1)                     500
    Outer Hull (per 40ft area)                  120
    Interior walls (per 20ft)                    20

(4) Pin Point Barriers (4)                    2,500 each
```

NOTES:

1. Depleting the MDC of the main body will put the frigate out of commission. All internal systems will shut down, including life support and internal gravity. The ship itself will be an unsalvageable floating wreck.
2. Destroying the command tower will instantly kill the command staff and deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities of the secondary systems are equal to that of a [VF-11 Thunderbolt](). The ship can still operate, but is at -3 on initiative, -3 to strike, and number of attacks per melee of the weapon systems are reduced by half. Destroying the main sensory array atop the command tower will have the same effect, but the command staff will not be killed instantly.
3. Depleting the MDC of the main engines will force the ship to rely on its secondary engines. Depleting the MDC of the main engines AND secondary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
4. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within 2 seconds (1 melee rounds). See the [Pinpoint Barrier System]() entry for details.
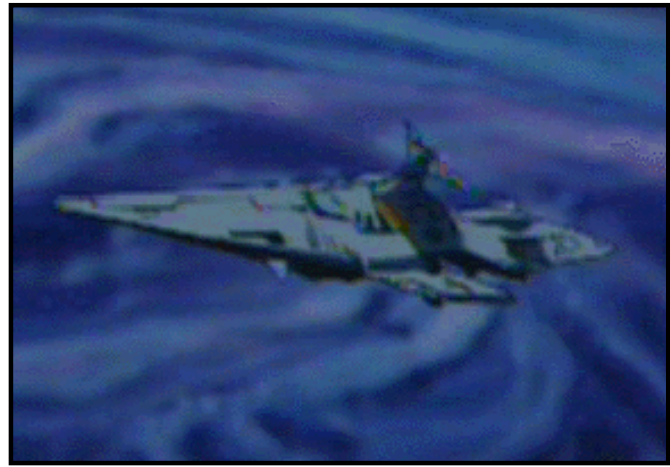
SPEEDS:

Speed(sublight): 0.20 speed of light (32,000 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
Can land if necessary but not designed to maneuver in an atmosphere. Can only land in a body of water (does not have landing gear).
Maximum Range: Unlimited (estimated 20 year life span, which can be extended with regular maintenance and overhauls)

Note: the *Northampton*-class frigates are extremely agile (in starship terms) and get an additional +2 to dodge (plus stealth bonuses) when avoiding fire from enemy starships or protodeviln.

STATISTICAL DATA:

Length: 820 ft (250 m)
Weight: 120,000 tons (empty) / 160,000 tons (standard)

Power System:
ORTEC/General Galaxy Main reactor
Fold System:
ORTEC/Shinnakasu/General Galaxy Advanced Fold Cluster
Sublight Drive:
ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engine:
Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Cluster
Sensor System: Standard & Subspace Mass Detector

U.N.S. STARGAZER
NORTHAMPTON-CLASS STEALTH FRIGATE
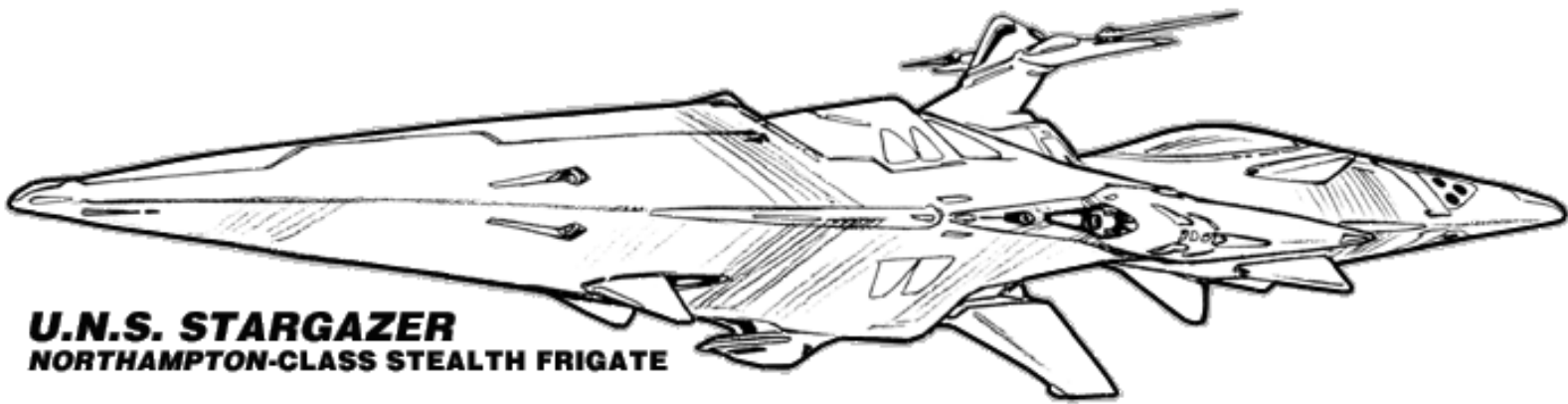
WEAPON SYSTEMS:

1. **MAIN LASER CANNONS (2):** The main weapon systems of the *Northampton* frigates are two heavy laser cannons, mounted on either side of the ship near the command tower facing forward. Despite the ship's small size these cannons pack a punch equal to those used by larger UN Spacy and Zentraedi vessels and make the *Northampton* a foe to be reckoned with. Each laser can fire separately or together, but can only fire at targets that are almost directly in front of the frigate (lasers can aim 10 degrees off the ship's centerline).

   - ❍ **PRIMARY PURPOSE:** Heavy Assault
   - ❍ **SECONDARY PURPOSE:** Anti-Warship
   - ❍ **RANGE:** 100,000 miles (160,000 km)
   - ❍ **DAMAGE:** 1D8x1000 M.D. per blast
   - ❍ **RATE OF FIRE:** Unlimited. Will function so long as the main engines are intact.

2. **HEAVY MISSILE LAUNCHERS (2):** To back up the heavy lasers the *Northampton* frigates are also armed with two heavy missile launcher tubes that launch ICBM-like missiles at enemy ships. The missile tubes resemble torpedo launchers and are mounted alongside the main laser cannons on each side of the ship. The launchers contain long-range nuclear or reflex missiles and are usually used only during assaults and heavy combat.

   The torpedo tubes are also linked via an elaborate loading system to the main mecha bay of the warship. This allows the *Northampton* frigates to use the new VF Rocket Sleds which allow fighters to rapidly enter a planetary atmosphere without wasting fuel. Details on these rockets can be found on the **UN Spacy Optional VF Systems** page.

   - ❍ **PRIMARY PURPOSE:** Assault
   - ❍ **SECONDARY PURPOSE:** Anti-Warship (Mecha Planetary Assault)
   - ❍ **RANGE:** 3,000 miles (4824 km)
   - ❍ **SPEED:** Mach 2+ (1340 mph/2140 kmph) in an atmosphere.
   - ❍ **DAMAGE:** 4D6x1000 M.D.
   - ❍ **BLAST RADIUS:** 3,000 feet (915 m)
   - ❍ **RATE OF FIRE:** The rapid reload system used on the missile launchers allows each tube to be loaded and fired once per round. The launchers can fire both missiles and VF Assault Rockets at this rapid rate.
   - ❍ **PAYLOAD:** A typical battle carrier carries 20 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however. The *Northampton* will only be issued VF Rocket Sleds for special missions, in which case they will be given 48 rockets (enough for every VF carried).
   - ❍ **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately the same size as a VF-11 Thunderbolt. Variable fighters that require nuclear ordinance usually carry RMS-1 Anti-Warship

long range missiles.

3. **ANTI-WARSHIP CANNONS (8):** *Northampton* frigates are also armed with anti-warship cannons similar to zentraedi concealed laser cannons. Six of these lasers are mounted facing forward while two are mounted to the rear to attack enemies behind the ship. Like the main laser cannons the anti-warship cannons have only a limited arc of fire (15 degrees off centerline) and thus can only be used against ships to the front or rear of the frigate.

  ❍ **PRIMARY PURPOSE:** Assault
  ❍ **SECONDARY PURPOSE:** Anti-Warship
  ❍ **RANGE:** 100,000 miles (160,000 km)
  ❍ **DAMAGE:** 1D6x100 M.D. per shot
  ❍ **RATE OF FIRE:** Each cannon can fire twice per melee. The cannons can fire individually or be combined with the heavy lasers to fire a single volley.
  ❍ **PAYLOAD:** Unlimited.

4. **MEDIUM MISSILE LAUNCHERS (6):** For anti-aircraft defense the frigates are armed with medium-range missile launchers set at key locations along the ship's hull. Each launcher contains 6 missile tubes allowing volleys of up to 6 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 8 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

  ❍ **PRIMARY PURPOSE:** Anti-Aircraft
  ❍ **SECONDARY PURPOSE:** Anti-Warship
  ❍ **MISSILE TYPES:** Any type of UN Spacy Medium Range Missile can be used. Smart missiles are commonly used to avoid hitting friendly aircraft.
  ❍ **RANGE:** Varies, typically 60 miles (80.4 km).
  ❍ **SPEED:** Varies, typically 1600mph (2571kmph).
  ❍ **DAMAGE:** Varies, typically 2D4x10 M.D.
  ❍ **BLAST RADIUS:** Varies, typically 15 feet.
  ❍ **RATE OF FIRE:** Volleys of 2, 4 or 6 missiles per launcher.
  ❍ **PAYLOAD:** Each launcher holds 6 missiles. Once the missiles are expended the launcher is reloaded within 1 round via an automated system. The reload system holds 36 missiles per launcher.

5. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships, including the *Northampton* frigates. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 2,500 MD in damage, which then regenerates within four seconds (1 melee round). The barriers can also be layered on top of each other to generate a field which provides 10,000 MDC and can even deflect heavy particle beams (sometimes).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command tower, bridge, and sensor array, (2) main engines, (3) hangar bays, and (4) weapon systems, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the carrier to the VF pilots.

  ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
  ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
  ❍ **DAMAGE CAPACITY:** Can sustain up to 2,500 MD per round. Regenerates at a rate of 2,500 MD per melee round.

- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the carrier to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
    - ■ **01-05:** Lucked out, system will be operational in 1D6 hours.
    - ■ **06-20:** Minor damage, system will require 4D6 hours to repair.
    - ■ **21-35:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
    - ■ **36-64:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
    - ■ **65-79:** Major damage, system will require 2D6x10 hours to repair.
    - ■ **80-94:** Minor damage, system will require 4D6 hours to repair.
    - ■ **95-99:** Lucked out, system will be operational in 1D6 hours.
    - ■ **00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Northampton frigates are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **ELECTRONIC COUNTERMEASURES (ECM) "STEALTH" SYSTEMS:** The Northampton frigates are the smallest UN Spacy capital ships to be equipped with advanced ECM packages commonly referred to as "Stealth Systems". These systems disrupt enemy radar and tracking systems, making it difficult for them to lock onto the frigates with weapons. The stealth systems give the Northampton a +3 to dodge, +2 to strike and +1 on initiative in combat WITH OTHER STARSHIPS ONLY. VFs and other close-range combat mecha are not affected by these systems, nor are Protodeviln. The frigate's stealth systems will fail if the main engines are destroyed.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between UN Spacy starships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The stealth frigates have sufficient life support to provide breathable air and comfortable temperatures for 750 people for up to 20 years (air is recycled). In an emergency the life support system can support up to 1,000 people at one time, though living conditions onboard will get extremely cramped at that point. The carrier also holds sufficient food and water to support 750 people for up to 6 months.

- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the stealth frigate can communicate with up to 1,000 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the stealth frigate is equally as impressive as the communication system, and can track and identify up to 2,000 craft simultaneously. The radar system has a 2,000 mile/3,200 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the stealth frigate is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the stealth frigate is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.20 speed of light (32,000 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 3 maximum due to hull stress.
- **SUBSPACE MASS SENSORS:** The Northampton frigates are equipped with subspace sensors, which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most variable fighters).
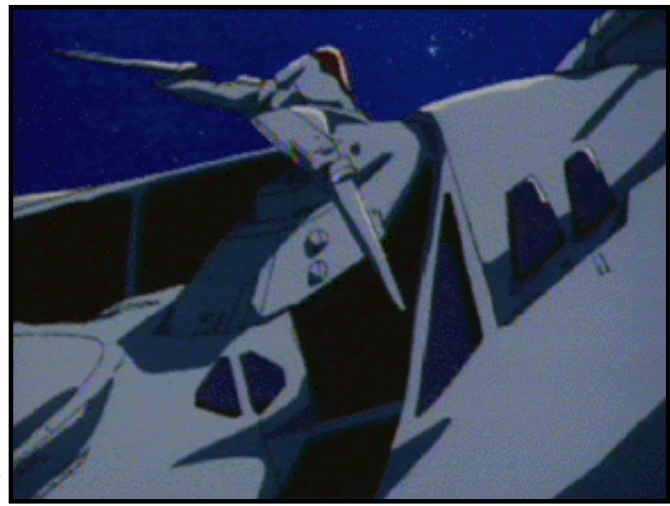
MECHA COMPLEMENT (STANDARD):

- **VF-11C Thunderbolt:** 48 (4 Squadrons) on active status.

NOTE: The Northampton frigates have enough room to hold an additional squadron (12 fighters) if necessary, though the landing bays would be extremely cramped at that point.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: Stargazer Stealth Frigate Entry"**
- *Macross 7* TV series

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

BEGINHILL-CLASS MOBILE TRAINING AND COMMAND FACILITY

(**Version 0.9** - Last modified: 07/25/98 19:39)

*RPG Stats by **DANIEL HENWOOD** (dhenwood@hotmail.com)*
*Background text by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
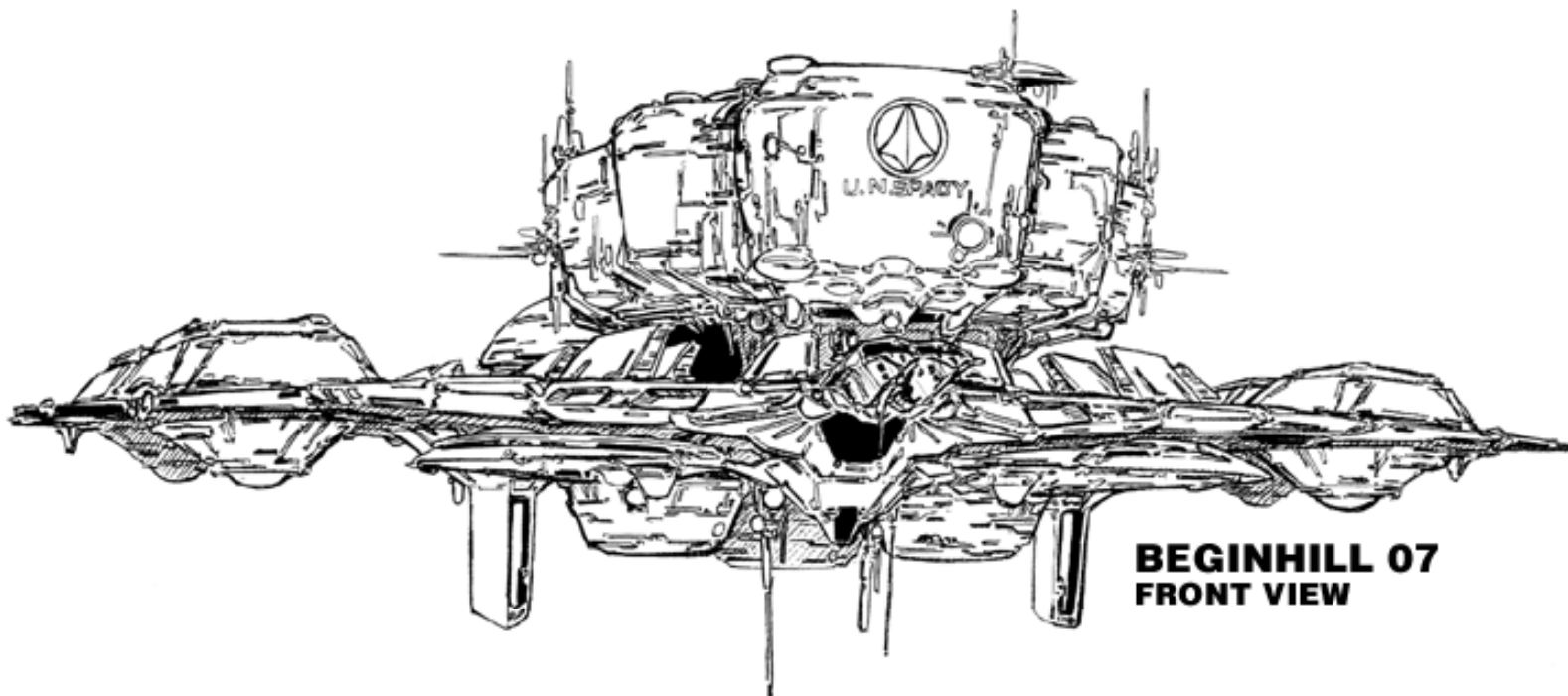
BEGINHILL 07
FRONT VIEW

BACKGROUND

Barring injury or death in combat, the average career of a UN Spacy military soldier is expected to last somewhere between 10 and 15 years. This poses a serious problem for deep space colony missions, which can easily last for decades before a suitable planet is found for settlement. In order for the military to function at peak efficiency during these missions there must be a steady inflow of new recruits to replace older soldiers who have retired or been promoted. Shipping in new soldiers from terran homeworlds would be prohibitively expensive as well as bad for morale (soldiers who were shipped out would be separated from their families for decades). Therefore the UN Spacy had to devise a way to train new recruits in the field during the course of the colony missions. The *Beginhill*-class **Mobile Training Facilities** were designed to fulfill this need.

Beginhill ships are complete self-contained military academies. The central hull of the vessels contain dormitories, classrooms, lecture halls and simulators while the "wings" of the ships contain four enclosed biospheres simulating different types of terrain, from a parade grounds and athletic fields to dense jungles and forests. A typical military cadet's career begins with a rigorous 6-week basic training course, followed by specialization courses that can take anywhere from 6 months to 4 years depending on the cadet's position. In wartime the time it takes to train new recruits can be reduced up to 50%, though such accelerated courses are much more stressful on the cadets than the standard ones. Beginhill vessels can train recruits for any UN Spacy military profession, from foot soldier to VF pilot. The academies also conduct refresher courses for most branches of the military. Every military officer on a UN Spacy colony mission is required to spend at least 2 weeks per year aboard a Beginhill vessel, where they are educated in the latest advances and tactics from UN Spacy Headquarters on Earth.
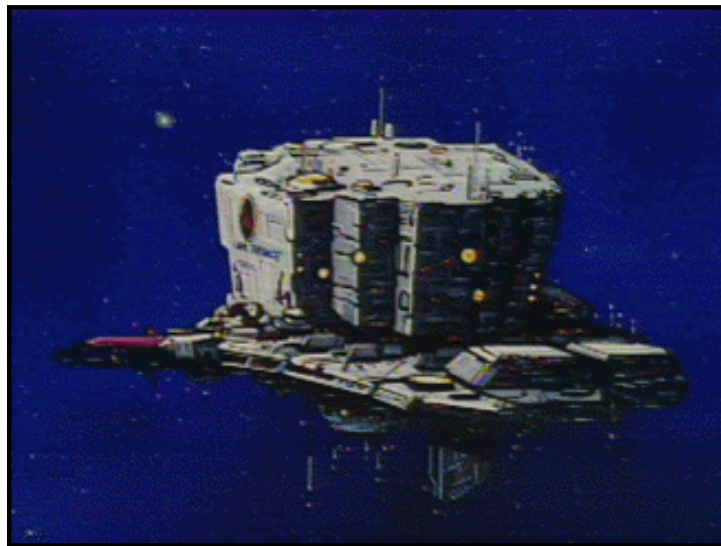
In an emergency, the Beginhill vessels are also capable of acting as the command and control center for a colony fleet if the fleet's Megaroad or New Macross command vessel is lost. Beginhill ships are equipped with advanced sensor suites equivalent to those found on New Macross and Ark Royal cruisers. The center of the ship contains a large multi-level situation room that is constantly staffed and maintained during wartime in case of an emergency. Beginhill vessels also contain powerful communication suites with military-grade encryption and ECCM capabilities, providing a constant communications link between the colony ships as well as secure communications back to UN Spacy headquarters.

Like most other colony ships the Beginhill vessels are unarmed and must rely on an Ark Royal escort battle carrier docked at the front of the ship for protection. However due to the sensitive military nature of the vessels they are almost always assigned an escort fleet of 6 to 12 Northampton or Clemenceau-class ships for protection. In addition the large hangar bays onboard the Beginhill ships can carry up to 8 squadrons of VFs (96 fighters). Although primarily used for training, these squadrons can be fully equipped for battle with only a few hours of warning.

Beginhill ships have proven very successful in the field and produce over 30% of the UN Spacy's new cadets every year. They are crucial to the UN Spacy's overall colonization strategy, as well as ensuring the safety of terran citizens out on the fringes of known space. Every UN Spacy colony mission in service today has 1-3 Beginhill vessels assigned to it (depending on fleet size), and there are no plans to replace or retire these vessels any time in the near future.

RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Mobile Training Facility/Command Vessel
Class: Beginhill Class
Manufacturer: ORTEC Company/UN Spacy

Crew (not including Escort Carrier): 50,000 total
      Military Crew: 3,500
      Civilian Crew: 500
      Instructors/Staff: 2,000
      Recruits/Trainees: 40,000 (average)
      Military Police: 1,000
      Permanent Civilian Populace: 3,000

MDC BY LOCATION:

```
(1) Main Body                                        200,000
(2) Upper Habitat Section                            100,000
(3) Main Communications Cluster                        5,000
    Wings (2)                                         50,000 each
    Biospheres (2 per wing, 4 total)                   5,000 each
    Connection Joint to Escort Carrier                 4,000
    Engineering Sections (3, lower rear)              20,000 each

(4) Main Engines/Power Plant (4)                      50,000 each
(4) Auxiliary Engine (1)                              15,000 each

    Small Airlocks/Access Hatches (200)                  250 each
    Main Hangar Bay Door (1)                           1,000
    Outer Hull (per 40ft area)                           120
    Interior walls (per 20ft)                             40

(5) Pin Point Barriers (4)                             5,000 each
```

NOTES:

1. Depleting the MDC of the main body will essentially destroy the vessel. All internal systems will shut down, including life support and internal gravity. The ship itself will be an unsalvageable floating wreck, and any surviving colonists must be rescued quickly or will die from asphyxiation as the remaining atmosphere drains into space.
2. The upper habitat section contains most of the dormitories and training facilities, as well as the habitation areas. Destroying this area will result in the deaths of 90% of the trainees and civilian populace. In addition, the damage to the main vessel will be so great that all systems will fail within 2D6 minutes. The main communications cluster will also be lost.
3. Depleting the MDC of the communications cluster will deprive the ship of long range/hyperspace communications, radar and subspace sensors. Backup sensors and communications will give the ship detection and communication capabilities equivalent to a Northampton frigate. **Note:** the command center for the Beginhill ships is built deep within the hull of the vessels. It can only be destroyed by depleting the MDC of the main body of the vessel.
4. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engine. Depleting the MDC of the main engines AND auxiliary engines will leave the vessel adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
5. If destroyed, a pin point barrier will completely regenerate within fifteen seconds (1 melee round). See the Pinpoint Barrier System entry for details.

SPEEDS:

Speed(sublight): 0.16 speed of light (25,600 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound: Designed to land when necessary but not designed to maneuver in an atmosphere.
Maximum Range: Unlimited (estimated 30 year life span)

STATISTICAL DATA:

Length (main body, excluding Escort Carrier): 24,600 ft (7,500 m)
Height (main body): 17,700 ft (5,400 m)
Length (overall, including Stealth Frigate): 29,500 ft (9,000 m)
Weight: Approximately 331,500,000 tons standard

Power System:
ORTEC/General Galaxy Main Reactor
Fold System:
ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster
Sublight Drive:
ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engines:
Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Clusters
Sensors: Standard plus Subspace Mass Detector

DEFENSE SYSTEMS:

1. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships and colony vessels, including the Beginhill ships. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within fifteen seconds (1 melee round). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

   The four barriers are controlled by operators in the center of the vessel. These operators are instructed to defend (1) any breaks or weaknesses in the main hull, (2) the main and auxiliary engines, (3) the engineering section/stealth frigate docking section and (4) any starships under construction, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against attacking mecha to the VF pilots from the stealth frigate.

   - ○ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
   - ○ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
   - ○ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. If destroyed, the barrier will regenerate to full capacity in one melee round.
   - ○ **RADIUS:** 200 ft (61 m)
   - ○ **DEFENSIVE MOVEMENT:** Can move from one end of the vessel to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
   - ○ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
   - ○ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
     - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
     - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
     - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
     - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
     - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
     - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
     - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
     - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** Beginhill vessels are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the Riviera ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** Beginhill ships have sufficient life support to provide breathable air and comfortable temperatures for 50,000 people for up to 30 years. In an emergency the life support system can support up to 70,000 people for a short time.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** Beginhill vessels have impressive communications facilities that can communicate with and coordinate up to 1,000 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the Beginhill is equally impressive for a colony ship. The system can track and identify up to 2,000 craft simultaneously, and has a 2,000 mile/3,200 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the vessel is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft. The fold drive is powerful enough to propel both the Beginhill and the attached Ark Royal escort carrier through hyperspace when they are connected.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the vessel is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.16 speed of light (25,600 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 1 maximum due to hull stress. As with the fold drives, the engines are powerful enough to propel the craft when the escort carrier is attached.
- **SUBSPACE MASS SENSORS:** Like the most colony vessels, Beginhill ships are equipped with subspace sensors for early warning of approaching objects and navigation at sublight speeds. These sensors can almost instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier which are above 60,000 kg in mass (which means that the sensors usually cannot detect objects as small as variable fighters). Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and are usually used for tracking purposes only.

MECHA COMPLEMENT (STANDARD):

60 [VF-11C Thunderbolts](#) (5 squadrons) are stationed onboard for training purposes. One of these squadrons may be outfitted with [heavy armor](#) for heavy combat training when necessary. The training Thunderbolts are normally armed with paint bullets and other non-lethal exercise weapons, but can be re-armed with standard weaponry in 1D6 hours. The landing bays of Beginhill vessels can also house an additional 36 VFs (3 squadrons) if necessary.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: Beginhill Mobile Training Facility"**
- **"Doe's All The Worlds' Starship Guide: Uraga Escort Battle Carrier Entry"**
- *Macross 7* TV episodes

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

THREE STAR-CLASS
MOBILE MANUFACTURING PLATFORM

(Version 0.8 - Last modified: 07/25/98 20:05)

RPG Stats by **DANIEL HENWOOD** (*dhenwood@hotmail.com*)
Background text by **DAVE DEITRICH** (*deitrich@mcs.net*)
Background info provided by the **MACROSS ONLINE COMPENDIUM**

THREE STAR MOBILE REPAIR AND CONSTRUCTION FACILITY
FRONT VIEW
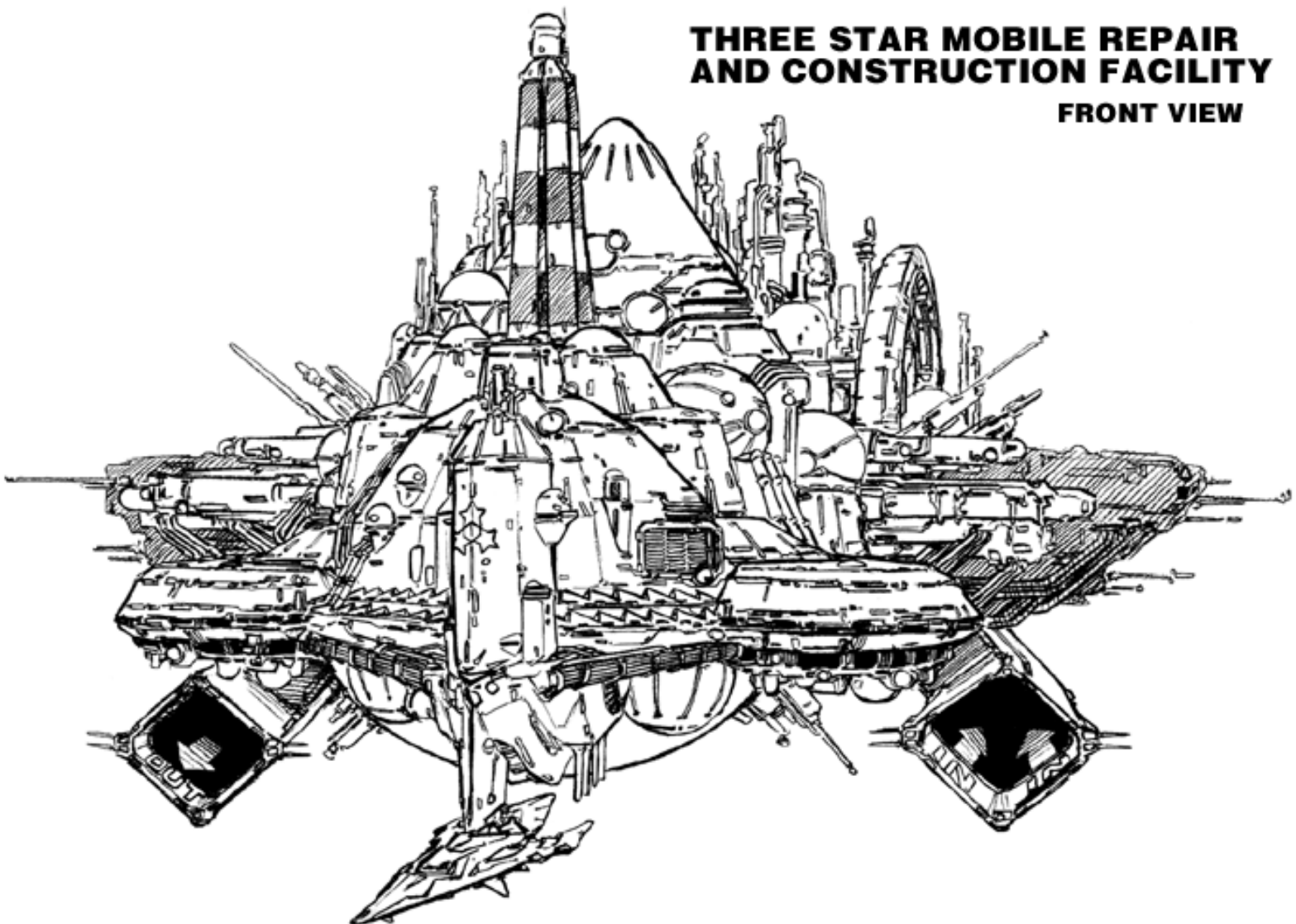
BACKGROUND

Maintenance and repair is a major problem facing all UN Spacy long range colony missions. Typical colony missions are expected to last anywhere from 10 to 100 years, however the expected endurance of even the New Macross colony ships without refits is only 20 to 30 years. Carrying a large enough supply of spare parts for all mecha and starships in a colony mission was unfeasible, so the UN Spacy needed to come up with a way for fleets to manufacture their own parts and supplies on a continual basis while light years away from the nearest supply depot. The **Three Star Mobile Manufacturing Platform** is designed specifically to fulfill this role in colony operations.

As the name implies the Three Star facilities are floating factories in space. The lower levels of the ship contain a complete refinery that can extract all necessary metals and raw materials from space debris such as asteroits and comets. These materials are then raised to the core of the starship, which contains a complete manufacturing facility based on technology recovered from the Protoculture factory satellite captured by the UN Spacy in October 2011. The automated factory can manufacture almost any component, from miniaturized microchips to complete mecha. The factory can even manufacture from scratch capital starships such as a [New Macross battle carrier](). However this process can take months depending on the complexity of the starship (a New Macross battle carrier will take almost a year to build from scratch while utilizing the complete resources of the platform during that time). The Three Star facility is of course capable of conducting routine repair and maintenance on starships as well to prolong their active lifespan. A large beam is mounted from the rear of the ship which serves as a drydock for starship repair, refit, and construction.

The Three Star facilities are also capable of developing new products and weapons. The crew complement of the ship includes a trained engineering staff of over 1,000 along with the most advanced CADAM (computer-aided design and manufacturing) systems available to the UN Spacy. In addition Three Stars maintain constant contact with other colony missions as well as UN Spacy headquarters via the Galaxy Network communications net, allowing new designs to be quickly disseminated across the UN Spacy fleet as they are developed. This permits even the most distant colony missions to keep their equipment and mecha up to date with the latest technology available.

The largest drawback to the Three Star platforms is their lack of defensive systems. Unlike other UN Spacy colony ships they can only mate with a single [Northampton-class stealth frigate]() for protection. For this reason Three Stars are always escorted by a small fleet of Northamptons to protect them against attack. Three Stars have become a critical part of the UN Spacy colonization strategy, and every colony mission for the past 25 years has included 1 to 4 manufacturing platforms as part of their fleet.

RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Mobile Manufacturing Platform
Class: Three Star Class
Manufacturer: ORTEC Company/Three Star Heavy Industries/UN Spacy

Crew (not including Stealth Frigate): 233,000 total
      Military Crew: 5,000

Civilian Crew: 50,000
Police/Civil Defense: 3,000
Permanent Civilian Populace: 175,000

MDC BY LOCATION:

```
(1) Main Body                                        100,000
    Rear Boom/Drydock Section                         60,000
(2) Command Tower/Communications Center (middle)       5,000
    Connection Joint/Engineering Section               4,000
    Forward Refining Scoops (2)                        6,000 each

(3) Main Engines/Power Plant (2)                      30,000 each
(3) Auxiliary Engines (4)                              7,500 each

    Small Airlocks/Access Hatches (150)                 250 each
    Main Airlocks (4)                                    800
    Outer Hull (per 40ft area)                           120
    Interior walls (per 20ft)                             20

(4) Pin Point Barriers (4)                            5,000 each
```

NOTES:

1. Depleting the MDC of the main body will essentially destroy the facility. All internal systems will shut down, including life support and internal gravity. The factory ship itself will be an unsalvageable floating wreck, and any surviving colonists must be rescued quickly or will die from asphyxiation as the remaining atmosphere drains into space. In addition, there is a 60% chance that the entire Three Star will explode due to the volatile chemicals and materials within, doing 1D6x1000 MD to everything in a 3 mile (4.8 km) radius from the ship.
2. Depleting the MDC of the command tower will kill the bridge crew of the vessel and deprive it of long range/hyperspace communications, radar and subspace sensors. The vessel can be commanded either from an auxiliary bridge near the center of the ship or from the Northampton stealth frigate attached to the platform.
3. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting the MDC of the main engines AND auxiliary engines will leave the factory ship adrift in space. If in an atmosphere, the colony will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
4. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.

SPEEDS:

Speed(sublight): 0.16 speed of light (25,600 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
> Designed to land in a planetary ocean when necessary but not designed to maneuver in an atmosphere. Three Star vessels are **NOT** designed to land on the ground. If they do so the landing will inflict 3D6x1000 MD damage to the main body of the spacecraft (the Northampton docked to the ship will also suffer 3D6x1000 MD damage unless it detatches prior to landing).

Maximum Range: Unlimited (estimated 30 year life span)
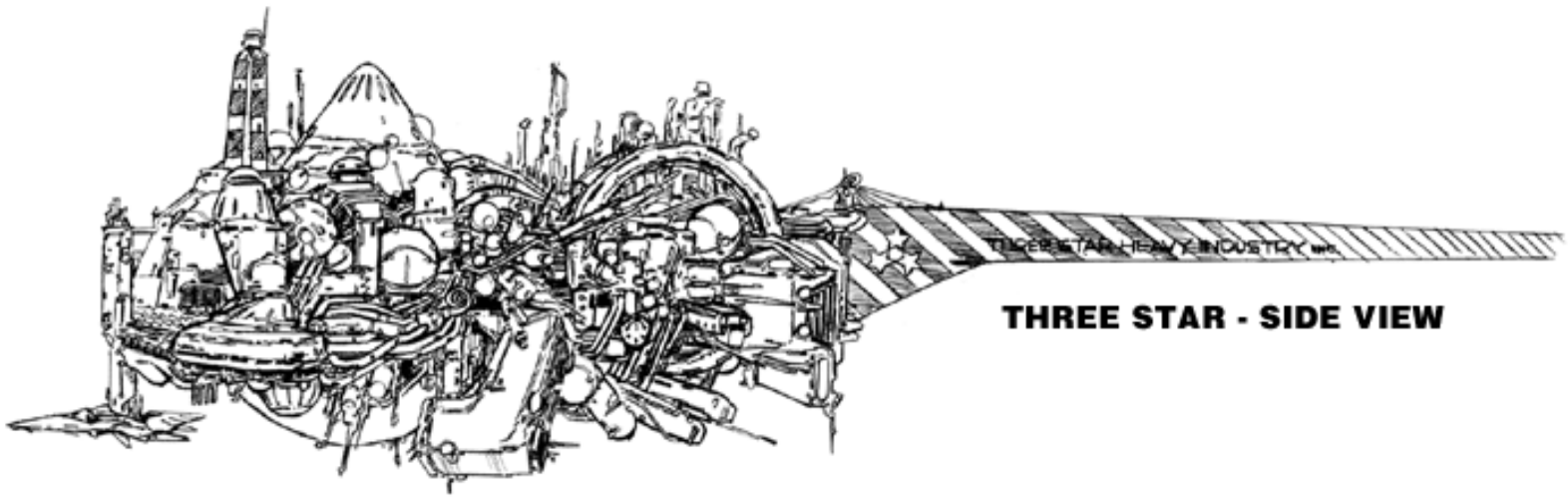
THREE STAR - SIDE VIEW

STATISTICAL DATA:

Length (main body, excluding boom): 6,560 ft (2,000 m)
Height (main body): 4,100 ft (1,250 m)
Length (rear boom/drydock): 18,700 ft (5,700 m) **Length (overall, including Stealth Frigate):** 26,080 ft (7,950 m)
Weight: Approximately 210,000,000 tons (empty)

Power System:
        ORTEC/General Galaxy Main Reactor
Fold System:
        ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster
Sublight Drive:
        ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engines:
        Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Clusters
Sensors: Standard plus Subspace Mass Detector

DEFENSE SYSTEMS:

1. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships and colony vessels, including the Three Star ships. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within four seconds (2 melee rounds). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

   The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) any breaks or weaknesses in the main hull, (2) the main and auxiliary engines, (3) the engineering section/stealth frigate docking section and (4) any starships under construction, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against attacking mecha to the VF pilots from the stealth frigate.

   ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)

- ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
- ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the vessel to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
  - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
  - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
  - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
  - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
  - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
  - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
  - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
  - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

CONSTRUCTION CAPABILITIES:

As stated above, the main purpose of the Three Star manufacturing platforms is to produce all parts, supplies, and materials the colony mission needs to operate. In general it can be assumed that Three Star ships are constantly busy around the clock producing a wide range of standard products. However there are times when the GM will need to know approximately how long it takes a Three Star facility to manufacture critical pieces of equipment (usually military in nature, such as mecha and starships).

The numbers below are intended to give the GM a rough estimate of how fast construction takes place aboard the Three Star. For each entry two values are listed. The first is the amount of time it takes the automated factories aboard the vessel to produce the item from scratch, and the second lists how many can be produced in a given period of time. The factory aboard the Three Star operates in an assembly line fashion so that multiple items can be constructed at the same time. This data assumes that the Three Star has an ample supply of asteroids and space debris available to it for raw materials. These figures should be used for approximation only; GMs, feel free to change these values as you see fit.
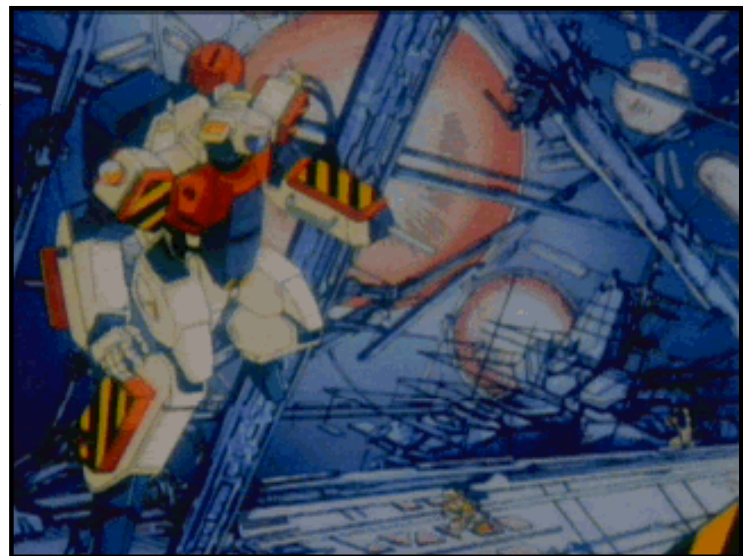
ITEM	MANUFACTURING TIME	PRODUCTION RATE
Standard UN Spacy Combat Gear (Flight Suit plus Sidearm)	4 hours	2,500 per week

Standard Variable Fighter (e.g. [VF-11 Thunderbolt](#))	3 days	36 per week
Custom Variable Fighter (e.g. [VF-17T Kai Custom](#))	7 days	5 per week
Advanced Variable Fighter (e.g. [VF-22 Sturmvogel](#))	14 days	2 per week
Small Starship (e.g. [Northampton Stealth Frigate](#))	2 months	10 per year
Large Starship (e.g. [Ark Royal Escort Carrier](#))	6 months	2 per year
Transformable Starship (e.g. [New Macross Battle Carrier](#))	12 months	1 per year

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Three Star vessels are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HOLOGRAPHIC PROJECTION SYSTEM:** The civilian habitat levels within the construction platform are equipped with a sophisticated holographic projection system which is used to generate images of terran skies. These images help to calm colonists and make them feel like they are living in a city on Earth and not on a ship voyaging through space. The holographic system is often used to divide time on the vessel into day and night segments. Note that the hull of the Three Star vessels is NOT transparent, so during night periods the holographic system projects a fake starry sky rather than a real view of the passing galaxy.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the Riviera ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The Three Star vessel has sufficient life support to provide breathable air and comfortable temperatures for 250,000 people for up to 30 years. In an emergency the life support system can support up to 350,000 people for a short time.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The Three Star has modest communications facilities that can communicate with up to 250 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of the Three Star is also modest compared to that of the most military vessels. The system can track and identify up to 500 craft simultaneously and has a 200 mile/320 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the vessel is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft. The fold drive is powerful enough to propel both the stealth frigate and manufacturing platform through hyperspace when they are connected.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the vessel is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.16 speed of light (25,600 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 1 maximum due to hull stress. As with the fold drives, the engines are powerful enough to propel the craft when the stealth frigate is attached.
- **SUBSPACE MASS SENSORS:** Like the most colony vessels, Three Star ships are equipped with subspace sensors for early warning of approaching objects and navigation at sublight speeds. These sensors can almost instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier which are above 60,000 kg in mass (which means that the sensors usually cannot detect objects as small as variable fighters). Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected

object) and are usually used for tracking purposes only.

MECHA COMPLEMENT (STANDARD):

NONE! However, the landing bays in Three Star vessels have enough room and resources to adequately support up to 4 squadrons (48 fighters) of VFs if necessary.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: Three Star Mobile Manufacturing Platform Entry"**
- **"Doe's All The Worlds' Starship Guide: Stargazer Stealth Frigate Entry"**
- *Macross 7* TV episodes

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

RIVIERA-CLASS MARINE RESORT VESSELS

(Version 0.8 - Last modified: 07/25/98 20:05)

> *RPG Stats by* **DANIEL HENWOOD** (*dhenwood@hotmail.com*)
> *Background text by* **DAVE DEITRICH** (*deitrich@mcs.net*)
> *Background info provided by the* **MACROSS ONLINE COMPENDIUM**

RIVIERA MARINE RESORT VESSEL
FRONT VIEW
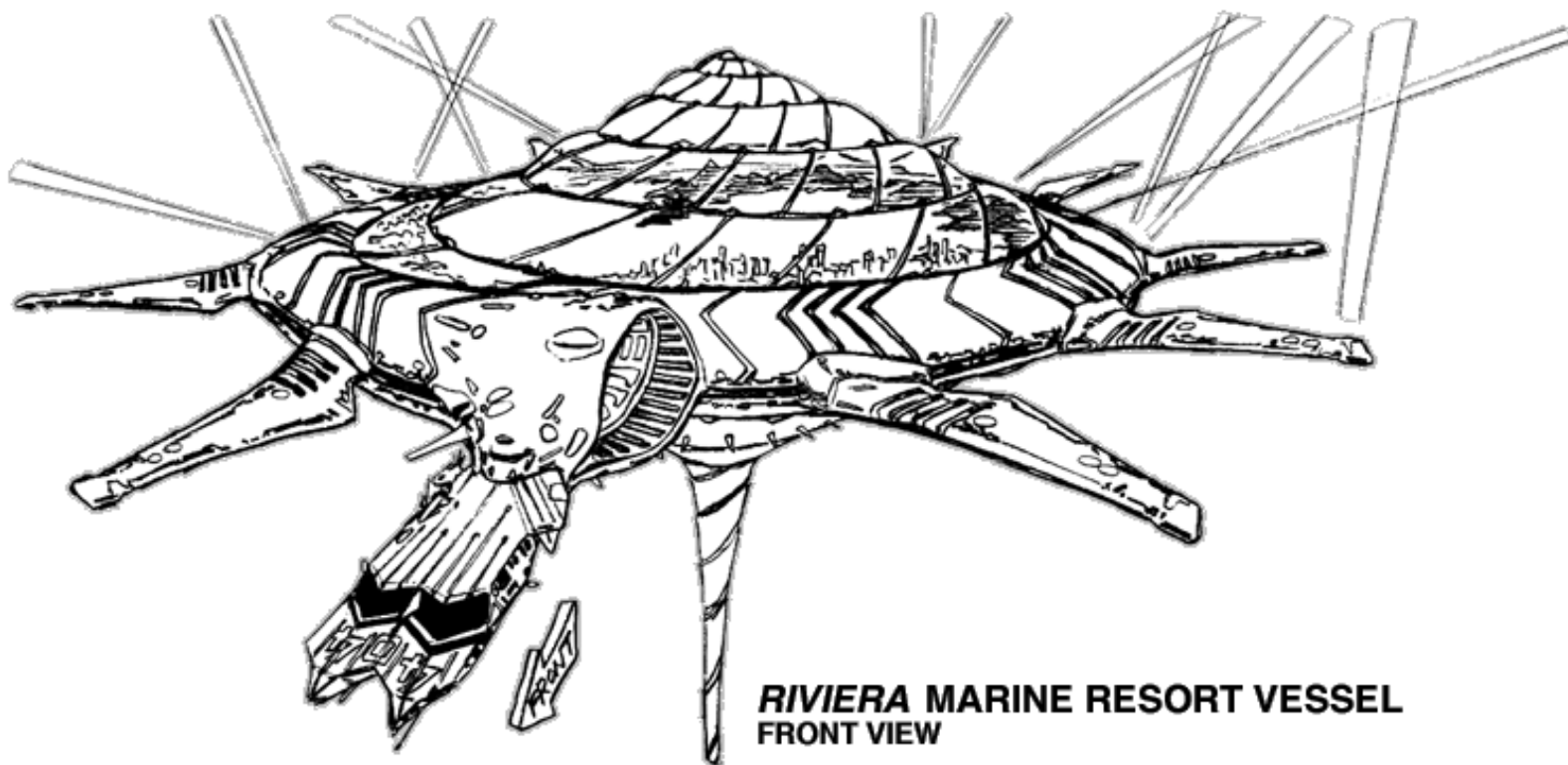
BACKGROUND

The *Riviera* **Resort Vessel** is one of the most advanced civilian vessels ever designed for UN Spacy colony missions (outside of the *New Macross* city vessels). The colony ship is shaped like a giant spiral seashell and contains an artificial ocean surrounded by over 10 km of simulated beachfront property. The ocean provides the citizens of the colony fleet with a wide variety of water sports, including swimming, yachting, surfing, jet skiing, and trolling. Artificially generated waves of varying strengths produce areas of shoreline that are calm or choppy to suit the tastes of the vacationer, while the life support systems keep the temperature of the vessel at a pleasant summer temperature with a refereshing breeze rolling in off the water. The hotels and restaurants along the shoreline are regarded as the most luxurious in known space and are exteremly popular among the colonists.

The *Riviera* vessels also provide additional services for the colony fleet other than entertainment. Kelp and seaweed are grown and farmed along the bottom of the ocean, while many different kinds of fish are bred and raised to provide the colony with additional food supplies. While not capable of producing foodstuffs on the same magnitude as *Sunflower* agriculture vessels, the Riviera farms

produce seafoods and other delicacies that are highly sought after by the colonists. The crew of the Riviera also engages in ocean research, constantly working to discover new ways to use the sea to produce more for the colonists. In the event that a colony fleet encountered a habitable water world, the Riviera would work closely with *Einstein* research vessels to determine if the world is suitable for supporting a long-term colonization effort.

Because of the strict environmental requirements of the simulated ocean and the sea life contained within it, *Riviera* vessels have extremely advanced and fault-tolerant life support systems. The vessels are highly compartmentalized, and in the event of a hull breach or other damage large sections of the ship can be completely sealed off to prevent loss of environmental control in the intact areas. Riviera vessels are linked to [Ark Royal-class Escort Battle Carriers](#) in much the same way that the *New Macross* Battle sections and City sections combine to form one larger ship. The Riviera vessels are controlled from the bridge of the docked carrier, and the carrier's VF squadrons provide protection for the colony vessel in case of attack. The carrier can disconnect from the Riviera if necessary, and the vessel is equipped with an emergency bridge to control the ship when the carrier is detatched. The staff and crew of the Riviera vessels are well trained in crowd control and can quickly evacuate guests to shelters or escape pods in the event of a serious emergency.
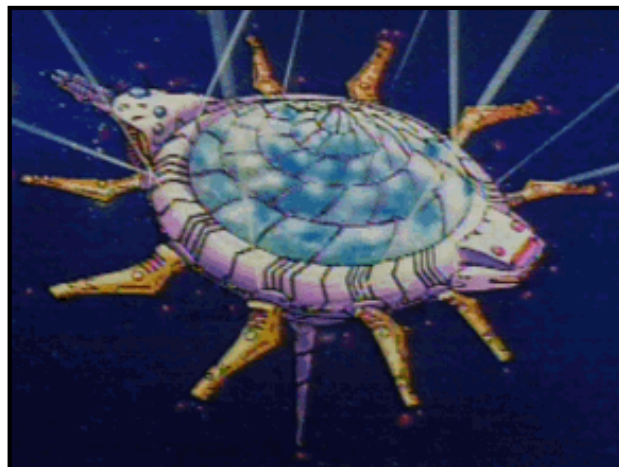
Riviera vessels were developed around the same time as the *New Macross* colony vessels were released, and since 2030 at least one Riviera has accompanied every UN Spacy colony mission. The vessel's entertainment and farming facilities have helped greatly in maintaining colony morale. Only one Riviera ship have been lost so far; the *Riviera 05* was captured by the Varuta shortly after landing on the planet Rax and was later destroyed after the captured civilians had been transferred in the Protodeviln's spiritia farms. The *Riviera 07* was also captured by the Protodeviln but was rescued during an all-out counterstrike by the *Macross 07* military forces. The ship was later repaired and returned to service.

RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Colonization Marine Resort/Research Vessel
Class: Riviera Class
Manufacturer: ORTEC Company/UN Spacy

Crew (not including Escort Carrier): 74,300 total (plus tourists)
      Military Crew: 1,000
      Civilian Crew: 3,000
      Police/Civil Defense: 300
      Permanent Civilian Populace: 70,000
      Visitors/Tourists: up to 80,000 max

Notable Ships of Class:
      Riviera 05 (launched 2034 as part of the *Macross 05* colony fleet. Captured and destroyed by the Varuta in 2045)
      Riviera 07 (launched 2036 as part of the [*Macross 07*](#) colony fleet. Captured by Protodeviln in 2046 but recaptured by UN Spacy forces during the final battle of the UN Spacy/Varuta war)

MDC BY LOCATION:

```
(1) Main Body                                    150,000
    Projectile Shield (Closed)                   100,000
    Projectile Shield (Per 40 ft area)               500
(2) Ocean Dome                                    30,000
(2) Ocean Dome (Per 40 ft area)                      200
```

```
     Small Airlocks/Access Hatches (300)              250 each
     Main Airlock                                   1,000
     Outer Hull (per 40ft area)                       120
     Interior walls (per 20ft)                         40
     External Engineering/Sensor Spokes (9)         1,500 each
     Lower Sensor Spoke                             1,000
     Connection Joint/Engineering Section          25,000
(3)  Main Engines/Power Plant (2)                  50,000 each
(3)  Auxiliary Engines (4)                          7,000 each
(4)  Pin Point Barriers (4)                         5,000 each
```

NOTES:

1. Depleting the MDC of the main body will essentially destroy the vessel. All internal systems will shut down, including life support and internal gravity. The colony ship itself will be an unsalvageable floating wreck, and any surviving colonists (and marine life) must be rescued quickly or will die from asphyxiation as the remaining atmosphere drains into space.
2. In "Shell Up" mode, the semi-transparent ocean dome is completely covered by the projectile shield. Therefore in order to attack the dome in this mode the projectile shield must be penetrated or destroyed first. If the ocean dome is destroyed while in space (1D6x10) percent of the colonists inside will be instantly killed due to explosive decompression.
3. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting the MDC of the main engines AND auxiliary engines will leave the colony ship adrift in space. If in an atmosphere, the colony will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
4. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.

SPEEDS:

Speed(sublight): 0.16 speed of light (25,600 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:
Designed to land in a planetary ocean when necessary but not designed to maneuver in an atmosphere. The Riviera is **NOT** designed to land on the ground. If it does so the landing will inflict 3D6x1000 MD damage to the main body of the spacecraft (the lower sensor spoke will be automatically destroyed).
Maximum Range: Unlimited (estimated 30 year life span)

STATISTICAL DATA:

Length (main body): 10,890 ft (3,300 m)
Length (connector/engineering section): 1,650 ft (500 m)
Length (external spokes): 4,125 ft (1,250 m)
Length (overall, including *Uraga*): 14,355 ft (4,350 m)
Weight: Approximately 10,700,000,000 tons standard

Power System:
ORTEC/General Galaxy Main Reactor
Fold System:
ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster
Sublight Drive:
ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engine:
Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Cluster
Sensors: Standard plus Subspace Mass Detector

RIVIERA VESSEL TOP VIEW

DEFENSE SYSTEMS:

1. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships and colony vessels, including the Riviera colony ships. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within four seconds (2 melee rounds). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

   The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) any breaks or weaknesses in the projectile shield and/or ocean dome, (2) the engineering section/battle carrier docking section, and (3) the main and auxiliary engines, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against attacking mecha to the VF pilots from the battle carrier.

   - ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
   - ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
   - ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
   - ❍ **RADIUS:** 200 ft (61 m)
   - ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the vessel to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
   - ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
   - ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
     - ▪ **01-15:** Lucked out, system will be operational in 1D6 hours.
     - ▪ **16-30:** Minor damage, system will require 4D6 hours to repair.
     - ▪ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
     - ▪ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
     - ▪ **61-75:** Major damage, system will require 2D6x10 hours to repair.
     - ▪ **76-90:** Minor damage, system will require 4D6 hours to repair.
     - ▪ **91-95:** Lucked out, system will be operational in 1D6 hours.
     - ▪ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Riviera colony vessels are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HOLOGRAPHIC PROJECTION SYSTEM:** The ocean dome and the interior of the projectile shield both contain sophisticated holographic projection system which are used to generate images of terran skies. These images help to calm colonists and make them feel like they are living in a city on Earth and not on a ship voyaging through space. The holographic system is often used to divide time on the vessel into day and night segments. During the day the holographic system blocks the outside view and projects artificial sunlight over the city, and at night the system is turned off to provide an uninhibited view of the passing stars.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the Riviera ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a

rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.

- **LIFE SUPPORT SYSTEMS:** The resort colony have sufficient life support to provide breathable air and comfortable temperatures for 400,000 people, plus the entire marine ecosystem contained within the artificial ocean, for up to 30 years. In an emergency the life support system can support up to 600,000 people for a short time. The ocean's ecosystem can provide food and other necessary supplies indefinitely for up to 1,000,000 people, making it a vital part of the colony fleet's support structure.

- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The Riviera has modest communications facilities that can communicate with up to 250 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.

- **LONG-RANGE RADAR:** The radar array of the Riviera is also modest compared to that of the docked escort battle carrier. The system can track and identify up to 500 craft simultaneously and has a 200 mile/320 km range.

- **SPACE FOLD SYSTEM:** For FTL propulsion, the vessel is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28x10^10 mps (5.25x10^10 kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft. The fold drive is powerful enough to propel both the battle carrier and resort block through hyperspace when they are connected.

- **SUBLIGHT ENGINES:** As a backup to the Fold System, the colony vessel is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.16 speed of light (25,600 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 1 maximum due to hull stress. As with the fold drives, the engines are powerful enough to propel the craft when battle carrier is attached.

- **SUBSPACE MASS SENSORS:** Like the battle carriers, the Riviera colony vessels are equipped with subspace sensors for early warning of approaching objects and navigation at sublight speeds. These sensors can almost instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier which are above 60,000 kg in mass (which means that the sensors usually cannot detect objects as small as variable fighters). Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and are usually used for tracking purposes only.

MECHA COMPLEMENT (STANDARD):

NONE! However, the landing bays in the Riviera has enough room and resources to adequately support up to 3 squadrons (36 fighters) of VFs if necessary.
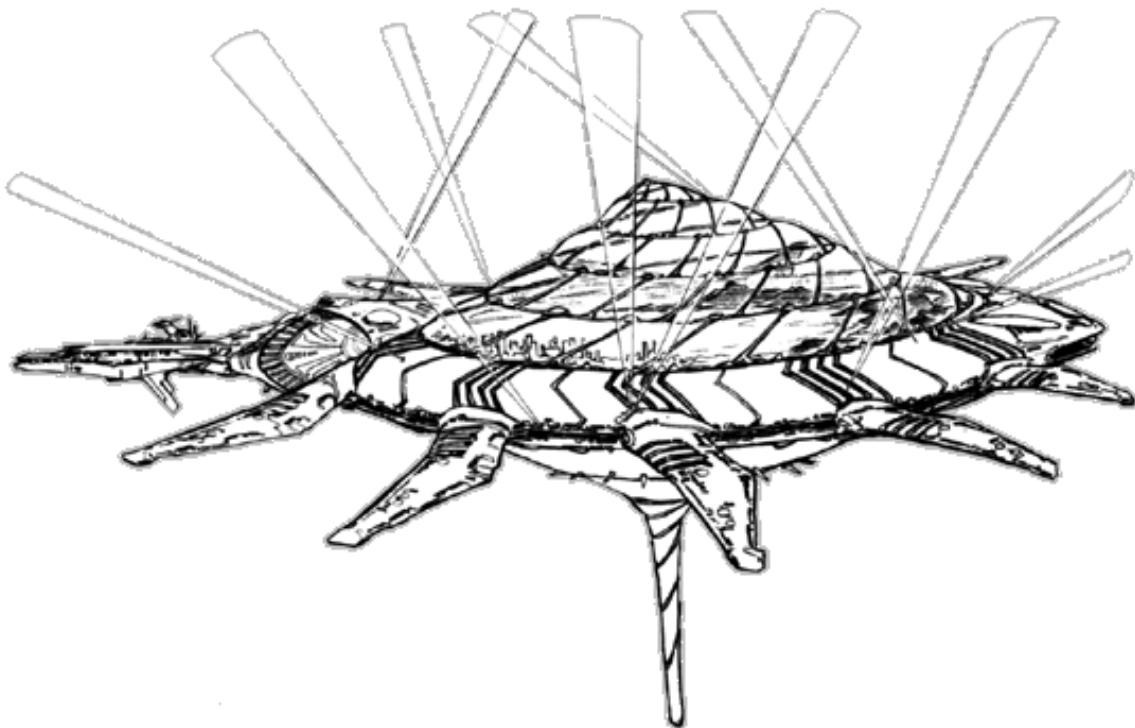
REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: Riviera Resort Vessel Entry"**
- **"Doe's All The Worlds' Starship Guide: Uraga Escort Battle Carrier Entry"**
- *Macross 7* TV episodes 8, 48, 49

DAVE DEITRICH

The following material is an adaptation of the starship design from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

HOLLYWOOD-CLASS AMUSEMENT VESSELS

(Version 0.8 - Last modified: 07/25/98 19:39)

*RPG Stats by **DANIEL HENWOOD** (dhenwood@hotmail.com)*
*Background text by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
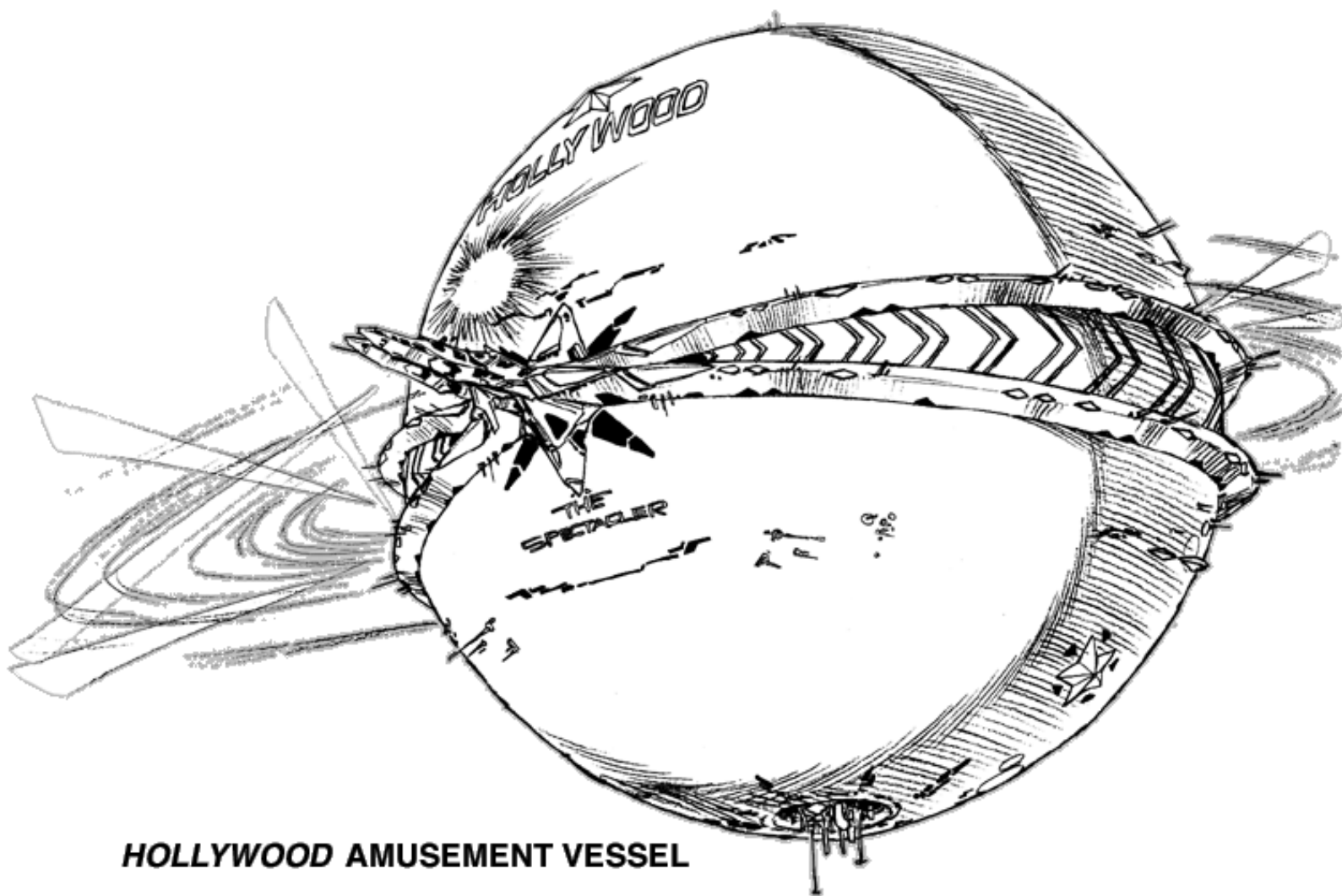
HOLLYWOOD AMUSEMENT VESSEL

BACKGROUND

Despite the adventure and romanticism of sci-fi media, space can be a very boring place. This is especially dangerous for colony missions, where millions of soldiers and civilians are crammed into starships facing an unknown and uncertain future. In addition to food, water, and air, the shipboard colonists need a wide variety of entertainment to keep their morale up and keep them distracted from the possible danger they may be in. This is the justification for the *Hollywood* **Amusement Colony Vessels**.

Hollywood vessels are immense starships. Based on an older colony vessel design, they do not have a transparent dome like the *[Riviera](#)* and *[New Macross](#)* class colony vessels. Instead, the spherical vessels are divided into three sections. The first section located in the top part of the ship contains a complete amusement park for the benefit and entertainment of the colonists. This park contains the latest in rides, games, shows, and other diversions one would typically find in a theme park on Earth. In addition, the park contains holographic virtual reality centers where people can star in their own movies, playing the part of a formula 1 racer or a variable fighter pilot without being in danger. Also there are cinemas, nightclubs, bars, restaurants, and other facilities for visitors who prefer a slightly slower pace to their entertainment.

The middle part of the colony sphere contains the engines and power systems for the vessel, plus the living quarters for the 200,000+ colonists permanently living on the ship. The third section of the ship represents the most important function of the *Hollywood*, however. The entire lower half of the sphere is dominated by sound stages, recording studios, costume and prop shops, special effects computer editors, and all other equipment necessary for producing audio and video (both 2D and 3D) entertainment. Functioning like its namesake, this part of the Hollywood constantly produces new films, records and features for the colony. In addition, the Hollywood vessels also use their hyperspace communicators to keep in touch with other colony missions around the galaxy, allowing them to exchange their productions, sharing ideas and entertainment. This communications link between colony missions is called the **Galaxy Network**, and has become the initial starting point for stars and idol singers around the galaxy for almost 20 years.

Like most other colony vessels, the *Hollywood* ships are unarmed and have only modest defensive systems. Instead, they rely upon an *[Ark Royal](#)*-class Escort Battle Carrier that is docked to the front of the ship for protection, similar to how the *New Macross* Battle and City sections combine for mutual protection. Hollywood vessels are controlled from the bridge of the docked carrier, and the carrier's VF squadrons provide protection for the colony vessel in case of attack. The carrier can disconnect from the Hollywood if necessary, and the vessel is equipped with an emergency bridge to control the ship when the carrier is detached. Hollywood vessels are considered an essential part of UN Spacy colony missions and at least one of these vessels has accompanied every colony fleet since 2026. Although the design is somewhat dated, the vessels are still being constructed and will still be in use for many years to come.

> **NOTE:** The theme park interior of the *Hollywood* vessels contains miniature replicas of famous monuments from Earth, including the Statue of Liberty, the Eiffel Tower, Big Ben and others. In this respect, the vessels are very similar to "Culture Park" from Macross II. The Culture Park maps from [Macross II Deck Plans Volume III](#) can be used to represent the interior of Hollywood vessels for encounters within these massive ships.
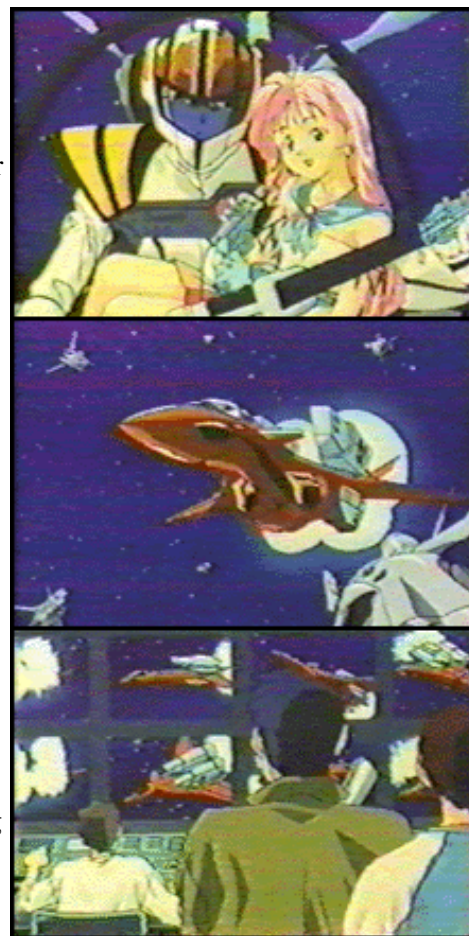
RPG STATS

Government: New Unity Government (Earth)
Ship Type: Long Distance Colonization Amusement Vessel
Class: Hollywood Class
Manufacturer: ORTEC Company/Three Star Heavy Industries/UN Spacy

Crew (not including Escort Carrier): 212,500 total (plus tourists)

       Military Crew: 1,500
       Civilian Crew: 8,000
       Police/Civil Defense: 3,000
       Permanent Civilian Populace: 200,000
       Visitors/Tourists: up to 100,000 max

MDC BY LOCATION:

```
(1) Main Body                               240,000
    Connection Joint/Engineering Section      9,000
(2) Main Engines/Power Plant (2)             80,000 each
(2) Auxiliary Engines (4)                     8,000 each
    Upper Sensor/Transmitter Cluster          1,200
    Lower Sensor/Transmitter Cluster          1,200
    Small Airlocks/Access Hatches (400)         250 each
    Main Airlocks (2)                           800
    Outer Hull (per 40ft area)                  120
    Interior walls (per 20ft)                    15
(3) Pin Point Barriers (4)                    5,000 each
```

NOTES:

1. Depleting the MDC of the main body will essentially destroy the vessel. All internal systems will shut down, including life support and internal gravity. The colony ship itself will be an unsalvageable floating wreck, and any surviving colonists must be rescued quickly or will die from asphyxiation as the remaining atmosphere drains into space.
2. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting the MDC of the main engines AND auxiliary engines will leave the colony ship adrift in space. If in an atmosphere, the colony will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
3. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the [Pinpoint Barrier System](#) entry for details.

SPEEDS:

Speed(sublight): 0.16 speed of light (25,600 miles per second)
Speed(Auxiliary Drives): Mach 3
Space Fold: Range Unlimited (1 light year every 6 minutes)
Planet bound:

       Designed to land in a planetary ocean when necessary but not designed to maneuver in an atmosphere. Hollywood vessels are **NOT** designed to land on the ground. If they do so the landing will inflict 3D6x1000 MD damage to the main body of the spacecraft (the lower sensor/transmitter will be automatically destroyed).

Maximum Range: Unlimited (estimated 30 year life span)

STATISTICAL DATA:

Length (main body): 16,335 ft (4,950 m)
Height (main body): 17,655 ft (5,350 m)
Length (connector/engineering section): 594 ft (180 m)
Length (overall, including *Uraga*): 21,880 ft (6,630 m)
Weight: Approximately 530,000,000 tons standard
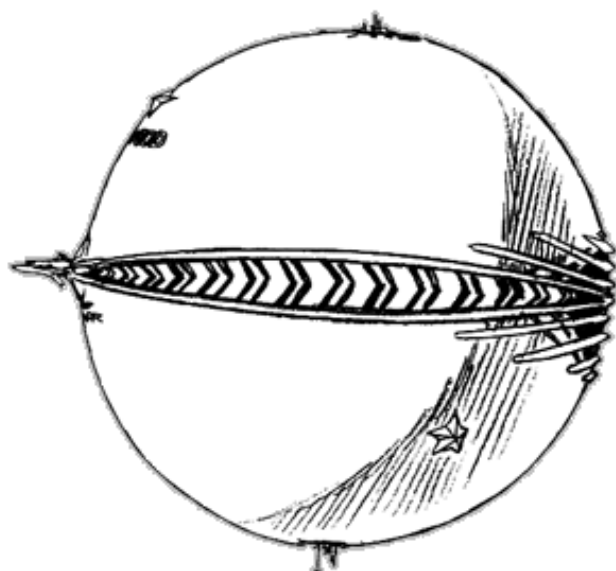
HOLLYWOOD AMUSEMENT VESSEL
SIDE VIEW

Power System:
ORTEC/General Galaxy Main Reactor
Fold System:
ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster
Sublight Drive:
ORTEC/Centinel Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engines:
Shinnakasu/Shinsei Industries/Agar Nuclear Pulse Rocket Motor Clusters
Sensors: Standard plus Subspace Mass Detector

DEFENSE SYSTEMS:

1. **PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by researchers onboard the SDF-01 Macross during Space War One, the Pinpoint Barrier System is a standard defense system on board all UN Spacy starships and colony vessels, including the Riviera colony ships. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within four seconds (2 melee rounds). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) any breaks or weaknesses in the main hull, (2) the main and auxiliary engines, and (3) the engineering section/battle carrier docking section, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against attacking mecha to the VF pilots from the battle carrier.

   ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
   ❍ **RANGE:** Up to 300 feet (91.5 m) from the surface of the vessel.
   ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
   ❍ **RADIUS:** 200 ft (61 m)
   ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the vessel to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
   ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
   ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by the Macross Cannon, Zentraedi/Varuta command warships, and some Protodeviln. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system, to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
     ▪ **01-15:** Lucked out, system will be operational in 1D6 hours.
     ▪ **16-30:** Minor damage, system will require 4D6 hours to repair.
     ▪ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
     ▪ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
     ▪ **61-75:** Major damage, system will require 2D6x10 hours to repair.
     ▪ **76-90:** Minor damage, system will require 4D6 hours to repair.
     ▪ **91-95:** Lucked out, system will be operational in 1D6 hours.
     ▪ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

● **ANTIGRAVITY PROPULSION SYSTEM:** The Hollywood vessels are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of

up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.

- **HOLOGRAPHIC PROJECTION SYSTEM:** The "open sky" levels within the huge colony vessel are equipped with a sophisticated holographic projection system which is used to generate images of terran skies. These images help to calm colonists and make them feel like they are living in a city on Earth and not on a ship voyaging through space. The holographic system is often used to divide time on the vessel into day and night segments. Note that the hull of Hollywood vessels is NOT transparent, so during night periods the holographic system projects a fake starry sky rather than a real view of the passing galaxy.
- **HYPERSPACE COMMUNICATIONS:** Based on the same technology as the space fold system, the hyperspace communications relay allows faster-than-light communication between the Riviera ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive. Hollywood vessels have large complex communications that can simultaneously transmit and receive over 10,000 different AV signals at the same time to other colony missions around the cosmos, thus forming the **"Galaxy Network"**.
- **LIFE SUPPORT SYSTEMS:** The amusement vessel has sufficient life support to provide breathable air and comfortable temperatures for 350,000 people for up to 30 years. In an emergency the life support system can support up to 500,000 people for a short time.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** Hollywood vessels has advanced communications facilities that can communicate with up to 1,000 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft as to relay communications.
- **LONG-RANGE RADAR:** The radar array of Hollywood vessels is modest compared to the communications systems. The radar can track and identify up to 500 craft simultaneously and has a 200 mile/320 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the vessel is equipped with an ORTEC/Shinnakasu/General Galaxy Advanced Fold System Cluster, capable of propelling the carrier through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft. The fold drive is powerful enough to propel both the battle carrier and resort block through hyperspace when they are connected.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the colony vessel is equipped with ORTEC/Centinel Impulse Drive Cluster engines that can propel the craft at speeds up to 0.16 speed of light (25,600 miles per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 1 maximum due to hull stress. As with the fold drives, the engines are powerful enough to propel the craft when the battle carrier is attached.
- **SUBSPACE MASS SENSORS:** Like the battle carriers, Hollywood colony vessels are equipped with subspace sensors for early warning of approaching objects and navigation at sublight speeds. These sensors can almost instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier which are above 60,000 kg in mass (which means that the sensors usually cannot detect objects as small as variable fighters). Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and are usually used for tracking purposes only.

MECHA COMPLEMENT (STANDARD):

NONE! However, the landing bays in Hollywood vessels have enough room and resources to adequately support up to 6 squadrons (72 fighters) of VFs if necessary.
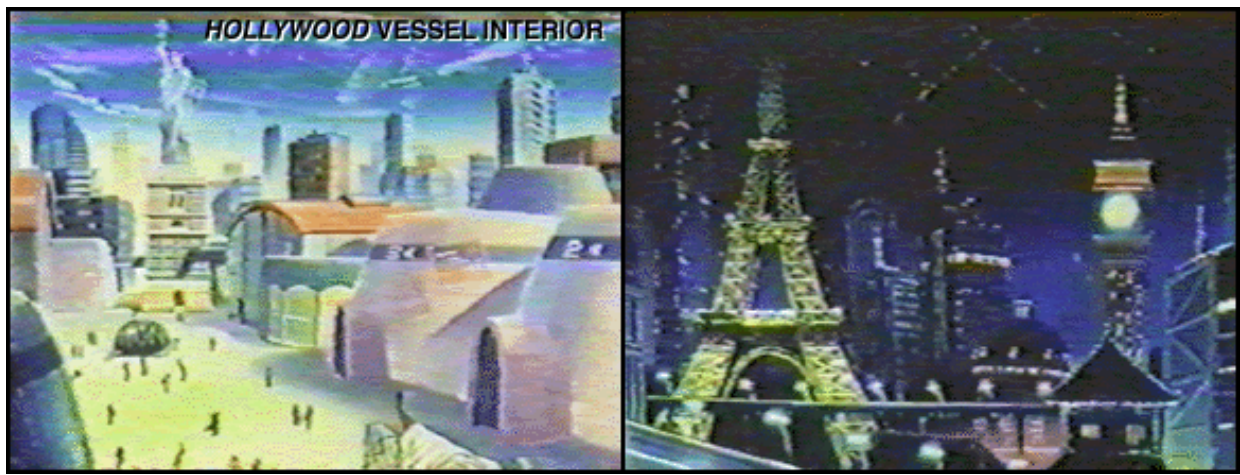
HOLLYWOOD VESSEL INTERIOR

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: Hollywood Amusement Vessel Entry"**
- **"Doe's All The Worlds' Starship Guide: Uraga Escort Battle Carrier Entry"**
- *Macross 7* TV episode 11

MACROSS MECHA DESIGNS   **PREVIOUS | NEXT | INDEX**

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

FBz-99 ZAUBERGERAN VARIABLE FIGHTER/BOMBER

(Version 1.1 - Last Updated: 07/25/98 19:39)

> *RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
> *Background info provided by the **MACROSS ONLINE COMPENDIUM***

FBz-99 in Fighter Mode
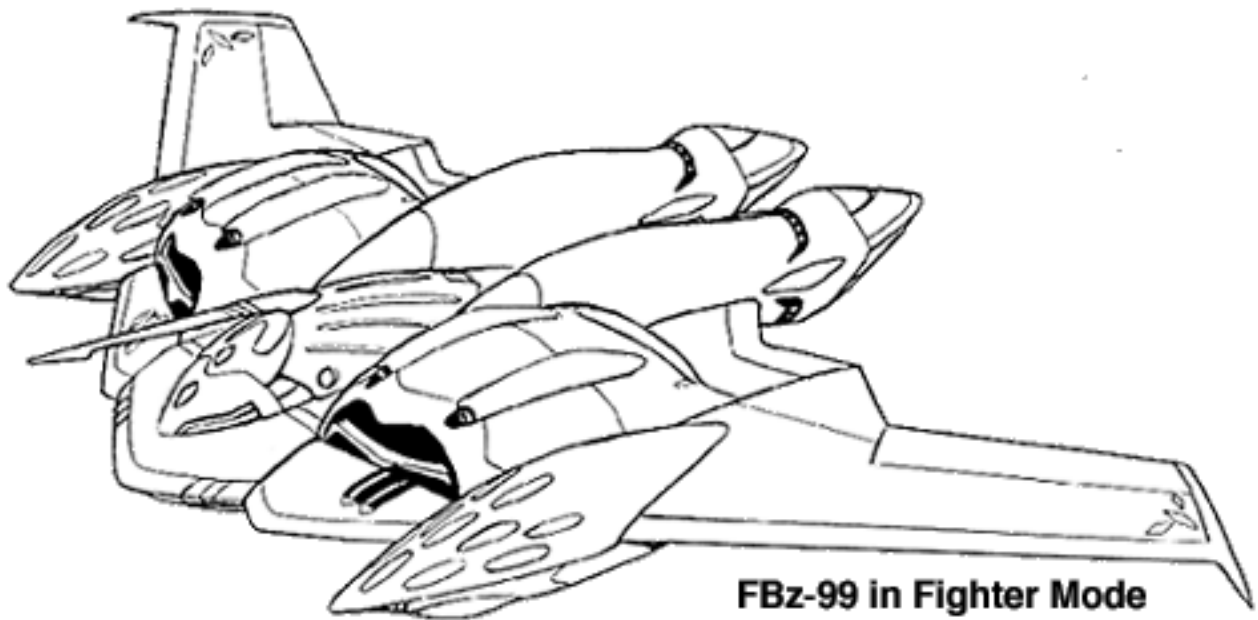
BACKGROUND

Like the FZ-109 Elgerzorene, the **FBz-99 Zaubergeran** is a Varuta mecha design based on stolen technology from the Megaroad-13 colony mission. The Zaubergeran is designed after the **VAB-2 Fighter/Bomber** produced by Northrom Grumman (designers of the VA-3 Invader Bomber) and used by the UN Spacy between 2025 and 2035. The FBz-99 was designed to complement the FZ-109 and to serve

as a missile platform which could deliver a large number of missiles against multiple targets. The Zaubergeran was undergoing final design tests when the Macross 7 encountered the Varuta forces in 2045, and thus was not encountered in great numbers until almost halfway through the Macross 7/Varuta war.

The Zaubergeran uses a "flying wing" design consisting of a large wingspan with a relatively short body. This design provides exceptional stability and maneuverability when flying within a planetary atmosphere. The FBz-99 has four main engines (two on the wings, two in the legs) plus numerous large and small verniers which can produce considerable thrust and maneuverability when necessary. However the most distinctive advantage of the mecha is its immense firepower. The Zaubergeran mounts SIX separate missile launcher systems that can fire over 120 short-range missiles in a single round if necessary. This type of first-strike firepower can decimate an entire squadron of VF-11 Thunderbolts before they can even reach close combat range in a battle. As backup weapons, the FBz-99 is also armed with a variety of beam cannons for close to medium-range combat and defense. And as with all Varuta mecha, the Zaubergeran is equipped with a spiritia absorption beam for draining the spiritia energy of enemy pilots when possible. The FBz-99 is also equpped with a new Spiritia Defense System that was intended to help pilots resist the effects of Basara Nekki's and Sound Force's spiritia attacks, but unfortunately the system tended to fail when the mecha were assaulted with concentrated attacks from Sound Force.
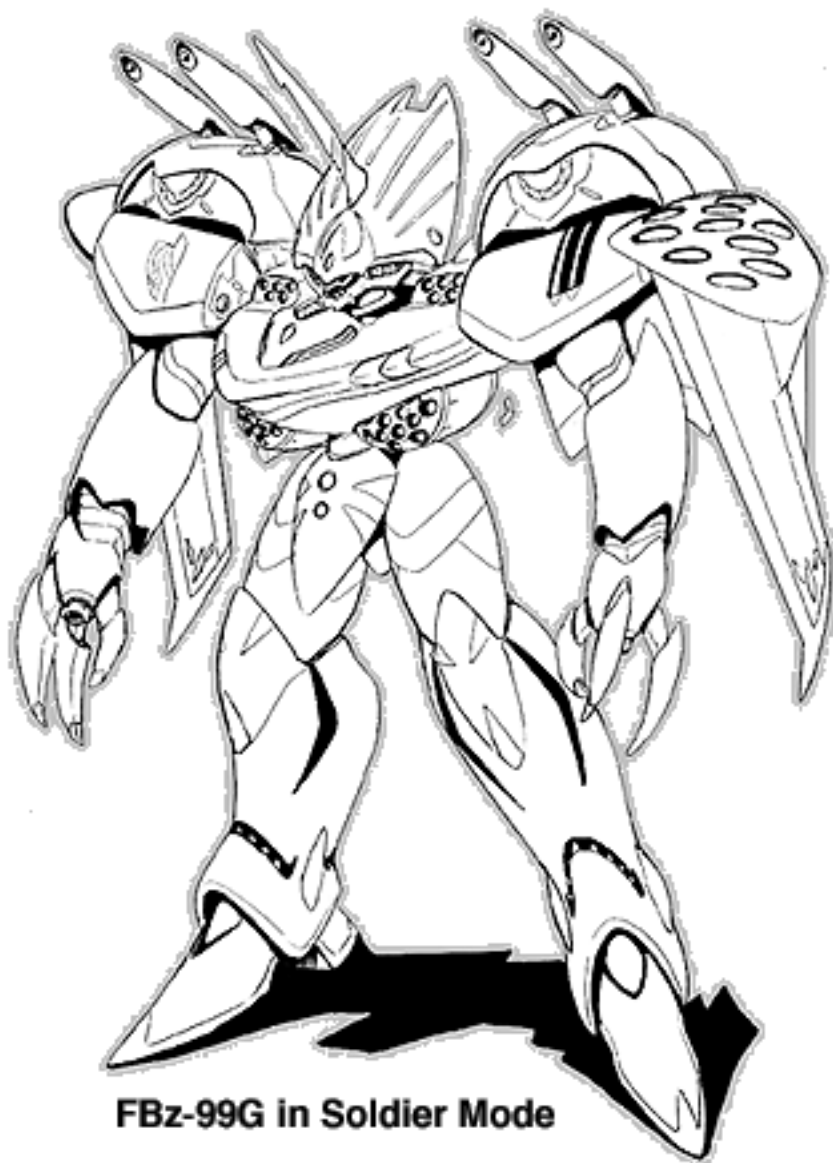
FBz-99G in Soldier Mode

The introduction of the Zaubergeran in the Macross 7/Varuta war initially tipped the scales in favor of the Varuta in terms of firepower, as the UN Spacy did not yet have a heavy weapons platform that could counter the armament of the fighter/bomber. But by the time the FBz-99 reached the battlefield the *Macross 7* had started using the spiritia powers of Sound Force in combat, and the brainwashed nature of the pilots proved a liability as Basara freed them of their programming. In addition, *Macross 7* pilots began using modified tactics such as using medium and long range missiles to eliminate the FBz-99s before they could reach optimum firing range and use their SRMs to maximum effect. Still, the Zaubergeran proved to be a formidable opponent and served well throughout the remainder of the war.

RPG STATS

Vehicle Type:
  FBz-99G (Standard version)
Class: All-environment Variable Fighter/Bomber
Manufacturer: Varauta, based on technology from Northrom Grumman
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
    Head Sensor Antennae                                    50
(1) Head                                                   120
    Hands (2)                                               50 each
    Arms (2)                                               120 each
(2) Shoulders/Missile Launchers/Engine Nacelles (2)       120 each
    Shoulder Lasers (4, 2 per shoulder)                     50 each
(3) Legs & Thrusters (2)                                   250 each
(4) Rear Ventral Thrusters (2)                              40 each
(5) Main Body                                              400
    Main Body Missile Launchers (4)                         75 each
    Wings (2)                                              150 each
    Reinforced Pilot Compartment/Escape Pod                150
```

NOTES:

1. Destroying the head of the Zaubergeran will knock out the mecha's major sensor systems, including all radar, nightvision, thermal, spiritia sensor, and even the main optical system. This puts the pilot in a VERY bad position, as he will have to rely on backup sensors not designed for combat. The pilot will suffer a -5 to hit and dodge, and have a -5 penalty to initiative until he can retreat and have his sensors fixed. The Spiritia Absorption Beam and Head Laser will also be destroyed if the head is knocked out.
2. Destroying the Shoulder/Engine Nacelle will knock out one of the FBz-99's main engines and reduce thrust/speed by 30%. The arm, shoulder lasers, and shoulder missile launcher will also be destroyed for that shoulder. Destroying both shoulders will reduce thrust/speed by 60%.
3. Destroying a leg will knock out one of the Zaubergeran's main thrusters, which will reduce overall speed/thrust by 15% and cause a -1 penalty to dodge. Destroying both legs will reduce thrust/speed by 30% and reduce dodge by -2.
4. Destroying a ventral thruster will reduce speed by 5% and cause a -1 penalty to dodge. Destroying both ventral thrusters will drop thrust/speed by 10% and impose a -2 to dodge.
5. Depleting the MDC of the main body will destroy the mecha. The pilot may attempt to eject in the cockpit section/escape pod before the craft explodes, but the computer will NOT automatically

eject the escape pod like UN Spacy mecha are designed to do.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
     70 mph (112 kmph)
LEAPING, SOLDIER CONFIGURATION:
     20 ft (6 m) high or 30 ft (9 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
     200 mph (320 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, GERWALK CONFIGURATION:
     Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, FIGHTER CONFIGURATION:
     650 mph (1040 kmph/Mach 0.97) max speed at 8,000 meters or less above sea level. Mach 2.2+ (1475 mph/2355 kmph) max speed at 8,000-38,000 meters above sea level. Mach 3.0+ (2010 mph/3210 kmph) max speed at 38,000+ meters above sea level. The FBz-99 is fully transatmospheric and can attain orbit above an Earth-type planet without extra booster assistance. Maximum rate of ascent is 14,000 meters/minute. G limits are +13.8 to -9.3 standard Earth gravities.

FBz-99 in Soldier Mode
(Rear View)

STATISTICAL DATA:

HEIGHT:
     73.44 ft (22.95 m) in soldier configuration.
     40.39 ft (12.62 m) in gerwalk configuration.
     11.02 ft (3.44 m) in fighter configuration.
WIDTH:
     50.82 ft (15.88 m) at shoulders in soldier configuration.
     121.00 ft (37.81 m) in gerwalk or fighter configuration with wings at maximum extension.
LENGTH:
     32.00 ft (10.00 m) in soldier configuration.

46.54 ft (14.54 m) in gerwalk configuration.

58.18 ft (18.18 m) in fighter configuration.

WEIGHT:

22,600 kg (empty)

PHYSICAL STRENGTH:

Equal to a P.S. of 75

CARGO:

Small compartment behind pilot's seat for personal belongings.

WEAPON SYSTEMS:

1. **FIXED SHOULDER-MOUNTED SHORT-RANGE MISSILE LAUNCHERS (2):** The FBz-99 Zaubergeran's primary combat role is that of a fighter/bomber, and in order to fulfill that role it is equipped with a large number of internal missile launchers scattered across its hull. The largest launchers are located in the shoulders of the mecha in soldier mode, and on the engine nacelles in gerwalk and fighter modes. Each shoulder launcher has 11 missile tubes and holds 33 missiles (3 per tube). The launcher can fire one missile per tube per melee round (including reload time), so volleys of up to 11 missiles can be fired per launcher per round. Armor-piercing SRMs are standard issue, but other types can be mounted if desired.

   o **PRIMARY PURPOSE:** Assault
   o **MISSILE TYPES:** Any type of **Short Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
   o **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
   o **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
   o **RATE OF FIRE:** Volleys of 1 to 11 missiles. One volley counts as one attack.
   o **PAYLOAD:** 3 missiles per tube; 33 per launcher.

2. **FIXED MAIN-BODY SHORT-RANGE MISSILE LAUNCHERS (2):** In addition to the shoulder missile launchers, the FBz-99 has two 5-barrel missile launchers on the top of the main body. Each launcher holds 15 missiles. In soldier mode the launchers are located on either side of the head of the mecha, but in gerwalk and fighter modes they are concealed within the main body. In these modes the launchers pop up out of the main body to fire when necessary. Again, armor-piercing SRMs are standard issue, but other types can be mounted if desired.

   o **PRIMARY PURPOSE:** Assault
   o **MISSILE TYPES:** Any type of **Short Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
   o **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
   o **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
   o **RATE OF FIRE:** Volleys of 1 to 5 missiles. One volley counts as one attack.

○ **PAYLOAD:** 3 missiles per tube; 15 per launcher.

3. **ROTARY MICRO-MISSILE LAUNCHERS (2):** The most devastating artillery weapon on the Zaubergeran are two rotating missile launchers on the lower main body of the mecha. These launchers rotate while being fired so that some missile tubes are being reloaded while others are firing. This results in a devastating rate of fire for the launchers. In gerwalk and fighter modes these launchers are also concealed within the main body, and lower out of the mecha when firing in these modes. Armor-piercing or high- explosive MMs are standard issue.

   ○ **PRIMARY PURPOSE:** Assault
   ○ **MISSILE TYPES:** Any type of **Micro Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
   ○ **RANGE:** Varies with missile type, typically 1 mile (1.6 km).
   ○ **DAMAGE:** Varies with missile type, typically 1D4x10 M.D.
   ○ **RATE OF FIRE:** Volleys of up to 20 (!) missiles. One volley counts as one attack.
   ○ **PAYLOAD:** 100 missiles in a magazine shared by both launchers. Note that this means that all 100 missiles can be launched in a single combat round using five melee attacks.

4. **SHOULDER-MOUNTED BEAM CANNONS:** The main energy weapons for the FBz- 99 are four beam cannons mounted on the shoulders/engine nacelles of the mecha. These guns are normally mounted in the engines and are fixed forward, but they can extend out of the engine nacelles and pivot up to 60 degrees up, down, left or right of the mecha. These cannons are mostly used for anti-aircraft and missile defense.

   ○ **PRIMARY PURPOSE:** Anti-aircraft
   ○ **SECONDARY PURPOSE:** Anti-missile defense
   ○ **RANGE:** 3000 feet (915 m)
   ○ **DAMAGE:** 2D6 per blast. 8D6 if all four cannons are directed at one target.
   ○ **RATE OF FIRE:** Equal to pilot's number of attacks.
   ○ **PAYLOAD:** Effectively Unlimited.

5. **ARM-MOUNTED LASER PULSE CANNONS:** In plase of gun pods, the Zaubergeran is armed with two rapid-fire pulse lasers in the arms of the mecha. These cannons fire forward out of the lower main wing in fighter mode, or out of the palms of the mecha's hands in gerwalk/soldier mode.
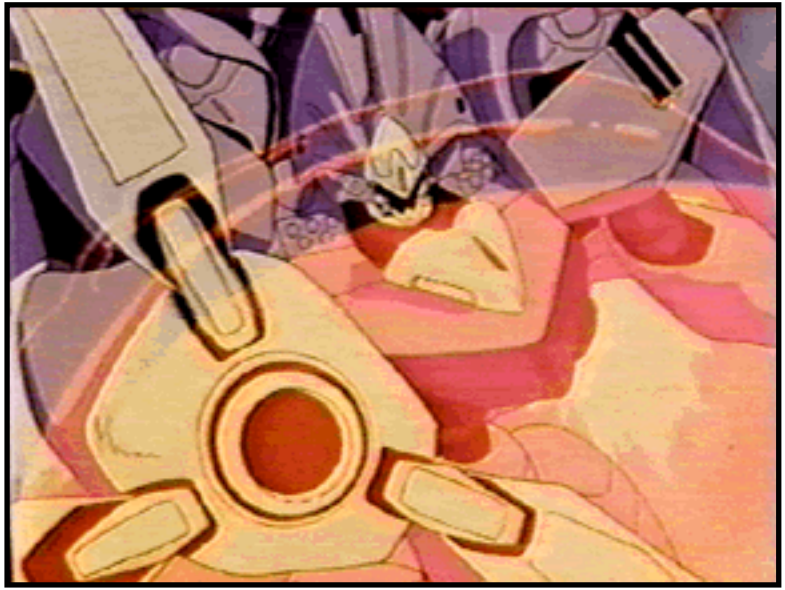
- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **RANGE:** 4000 feet (1220 m)
- ❍ **DAMAGE:** A single blast does 2D6 M.D., or a burst of 5 shots does 1D6x10 M.D.
- ❍ **RATE OF FIRE:** The lasers can be fired in blasts or bursts, and each blast or burst counts as one melee attack. The total rate of fire for the lasers is equal to the pilot's number of attacks.
- ❍ **PAYLOAD:** Effectively Unlimited.

6. **SPIRITIA ABSORPTION BEAM:** The most unique weapon of Varuta mecha is the Spiritia Absorption Beam. A product of Varauta technology, this energy beam is designed to drain the Spiritia from a humanoid and store it for later use. The Spiritia Absorption Beam projects a pencil-thin beam of energy that can penetrate ANY form of armor (even starship armor) without \ any deflection. Fortunately, the beam has a fairly short range and must be used in close combat. Furthermore, for the beam to have any effect it must strike the **BRAIN** of a victim; if it hits any other part of the body all the beam produces is a mild stinging sensation. For this reason the beam is usually only used after a target has been incapacitated or otherwise restrained.

For more information on Spiritia, see the optional Spiritia rules for the Palladium RPG in these web pages. (coming soon)

- ❍ **PRIMARY PURPOSE:** Spiritia Gathering
- ❍ **RANGE:** 80 feet (24 m)
- ❍ **DAMAGE:** None unless the beam strikes the brain. If successful, the beam drains 1D6 M.E. *per round* until the target reaches 0 M.E. At this point, the victim falls into a coma until his spiritia regenerates. See the Spiritia rules for details on recovering spiritia.
- ❍ **RATE OF FIRE:** The beam can be fired once per melee round.
- ❍ **PENALTIES:**The beam has a -10 penalty to hit the brain of a MOVING target, such as a flying mecha or a running human. There is no penalty to hit a non-moving target, however, which is why the FBz-99 will try to immobilize a target before using the Spiritia Absorption Beam.
- ❍ **PAYLOAD:** Unlimited.

7. **HAND TO HAND COMBAT:** If necessary, the pilot of the FBz-99 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   - Restrained Punch: 1D6 M.D.
   - Full Strength Punch: 3D6 M.D.
   - "Booster" Punch: 4D6 M.D. (counts as two attacks)
   - Tear or Pry with Hands: 2D4 M.D.
   - Kick: 2D4 M.D.
   - Leap Kick: 3D6 M.D.
   - Body Flip/Throw: 1D6 M.D.
   - Body Block/Tackle: 2D6 M.D.
   - Stomp: 2D4 M.D. (only effective against small objects)
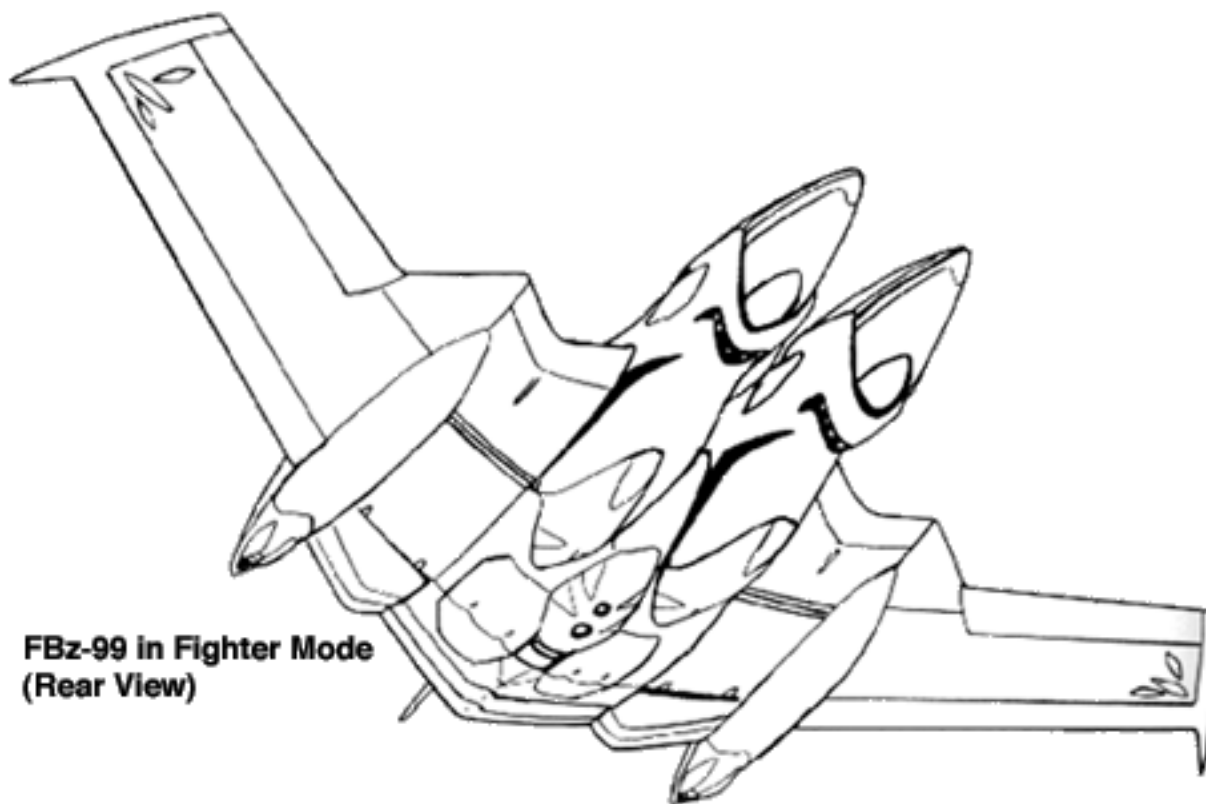
FBz-99 in Fighter Mode
(Rear View)

STANDARD EQUIPMENT FOR THE FBz-99:

- **AUTO-PILOT:** The FBz-99 is equipped with a simple computerized auto- pilot. Not as complex as the one used on UN Spacy mecha, this system is basically intended for getting the craft from point A to point B without relying on the (often brainwashed) pilot. The auto-pilot can be engaged remotely and programmed to return the mecha to base if the pilot is incapacitated or killed.

- **CAPTURE SPHERE:** The Zaubergeran can generate an energy sphere from its wrists that can be used to capture humanoids and store them safely for transport back to base. The semi-transparent sphere is self-contained and lasts for up to 4 hours after being generated. The sphere is airtight, radiation-shielded, contains its own oxygen supply, and can even be used to transport captives through space. The sphere can absorb up to 100 SDC points (1 MDC point) of damage before dissipating.
- **COMBAT COMPUTER W/HUD DISPLAYS:** The FBz-99 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Every monitor in the mecha's cockpit is capable of displaying data on screen, thus allowing the computer to display large amounts of information in HUD (heads-up display) graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 800 images stored in memory. The computer can identify and track up to 50 targets simultaneously.
- **ESCAPE POD:** The entire reinforced cockpit of the FBz-99 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The pod is NOT equipped with thrusters, but is equipped with a parachute to provide a soft landing in case of ejection in an atmosphere. The pilot of the FBZ-99 must manually trigger the cockpit ejection sequence when his craft is destroyed. The computer will NOT automatically eject the cockpit when the main body MDC reaches zero.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the FBz-99 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). All Varuta starships can locate and track the signals generated by this escape beacon.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus. This system is especially important when targeting the Spiritia Absorption Beam.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: SPIRITIA IMAGER:** Range: 4000 feet (1220 m). Another product of Varauta technology, this scanner allows the FBz-99 to detect lifeforms and measure the spiritia levels of those lifeforms. This sensor allows the pilot of the FBz-99 to locate the pilots with the strongest spiritia levels so that he can concentrate on those targets. The spiritia imager can penetrate up to 10 feet (3.2 m) of metal or armor.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.

- **RADAR:** 200 mile (321 km) range. The radar is located in the nose/head of the mecha and will be destroyed if the head is destroyed.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SPIRITIA DEFENSE SYSTEM:** Commonly called a "Sound Protector" or "Sound Wave Dampner", the FBz-99 is equipped with a special system designed to help the pilot resist spiritia attacks. The system produces a counter-sound wave that cancels out music and other external sounds before they reach the pilot's ears, thus preventing effects of "culture shock". The system can also deflect most spiritia energy directed at the pilot, thus preventing most spiritia attacks from having any effect. For more details on the Spiritia Defense System, see the **Spiritia RPG Rules**. (coming soon)
- **TACTICAL LIFE SUPPORT SYSTEM:** The FBz-99's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The Varuta flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

COMBAT BONUSES FOR ZAUBERGERAN FIGHTER TRAINING:

FBz-99 ZAUBERGERAN COMBAT TRAINING

- Advanced training for pilots specializing in the FBz-99 Zaubergeran.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels four, eight, and twelve.
- +2 to strike
- +2 to parry
- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +2 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

NOTE: FBz-99s are often piloted by brainwashed humanoids from the *Macross 5* colony mission. Brainwashed pilots tend to be sluggish, and suffer a -2 to initiative and -1 to hit and dodge rolls during combat.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: [Messer Varuta FBz-99 Zaubergeran Entry](#)"**
- *Macross 7* TV episodes
- **This is Animation Series: Macross 7 Animation Materials**

MACROSS MECHA DESIGNS · PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

FZ-109 ELGERZORENE VARIABLE FIGHTER

(**Version 1.4** - Last Updated: 07/25/98 19:39)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

FZ-109F Fighter Mode
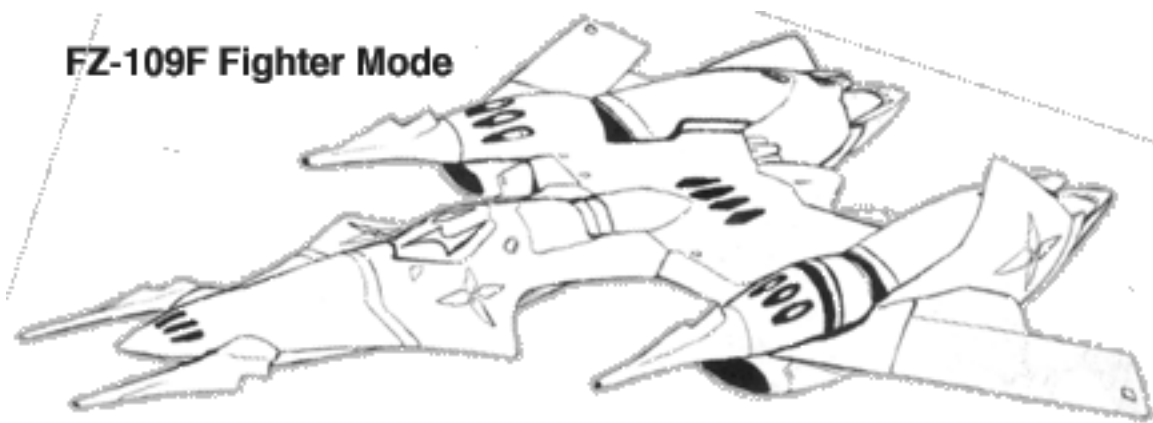
BACKGROUND

The **FZ-109 Elgerzorene** is the standard tactical variable fighter of the Varauta, a mysterious humanoid race living near the center of the galaxy that were encountered by the *Macross 7* colony mission in 2045. The crew of the *Macross 7* were initially shocked by the similarity between Varauta and UN Spacy mecha technology, and theorized that the Varuta may be descendants of the *SDF-2 Megaroad-01* (which disappeared in the same general area that the Varauta inhabit) or even descendants of the protocultures, beings who built the original Macross that crashed on Earth in 1999. However, military intelligence and interrogation of captured Varauta pilots later revealed that the Varauta were in fact descendants of the *Megaroad-13* (which also disappeared near the center of the galaxy) and that the the FZ-109 was modeled after the **VF-14 Hunter Fighter/Bomber** that was produced by General Galaxy around 2025.

The FZ-109 was NOT based on the VF-4 Lightning III variable fighters that were stationed on the *Megaroad-01* when it disappeared.

FZ-109F Soldier Mode

The Elgerzorene is an extremely powerful and maneuverable variable fighter, easily superior to the UN Spacy's standard VF-11 Thunderbolt and nearly equal to the VF-17 Nightmare. The fighter carries a wide variety of weaponry, consisting of lasers, missiles, and a multipurpose gun pod similar to the GU-11 or GU-15 pods used by the UN Spacy. The powerful engines on the craft are based on the Shinnakasu FF-2770 theromnuclear turbine engines that are capable of operation both inside and out of a planetary atmosphere. The canopy is completely enclosed and provides no windows to the outside, affording the pilot with greater protection at the cost of being forced to rely on camera optics. But the most unique system on the FZ-109 is the **Spiritia Absorption Beam**, a product of Varauta technology designed to absorb Spirita from a humanoid victim and store it for return to base.

The speed and power of the Elgerzorene made it a deadly opponent in the early battles of the Macross 7/Varauta war, but as UN Spacy pilots became more experienced with fighting the FZ-109s they began to develop strategies for beating them. Likewise, the *Macross 7* development staff began producing new variable fighter designs and upgrading old ones to make them more than a match for the Elgerzorenes. Eventually the Varauta countered with a more developed version of the fighter (the **FBz-99G Zaubergeran** and the **Az-130A Pantserzorene**) but the FZ-109 still remains the primary fighter of the Varauta military.

RPG STATS

Vehicle Type:

      FZ-109A (Standard version)

FZ-109F (Upgraded version assinged to commanding officers)
Class: Main Tactical Variable Fighter
Manufacturer: Varauta, based on technology from General Galaxy
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
    Head Lasers (2, FZ-109F only)                    50 each
(1) Head                                            100
    Hands (2)                                        60 each
    Arms (2)                                        120 each
    Shoulders/Missile Launchers (2)                120 each
    Shoulder Lasers (2, FZ-109F only)               50 each
    Legs & Thrusters (2)                            250 each
    Rapid-fire laser cluster (chest)                40
    Large-bore blaster cannon (chest)               40
(2) Main Body                                       350
    Wings (2)                                       120 each
    Reinforced Pilot Compartment/Escape Pod         150
    Multipurpose Gun Pod                             75
```

NOTES:

(1)

Destroying the head of the Elgerzorene will knock out the mecha's major sensor systems, including nightvision, thermal, spiritia sensor, and even the main optical system. This puts the pilot in a VERY bad position, as he will have to rely on backup sensors not designed for combat. The pilot will suffer a -5 to hit and dodge, and have a -5 penalty to initiative until he can retreat and have his sensors fixed. The Spiritia Absorption Beam will also be destroyed if the head is knocked out.

(2)

Depleting the MDC of the main body will destroy the mecha. The pilot may attempt to eject in the cockpit section/escape pod before the craft explodes, but the computer will NOT automatically eject the escape pod like UN Spacy mecha are designed to do.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
    70 mph (112 kmph)
LEAPING, SOLDIER CONFIGURATION:
    20 ft (6 m) high or 30 ft (9 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:

200 mph (320 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, GERWALK CONFIGURATION:

Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:

Mach 4.5+ (3015 mph/4824 kmph) max speed at 10,000 meters or less above sea level. Mach 10.5+ (7035 mph/11256 kmph) max speed at 10,000-30,000 meters above sea level. Mach 21+ (3.9 mps/6.25 kmps) max speed at 30,000+ meters above sea level. The FZ-109 is fully transatmospheric and can attain orbit above an Earth-type planet without extra booster assistance. Maximum rate of ascent is 42,000 meters/minute. G limits are +34.1 to -20.1 standard Earth gravities.

MAX ENGINE THRUST:

52,500 kg x2 for FZ-109A, 55,000 kg x2 for FZ-109F.

STATISTICAL DATA:

HEIGHT:

54.75 ft (17.11 m) in soldier configuration.
24.63 ft (7.70 m) in gerwalk configuration.
12.16 ft (3.80 m) in fighter configuration.

WIDTH:

38.33 ft (11.98 m) at shoulders in soldier configuration.
63.90 ft (19.97 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

13.95 ft (4.36 m) in soldier configuration.
51.40 ft (16.06 m) in gerwalk configuration.
64.26 ft (20.08 m) in fighter configuration.

WEIGHT:

12,500 kg (FZ-109A)
13,200 kg (FZ-109F)

PHYSICAL STRENGTH:

Equal to a P.S. of 75

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinnakasu/Daimler FF-2770D thermonuclear turbine engines, equipped with three-dimensional convergent/divergent vectored exhaust nozzles for enhanced V/STOL performance and maneuverability, as well as hexagonal underfuselage air intakes for use in an atmosphere. Several additional Pratt & Whitney/Daimler HMM-5C high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull.
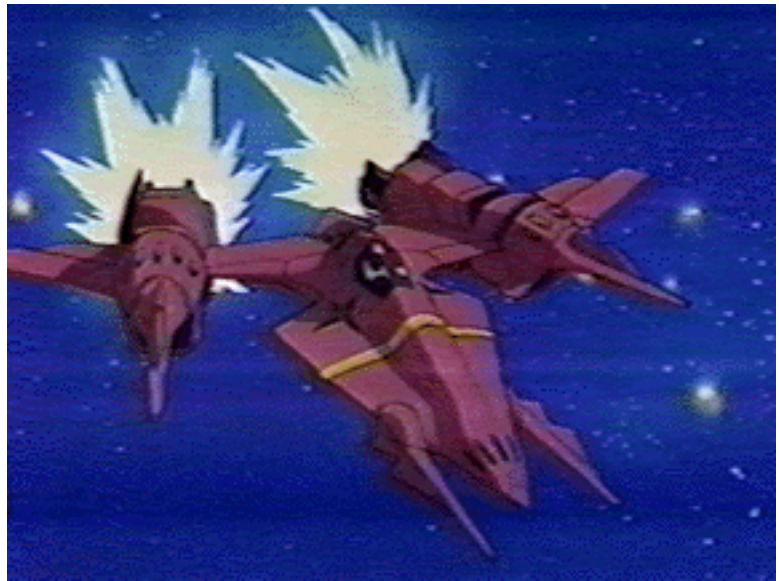
WEAPON SYSTEMS:

1. **FIXED SHORT-RANGE MISSILE LAUNCHERS (8):** The main armament for the FZ-109 consists of 8 missile launchers, 4 mounted on each engine nacelle/shoulder of the mecha. Each missile launcher contains 5 SRM missiles and can fire 1 missile per melee round (including reload time), so volleys of up to 8 missiles can be fired each round. Armor-piercing SRMs are standard issue for the FZ-109, but other types can be mounted if desired.

   - **PRIMARY PURPOSE:** Assault
   - **MISSILE TYPES:** Any type of **Short Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
   - **RANGE:** Varies with missile type, typically 5 miles (8 km).
   - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
   - **RATE OF FIRE:** Volleys of 1 to 8 missiles. One volley counts as one attack.
   - **PAYLOAD:** 5 missiles per launcher; 40 total.

2. **LEG-MOUNTED MEDIUM-RANGE MISSILE LAUNCHERS:** Each leg of the Elgerzorene is equipped with a concealed missile launcher bay that can hold up to 8 medium-range missiles. When armed, the missile launcher assembly rises out of the leg units, allowing all 8 missiles to be fired at once (if necessary). The missiles can be fired in any mode; fighter, gerwalk, or soldier. Any type of MRM can be used in the launchers, but high explosive are standard issue.

   - **PRIMARY PURPOSE:** Assault
   - **MISSILE TYPES:** Any type of **Medium Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
   - **RANGE:** Varies with missile type, typically 40 miles (64.3 km).
   - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
   - **RATE OF FIRE:** Volleys of 1-8 missiles per launcher, per round. One volley counts as one attack. If necessary, all 16 missiles can be fired in a single round by expending two attacks.

❍ **PAYLOAD:** 8 missiles per launcher; 16 total.

3. **ANTI-AIRCRAFT PULSE LASERS (FZ-109F ONLY):** The command version of the Elgerzorene mounts four heavy-duty pulse lasers in addition to the standard armament found on the FZ-109A version. A pair of these lasers are mounted on the head of the mecha in soldier mode, and on the nose of the craft in fighter mode. The other two lasers are mounted on the shoulders/engine nacelles of the fighter in front of the missile launchers. These lasers are similiar to the standard lasers mounted on the heads of UN Spacy mecha and are intended primarily for use in air combat skirmishes and defensive purposes. The lasers can only fire forward in fighter or gerwalk modes, but can be adjusted to fire front or back in soldier mode.

   ❍ **PRIMARY PURPOSE:** Anti-aircraft
   ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** 2D4 M.D. per laser
   ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots. All four lasers can be fired at once if necessary, and at the same target.
   ❍ **PAYLOAD:** Effectively Unlimited.
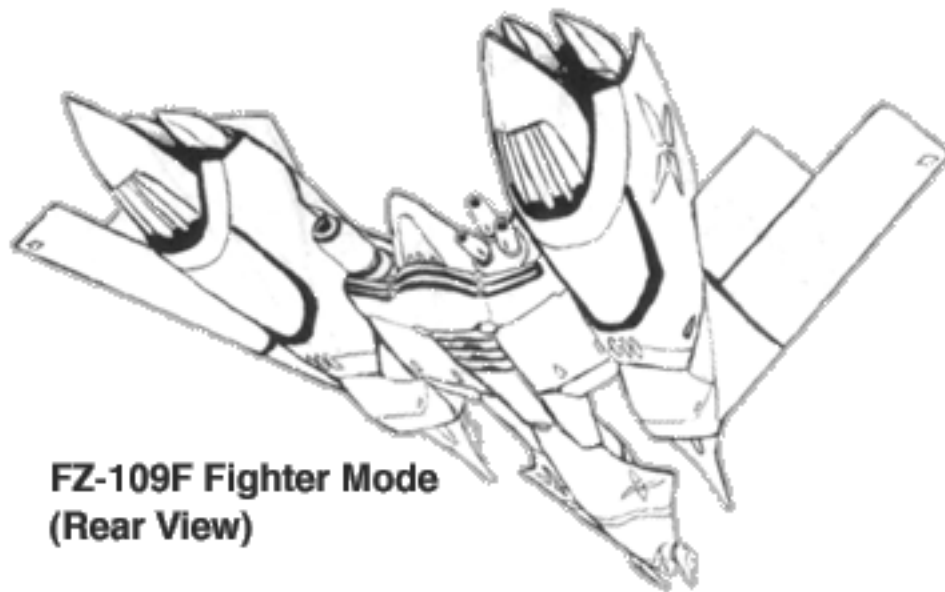
FZ-109F Fighter Mode
(Rear View)

4. **LARGE-BORE BLASTER CANNON:** The FZ-109 is equipped with a heavy blaster cannon for use in close-range combat. The blaster cannon is mounted on the lower chest of the mecha in Soldier mode, and on the rear fuselage of the craft in fighter and gerwalk modes. In the latter two modes, the cannon can only fire behind the mecha; it can only fire forward in soldier mode. This reason, combined with the short range of the cannon, makes it mostly useless except in close-range hand-to-hand combat.

   ❍ **PRIMARY PURPOSE:** Defense
   ❍ **SECONDARY PURPOSE:** Demolition/Penetration of Defenses
   ❍ **RANGE:** 800 feet (240 m)

- ❍ **DAMAGE:** 6D6 M.D.
- ❍ **RATE OF FIRE:** The blaster cannon has a built-in cooling cycle that limits the rate of fire to once per melee round. This prevents the cannon from overheating and damaging the mecha.
- ❍ **PAYLOAD:** Effectively Unlimited.

5. **RAPID-FIRE LASER CLUSTER:** Each Elgerzorene is equipped with a cluster of small laser cannons intended for use in short to medium range combat, either against other mecha or ground forces. These lasers are mounted on the lower chest of the mecha in Soldier mode, and on the rear fuselage of the craft in fighter and gerwalk modes, opposite the large-bore blaster cannon. The cannon is restricted to firing behind the mecha in fighter and gerwalk modes, and can only fire forward in soldier mode. The FZ-109A is mounted with two individual lasers in the cluster, while the FZ-109F contains three.

- ❍ **PRIMARY PURPOSE:** Defense
- ❍ **SECONDARY PURPOSE:** Anti-personnel
- ❍ **RANGE:** 2000 feet (600 m)
- ❍ **DAMAGE:** 1D4 M.D. per laser shot.
- ❍ **RATE OF FIRE:** Each laser can fire up to 5 times per melee round, which means the FZ-109A can fire a burst of 10 shots in a single round, or 15 shots per round for the FZ-109F.
- ❍ **PAYLOAD:** Effectively Unlimited.

6. **MULTIPURPOSE GUN PODS (2):** The primary handheld weapon for the FZ-109 is a gun pod similar to the old GU-11 used by the original VF-1 Valkyrie. The Elgerzorene's gun pod is shorter, however, and features a targeting sensor on the front and a removable clip on the back for easy reloading. Each FZ-109 has TWO gun pods, one mounted in each leg in fighter mode and ejected into the hands in gerwalk and soldier modes. There is also one spare clip for each gun pod in each leg of the mecha. Pilots of the Elgerzorene usually only use one gun pod at a time to extend their ammo supply. The gun pods can be fired in all three modes; in fighter mode the shots exit out of concealed ports in the engine nacelles.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.
- ❍ **BONUS:** +1 to hit from targeting sensor.
- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- ❍ **PAYLOAD:** 160 rounds per clip equals 16 short bursts, 8 long bursts, or 4 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires a FULL

melee round (player forfeits all his attacks for that round). One spare clip is stored in each leg of the Elgerzorene.

7. **SPIRITIA ABSORPTION BEAM:** The most unique weapon of the Elgerzorene is the Spiritia Absorption Beam. A product of Varauta technology, this energy beam is designed to drain the Spiritia from a humanoid and store it for later use. This is the main purpose of the FZ-109, to serve as a combat ready vehicle for retrieving spiritia from the Varauta's enemies.

The Spiritia Absorption Beam projects a pencil-thin beam of energy that can penetrate ANY form of armor (even starship armor) without any deflection. Fortunately, the beam has a fairly short range and must be used in close combat. Furthermore, for the beam to have any effect it must strike the **BRAIN** of a victim; if it hits any other part of the body all the beam produces is a mild stinging sensation. For this reason the beam is usually only used after a target has been incapacitated or otherwise restrained. (In the TV series it is very common for FZ-109s to go after UN Spacy pilots who have ejected in order to drain their spiritia).
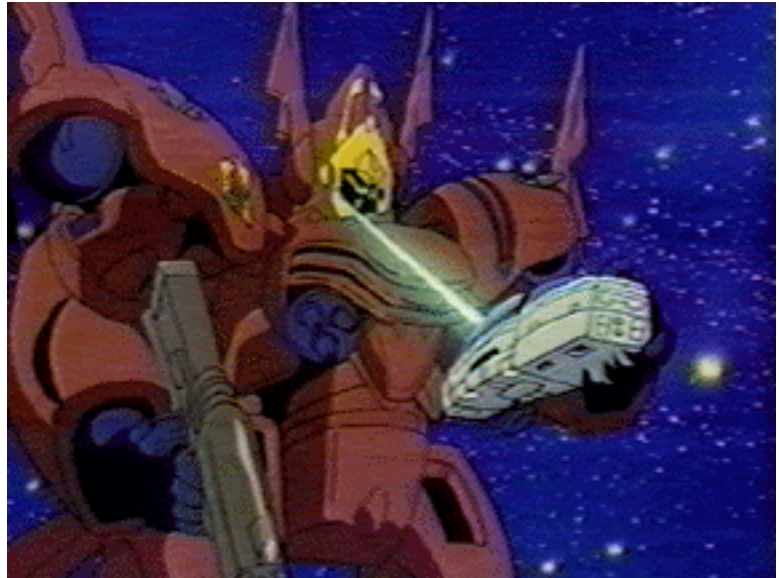
For more information on Spiritia, see the optional Spiritia rules for the Palladium RPG in these web pages.

- ❍ **PRIMARY PURPOSE:** Spiritia Gathering
- ❍ **RANGE:** 80 feet (24 m)
- ❍ **DAMAGE:** None unless the beam strikes the brain. If successful, the beam drains 1D6 M.E. *per round* until the target reaches 0 M.E. At this point, the victim falls into a coma until his spiritia regenerates. See the Spiritia rules for details on recovering spiritia.
- ❍ **RATE OF FIRE:** The beam can be fired once per melee round.
- ❍ **PENALTIES:** The beam has a -10 penalty to hit the brain of a MOVING target, such as a flying VF or a running human. There is no penalty to hit a non-moving target, however, which is why the FZ-109 will try to immobilize a target before using he Spiritia Absorption Beam.
- ❍ **PAYLOAD:** Unlimited.

8. **HAND TO HAND COMBAT:** If necessary, the pilot of the FZ-109 can engage in melee combat rather than use a weapon. The variable fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

DAMAGE:

- ❍ Restrained Punch: 1D6 M.D.
- ❍ Full Strength Punch: 3D6 M.D.
- ❍ "Booster" Punch: 4D6 M.D. (counts as two attacks)
- ❍ Tear or Pry with Hands: 2D4 M.D.
- ❍ Kick: 2D4 M.D.
- ❍ Leap Kick: 3D6 M.D.
- ❍ Body Flip/Throw: 1D6 M.D.
- ❍ Body Block/Tackle: 2D6 M.D.
- ❍ Stomp: 2D4 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE FZ-109:

- **AUTO-PILOT:** The FZ-109 is equipped with a simple computerized auto- pilot. Not as complex as the one used on UN Spacy mecha, this system is basically intended for getting the craft from point A to point B without relying on the (often brainwashed) pilot. The auto-pilot can be engaged remotely and programmed to return the mecha to base if the pilot is incapacitated or killed.

- **CAPTURE SPHERE:** The Elgerzorene can generate an energy sphere from its wrists that can be used to capture humanoids and store them safely for transport back to base. The semi-transparent sphere is self-contained and lasts for up to 4 hours after being generated. The sphere is airtight, radiation-shielded, contains its own oxygen supply, and can even be used to transport captives through space. The sphere can absorb up to 100 SDC points (1 MDC point) of damage before dissipating.

- **COMBAT COMPUTER W/HUD DISPLAYS:** The FZ-109 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Every monitor in the mecha's cockpit is capable of displaying data on screen, thus allowing the computer to display large amounts of information in HUD (heads-up display) graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 800 images stored in memory. The computer can identify and track up to 50 targets simultaneously.

- **ESCAPE POD:** The entire reinforced cockpit of the FZ-109 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The pod is NOT equipped with thrusters, but is equipped with a parachute to provide a soft landing in case of ejection in an atmosphere. The pilot of the FZ-109 must manually trigger the cockpit ejection sequence when his craft is destroyed. The computer will NOT automatically eject the cockpit when the main body MDC reaches zero.

- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.

- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the FZ-109 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). All Varuta starships can locate and track the signals generated by this escape beacon.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus. This system is especially important when targeting the Spiritia Absorption Beam.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: SPIRITIA IMAGER:** Range: 4000 feet (1220 m). Another product of Varauta technology, this scanner allows the FZ-109 to detect lifeforms and measure the spiritia levels of those lifeforms. This sensor allows the pilot of the FZ-109 to locate the pilots with the strongest spiritia levels so that he can concentrate on those targets. The spiritia imager can penetrate up to 10 feet (3.2 m) of metal or armor.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **TACTICAL LIFE SUPPORT SYSTEM:** The FZ-109's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The Varuta flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.
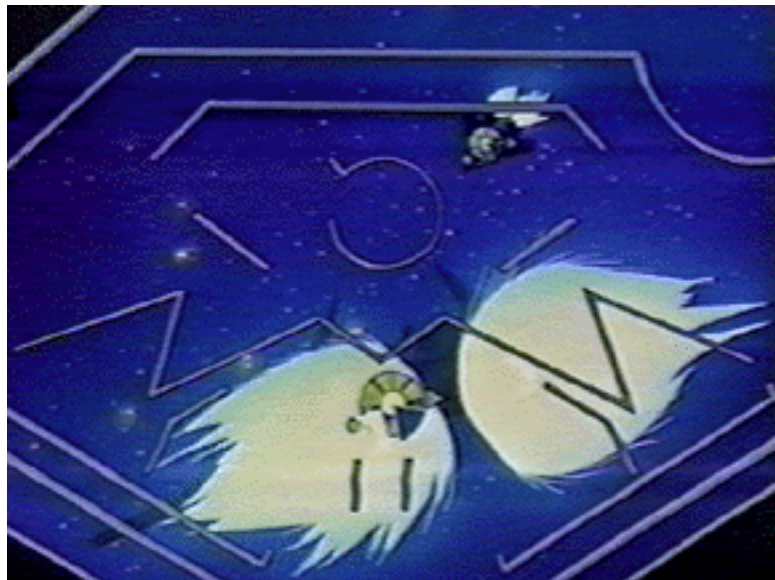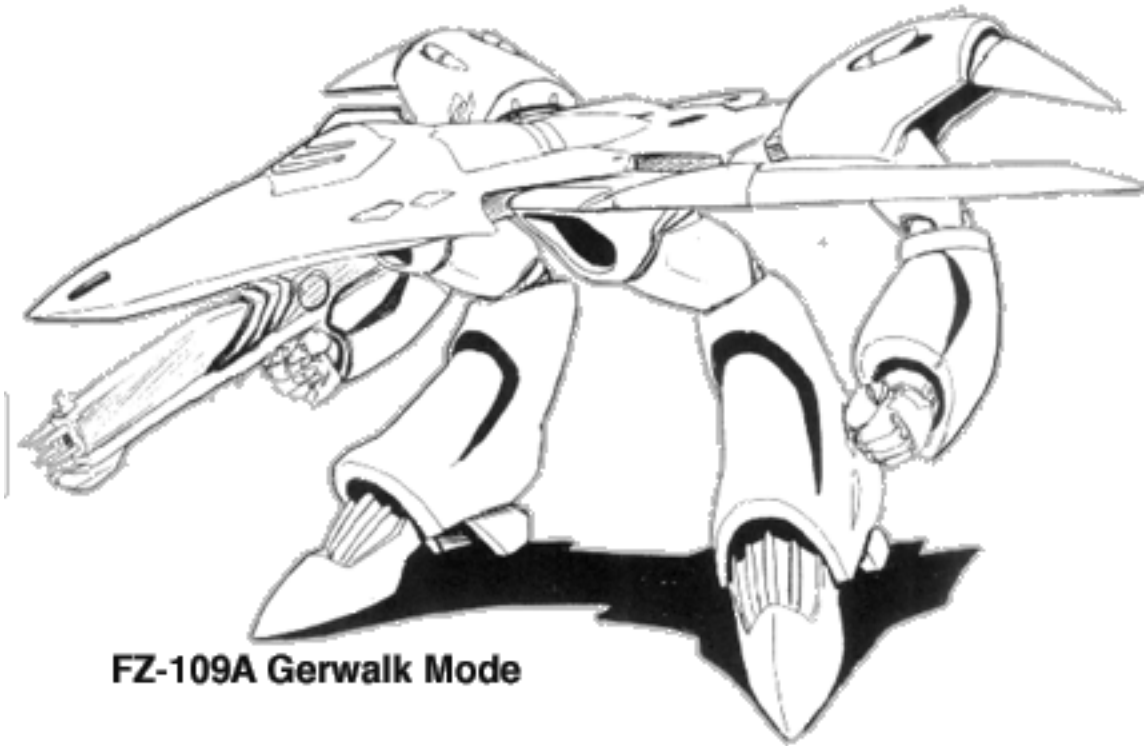
FZ-109A Gerwalk Mode

COMBAT BONUSES FOR ELGERZORENE FIGHTER TRAINING:

FZ-109 ELGERZORENE COMBAT TRAINING

- Advanced training for pilots specializing in the FZ-109.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels four, eight, and twelve.
- +2 to strike
- +3 to parry
- +2 to dodge in solder mode, +4 in gerwalk, +6 in jet mode.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 1D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

NOTE: FZ-109s are often piloted by brainwashed humanoids who have had their spiritia drained. Brainwashed pilots tend to be sluggish, and suffer a -2 to initiative and -1 to hit and dodge rolls during combat.

REFERENCES USED IN THIS DESIGN

- "Doe's All The Worlds' Mecha Guide: **General Galaxy/Messer Varuta FZ-109 Elgerzorene Entry**"
- *Macross 7* TV episodes 1-40
- **This is Animation Special: Macross 7**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

AZ-130 PANTSERZORENE VARIABLE FIGHTER

(Version 1.1 - Last Modified: 07/25/98 19:39)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
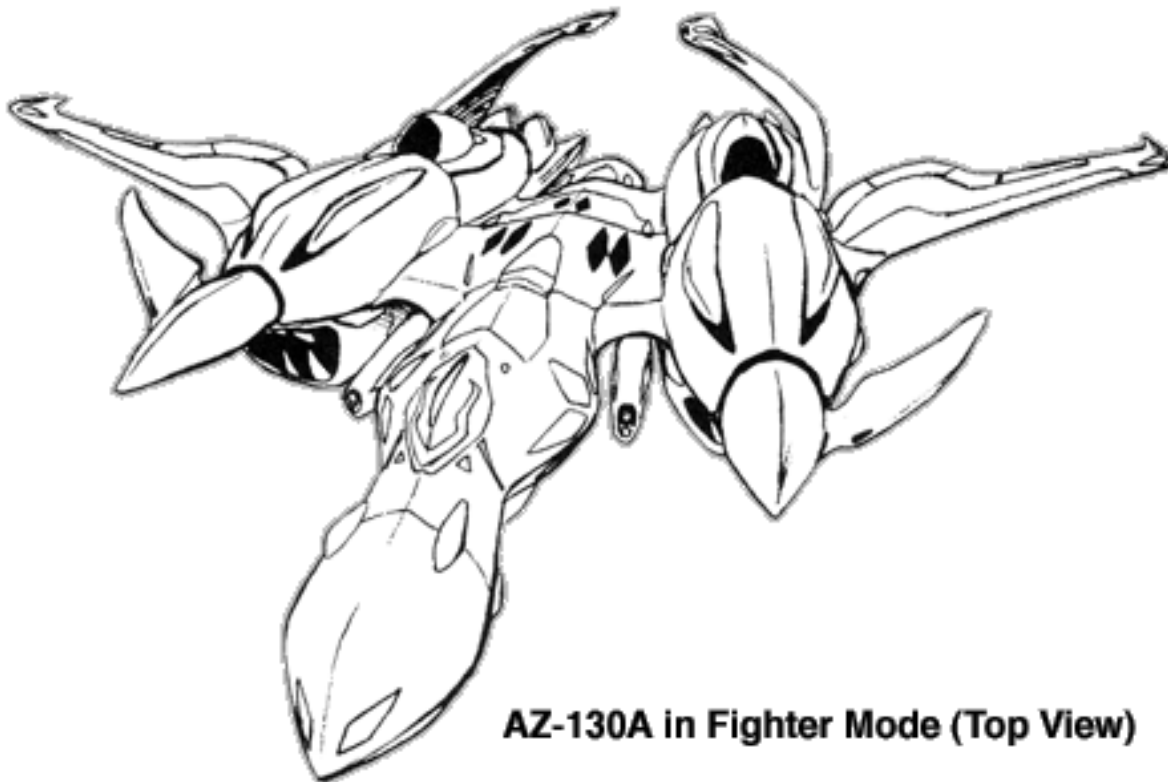
AZ-130A in Fighter Mode (Top View)

BACKGROUND

As the war with between the Varuta and the Macross 7 Colony Fleet began to escalate the Varuta began

updating their forces to keep pace with improvements made by the UN Spacy forces. One of their more successful new designs was the **AZ-130A Pantserzorene**, an upgraded heavy fighter version of the [FZ-109 Elgerzorene](), the standard fighter for the Varuta space forces. Like the FZ-109, the AZ-130 design is originally based on the UN Spacy's [VF-14 Hunter Fighter/Bomber]() that were designed around 2025. The masters of the Varuta, the Protodeviln, gained this technology when they captured and brainwashed the crew of the [*Megaroad-13*](), which had the misfortune to stumble upon the Protodeviln's icy homeworld in 2043.

AZ-130A in Soldier Mode

The Pantserzorene is basically a much heavier version of the Elgerzorene which sacrifices some speed and agility for increased armor and greater firepower. The AZ-130 is a monstrous design with thicker arms and legs, broader shoulders, and a larger and heavier main body and head. The fighter still uses the Varuta-modified versions of the FF-2770 thermonuclear turbine engines however, so the increased mass of the armor leads to lower speeds and performance, especially in a planetary atmosphere. Similarly, the weaponry was changed on the AZ-130 to include two 35mm autocannons, two fixed laser clusters in addition to most of the standard armament used on the FZ-109. The **Spiritia Absorption Beam** was also kept on the Pantserzorene, and a new **Spiritia Defense System** was added to try and counter the powers of the *Macross 7*'s **Sound Force** and [**Jamming Birds**]() special forces.

The introduction of the Pantserzorene in the Macross 7/Varuta war was devastating, as the design greatly outclassed the [VF-11 Thunderbolts]() that made up the bulk of the Macross 7's forces. However, the reduced speed and maneuverability hurt it when dealing with faster, more agile opponents such as the upgraded [VF-17 Nightmare]() and the newly-introduced [VF-19 Excalibur.]() The AZ-130 was only produced in one variant and in great numbers, and was very common throughout the second half of the war.

RPG STATS

Vehicle Type:

AZ-130A (Standard version)
Class: Heavy Tactical Variable Fighter
Manufacturer: Varauta, based on technology from General Galaxy
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
(1) Head                                        120
    Hands (2)                                    80  each
    Arms (2)                                    180  each
    Shoulders/Missile Launchers (2)            200  each
    Shoulder Lasers                             75  each
    Legs & Thrusters (2)                        300  each
    Rapid-fire laser clusters (2)               50
(2) Main Body                                   420
    Wings (2)                                   130  each
    Reinforced Pilot Compartment/Escape Pod     180
    Multipurpose Gun Pod                         75
```

NOTES:

(1)

Destroying the head of the Pantserzorene will knock out the mecha's major sensor systems, including all radar, nightvision, thermal, spiritia sensor, and even the main optical system. This puts the pilot in a VERY bad position, as he will have to rely on backup sensors not designed for combat. The pilot will suffer a -5 to hit and dodge, and have a -5 penalty to initiative until he can retreat and have his sensors fixed. The Spiritia Absorption Beam will also be destroyed if the head is knocked out.

(2)

Depleting the MDC of the main body will destroy the mecha. The pilot may attempt to eject in the cockpit section/escape pod before the craft explodes, but the computer will NOT automatically eject the escape pod like UN Spacy mecha are designed to do.

SPEEDS:

RUNNING, SOLDIER:

40 mph (64 kmph)

LEAPING, SOLDIER:

15 ft (4.5 m) high or 20 ft (6 m) long without thrusters.

FLYING, SOLDIER:

180 mph (288 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, GERWALK:

Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER:

Mach 4.0+ (2680 mph/4288 kmph) max speed at 10,000 meters or less above sea level. Mach 9.0+ (6030 mph/9648 kmph) max speed at 10,000-30,000 meters above sea level. Mach 15.0+ (2.8 mps/4.5 kmps) max speed at 30,000+ meters above sea level. The AZ-130 is fully transatmospheric and can attain orbit above an Earth-type planet without extra booster assistance. Maximum rate of ascent is 37,500 meters/minute. G limits are +35.0 to -20.5 standard Earth gravities.

MAX ENGINE THRUST:

55,000 kg x2.

STATISTICAL DATA:

HEIGHT:

56.74 ft (17.73 m) in soldier configuration.

25.60 ft (8.00 m) in gerwalk configuration.

12.64 ft (3.95 m) in fighter configuration.

WIDTH:

41.44 ft (12.95 m) at shoulders in soldier configuration.

70.88 ft (22.15 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

16.51 ft (5.16 m) in soldier configuration.

45.47 ft (14.21 m) in gerwalk configuration.

56.90 ft (17.78 m) in fighter configuration.

WEIGHT:

15,500 kg

PHYSICAL STRENGTH:

Equal to a P.S. of 95

CARGO:

Small compartment behind pilot's seat for personal belongings.

POWER PLANT:

Two Shinnakasu/Daimler FF-2770D thermonuclear turbine engines, equipped with three-dimensional convergent/divergent vectored exhaust nozzles for enhanced V/STOL performance and maneuverability, as well as hexagonal underfuselage air intakes for use in an atmosphere. Several additional Pratt & Whitney/Daimler HMM-5C high-maneuverability vernier thrusters for additional mobility are mounted at key positions along the mecha's hull.

WEAPON SYSTEMS:

1. **FIXED 35mm AUTOCANNONS:** The main weapons of the AZ-130 are two fire-linked 35mm autocannons that are mounted underneath the main fuselage pointed forward in fighter and gerwalk modes, and on the shoulders of the mecha in soldier mode. In the latter mode, the cannons can rotate forward over the shoulders to fire in front of the Pantserzorene, or can be aimed up to 30 degrees behind the mecha to shoot at aircraft or targets above it.

   - ❍ **PRIMARY PURPOSE:** Anti-mecha, anti-aircraft
   - ❍ **SECONDARY PURPOSE:** Assault/defensive
   - ❍ **RANGE:** 4000 feet (1220 m)
   - ❍ **DAMAGE:** Does 4D6 M.D. for a single short burst, 1D4x10 M.D. for a long burst, and 2D4x10 M.D. for a full melee burst with one cannon. When both cannons are fired together, they do 8D6 M.D., 2D4x10 M.D., or 4D4x10 M.D. for short, long, and full melee bursts.
   - ❍ **RATE OF FIRE:** Short or medium bursts count as one attack. The pilot can fire as many bursts as his combined hand to hand attacks per melee. Since the cannons are fire-linked, firing both guns together at the same target also counts as one attack. A full melee burst (single or double) takes the place of all other attacks.
   - ❍ **PAYLOAD:** Each cannon holds 800 rounds, which is equal to 40 short bursts, 20 medium bursts, or 10 full melee bursts per cannon.

2. **RAPID-FIRE LASER CLUSTERS:** As a backup weapon for the autocannons, the Pantserzorene is mounted with two three-barrelled beam guns similar to the one on the Elgerzorene. The laser clusters are mounted on the main fuselage of the mecha in fighter and gerwalk modes, and on the chest in soldier mode. In all three modes the cannons are restricted to firing in front of the mecha. The lasers are intended for use in short to medium range combat, either against other mecha or ground forces.

   - ❍ **PRIMARY PURPOSE:** Defense
   - ❍ **SECONDARY PURPOSE:** Anti-personnel
   - ❍ **RANGE:** 2000 feet (610 m)
   - ❍ **DAMAGE:** 1D4 M.D. per laser shot (3D4 M.D. for a triple burst).

- ○ **RATE OF FIRE:** Each laser can fire up to 5 times per melee round (15 times per cluster per round). Firing all three lasers on one or both clusters at the same target counts as one attack.
- ○ **PAYLOAD:** Effectively Unlimited.

3. **FIXED REAR LASER CANNON:** Another defensive measure, the AZ-130 has a single laser gun fixed on the rear of the aircraft for firing at missiles or mecha pursuing it. The laser is mounted on the rear fuselage in fighter/gerwalk mode, and on the back of the mecha pointed downward in soldier mode (the laser is seldom used in this mode).

    - ○ **PRIMARY PURPOSE:** Anti-missile
    - ○ **SECONDARY PURPOSE:** Defense
    - ○ **RANGE:** 4000 feet (1220 m)
    - ○ **DAMAGE:** 3D6 per blast.
    - ○ **RATE OF FIRE:** Equal to pilot's number of attacks.
    - ○ **PAYLOAD:** Effectively Unlimited.

4. **FIXED SHORT-RANGE MISSILE LAUNCHERS (8):** The other main offensive armaments of the AZ-130 are 8 missile launchers. 4 launchers are mounted on the front of each engine nacelle in fighter and gerwalk modes, and on the shoulders of the mecha in soldier mode.. Each missile launcher contains 6 SRM missiles and can fire 1 missile per melee round (including reload time), so volleys of up to 8 missiles can be fired each round. Armor-piercing SRMs are standard issue for the AZ-130, but other types can be mounted if desired.
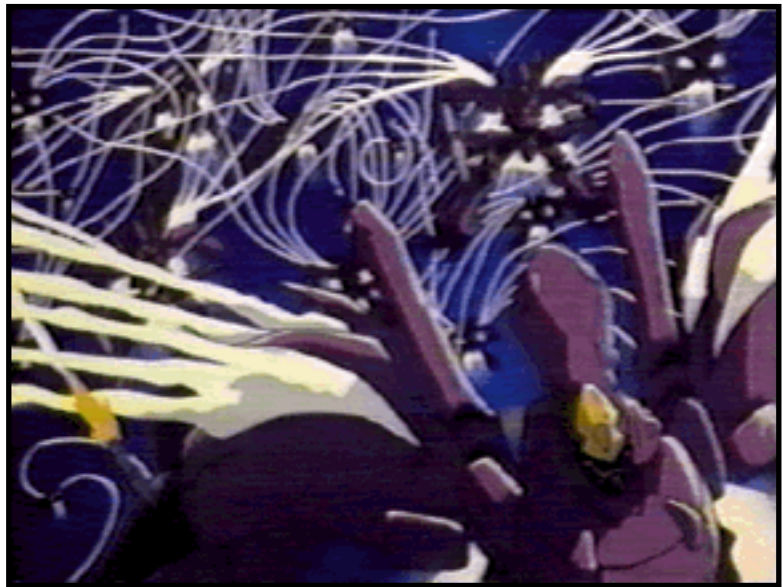
    - ○ **PRIMARY PURPOSE:** Assault
    - ○ **MISSILE TYPES:** Any type of **Short Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
    - ○ **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
    - ○ **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
    - ○ **RATE OF FIRE:** Volleys of 1 to 8 missiles. One volley counts as one attack.
    - ○ **PAYLOAD:** 6 missiles per launcher; 48 total.

5. **LEG-MOUNTED MEDIUM-RANGE MISSILE LAUNCHERS:** Each leg of the Pantserzorene is equipped with a concealed missile launcher bay that can hold up to 8 medium-range missiles. When armed, the missile launcher assembly lowers out of the leg units, allowing all 8 missiles to be fired at once (if necessary). The missiles can be fired in any mode; fighter,

gerwalk, or soldier. Any type of MRM can be used in the launchers, but high explosive are standard issue.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **MISSILE TYPES:** Any type of **Medium Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
- ❍ **RANGE:** Varies with missile type, typically 40 miles (64.3 km).
- ❍ **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1-8 missiles per launcher, per round. One volley counts as one attack. If necessary, all 16 missiles can be fired in a single round by expending two attacks.
- ❍ **PAYLOAD:** 8 missiles per launcher; 16 total.

6. **MULTIPURPOSE GUN PODS (2):** Like the FZ-109, the primary handheld weapon for the AZ-130 is a gun pod similar to the old GU-11 used by the original VF-1 Valkyrie. The Varuta gun pod is shorter, however, and features a targeting sensor on the front and a removable clip on the back for easy reloading. Each AZ-130 has TWO gun pods, one mounted in each leg in fighter mode and ejected into the hands in gerwalk and soldier modes. There is also one spare clip for each gun pod in each leg of the mecha. Pilots of the Pantserzorene usually only use one gun pod at a time to extend their ammo supply. The gun pods can be fired in all three modes; in fighter mode the shots exit out of concealed ports in the engine nacelles.

- ❍ **PRIMARY PURPOSE:** Assault
- ❍ **SECONDARY PURPOSE:** Anti-mecha
- ❍ **RANGE:** 4000 feet (1200 m)
- ❍ **DAMAGE:** Does 4D6 M.D. for a short burst, 1D6x10 M.D. for a long burst, or 2D6x10 M.D. for a full melee burst.
- ❍ **BONUS:** +1 to hit from targeting sensor.
- ❍ **RATE OF FIRE:** Equal to the number of combined attacks of the pilot.
- ❍ **PAYLOAD:** 160 rounds per clip equals 16 short bursts, 8 long bursts, or 4 full melee bursts. Additional ammo clips can be inserted, but exchanging clips requires a FULL melee round (player forfeits all his attacks for that round). One spare clip is stored in each leg of the Pantserzorene.

7. **SPIRITIA ABSORPTION BEAM:** The most unique weapon of Varuta mecha is the Spiritia Absorption Beam. A product of Varauta technology, this energy beam is designed to drain the Spiritia from a humanoid and store it for later use. The Spiritia Absorption Beam projects a pencil-thin beam of energy that can penetrate ANY form of armor (even starship armor) without \ any deflection. Fortunately, the beam has a fairly short range and must be used in close combat. Furthermore, for the beam to have any effect it must strike the **BRAIN** of a victim; if it hits any

other part of the body all the beam produces is a mild stinging sensation. For this reason the beam is usually only used after a target has been incapacitated or otherwise restrained.

For more information on Spiritia, see the optional Spiritia rules for the Palladium RPG in these web pages. (coming soon)

- ❍ **PRIMARY PURPOSE:** Spiritia Gathering
- ❍ **RANGE:** 80 feet (24 m)
- ❍ **DAMAGE:** None unless the beam strikes the brain. If successful, the beam drains 1D6 M.E. *per round* until the target reaches 0 M.E. At this point, the victim falls into a coma until his spiritia regenerates. See the Spiritia rules for details on recovering spiritia.
- ❍ **RATE OF FIRE:** The beam can be fired once per melee round.
- ❍ **PENALTIES:**The beam has a -10 penalty to hit the brain of a MOVING target, such as a flying mecha or a running human. There is no penalty to hit a non-moving target, however, which is why the AZ-130 will try to immobilize a target before using the Spiritia Absorption Beam.
- ❍ **PAYLOAD:** Unlimited.

8. **HAND TO HAND COMBAT:** If necessary, the pilot of the Pantserzorene can engage in melee combat rather than use a weapon. Because of its increased strength the AZ-130's punches are far more devestating than those of the FZ-109, though it is not as agile as the Elgerzorene.

DAMAGE:

- ❍ Restrained Punch: 2D6 M.D.
- ❍ Full Strength Punch: 4D6 M.D.
- ❍ "Booster" Punch: 6D6 M.D. (counts as two attacks)
- ❍ Tear or Pry with Hands: 2D6 M.D.
- ❍ Kick: 2D6 M.D.
- ❍ Leap Kick: 4D6 M.D.
- ❍ Body Flip/Throw: 2D6 M.D.
- ❍ Body Block/Tackle: 4D6 M.D.
- ❍ Stomp: 2D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE AZ-130:

- **AUTO-PILOT:** The AZ-130 is equipped with a simple computerized auto- pilot. Not as complex as the one used on UN Spacy mecha, this system is basically intended for getting the craft from point A to point B without relying on the (often brainwashed) pilot. The auto-pilot can be engaged remotely and programmed to return the mecha to base if the pilot is incapacitated or killed.
- **CAPTURE SPHERE:** The Pantserzorene can generate an energy sphere from its wrists that can be used to capture humanoids and store them safely for transport back to base. The semi-

transparent sphere is self-contained and lasts for up to 4 hours after being generated. The sphere is airtight, radiation-shielded, contains its own oxygen supply, and can even be used to transport captives through space. The sphere can absorb up to 100 SDC points (1 MDC point) of damage before dissipating.

- **COMBAT COMPUTER W/HUD DISPLAYS:** The AZ-130 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Every monitor in the mecha's cockpit is capable of displaying data on screen, thus allowing the computer to display large amounts of information in HUD (heads-up display) graphics. The combat computer tracks and identifies specific enemy targets, and has a database of over 800 images stored in memory. The computer can identify and track up to 50 targets simultaneously.

- **ESCAPE POD:** The entire reinforced cockpit of the AZ-130 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The pod is NOT equipped with thrusters, but is equipped with a parachute to provide a soft landing in case of ejection in an atmosphere. The pilot of the AZ-130 must manually trigger the cockpit ejection sequence when his craft is destroyed. The computer will NOT automatically eject the cockpit when the main body MDC reaches zero.

- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.

- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.

- **HOMING SIGNAL:** The escape pod of the AZ-130 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). All Varuta starships can locate and track the signals generated by this escape beacon.

- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus. This system is especially important when targeting the Spiritia Absorption Beam.

- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.

- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.

- **OPTICS: SPIRITIA IMAGER:** Range: 4000 feet (1220 m). Another product of Varauta technology, this scanner allows the AZ-130 to detect lifeforms and measure the spiritia levels of those lifeforms. This sensor allows the pilot of the AZ-130 to locate the pilots with the strongest spiritia levels so that he can concentrate on those targets. The spiritia imager can penetrate up to

10 feet (3.2 m) of metal or armor.

- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **RADAR:** 200 mile (321 km) range. The radar is located in the nose/head of the mecha and will be destroyed if the head is destroyed.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SPIRITIA DEFENSE SYSTEM:** Commonly called a "Sound Protector" or "Sound Wave Dampner", the AZ-130 is equipped with a special system designed to help the pilot resist spiritia attacks. The system produces a counter-sound wave that cancels out music and other external sounds before they reach the pilot's ears, thus preventing effects of "culture shock". The system can also deflect most spiritia energy directed at the pilot, thus preventing most spiritia attacks from having any effect. For more details on the Spiritia Defense System, see the **Spiritia RPG Rules**. (coming soon)
- **TACTICAL LIFE SUPPORT SYSTEM:** The AZ-130's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The Varuta flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

AZ-130A in Fighter Mode
(Bottom View)
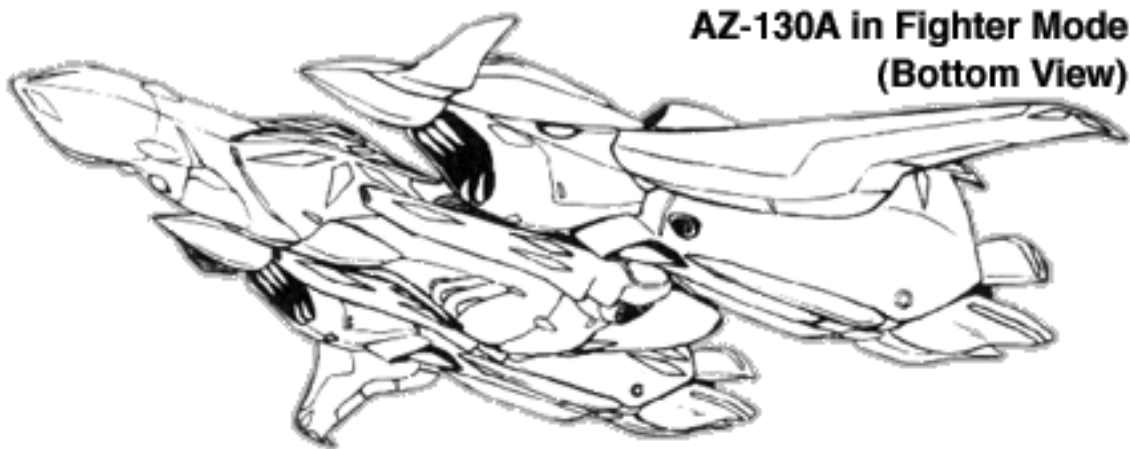
COMBAT BONUSES FOR PANTSERZORENE FIGHTER TRAINING:

AZ-130 PANTSERZORENE COMBAT TRAINING

- Advanced training for pilots specializing in the AZ-130A Pantserzorene.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels four, eight, and twelve.

- +2 to strike
- +4 to parry
- +1 to dodge in solder mode, +3 in gerwalk, +5 in jet mode.
- +4 to roll with a punch or fall with an impact, reducing damage by half.
- +2 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation variable fighters are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

NOTE: AZ-130s are often piloted by brainwashed humanoids from the *Macross 5* colony mission. Brainwashed pilots tend to be sluggish, and suffer a -2 to initiative and -1 to hit and dodge rolls during combat.

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Mecha Guide: General Galaxy/Messer Varuta AZ-130 Pantserzorene Entry"**
- *Macross 7* TV episodes
- **This is Animation Series: Macross 7 Animation Materials**

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS DIGITAL MISSION VF-X**, a video game for the Sony Playstation based on the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

FZ-150 PHEYOS
ADVANCED VARIABLE FIGHTER

(**Version 0.9** - Last Updated: 07/25/98 19:39)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
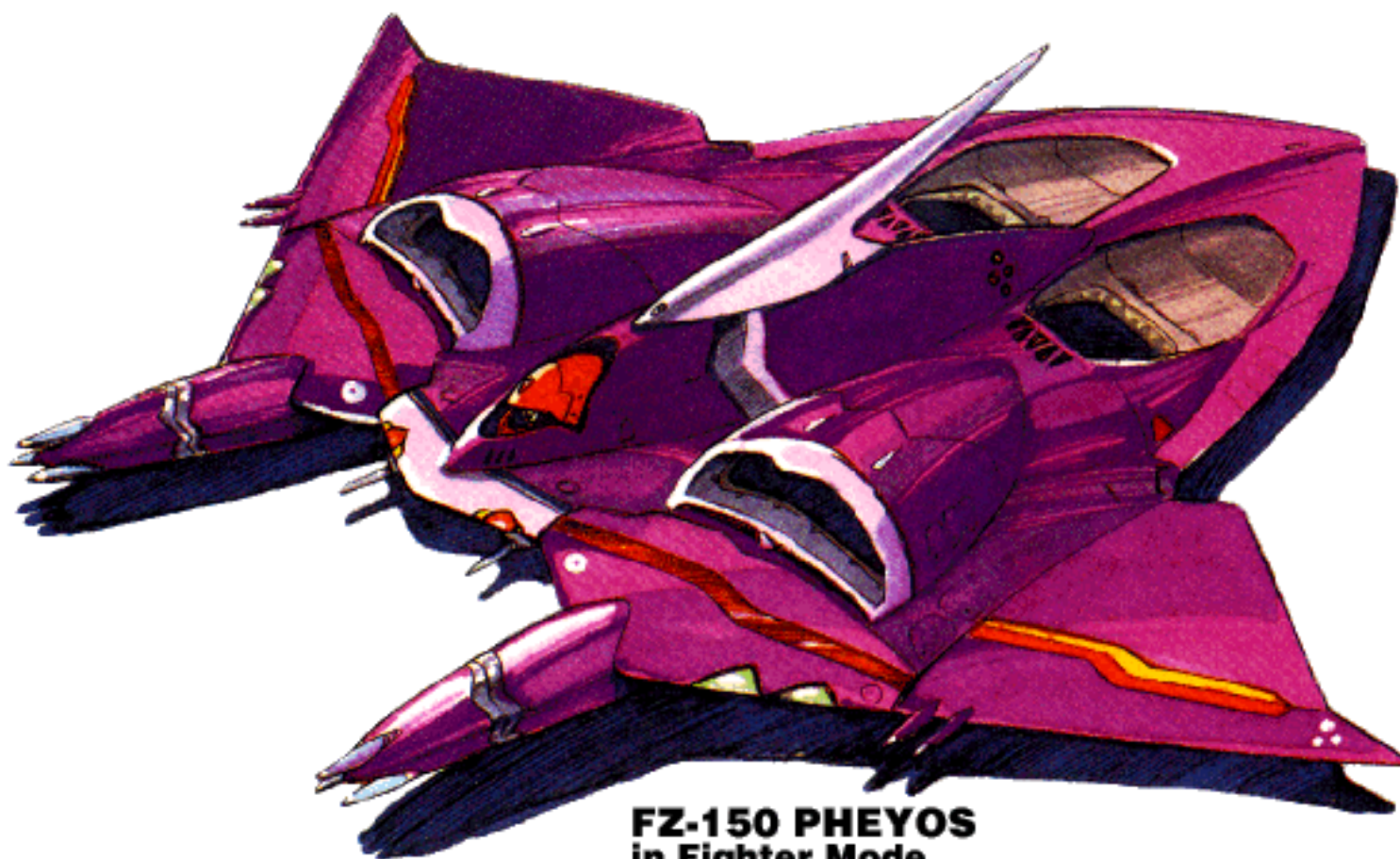
FZ-150 PHEYOS
in Fighter Mode

BACKGROUND

In 2047 during the *Operation Orpheus* rescue mission VF pilots stationed aboard the UN Spacy special forces scout *Valhalla III* encountered a previously unknown variable mecha design possessing tremendous speed and agility. The new fighter was defeated (barely) in the final battle of the Orpheus campaign by the *Valhalla III's* ace VF pilot flying a [VF-19A Excalibur](#) advanced variable fighter (AVF). Despite the victory the appearance of an enemy AVF greatly concerned UN Spacy military specialists. The fighter seemed to combine many elements of terran, zentraedi, and varuta technology into one devastatingly powerful design, and possibly indicated an alliance between renegade zentraedi and surviving varuta forces following the Protodeviln's defeat on their icy homeworld in the Varuta system. The wreckage of the enemy AVF was quickly collected and shipped back to Earth for analysis, where the design was named *FZ-150 Pheyos* by UN Spacy intelligence.

The FZ-150 definitely appears to be a variant of the [FBz-99 Zaubergeran](#), which is itself based on technology stolen from the UN Spacy's now-obsolete **VAB-2 Fighter/Bomber**. Beyond the obvious similarity in body styling, examination of the wreckage of the FZ-150 recovered by *Valhalla III* has shown numerous components and electronics that were taken directly from the FBz-99 design. However, the Pheyos also seems to combine Varuta technology with Zentraedi overtechnology and modern UN Spacy military technology. For example, the inertia vector control system used by the FZ-150 is very reminiscent of that used in the Zentraedi *Quimeliquola Quaedlunn-Rau* (Female Combat Armor) battlesuit. Even more remarkable is that the FZ-150 appears to have been equipped with a brain control system similar to that used on the [YF-21 "Omega One" Prototype](#) from **Project Super Nova**. The system was badly damaged in the Pheyos wreckage recovered by *Valhalla III*, and attempts to determine whether the system was in fact a variant of the YF-21's design or the product of protoculture overtechnology is inconclusive. To UN Spacy Intelligence the implications of these discoveries are disturbing. It possibly indicates that remnants of the Varuta empire have joined renegade terran and zentraedi factions to form a new military force with a very high technological capability.
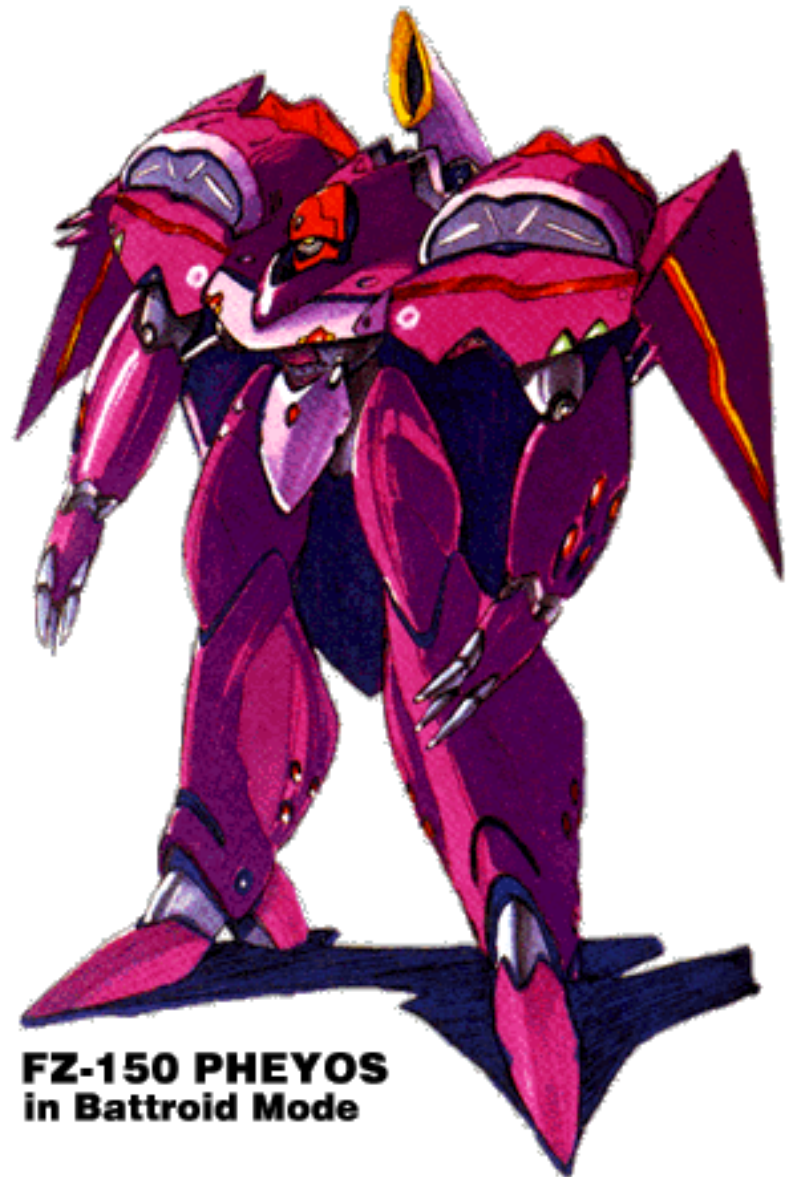
FZ-150 PHEYOS
in Battroid Mode

The new Pheyos sacrifices much of the weaponry of the older Zaubergeran in favor of greater speed and maneuverability. The FZ-150 mounts two powerful thermonuclear turbine engines similar to the FF-2550F design used on the VF-19 Excalibur. The engines have optional air intakes on the wing/shoulders of the mecha which allow the jets to perform equally well in atmosphere and in space. In addition, the FZ-150 contains over 20 high-maneuverability vernier jets positioned at key points along the wings and hull for added maneuverability. The arm-mounted pulse cannons of the FBz-99 are preserved in the FZ-150, and the Pheyos is also equipped with a spiritia absorption beam as are all standard Varuta mecha (though the pilot of the FZ-150 encountered by the *Valhalla III* never used this system for some reason). Most of the missile systems have been replaced with smaller banks mounted on the arms and legs of the mecha, as most of the main body of the Zaubergeran is occupied by the engines and avionics.

No FZ-150s have been encountered by UN Spacy forces since *Operation Orpheus*, but many questions about the design are still unanswered. Was the Pheyos developed during the UN Spacy/Varuta war of 2045-2046 and abandoned but later recovered by renegade Zentraedi, or are there unknown forces in the galaxy who are continuing the Varuta's research and building a new military force? The United World Government is taking the threat of the FZ-150 very seriously, and all UN Spacy military forces have explicit orders to report immediately if they encounter more Pheyos VFs anywhere in UN Spacy territory.

ANIME BACKGROUND

The above background for the FZ-150 is mostly non-canonical and was created by me to fill in the gaps in the fighter's background. Info on the fighter is fairly sketchy, which is not surprising considering that it only appears in **Macross Digital Mission VF-X**. In the real background, the fighter is named "Enemy Valkyrie" by the UN Spacy (gee, how original) and is a modified version of the VF-X-11 prototype variable fighter built in 2030. The prototype was stolen by former Zentraedi soldiers of the 63,254,109th Zentradi Outer Space Army during the Second Defensive Battle of Macross City, along with a fold booster. The Enemy Valkyrie is said to be a combination of UN Spacy and Zentraedi technology and has performance capabilities approximately equal to or exceeding the VF-19 Excalibur and VF-22 Sturmvogel. No mention is made of any relation to the Varuta FBz-99 Zaubergeran, despite the apparent similarities between the design. For more information consult the Enemy Variable Device entry in the Macross Compendium.

RPG STATS

Vehicle Type:
     FZ-150 (Standard version)
Nickname: Enemy Valkyrie
Class: Advanced Variable Fighter (Prototype?)
Manufacturer: Unknown; probably Zentraedi or Varuta
Crew: One pilot wearing Tactical Life Support System

MDC BY LOCATION:

```
    Head Sensor Antennae                             80
(1) Head                                            100
    Hands (2)                                        50 each
    Arms/Missile Launchers (2)                      100 each
(2) Shoulders/Engine Nacelles (2)                   180 each
    Legs/Missile Launchers (2)                      240 each
(3) Main Body                                       400
(4) Rear Fuselage/Engines                           250
    Wings (2)                                       160 each
    Reinforced Pilot Compartment/Escape Pod         150
```

NOTES:

1. Destroying the head of the FZ-150 will knock out the mecha's main sensor systems, including all of the optics systems (infrared, nightvision, thermal). Backup sensor systems will provide standard vision for the pilot. Radar and communications will be unaffected, but the Spiritia Absorption Beam will be destroyed.
2. Destroying a Shoulder/Engine Nacelle will knock out one of the FZ-150's main engines and reduce thrust/speed by 50%. The corresponding arm and wing will also be destroyed if the shoulder is knocked out. Destroying both shoulders will knock out the Zaubergeran's engines, leaving it adrift in space (or plummeting to earth).
3. Depleting the MDC of the main body will destroy the mecha. The pilot may attempt to eject in the cockpit section/escape pod before the craft explodes, but the computer will NOT automatically eject the escape pod like UN Spacy mecha are designed to do.
4. Destroying the rear fuselage will severely damage both of the Zaubergeran's engines. The FZ-150's overall thrust and speed will drop by 60% and the pilot will have a -4 penalty to dodge in flight.

SPEEDS:

RUNNING, SOLDIER CONFIGURATION:
   85 mph (136 kmph)
LEAPING, SOLDIER CONFIGURATION:
   20 ft (6 m) high or 30 ft (9 m) long without thrusters.
FLYING, SOLDIER CONFIGURATION:
   400 mph (640 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.
FLYING, GERWALK CONFIGURATION:
   Mach One (670 mph/1072 kmph) maximum speed limit in an Earth-like atmosphere. Can also hover in place indefinitely.

FLYING, FIGHTER CONFIGURATION:
Mach 3.8 (2546 mph/4074 kmph) max speed at 10,000 meters or less above sea level. Mach 5.4+ (4556 mph/7290 kmph) max speed at 10,000-30,000 meters above sea level. Mach 26.0+ (4.8 mps/7.8 kmps) max speed at 30,000+ meters above sea level for a maximum of 5 seconds. Cruising speed is usually Mach 4-5. The FZ-150 is fully transatmospheric and can attain orbit above an Earth-type planet without extra booster assistance. Maximum rate of ascent is 60,500 meters/minute. G limits are +65.0 to -48.0 standard Earth gravities.

STATISTICAL DATA:

HEIGHT:
75 ft (23.4 m) in soldier configuration.
45 ft (14.1 m) in gerwalk configuration.
13 ft (4.1 m) in fighter configuration.
WIDTH:
48 ft (15.0 m) at shoulders in soldier configuration.
97 ft (30.2 m) in gerwalk or fighter configuration with wings at maximum extension.
LENGTH:
32 ft (10.0 m) in soldier configuration.
78 ft (24.5 m) in gerwalk or fighter configuration.
WEIGHT:
28,000 kg (empty)

PHYSICAL STRENGTH:
Equal to a P.S. of 75
CARGO:
Small compartment behind pilot's seat for personal belongings.

WEAPON SYSTEMS:

1. **ARM-MOUNTED LASER PULSE CANNONS (2):** Like the FBz-99, the FZ-150 does not use gun pods. Rather, the Pheyos is armed with two rapid-fire pulse lasers in the arms of the mecha. These cannons fire forward in fighter and gerwalk modes, or out of the palms of the mecha's hands in soldier mode.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **RANGE:** 4000 feet (1220 m)
   ❍ **DAMAGE:** A single blast does 2D6 M.D., or a burst of 5 shots does 1D6x10 M.D.
   ❍ **RATE OF FIRE:** The lasers can be fired in blasts or bursts, and each blast or burst counts as one melee attack. The total rate of fire for the lasers is equal to the pilot's number of attacks.

❍ **PAYLOAD:** Effectively Unlimited.

2. **ANTI-AIRCRAFT PULSE LASERS (2):** As backup for the arm cannons, the FZ-150 mounts two pulse laser on the forward part of the hull directly below and to either side of the cockpit. These lasers are primarily intended for use in air combat skirmishes and for defensive purposes and can be aimed up to a 60-degree angle from the front line of the mecha. The lasers can be fired in any mode.

   ❍ **PRIMARY PURPOSE:** Anti-aircraft
   ❍ **SECONDARY PURPOSE:** Anti-missile/defensive
   ❍ **RANGE:** 4000 feet (1200 m)
   ❍ **DAMAGE:** 2D6 M.D.
   ❍ **RATE OF FIRE:** The laser can be fired in rapid pulses up to 4 blasts per round. A rapid fire blast counts as a burst of up to 4 shots.
   ❍ **PAYLOAD:** Effectively Unlimited.

3. **ARM-MOUNTED SHORT-RANGE MISSILE LAUNCHERS:** Although the FZ-150 does not contain as many missiles as its FBz-99 cousin, the Pheyos is still armed with several missile launchers at key points along its hull. Two banks of missile launchers are mounted on the arms of the mecha just behind the wrists and pulse lasers. Each launcher has 5 tubes containing 4 missiles each (20 per arm) for a total of 40 short-range missiles altogether. The missiles can be fired in any mode.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **MISSILE TYPES:** Any type of **Short Range Missile** can be used. (Varuta missiles are identical in stats to UN Spacy missiles)
   ❍ **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
   ❍ **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
   ❍ **RATE OF FIRE:** Volleys of 1 to 5 missiles per arm, or 2-10 using both arms. One volley counts as one attack.
   ❍ **PAYLOAD:** 4 missiles per tube; 40 total.

4. **LEG-MOUNTED MEDIUM-RANGE MISSILE LAUNCHERS:** The legs of the FZ-150 also contain missile launchers like the arms do. The missile launchers on the legs of the mecha are somewhat similar to the ones used on the VF-19 Excalibur; the missiles remain concealed in the legs until armed, when the assemblies rise out of the legs to allow all missiles to be fired at once if necessary. Each launcher contains three medium-range missiles, for a total of 6 on the fighter. The missiles can be fired in any mode.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **SECONDARY PURPOSE:** Anti-mecha
   ❍ **MISSILE TYPES:** Any type of **Medium Range Missile** can be used. (Varuta missiles are

identical in stats to UN Spacy missiles)
- ❍ **RANGE:** Varies with missile type, typically 40 miles (64.3 km).
- ❍ **DAMAGE:** Varies with missile type, typically 4D6x10 M.D.
- ❍ **RATE OF FIRE:** Volleys of 1-6 missiles. If necessary, all 6 missiles can be fired in a single volley.
- ❍ **PAYLOAD:** 3 missiles per launcher; 6 total.

5. **SPIRITIA ABSORPTION BEAM:** Like all Varuta mecha encountered to date, the FZ-150 is equipped with a Spiritia Absorption Beam. A product of Varuta spiritia technology, this energy beam is designed to drain the Spiritia from a humanoid and store it for later use. The Spiritia Absorption Beam projects a pencil-thin beam of energy that can penetrate ANY form of armor (even starship armor) without any deflection. Fortunately, the beam has a fairly short range and must be used in close combat. Furthermore, for the beam to have any effect it must strike the **BRAIN** of a victim; if it hits any other part of the body all the beam produces is a mild stinging sensation. For this reason the beam is usually only used after a target has been incapacitated or otherwise restrained.

   For more information on Spiritia, see the optional Spiritia rules for the Palladium RPG in these web pages. (coming soon)

   - ❍ **PRIMARY PURPOSE:** Spiritia Gathering
   - ❍ **RANGE:** 80 feet (24 m)
   - ❍ **DAMAGE:** None unless the beam strikes the brain. If successful, the beam drains 1D6 M.E. *per round* until the target reaches 0 M.E. At this point, the victim falls into a coma until his spiritia regenerates. See the Spiritia rules for details on recovering spiritia.
   - ❍ **RATE OF FIRE:** The beam can be fired once per melee round.
   - ❍ **PENALTIES:** The beam has a -10 penalty to hit the brain of a MOVING target, such as a flying mecha or a running human. There is no penalty to hit a non-moving target, however, which is why the FZ-150 will try to immobilize a target before using the Spiritia Absorption Beam.
   - ❍ **PAYLOAD:** Unlimited.

6. **HAND TO HAND COMBAT:** If necessary, the pilot of the FZ-150 can engage in melee combat rather than use a weapon. The varuta fighter is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc.

   DAMAGE:

   - ❍ Restrained Punch: 1D6 M.D.
   - ❍ Full Strength Punch: 3D6 M.D.
   - ❍ "Booster" Punch: 4D6 M.D. (counts as two attacks)
   - ❍ Tear or Pry with Hands: 2D4 M.D.
   - ❍ Kick: 2D4 M.D.

- Leap Kick: 3D6 M.D.
- Body Flip/Throw: 1D6 M.D.
- Body Block/Tackle: 2D6 M.D.
- Stomp: 2D4 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE FZ-150:

- **AUTO-PILOT:** The FZ-150 is equipped with a simple computerized auto- pilot. Not as complex as the one used on UN Spacy mecha, this system is basically intended for getting the craft from point A to point B without relying on the (often brainwashed) pilot. The auto-pilot can be engaged remotely and programmed to return the mecha to base if the pilot is incapacitated or killed.
- **BRAIN CONTROL SYSTEM (BCS):** This revolutionary system, very similar to the one used by the YF-21 AVF prototype in **Project Super Nova**, allows a disciplined pilot to link his mind with the onboard computer of the mecha, and issue control commands to it at the speed of thought. This allows the FZ-150 to move and respond with human-like ability. Feedback for the system is transmitted back to the pilot using a neural feedback unit in his helmet, allowing him to "feel" the balance and maneuvers of the FZ-150, and use instinct as much as training to direct the actions of the mecha. The feedback system is not quite as refined as the brain-direct imaging (BDI) system used by the YF-21, so the bonuses provided by the system aren't as great. However, the FZ-150's BCS is not quite as demanding as the YF-21's and doesn't require as much discipline to use. In game terms the BCS provides a +10% bonus to any skill rolls made to control the mecha, and adds bonuses of +1 to dodge and +1 to strike in addition to the pilot's normal abilities. It is not known if prolonged exposure to the FZ-150's BCS will cause stress-induced tramua-like symptoms like the YF-21's. **NOTE:** The FZ-150 is also equipped with a standard set of flight controls in case the BCS fails.
- **CAPTURE SPHERE:** The Pantserzorene can generate an energy sphere from its wrists that can be used to capture humanoids and store them safely for transport back to base. The semi-transparent sphere is self-contained and lasts for up to 4 hours after being generated. The sphere is airtight, radiation-shielded, contains its own oxygen supply, and can even be used to transport captives through space. The sphere can absorb up to 100 SDC points (1 MDC point) of damage before dissipating.
- **COMBAT COMPUTER W/HUD DISPLAYS:** The FZ-150 is equipped with a combat computer that can store and analyze data during combat with hostile forces. Every monitor in the mecha's cockpit is capable of displaying data on screen, thus allowing the computer to display large amounts of information in HUD (heads-up display) graphics. The combat computer tracks

and identifies specific enemy targets, and has a database of over 800 images stored in memory. The computer can identify and track up to 50 targets simultaneously.

- **ESCAPE POD:** The entire reinforced cockpit of the FZ-150 is a detachable escape pod that can be jettisoned when the mecha is destroyed. The pod is NOT equipped with thrusters, but is equipped with a parachute to provide a soft landing in case of ejection in an atmosphere. The pilot of the FZ-150 must manually trigger the cockpit ejection sequence when his craft is destroyed. The computer will NOT automatically eject the cockpit when the main body MDC reaches zero.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **HOMING SIGNAL:** The escape pod of the FZ-150 is equipped with a homing device that enables rescue teams to locate a disabled craft or ejected life pod. The range of the signal is 400 miles (640 km). All Varuta starships can locate and track the signals generated by this escape beacon.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus. This system is especially important when targeting the Spiritia Absorption Beam.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
- **OPTICS: SPIRITIA IMAGER:** Range: 4000 feet (1220 m). Another product of Varuta technology, this scanner allows the FZ-150 to detect lifeforms and measure the spiritia levels of those lifeforms. This sensor allows the pilot of the FZ-150 to locate the pilots with the strongest spiritia levels so that he can concentrate on those targets. The spiritia imager can penetrate up to 10 feet (3.2 m) of metal or armor.
- **RADAR:** 200 mile (321 km) range. The radar is located in the nose/head of the mecha and will be destroyed if the head is destroyed.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **SPIRITIA DEFENSE SYSTEM:** Commonly called a "Sound Protector" or "Sound Wave

Dampener", the FZ-150 is equipped with a special system designed to help the pilot resist spiritia attacks. The system produces a counter-sound wave that cancels out music and other external sounds before they reach the pilot's ears, thus preventing effects of "culture shock". The system can also deflect most spiritia energy directed at the pilot, thus preventing most spiritia attacks from having any effect. For more details on the Spiritia Defense System, see the **Spiritia RPG Rules**. (coming soon)

- **TACTICAL LIFE SUPPORT SYSTEM:** The FZ-150's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. The Varuta flight suit also contains an upper and lower g-suit that promotes blood circulation even during high-g turns, thus decreasing the possibility of pilot's blacking out in combat.

COMBAT BONUSES FOR PHEYOS FIGHTER TRAINING:

FZ-150 PHEYOS COMBAT TRAINING

- Advanced training for pilots specializing in the FZ-150 Pheyos.
- 4 attacks per melee (plus those of the pilot)
- Add one additional action/attack at levels two, five, seven, and ten.
- +2 on initiative
- +3 to strike
- +4 to parry
- +3 to dodge in solder mode, +5 in gerwalk, +7 in jet mode
- When using the BCS system (see above), add +1 to dodge and +1 to strike to above bonuses.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- +3 to leap dodge. A leap dodge is an automatic dodge which causes no loss of attacks per melee. The new generation VF are so maneuverable that the pilot can dodge an attack while moving to counterattack an enemy.
- Critical strike same as pilot's hand-to-hand.
- Body block/tackle/ram - 2D6 M.D. plus a 50% chance of knocking an opponent down, causing him to loose initiative and one attack that melee round.

NOTE: FZ-150s are always piloted by humans or zentraedi who are loyal to the Varuta and their cause. They are NEVER piloted by captured humanoids who have been brainwashed (so spiritia attacks will not cause them to switch sides).

REFERENCES USED IN THIS DESIGN

- **Mediax Mook 53: Macross Digital Mission VF-X**
- **"Doe's All The Worlds' Mecha Guide: [Zentraedi Variable Device Entry](#)"**
- **"Doe's All The Worlds' Mecha Guide: [Messer Varuta FBz-99 Zaubergeran Entry](#)"**
- **Studio HalfEye's [1/100 Pheyos Valkyrie](#) garage kit**

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of mecha from **MACROSS PLUS**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

RENEGADE POWER ARMOR

(Version 1.0 - Last Updated: 07/25/98 20:05)

*RPG Stats by **DANIEL HENWOOD** (dhenwood@hotmail.com)*
*Background text by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***

BACKGROUND

The **United Nations Government** would like people to believe that Earth and all of its colonies that are spread across the galaxy are one big happy family. Unfortunately this is far from the truth. Many colonies resent the fact that the UNG retains tight control over all human territories, and uses the power of the **UN Spacy** to enforce its tariffs and rules. While outright rebellion against the UNG and its forces rare, there are many pirates and terrorist groups in space who aren't above attacking a lone outpost or patrol ship if they feel they can get away with it. In such conflicts the UN Spacy's variable fighters usually prove to be more powerful and versatile than any weapons or vehicles the privateers can muster, thus UNG forces almost always won these battles. However it was only a matter of time before ambitious arms dealers started selling weapons for countering variable fighters to criminals and rebels.

Initially the sale of actual mecha on the black market was extremely rare. Few people outside of the UN Spacy possessed the technical knowledge to repair and maintain mecha, let alone build one. What few mecha that did show up were usually Regult battle pods salvaged from a wrecked Zentraedi cruiser, or older VF-1 and VF-4 Lightning IIIs stolen from militias and reserve forces. The **Renegade Power Armor** was one of the first original black market mecha designs ever encountered. UN Spacy Intelligence still doesn't know where the power armor was first developed or where it is currently being manufactured, only that over the past few years the mecha has been appearing in greater numbers along the distant human colonies, causing many UNG officials to worry about military buildups and possible rebellions.

The Renegade Power Armor appears to be based on the Zentraedi **Nousjadeul-Ger**, or "Male Power Armor". However, the design has been overhauled and augmented with human technology that was originally thought to rest only in the hands of the UN Spacy. The armor is still intended to be piloted by a full-sized Zentraedi pilot, which seems counter-productive since there are very few non-micronized Zentraedi left outside of a handful of frontier worlds. Most of the weaponry of the armor seems to have been salvaged from Zentraedi combat mecha, while the majority of the electronics and computer systems are human in origin. In combat the speed and maneuverability of the power armor is approximately equal to a VF-11 Thunderbolt, but the mecha far outclasses the Thunderbolt in terms of raw firepower. This inadequacy prompted the UN Spacy to start searching for a new variable fighter design to replace the VF-

11 as the military's standard combat aircraft, eventually leading to the **Project Super Nova** design contest on the planet Eden.

Despite several years of searching the UN Spacy has yet to determine who is building and selling the Renegade power armor. Most of what is currently known about the armor has been learned from examinations of wreckage recovered after battles involving the armor and UN Spacy forces. No pilots of the Renegade armor have ever been captured alive, as the Zentraedi usually commit suicide by detonating explosive charges inside the armor if they are disabled or captured. A UN Spacy fleet is currently on assignment in the frontier systems attempting to learn the origin of the Renegade armors and make sure that the operation is shut down before the design becomes mass-produced.

RPG STATS

Vehicle Type: Zentraedi Nousjadeul-Ger (Modified)
Class: Tactical Powered Armor
Manufacturer: Various non-United Earth Government Colonies
Crew: One full-sized Zentraedi pilot

MDC BY LOCATION:

```
(1) Head/Helmet                            80
(2) Main Body                             200
    Arms (2)                               50 each
    Hands (2)                              10 each
    Legs (2)                               70 each
    Forearm P-Beams (2)                    30 each
    Auto Cannon                            20
    Laser Cannon                           20
    Pulse Laser                            25
    Communications Antenna                  1
    Missile Launchers (3)                  50 each
(3) Rear Engine Section                   100
(4) Main Thrusters (3, rear)               40 each
(4) Maneuvering Thrusters (4, legs)        20 each
```

NOTES:

1. Destroying the head/helmet of the power armor will instantly kill the pilot. -5 to hit due to size and shielding.
2. Depleting the MDC of the main body will destroy the mecha and kill the pilot.
3. Destroying the rear engine section of the armor will knock out all thrusters and weapons. In space,

the armor will become adrift while in an atmosphere it will crash.

4. Each main thruster destroyed reduces the speed of the armor by 30%. If all three main thrusters are destroyed while the armor is in a planetary atmosphere it will crash. The maneuvering thrusters are not powerful enough to keep the armor aloft in gravity. Each manuvering thruster destroyed will reduce speed by 2.5% and impose a -1 penalty to dodge while flying.

SPEEDS:

RUNNING: 60 mph (96 kmph)
LEAPING:
 50 ft (15.2 m) high or 100 ft (30.5 m) long without thrusters. 200 ft (71 m) high or 400 ft (143 m) long with thruster assistance. Thrusters can also be used to stop a fall from any height.
FLYING:
 Mach One (670 mph/1,072 kmph) with a 30,000 ft (9,144 m) ceiling in an Earth-like atmosphere. Can also hover in place indefinitely.

STATISTICAL DATA:

HEIGHT: 58.0 ft (18.1 m)
WIDTH: 16.5 ft (5.2 m) at shoulders
LENGTH: 22.7 ft (7.1 m)
WEIGHT: 42 tons

PHYSICAL STRENGTH: Equal to a P.S. of 60
CARGO: None.
POWER PLANT: Modified 2.4 GGV class Flemenmik thermonuclear converter.

WEAPON SYSTEMS:

1. **FOREARM PARTICLE BEAMS (2):** The main weapon used by the Zentraedi Renegade Power Armor are a pair of high-intensity particle beam cannons, with one mounted on each arm of the armor. The firing mechanism is basically identical to the ones used by the Regult tactical battle pod, though the power mechanisms have been augmented with human technology to make them more compact.

  ○ **PRIMARY PURPOSE:** Assault
  ○ **SECONDARY PURPOSE:** Anti-mecha
  ○ **RANGE:** 4000 feet (1200 m)

- ❍ **DAMAGE:** 4D10 M.D. per blast
- ❍ **RATE OF FIRE:** Individual blasts, or volleys of two fired from both cannons simultaneously (remember: one volley counts as one attack). Total number of blasts is equal to the pilot's number of attacks.
- ❍ **PAYLOAD:** Unlimited.

2. **HIGH-SPEED TRIPLE BARREL PULSE LASER:** This weapon is mounted on the right side of the armor's chest. It has a limited range of motion and can be rotated 15 degrees in any direction from the front of the mecha. The mechanism of the lasers are based on UN Spacy technology.

- ❍ **PRIMARY PURPOSE:** Defense
- ❍ **SECONDARY PURPOSE:** Anti-missile
- ❍ **RANGE:** 2000 feet (600 m)
- ❍ **DAMAGE:** 6D6 M.D. per burst of 9 laser shots.
- ❍ **RATE OF FIRE:** Each laser fires a burst of 3 shots and all three lasers fire at the same time, so each attack consists of 9 separate laser shots fired in a volley (counts as one attack). The lasers combined rate of fire is equal to the pilot's total number of attacks.
- ❍ **PAYLOAD:** Unlimited.

3. **AUTOCANNON:** The left side of the armor's chest contains a single autocannon, which can also be rotated 15 degrees from the front of the mecha. The autocannon is similar to the one used by the Regult battle pods.

- ❍ **PRIMARY PURPOSE:** Anti-personnel
- ❍ **SECONDARY PURPOSE:** Defense
- ❍ **RANGE:** 2000 feet (600 m)
- ❍ **DAMAGE:** 1D6 M.D. short burst, 2D6 M.D. long burst, or 4D6 M.D. for a full melee burst.
- ❍ **RATE OF FIRE:** Equal to pilot's number of attacks. One burst counts as one attack.
- ❍ **PAYLOAD:** 480 rounds, which equals 20 short bursts (24 bullets each), 10 long bursts (48 bullets each), or 5 full-melee bursts (96 bullets each).

4. **LASER CANNON:** A single laser cannon is mounted above the autocannon on the left side of the armor's chest. It is linked to the autocannon and can only move and point in the same direction as the cannon. The laser is based on UN Spacy technology.

- ❍ **PRIMARY PURPOSE:** Anti-aircraft
- ❍ **SECONDARY PURPOSE:** Cutting Tool
- ❍ **RANGE:** 2000 feet (600 m)
- ❍ **DAMAGE:** 1D6 M.D. per shot. If fired in a continuous beam for a full melee round, does 2D6x10 M.D. The laser can not be fired in a continuous beam at a moving target.

- ○ **RATE OF FIRE:** Equal to pilot's number of attacks, or can be fired in a single full-melee blast.
- ○ **PAYLOAD:** Unlimited.

5. **MISSILE LAUNCHERS (3):** The armor is equipped with three missile launchers, one on each side of the waist and one directly in front of the chest. The front launcher contains 15 missiles that can be fired individually or all at once in a single volley, while the side launchers each contain 16 missiles that can be fired in volleys of up to 4 at a time. The launchers are compatible with both UN Spacy and Zentraedi short-range missiles.
    - ○ **Primary Purpose**: Assault
    - ○ **Secondary Purpose**: Anti-Mecha
    - ○ **Missile Types:** Any type of standard UN Spacy or Zentraedi **Short Range Missile** can be used, **EXCEPT** for the new high-maneuverability short range (SRHM) missles.
    - ○ **Range:** Varies with missile type, typically 1-5 miles (1.6-8 km).
    - ○ **Damage:** Varies with missile type, typically 1D6x10 M.D.
    - ○ **Rate of Fire**: The side launchers can fire missiles individually or in volleys of up to 4 missiles each. The front launcher can fire individually or in a volley of up to 15 missiles. All three launchers can be fired in a combined single volley of up to 23 missiles.
    - ○ **Payload**: 15 missiles in the front launcher, 16 missiles in each side launcher. Total payload: 47 missiles.
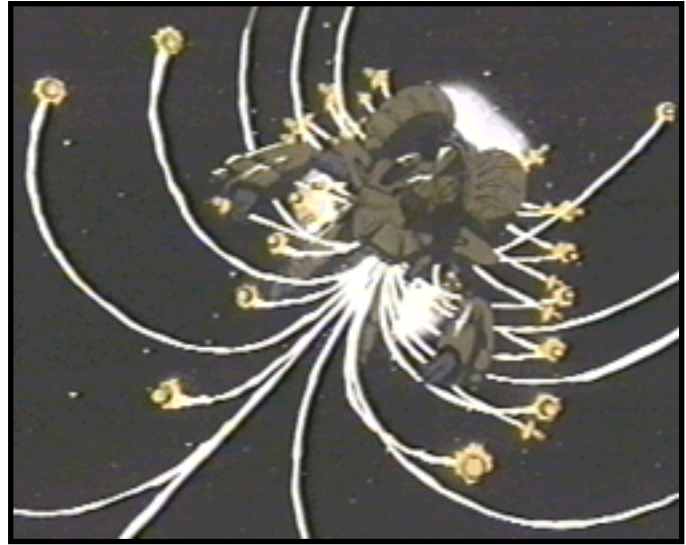
6. **HAND TO HAND COMBAT:** If necessary, the zentraedi pilot of the renegade power armor can engage in melee combat rather than use a weapon. The armor is extremely agile and can execute most typical hand to hand combat moves, such as punches, jump kicks, leap attacks, rolling with impacts, etc. Note that zentraedi tend to prefer hand-to-hand combat...

   DAMAGE:

    - ○ Restrained Punch: 1D6 M.D.
    - ○ Full Strength Punch: 3D6 M.D.
    - ○ "Booster" Punch: 5D6 M.D. (counts as two attacks)
    - ○ Tear or Pry with Hands: 2D6 M.D.
    - ○ Kick: 2D6 M.D.
    - ○ Leap Kick: 3D6 M.D.
    - ○ Body Flip/Throw: 2D4 M.D.
    - ○ Body Block/Tackle: 3D4 M.D.
    - ○ Stomp: 1D6 M.D. (only effective against small objects)

STANDARD EQUIPMENT FOR THE RENEGADE POWER ARMOR:

- **COMBAT COMPUTER:** The renegade power armor is equipped with a moderately powerful combat computer, much more complex than anything found in traditional Zentraedi combat mecha. The combat computer tracks and identifies specific enemy targets, and has a database of over 800 images stored in memory. The computer can identify and track up to 75 targets simultaneously.
- **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
- **LASER TARGETING SYSTEM:** Range: 100 miles (160 km). Used for increased accuracy in the striking of enemy targets and is partly responsible for the mecha's strike bonus.
- **LOUDSPEAKER:** A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 90 decibels.
- **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
- **OPTICS: NIGHTVISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
- **RADAR:** 150 mile (240 km) range.
- **RADIO/VIDEO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 300 miles (480 km) or can be boosted indefinitely via satellite relay.
- **SELF-DESTRUCT:** To prevent capture by the UN Spacy, the Renegade armor is equipped with a series of explosive charges intended to destroy the mecha in case of capture or loss of power. The explosive is chemical-based and can be detonated with a touch of a button, even if the engines and power systems of the armor have been destroyed. The explosion will instantly kill the pilot, destroy the mecha, and inflict 2D6x10 M.D. to everything within a 50 foot (15 m) radius around the armor.
- **TACTICAL LIFE SUPPORT SYSTEM:** The power armor is pressurized and provides enough

air and water to support a full-sized zentraedi for up to 1 week. The armor can automatically seal small holes and punctures to prevent the air from escaping, and if an arm or leg is severely damaged it can be sealed off and jettisoned from the mecha (note that this does cut off the Zentraedi pilot's arm or leg, doing an additional 1D4 M.D. to the pilot).

COMBAT BONUSES FOR RENEGADE ARMOR COMBAT TRAINING:

NOTE: This training is available only to *full-sized* Zentraedi pilots.

ADVANCED RENEGADE POWER ARMOR COMBAT TRAINING

- Advanced training for Zentraedi pilots specializing in the Renegade Power Armor.
- 3 attacks per melee (plus those of the pilot).
- Add one additional action/attack at levels three, six, nine, and twelve.
- +2 to strike.
- +3 to parry.
- +1 to dodge on the ground, +3 to dodge when flying.
- +3 to roll with a punch or fall with an impact, reducing damage by half.
- Critical strike same as pilot's hand-to-hand.
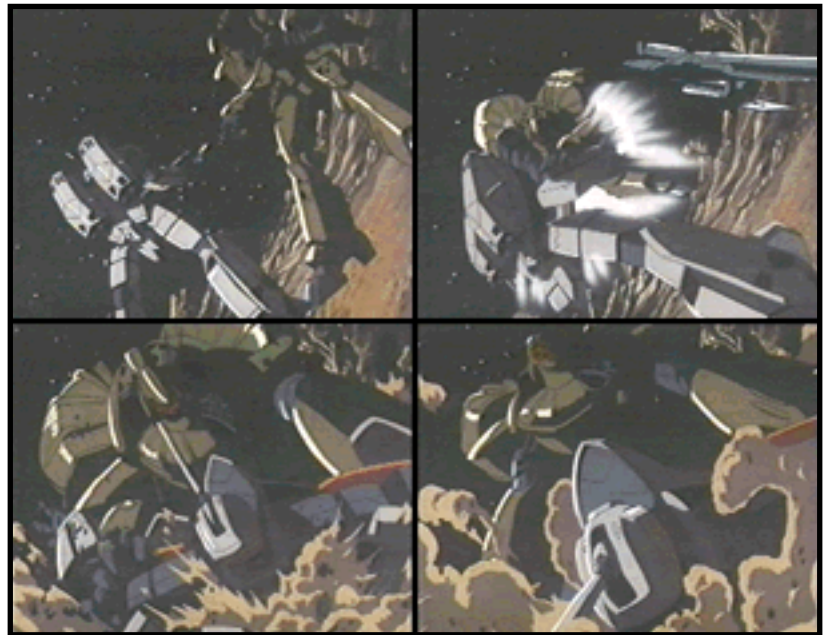
REFERENCES USED IN THIS DESIGN

- *Macross Plus* episodes 1
- **This is Animation Special: Macross Plus**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich @mcs.net

The following material is an adaptation of the starship design from the Japanese TV series **MACROSS** (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

Special thanks to **Iqbal Bhatti (iqbal@seas.ucla.edu)** for pictures for and help with this design.

ALIEN STAR SHIP ONE
(pre-crash SDF-01 MACROSS stats)

(Version 1.0 - Last modified: 07/25/98 19:39)

*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
*Background info provided by the **MACROSS ONLINE COMPENDIUM***
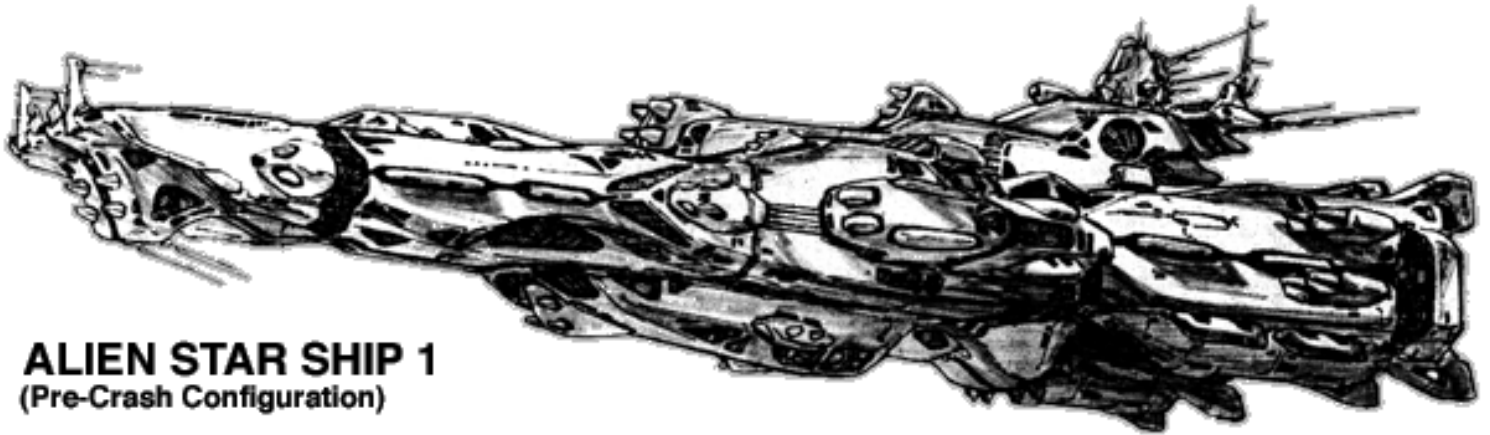
ALIEN STAR SHIP 1
(Pre-Crash Configuration)

BACKGROUND

On July 1st, 1999, the destiny of humanity was changed forever when a huge meteor from space crashed into South Ataria Island in the southern Pacific Ocean. Upon investigation by the United Nations, the "meteor" was in fact determined to be an alien spacecraft, representing mankind's first contact with an intelligent species from beyond the planet. Over the next 10 years the spacecraft (named **Alien Star Ship 1**, or **ASS-1**) was excavated, disassembled, studied, reverse-engineered, and eventually rebuilt and renamed the **SDF-01 Macross**. The Macross has become the most famous ship in human history and is singularly responsible for mankind's emergence as a galactic power.

Initially the UN Spacy knew very little about the ASS-1, even after 10 years of study. The spacecraft was an interstellar warship of some kind and contained a great deal of advanced technology that was far beyond what humanity had even speculated. Furthermore, the ASS-1 contained accommodations for what seemed to be two different humanoid races; one human-sized, and one over 50 feet (15 m) tall! The advanced technology (called *Over Technology*) was therefore used to develop weapon systems capable of combatting a race of giants, eventually leading to the Variable Fighter and Main Battle Robot combat mecha.

Following the end of **Space War 1** Earth formed an alliance with the Zentraedi, and Zentraedi minister Exedore Formo was able to provide more clues as to the origin of the ASS-1. The crashed ship was one of a class of fold-capable battleships used by the **Inspection Army**, a force of protocultures who engaged the **Stellar Republic** in a galactic civil war which eventually led to the destruction of nearly all protocultures in the galaxy. The Inspection Army were actually protocultures whose minds were controlled by the **Protodeviln**, a race of super-powerful beings possessing trans-dimensional powers. Although Exedore referred to the ASS-1 as a "late model" battleship, most stellar archaeologists feel that the design of the fortress pre-dates the emergence of the Protodeviln and the mental takeover of the Inspection Army forces, as ships later used by the Protodeviln in the UN Spacy/Varuta war differed greatly from the ASS-1's original design.

Assuming that the ASS-1 is one of the original battleships used by the Inspection Forces and not a reproduction, the ship would be between 350,000 and 400,000 earth years old. The history of the ship between the fall of the Inspection Army and its crash-landing on Earth is a mystery. When the ship arrived at Earth it was being pursued the Zentraedi Vrlitwhai Fleet, which had been tasked with finding any remaining traces of the Inspection Army forces and eliminating them.

The Vrlitwhai Fleet detected traces of the ASS-1's defold reaction and came to Earth to investigate. Upon the fleet's arrival the ASS-1/SDF-01 automatically opened fire on them, leading to the start of **Space War 1**. Whether the ASS-1 was being used by descendants of the Inspection Army or another humanoid race somewhere in the galaxy prior to its crash on Earth is unknown.

During the UN Spacy's Zentraedi Factory Satellite recapture operation in July, 2012, Vrlitwhai Kridanik's flagship detected a spacewreck of a ship very similar in design to the original ASS-1. Although Captain Misa Hayase argued for investigating the wreck at the cost of delaying the mission, Vrlitwhai decided to ignore the ship, fearing that it may be a trap set by rogue Zentraedi forces. A UN Spacy task force dispatched later to salvage the ship failed to find the wreck after extensively searching at and near the coordinates Vrlitwhai reported. The location of the wreck (if it even still exists) is currently unknown. Since 2012 no UN Spacy colony missions or combat fleets have reported encountering any craft (wrecked or otherwise) similar to the original ASS-1.

RPG STATS

Vehicle Type: Super Dimensional Battle Fortress (Original Designation: Inspection Army Gunboat)
Government: Inspection Army (Protoculture)
Manufacturer: Inspection Army
Crew:

Estimated 15,000 Protocultures and 4,000 full-sized Zentraedi. Exact complement and breakdown of crew are unknown.

Notable Ships of Class:

- *Alien Starship 01* (original construction date unknown, crashed on Earth on July 1, 1999. Rebuilt by UN Spacy and renamed **SDF-01 Macross**.)
- *Alien Starship 02* (unofficial name for a similar starship wreck detected by Vrlitwhai Kridanik's flagship during the Factory Satellite Capture Operation. Location of wreckage currently unknown.)

MDC BY LOCATION:

```
(1) Forward 1/3 of Ship (Heavy Particle Cannon)          10,000
(2) Middle 1/3 of Ship (Crew Quarters, Landing Bays)     15,000
(2) Rear 1/3 of Ship (Main Engines, Engineering)         20,000
(3) Command Tower                                          5,000
(3) Sensor Array (behind Command Tower)                   1,000
    Left Weapon Cluster                                    5,000
    Right Weapon Cluster                                   5,000
(4) Main Thrusters (6)                                     5,000 each
(4) Secondary Thrusters (12)                                500 each
(4) Maneuvering Thrusters (48)                               50 each
    Heavy Laser Cannons (4)                                1,000 each
    Secondary Beam Turrets (8)                               750 each
    Retractable Laser Turrets (100)                          75 each
    Airlocks/Access Hatches (150)                           200 each
    Armored outer hull (per 40ft area)                      300
    Interior walls (per 20ft area)                           20
```

```
(5) Energy Barrier                                          100,000
```

NOTES:

1. Depleting the MDC of the forward 1/3 of the ship will destroy the main weapon of the battlecruiser, the heavy particle cannon. The cannon will cease to function when the forward part of the ship has taken over 5,000 points of damage. When the damage to the forward part reaches 10,000 MDC, the cannon is destroyed beyond any hope of repair.
2. Depleting the MDC of the middle 1/3 or the rear 1/3 of the ship will destroy the battlecruiser. All power systems, thrusters, weapon systems, and life support will fail, and (2d4x10)% of the crew will be killed instantly by explosions, debris, and loss of atmosphere. The ship will be an unsalvageable wreck (though the spacewreck may still be valuable because of the technology contained within the remains).
3. Destroying the command tower will instantly kill the command staff and deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities of the secondary systems are equal to that of a VF-11 Thunderbolt fighter. The ship can still operate, but is at -3 on initiative, -3 to strike, and number of attacks per melee of the weapon systems are reduced by half. Destroying the main sensory array on top of the command tower will have the same effect, but the command staff will not be killed instantly.
4. Depleting the MDC of the main thrusters will force the ship to rely on its secondary thrusters. Depleting the MDC of the main AND secondary thrusters will leave the ship adrift in space. In an atmosphere, the battlecruiser will still be able to land using antigravity engines but will not be able to take off again.
5. When activated, the Energy Barrier forms a sphere around the battle fortress that can absorb up to 100,000 MDC in a single round. If damaged or destroyed, the sphere regenerates at a rate of 2,500 MDC per melee round. See the Energy Barrier System entry below for details. The barrier will cease to function if either the middle 1/3 or rear 1/3 of the ship takes damage over 50% of its MDC capacity.

SPEEDS:

Speed (Sublight): 0.24 speed of light (38,400 miles per second)
Speed (Auxiliary Drives): Mach 2.0
Speed (Space Fold): 1 light year every 6 minutes
Planet bound:
    Can land and take off if necessary but not designed to maneuver in an atmosphere for extended periods of time.
Maximum Range: Unlimited (estimated life span unknown)

STATISTICAL DATA:

Length: 3,960 ft (1,200 m)
Width: 1,320 ft (400 m)
Height: 1,188 ft (360 m)
Weight: 21,000,000 tons (standard)

Fold System:
    Protoculture Fold System Cluster

Sublight Drive:
Protoculture/Inspection Army Impulse Drive Cluster
Gravity Control System: Internal
Auxiliary Engine:
Inspection Army Rocket Motor Cluster
Sensor System: Protoculture Advanced Tracking Cluster

WEAPON SYSTEMS:

1. **HEAVY PARTICLE CANNON:** The most powerful weapon of the battlecruiser is a heavy particle cannon very similar to the one used by Zentraedi Nupetiet-Vernitzs command cruisers and other larger Zentraedi warships. The weapon fires a beam up to 120,000 miles (192,000 km) long and 2 miles (3.2 km) wide that essentially destroys EVERYTHING in its path. The disadvantage of the weapon is the tremendous power it consumes. Once fired, the cannon takes a full 5 MINUTES (20 melee rounds) to recharge.

   ❍ **PRIMARY PURPOSE:** Heavy Assault
   ❍ **SECONDARY PURPOSE:** Anti-Warship
   ❍ **RANGE:** 60,000 miles (96,000 km) in an atmosphere. Double in space.
   ❍ **DAMAGE:** Destroys EVERYTHING in its path, regardless of MDC and movement. The only way to avoid obliteration is to avoid being in the path of the beam! If used against a planet, the beam causes 3D6x1,000,000 MD (!), leaving only a radioactive crater 2D6x10 miles long and 3D6x100 feet deep. The resulting shockwave will also cause substantial damage to surrounding terrain for an additional 1D6x10 miles from the edge of the crater. (**Note:** A sufficiently strong force field can deflect/absorb the beam if necessary. Examples of such fields include multiple pinpoint barrier shields layered on top of each other and barriers generated by stronger Protodeviln beings. A force field must have AT LEAST 20,000 MDC capacity before it can resist a heavy particle beam of this magnitude.)
   ❍ **RATE OF FIRE:** Once per 5 minutes (20 melees).
   ❍ **PAYLOAD:** Effectively Unlimited.

2. **HEAVY LASER CANNONS (4):** As backup for the heavy particle cannon, the battle fortress is armed with four heavy laser cannons, also similar to those used on Zentraedi warships. These lasers were damaged beyond repair on the ASS-1, and were replaced with rail cannons during the rebuilding of the starship.

   ❍ **PRIMARY PURPOSE:** Assault
   ❍ **SECONDARY PURPOSE:** Anti-Warship
   ❍ **RANGE:** 5,000 miles (8,040 km) in an atmosphere. Double in space.
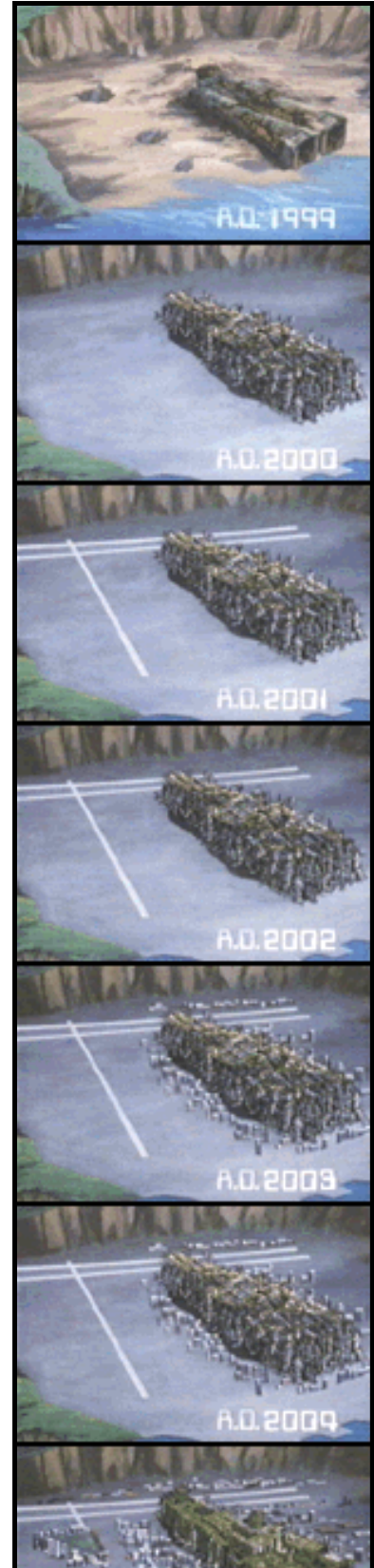
- ❍ **DAMAGE:** 1D6x1000 M.D.
- ❍ **RATE OF FIRE:** Each cannon can fire once per round.
- ❍ **PAYLOAD:** Unlimited.

3. **SECONDARY BEAM TURRETS (8):** The battlecruiser is armed with several large beam turrets at key locations along the hull, giving the fortress additional punch in close to medium ship-to-ship combat. These turrets can only fire along limited arcs, and only a maximum of four cannons can be brought to bear on a single target at any given time.

   - ❍ **PRIMARY PURPOSE:** Anti-Warship
   - ❍ **SECONDARY PURPOSE:** Ship-to-Ship Defense
   - ❍ **RANGE:** 100 miles (160 km) in an atmosphere. Double in space.
   - ❍ **DAMAGE:** 2D4x100 M.D.
   - ❍ **RATE OF FIRE:** Each turret can fire once per round.
   - ❍ **PAYLOAD:** Unlimited.

4. **RETRACTABLE LASER TURRETS (120):** As a final line of defense, the battle fortress has retractable laser turrets mounted at various strategic places along the hull. These short-range lasers were apparently intended primarily for anti-aircraft and anti-mecha defense, but can do moderate damage against enemy spacecraft if they get too close. When not in use gun turrets are concealed within the hull underneath a sliding hatch. At most 20 lasers can be brought to bear on a single target.

   - ❍ **PRIMARY PURPOSE:** Anti-Aircraft
   - ❍ **SECONDARY PURPOSE:** Defense
   - ❍ **RANGE:** 30 miles (48.2 km) in an atmosphere. Double in space.
   - ❍ **DAMAGE:** 1D6x20 M.D. each. Several lasers can be directed to fire in volleys of 3 or more. A volley of 3 beams does 3D6x20 M.D., a volley of 6 beams does 6D6x20 M.D., and so on. A full volley of 20 beams aimed at a single target does 4D6x100 M.D. (!) if it hits.
   - ❍ **RATE OF FIRE:** Each laser can fire once per melee, and can be combined in any volley combination of 3 or more lasers, up to 20 lasers. Volleys can be directed at different targets.
   - ❍ **PAYLOAD:** Unlimited.

5. **OMNIDIRECTIONAL BARRIER DEFENSE SYSTEM:** One unique system of the ASS-1 that the Zentraedi fleet lacked is an energy barrier defense system that completely encircles the battle fortress in a nearly-impregnable force field sphere. The disadvantage of the barrier system is that no weapons can be fired, nor any fighters/support craft launched or recovered while the shield is up.

Although this system was nearly destroyed in the crash of the ASS-1, UN Spacy researchers were able to study and reverse-engineer the system, eventually leading to the development of the **Pinpoint Barrier System** that is now standard on most UN Spacy spacecraft and fighters. The engineers also succeeded in rebuilding the shattered barrier generator onboard the SDF-01, but unfortunately due to a flaw in the system the barrier overloaded during its first use, completely destroying the North American Ontario

Quadrant. Because of this disastrous mishap and other problems the omnidirectional barrier system has not been approved yet for general use on UN Spacy spaceships.

- ○ **PRIMARY PURPOSE:** Defense (the omnidirectional barrier system cannot be used as a weapon)
- ○ **RANGE:** The barrier generates a spherical force field with a radius of 3000 ft (910 m) around the exact center of the ship.
- ○ **DAMAGE CAPACITY:** Can sustain up to 100,000 MD in a single round. Regenerates at a rate of 2,500 MD per melee round.
- ○ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ○ **NOTE:** The barrier can deflect a heavy particle beam attack, such as the one generated by the SDF-01 Macross, Zentraedi/Varuta command warships, and some Protodeviln. When hit by a heavy particle beam the shield will take 25,000 MDC damage, with the rest of the beam being deflected around the shield.

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The ASS-1 was equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main energy system (in the rear 1/3 of the ship) can supply energy to it. (**Note:** The first time this system was used on the SDF-01 the antigrav generators tore away from the ship. The generators were later replaced and the areas around them were structurally enforced to prevent a repeat of the disaster.)
- **HYPERSPACE COMMUNICATIONS:** The original ASS-1 was equipped with a hyperspace communications relay allowing faster-than-light communication between the ships and other Inspection Army forces. This system was heavily damaged in the crash of the ASS-1 and could not be salvaged. The UN Spacy did not develop hyperspace communications until after the end of Space War 1 when scientists and technicians were able to examine similar systems aboard captured Zentraedi warships.
- **LIFE SUPPORT SYSTEMS:** The ASS-1 had sufficient life support to provide breathable air and comfortable temperatures for up to 70,000 people for up to 20 years (air was recycled). In an emergency the life support system could support up to 140,000 people at one time. The ship contained enough food and water onboard to support the crew for up to 5 years (with recycling).
- **LONG-RANGE TRACKING SENSORS:** The ASS-1 command tower was equipped with a complex sensor system that could track and identify up to 1,500 craft simultaneously. The system had a 2,000 mile/3,200 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the ASS-1 was equipped with an fold system capable of propelling the ship through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft (which is unknown).
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the ASS-1 was equipped with impulse engines that could propel the craft at speeds up to 0.24 speed of light (38,400 miles per second) in space. Note that these engines were mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the ship is limited to speeds of Mach 2.0 maximum due to hull stress.
- **SUBSPACE MASS SENSORS:** As part of the ASS-1's sensor systems, the fortress was equipped with subspace sensors that could essentially instantly detect mass readings and movement of objects up to 1

AU (93 million miles) distant from the carrier. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most Zentraedi and UN Spacy mecha).

MECHA COMPLEMENT:

Unknown. The below numbers are estimates based on the assumption that the Inspection Army used Zentraedi mecha for combat like most protoculture military forces did. It is not known whether protocultures of the Inspection Army themselves engaged in combat, and if so whether they used mecha or not.

- **Regult Tactical Battle Pods:** 600
- **Regult Light Artillery Pods:** 60
- **Regult Heavy Artillery Pods:** 30
- **Regult Scout Recon Pods:** 30
- **Glaug Officer's Pods:** 10
- **Nousjadeul-Ger Powered Armor:** 60
- **Fighter Pods:** 60
- **Shuttles and Support Craft:** 90

REFERENCES USED IN THIS DESIGN

- **"Doe's All The Worlds' Starship Guide: SDF-01 Macross Entry"**
- *Super Dimensional Fortress Macross* TV series
- **Hobby Hand Book 1: Macross Model World**

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

THE PROTODEVILN
NPCs/RCCs for the Macross RPG

(Version 0.7 - Last Updated: 10/12/97)

RPG Stats by ***DAVE DEITRICH*** *(deitrich@mediaone.net)*
Background info provided by the ***MACROSS ONLINE COMPENDIUM***

NOTE: These rules are FAR from finished, but I've been getting so many questions asking "what are Protodeviln" that I decided to go ahead and post the intro to hopefully answer some of your questions. I'm currently working on NPC stats for Sivil and Gepernich, to be followed soon after by the rest of the Protodeviln. Thank you for your patience.

The history of the beings known as the **Protodeviln** began eons ago during the height of the Stellar Republic of the protoculture (roughly around 370,000 BC). The advent of the zentraedi had greatly facilitated the Protoculture's expansion and colonization of space, and by this time the Stellar Republic controlled 70% of the galaxy. However, the rapid expansion led to internal rifts and rebellion within the Republic, threatening to plunge the empire into galactic civil war. In an attempt to preserve the Republic via force the protocultures began to develop the **Advanced Zentraedi All-Enivronment Biological Weapon Project**, also known as the **Evil** (pronounced "Eh-vil") **Series Project**. The purpose of this project was to develop a race of super-zentraedi who were so powerful that they did not need ships, weapons, or mecha to enforce the will of the Stellar Republic. Work on the Evil Project was headquartered in an advanced scientific colony on an ice world in a remote protoculture-controlled star system (which would later be discovered and named Varuta by the Megaroad-13 colony mission).

Initial prototypes of Evil-Series zentraedi did not meet with much success. Difficulties with storing and controlling the power specified by the Evil Project led to many early Evil zentraedi burning themselves out or self-destructing. The project was eventually cancelled due to these unresolvable problems. However, a few years later protoculture scientists discovered a sub-universe existing in parallel with our universe that contained incredibly high levels of extra-dimensional energy which could potentially be harnassed as a power source in this universe. Research into collecting the energy of the sub-universe led to the development of extremely compact organic-based super-dimensional generators that could supply enormous amounts of energy. At the same time increasing internal conflicts within the Stellar Republic led to the re-activation of the Evil Project, and protoculture scientists determined that they could use these new super-dimensional generator organs to overcome the power problems of the previous Evil prototypes. Initial simulations showed no problems in the new series of Evil zentraedi, and growth of initial prototypes was begun.

However, during the final tests of the Evil prototypes on the ice world something went terribly wrong. The super-dimensional organs overloaded and allowed a previously-unknown life force from the sub-universe to cross over into the bodies of the Evil zentraedi and combine with their consciousness, forming a completely new life form. These beings dubbed themselves the "**Protodeviln**" and immediately destroyed all protocultures and zentraedi in the star system. The beings that had invaded the Evil zentraedi required a type of spirital energy (**Spritia**) to exist for long periods of time in this dimension, and once the spiritia in their host bodies began to run out they learned how to drain the energy from other life forms in order to maintain themselves. They also discovered how to brainwash protocultures and zentraedi through spritia draining, and immediately invaded and enslaved the populations of several surrounding star systems in order to form their own empire (which later became known as the **Inspection Army**).

The Stellar Republic learned about the protodeviln three months after their creation and immediately called for a cease fire in their internal conflicts in order to concentrate their forces in repelling this new menace. However, by that time it was already too late. The protodeviln controlled over 30% of the Stellar Republic, and the Inspection Army had become a military force almost as powerful as the Republic's zentraedi forces. Furthermore, the zentraedi were at an extreme disadvantage when fighting Inspection Army forces. In order to prevent a zentraedi rebellion the protocultures had programmed the zentraedi with orders to "avoid interference with protocultures", and since the Inspection Army was mostly made up of brainwashed protocultures the zentraedi could not fight them effectively. The war betwen the Stellar Republic and the Inspection Army lasted for 9 months, and in that time over 85% of all protocultures in the galaxy were killed. Finally, a group of protocultures known as **Anima Spiritia** learned how to use spiritia energy to combat the protodeviln, and with the remaining forces of the Stellar Republic they began beating back the Inspection Army. Eventually the Anima Spiritia defeated the protodeviln and sealed them away in remote prisons around the galaxy, hopefully for all eternity. 8 protodeviln, including their supreme leader known as Gepernich, were sealed in caves on the icy world where they were first created.

Despite the victory of the Anima Spiritia the Stellar Republic collapsed shortly afterwards. The Republic's forces were so depleted that they could no longer exert control over the surviving protoculture colonies. Furthermore due to lack of supervision the Zentraedi order to avoid interference with protocultures became uneffective, and the Zentraedi fleets began to rebel against their protoculture masters. 25 years after the war against the protodeviln the Stellar Republic was officially dissolved, and over the next 20,000 years continued fighting between remnants of the Zentraedi and the Inspection Army led to the (presumed) extinction of the protoculture species.

Many centuries later in the year 2025 AD, the Megaroad-13 colony mission discovered habitable worlds in star system 3198XE and decided to settle in the system. They named the star system "Varuta" and set up their main colony on the 3rd planet of the system. This was the same system where the protodeviln had been created and imprisoned eons ago, although no one in the colony mission was aware of this. 18 years later a research team led by Ivane Gyuntar began exploring ruins discovered in the caves of the icy 4th planet of the system. The team discovered strange energy fields among the ruins and inadverntantly shut one down, allowing the protodeviln Gepernich to regain consciousness.

Although still imprisoned, Gepernich enslaved Ivane Gyuntar and his team, and later almost the entire population of the Varuta star system. This led to the creation of the Varuta empire. Gepernich dreamed of creating a "spritia farm", a slave camp where humanoids were imprisoned and continually drained of spiritia in order to supply continuous nourishment for him and his protodeviln minions. During his quest Gepernich came into contact with the **Macross 07 colony fleet**, and the conflict that followed became known as the **Macross 7/Varuta War** of 2045-2046. Although Gepernich and his minions were eventually defeated by **Basara Nekki** and the Macross 07 military forces, it is unknown how many other protodeviln may still be imprisoned around the galaxy, waiting to be accidentally awakened by other UN Spacy colony missions.

Protodeviln were created in three different sizes. **Minor Protodeviln** are 5 to 10 feet (1.5 to 3 meters) tall and are "designed" more for infiltration and reconaissance than raw combat, though they are still immensely powerful beings and should be treated with extreme caution. **Major Protodeviln** range in size from 300 to 600 feet (94 to 188 meters) tall and are designed for heavy combat against fleets of warships. Interestingly enough, many of these protodeviln are not highly intelligent and tend not to act without orders from Gepernich. **Master Protodeviln**, such as Gepernich, are "superweapons" that can be miles long in size. These creatures are frightfully powerful and are said to be able to destroy multiple star systems. Furthermore, they are immensely intelligent which makes them even more dangerous opponents. Fortunately records seem to indicate that Gepernich was the only master protodeviln ever created (although one can never be sure).

The Protodeviln

- **Minor Protodeviln**
  - **Sivil**
  - **Gavil**

- **Major Protodeviln**
  - Glavil
  - Valgo
  - Gigile
  - Goram
  - Zomd

- **Master Protodeviln**
  - Gepernich

- **The Protodeviln RCC (rules for creating Protodeviln)**
- **GM's tips for using Protodeviln in campaigns**

REFERENCES USED IN THESE RULES

- [Macross Compendium](#) [Chronology](#)
- *Macross 7* TV episodes
- This is Animation Series: Macross 7 Animation Materials

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

The following material is an adaptation of weaponry from the **MACROSS** TV and OVA series (part of which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

NOTE: For additional missile types and stats, beyond what is shown here, check out the **RPG Missiles Stats** section of Darius Tripp's **Mecha Station**. *(Some really good stuff here!)*

MACROSS MECHA DESIGNS MISSILE RPG STATS

(Version 1.1 - Last modified: 07/25/98 20:05)

The UN Spacy arsenal contains a large variety of missiles giving its mecha a high degree of versitility in the amount and combinations of firepower they can carry into combat. Below are tables listing the destructive power, ranges, and speeds of each type of missile used by the UN Spacy. All standard UN Spacy missiles are available in either guided or unguided versions. **Guided missiles** use sensors to home in on its intended target once locked and launched, giving them a +3 bonus to strike. **Unguided missiles** are dumb-fire missiles without sensors and thus have no bonus to hit. However, since unguided missiles don't carry tracking systems they have extra room for fuel and more powerful engines (increase speed by 20% and range by 50%). Finally, some of the larger missiles are available as **smart bombs**. These smart missiles have advanced tracking and avoidance systems that give them a +5 to strike, +4 to dodge, and 2 attacks per melee until they strike their target or run out of fuel. Remember that missiles do NOT benefit from the strike bonuses of the pilot.

Short Range Missiles

Short Range Missiles (SRMs) are intended as anti-mecha armaments for use in close-range engagements and fighter combat. They are small enough that groups of them can be mounted in clusters on a single hardpoint, or inside the hull of a fighter where they are protected until needed. SRMs are **NOT** available as smart bombs.
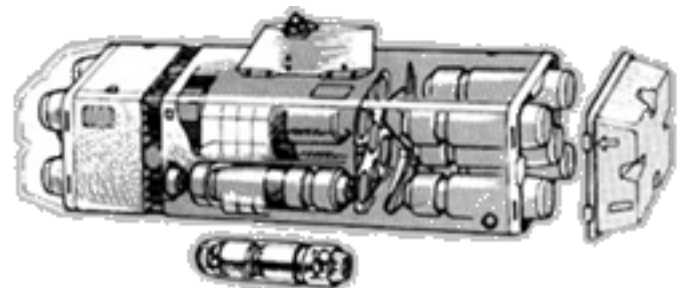
Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	1D4x10	500mph(804kmph)	4 miles (6.0km)	10ft(3m)	5
High Explosive (medium)	1D6x10	500mph (804kmph)	3 miles (4.8km)	15ft (4.6m)	5
High Explosive (heavy)	2D4x10	500mph(804kmph)	2 miles (3.2km)	20ft (6.1m)	5
High Explosive (x-heavy)	2D6x10	450mph (724kmph)	1 mile (1.6km)	25ft (7.6m)	5
Fragmentation (light)	1D4x10	450mph (724kmph)	2 miles (3.2km)	20ft (6.1m)	5
Fragmentation (heavy)	2D4x10	450mph (724kmph)	1 mile (1.6km)	30ft (9.1m)	5
Armor Piercing (medium)	1D6x10	650mph (1045kmph)	5 miles (8km)	5ft (1.5m)	5
Armor Piercing (heavy)	2D6x10	650mph (1045kmph)	2.5 miles (4km)	5ft (1.5m)	5
Plasma/Napalm (medium)	1D6x10	500mph (804kmph)	3 miles (4.8m)	15ft (4.6m)	5
Plasma/Napalm (heavy)	2D6x10	500mph (804kmph)	1.5 miles (2.4m)	25ft (7.6m)	5
Tear Gas	None	200mph (321kmph)	1/2 mile (.8km)	30ft (9.1m)	5
Knock-Out Gas	None	200mph (321kmph)	1/2 mile (0.8km)	30ft (9.1m)	5
Smoke	None	300mph (482.7kmph)	1 mile (1.6km)	30ft (9.1m)	5
Fire Retardent	None	200mph (321kmph)	1/2 mile (0.8km)	30ft (9.1m)	5

Medium Range Missiles

Medium Range Missiles (MRMs) make up the bulk of the UN Spacy missile armaments. Intended for medium- to long-range engagements between mecha and small ships, these missiles are usually mounted externally on hardpoints in groups of 1 to 3 missiles and launched in the initial seconds of combat.
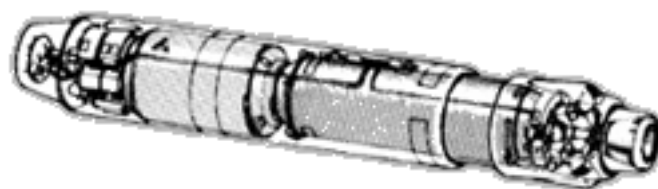
Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	1D6x10	1500mph (2411kmph)	50 miles (80.4km)	20ft (6.1m)	10

High Explosive (medium)	2D4x10	1200mph (1929kmph)	40 miles (64.3km)	20ft (6.1m)	10
High Explosive (heavy)	2D6x10	1200mph (1929kmph)	40 miles (64.3km)	30ft (9.1m)	10
High Explosive (x-heavy) *	3D6x10	1000mph (1608kmph)	30 miles (48.2km)	30ft (9.1m)	10
Fragmentation (medium)	2D4x10	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Fragmentation (heavy)	2D6x10	1000mph (1608kmph)	30 miles (48.2km)	50ft (15.2m)	10
Armor Piercing (medium)	2D4x10	1600mph (2571kmph)	60 miles (80.4km)	15ft (4.6m)	10
Armor Piercing (heavy) *	3D6x10	1500mph (2411kmph)	50 miles (80.4km)	20ft (6.1m)	10
Plasma/Napalm (medium)	2D6x10	1400mph (2251kmph)	40 miles (64.3km)	40ft (12.2m)	10
Plasma/Napalm (heavy) *	4D6x10	1200mph (1929kmph)	20 miles (32.1km)	50ft (15.2m)	10
Multi-Warhead (light)	2D4x10	1500mph (2411kmph)	80 miles (128.7km)	20ft (6.1m)	10
Multi-Warhead (heavy) *	5D6x10	1000mph (1608kmph)	50 miles (80.4km)	40ft (12.2m)	10
Smoke	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Fire Retardent	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
*Missiles are available as **Smart Bombs** (see above).*					

Long Range Missiles

Long Range Missiles (LRMs) are the largest and most powerful missiles in the UN Spacy that can be carried by mecha. Intended for anti-warship operations or for taking out groups of enemy fighters, they are usually issued only in situations where heavy combat is unavoidable.
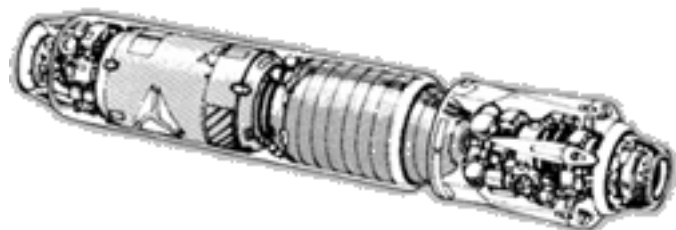
Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive (light)	2D4x10	2010mph (3228kmph)	700 miles (1125km)	20ft (6.1m)	20
High Explosive (medium)	2D6x10	1800mph (2892kmph)	600 miles (965km)	30ft (9.1m)	20
High Explosives (heavy)	3D6x10	1600mph (2571kmph)	500 miles (804km)	40ft (12.2m)	20
High Explosives (x-heavy) *	4D6x10	1400mph (2251kmph)	400 miles (643km)	50ft (15.2m)	20
Fragmentation (light)	2D6x10	1400mph (2251kmph)	600 miles (965km)	80ft (24.4m)	20
Fragmentation (heavy)	3D4x10	1400mph (2251kmph)	400 miles (643km)	100ft (30.5m)	20
Armor Piercing (medium)	2D4x10	2010mph (3228kmph)	800 miles (1286km)	15ft (4.6m)	20
Armor Piercing (heavy) *	3D6x10	2010mph (3228kmph)	500 miles (804km)	30ft (9.1m)	20
Plasma/Napalm (light)	2D6x10	1800mph (2892kmph)	700 miles (1125km)	40ft (12.2m)	20
Plasma/Napalm (medium)	3D6x10	1600mph (2571kmph)	600 miles (965km)	50ft (15.2m)	20
Plasma/Napalm (heavy) *	4D6x10	1400mph (2251kmph)	500 miles (804km)	60ft (18.3m)	20
Plasma/Napalm (x-heavy) *	5D6x10	1400mph (2251kmph)	500 miles (804km)	80ft (24.4m)	20
Proton Torpedo (medium) *	4D6x10	2010mph (3228kmph)	1200 miles (1928km)	50ft (15.2m)	25
Proton Torpedo (heavy) *	6D6x10	2010mph (3228kmph)	800 miles (1286km)	80ft (24.4m)	25
Nuclear (light) *	2D6x10	2010mph (3228kmph)	1400 miles (2249km)	40ft (12.2m)	20
Nuclear (medium) *	3D6x10	2010mph (3228kmph)	1200 miles (1928km)	50ft (15.2m)	20
Nuclear (heavy) *	1D4x100	2010mph (3228kmph)	1000 miles (1608km)	80ft (24.4m)	20

Nuclear (x-heavy) *	1D6x100	2010mph (3228kmph)	1000 miles (1608km)	100ft (30.5m)	20
Nuclear Multi-Warhead *	2D4x100	2010mph (3228kmph)	1200 miles (1928km)	200ft (61m)	25
Nuclear Anti-Warship (RMS1) *	3D6x1,000	670mph (1076kmph)	500 miles (804km)	2500ft (762.5m)	25

* Missiles are available as **Smart Bombs** (see above).

Mini Missiles and Special Armaments
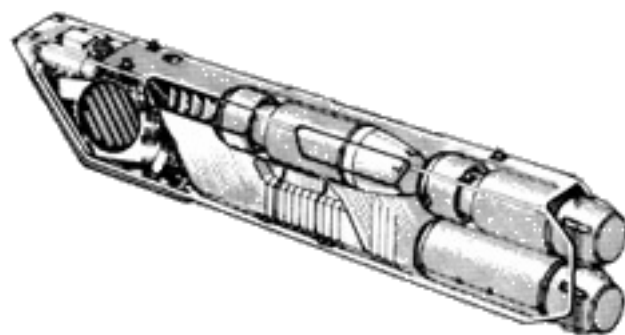
Mini-missiles (MMs) are small rockets the size of a mortar round or bazooka shell. Some mecha carry large quantities of MMs allowing them to fire enormous spreads of missiles that can surprise and damage or disable enemy mecha. Because of their small size, MMs are not available as smart bombs.

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
High Explosive	5D6	500mph (804kmph)	1 mile (1.6km)	5ft (1.5m)	1
Fragmentation	5D6	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Armor Piercing	1D4x10	1400mph (2251kmph)	1 mile (1.6km)	3ft (0.9m)	1
Plasma/Heat	1D6x10	1200mph (1929kmph)	1 mile (1.6km)	15ft (1.5m)	1
Tear Gas	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Knock-Out Gas	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Smoke	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Fire Retardent	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1

High-Maneuverability Missiles

High-maneuverability missiles (HMs) are a recent addition to the UN Spacy missile arsenal. These super-smart bombs are more powerful and have a longer range than their predecessors, plus advanced electronic tracking systems and maeuvering jets that allow them to pursue their prey relentlessly. HMs are available in short range (SRHM), medium range (MRHM), and mini-missile (HMMM) versions. Both versions have a +**6** to strike, +**5** to dodge, and can attack **3** times per melee until they hit, are destroyed, or run out of fuel.

High-maneuverability missiles are not available prior to 2040.

Warhead	Mega-Damage	Speed	Maximum Range	Blast Radius	M.D.C.
Short Range High Maneuverability	3D4x10	600mph (965kmph)	6 miles (9.6km)	10ft (3m)	5
Medium Range High Maneuverability	5D4x10	1500mph (2411kmph)	80 miles (128.7km)	25ft (7.6m)	15
High Maneuverability Mini-Missile	1D4x10	500mph (804kmph)	1 mile (1.6km)	3ft (0.9m)	1

The following material is an adaptation of weaponry from the **MACROSS** TV and OVA series (part of which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

MACROSS MECHA DESIGNS
FAST PACK BOOSTER UNITS RPG STATS

(**Version 0.8** - Last modified: 07/25/98 19:39)
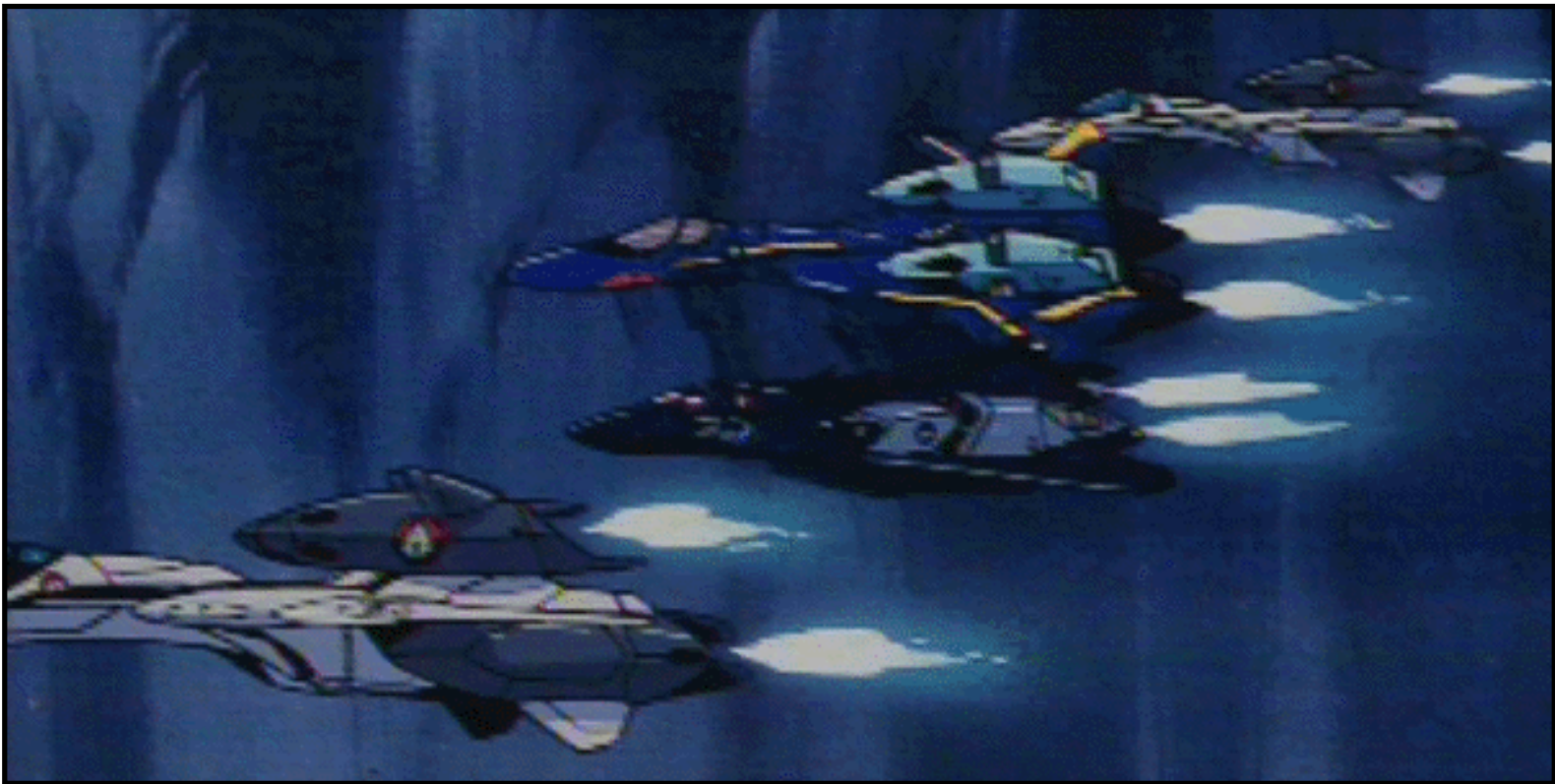
Fuel And Sensor Tactical (FAST) Packs are external fuel, weapons, and sensor modules designed to increase the performance capabilities of variable fighters in missions with unusal requirements. The first FAST packs were developed in 2009 by the UN Spacy to increase the performance of the original VF-1 Valkyrie in space. Additional customized packs were later manufactured for recon and training missions as the designers realized the flexibility that FAST packs provided variable fighters. Today many different types of FAST packs are manufactured for UN Spacy fighters, and many of these packs are interchangable

between different VF designs.

FAST packs are primarily used only in space, or in space-to-surface assaults. In an atmosphere the FAST packs generate extra drag on the fighter, resulting in decreased maneuverability. Because most FAST packs are explosive (due to the rocket fuel they contain), all packs are designed with blow-away capability, allowing them to be ejected from the variable fighter within a second (1 melee action). In addition, the VF's onboard computer will automatically eject the FAST pack if it is damaged and in danger of exploding.

All FAST Packs provide the following bonuses and penalties when equipped unless otherwise noted in their individual descriptions:

Bonuses

- **+1 bonus to dodge** in all modes while in space (outside of a planetary atmosphere).
- **+20% to maximum speed** when flying in a straight line.
- **Transatmospheric capabilities**; VFs are able to achieve orbit over an earth-like planet under their own power.
- **Extra protection**; whenever the fighter takes damage roll 1D6. On a result of 1-4 the FAST packs take damage before the VF's main body does. Alternatively, if the pilot makes a successful parry roll the FAST additions automatically take damage first.

Penalties

- **-1 penalty to dodge** *while flying in a planetary atmosphere*.
- **Explosive**; unless otherwise noted, a FAST pack will explode violently when its MDC reaches 0. If the computer is functioning it will automatically eject the damaged part. If it is not, the pilot has one melee action to eject the FAST module before it explodes. Modules that explode do 1D6x100 MD. Deduct damage first from the part covered by the FAST pack, and then any remaining damage from the main body of the VF.

CONTENTS

Dorsal-mounted booster units

- [NP-BP-01 FAST Packs](#)
- [NP-BP-02 Beam Cannon FAST Packs](#)
- [NR-BP-T1 FAST "Trainer" Packs](#)
- [NR-BP-E2 FAST "Recon" Packs](#)

- [NP-BP-10 FAST Packs](#)
- [NP-BP-11 FAST Packs](#)
- [NP-BP-12 FAST Packs](#)
- [NR-BP-E7 FAST Packs](#)
- [NP-BP-17 FAST Packs](#)
- [NR-BP-19 FAST Packs](#)
- [NR-BP-19-SES FAST Packs](#)

Arm-mounted booster units

- [NP-AR-01 FAST Missile Launcher Pods](#)
- [NP-AU-T1 FAST Arm Units](#)
- [NR-SR-E3/NR-SL-E3 FAST Arm Sensor Units](#)

Leg-mounted booster units

- [NP-FB-01 FAST Propellant Tanks](#)
- [NR-FB-T1 FAST Propellant Tanks](#)
- [NR-FS-E3 FAST Leg Sensor Units](#)

- [NP-FB-10 FAST Weapon Modules](#)
- [NP-FB-11 FAST Propellant Tanks](#)
- [NP-FB-17 FAST Propellant Tanks](#)
- [NP-FB-19 FAST Propellant Tanks](#)

Special booster units

- [NR-ARFB-Y1 FAST Augmentation Modules](#)
- [NR-ARFB-Y2 FAST Augmentation Modules](#)

DORSAL-MOUNTED FAST BOOSTER UNITS
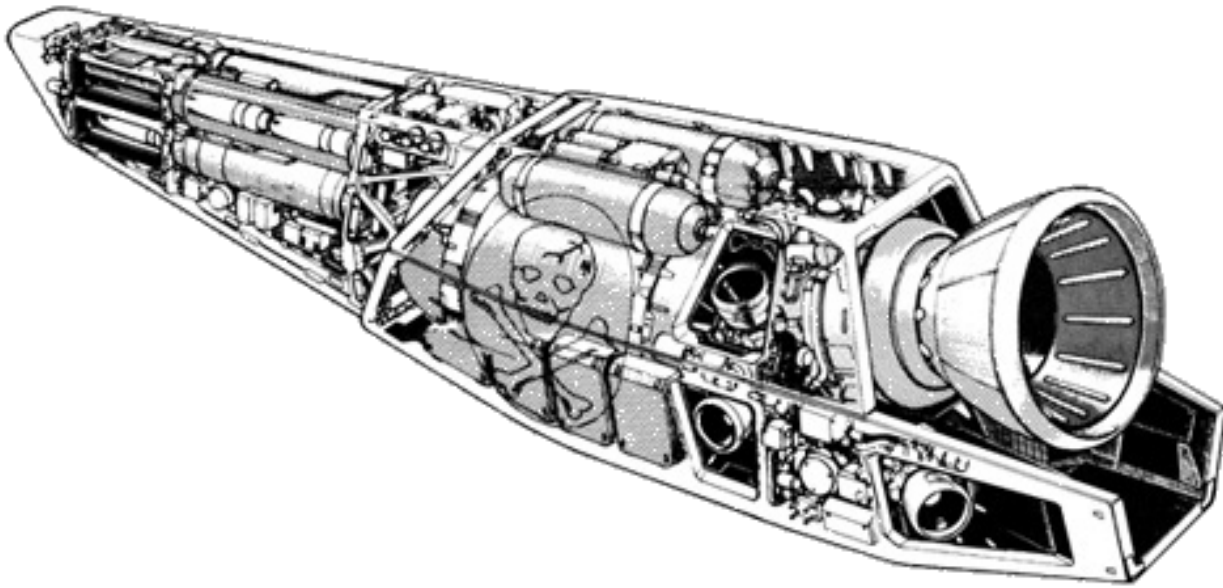
NP-BP-01 FAST Packs

These are the original booster packs developed for the VF-1 Valkyrie in 2009. In addition to the large rocket booster and six vernier engines, the booster contains four HMMP-02 micro-missile launchers (2 on each side) that hold up to 20 missiles total. The Valkyrie could carry two of these packs on its back, or could replace one or both packs with NP-BP-02 beam cannon FAST packs.
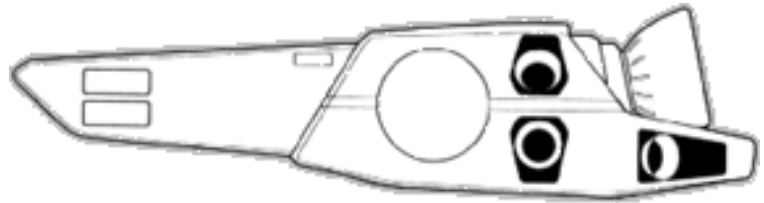
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus, VF-4, VF-11, VF-14, VF-19, VF-22
- **MDC VALUE:** 200
- **WEAPONRY:**
    1. **HMMP-02 MICRO-MISSILE LAUNCHER POD**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of Medium Range Missile can be used.
        - **RANGE:** Varies with missile type, typically 60 miles (80.4 km).
        - **DAMAGE:** Varies with missile type, typically 2D4x10 M.D.
        - **RATE OF FIRE:** Volleys of 2 or 4 missiles. One volley constitutes one melee attack, regardless of the number of missiles fired.
        - **PAYLOAD:** 20 missiles.

NP-BP-02 Beam Cannon FAST Packs

The NP-BP-02 FAST pack is an alternate weapon configuration of the NP-BP-01 developed in late 2009 for use by the [VF-1S Strike Valkyrie](). The unit replaces the HMMP-02 micro-missile launchers with a Mauler RO-X2A high-powered double-action beam cannon, but otherwise the stats are identical to the NP-BP-01. The recommended weapons configuration for the Strike Valkyrie was one beam cannon FAST pack and one missile FAST pack, but dual beam cannons can be used if desired.
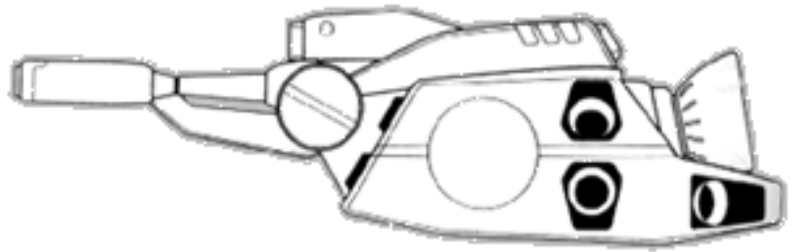
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** [VF-1]() (and variants), [VF-1X-Plus](), [VF-4](), [VF-11](), [VF-14](), [VF-19](), [VF-22]()
- **MDC VALUE:** 200
- **WEAPONRY:**
    1. **MAULER RO-X2A BEAM CANNON**
        - **PRIMARY PURPOSE:** Assault/Anti-Mecha
        - **RANGE:** 4000 ft (1200 m)
        - **DAMAGE:** 4D10 M.D. per dual blast.
        - **RATE OF FIRE:** Equal to the pilot's combined number of attacks.
        - **PAYLOAD:** Effectively Unlimited.

NR-BP-T1 FAST "Trainer" Packs

The NR-BP-T1 FAST packs were originally developed as disposable booster rockets for VF-1 Valkyries and other combat/support aircraft. The boosters carry a full supply of rocket fuel inside of them as opposed to in separate leg units like the NP-BP-01 and 02 units. This allows fighters equipped with these FAST packs to carry weapon or sensor systems on their legs, or to combine the fuel in the legs with the fuel in the dorsal packs to greatly increase the VF's range (also useful for extended combat training that consumes lots of fuel). NR-BP-T1 packs carry no armament.
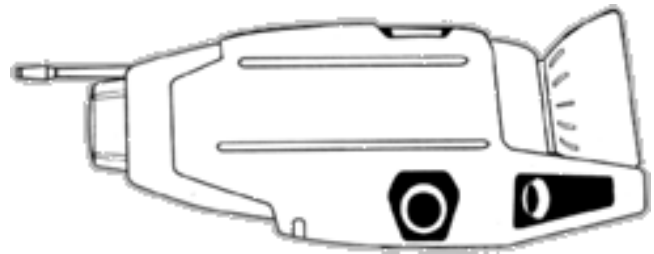
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** [VF-1]() (and variants), [VF-1X-Plus](), [VF-4](), [VF-11](), [VF-14](), [VF-19](), [VF-22]()
- **MDC VALUE:** 150
- **WEAPONRY:** None.

NR-BP-E2 FAST "Recon" Packs

The NR-BP-E2 FAST recon packs are virtually identical to the NR-BP-T1 trainer packs. The critical difference is that sandwiched between the two engines and extra fuel tanks are a number of advanced sensor systems, including a large sensor radome mounted above the FAST units. The sensor FAST packs were designed specifically for the VE-1 Elintseeker Recon Valkyrie; although the NR-BP-E2 can be used with some other VF designs, no fighter other than the Elintseeker can transform while the recon FAST packs are mounted. The NR-BP-E2 packs carry no armament.
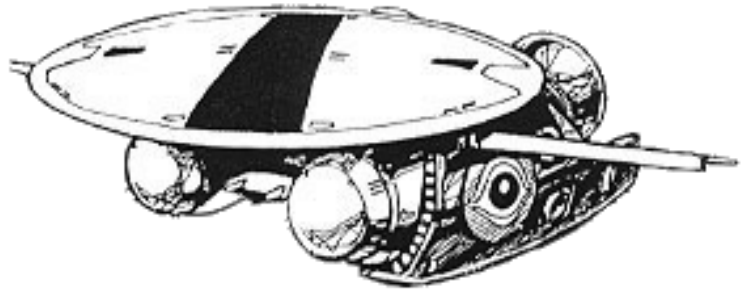
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VE-1 Elintseeker, VF-4, VF-11, VF-14
- **MDC VALUE:**
  Engine Pods (2): 150 each
  Sensor Radome: 25
- **WEAPONRY:** None.
- **SPECIAL:**
  1. **EXTERNAL SENSOR RADOME:**
     - **PRIMARY PURPOSE:** Enhanced Reconnaissance
     - **RANGE:** 250 miles (400 km)
     - **DETECTION CAPABILITIES:** The radar of the radome can detect and track up to 500 targets simultaneously and can record position, speed, and direction of motion for all targets tracked. The VF's onboard computer can only track 150 of these contacts simultaneously, but the telemetry from the radome can be transmitted via laser communications to a command ship for further analysis. The radome also contains electromagnetic and visual spectrum sensors for detecting spatial disturbances in the immediate area, such as incoming or outgoing folds or cloaked ships (40% chance of detecting a ship protected by passive stealth, 10% chance with active stealth).

NP-BP-10 FAST Packs

In 2025 the UN Spacy approved a program to update the original VF-1 Valkyrie (still in use on frontier worlds, militias, and reserve units) with modern VF technology. The NP-BP-10 FAST packs are part of the upgrade program. Designed specifically for the VF-1X-Plus Valkyrie but compatible with many other VF designs, the new fast packs are armed with redesigned launchers and are more durable and reliable than earlier versions.

- **FIRST PRODUCED:** 2025
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus, VF-4, VF-11, VF-14, VF-19, VF-22
- **MDC VALUE:** 250

- **WEAPONRY:**
    1. **HMMP-04 MICRO-MISSILE LAUNCHER POD**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of [Short Range Missile](#) can be used.
        - **RANGE:** Varies with missile type, typically 5 miles (8 km).
        - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
        - **RATE OF FIRE:** Volleys of 1 to 9 missiles.
   - **PAYLOAD:** 27 missiles.
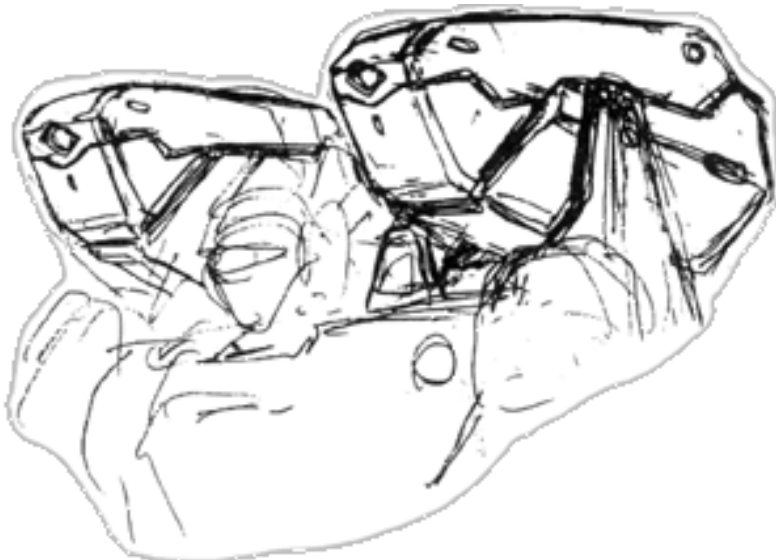
NP-BP-11 FAST Packs

During the design of the VF-11 Thunderbolt a new FAST pack was developed from the ground up for the variable fighter. This booster pack was smaller than its predecessors but thanks to improvements in engine efficiency had more range and fuel capacity than earlier thrusters units. In addition the FAST packs were armed with new SRM launchers that provided a faster rate of fire than previous designs.
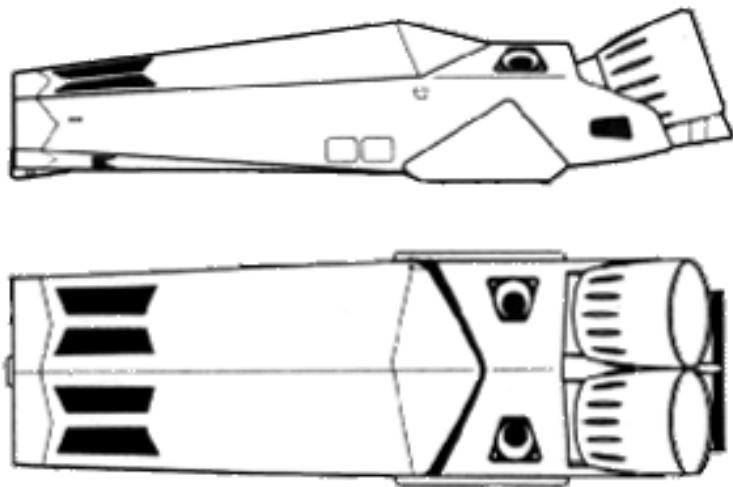
- **FIRST PRODUCED:** 2030
- **COMPATIBLE WITH:** VF-11, VF-19, VF-22
- **MDC VALUE:** 120
- **WEAPONRY:**
  1. **HMMM-Mk 6 MICRO-MISSILE LAUNCHERS**
     - **PRIMARY PURPOSE:** Assault/Defense
     - **MISSILE TYPES:** Any type of Short Range Missile can be used.
     - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
     - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
     - **RATE OF FIRE:** Volleys of 1 to 4 missiles.
     - **PAYLOAD:** 16 missiles.

NP-BP-12 FAST Packs

In 2040 the NP-BP-11 FAST packs were upgraded along with the introduction of the new VF-11C Thunderbolt variant. The engines were refitted with a more rectangular exit port as opposed to the funnel-shaped nozzle of the NP-BP-11, and the missile launchers were replaced with a design that had a lower rate of fire but held a greater number of missiles.

- **FIRST PRODUCED:** 2040
- **COMPATIBLE WITH:** VF-11, VF-19, VF-22
- **MDC VALUE:** 120
- **WEAPONRY:**
  1. **HMMM-Mk 6B MICRO-MISSILE LAUNCHERS**
     - **PRIMARY PURPOSE:** Assault/Defense
     - **MISSILE TYPES:** Any type of Short Range Missile can be used.
     - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
     - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
     - **RATE OF FIRE:** Volleys of 1 or 2 missiles.

■ **PAYLOAD:** 24 missiles.

NR-BP-E7 FAST "Recon" Packs

By 2038 it was clear that a new recon FAST pack design was necessary. UN Spacy forces had been without a dedicated recon platform since the VE-1 Elintseeker was retired from service almost 20 years earlier. Although the NR-BP-E2 FAST packs could be used on more modern VF designs, the technology was outdated by modern standards. The new NR-BP-E7 design was based on the NP-BP-12 FAST packs for the VF-11. In addition to the advanced sensors the E7s kept their missile launchers (although with reduced payload), providing defensive capabilities that the VE-1 sorely lacked.
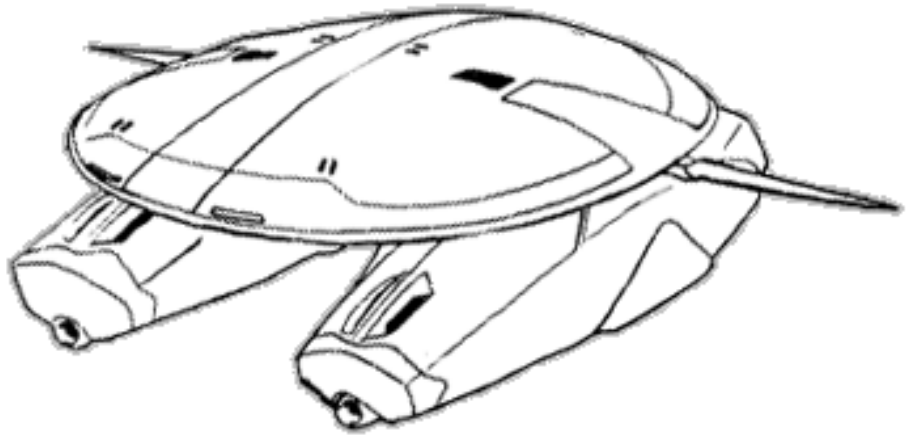
- **FIRST PRODUCED:** 2038
- **COMPATIBLE WITH:** VF-11, VF-19, VF-22
- **MDC VALUE:**
  Engine Pods (2): 120 each
  Sensor Radome: 80
- **WEAPONRY/SPECIAL:**
  1. **HMMM-Mk 6B MICRO-MISSILE LAUNCHERS**
     - **PRIMARY PURPOSE:** Assault/Defense
     - **MISSILE TYPES:** Any type of Short Range Missile can be used.
     - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
     - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
     - **RATE OF FIRE:** Volleys of 1 or 2 missiles.
     - **PAYLOAD:** 12 missiles.
  2. **EXTERNAL SENSOR RADOME:**
   - **PRIMARY PURPOSE:** Enhanced Reconnaissance
     - **RANGE:** 600 miles (960 km)
     - **DETECTION CAPABILITIES:** The radar of the radome can detect and track up to 800 targets simultaneously and can record position, speed, and direction of motion for all targets tracked. The VF's onboard computer can only track 250 of these contacts simultaneously, but the telemetry from the radome can be transmitted via laser communications to a command ship for further analysis. The radome also contains electromagnetic and visual spectrum sensors for detecting spatial disturbances in the immediate area, such as incoming or outgoing folds or cloaked ships (80% chance of detecting a ship protected by passive stealth, 50% chance with active stealth).

NP-BP-17 FAST Packs

The VF-17 Nightmare is an extremely unique variable fighter due to its passive stealth construction, but because of this it is incompatible with almost all FAST pack designs available to other fighters. However, like other VFs the Nightmare occasionally requires extra thrust and firepower for heavy assault missions, so a new FAST pack was designed specifically for the VF-17. The NP-BP-17 was built to complement the passive stealth design of the Nightmare, thus preserving the fighter's stealthy nature. The dorsal units are armed with beam cannons (not missiles), also making them different from typical FAST pack designs. The NP-BP-17 FAST packs are usable by the VF-17 Nightmare ONLY!
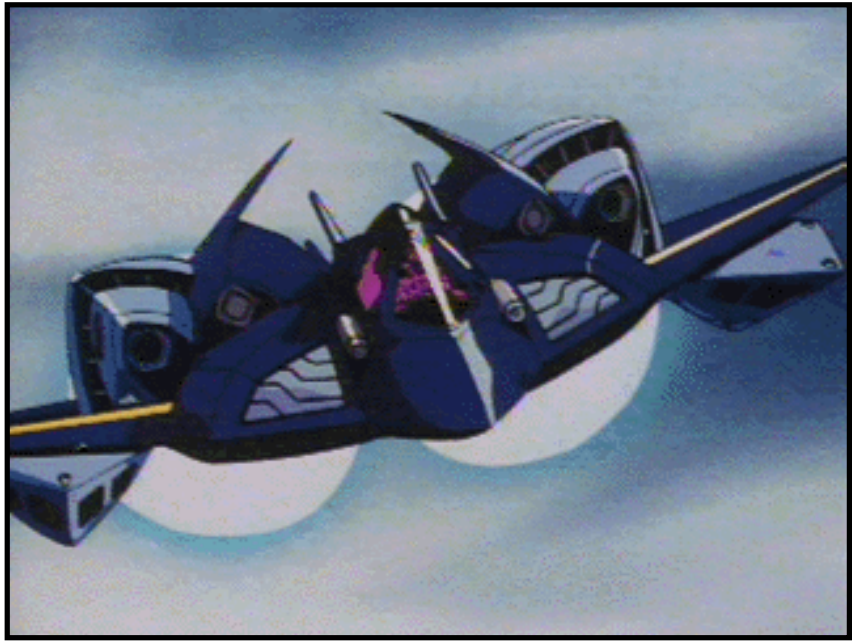
- **FIRST PRODUCED:** 2040
- **COMPATIBLE WITH:** VF-17 *only!*
- **MDC VALUE:** 170
- **WEAPONRY:**
    1. **PARTICLE BEAM CANNONS**
        - **PRIMARY PURPOSE:** Anti-mecha
        - **RANGE:** 1 mile (1.6 km).
        - **DAMAGE:** 2D6x10 M.D. per blast.
        - **RATE OF FIRE:** The beam cannons can be fired twice per melee round.
        - **PAYLOAD:** Effectively Unlimited.

NP-BP-19 FAST Packs

The NP-BP-19 FAST packs are the newest booster designs to be developed by the UN Spacy and will probably shortly become the standard FAST pack design for all VF-11, VF-19 and VF-22 variable fighters. The NP-BP-19s are significantly larger than the previous NP-BP-12 packs but provide much greater thrust, more vernier engines, and larger missile payloads than their predecessors.
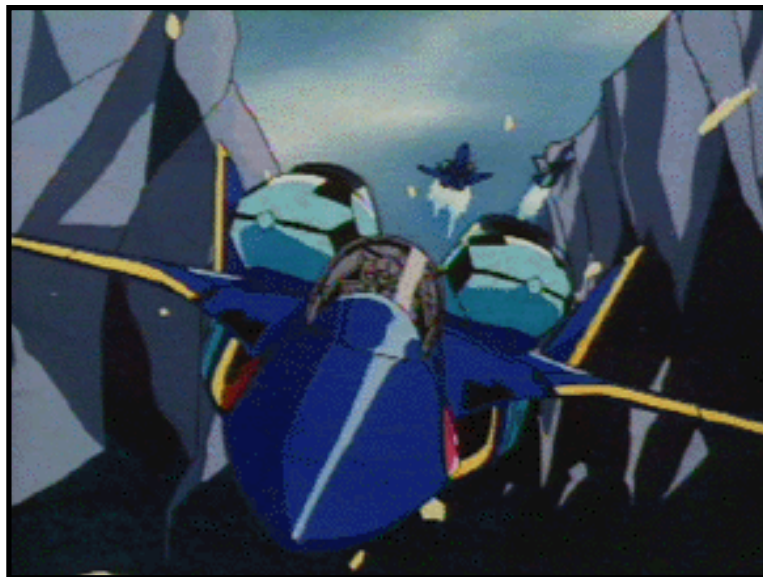
- **FIRST PRODUCED:** 2045
- **COMPATIBLE WITH:** VF-11, VF-19, VF-22
- **MDC VALUE:** 220
- **WEAPONRY:**
    1. **HMMM-Mk 7 MICRO-MISSILE LAUNCHERS**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of Short Range Missile can be used.
        - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
        - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
        - **RATE OF FIRE:** Volleys of 1 to 3 missiles.
        - **PAYLOAD:** 30 missiles.

NP-BP-19-SES FAST Packs

The NP-BP-19-SES FAST packs are a variant of the standard NP-BP-19s produced by the Macross 7 colony mission in order to combat protodeviln. The new FAST packs contain Dr. Chiba's revolutionary Sound Energy System that amplifies and projects spiritia energy, allowing the pilot to use his spiritia powers in combat.

The packs were designed specifically for Colonel Burton's Jamming Birds custom VF-11 variants, but can also be used by more modern fighters such as the VF-19 and VF-22 with some modifications.

- **FIRST PRODUCED:** 2046
- **COMPATIBLE WITH:** VF-11 (and variants), VF-19, VF-22
- **MDC VALUE:** 200
- **WEAPONRY:**
    1. **HMMM-Mk 7a MICRO-MISSILE LAUNCHERS**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of Short Range Missile can be used.
        - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
        - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
        - **RATE OF FIRE:** Volleys of 1 to 4 missiles.

- **PAYLOAD:** 20 missiles.
- **SPECIAL:**
  1. **SOUND ENERGY SYSTEM**: see Spiritia RPG rules (coming soon) for bonuses and effects.
  2. **STEREO LOUDSPEAKERS**: can amplify the pilot's voice up to 300 decibels. The loudspeakers are normally used to project music during combat.
  3. **HOLOGRAPHIC PROJECTORS**: primarily designed for impressive stage pyrotechnics. Can be used to "dazzle" an enemy pilot temporarily. When used, any enemies looking directly at the VF suffer a -3 to initiative and to hit rolls for one round; after that, they will accustom themselves to the display and no longer be affected.

ARM-MOUNTED FAST BOOSTER UNITS

NP-AR-01 FAST Missile Launcher Pods

These are the original arm missile pods designed for the VF-1 Valkyrie in 2009. Originally designed to provide extra protection for the arms against possible missile strikes, the missiles were added as an afterthought to give the VF-1 extra punch. Each launcher carried 3 medium-range missiles.
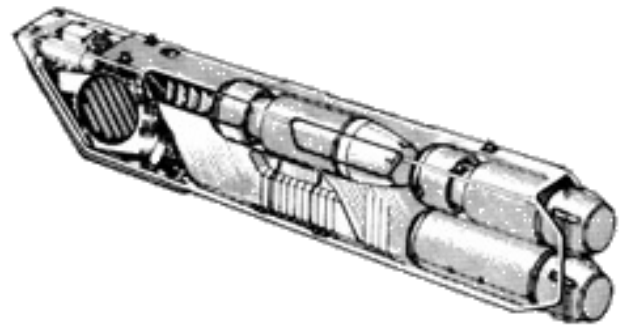
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus, VF-11
- **MDC VALUE:** 25
- **WEAPONRY:**
  1. **MEDIUM-RANGE MISSILES**
     - **PRIMARY PURPOSE:** Assault/Defense
     - **MISSILE TYPES:** Any type of Medium Range Missile can be used.
     - **RANGE:** Varies with missile type, typically 60 miles (80.4 km).
     - **DAMAGE:** Varies with missile type, typically 2D4x10 M.D.

- **RATE OF FIRE:** Individual fire only.
- **PAYLOAD:** 3 missiles.

NP-AU-T1 FAST Arm Units

These trainer arm pods were developed for use with the VT-1 Valkyrie Trainer in introducing trainees to combat. They do not contain missiles like the NP-AR-01 units, but instead have targeting sensors for use in mock combats and training exercises.

- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus, VF-11
- **MDC VALUE:** 25
- **WEAPONRY:** None.
- **SPECIAL:** Will not explode if module reaches 0 MDC.

NR-SR-E3/NR-SL-E3 FAST Arm Sensor Units

The NR-SR-E3 and NR-SL-E3 are additional sensor units designed specifically for the VE-1 Elintseeker to augment its recon and electronic warfare capabilities. Although there are two separate sensor pack designs, the units are designed to be used together (the NR-SR-E3 goes on the right arm of the Valkyrie, and the NR-SL-E3 goes on the left arm). The sensor packs contain HF, VHF, and VLF antennae in addition to other electromagnetic sensors, allowing the Elintseeker to monitor radio traffic, detect strong electrical/magnetic fields, and even jam communications if necessary.
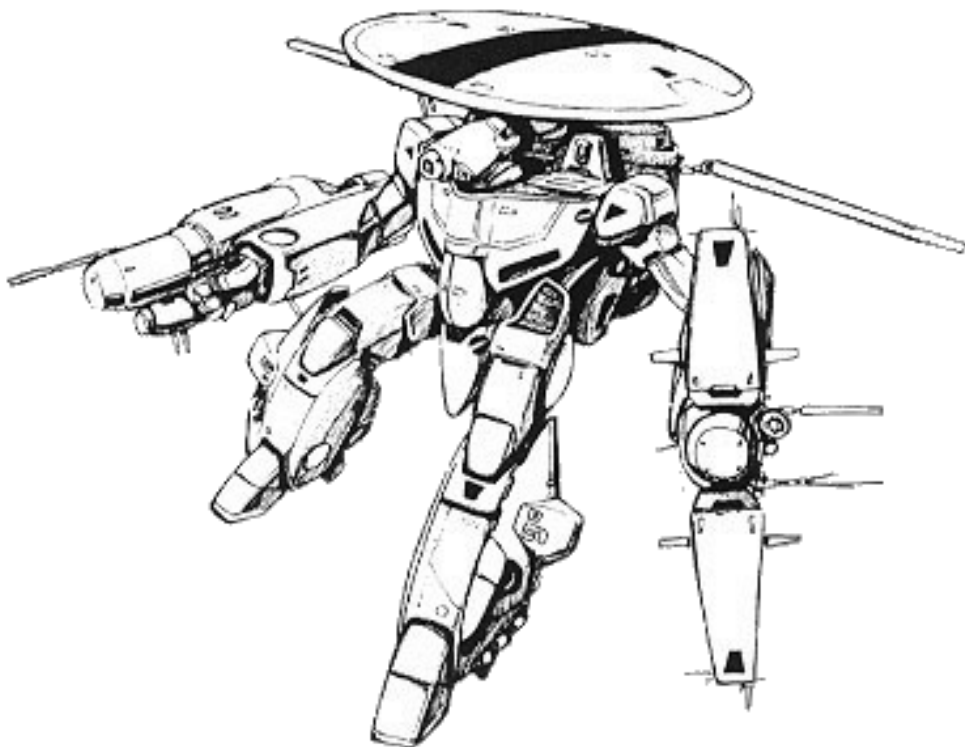
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VE-1 Elintseeker *only!*
- **MDC VALUE:** 20 each
- **SPECIAL:**
    1. **ELECTROMAGNETIC SENSORS (left arm):**
        - **PRIMARY PURPOSE:** Enhanced Reconnaissance
        - **RANGE:**

Active: 120 miles (192 km)

Passive: 40 miles (64 km)

- **DETECTION CAPABILITIES:** The sensor array can take detailed structural readings of an object and detect power sources, weapon ports, transmitters, and other valuable statistical data. These sensors give the pilot and anyone else receiving the information a +20% to **Intelligence** and **Detect Ambush/Concealment** rolls, provided they make a successful **Read Sensory Instruments** roll (otherwise they misread/misinterpret the sensor readings). When used in active scanning mode the sensors have 200% greater range, but the VE-1 will stand out like a sore thumb on enemy targeting sensors (+1 to hit for anyone attacking the Elintseeker).

2. **COMMUNICATIONS ARRAY (right arm):**
    - **PRIMARY PURPOSE:** Transmission interception
    - **SECONDARY PURPOSE:** Electronic Warfare
    - **RANGE:**

      Receive: 250 miles (400 km) Transmit: 750 miles (1200 km)
    - **DETECTION CAPABILITIES:** The communications array can intercept intercept any radio signals or other electromagnetic transmissions (but not laser communications) and retransmit them to a command center for analysis. Note that this does not necessarily mean that the receiver will be able to understand the communication (coded transmissions will still be received in code). Alternatively, the transmitter can generate a blanket "white noise" across the radio spectrum, disrupting ALL radio transmissions. Again, laser communications will be unaffected by this jamming.

3. Will not explode if module reaches 0 MDC.

LEG-MOUNTED FAST BOOSTER UNITS
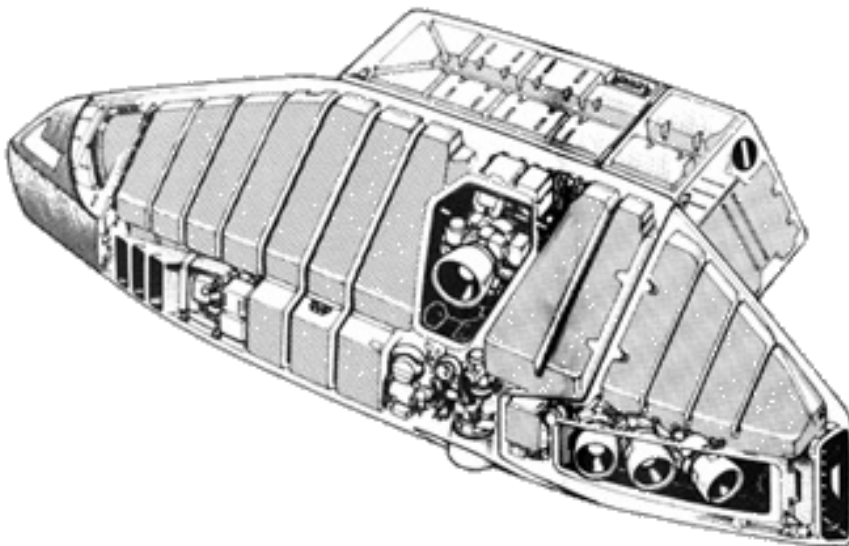
NP-FB-01 FAST Conformal Propellant Tanks

The NP-FB-01s are the original conformal propellant tanks developed for the VF-1 Valkyrie in 2009. They were designed to provide the extra fuel needed by the NP-BP-01 FAST pack boosters to operate for extended periods of time, and also included additional vernier jets for better maneuverability in space. The original propellant tanks did not include chaff/flare dispensers; these were not added to propellant tank designs until much later. The Valkyrie's computer system will automatically eject the propellant tanks if they are breached and/or in danger of exploding.
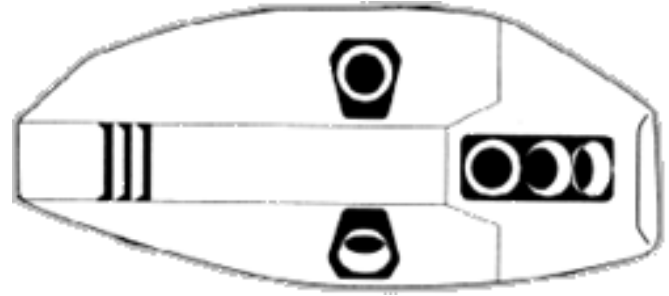
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus
- **MDC VALUE:** 50
- **WEAPONRY:** None

NR-FB-T1 FAST Conformal Propellant Tanks

The NP-FB-T1s were designed for the VT-1 Traniner variant of the original Valkyrie fighter. The propellant tanks contained more fuel than the NP-FB-01s at the price of some armor and had a slightly different vernier configuration, but were otherwise functionally identical to the regular FAST tanks.
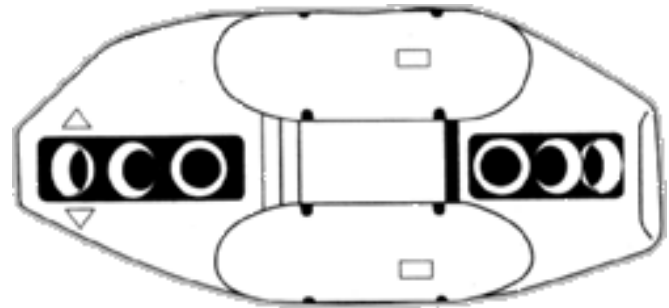
- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus
- **MDC VALUE:** 35
- **WEAPONRY:** None

NR-FS-E3 FAST Leg Sensor Units

A special set of propellant tanks were designed for use with the VE-1 Elintseeker which contained side-scan radar units in addition to vernier jets and fuel tanks. In combination with the NR-BP-E2's radome these radar units gave the VE-1 greater range and detection capabilities.

- **FIRST PRODUCED:** 2009
- **COMPATIBLE WITH:** VE-1 Elintseeker *only!*
- **MDC VALUE:** 40
- **WEAPONRY:** None.

- **SPECIAL:**
  1. **RADAR ARRAYS:**
     - **PRIMARY PURPOSE:** Enhanced Reconnaissance
     - **RANGE:** +100 miles (160 km)
     - **DETECTION CAPABILITIES:** The sensor units in the NR-FS-E3s boost the active radar capabilites of the NR-BP-E2 FAST pack, increasing radar range to 350 miles (560 km) total and increasing the chance of detecting passive cloaked ships to 60% (active stealth increased to 25%). These bonuses are only effective when used in conjunction with the radome of the NR-BP-E2 FAST pack.

NP-FB-10 FAST Weapon Modules

When the VF-1X-Plus upgrade program was implemented in 2025 the need for the original NP-FB-01 propellant tanks decreased due to advances in propulsion technology and fuel efficiency. But instead of eliminating the leg FAST packs they were redesigned to include missiles instead of fuel. The new NP-FB-10 FAST packs contain 20 missiles that are concealed by armor plates that flip up prior to launch similar to missile launcher designs in newer VFs such as the VF-19 Excalibur. The NP-FB-10 modules do contain fuel, but it is used for the vernier jets only and not by the NP-BP-10 Backpack units.
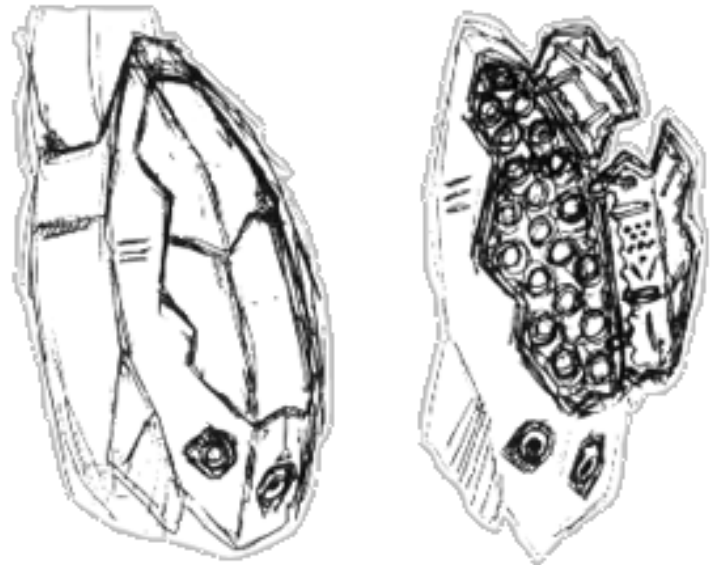
- **FIRST PRODUCED:** 2025
- **COMPATIBLE WITH:** VF-1 (and variants), VF-1X-Plus
- **MDC VALUE:** 65
- **WEAPONRY:**
  1. **HMMM-Mk 4 MICRO-MISSILE LAUNCHERS**
     - **PRIMARY PURPOSE:** Assault/Defense
     - **MISSILE TYPES:** Any type of Short Range Missile can be used.
     - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
     - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
     - **RATE OF FIRE:** Volleys of 1 to 20 (all) missiles.
     - **PAYLOAD:** 20 missiles.

NP-FB-11 FAST Conformal Propellant Tanks

The NP-FB-11s were the first conformal propellant tanks produced for VFs other than the original VF-1 Valkyrie in over 20 years. Like older designs, the NP-FB-11 provides additional fuel for the rocket thrusters in the NP-BP-11 boosters. However, the new tanks were also the first FAST modules to contain chaff and flare dispensers, which dramatically increased the protective capabilities offered by the extra additions. the NP-FB-11s do not contain missiles or other armaments.

- **FIRST PRODUCED:** 2030
- **COMPATIBLE WITH:** VF-11 only
- **MDC VALUE:** 75
- **WEAPONRY:** None
- **SPECIAL:**
    1. **CHAFF/FLARE DISPENSERS:**
        - **PRIMARY PURPOSE:** Defense
        - **RATE OF FIRE:** Equal to pilot's combined number of attacks.
        - **PAYLOAD:** 20 chaff decoys and 20 flare decoys (40 total).
        - **GAME EFFECTS:** Chaff decoys confuse radar images to divert radar-guided missiles, while flare decoys provide a brilliant infrared images to try and draw heat seeking missiles away from the VF-11. Each chaff or flare fired provides a bonus of +2 to dodge the particular type of missile it is designed to counter, and the bonuses are cumulative with multiple decoys. (2 decoys = +4 to dodge, 3 decoys = +6, etc.) The bonuses are not cross-cumulative, though; you cannot confuse a heat-seeking missile with a chaff decoy.

NP-FB-17 FAST Conformal Propellant Tanks

Like the NP-BP-17s, the NP-FB-17s are unique propellant tank designs for the equally-unique VF-17 Nightmare fighter. The NP-FB-17s are designed with the same passive stealth construction techniques as the VF-17 itself and do interfere with the Nightmare's stealth bonuses when worn. The large FAST modules also include missile launchers to further augment the VF-17's weapon capacity during assault. The only disadvantage to the unusual propellant tank design is that it must be ejected prior to the VF-17 converting the gerwalk or soldier modes. Because of the design of the Nightmare it is impossible to transform while the tanks are attached.

- **FIRST PRODUCED:** 2040
- **COMPATIBLE WITH:** VF-17 *only!*
- **MDC VALUE:** 125
- **WEAPONRY:**
    1. **HMMM-Mk 7 MICRO-MISSILE LAUNCHERS**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of Short Range Missile can be used.

- **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
- **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
- **RATE OF FIRE:** Volleys of 1 to 4 missiles.
- **PAYLOAD:** 16 missiles.
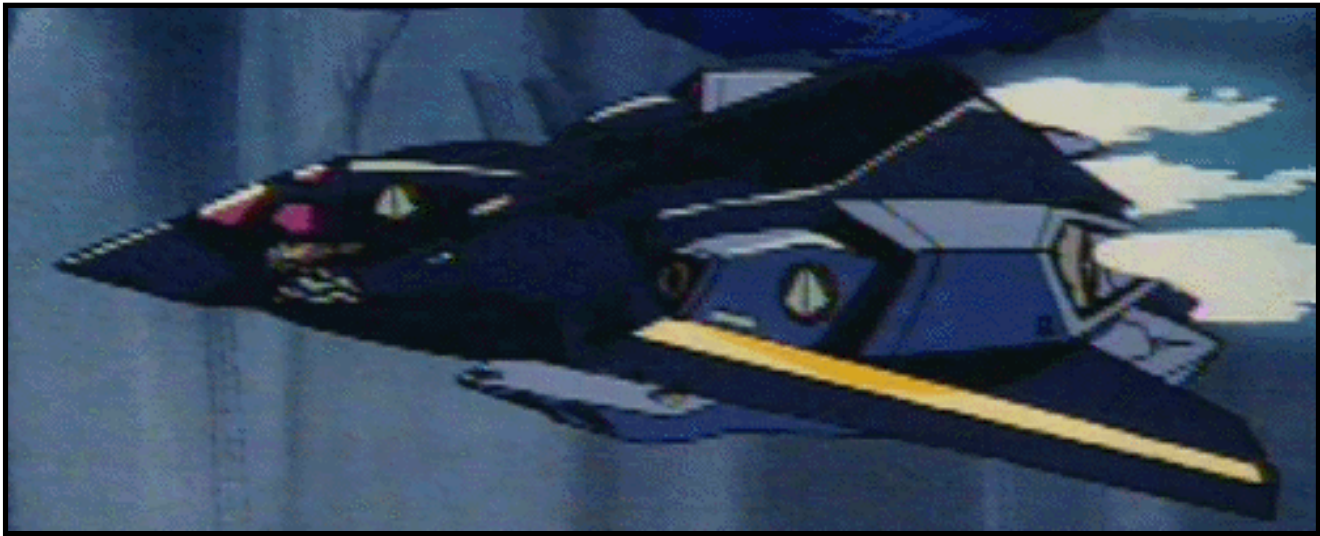
NP-FB-19 FAST Conformal Propellant Tanks

The NP-FB-19 FAST packs are the newest propellant tanks designed to complement the new NP-BP-19 booster units. They are compatible with VF-11 and VF-19 variable fighters but NOT VF-22 stealth fighters (which should use the NP-ARFB-Y2 FAST propellant modules). The NP-FB-19s are not armed but retain the chaff/flare launchers of the older NP-FB-11 units.

- **FIRST PRODUCED:** 2045
- **COMPATIBLE WITH:** VF-11 and VF-19 only
- **MDC VALUE:** 85
- **WEAPONRY:** None
- **SPECIAL:**
    1. **CHAFF/FLARE DISPENSERS:**
        - **PRIMARY PURPOSE:** Defense
        - **RATE OF FIRE:** Equal to pilot's combined number of attacks.
        - **PAYLOAD:** 20 chaff decoys and 20 flare decoys (40 total).
        - **GAME EFFECTS:** Chaff decoys confuse radar images to divert radar-guided missiles, while flare decoys provide a brilliant infrared images to try and draw heat seeking missiles away from the fighter. Each chaff or flare fired provides a bonus of +2 to dodge the particular type of missile it is designed to counter, and the bonuses are cumulative with multiple decoys. (2 decoys = +4 to dodge, 3 decoys = +6, etc.) The bonuses are not cross-cumulative, though; you cannot confuse a heat-seeking missile with a chaff decoy.
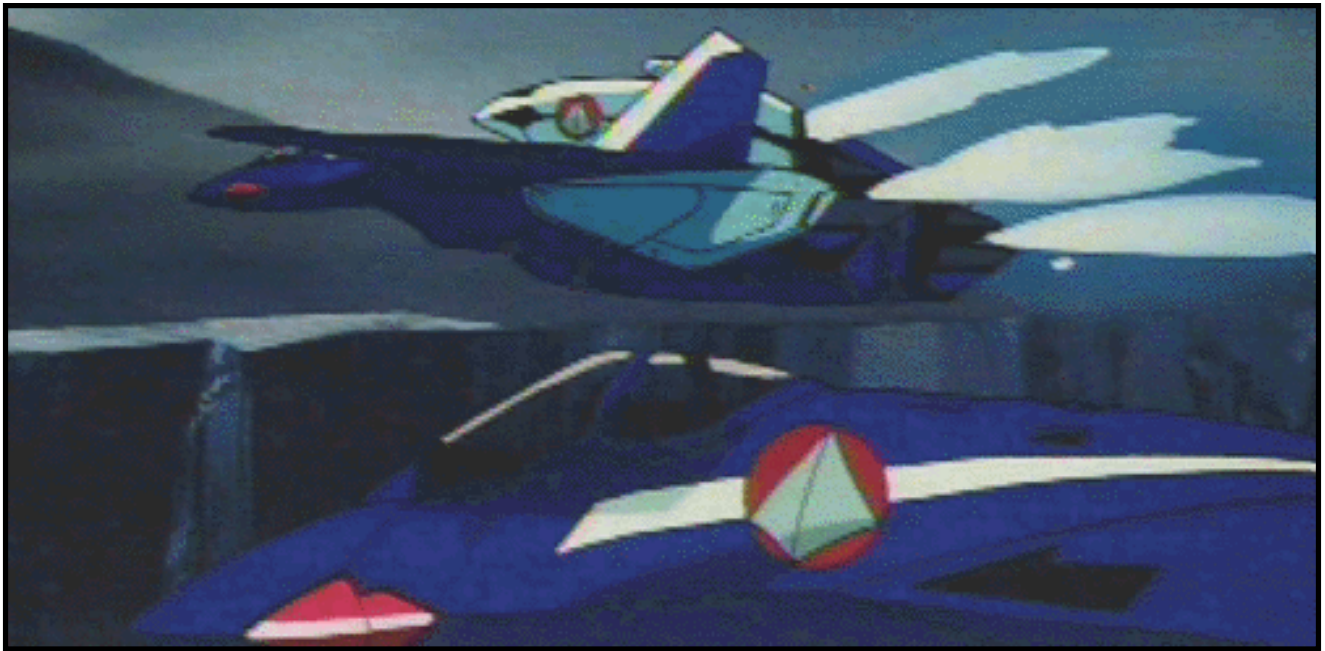
SPECIAL FAST BOOSTER UNITS

NP-ARFB-Y1 FAST Augmentation Modules

In 2040 during the **Project Super Nova** design contests both Shinsei Industries and General Galaxy experimented with new concepts in FAST pack designs for the YF-19 and YF-21. For Shinsei Industries, the radical new engines of the YF-19 produced so much thrust that extra rocket boosters were unnecessary, so no dorsal backpack thrusters were designed. Instead, modules that included missile launchers and more vernier thrusters were mounted on the legs, and extra armor was mounted on the arm shield and shoulder blades to help against missiles and cannon fire. The NP-ARFB is designed to not generate additional drag for the fighter, so there is no dodge penalty in an atmosphere. However, the YF-19 does not gain any speed bonus from the FAST packs since there are no booster rockets.

YF-19 FAST Pack Additions

- **FIRST PRODUCED:** 2040
- **COMPATIBLE WITH:** YF-19/VF-19 only
- **MDC VALUE:**
  Shoulder Packs (2): 50 each
  Leg Modules (2): 100 each
  Anti-Projectile Shield (1, replaces standard shield): 225
- **SPECIAL:**

- ❍ No [dodge penalty](#) in atmosphere
- ❍ No [speed bonus](#)
- **WEAPONRY:**
    1. **MICRO-MISSILE LAUNCHERS**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of [Short Range Missile](#) can be used.
        - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
        - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
        - **RATE OF FIRE:** Volleys of 1 to 4 missiles.
        - **PAYLOAD:** 12 missiles per launcher/24 total

NP-ARFB-Y2 FAST Augmentation Modules

General Galaxy also experimented with new FAST pack designs during the **Project Super Nova** contest of 2040. For the [YF-21](#) the problem of FAST modules was slightly more difficult due to the fact that the arms and legs of the mecha are located inside the fuselage and under the main engines when the AVF is in fighter mode. In the end, General Galaxy designers came up with a FAST augmentation pack that was mounted on the underside of the fighter along the wings and then connected to the folded wing modules in back of the VF in battloid mode. In addition, extra armor was added to the arms of the YF-21 to assist in parrying incoming weapons fire. Like the NP-ARFB-Y1, the Y2 addes weapons, armor, and vernier jets to the YF-21 but no rocket thrusters, so there is no speed bonus from the FAST packs.

YF-21 FAST Pack Additions

- **FIRST PRODUCED:** 2040
- **COMPATIBLE WITH:** [YF-21](#)/[VF-22](#) only
- **MDC VALUE:**
  Leg Modules (2): 100 each
  Arm Modules (2): 60 each
- **SPECIAL:**
    - ❍ No [dodge penalty](#) in atmosphere
    - ❍ No [speed bonus](#)
- **WEAPONRY:**
    1. **MICRO-MISSILE LAUNCHERS**
        - **PRIMARY PURPOSE:** Assault/Defense
        - **MISSILE TYPES:** Any type of [Short Range Missile](#) can be used.
        - **RANGE:** Varies with missile type, typically 2.5 miles (4 km).
        - **DAMAGE:** Varies with missile type, typically 2D6x10 M.D.
        - **RATE OF FIRE:** Volleys of 1 to 6 missiles.

- **PAYLOAD:** 12 missiles per launcher/24 total

DAVE DEITRICH

The following material is an adaptation of weaponry from the **MACROSS** TV and OVA series (part of which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

MACROSS MECHA DESIGNS OPTIONAL SYSTEMS RPG STATS

(Version 1.0 - Last modified: 07/25/98 20:06)

One of the greatest advantages of the variable fighters are their versatility. With three distinct modes of operation, the mecha can reconfigure themselves into a form best suited for any situation with only a moment's notice. The UN Spacy has tried to expand on this adaptability by developing several add-on systems that can be mounted on a VF-Series fighter when additional or unique capabilities necessary. Some of these systems are listed below.

CONTENTS

(More systems will be added in the future)

YF/VF-SERIES EXTERNAL HEAVY WEAPONS MODULE

During the **Project Super Nova** design contest on planet Eden many new weapon systems were tested and evaluated by the UN Spacy. One of the more impressive weapon systems was an integrated external weapons module that could be mounted on the right arm of any variable fighter in battloid mode. In addition to dual rapid fire laser cannons and a five-tube micro-missile launcher, the weapon module contains an experimental high intensity pulse cannon of incredible power, enough to punch through the armor of an old Mac-II Monster in one shot. Unfortunately although the firepower of the weapons module was extremely impressive, the mechanism suffered from several bugs and design flaws, the most dramatic of which claimed one test pilot's life in the early trials when the pulse cannon overloaded and exploded, completely destroying a VF-11 test mecha.

Although the weapon system was not approved during Project Super Nova, development work continued and eventually most the problems were solved by 2044. The **VF-Series External Heavy Weapons Module** is used by UN Spacy special forces in situations where extremely heavy firepower is required and intense combat is expected. The one major flaw with the system is that a VF equipped with it is limited to gerwalk and soldier modes and cannot transform into fighter mode, which means that the VF fighters cannot rely on their incredible speeds. Still, the immense power of the module can give UN Spacy soldiers the edge they need in confrontations where the lives of thousands or millions of colonists hang in the balance.

The External Heavy Weapons Module is considered a secret weapon by the UN Spacy and is only issued to soldiers in extreme situations. The weapon system is not available prior to 2044 and afterwards is usually only found on major UN Spacy bases and starships. The weapons module can be used on any variable fighter in soldier or gerwalk mode, and can be ejected from the right arm in a single melee round if necessary.
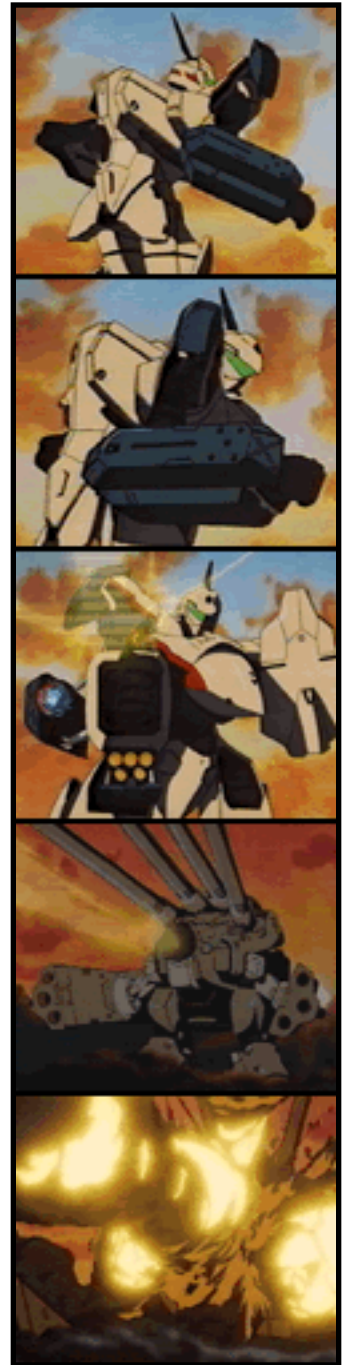
STATISTICS:

- **Type:** External heavy weapons module.
- **Weight:** 1,200 kg.
- **MDC of Module:** 150. All damage to the right arm of the mecha is applied to the weapons module FIRST. Note that if the MDC of the module is depleted the capacitor for the pulse cannon will explode (see below).

WEAPON SYSTEMS:

1. **DUAL RAPID-FIRE LASER CANNONS:**
   - **Primary Purpose:** Assault

- ❍ **Secondary Purpose:** Anti-mecha
- ❍ **Range:** 2000 feet (610 m)
- ❍ **Damage:** 1D6 M.D. per laser shot.
- ❍ **Rate of Fire:** Each laser can fire up to 15 shots per melee round, and may be fired as aimed, burst, or wild shots from one or both lasers (see modern weapon proficiency rules).
- ❍ **Payload:** Unlimited. The lasers draw power from the VF's internal fusion reactor.

2. **EXPERIMENTAL HIGH-INTENSITY PULSE CANNON:**
   - ❍ **Primary Purpose:** Heavy Assault
   - ❍ **Secondary Purpose:** Anti-fortification
   - ❍ **Range:** 4000 feet (1220 m)
   - ❍ **Damage:** 1D6x100 M.D. (!) per blast.
   - ❍ **Rate of Fire:** The cannon is powered by an internal capacitor which holds enough power for one shot. After firing the capacitor requires 30 seconds to recharge, during which time almost all power from the VFs internal fusion reactor is directed into the capacitor. While the capacitor is recharging the VF cannot use any energy weapons and must rely on missiles or autocannons for defense. Once charged the capacitor can hold the charge indefinitely until needed.
   - ❍ **Payload:** Conditionally Unlimited (see above).
   - ❍ **Note:** If the weapons module is destroyed while the capacitor is charged, the pulse cannon will discharge and explode. (!) Roll full damage, and apply damage to the right arm of the VF wearing the module first. Any leftover damage once the right arm is destroyed is then applied directly to the main body of the mecha.

3. **MICRO-MISSILE LAUNCHERS (5):**
   - ❍ **Primary Purpose:** Assault/Defense
   - ❍ **Secondary Purpose:** Anti-personnel
   - ❍ **Missile Types:** Any type of UN Spacy **Micro Missile** can be used (Plasma/Heat are standard issue).
   - ❍ **Range:** Varies with missile type, typically 1 mile (1.6 km).
   - ❍ **Damage:** Varies with missile type, typically 1D6x10 M.D.
   - ❍ **Rate of Fire:** Each tube can fire 1 micro-missile per round, so volleys of up to 5 missiles per round are possible.
   - ❍ **Payload:** 3 missiles per tube, 15 total.

VF ROCKET SLED

As a primarily space-based military force, the UN Spacy fleet has often been forced to conduct space-to-surface attacks on land-based enemy installations. The most dangerous part of these operations falls to the VF pilots who must launch from a starship in orbit over a target planet, rapidly enter the planet's atmosphere and then engage enemy mecha or ground defenses. During re-entry the pilots are extremely vulnerable, as they cannot maneuver or dodge incoming fire without risk of losing control and disintegrating from atmospheric stress on the VF. Many pilots lost their lives during these attempts to "penetrate the envelope," leading UN Spacy engineers try and find a way to counteract the risk of attack during reentry. The **VF Rocket Sled** is one of the more successful results of this research.
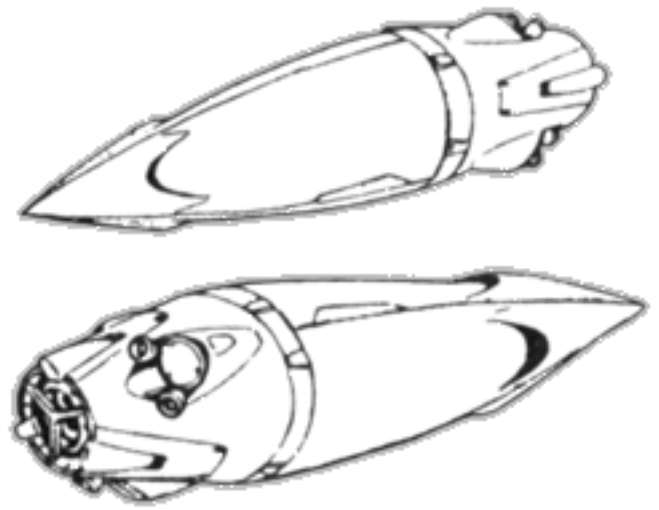
The VF Rocket Sled is a rocket-shaped booster unit that can be fired from the standard UN Spacy ship-mounted heavy missile launcher. The nose cone of the missile is hollow and contains a cradle that can hold almost all types of Variable Fighters, complete with full FAST pack armaments. When launched the rocket sled immediately accelerates to Mach 4.4 (2,948 mph/4,745 kmph) and enters the atmosphere. The high rate of speed during reentry makes the sled very difficult to hit using ground-based weaponry, while the protective shielding of the rocket protects the VF inside from the stress of the rapid re-entry. Once the rocket sled reaches the denser layers of the atmosphere explosive charges blow away the nose cone while the rear part of the sled detaches, allowing the VF to quickly regain mobility.

The VF Rocket Sled has become a standard tool of UN Spacy special forces. The Northampton-class Stealth Frigate has even been designed to include a transport system between the ship's hangar bay and main missile launchers, allowing VF Rocket Sleds to be launched in extremely rapid succession. VF Rocket Sleds were most recently used by the Macross 7 during **Operation Stargazer**, where an elite group of pilots were inserted onto the Protodeviln's icy homeworld in an attempt to destroy them. During the assault not one pilot was lost during the re-entry phase of the mission, although the mission failed because of the power of the Protodeviln beings.

STATISTICS:

- **Type:** Assault Rocket Sled
- **Speed:** Mach 4.4 (2,948 mph/4,745 kmph) maximum for up to 5 minutes of constant thrust.
- **MDC Values:**

```
Nose Shields (3)           200 each
VF Cradle                  100
Rocket Booster (rear)      300
```

SPECIAL BONUSES:

During re-entry all attackers have a -5 penalty to hit the VF Rocket Sled.

If the rocket sled is hit, all damage is taken from the nose shields and rocket booster first before being applied to the VF. If a nose shield or the rocket booster is destroyed an emergency blow-away system will be triggered that will eject the damaged sled from around the variable fighter. Unfortunately the pilot must make a piloting roll at -20% in order to gain control of the VF, otherwise the fighter suffers 6D6 M.D. to the wings and main body due to re-entry stress. The damage will continue each round until the pilot makes a successful piloting roll and regains control of the fighter.

If the VF Rocket Sled successfully reaches deep atmosphere without damage it will automatically detach and the pilot will have complete control of the fighter.

WEAPONRY:

None. The VF Rocket Sled is not armed.

DAVE DEITRICH
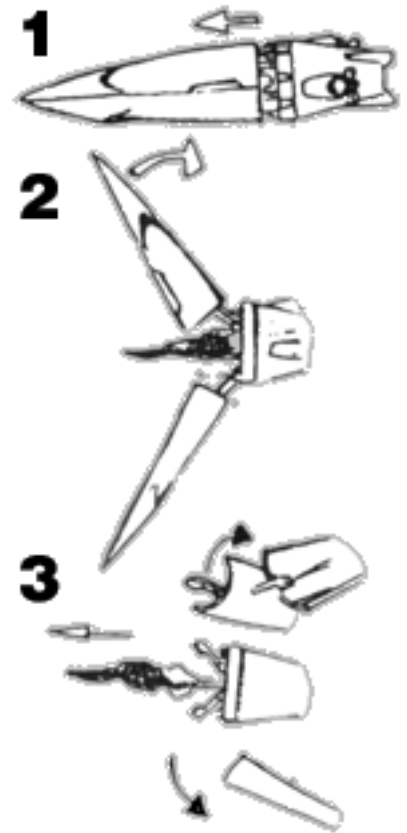
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

MACROSS MECHA DESIGNS
Preface

THE SUPER DIMENSIONAL FORTRESS MACROSS is one of the three Anime (Japanese Animation) TV series that was used to create Robotech here in the U.S., and was definitely the most popular of the three in Japan. The popularity of the Macross saga led to a number of sequels and continuations being produced by Big West and Bandai, including the 1984 movie *Macross: Do You Remember Love*, *Macross Flashback 2012*, *Macross II*, and most recently the video series and movie *Macross Plus* and the TV/video series and movie *Macross 7*. Many of these new series contained innovative new mecha designs, as well as new twists on older favorites like the original VF-1 Valkyrie.fighters

Although the new mecha have absolutely nothing to do with Robotech, I thought it would be fun to include some of them in campaigns fighting against the Zentraedi, Masters, and Invid along with the classic Robotech Veritechs. Many of these mecha would also make good additions to a Rifts campaign, as new alien mecha for characters to possibly encounter. The variable fighters and robot infantry from Macross II were already
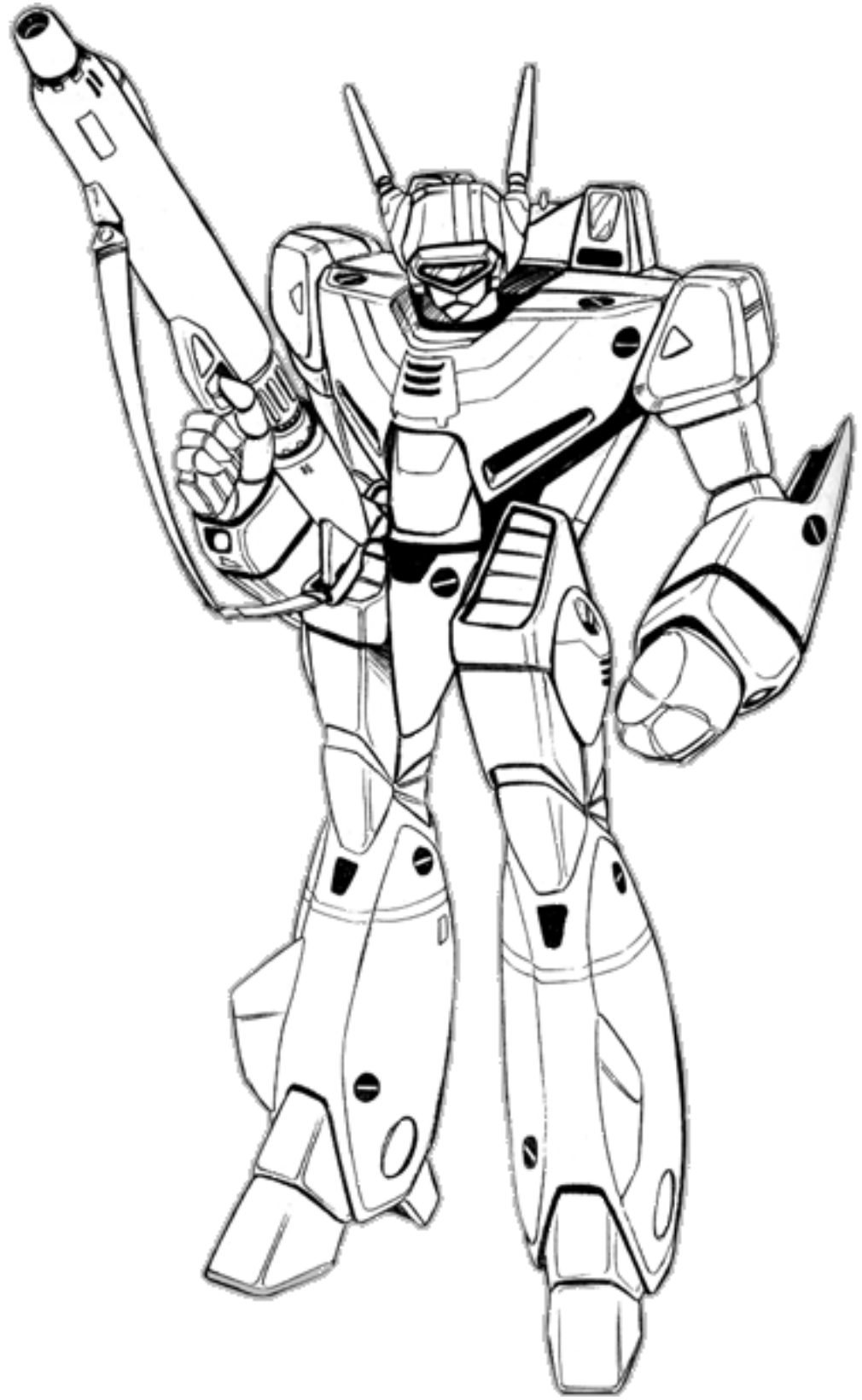
documented in official RPG supplements from Palladium Books, but there are still a lot more designs out there to be translated. I've decided to document some of these designs in Palladium stats for inclusion in Macross II, Robotech, or Rifts campaigns. I've tried to stay as close as I can to the true stats and capabilities of the mecha as seen in the anime, though I have also included suggestions about how to integrate these mecha into existing Robotech campaigns. You can of course ignore these suggestions if you want.

Please feel free to use and distribute these designs as you see fit. All I ask is that you give proper credit to me and don't claim them as your own work. If you have any comments or suggestions, please don't hesitate to email me at *deitrich@mcs.net*. **Enjoy!**

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

A Note on Macross Continuity
by Dave Deitrich (deitrich@mcs.net)

Special thanks to Egan Loo for pointing out the many errors in earlier versions of this mini-essay.

One thing fans have a very hard time understanding about Macross is how all the different series and movies fit together. The official Macross Chronology was written by Shoji Kawamori and Masunhiro Chiba back in 1983, and despite rumors to the contrary has actually changed very little over the past 12 years. Unfortunately some fans confused by apparent idiosyncrasies in shows such as **Macross DYRL** and **Macross II** have tried to put forth their own versions of the timeline as the "official" one, which has led to even greater confusion on the part of less knowledgeable fans. It is important to note that there is only one official Macross timeline written by Shoji Kawamori and Masunhiro Chiba and honored by Big West/Bandai.

THE SUPER DIMENSIONAL FORTRESS MACROSS
(2009 - 2010)

↓

Flash Back 2012
MACROSS FLASHBACK 2012
(2012)

↓

MACROSS PLUS
(2040)

↓

MACROSS 7
(2045 - 2046)

↓

MACROSS DYNAMITE 7
(2047)

Official Kawamori/Studio Nue Macross Continuity

Kawamori-Approved Macross Side Stories

MACROSS: DO YOU REMEMBER LOVE?
Entertainment Documentary
(2031)

MACROSS 7 TRASH
MANGA SIDE STORY
(2046)

MACROSS 7 THE MOVIE
The Galaxy is Calling Me!
(2046)

MACROSS DIGITAL MISSION VF-X
Sony Playstation Game
(2047)

ROBOTECH
ROBOTECH: THE MACROSS SAGA
(2009 - 2012)

United States Only Not Related to Macross

MACROSS II - LOVERS AGAIN
(2089)

Parallel Story (Unofficial)

The official timeline of Macross consists of the original TV series **SDF Macross** (which takes place in the year 2009 AD), followed by **Macross Flashback 2012** (2012), **Macross Plus** (2040), **Macross 7** (2045-2046), and **Macross Dynamite 7** (2047). In addition, there are several officially-approved side

stories to the Macross saga. A *side story* is an extra story (usually a manga or novel) that occurs in the same time period and location as the TV series it is based on, but focuses on secondary characters or different characters altogether. There are three Macross stories that fall into this category. **Macross 7 Trash** is a manga series that tells the story of two civilians on the Macross 7 colony during the Macross 7 TV series. **Macross 7: The Galaxy Is Calling Me!** was a 30-minute theatrical released that was shown alongside the movie version of **Macross Plus** and featured a solo adventure by Basara Nekki on a remote colony world. Finally there is **Macross Digital Mission VF-X**, a Sony Playstation game that takes place after the Macross 7 TV series where you play the hero trying to rescue the *Milky Dolls*, an all-female rock group kidnapped by renegade Zentraedi.

Macross: Do You Remember Love has been one of the most controversial parts of the Macross saga with fans. The movie version of Space War One seems to contradict the TV series in several ways and appears to not fit in very well with the rest of the official chronology. The key thing to remember is that the events in the movie *never actually happened* in the Macross continuity. Macross DYRL is an "entertainment documentary" of Space War I, sort of a "movie within a movie" meant to honor and remember the heroes of Space War One to those who didn't live through it. The movie is very popular in the Macross universe and serves as an inspiration to some of the characters in Macross 7. But the story itself is completely fictional and merely based on "actual" events in the Macross chronology.

Macross II is the oddball of all the various Macross shows. The story was never officially endorsed by Kawamori and is therefore not considered part of the official Macross continuity. Instead, the show is considered to be in a "parallel world" to the real Macross and none of the dates or events in the story correspond to the official timeline. Rumors that Macross DYRL, Macross 2012, and Macross II make up a second official Macross continuity created by Bandai are actually false, propagated by fans who have trouble reconciling the events in DYRL. It is unlikely that a sequel to Macross II will ever be produced in Japan, though Bandai did license the series to Viz Comics in America, allowing them to produce a sequel in comic form.

Finally, here in the United States there is **Robotech**. In 1984 Carl Macek and Harmony Gold purchased the rights to the animation of the original Macross TV series from Big West, and combined it with footage from two other Japanese mecha shows (**The Super Dimensional Calvary Southern Cross** and **Genesis Climber Mospeada**) to form the American TV series known as **Robotech**. As a result, most Americans upon seeing Macross Plus or Macross II in a video store exclaim *"Cool! A sequel to Robotech!"* It is important to remember that except for the fact that some of the TV footage from Macross is used in Robotech, the two shows have absolutely *NOTHING* to do with each other and in fact contradict each other in many ways. Likewise Southern Cross and Mospeada have absolutely no relationship to Macross in Japan; you will never see Dana Sterling or Scott Bernard appear in a sequel to Macross.

Fortunately Kawamori is continuing the Macross saga. On December 18, 1997 volume 1 of the new Macross OAV **Macross Dynamite 7** will be released in Japan, followed by the remaining 3 parts in the first half of 1998. Based on the current popularity of Macross worldwide it is highly likely that there may

be more OAVs or movies released in the near future. Currently however no confirmed plans have been announced for new shows following Dynamite 7.

For more information on the official Macross continuity I urge you to check out Egan Loo's **timeline** in his **Macross Compendium**. It is by far the best source of information on official times, dates, and events in the Macross universe.

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *July 25, 1998*

MACROSS MECHA DESIGNS FREQUENTLY ASKED QUESTIONS

(AND ANSWERS)

Last Updated: July 25, 1998

Greetings, and welcome to the **Macross Mecha Designs**! I want to really thank everyone who have sent me comments and compliments on these pages; I definitely appreciate it! However, I've noticed several questions that come up again and again, so I thought I'd take some time to make up a list of answers to the most frequently asked questions (FAQs) about the Macross Mecha Designs. These questions and answers are listed below...
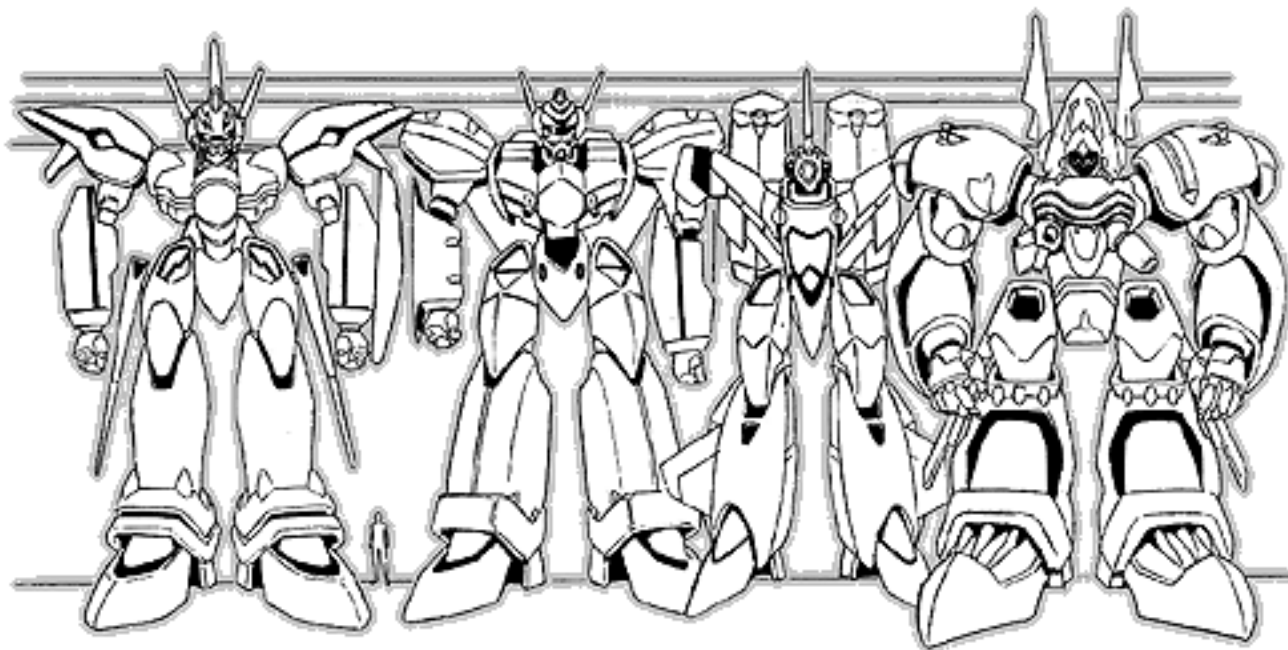
1. *What is this? Is this a game?*

   Kind of. **Macross Mecha Designs** is an RPG (role-playing game) supplement. It is meant to assist GMs (gamemasters) in adding more variety to games they are already running. This particular RPG supplement takes mecha from two recent popular anime series based on the original *Super Dimensional Fortress Macross* TV series (more familiar to American viewers as *Robotech: The*

Macross Saga) and translates them into the Palladium RPG system. The new stats for the mecha can then be used in a variety of different games, including the **RIFTS**, **Macross II**, and **Robotech** RPGs.

If you're ambitious and are familiar with the background of Macross Plus and Macross 7 then you can probably use these stats along with Palladium's rules to run your own Macross campaign that's true to the show. I hope to eventually add more background info to help people who want to do this, such as character stats and organizational info on the UN Spacy and Varuta armies. But in the end it's up to you whether you want to restrict yourself to the official continuities or combine mecha from Macross, Robotech, and RIFTS into a continuity of your own creation.

2. *How does Macross Plus and Macross 7 relate to Robotech and Macross II?*

   Macross Plus and **Macross 7** are part of the official Macross continuity, which includes the original **SDF Macross** TV series, **Macross Flashback 2012**, and the above two shows. **Macross II** and **Robotech** are not parts of the official continuity, and so therefore the various shows have nothing to do with each other. For more information on how the many various series relate (or more accurately, do NOT relate) to each other, read through the **Note on Macross Continuity** on my main Macross Mecha Designs page.

3. *Could you post the complete rules for Macross II to your web site?*

   Sorry, but the Macross II RPG is property of **Palladium Books** and is protected by international copyright law, which makes it a crime to publicly post material from the actual RPG books. You can probably get copies of the books from your local RPG store (look in the phone book under "hobbies") or you can write Palladium books directly for a catalog at:

   > **PALLADIUM BOOKS**
   > 2455 Universal Drive
   > Taylor, Mi 48180

   The only real book you need to use these designs is **Macross II: The Role Playing Game** ($11.95, ISBN 0-916211-62-2). However, Palladium also publishes a number of other game supplements for Macross II that may be helpful. Check out Palladium's web page at http://www.palladiumbooks.com/ for a complete listing of books and products available.

4. *Where did you get your artwork?*

   Almost all of my pictures are scanned from the books on Macross Plus, Macross 7, and Macross Digital Mission VF-X. I highly recommend these books if you're a Macross fan. They contain lots of great artwork and sketches of characters, mecha, starships, and scenery from the OAVs and TV episodes. Some of them are a little hard to find these days, but are well worth the extra effort to

track down. The information for each of the books is listed below. Some of these books are available from **Nikaku Animart**, or can be special-ordered through Japanese bookstores such as **Asahiya Books**.

Title	ISBN	Yen Price	Contains
This is Animation Special: Macross II	4-09-101574-3	1,200	Characters, mecha, and starships from the Macross II OAV series.
This is Animation Special: Macross 7	4-09-101580-8	1,300	Characters, mecha, and some starships from the first 18 or so episodes of Macross 7.
This is Animation Special: Macross Plus	4-09-101581-6	1,400	Characters and mecha from Macross Plus OAVs 1 & 2. Also contains the *Variable Fighter's Aero Report*, which has pictures and stats of the VF-1, VF-4, VF-5000, VA-3, VF-11, VF-17, YF-19, and YF-21 AVFs.
This is Animation Series: Macross 7 Animation Materials	4-09-101583-2	2,200	Characters, mecha, and starships from Macross 7 episodes 1-35 (or so). This is the best collection of schematics from Macross 7, but it doesn't include some of the designs from the final episodes and OAVs of the series.
This is Animation The Select: Macross Plus Movie Edition	4-09-101584-0	1,500	Characters, mecha, and some starships from the movie version of Macross Plus. Includes some **very** nice schematics of the YF-19 and YF-21.
Mediax Mook 53: Macross Digital Mission VF-X	4-89613-753-1	1,500	Characters, mecha, and starships from the Macross Digital Mission VF-X video game. Includes officially-approved pictures of the VF-4 Lightning in battroid mode, as well as some other hard-to-find pictures.

Some of the other images (for example, the VF-22 Sturmvogel) come from **B-Club**, Bandai's modeling magazine. The specific issue numbers are listed in the References section of each design

when used.

5. *How can I get copies of Macross Plus or Macross 7 on video?*

Macross Plus is being distributed in the United States, United Kingdom, and other places by **Manga Video** on VHS tape and laserdisc, both subtitled and dubbed in english. Dubbed tapes are about $15, subbed tapes $25, and laserdiscs are $40. Check Manga's web page at http://www.manga.com/ for details and purchase info.

As of 05/01/97 no one has purchased the rights to distribute **Macross 7** outside of Japan, so currently there is no commercial way to get Macross 7 subbed or dubbed in the U.S. Some fan subtitlers have translated Macross 7 episodes for American fans, however. Check with your local anime club to see if they have any copies of subtitled episodes. You can also buy the original episodes on laserdisc from import companies if you have money to burn. Two import companies I commonly deal with and highly recommend are **Nikaku Animart** and the **UCI Anime Store**.

6. *Since I can't get Macross 7 on video, can you tell me the storyline of the series?*

The storyline in a nutshell:

"Set in 2045, some five years after Macross Plus, **Macross 7** portrays the story of the colony ship *Macross 07* and its fight against the mysterious **Varuta** and their masters, the **Protodeviln**. Young rock singer **Basara Nekki** and his friends begin to uncover the long-lost powers of Spiritia and use them to defend the *Macross 7* from the Protodeviln while trying to end the war and bring peace and understanding to both the Varuta and the colonists." *(special thanks to Robert Farquhar (imagines@nlc.net.au) for his help with this summary)*

The above paragraph is only the briefest of summaries, as Macross 7 is a 51-episode-long TV series and takes a LONG time to summarize. **Psycho KORps**, a fansub group, has done scripts and synopses for many of the Macross 7 episodes and put them on their web page at http://homepages.uc.edu/~weaverd/psykor.html. Check them out for more information.

7. *Isn't there a Macross Plus movie? Will that be released in the U.S. anytime soon?*

Yes, there is a Macross Plus movie version, which has recently been released by **Manga Video** in subtitled form and will soon be available dubbed as well. The movie is basically the entire Macross Plus OAV series compressed into a 2-hour movie format with some scenes rearranged and a few minutes of new footage added. It doesn't offer much that the OAVs don't already have, IMO. I wouldn't really recommend it if you already have all of the Macross Plus OAVs, unless you're a die-hard Macross fan with money to burn.

8. *What is Macross Digital Mission VF-X? Is it a video game?*

   Yes, **Macross Digital Mission VF-X** is a game for the Sony PlayStation home video game system. The game is a flight simulator that allows you to fly the VF-1X, VF-4, VF-11, VF-17, VF-19, and VF-22 against new Zentraedi mecha and other opponents. Your mission is to rescue the *Milky Dolls*, a group of five female idol singers captured by the Zentraedi and being held hostage at different locations. The game is currently only available in Japan but there are rumors that it may be brought over to the U.S. in the future. For more information on the game check out the online version of the **Macross Digital Mission VF-X FAQ list**.

9. *Are you officially related to Palladium Books in any way?*

   Other than the fact that I buy their products, no. ^_^ The Macross Mecha Designs is an entirely not-for-profit by-fans-for-fans production.

10. *Does Kevin Siembieda have an email address? I need to get in touch with him.*

    Kevin Siembieda does not have an email account. Probably the best way to get in touch with him is to use the comment form on the Palladium Book web page at http://www.palladiumbooks.com/Q&A.HTM. There is also a Palladium internet mailing list for discussing Palladium's RPGs, where reportedly some official Palladium representatives hang out from time to time. To subscribe to the mailing list, send email to **palladium-request@dante.neonexus.com** with the word "subscribe" (no quotes) as your subject.

11. *Do you ever plan to publish the Macross Mecha Designs as an official RPG supplement?*

    NO! These web pages violate so many copyright laws that if I even THOUGHT of trying to make a profit off of this work a pack of lawyers would descend on my apartment and sue me out of existance.

12. *Why don't you use a better mecha gaming system like Mekton Zeta?*

    Since Palladium already has published supplement containing mecha from Macross II and Robotech, I thought it would be fun if there were also Palladium stats for Macross Plus and Macross 7 mecha so that GMs could mix and match mecha in their own home-made continuities. Besides, other people have already translated the newer Macross mecha into MZ+ stats, which are occasionally posted on the **rec.games.mecha** newsgroup.

    If you're looking for MZ+ stats for Macross mecha try **Ken Hagler**'s Mekton Zeta webpage at **http://www.kaiwan.com/~khagler/mekton/**. He has several designs already posted for various

Macross mecha from the different shows. **Jon Souza** (nodui@earthlink.net) has also produced some high-quality MZ+ stats for Macross Plus and Macross 7, though you'll have to email him for the designs as I don't think he has a web page up yet.

13. ***Can you post stats for mecha XYZ from the original Macross TV series or Macross II on your site?***

I'm only doing stats for Macross mecha that have **NOT** already appeared (either in its original form or under another name) in a Palladium RPG book. If the mecha you're looking for isn't listed on the main Macross Mecha page then you'll need to look for it in the Palladium books in your local RPG store. Below is a table where to find most of the Macross designs that have appeared in Palladium supplements.

Macross Mecha	Robotech Alias	Appears In	ISBN	Price
VF-1 Valkyrie (VF-1A, VF-1J, VT-1D, VF-1S)	VF-1 Veritech	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
VF-1 Valkyrie with FAST pack	Super Veritech	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
VF-1 Full Armor Valkyrie	Armored Veritech	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Tomahawk MBR-04-Mk IV	Excalibur Destroid	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Spartan MBR-07-Mk II	Gladiator Destroid	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Monster HWR-00-Mk II	MAC II Destroid	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Defender ADR-04-Mk X	Raidar X Destroid	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Phalanx SDR-04-Mk XII	Spartan Destroid	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Zentraedi Mecha (Regult, Glaug, Nousjadeul-Ger, Queadlunn-Rau)	Tactical Battle Pod, Officer's Pod, Male Power Armor, Female Power Armor	Robotech: The Role-Playing Game	0-916211-21-5	$9.95
Daedalus Submersible Landing Ship		Robotech RPG Book II: RDF Manual	0-916211-23-1	$7.95
Prometheus Submersible Aircraft Carrier		Robotech RPG Book II: RDF Manual	0-916211-23-1	$7.95

Zentraedi Warships		Robotech RPG Book III: The Zentraedi	0-916211-22-3	$6.95
Zentraedi Production Factory	Robotech Factory	Robotech II: REF Field Guide	0-916211-36-3	$14.95
A.R.M.D.-series Space Defense Stations		Robotech: The Role-Playing Game	0-916211-21-5	$9.95
SDF-01 Macross (Original Style)	SDF-1	Robotech: The Role-Playing Game	0-916211-21-5	$9.95

Macross II Mecha	Appears In	ISBN	Price
VF-2SS Valkyrie II (w/SAP Armor)	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
VF-2JA Icarus	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
Valkyrie Civilian Jet	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
AGA-1JF Jet Fighter	Macross II Sourcebook One	0-916211-63-0	$9.95
VF-1MS Metal Siren Valkyrie	Macross II Sourcebook One	0-916211-63-0	$9.95
VF-XX Zentran Valkyrie	Macross II Sourcebook One	0-916211-63-0	$9.95
Tomahawk Mk II	Macross II Sourcebook One	0-916211-63-0	$9.95
Defender-Ex Mk III	Macross II Sourcebook One	0-916211-63-0	$9.95
Phalanx Mk IV (Upgrade)	Macross II Sourcebook One	0-916211-63-0	$9.95
Monster Mk II	Macross II Sourcebook One	0-916211-63-0	$9.95
Marduk Zentran Battle Pod	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
Marduk Zentran Officer's Pod	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
Marduk Zentran Power Armor	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
Marduk Meltran Power Armor	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
Marduk Gilgamesh Power Armor	Macross II: The Role-Playing Game	0-916211-62-2	$11.95
Marduk Annihilator	Macross II Sourcebook One	0-916211-63-0	$9.95
UN Spacy Zentran Warships	Macross II Deck Plans Volume One	0-916211-66-5	$9.95
	Macross II Deck Plans Volume Two	0-916211-74-6	$9.95
UN Spacy Standard Warships	Macross II Deck Plans Volume One	0-916211-66-5	$9.95
	Macross II Deck Plans Volume Two	0-916211-74-6	$9.95
Marduk Zentran Warships	Macross II Deck Plans Volume One	0-916211-66-5	$9.95
	Macross II Deck Plans Volume Two	0-916211-74-6	$9.95

Marduk Standard Warships	Macross II Deck Plans Volume One	0-916211-66-5	$9.95
	Macross II Deck Plans Volume Two	0-916211-74-6	$9.95
Marduk Command Ship	Macross II Deck Plans Volume One	0-916211-66-5	$9.95
UN Spacy Macross Cannon Warship	Macross II Deck Plans Volume One	0-916211-66-5	$9.95
UN Spacy A.R.M.D. Platforms	Macross II Deck Plans Volume Three	0-916211-75-4	$9.95
SDF-01 Macross (post-refit)	Macross II Deck Plans Volume Three	0-916211-75-4	$9.95

As mentioned above, you can find these books at your local RPG store, or order them directly from Palladium via their web page at http://www.palladiumbooks.com/. If a mecha you're looking for isn't listed above, contact me and I'll try to point you in the right direction.

14. ***Where can I find more information about Macross on the Web?***

    The best english-language source for Macross info is probably Egan Loo's **Macross Compendium**. Also consult the **Macross Internet Directory**, which has a list of many Macross pages on the web as well as ratings for those pages. Finally, try the **Anime Web Turnpike** for web pages on Macross and many other anime shows.

15. ***Why the heck is this taking so long?? I've been waiting for the Protodeviln stats and the Spiritia Rules for ages now!!***

    The **Macross Mecha Designs** page is a hobby, not a job. I'm not getting paid for this, so therefore other more important matters have to come first. I won't bore you with sob stories about how hard work is. Basically it comes down to the fact that after working 9-10 hours per day I usually don't feel very creative when I get home. I'm really sorry about the delays and lack of progress sometimes, but that's life.

16. ***Can you make these designs available via anonymous FTP (file-transfer protocol) instead of the web?***

    I'm working on it...

17. ***I have some mecha designs here that I made up myself. Would you be interested in making them part of the Macross Mecha Designs?***

    Only if they're stats of mecha from the Macross Plus OAVs or Macross 7 TV series. If they are,

then I would definitely be interested in seeing them! Please email them to me at deitrich@mcs.net at your convenience.

Well, those are the most frequently asked questions (and answers) about the **Macross Mecha Designs** so far. I hope this helps you understand what we are trying to do, but if you have further questions or comments by all means don't hesitate to ask! I'm always happy to talk about the **Macross Mecha Designs** (or **TIW**, or any of my other web pages) at any time. Click on the box to the right if you want to reach me by email. Take care!

Click Here to Send Comments

PLEASE double-check your return email address when sending me mail!

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

The following material is an adaptation of mecha from **MACROSS 7**, a sequel to the original Japanese **MACROSS** TV series (which became Robotech here in the U.S.). Please feel free to use, copy, and distribute it as you see fit. All I ask is that you give proper credit to me and do not claim that it is your own work. Comments and suggestions are welcome.

THE PROTODEVILN
NPCs/RCCs for the Macross RPG

(Version 0.7 - Last Updated: 10/12/97)

RPG Stats by ***DAVE DEITRICH*** *(deitrich@mcs.net)*
Background info provided by the ***MACROSS ONLINE COMPENDIUM***

NOTE: These rules are FAR from finished, but I've been getting so many questions asking "what are Protodeviln" that I decided to go ahead and post the intro to hopefully answer some of your questions. I'm currently working on NPC stats for Sivil and Gepernich, to be followed soon after by the rest of the Protodeviln. Thank you for your patience.

The history of the beings known as the **Protodeviln** began eons ago during the height of the Stellar Republic of the protoculture (roughly around 370,000 BC). The advent of the zentraedi had greatly facilitated the Protoculture's expansion and colonization of space, and by this time the Stellar Republic controlled 70% of the galaxy. However, the rapid expansion led to internal rifts and rebellion within the Republic, threatening to plunge the empire into galactic civil war. In an attempt to preserve the Republic via force the protocultures began to develop the **Advanced Zentraedi All-Enivronment Biological Weapon Project**, also known as the **Evil** (pronounced "Eh-vil") **Series Project**. The purpose of this project was to develop a race of super-zentraedi who were so powerful that they did not need ships, weapons, or mecha to enforce the will of the Stellar Republic. Work on the Evil Project was headquartered in an advanced scientific colony on an ice world in a remote protoculture-controlled star system (which would later be discovered and named Varuta by the [Megaroad-13](#) colony mission).

Initial prototypes of Evil-Series zentraedi did not meet with much success. Difficulties with storing and controlling the power specified by the Evil Project led to many early Evil zentraedi burning themselves out or self-destructing. The project was eventually cancelled due to these unresolvable problems. However, a few years later protoculture scientists discovered a sub-universe existing in parallel with our universe that contained incredibly high levels of extra-dimensional energy which could potentially be harnassed as a power source in this universe. Research into collecting the energy of the sub-universe led to the development of extremely compact organic-based super-dimensional generators that could supply enormous amounts of energy. At the same time increasing internal conflicts within the Stellar Republic led to the re-activation of the Evil Project, and protoculture scientists determined that they could use these new super-dimensional generator organs to overcome the power problems of the previous Evil prototypes. Initial simulations showed no problems in the new series of Evil zentraedi, and growth of initial prototypes was begun.

However, during the final tests of the Evil prototypes on the ice world something went terribly wrong. The super-dimensional organs overloaded and allowed a previously-unknown life force from the sub-universe to cross over into the bodies of the Evil zentraedi and combine with their consciousness, forming a completely new life form. These beings dubbed themselves the "**Protodeviln**" and immediately destroyed all protocultures and zentraedi in the star system. The beings that had invaded the Evil zentraedi required a type of spiral energy (**Spritia**) to exist for long periods of time in this dimension, and once the spiritia in their host bodies began to run out they learned how to drain the energy from other life forms in order to maintain themselves. They also discovered how to brainwash protocultures and zentraedi through spritia draining, and immediately invaded and enslaved the populations of several surrounding star systems in order to form their own empire (which later became known as the **Inspection Army**).

The Stellar Republic learned about the protodeviln three months after their creation and immediately called for a cease fire in their internal conflicts in order to concentrate their forces in repelling this new menace. However, by that time it was already too late. The protodeviln controlled over 30% of the Stellar Republic, and the Inspection Army had become a military force almost as powerful as the Republic's zentraedi forces. Furthermore, the zentraedi were at an extreme disadvantage when fighting Inspection Army forces. In order to prevent a zentraedi rebellion the protocultures had programmed the zentraedi with orders to "avoid interference with protocultures", and since the Inspection Army was mostly made up of brainwashed protocultures the zentraedi could not fight them effectively. The war betwen the Stellar Republic and the Inspection Army lasted for 9 months, and in that time over 85% of all protocultures in the galaxy were killed. Finally, a group of protocultures known as **Anima Spiritia** learned how to use spiritia energy to combat the protodeviln, and with the remaining forces of the Stellar Republic they began beating back the Inspection Army. Eventually the Anima Spiritia defeated the protodeviln and sealed them away in remote prisons around the galaxy, hopefully for all eternity. 8 protodeviln, including their supreme leader known as Gepernich, were sealed in caves on the icy world where they were first created.

Despite the victory of the Anima Spiritia the Stellar Republic collapsed shortly afterwards. The Republic's forces were so depleted that they could no longer exert control over the surviving protoculture colonies. Furthermore due to lack of supervision the Zentraedi order to avoid interference with protocultures became uneffective, and the Zentraedi fleets began to rebel against their protoculture masters. 25 years after the war against the protodeviln the Stellar Republic was officially dissolved, and over the next 20,000 years continued fighting between remnants of the Zentraedi and the Inspection Army led to the (presumed) extinction of the protoculture species.

Many centuries later in the year 2025 AD, the Megaroad-13 colony mission discovered habitable worlds in star system 3198XE and decided to settle in the system. They named the star system "Varuta" and set up their main colony on the 3rd planet of the system. This was the same system where the protodeviln had been created and imprisoned eons ago, although no one in the colony mission was aware of this. 18 years later a research team led by Ivane Gyuntar began exploring ruins discovered in the caves of the icy 4th planet of the system. The team discovered strange energy fields among the ruins and inadverntantly shut one down, allowing the protodeviln Gepernich to regain consciousness.

Although still imprisoned, Gepernich enslaved Ivane Gyuntar and his team, and later almost the entire population of the Varuta star system. This led to the creation of the Varuta empire. Gepernich dreamed of creating a "spritia farm", a slave camp where humanoids were imprisoned and continually drained of spiritia in order to supply continuous nourishment for him and his protodeviln minions. During his quest Gepernich came into contact with the **[Macross 07 colony fleet](#)**, and the conflict that followed became known as the **Macross 7/Varuta War** of 2045-2046. Although Gepernich and his minions were eventually defeated by **Basara Nekki** and the Macross 07 military forces, it is unknown how many other protodeviln may still be imprisoned around the galaxy, waiting to be accidentally awakened by other UN Spacy colony missions.

Protodeviln were created in three different sizes. **Minor Protodeviln** are 5 to 10 feet (1.5 to 3 meters) tall and are "designed" more for infiltration and reconaissance than raw combat, though they are still immensely powerful beings and should be treated with extreme caution. **Major Protodeviln** range in size from 300 to 600 feet (94 to 188 meters) tall and are designed for heavy combat against fleets of warships. Interestingly enough, many of these protodeviln are not highly intelligent and tend not to act without orders from Gepernich. **Master Protodeviln**, such as Gepernich, are "superweapons" that can be miles long in size. These creatures are frightfully powerful and are said to be able to destroy multiple star systems. Furthermore, they are immensely intelligent which makes them even more dangerous opponents. Fortunately records seem to indicate that Gepernich was the only master protodeviln ever created (although one can never be sure).

The Protodeviln

- **Minor Protodeviln**
    - **Sivil**
    - **Gavil**

- **Major Protodeviln**
  - Glavil
  - Valgo
  - Gigile
  - Goram
  - Zomd

- **Master Protodeviln**
  - Gepernich

- **The Protodeviln RCC (rules for creating Protodeviln)**
- **GM's tips for using Protodeviln in campaigns**

REFERENCES USED IN THESE RULES

- [**Macross Compendium Chronology**](#)
- *Macross 7* TV episodes
- **This is Animation Series: Macross 7 Animation Materials**

MACROSS MECHA DESIGNS   PREVIOUS | NEXT | INDEX

DAVE DEITRICH

THE GARLAND, HARGUN, AND MODAT
SOUTHERN CROSS CYCLONE RPG STATS
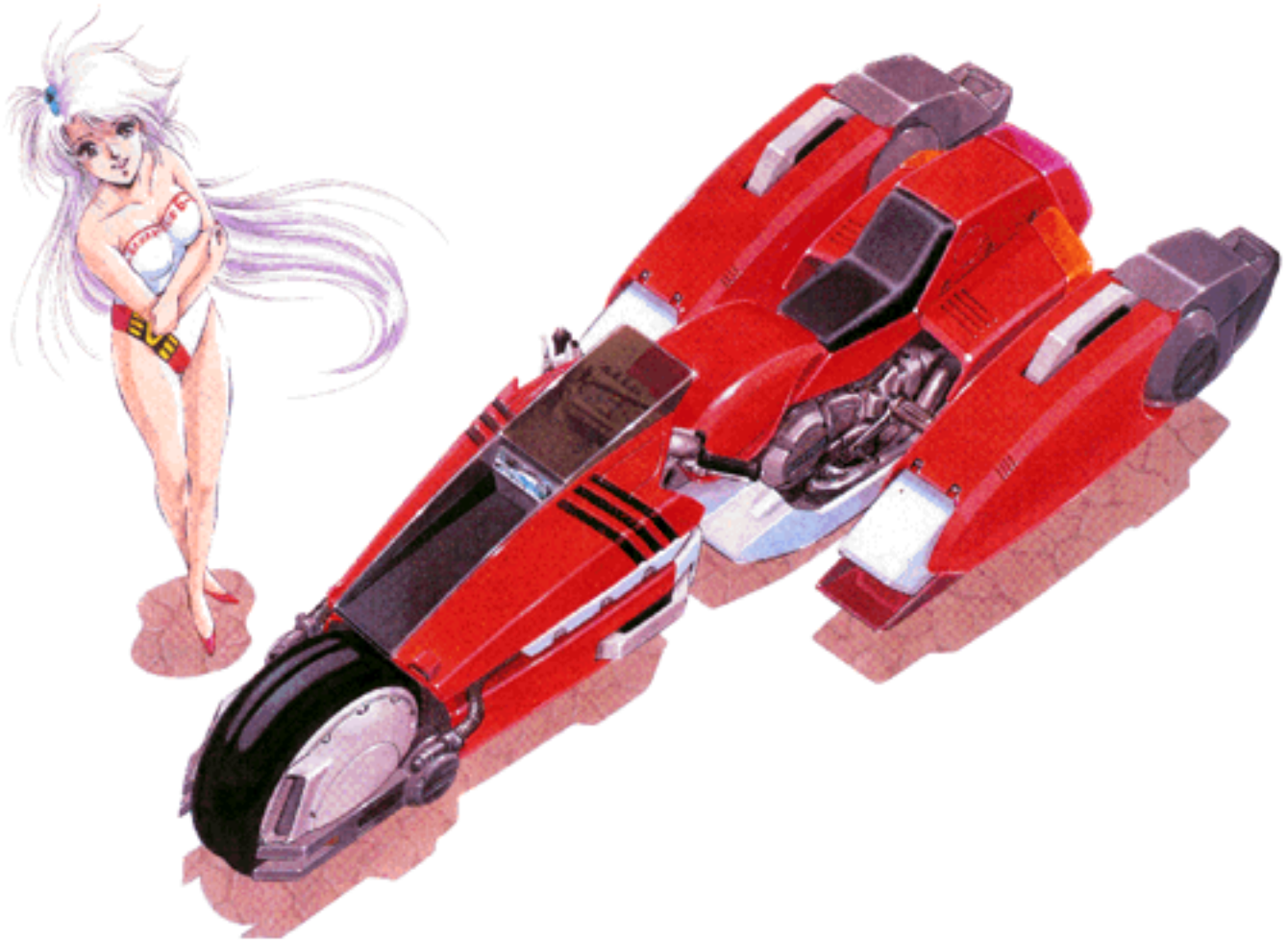
Written by CHRIS MEADOWS (robotech@jurai.net)
B/W Pics courtesy of PETER WALKER (pww@sparcsun.rice.edu)
HTML conversion by DAVE DEITRICH (deitrich@mcs.com)

TABLE OF CONTENTS

INTRODUCTION

Research into creating a light, mobile assault mecha eventually evolved into two forms: One was the Cyclone Series 4, which eventually became the VR series of Cyclone which was deployed with the REF to Tirol and then back to Earth. The other was the Cyclone Series 5, a larger motorcycle which offered several advantages that the smaller form did not. Due to technical design problems in the Series 5 prototype, the Series 4 became the eventual choice of the REF for their Tirol mission.

However, development on the Cyclone Series 5 continued, though it took another direction. By 2026, with the development of new advances in Robotechnology, the original design had been updated to produce a prototype Series 5 machine, code named Garland. In order to allow rapid analysis and transfer of test data, this Garland was equipped with a special data terminal with direct access to the Robotech Research Center's mainframe computers. This terminal was referred to as the MODAT 5, for Mobile Operations Data Analysis Terminal (contained within a) Series 5 (Cyclone). This name was also used to refer to the Series 5 Garland that contained the MODAT terminal.
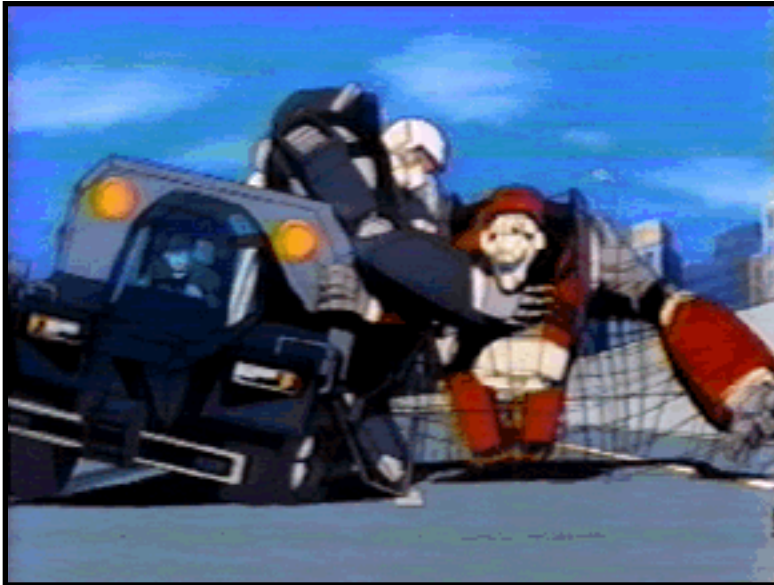
Only one MODAT-equipped Garland prototype was produced. It was stolen in 2027 by Todd Harris and passed on to his friend, Mark Landry, and it played a critical role in defending the earth from the first wave of the Robotech Masters' assault (though this incident was hushed up by Supreme Commander Leonard, "for reasons of morale").

During this period of time, Dr.s Zand and Beckett also experimented with reducing the costs of producing the Garland by separating some transformational components from the main body of the machine. This improved the performance of the pseudo-Garland (called the Hargun) in motorcycle mode; however, the Hargun could not transform into its humanoid form unless a specially-equipped utility vehicle carrying the additional parts was nearby. Interestingly enough, due to the disassembled nature of the Hargun's components, it could be incorporated into special aerial hover platforms for rapid deployment and transportation.

The Hargun was discontinued after a short time, but the lessons learned through this experimentation enabled Zand to construct several improved versions of the Garland motorcycle. Two of these modified Garland models (Series 6 and 7) saw service in the Monument City police force for a short period of time. Though eventually retired as "unneeded and unfeasible," while they were in service the Garland 6 and 7 had an almost unmatched record. GMP officers swore by them.

HARGUN in battloid mode

It is interesting to note that forty of the approximately five hundred Garlands and ten of the one hundred Harguns placed in storage mysteriously vanished from the military compound where they were stored from June 2031 to January 2032, and were eventually seen in the hands of one of the many motorcycle gangs that sprang up in the wake of the Robotech Masters' defeat. The rest were scattered; some went to Africa Base, some went to other bases and outposts, but the majority (about 300) were stored in a deep bunker (a "Small REF Base," REF FIELD GUIDE pg. 48-52) somewhere in South America.

There are rumors of a highly-developed later version of the Garland, the Garland 8. This bike was said to have a highly-developed cybernetic interface system for greatly-improved performance. It would mount some additional weapon systems, including two vibroblade daggers and an experimental version of the mini-missile launchers that had been incorporated into the forearms of the VR-052 Battler Cyclone. It is rumored that ten of these bikes were manufactured before the fall of the United Earth Government. Where they may be stored is unknown (although the Robotech Research Center itself is the most likely possibility).

The Garland is a wonderful little machine. It has a powerful engine, combined with triple turbo thrusters in back for limited flight, and a remarkable array of available weapons.
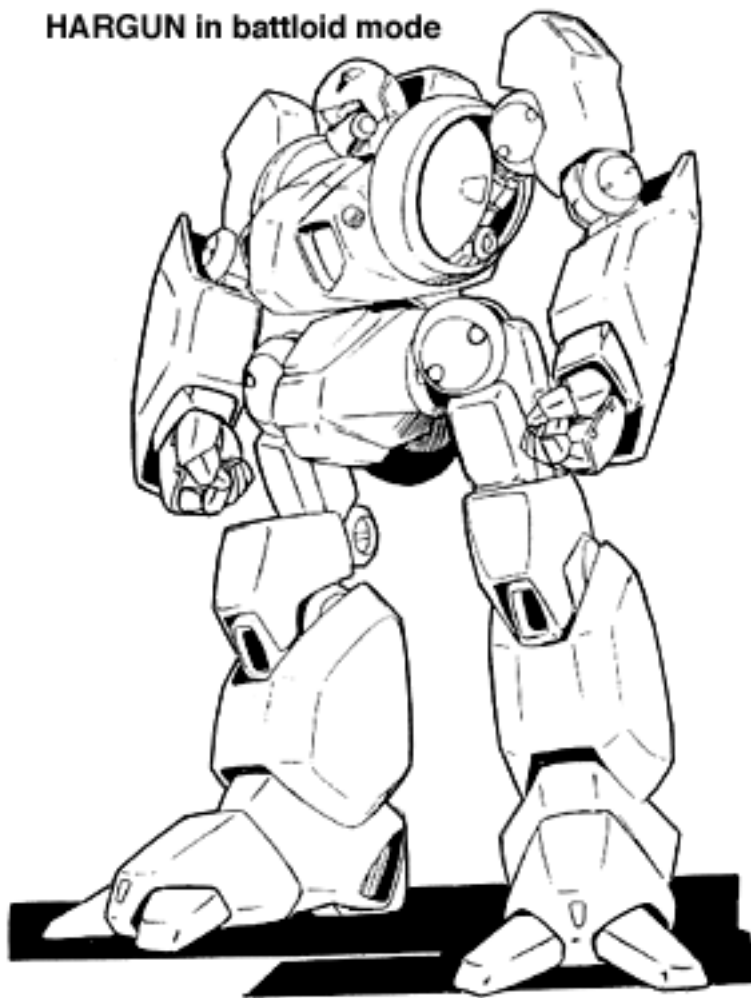
DEVELOPMENT NOTES

(Extracted from ROBOTECHNOLOGY JOURNAL, March 2030):

Cyclone Series 1

Developed 2017, Robotech Research Center, Japan, Dr. Emil Lang and Dr. R. Burke. Modified RDF Motorcycle frame mounting hybrid gasoline turbine/micronized Protoculture cell engine. XEP-40 energy pulse cannon also tested. Both engine and weapon found to be satisfactory.

Number manufactured: 1, dismantled 2018

Cyclone Series 2

Developed 2017, Robotech Research Center, Japan, Dr. Lazlo Zand. Larger "Harley Hog"-style frame mounting hybrid gasoline turbine/nuclear engine. Minor leaks found in casing of nuclear power cells; problem corrected and model declared satisfactory.

Number manufactured: 1, dismantled 2018

Cyclone Series 3

Developed 2018, Robotech Research Center, Japan, Dr. Lazlo Zand. Development of Series 2, mounting XE-17 energy pistol. First transformation device test. Failed. XE-17 energy pistol exploded, killing test pilot and mechanical technician.

Number manufactured: 1, destroyed in explosion 2019

Cyclone Series 4

Developed 2019, Robotech Research Center, Japan, Dr. Emil Lang and Dr. R. Burke. Standard motorcycle design incorporating hybrid gasoline/Protoculture engine. Also called XVR-052A. Incorporated CVR-3 armor as part of transformation sequence; converted into power armor. Mounted EP-40 energy pulse cannon (X designation removed after testing proved satisfactory). Designated XVR-052A. Underwent two years of thorough testing. Declared remarkable success. Was chosen over Series 5 (see below) to be developed into REF Cyclone.

Number manufactured: 40; 2 destroyed in testing 2020, 2021; 3 dismantled for inspection 2022; 6 vanished mysteriously 2022 (investigation declared closed 2026); 29 transferred to SDF-3 before commencement of Sentinels mission, 2022.

Cyclone Series 5

Developed 2019, Robotech Research Center, Japan, Dr. Lazlo Zand. Large two-wheeled motorcycle frame incorporating hybrid gasoline/nuclear engine. Converted into robot. Mounted XGU-18 gun pod. Designated SMS-18A. Underwent six months of testing before being declared unworkable because of glitches in transformation sequence.

Number manufactured: 6; 1 destroyed in testing 2020; 3 ordered dismantled 2020; 1 placed in storage 2020-2025; 1 taken aboard SDF-3 2022.

Garland

Developed 2025, Robotech Development Center, Monument City, Dr. Zand, Dr. Beckett. Developed as "showcase piece" for recent developments in Robotechnology. Glitches in remaining Cyclone Series 5 mecha resolved using same technological processes as in Veritech Logan. Outfitted with GU-18 gun pod (X designation removed after successful testing) and special MODAT computer / communication / surveillance equipment. Designated SMS-18E.

Number manufactured: 1, stolen and destroyed in combat 2027.

GARLAND 5 (MODAT)
in battloid mode
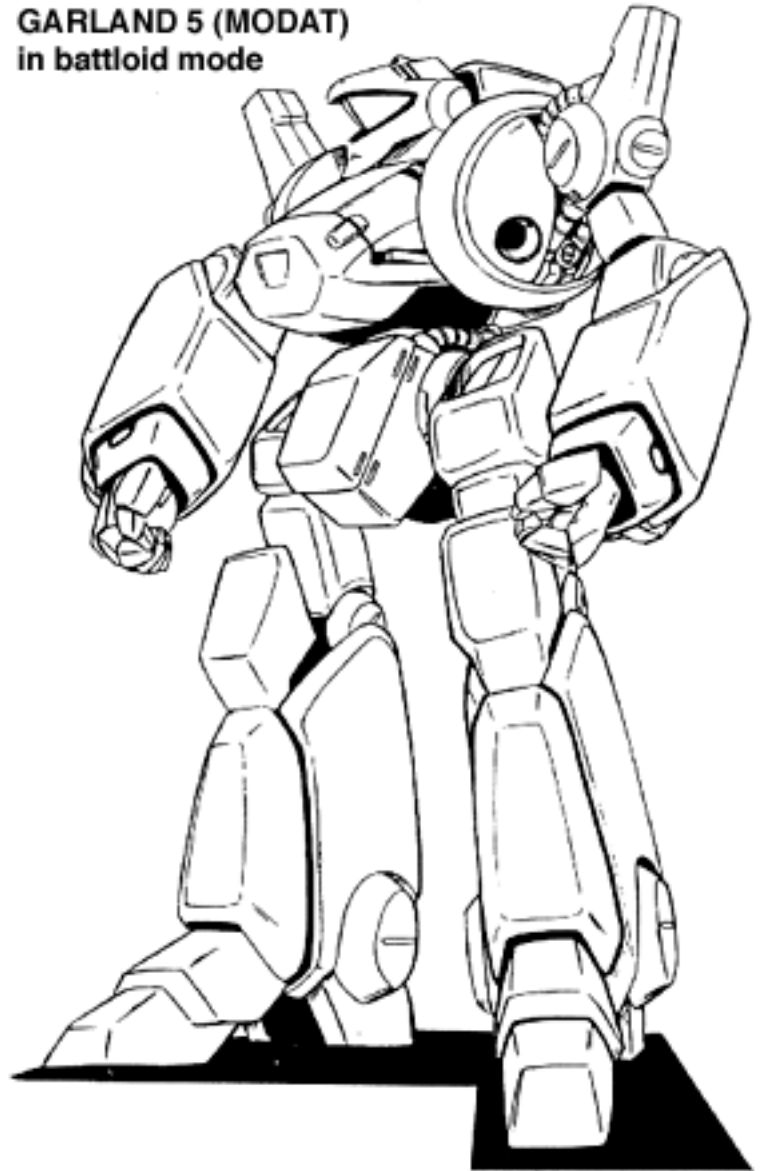
Hargun

Developed 2026, Robotech Development Center, Monument City, Dr. Zand, Dr. Beckett. Experiment in reducing production cost of Garland units through separating their transformational systems. Outfitted with GU-19 gun pod and standard sensory instruments. Designated SMS-17B.

Number manufactured: 320; used by military police in testing stages; 3 destroyed during

testing; 43 lost in combat; 164 disassembled; 110 in storage, UEG facilities.

Garland 6

Developed 2027, Robotech Development Center, Monument City, Dr. Zand, Dr. Beckett. Utilized newer hybrid gasoline turbine/nuclear/Protoculture power plant for greater level of performance. Some models equipped with three wheels rather than two for increased stability. Also more heavily armored. Outfitted with GU-21 gun pod and standard type computer/communication/surveillance equipment. Designated SMS-18F.

Number manufactured: 460; used by civilian and military police in Monument City; 88 attritions to date.

Garland 7

Developed 2029, Robotech Development Center, Monument City, Dr. Zand, Dr. Beckett. Application of technology developed in personal hovercycles gave newer development of Garland limited flight capabilities. Outfitted with GU-21 gun pod and standard type computer/communication/surveillance equipment. Designated SMS-18G.

Number manufactured: 200; used by civilian and military police in Monument City; 37 attritions to date.

GARLAND 7
in hovercycle mode
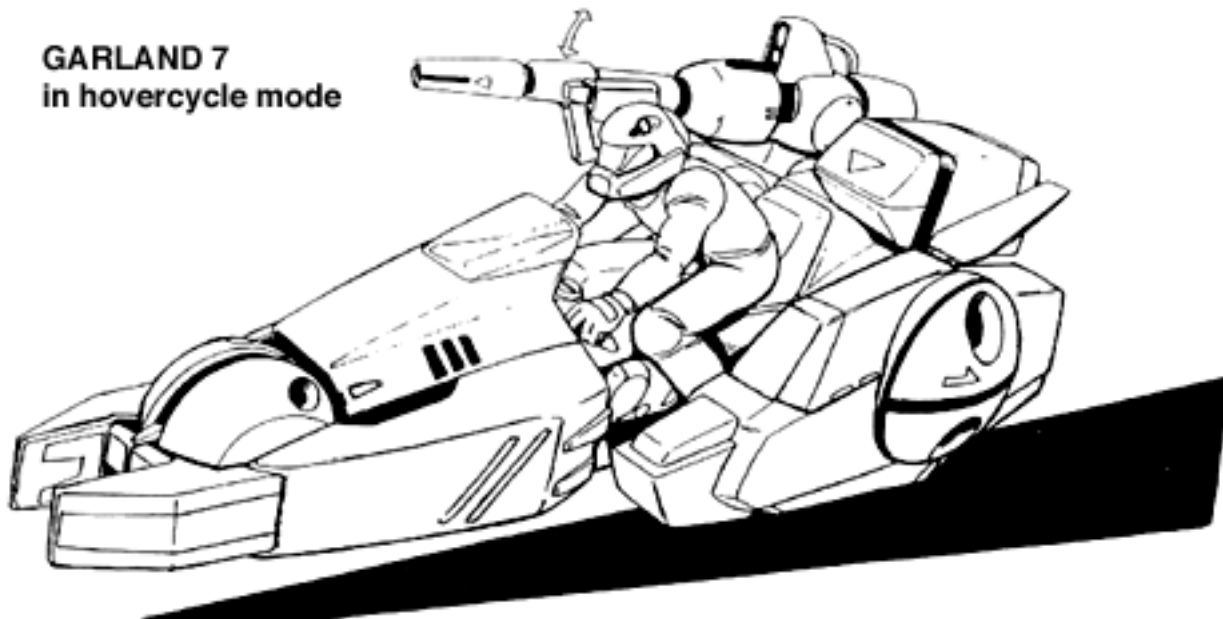
Garland 8

Rumored to be in development as of March 7th, 2030, Robotech Development Center, Monument City, design team unknown. Advanced technological advances built into a

Garland 6 chassis. Expected to be designated SMS-18H.

Number manufactured: 10?

ON THE DIFFERENCES BETWEEN GARLAND MODELS

(Taken from *MECHA AND PILOT* magazine, April 2029 issue)

The Garland 5

We didn't actually get to drive this model, as it was destroyed in a warehouse fire two years ago. We've heard from the scientists and test pilots who helped create it that the Garland was almost exactly like the Garland 6 is, but with a more primitive engine and a high-tech computer communication terminal (so high-tech that no one will talk to us about exactly what it did!). The pictures we've been shown LOOK almost exactly like the Garland 6 we got to drive, with minor exceptions such as fairing shape, et cetera. Its color was a bright red in the only color drawing; however the only colors used in this drawing were red, black, gray, and white, so we can't really tell if that's what it's supposed to be.

The Garland 6

The handling on this motorcycle compares favorably with most motorcycles on the civilian market. It features amazing cornering, and can attain remarkable speeds. Our former ATACS Hovertank pilot put it through its paces, and afterward had a great deal to say about it. He pointed out the computer terminal which resembles those found in police cars of the late 20th century, which the police used for calling up the criminal records of their arrestees. He mentioned the net-gun and magnetic cables, "for taking them alive." Furthermore, he indicated the stunning maneuverability of the machine--it has more speed

and better handling than any other ground mecha, except possibly the prototype "Cyclone Cycle" that the REF took with them 8 years ago. And this machine has an amazing capacity for taking damage. All in all, it's a surprise that it isn't serving in the front lines.

GARLAND 6 in motorcycle mode
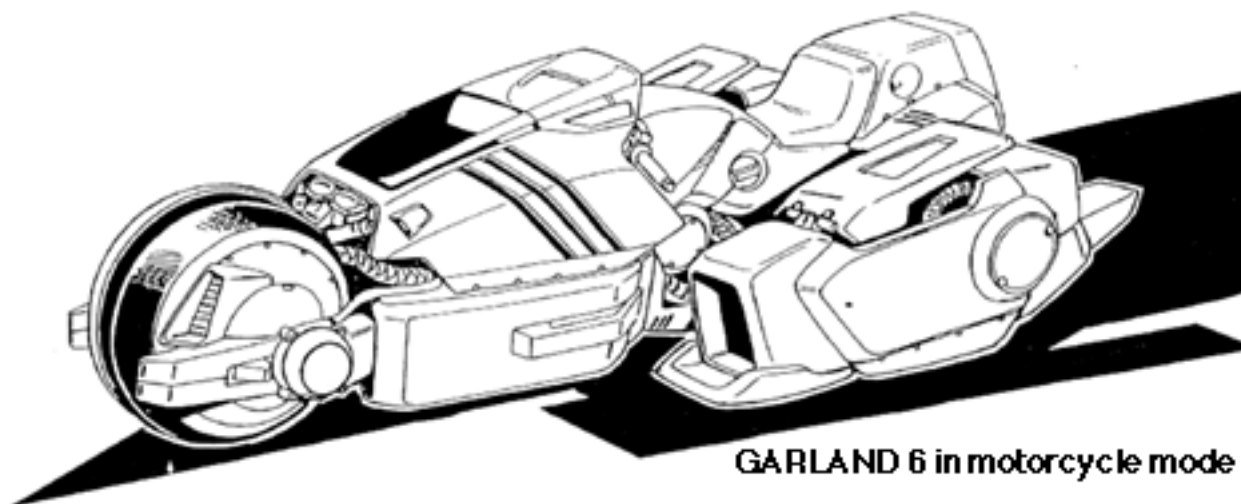
The Garland 7

This machine is the newest of the Garland line, and also the fastest. It gets a good 50 mph better than the Garland 5 or 6, because it rides on jets of air instead of tires. It is also even more maneuverable than the Garland 6. However, because it flies instead of drives, it's just a bit harder to control. But according to our pilot, once you get used to it, it's "like flying a dream." The GMP pilot told us, "You wouldn't believe how much of a help it is to us in high-speed chases."

The Hargun

We didn't actually get to drive this one, but we saw plenty of footage of it in action. It used to fill the roles now occupied by the Garland 6 and 7--a transformable high-speed pursuit and assault vehicle (the motorcycle Hargun), and a transformable high-speed hovercraft (the hovercraft Hargun). By all reports, over a hundred of these vehicles have been placed in storage, awaiting disassembly for replacement parts or some other fate.

[Garland RPG Stats](#)	[GMP Patrol Hovercraft](#)
[GMP Hargun Deployment Hovercraft](#)	[Anime and GM's Notes](#)

CHRIS MEADOWS aka
Robotech_Master
robotech@eyrie.org
chm173s@nic.smsu.edu

Author, Team M.E.C.H.A., Crapshoot & Co.
on the Superguy Listserv (bit.listserv.superguy)

http://www.eyrie.org/~robotech/index.html

GARLAND AND HARGUN RPG STATS

Written by CHRIS MEADOWS (robotech@eyrie.org)
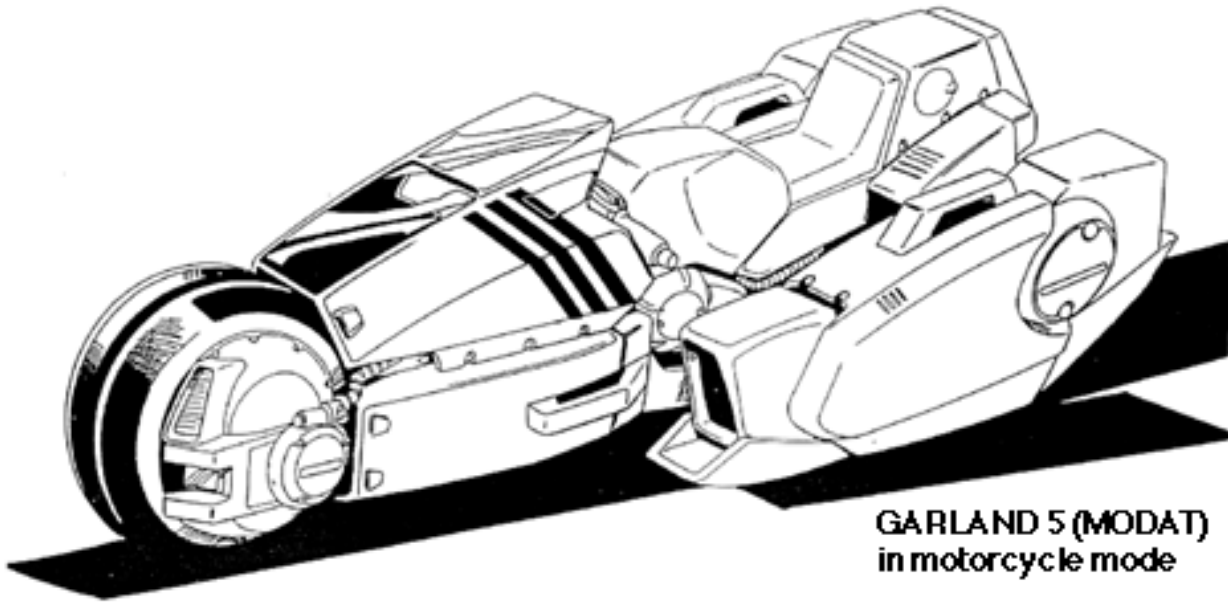
GARLAND 5 (MODAT)
in motorcycle mode

RPG STATS

Original Designation: SMS-18E Garland
Model Types (5):
 SMS-18E -- Garland (MODAT) prototype
 SMS-17B -- Hargun models
 SMS-18F -- Garland 6 wheeled cycle
 SMS-18G -- Garland 7 hover cycle
 SMS-18H -- Garland 8 advanced wheeled cycle

NOTE: Only ONE Series 5 (MODAT) Garland was ever made--it was replaced by the Garland 6. The MODAT Garland is included only as a standard for comparison. For all practical purposes, the Garland 5 was the same as a Garland 6 with less armor, a top-secret computer terminal, and two wheels rather than three. The Garland 7 is a Garland 6 with hover jets rather than wheels. The Hargun is the same as a Garland in battloid mode, except without the high-tech computer systems. Also, the Garland 8 is, for all practical purposes, exactly the same as the Garland 6 except for its additional weapon systems and cybernetic interface.

HARGUN NOTES: The Hargun is quite similar to the Garland, save that requires attachment of external components to transform. It is necessary for it to drive up into the back of a truck or van, where the arm and leg components are arranged in a special bracket system that allows them to attach and convert to

Battloid mode. If the truck is not available but the components are, a team of 4 people (they don't have to be maintenance mechanics) is required to hold the arms and legs in place for the motorcycle to attach to. The latter method is much slower, requiring thirty seconds (2 melees) to complete the process (which is done manually). Driving up into the truck to transform is faster, and requires only two (2) melee actions (one to drive up into the truck, the other to engage the transformation).
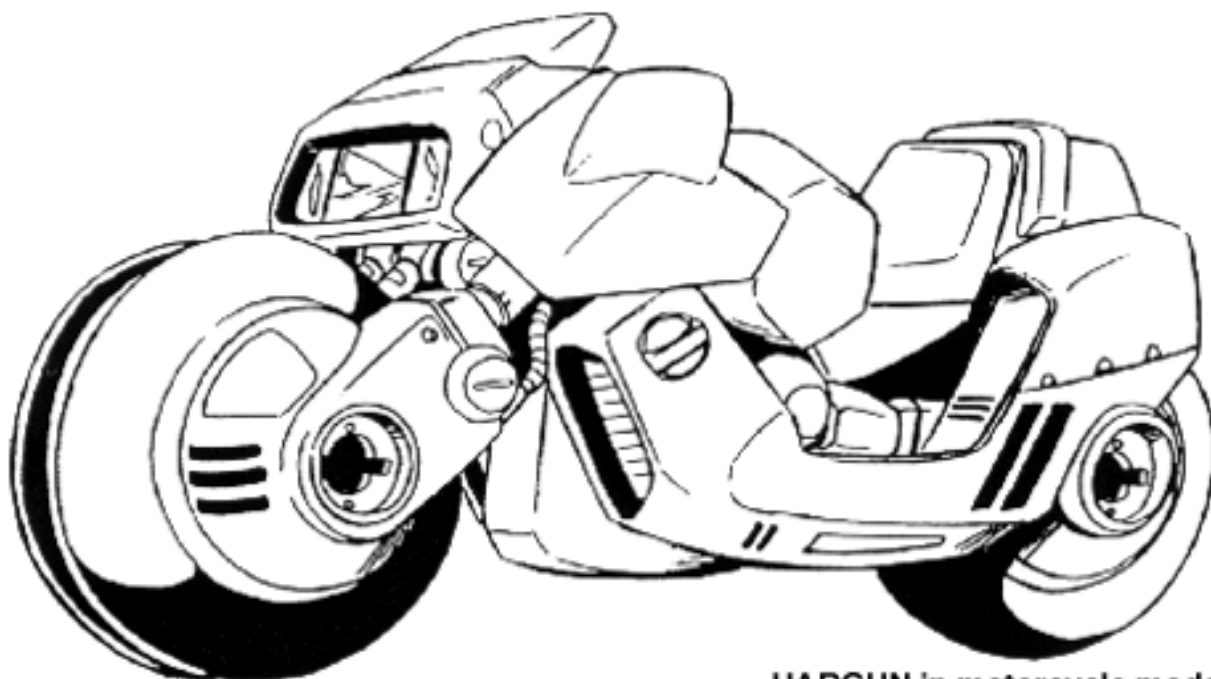
HARGUN in motorcycle mode
(Note ports for arm unit connections)

In motorcycle mode, the Hargun is slimmer than the Garland and actually looks more like a commercial motorcycle than a transforming unit. In Battloid, it is very similar to the Garland, though it is a bit blockier and heavier-built. It is equipped with the same sensory equipment and is otherwise the same in all respects. Harguns do not have the special MODAT computer terminal.

In addition to its motorcycle mode, the Hargun may also be inserted into a combat situation through a special hovercraft, an extension of an experimental GMP hover platform of the time. (These will be detailed in a separate section, after the statistics of the Garlands/Hargun that follow).

Class:
Heavy Transforming Motorcycle (with Mobile Operations Data Analysis Terminal [series 5])
Crew:
One. One or two passengers may ride behind the pilot but will be ejected if it has to switch modes.

M.D.C. by Location:

MOTORCYCLE MODE
    Headlights (three; 1 on front, two on rear hubs): 2 each

```
    Front Tire (Garland 5 and 6): 4
(1) Rear Tire (Garland 5 and 6) (1 or 2): 4 each
    Front Hover Thruster (Garland 7): 40
(1) Rear Hover Thruster (Garland 7): 40
(2) Rear Rocket Thruster Pack: 100
    Windshield: 20
(3) Main Body: 250 Garland 5 and Hargun; 300 Garland 6, 7, and 8
    Rear Wheel Hubs (2): 75 each
    GU-18, GU-19, or GU-21 gun pod: 80
    N-4 Net Canister: 20
```

BATTLOID MODE
```
    Reinforced Pilot Compartment: 100
(2) Rear Rocket Thruster Pack: 100
(3) Main Body: 250 Garland 5 and Hargun; 300 Garland 6, 7, and 8
    Arms: 75 each
    Hands: 30 each
    Legs: 150 each
    Feet: 60 each
(4) Head: 100
    Utility arms (3): 3 each
    GU-18, GU-19, or GU-21 gun pod: 80
    N-4 Net Canister: 20
```

NOTES:

(1)

Due to the protection of the hubs, the rear tire or hover thrusters are at an additional -5 from a called shot to hit. When the hubs are gone, they may be hit normally.

(2)

When the rocket thruster pack is destroyed, reduce flight speed and rocket-assisted jumps by 1/2.

(3)

When Main Body M.D.C. is depleted, the unit shuts completely down.

(4)

When the head is destroyed, the Garland loses all its sensors, including visual, and the pilot will be completely blind. The Garland will be at -10 from normal to parry, dodge, strike, roll, etc. The only way the pilot will be able to see will be to pilot with the seat in its 'up' position, in which case the pilot will be vulnerable to attack.

STATISTICS:

Power Plant:

Garland 5: Hybrid gasoline turbine/nuclear engine, 15,000 RPM

Hargun, Garland 6, 7, 8: Hybrid gasoline turbine/nuclear/micronized Protoculture fuel system, designed for maximum efficiency under all conditions. Six Protoculture cells will power it for up to six months.

Speed:

Motorcycle mode:

Garland 5 and 6: 200 mph max (320 kph)

Garland 7: 250 mph max with a maximum height of 200 feet.

Turbo boost: Allows Garland 5 or 6 to make jumps of up to 40 feet across or 20 feet high; or increases speed of Garland, 6, or 7 by 100 mph for up to two melees. Pilot must make roll for each melee at -30% (cumulative with other penalties)

Battloid mode, running: 70 mph max

Battloid mode, flying:

Garland 5 and 6: Hover stationary up to 30 feet (9.1 m) above the ground and fly up to 200 feet (61.5 m) high at max speed of 180 mph (288 kph). However, flight uses up Protoculture cells three times faster than normal, and puts such a drain on the nuclear power cells that it is necessary to rest for one half hour after every two hours of flying or risk burnout.

Garland 7: Hover stationary up to 200 feet (61.5 m) above the ground and fly up to 1,000 feet above the ground at a max speed of 200 mph (320 kph). Due to the increased efficiency of this model, the nuclear cells can support flight almost indefinitely.

Battloid mode, leaping: The powerful legs of the Garland mecha can leap up to 20 feet (6.1 m) high or across unassisted by the thrusters. A thruster-assisted leap can propel the mecha up to 100 feet (Garland 5, 6) or 200 feet (Garland 7) high or lengthwise.

Height:

Battloid Mode: 12 feet

Motorcycle Mode: 5 feet including optional roll cage on Garland 5 or 6; 3.5 feet to top of dash

Width:

Battloid Mode: 6 feet

Motorcycle Mode: 5 feet at rear hubs, narrowing to 1 foot at front wheel

Length:

Battloid Mode: 6 feet

Motorcycle Mode: 10 feet

Weight:

2200 lb, Hargun Motorcycle Mode

3000 lb, Garland, 6, Hargun
3200 lb, Garland 7

Cargo:

None; minimal storage space on motorcycle/inside robot for rifle or pistol, a few clips, and some rations.

WEAPON SYSTEMS:

1. **GU-18 23mm Gun Pod:** When the XE-17 energy pistol on the test model of what would become the Garland blew up, political pressure mandated that a different line of research be followed. Thus, with much grumbling, Dr. Zand put together a small semiautomatic cannon gun pod for the Cyclone Series 3 and 5. This weapon would also be issued to some Harguns and early Series 6 Garlands prior to the widespread deployment of the GU-19.

   - ❍ **Primary Purpose:** Assault
   - ❍ **Secondary Purpose:** Defense
   - ❍ **Mega-Damage:** 1D4x10 MD
   - ❍ **Rate of fire:** Semi-automatic; equal to the pilot's combined hand-to-hand attacks.
   - ❍ **Payload:** 12 rounds per magazine. Magazine clips fit into the back of the gun; inserting a spare clip requires two melee actions (one to remove the old clip; the next to replace it).
   - ❍ **Range:** 2000 ft

2. **GU-11S 55mm Gun Pod:** This weapon is a variant of the original GU-11 Gun Pod used by the VF-1 Veritechs of the Robotech Defense Force. Smaller, with a shorter barrel and smaller magazine, this weapon was designed for use with the Hargun when it became apparent that the GU-18's semi-automatic mode of fire was a limitation to its effectiveness in combat. This weapon was generally issued only to Hargun units, as the GU-19's development had been completed by the time the Model 6 Garlands saw production.
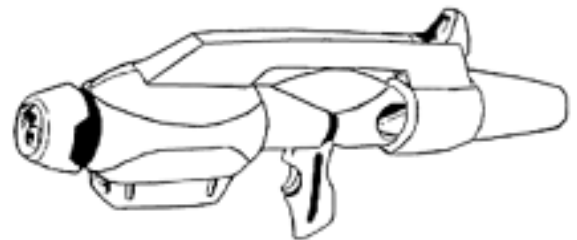
   - ❍ **Primary Purpose:** Assault
   - ❍ **Secondary Purpose:** Defense
   - ❍ **Mega-Damage:** 3D6 for a short burst, 6D6 for a long burst, or 1D6x10 for a full melee burst.
   - ❍ **Rate of fire:** Short or medium bursts count as one attack; equal to the pilot's combined hand-to-hand attacks per melee. A full melee burst takes the place of all attacks.
   - ❍ **Payload:** 160 rounds per clip, equal to 16 short bursts, 8 long bursts, or 4 full melee bursts.
   - ❍ **Range:** 4000 ft

3. **GU-19 35mm Gun Pod:** During the Hargun's design stage, the designers of the Garland series of vehicles came to the conclusion that the GU-18 gun pod's power and utility were limited by its inability to support fully automatic rates of fire. The GU-11S was a good interim solution, but 55mm ammunition was being phased out in favor of smaller types and might not be around much longer. Therefore, a new weapon was designed, using the caseless 35mm depleted Uranium APSSDS (Armor Piercing Spin-Stabilized Discarding Sabot) ammunition developed for the VAF-05 and VAF-06 Alpha Fighters. The caseless ammunition allowed a higher rate of fire and ammunition capacity than conventional ammunition, and the GU-19's larger clip dramatically increased the kill power of the Garland unit. This was the standard-issue weapon for the later Harguns and the Series 6 and 7 Garlands.
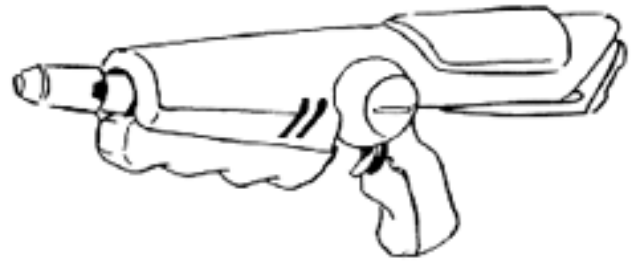
   ○ **Primary Purpose:** Assault
   ○ **Secondary Purpose:** Defense
   ○ **Mega-Damage:** 4D6 per short burst, 1D4x10 per long burst, 2D4x10 per full melee burst (same as GU-XX)
   ○ **Rate of fire:** Short or medium bursts count as one attack; equal to the pilot's combined hand-to-hand attacks per melee. A full melee burst takes the place of all attacks.
   ○ **Payload:** Can fire 12 short bursts, 6 long bursts, or 3 full melee bursts per clip. Each Garland may carry four clips (2 per arm); engaging a spare clip requires 2 melee actions (1 to remove clip from leg, 1 to slide into place). Although the GU-19 uses the same ammunition as the GU-XX, the magazine clips are incompatible; the ammunition from GU-XX clips will have to be reloaded into a GU-19 clip before it can be used.
   ○ **Range:** 4000 ft

4. **GU-21 45mm Recoilless Rifle Gun Pod:** The GU-21 is a rather powerful and dangerous weapon developed shortly before the Garlands were retired from service. Due to its late development this weapon is fairly rare, but it is valued for its destructive potential. The GU-21 can fire 45mm fin-stabilized grenades of several different types, and uses a special multi-compartmented magazine that can contain up to three different types of grenades, allowing the pilot to select the type he wishes to fire at the touch of a button. Grenade types include High Explosive Anti-Tank (HEAT), Fragmentation (FRAG), Incendiary, Smoke, or Gas grenades, or star shell flares. The GU-21 may also be equipped with an external N-2 net launcher. This weapon was issued to some Garland 6 and 7 models.

   ○ **Primary Purpose:** Assault
   ○ **Secondary Purpose:** Anti-Mecha, Crowd Control
   ○ **Mega-Damage: HEAT:** 2D4x10 MD (10 foot burst radius), **FRAG:** 1D6x10 MD (40 foot burst radius), **Incendiary:** 1D4x10 MD plus ignites any flammable materials, **Smoke or Gas:** no damage. **Star shells** will do 2D6 MD if fired at something, but their primary purpose is to create a brilliant white light that illuminates the immediate area and lasts for

2D4 melee rounds (15 seconds to 2 minutes). The smoke grenades will block sight and infrared sensors, and the gas grenades may contain tear gas, sleeping gas, or other types.

- ❍ **Rate of fire:** Single shots only; number of shots per round is equal to the pilot's combined hand-to-hand attacks.
- ❍ **Payload:** 30 grenades; may be subdivided into groups of 10 of different types. Switching types of grenade requires one melee action.
- ❍ **Range:** 3000 ft

5. **N-1 Net Launcher:** This interesting gun pod fires a woven cable net about ten feet in diameter. To break through this net, the victim must inflict 20 MDC points to it (either through shooting it or through tearing it) or roll successfully under "Roll with punch." Otherwise it will take 4D6 melees (minus 1 melee per +1 bonus to parry, dodge, or strike from Physical Prowess) to disentangle oneself. This gun was designed for use by Global Military Police Harguns (and later issued to Series 6 and 7 Garlands) to capture fugitives or suspects without a great risk of harming them (or nearby innocents).
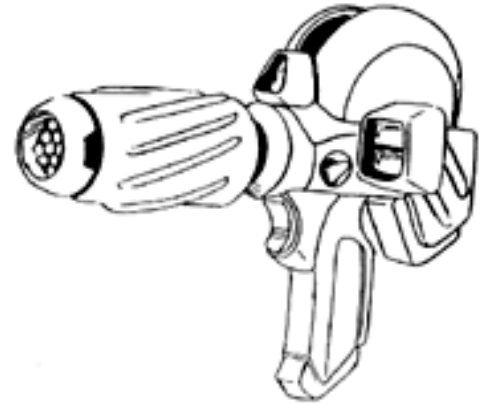
- ❍ **Primary Purpose:** Capture
- ❍ **Range:** 100 feet
- ❍ **Mega-Damage:** None; see above
- ❍ **Payload:** One net per canister; the Garland may carry two spare canisters (one per each leg); reloading canister takes two melee actions (one to remove the empty, one to slide the new canister on). Spent canisters are typically reloaded by machine; reloading a canister by hand requires 2D6x10 minutes.
- ❍ **Rate of Fire:** Once per melee

6. **N-2 Net Launcher:** This canister attaches to the GU-21, just to the left of the barrel. Like the N-1, it fires a woven cable net about ten feet in diameter. To break through this net, the victim must inflict 20 MDC points to it (either through shooting it or through tearing it) or roll successfully under "Roll with punch." Otherwise it will take 4D6 melees (minus 1 melee per +1 bonus to parry, dodge, or strike from Physical Prowess) to disentangle oneself.

- ❍ **Primary Purpose:** Capture
- ❍ **Range:** 100 feet
- ❍ **Mega-Damage:** None; see above
- ❍ **Payload:** One net per canister; the Garland may carry two spare canisters (one per each leg); reloading canister takes three melee actions (one to remove the empty, one to slide the new canister on, one to connect it to the GU-21's firing systems). Spent canisters are typically reloaded by machine; reloading a canister by hand requires 2D6x10 minutes.

○ **Rate of Fire:** Once per melee

7. **Beam saber:** Through special technological advances, all Garlands and Harguns were equipped with a special bottled-plasma melee weapon--a "beam saber" as it were. This hand-held weapon normally stores in the mecha's leg until needed.

○ **Primary Purpose:** Assault/Defense
○ **Secondary Purpose:** Tool for cutting
○ **Mega-Damage:** 1D4x10; If light saber successfully parries weapon, the weapon takes 1D4x10 + damage it normally does.
○ **Payload:** Effectively unlimited; hooks into robot's internal power supply.

8. Any Garland or Hargun may use any of the above weapons, as well as the E-20 and the GU-XX. All other weapons are too large to be carried.

9. **Magnetic Tow Cables:** The Garlands and Harguns were equipped with two magnetic tow cables, one in each shoulder. Each has a range of 200 feet, and may be fired forward or backward in Motorcycle mode. The cables are fired from the shoulders in motorcycle mode; from the rear wheel hubs in motorcycle mode. May be used as weapons, but do minimal damage. Cables may be broken by inflicting 5 M.D.C. to them, either by tearing them or by shooting them.
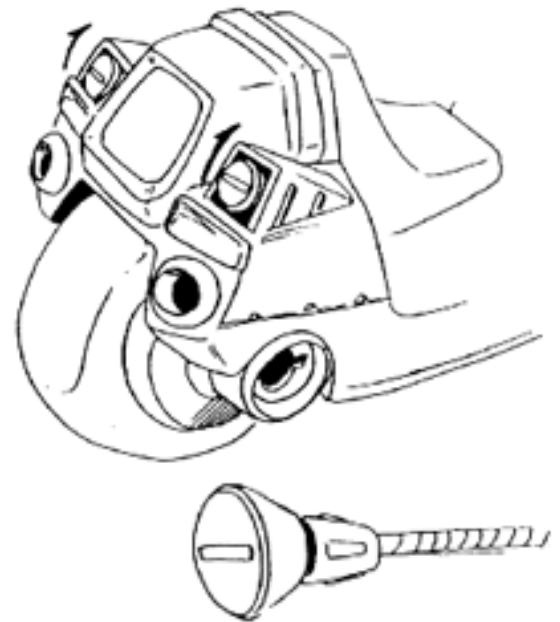
○ **Primary Purpose:** Rescue/Recovery/Capture
○ **Secondary Purpose:** Defense
○ **Range:** 200 feet
○ **Mega-Damage:** 1D4 M.D.
○ **Rate of Fire:** Once per each arm, per melee.

10. **GR-94 Forearm Missile Launcher:** The Garland 8 *(GM NOTE: The existence of this model is only a rumor)* is equipped with concealed mini-missile launchers in the forearms. These launchers are similar to those found on the VR-052 Battler Cyclone, the only difference being their slightly larger size due to the Southern Cross's lack of the microminiaturization advances made by REF scientists after leaving the Earth.

○ **Primary Purpose:** Assault
○ **Secondary Purpose:** Anti-Aircraft (ground-to-air missiles)
○ **Missile Type:** Plasma mini-missiles only!
○ **Mega-Damage:** 1D6x10 M.D.
○ **Rate of Fire:** Individual or a volley of two (2) fired simultaneously.

- ❍ **Range:** 1 mile (1.6 km)
- ❍ **Payload:** Four (4) total. Reloading requires about two melees and no specialized equipment.
- ❍ **Note:** Garland 8 only!

11. **Vibro-Blade Assault Knives:** These are located in sheaths in the arm units of the Garland 8. They require only one melee action to deploy, and can be used as a lethal weapon. Deployment is usually accomplished by crossing the Garland's arms and grasping the handles with opposite hands.

- ❍ **Primary Purpose:** Assault
- ❍ **Secondary Purpose:** Defense
- ❍ **Mega-Damage:** 3D6; 2D6 if thrown
- ❍ **Range:** As thrown weapon, 200 feet
- ❍ **Payload:** 2 blades are carried
- ❍ **Note:** Garland 8 only!

12. **Hand-to-hand combat:** Rather than fire any weapons, the Garland can engage in hand-to-hand combat. Punch--1D6 M.D. (has equivalent strength of P.S. 60); Kick--1D6 M.D.; Leap Kick--2D6 M.D. (counts as 2 attacks); Body Flip--1D6 M.D.; Body Block--1D6 M.D. (counts as 2 attacks)

STANDARD EQUIPMENT AND SENSORS:

- **Fuel Capacity:** 10 gallons gasoline (30 mpg), 6 Protoculture cells (Garland 6, 7, 8; last for approximately three months), and ten years nuclear life.
- **Radar:** Range 60 miles; can track up to 24 targets simultaneously
- **Motion Detector and Collision Warning System:** Close range (200 feet); sounds alarm, and red light warns pilot of impending collision and/or immediate target
- **Computer Communication/Analysis Terminal and Combat Computer (Garland 5):** This special supercomputer, when combined with the radio/video communication capabilities of the Garland, enabled communication via restricted channels, with unlimited scrambler/descrambler facilities. It could retrieve data from any one of the Southern Cross's (or any other) classified databases, though its primary connection was to the Robotech Research Center's mainframe computers. It also analyzed enemy strategy, giving the pilot an additional +2 to strike, parry, dodge, roll, and initiative, and would even engage the reconfiguration automatically when attacked (no loss of attacks to the pilot; takes precedence over all initiative) and engage in rudimentary defense maneuvers (dodge; only bonus the +2 mentioned above. One such dodge permitted in the first melee only; considered an auto-dodge) if the pilot so chose (or seemed to have no idea what he or she was doing). It projected this data on the cockpit

computer screen, windshield HUD, or pilot's helmet display. Subsequent models WERE NOT equipped with this computer (unless the GM decides to have one or two experimental prototypes of this sort in his game...).

- **Computer Scanning Terminal/Combat Computer (Hargun, Garland 6 and 7):** Because of fear of losing subsequent Garlands in the same way they had the Garland, and because of the expense of putting such a complicated terminal in every mecha, Zand and Beckett opted to install a less high-tech terminal in the Hargun and Garland 6 and 7. This terminal has standard accessing ability (suitable for searching police databases for criminal records, for example), limited scrambler/descrambler capacity, and runs all the mecha's other scanning systems. It also controls the Garland's communication functions. It performs no analysis and gives the pilot no bonuses of any kind; however, it does calculate, store, and transmit data onto the cockpit computer screen, windshield HUD, or pilot's helmet display.
- **Cybernetic Control Link-Up:** Garland 8 only. The existence of this advanced technology remains a mere rumor. What it would do is enable the mecha pilot to jack directly into the mecha's control computer, providing a degree of control similar to the Robotech Masters' Bioroids (from which, it is rumored, this technology was actually developed). In game terms, the cybernetic link will provide one additional attack per melee, and a bonus of +1 to strike, parry, dodge, roll, and initiative. To use the system, the pilot must have a small neural linkup jack (ie a datajack) implanted; the procedure is simple and requires only a few hours.
- **Radio/Video Communications:** Wide band and directional, radio and video telecast capabilities. Range is 600 miles or can be boosted indefinitely via satellite relay.
- **Laser Communications:** Long-range, directional communication system. Range 150,000 miles.
- **Laser Targeting System:** Range 200 miles (in outer space; range on Earth is limited due to atmospheric refraction and the curvature of the horizon).
- **External Audio Pickup:** Range 300 feet.
- **Loudspeaker:** Amplifies pilot's voice up to 90 dB.
- **External Video Surveillance System:** A video camera relays images to a cockpit

HARGUN cockpit interior

monitor. 360 degree rotation. Range: 300 feet. Telescopic capabilities: 6x magnification.
- **Telescopic optical enhancement:** Range 1600 feet. Field of vision: 20 feet.
- **Thermo-Imager:** Special passive optical system for detecting heat emitted by objects. Range 1600 feet.
- **Utility arms:** Set of small, retractable arms housed in the right forearm, to perform delicate work and to effect repairs. Each of the three arms has an A.R. of 6 and an M.D.C. of 3.
- **Hydraulic Pilot's Seat:** The head unit opens forward and backward like a canopy, and the pilot seat rises approximately two feet to give the pilot a clear vantage point. From here the pilot may
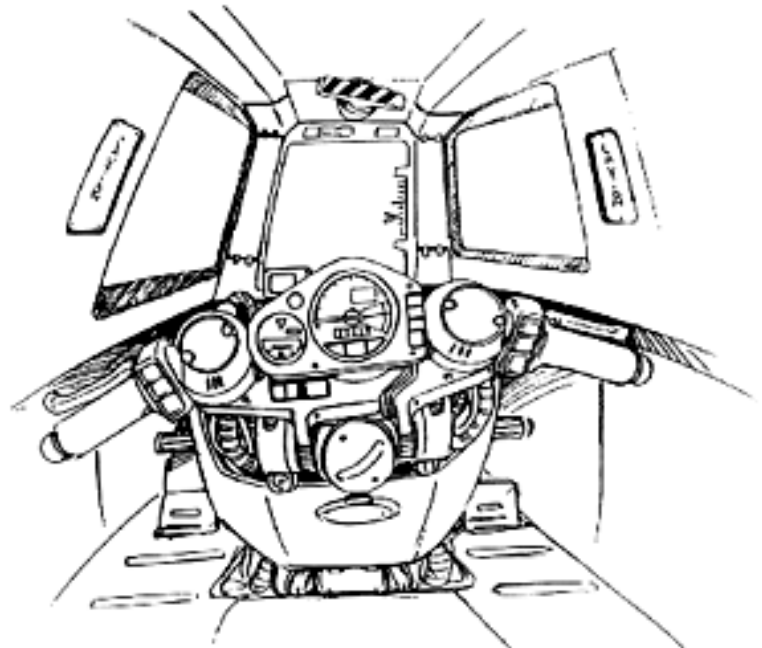
fire hand-held weapons, use binoculars, or simply grab a breath of fresh air. The robot may still be piloted in this position. Raising or lowering the seat requires 1 melee action.

- **Ejector Seat:** In case of emergencies, the pilot can be instantly ejected.
- **Heat and Radiation Shields**
- **Independent Oxygen and Circulatory System:** Contains enough oxygen for 12 hours; recirculation extends the supply to 1 week.

WHO MAY PILOT A GARLAND

GARLAND 6 in battloid mode

Anyone who has Pilot Motorcycle (or Pilot Hovercycle for Garland 7) and any mecha piloting skill may pilot the Garland. If the mecha piloting skill is Veritech or Battloid of any sort (Veritech being defined as transformable mecha) may pilot the Garland at BASIC proficiency. If the pilot skill is either Expert Hovertank or Expert Cyclone, the person pilots the Garland at EXPERT proficiency. This applies to models 5, 6, and 7. Also, CDU, CDFC, and GMP may take the Pilot Garland skill and Expert Combat. For all practical purposes, consider it the same as the REF's Pilot Cyclone skill.
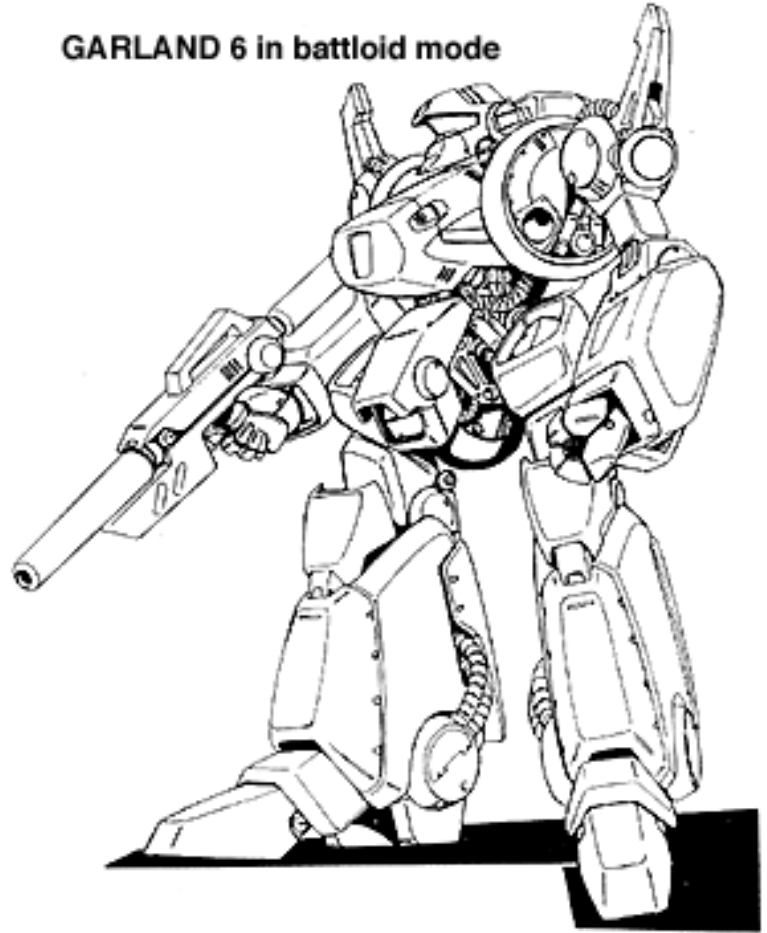
HAND-TO-HAND BONUSES FROM GARLAND EXPERT COMBAT TRAINING

(**NOTE:** Where two different numbers are separated by a comma in the "With the MODAT computer terminal" statement, they refer to the separate bonuses on the Garland 6 and Garland 7 models. For combat purposes, the MODAT 5 Garland was a Garland 6 with 50 less MDC on the main body and the bonuses conferred from its special computer added in.)

- 2 hand-to-hand attacks per melee (plus those of the pilot)

- Body flip/throw: 1D6 M.D. plus victim loses initiative and one attack that melee. Possible only in Battloid mode.
- Body block/tackle/ram: 1D6 M.D. plus 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- Kick attack
- Leap kick: 2D6 m.d.; counts as two attacks
- +3 to strike (+5 to strike with MODAT computer terminal)
- +3 to parry (+5 to parry with MODAT computer terminal)
- +3 (+4, Garland 7) to leap dodge (+5, +6 to leap dodge with MODAT computer terminal). An automatic dodge just like the parry, with no loss of attacks per melee. The Garland is so mobile that the pilot can leap, hop, and skip out of the way without penalty.
- +3 (+4, Garland 7) to dodge (+5, +6 to dodge with MODAT computer terminal). This is the regular type of dodge, applicable when in motorcycle mode.
- +2 (+3, Garland 7) to roll with punch (+4, +5 to roll with MODAT computer terminal)
- Critical Strike, same as pilot's hand-to-hand.
- One additional hand-to-hand attack at level five.
- One additional hand-to-hand attack at level ten.
- +1 to initiative Garland 7 (+2, +3 initiative with MODAT computer terminal)

- Damage:
  - Punch: 1D6 M.D.
  - Kick: 1D6 M.D.
  - Leap Kick: 2D6 M.D.
  - Body Flip/Throw: 1D4 M.D.
  - Body Block/Tackle: 1D4 M.D.
- The Garland also has a physical strength (P.S.) equal to P.S. 60.

HAND-TO-HAND BONUSES FROM GARLAND BASIC COMBAT TRAINING

(**NOTE:** Where two different numbers are separated by a comma in the "With the MODAT computer terminal" statement, they refer to the separate bonuses on the Garland 6 and Garland 7 models. For combat purposes, the Garland was a Garland 6 with 50 less MDC on the main body and the bonuses conferred from its special computer added in.)

- 1 hand-to-hand attack per melee (plus those of the pilot)
- Body flip/throw: 1D6 M.D. plus victim loses initiative and one attack that melee. Possible only in Battloid mode.
- Body block/tackle/ram: 1D6 M.D. plus 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.
- Kick attack
- Leap kick: 2D6 m.d.; counts as two attacks

- +1 to strike (+3 to strike with MODAT computer terminal)
- +1 to parry (+3 to parry with MODAT computer terminal)
- +1 (+2, Garland 7) to leap dodge (+3, +4 to leap dodge with MODAT computer terminal). An automatic dodge just like the parry, with no loss of attacks per melee. The Garland is so mobile that the pilot can leap, hop, and skip out of the way without penalty.
- +2 (+3, Garland 7) to dodge (+4, +5 to dodge with MODAT computer terminal). This is the regular type of dodge, applicable when in motorcycle mode.
- +1 (+2, Garland 7) to roll with punch (+3, +4 to roll with MODAT computer terminal)
- Critical Strike, same as pilot's hand-to-hand.
- One additional hand-to-hand attack at level six.
- One additional hand-to-hand attack at level eleven.
- +1 to initiative Garland 7 (+2, +3 initiative with MODAT computer terminal)

- Damage:
  - Punch: 1D6 M.D.
  - Kick: 1D6 M.D.
  - Leap Kick: 2D6 M.D.
  - Body Flip/Throw: 1D4 M.D.
  - Body Block/Tackle: 1D4 M.D.
- The Garland also has a physical strength (P.S.) equal to P.S. 60.

NOTE: Combat bonuses for the Garland 8 are exactly the same as for the Garland 6, except they receive one extra attack per melee and bonuses of +1 additional to strike, parry, dodge, and roll. They are NOT considered to have the comprehensive combat computer as seen in the Garland. However, they MAY have one if the GM allows it (though this would indeed border on the munchkinistic).

Introduction	**GMP Patrol Hovercraft**
GMP Hargun Deployment Hovercraft	**Anime and GM's Notes**

CHRIS MEADOWS aka **Robotech_Master**
robotech@eyrie.org
chm173s@nic.smsu.edu

Author, Team M.E.C.H.A., Crapshoot & Co. on the Superguy Listserv (bit.listserv.superguy)

http://www.eyrie.org/~robotech/index.html

---

*HTML Conversion by **Dave Deitrich** (deitrich@mcs.net)*

GMP PATROL HOVERCRAFT

Written by [CHRIS MEADOWS](mailto:robotech@eyrie.org) (robotech@eyrie.org)
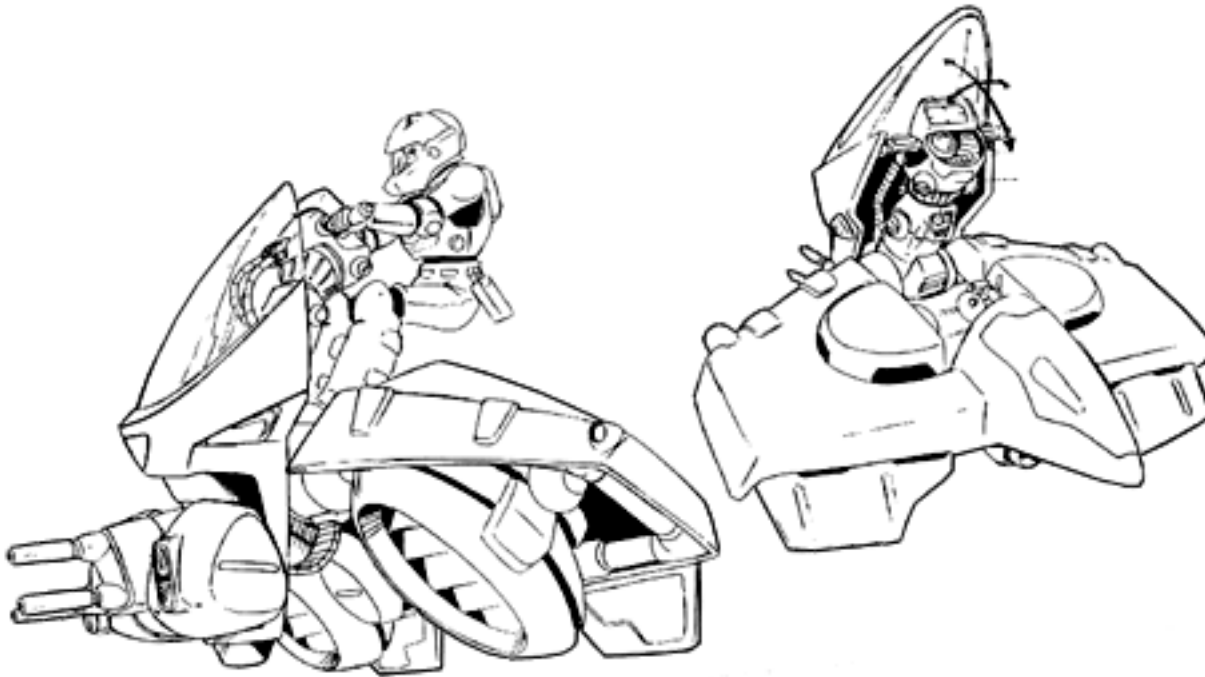
During the era before the Robotech Masters invaded, the Global Military Police did some experimentation with hover platforms that, ironically, bore some resemblance to the platforms the Robotech Masters' Bioroids were later to employ to great effect.

These platforms were one-man, high-speed patrol ships, designed for use against terrorists or urban violence. They were armed with a high-speed, rapid-cycling 23mm gatling cannon and some very good maneuverability.

These hovercraft were used during the same period of time as the Garland series of mecha, and retired at about the same time for about the same reason--they were considered too expensive to maintain and unnecessary for normal patrol work. They were replaced by the hovercycle that most Southern Cross personnel used by the time of the Second Robotech War.

This unit is based on the ones seen in the Megazone 23 movies, to complement the Garland and Hargun mecha. All statistics are made up, any errors are probably my fault; I can't read the original Japanese in the art books.

RPG STATS

Class: Light patrol vehicle
Crew:
> One. One passenger may also ride the 'craft, hanging on behind the pilot, but this is not recommended (for safety reasons).

M.D.C. BY LOCATION:

```
    Main Body:      120
    23mm Cannon:    30
    Windshield:     10
(1) Pilot:          (Whatever body armor he's wearing)
```

NOTES:

(1)
> Because of his position on the platform, the pilot is a viable target, especially from the side. The platform rider relies on his maneuverability and body armor to protect him from gunfire.

POWER PLANT: Pratt & Whitney AT-972 Aviation Turbine Engine
RANGE: Two hours flight time
SPEED:
> **Hover stationary:** up to 100 feet off the ground
> **Fly:** up to 250 mph, altitude ceiling of 10,000 feet

HEIGHT: 6 ft. 6 in. (without rider)
WIDTH: 8 ft.
LENGTH: 6 ft.
WEIGHT: 1000 lbs.

WEAPON SYSTEMS:

1. **23mm RAPID-FIRE GATLING CANNON:** This gun system, capable of limited side-to-side and up-and-down rotation, is designed for standard patrol tasks involving anti-armor and anti-personnel. While not as heavy a weapon as some carried by mecha, it is more than sufficient for the normal assault and defense functions performed by these hovercraft.

   - **Primary Purpose:** Anti-Armor/Anti-Personnel
   - **Secondary Purpose:** Defense
   - **Mega-Damage:** 8D6 per burst
   - **Rate of fire:** Equal to the pilot's hand-to-hand attacks
   - **Payload:** 40 bursts
   - **Range:** 2000 ft

STANDARD EQUIPMENT:

- **HEADS-UP DISPLAY:** Displays flight and targeting data on the hovercraft's windshield.
- **FLIGHT COMPUTER:** Plots flight data and displays it on pilot's helmet or the hovercraft's HUD.
- **TARGETING COMPUTER:** Plots targeting for 23mm cannon and displays data on pilot's helmet or the hovercraft's HUD.
- **RADAR:** 10 mile range, 20 target capacity.
- **AUDIO/VIDEO COMMUNICATION SYSTEM:** 60 mile range.

COMBAT BONUSES:

- Add to pilot's standard hand-to-hand combat
- +1 attack per melee
- +3 to strike with cannon
- +2 to dodge (automatic--no attack required)
- +2 to roll
- No parry possible

[Introduction](#)	[Garland RPG Stats](#)
[GMP Hargun Deployment Hovercraft](#)	[Anime and GM's Notes](#)

CHRIS MEADOWS aka **Robotech_Master**
robotech@eyrie.org
chm173s@nic.smsu.edu

Author, Team M.E.C.H.A., Crapshoot & Co. on the Superguy Listserv (bit.listserv.superguy)

http://www.eyrie.org/~robotech/index.html

---

*HTML Conversion by **Dave Deitrich** (deitrich@mcs.net)*

GMP HARGUN DEPLOYMENT HOVERCRAFT

Written by [CHRIS MEADOWS](robotech@eyrie.org) (robotech@eyrie.org)
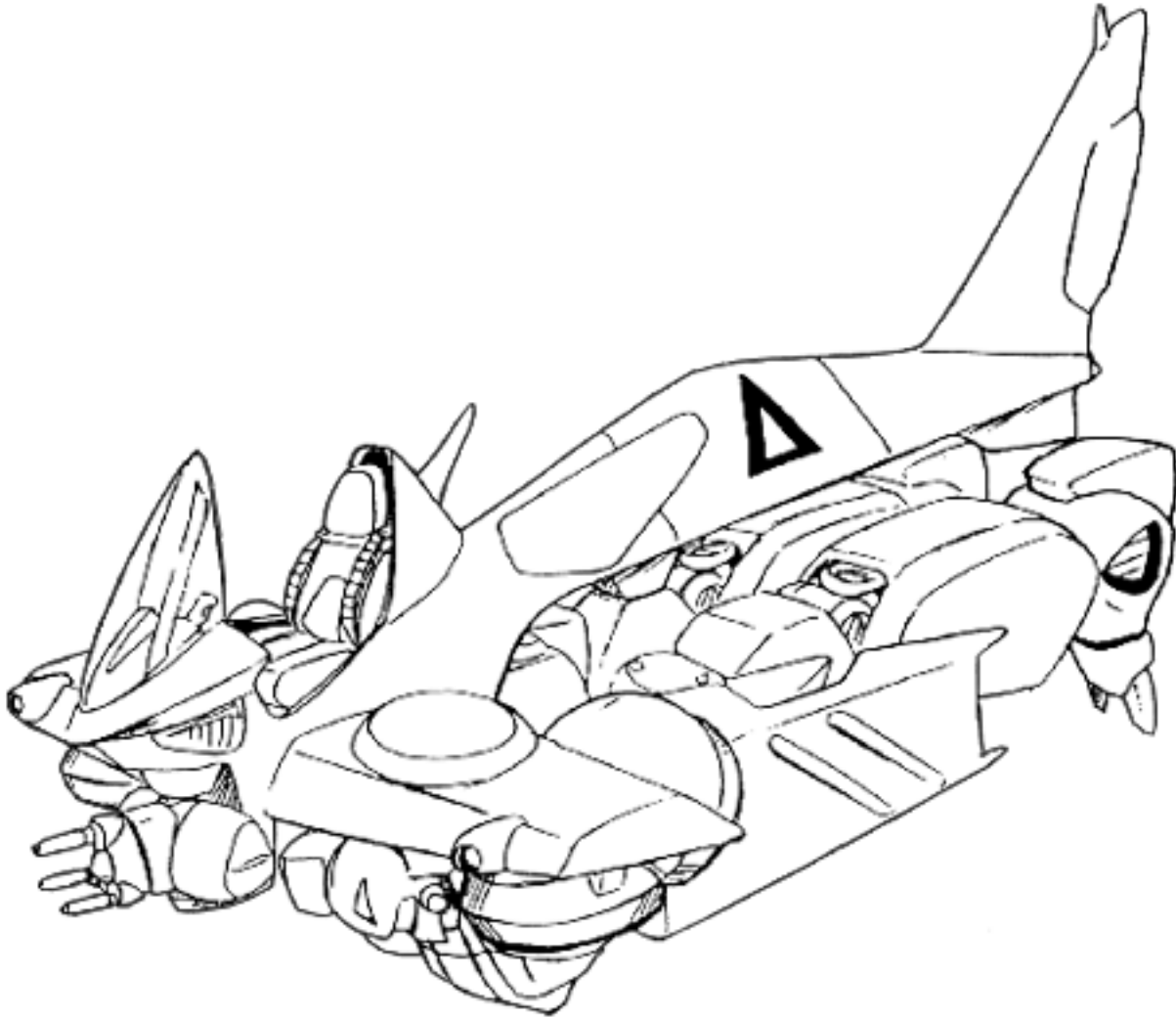
During the test period of the Hargun motorcycle/mecha units, a variant of the GMP hover platform was used to deploy Hargun mecha into combat zones. This consisted of a larger hovercraft-type platform which connected to and around a horizontal, Battloid-mode Hargun. This platform was similar to the hovercraft described above, except that it was longer and the seating arrangement was different.

Unlike the GMP patrol platform, in the Hargun deployment vehicle the pilot sits in a semi-enclosed cockpit. When the Hargun deploys to Battloid mode, the pilot is moved from this cockpit into the Battloid-mode Hargun as it drops away.

Deploying the Hargun from the platform takes but one action. The pilot trips a switch, the Hargun

extends its legs, and the mecha falls away from the platform (which can be retrieved later). After deployment, the Hargun is the same in every respect as one of the Battloid-mode Harguns described above.

This unit is based on the ones seen in the Megazone 23 movies, to complement the Garland and Hargun mecha. All statistics are made up, any errors are probably my fault; I can't read the original Japanese in the art books.

RPG STATS

Class: Heavy Patrol/Mecha Deployment Vehicle
Crew: One.

M.D.C. BY LOCATION:

```
(1) Main Body:          150
    23mm Cannon:        30
    Windshield:         20
(2) Hargun Main Body:   250
```

NOTES:

(1)

> If the main body of the hovercraft is destroyed, the explosion in the power plant will usually also destroy the Hargun as well.

(2)

> Because of its position on the underside of the hovercraft, covered on most sides by the hovercraft main body, the Hargun main body can be hit only from directly underneath. If it is destroyed, the vehicle is considered shut down.

POWER PLANT:
> Pratt & Whitney AT-972 Aviation Turbine Engine supplemented with Hargun power supply and thrust jets

RANGE: Two hours flight time
SPEED:
> **Hover Stationary:** up to 200 feet off the ground
> **Fly:** up to 300 mph, altitude ceiling of 10,000 feet

HEIGHT: 8 ft. 6 in.
WIDTH: 12 ft.
LENGTH: 16 ft.

WEIGHT: 4200 lbs.
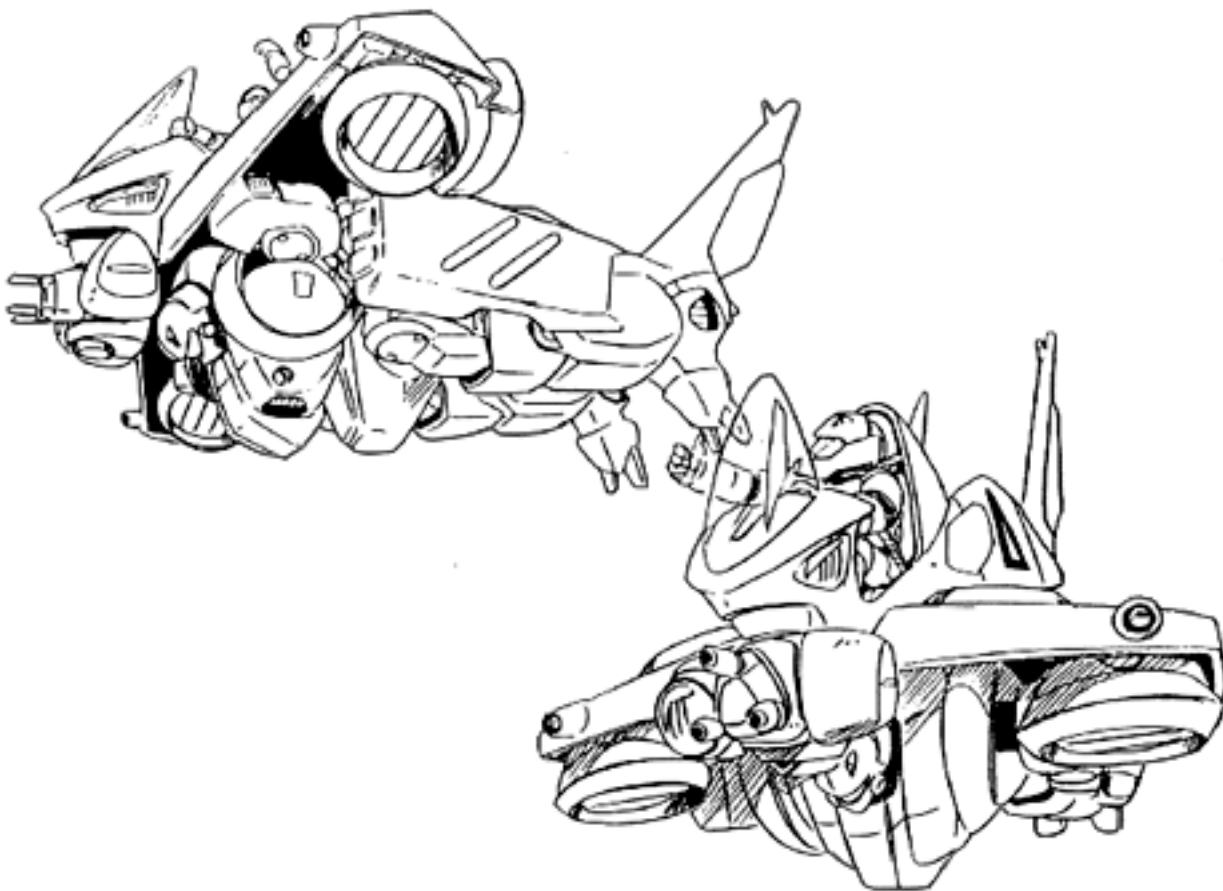
WEAPON SYSTEMS:

1. **23mm RAPID-FIRE GATLING CANNON:** This gun system, capable of limited side-to-side and up-and-down rotation, is designed for standard patrol tasks involving anti-armor and anti-personnel. While not as heavy a weapon as some carried by mecha, it is more than sufficient for the normal assault and defense functions performed by these hovercraft.

   - **Primary Purpose:** Anti-Armor/Anti-Personnel
   - **Secondary Purpose:** Defense
   - **Mega-Damage:** 8D6 per burst
   - **Rate of fire:** Equal to the pilot's hand-to-hand attacks
   - **Payload:** 40 bursts
   - **Range:** 2000 ft

2. **STANDARD HARGUN WEAPONS SYSTEMS,** useable only in battloid mode.

STANDARD EQUIPMENT:

- **HEADS-UP DISPLAY:** Displays flight and targeting data on the hovercraft's windshield.
- **OTHER STANDARD HARGUN COMPUTERS AND SENSORY EQUIPMENT.**

COMBAT BONUSES:

- Add to pilot's hand-to-hand bonuses *DURING HOVERCRAFT MODE ONLY.* Do NOT add Hargun combat bonuses during hovercraft mode, and do NOT add hovercraft bonuses during Battloid mode.
- +1 attack per melee
- +3 to strike with cannon
- +2 to dodge (automatic--no attack required)
- +2 to roll
- No parry possible

Introduction	Garland RPG Stats
GMP Patrol Hovercraft	Anime and GM's Notes

CHRIS MEADOWS aka **Robotech_Master**	Author, Team M.E.C.H.A., Crapshoot & Co. on the Superguy Listserv (bit.listserv.superguy)
robotech@eyrie.org	
chm173s@nic.smsu.edu	http://www.eyrie.org/~robotech/index.html

---

HTML Conversion by Dave Deitrich (deitrich@mcs.net)

ANIME AND GM'S NOTES
FOR THE GARLAND RPG STATS

Written by [CHRIS MEADOWS](robotech@eyrie.org) (robotech@eyrie.org)

ANIME SIDE NOTES:

All of the background, etc. for the Garland is entirely fictitious. The only Garland ever mentioned in Robotech is the MODAT from Robotech: The Movie. The Hargun and Garland 6, 7, and 8 are my own invention, based on some things I read in the synopsis for Robotech: The Movie in Robotech Art III; things I read in the script to Megazone 23 Part I, from which Robotech: The Movie was made; some pages from the Megazone 23 Art Books (which Peter Walker was gracious enough to let me see), and things I saw in Megazone 23 Parts I, II, and III. Also helpful was information in a Megazone 23 synopsis I got from the nets. The current version of the Garland gun pods was cribbed from Dave Deitrich's Third Invid War homepage, which was in turn cribbed (and greatly modified) from a prior version of this Garland write up, so I guess we're even. :-)
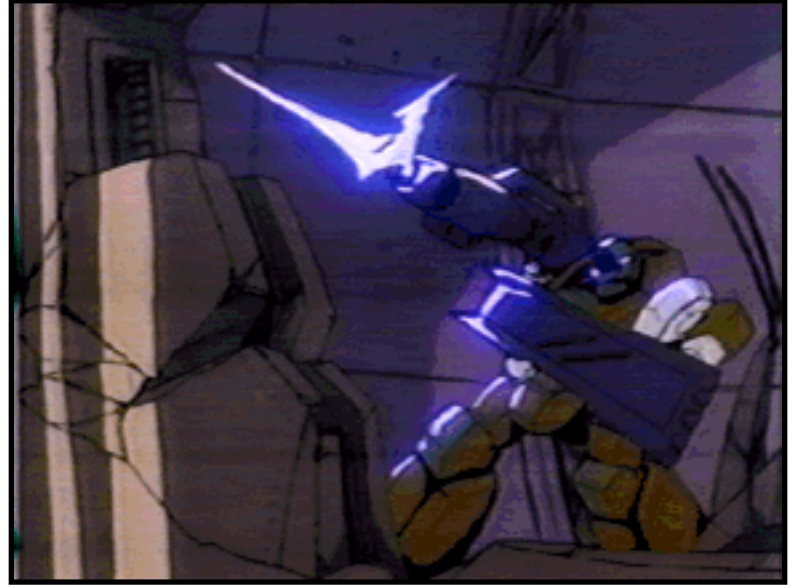
This Garland adaption was created for the Robotech universe only. I do not pretend to claim that all the information presented here is correct for the original Garland prototype, Harguns, or later-version Garland machine soldiers from Megazone 23.

I apologize to anime purists whom this Robotech transposition may offend, and if I am wrong about some points I ask that you please correct me. If I am far wrong, I will change the design and announce it over the Robotech server.

The facts I was able to glean from synopsis, script, and the shows are the following:

1. The Garland is called "the Garland prototype." It has an advanced communication terminal that allows communication on "restricted channels." (Megazone 23 Part II)
2. Quote from script: "At 15,000 RPM and 320 KPH, its speed is that of a Formula-1 Racer. Nevertheless, this cycle is no sports machine." (Megazone 23 Part I)
3. In one scene in Part I, the Garland Prototype (Garland) is chased by "pursuit bikes" (also two-wheelers). These bikes fire magnetic cables at the Garland, which its pilot manages to break. The bikes then drive up into the back of a truck where they "lock in with other components" and become "Hargun" robots. They then fire nets at the Garland. (Megazone 23 Part I)
4. In Megazone 23 Part II, Johnny Winters (aka Yahagi Shogo), the protagonist in Megazone 23 Part I, steals a heavily-guarded Garland. Though the Carl Macek dub claims that this is the original Garland prototype, it is actually not. I have based the Garland 6 on these motorcycles. (Megazone 23 Part II)
5. In Megazone 23 Part II, bikes are shown that resemble the Garland Prototype (Garland) and are shown flying and changing into robots like the Garland. Also, one of the characters mentions "those new bikes the police have," and refers to "Johnny Winters," the person who piloted the Garland, as being the only person who's ridden one. The seats of these flying Garlands are shown in their raised positions in robot mode, and so is the seat of the Garland. The Garland 7 was modeled after these hoverbikes. (Megazone 23 Part II)
6. In one scene in Megazone 23 Part I (also mentioned in passing in the synopsis of Robotech: The Movie, Robotech Art III), the pilot of the Garland Prototype (Garland) uses what sounds like a thermo-imager to scan a hotel for his girlfriend. (Megazone 23 Part I, Robotech Art III)
7. In Megazone 23 Part III, the Garland bike had some kind of cyberjack system, and it also had knives (which I assume to be vibroknives) and mini-missiles in the forearm panels. This is the vehicle upon which I have based the Garland 8.

GARLAND 7 in battloid mode

G.M. NOTES AND SUGGESTIONS:

This bike is most likely to be found in the hands of a bike gang. It is far more likely that they'll have the Garland 6 than the Garland 7.

Perhaps the PCs might hear about a gang using "huge motorcycles that turn into robots," and if they have a Cyclone, they would be told that it's something different...but I think that I would surprise them with the Garland's transformation.

Perhaps the Resistance might locate the base where the Garland/Garlands are being stored, but it's deep in the heart of Invid-occupied territory. Or maybe the PCs might just have been robbed by the occupants of an Invid-sympathizer town and turned out naked in the jungle. They stumble upon the entrance to the old abandoned base, and find--VOILA. No other mecha; just about three hundred motorcycles with weapon systems stored nearby.

I wouldn't recommend that the MODAT computer system be used in the game...it's too powerful. Of course, in the post-holocaust world of Invid Invasion, there really aren't all that many classified data-bases it could tap into. However, this ability might make it useful for detecting nearby bases by reading out any transmissions from nearby computers. It might be just the thing for, say, a Resistance Communication Engineer. If there WERE any Garland 6 or 7s equipped with this terminal, they'd probably be stored in the South American bunker.

Legal Notices

Revision History

- Revision 9/18/92
- Revision 6/29/93
- Revision 9/03/95
- Converted into HTML 3/17/96 by **Dave Deitrich** (deitrich@mcs.net)

Introduction	**Garland RPG Stats**
GMP Patrol Hovercraft	**GMP Hargun Deployment Hovercraft**

CHRIS MEADOWS aka **Robotech_Master**
robotech@eyrie.org
chm173s@nic.smsu.edu

Author, Team M.E.C.H.A., Crapshoot & Co.
on the Superguy Listserv (bit.listserv.superguy)

http://www.eyrie.org/~robotech/index.html

---

*HTML Conversion by **Dave Deitrich** (deitrich@mcs.net)*

*In 1999 an alien spaceship crashed onto the Earth. Hidden on board were the secrets of a unique science known as **ROBOTECHNOLOGY**. Databanks found in the ship were transferred to the Earth's **Robotech Computer Complex**.*

*In 2009, an alien search party arrived from hyper-space to reclaim their lost databank. The **United Earth Government** was forced into an intergalactic war. Earth forces were able to win the first battle... but at a great cost. The planet was virtually destroyed. New population centers grew out of the ashes.*

It is now 2027. A second armada sent by the aliens is nearing Earth. They have come to recapture the secrets of their lost teechnology...

And then destroy the Earth.

ROBOTECH: THE MOVIE
Comic Book Information

The highly-anticipated **Robotech: The Movie** comic book series finally came out in late November/early December 1996. If the comics are true to the story of the film, then I can see why the Robotech movie never made it beyond its premiere in Houston, TX. Though on the plus side, Chi's artwork is excellent and the comics do offer some interesting insights for GMs wanting to run pre-Southern Cross campaigns.

Unfortunately, from what I heard the comics were only printed in limited numbers, so if you can't find copies in the back bins of your local comic book store you may be out of luck. You might try contacting Benny R. Powell, the writer for the comics, at **BPowell9@AOL.COM** and see if he has any suggestions. Or you can write to Academy comics at the address below to see if they have any copies left in stock.

ACADEMY COMICS LIMITED
P.O. Box 8043
South Bend, IN 46660-8043

The press releases and covers of the comics are below.

ROBOTECH THE MOVIE issue #1

The year is now 2027. It has been over two decades since earth was plunged into an intergalactic war with the hostile aliens known as the Robotech Masters. Humanity has had time to heal, rebuild... and forget. Thus when the earth is once again threatened, it falls into question, will they be ready?

This is the first issue of a two-part story which brings to comics the never before released **Robotech: The Movie** by Carl Macek himself. Each one of these two giant-sized 32 page stories will sport a painted cover as well as line art by the top Marvel artist, **Chi**. Also, the book will be scripted by yet another Marvel talent, writer **Benny R. Powell**.

Add to this excitement that a mere two weeks after the first issue hits your store, the second issue will be there as well. So there is even less time to have to wait for the startling conclusion to this grueling space epic.

ROBOTECH THE MOVIE issue #2
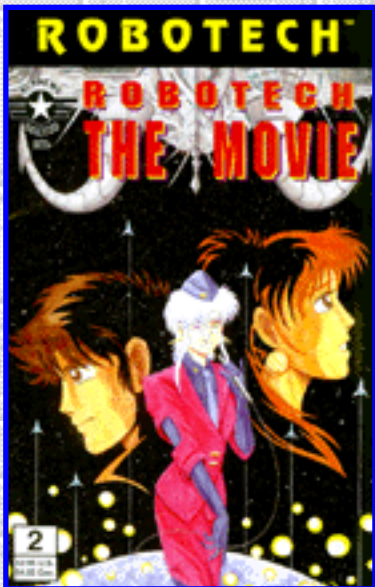
Wait a minute... is our hero, Mark, dead? If so, who will save the earth? What will happen? How will the earth be saved from destruction? Why is Col. Andrews working against his own people? Where can we find all of this out? When will we know?

When? A mere two weeks after the conclusion of the first issue is exactly when all of this will be revealed in the edge of your seat conclusion to this two-part mechanized epic. You'll just have to be there for all 32 pages of action-packed excitement.

Fully painted cover by **Chi** along with his stunning pencils inside. A well crafted story filled with enough twists and turns to make you feel like you're inside one of these Robotech warriors yourself. **Benny R. Powell** puts pen to page as he brings Carl Macek's wonderful vision of the future to life in the story YOU demanded.

THE STINGER
(MALCONTENT ZENTRAEDI COMBAT MECHA)

RPG Stats by **DAVE DEITRICH** (*deitrich@mcs.net*)
Based on original mecha designs by **BILL SPANGLER** *and* **MICHAEL LING**

BACKGROUND

After Khyron's suicidal attack on New Macross and the Food Riots of 2015, the United Earth Government made a concentrated effort to confiscate or destroy all remaining Zentraedi mecha on Earth. They hoped that a lack of mecha combined with the Zentraedi's genetic inability to repair their own war machines would discourage malcontent Zentraedi from attacking, or at least weaken them enough to be easily defeated by RDF peacekeeping forces. Nevertheless, hundreds of Zentraedi mecha escaped the

UEG's efforts and were smuggled into the Zentraedi Control Zone in South America. After the Brazilia Massacre in July of 2015, bands of Malcontents used these mecha to strike back at RDF and Southern Cross peacekeeping forces. Still, the UEG hoped that "Malcontent Uprisings" would come to a quick end as more and more Zentraedi mecha were destroyed by Earth forces.

Then, in June of 2016 reports started coming in of attacks on RDF and Southern Cross patrols by jury-rigged suits of powered armor. Where or how these mecha were produced were a complete mystery, with UEG "experts" blaming everyone from E.B.S.I.S. agents to "the advance forces of the Robotech Masters." As the year wore on, the number and deadliness of these mecha (named "Stingers" by RDF Intelligence) increased at an alarming rate, until by December of that year they posed a clear and dangerous threat to all RDF forces in the region.

An intensive undercover search by RDF Intelligence eventually revealed that the primary source of Stingers was a Malcontent band called the Scavengers. The Scavengers constantly confounded the experts in Zentraedi psychology and military tactics by devoting nearly all their efforts to constructing mecha (a feat which up till now was considered impossible for Zentraedi) rather than combat which was the Zentraedi imperative. Apparently, the hardships of life in the South American jungles had somehow reawakened the Scavengers' natural inventiveness, which had been suppressed long ago by the Robotech Masters. Over the course of the Uprisings the Scavengers built almost 2,000 Stingers for other Malcontent bands, as well as developed other weapons of destruction for Zentraedi. Two other well-known weapons produced by the Scavengers was an atomic bomb used to destroy the Southlands city Oasis, killing approximately 53,000 people, and a robotic insect with an insanity-producing chemical weapon that almost destroyed Cavern City, the largest city and RDF base in South America. The Scavengers were eventually destroyed in August of 2018 by a combined RDF/Southern Cross/Loyal Zentraedi strike on their base of operations. This became known as the last major battle of the Uprisings, as without support from the Scavengers most of the other Malcontent bands quickly collapsed. No other examples of Zentraedi developing inventiveness were ever discovered on Earth. The few remaining RDF-Zentraedi forces finally rediscovered their inventiveness during the REF's mission to Tirol, where they were stationed on Fantoma's surface to mine monopole ore for the SDF-3.

No two Stingers look exactly alike. All Stingers are constructed from the remains of RDF and/or Zentraedi mecha, sometimes almost without rhyme or reason. However, all Stingers do have some qualities in common. They are all roughly humanoid shaped, with two arms, two legs, a head and a main body. All Stingers are capable of flight, with thrusters mounted in a backpack-like assembly on the back of the mecha. Almost all Stinger weapons are mated directly to the mecha's body. It is extremely uncommon to see a Stinger with a hand-held weapon, even though most of them are equipped with hands or grasping units (the hands are usually used for grasping supplies during raids).

Almost all Stingers are located in South America, specifically in the Zentraedi Control Zone. From there they launch hit-and-run attacks against RDF bases and transports. They also stage "harassing" attacks on any RDF forces that enter the Zone. Stingers never attack alone; they will always be found in groups of no less than four. Large groups of Stingers are also uncommon, unless they are defending a Malcontent base or Stinger production facility. Stinger pilots know that their mecha are no match for RDF mecha in a straight fight, so they will always use terrain and cover to maximum effect. Stingers are quickly proving to be a major problem for RDF and Southern Cross peacekeeping forces. The location and destruction of all Stinger production facilities is of maximum importance to all UEG forces in the region.

Due to the mandatory micronization of Zentraedi living on Earth, the Scavengers intentionally scaled the Stingers for use by micronized Zentraedi. This also made them very popular to Black Marketeers, who continued to support a few of them after the fall of the Scavengers. The last known sighting of a Stinger was two years after the end of the Second Robotech War, when a combined E.B.S.I.S./Zentraedi force tried to steal protoculture from an understaffed Southern Cross base in Mexico. It is unknown but highly doubtful that any Stingers survived the Invid Wars and still exist on Earth.

RPG STATS

Vehicle Type: Non-transformable Battloid
Crew: One *(MICRONIZED Zentraedi Only!)*

MDC BY LOCATION:

```
    Head                       10+1D6x10              (40 avg.)
    Shoulders (2)              20+2D6x10              (90 avg.)
    Arms (2)                   20+1D6x10              (50 avg.)
    Hands (2)                  1D6x5                  (15 avg.)
    Upper Legs (2)             30+2D6x10              (100 avg.)
    Lower Legs (2)             30+3D6x10              (130 avg.)
(1) Main Body                  120+2D6x10             (190 avg.)
    Pilot's Compartment        2D6x10                 (70 avg.)
(2) Thruster Pack              40+1D6x10              (70 avg.)
```

NOTES:

1. Destruction of the main body will shut the mecha down completely.
2. The thruster pack contains the jet thrusters for the mecha. Destruction of the thruster pack results in the loss of flight and thruster-assisted leaps.

SPEEDS:

- **RUNNING:** 20+2D4 mph (Multiply by 1.6 to get approximate kph)
- **LEAPING:** 1D6x10 ft (Multiply by 0.3 to get approximate meters)
- **THRUSTER LEAP:** Triple normal leaping distance
- **FLYING:** 2D6x100 mph
- **CLIMBING:** (1D4x10)%+4% per level of pilot's experience. Add +10% if the pilot has the climbing skill.

   Note: Multiply mph by 1.6 to get kph. Multiply feet by 0.3 to get meters. Multiply lbs by 0.45 to get kg.

- **HEIGHT:** 30+3D6 ft
- **WIDTH:** 12+2D6 ft at shoulders
- **WEIGHT:** 10+2D6 tons
- **CARGO:** Additional space in cockpit for 1D6x100 lbs

- **MAIN ENGINE:** Varies. Usually standard Zentraedi fusion reactor.
- **RANGE:** Average life-span of power system is 2D6 (Avg. 7) years before requiring replenishment of protoculture.

WEAPON SYSTEMS:

1. **MAIN AND AUXILIARY WEAPONS.** Since Stingers are built entirely from salvaged mecha, their armament is extremely variable. To determine a Stinger's armament, roll 2D8 to determine the number of weapon systems the Stinger is equipped with. Then for each system roll 2D6 and consult the table below to determine the actual weapon. Stinger weapons may be located anywhere on the mecha, but are usually built into the arms and shoulders of the unit. All reference pages refer to pages in the original Robotech RPG book. Note that some systems require two spaces due to their size.

ROLL	WEAPON	DAMAGE	RANGE	PAYLOAD	REFERENCE
2	Raidar-X Laser Arm *	2D10/4D10/6D10	8 miles	Unlimited	Page 63
3	Zentraedi P-Beam Cannon	4D10	4000 ft	Unlimited	Page 85

4	Triple-Barrel Pulse Lasers	3D6	2000 ft	Unlimited	Page 92
5	Zentraedi Impact Cannon	2D8	4000 ft	40	Page 91
6	Zentraedi Assault Rifle	1D6/2D6/4D6	4000 ft	200	Page 84
7	GU-11 Gun Pod	3D6/6D6/1D6x10	4000 ft	20/10/5	Page 47
8	SR Missile Launcher Pod	Varies	Varies	12	Page 60
9	SR Missile Launcher Pod	Varies	Varies	21	Page 92
10	MR Missile Launcher Pod	Varies	Varies	6	Page 58
11	MR Missile Launcher Pod	Varies	Varies	20	Page 53
12	PBC-11 P-Beam Cannon *	5D10+25	2 miles	Unlimited	Page 58

* Counts as TWO weapon systems. Roll again if only one weapon space is available.

2. **OPTIONAL HAND-TO-HAND COMBAT.** Punch does 1D6 M.D., Body Block does 1D6 M.D., Kick does 1D6 M.D., Leap Kick does 2D4 M.D., Stomp does 1D4 M.D., but is limited to targets no more than 12 feet tall.
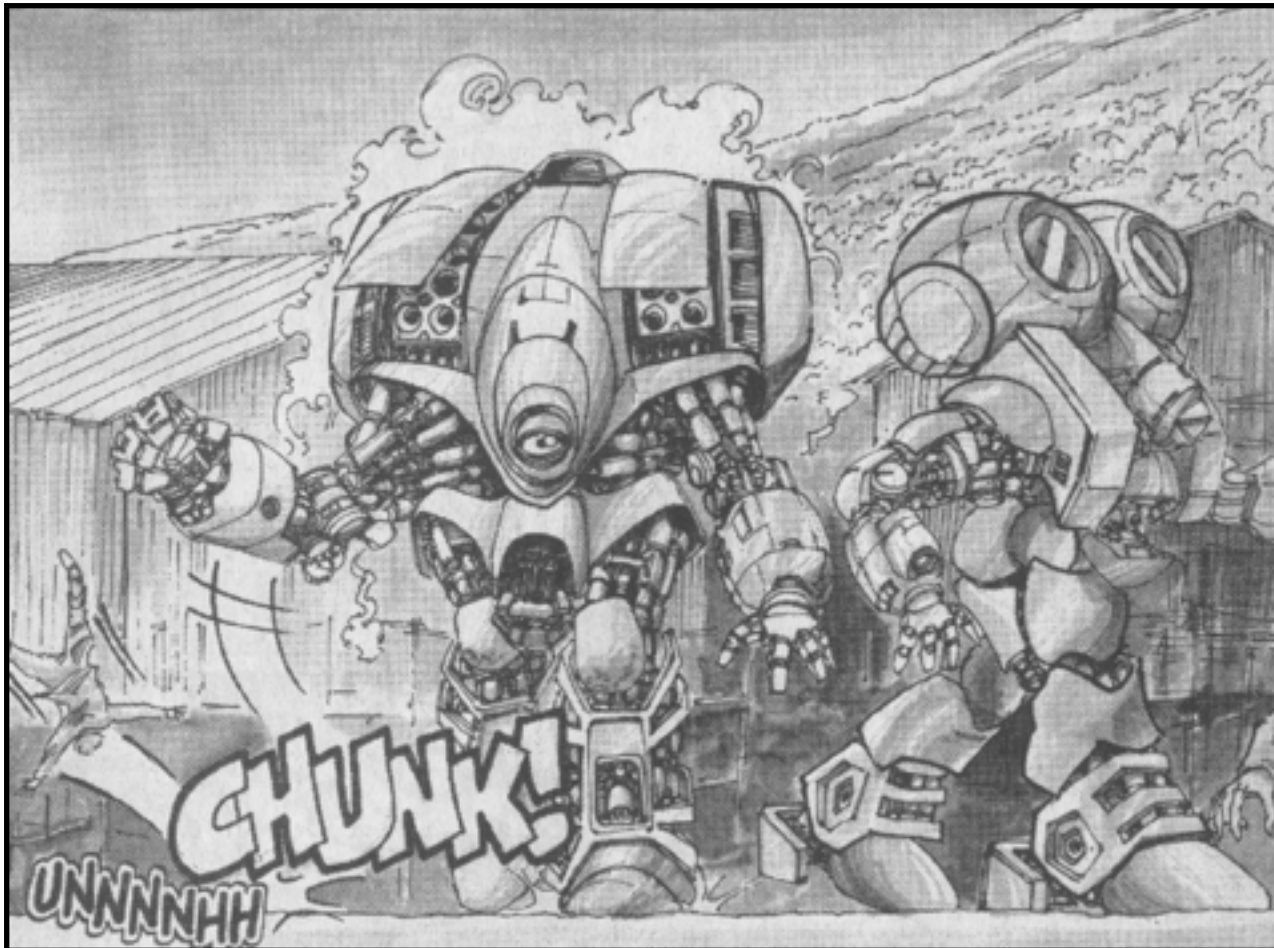
STANDARD EQUIPMENT FOR STINGERS:

- **RADAR:** 200 mile (321 km) range. The radar is located in the nose/head of the mecha and will be destroyed if the head is destroyed.
- **RADIO COMMUNICATION:** Long range, directional communications system with satellite relay capabilities. Range: 600 miles (960 km) or can be boosted indefinitely via satellite relay.
- **LOUDSPEAKER:** A loudspeaker system is built into the mecha, which can be used to amplify the pilot's voice up to 90 decibels.

ADDITIONAL EQUIPMENT:

Roll 2D6 three times on the following table to determine additional systems the Stinger is equipped with. If a particular system is rolled twice, re-roll until three unique systems are choses.

2. **COMBAT COMPUTER:** The Stinger is equipped with a combat computer that can store and analyze data during combat with hostile forces. The combat computer tracks and identifies specific enemy targets, and has a database of over 200 images stored in memory. The computer can identify and track up to 20 targets simultaneously. The computer provides an additional +1 to hit and +1 to dodge in addition to the bonuses listed below.
3. **ESCAPE POD:** The entire cockpit of the Stinger is a detachable escape pod that can be jettisoned when the mecha is destroyed. The pod is NOT equipped with thrusters, but is equipped with a parachute to provide a soft landing in case of ejection in an atmosphere. The pilot of the Stinger must manually trigger the cockpit ejection sequence when his craft is destroyed. The pod is NOT automatically ejected when the main body MDC reaches zero.
4. **HOMING SIGNAL:** The Stinger is equipped with a homing device that allows other Stingers who know the broadcast frequency of the beacon to locate and track the craft. The range of the signal is 50 miles (80 km).
5. **OPTICS: THERMAL IMAGER:** Range: 2000 feet (610 m). A passive optical heat sensor that detects infrared radiation projected by warm objects and converts that data into a false-color visible image. The system enables the pilot to see in the dark, in shadows, and through smoke, and also adds a +10% bonus to pilots using a tracking skill.
6. **OPTICS: INFRARED:** Range: 2000 feet (610 m). This optical system projects a beam of infrared light that is invisible to the normal eye, but detectable by the mecha's sensors. The system allows the pilot to detect hidden/concealed objects by their IR reflectiveness. The beam will be visible to anyone with IR sensitive optics, however.
7. **OPTICS: NIGHT VISION:** Range: 2000 feet (610 m). A passive light image intensifier that emits no light of its own, but relies on ambient light which is electronically amplified to produce a visible picture.
8. **EXTERNAL AUDIO PICKUP:** Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.
9. **SELF-DESTRUCT:** To prevent capture of the Stinger by enemy forces, the pilot can activate the

mecha's self-destruct system, which will cause the fighter to explode after a delay of up to 60 minutes (time is set by the pilot). The explosive damage is contained within a 100 foot (30 m) area and inflicts 2D6x10 M.D. to everything within the radius of the explosion. The Stinger will be totally obliterated by the explosion. Note that Zentraedi pilots are very fond of crashing Stingers into bases or mecha and activating the self-destruct in an attempt to take out enemies with them when escape is impossible.

10. **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what the levels of radiation are.
11. **TACTICAL LIFE SUPPORT SYSTEM:** The Stinger's cockpit is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing.
12. **LASER TARGETING SYSTEM:** Range: 50 miles (80 km). Used for increased accuracy in the striking of enemy targets. Provides a +2 bonus to hit in addition to the below bonuses.

COMBAT BONUSES FOR STINGER FIGHTER TRAINING:

- 2 hand to hand attacks per melee (plus those of the pilot).
- +3 to roll with punch, fall or impact, reducing damage by half.
- +1 to strike.
- +2 to parry and dodge.
- Kick attack.
- Body block/tackle/ram.
- Critical Strike same as pilot's hand to hand.
- One additional hand to hand attack at level six.
- One additional hand to hand attack at level twelve.

RX-78 GUNDAM
from MOBILE SUIT GUNDAM

RPG Stats by ***DAVE DEITRICH*** (*deitrich@mcs.net*)
Background info provided by ***THE GUNDAM PROJECT***

BACKGROUND

When the Jion Archduchy separated from the Earth Federation in UC (Universal Century) 0054, the Jion military leaders knew that an eventual war with the Federation was inevitable. They also knew that their small space navy had no hope of winning against the superior Federation forces, so they instructed the Jion scientists to begin development of a new type of weapon that would be small enough to be cheaply and quickly produced, but powerful enough to give the Jion forces an advantage over their Federation counterparts.

The first major triumph for the Jion scientists was the discovery of the *Minovski Particles*. These particles generate an unstable magnetic field that absorbs most forms of energy instead of reflecting it. Although they have a fairly short life span, the Minovski particles had two major benefits. The first was that by scattering them in space, the Jions could create combat areas where all radio and radar based systems were effectively useless. This dramatically changed the rules of space combat, forcing spacecraft to rely on visual sensors only.

The second major application of Minovski Particles was in the creation of a new form radiation shielding, which was very thin and light yet hundreds of times stronger than lead for containing radiation. This new shielding allowed the creation of extremely small, very powerful reactors. The Jion engineers used these new systems to their maximum potential, creating a completely new form of one-man fighter craft, the *"Mobile Suit"*. This 60-foot tall humanoid robot soldier was extremely fast and could stop and turn on a dime. They could also be equipped with weapons that were just as powerful as spaceship cannons. Although they were not heavily armored, the combination of speed and firepower made them ideal for combat in Minovski-jammed areas. The first combat- ready mobile suit, the **MS-05 Zaku**, was rolled out in UC 0075. A much improved model, the **MS-06 Zaku II**, began production in UC 0078.

Initially, the Federation generals viewed the idea of 60 foot tall fighting robots as idiotic at best, but they quickly changed their minds when the Jion Archduchy declared war on the Earth Federation in early 0079. Within three weeks, Jion forces heavily supported by the new Zakus destroyed 80% of the Federation space navy. Jion troops then invaded Earth and succeeded in capturing North America, Central America, and large regions of Europe and Asia. Within one month of the Jion Archduchy's declaration of war, defeat seemed inevitable for the Federation forces.

The Federation quickly began "Project Victory," an operation whose sole purpose was to produce a superior mobile suit design for Federation forces. This project culminated with the construction of the **RX-78 Gundam**, a general-purpose mobile suit that was far superior to the Jion's MS-06 Zaku. The Gundam was equipped with the best technology the Federation could offer. It was designed around the revolutionary "Core Block" system, a modular system that allowed for quick maintenance and replacement of the Gundam's systems. The Gundam's armor was constructed of Lunar Titanium, a new metal that was extremely strong but also very light. While incapable of withstanding hits from a mega particle beam, Lunar Titanium could handle direct hits from the Zaku's 120mm autocannon. Finally, the Gundam was armed with a beam rifle and two beam sabers, which were the most destructive mobile suit weapons yet produced.

Three Gundam prototypes were constructed, but two of them (#1 and #3) were destroyed before they ever saw combat. The #2 prototype survived and was piloted by Ensign Amuro Rey throughout the war. The Jions responded to Project Victory by developing their own advanced mobile suits. Some, like the **MS-14 Geloog**, were technically more powerful than the Gundam. However, Amuro Rey's emerging "New Type" powers allowed him to pilot the Gundam with incredible skill, enabling him to defeat anything the Jion forces threw at him. Eventually, the Federation engineers succeeded in developing a mass production version of the Gundam (the **RGM-79 "GM"**) and the tide of battle turned in favor of the Federation forces. The Federation succeeded in driving the Jion forces off of Earth, and eventually the Jion Archduchy collapsed after its ruling family, the Zabi, were killed in the "Battle of Abowaku". The Federation negotiated a peace treaty with the post-Zabi Jion Republic in early UC 0080, thus ending the One Year War.

The RX-78 Gundam prototype #2 was destroyed in the Battle of Abowaku. A fourth prototype, the **RX-78NT1 "Alex"** was constructed especially for Amuro Rey in late UC 0079. However, the new Gundam could not be delivered to him in time for the Battle of Abowaku, and the "Alex" was destroyed by Jion forces a week before the war ended. The Gundam and GM mobile suits became the symbol of Federation military power after the end of the war.

RPG STATS

Vehicle Type: UNT Spacy Prototype Close-Combat Mobile Suit

Model: RX-78-2 Gundam with [FF-X7 Core Fighter](#)

Crew: One

M.D.C. BY LOCATION:

```
Head                                        100
Vulcan Cannons (2, Head)                     25 each
Arms (2)                                    100 each
```

```
        Hands (2)                                   50  each
        Legs (2)                                   150  each
(1)     Upper Torso                                350
(1)     Lower Torso                                250
        Backpack/Thrusters                         150
(2)     FF-X7 Core Fighter                         175

        1.9 Megawatt Beam Rifle                    100
        .38 Megawatt Beam Sabers (2-4)              25  each
        270 mm HyperBazooka                        100
        Shield                                     150
```

NOTES:

1. Destruction of the upper torso will render the arms, head, and backpack inoperative. Destruction of the lower torso will render the legs inoperative. In both cases either part can be ejected from the core fighter once it has become inoperative. Any additional damage done to the upper torso after it has been destroyed will go to the Core Fighter. (See Core Block System below)
2. If the Core Fighter is destroyed, then the Gundam MS will also be rendered inoperable. (See Core Block System below)

SPEEDS

Gundam, Running: 100 mph (160 kmph)
Gundam, Non-Thruster Leap: 100 ft (30.5 m) up or across.
Gundam, Thruster Leap: 500 ft (152.5 m) up or across.

STATISTICS

Length: 22 ft (6.6 m)

Width: 27 ft (8.1 m)

Height: 60 ft (18.0 m)

Gundam Weight: 60.0 tons loaded
                   43.4 tons unloaded
Main Engine: Fusion Reactor w/ Minovski Shielding
                    (reactor is housed in the Core Fighter)
Range: The generator can supply power for approximately 10 years before requiring replacement.

Generator Output: 1,380 Kw

Thruster Output: 24,000 kg x 2 (Backpack), 1,870 kg x 4 (Feet)

Sensor Range: 5,700 m

Armor Materials: Lunar Titanium plus Magnetic Coating (for decreased friction between armor plates, resulting in better reaction times)

WEAPON SYSTEMS:

1. **HEAD-MOUNTED 60mm VULCAN CANNONS:** The only built-in armaments on the RX-78 Gundam are two vulcan cannons mounted in the head of the mobile suit. These two cannons are mounted on either side of the antenna and are fixed forward. The pilot must move the Gundam's head in order to aim the cannons. Both cannons fire at the same time, though one cannon will function if the other is destroyed.

   - **Primary Purpose:** Defense
   - **Secondary Purpose:** Close-range Assault
   - **Mega-Damage:** 1D6x10 M.D. per burst (60 rounds from both cannons). A single round does 1D6 M.D.
   - **Range:** 3000ft (900m)
   - **Rate of Fire:** Equal to the pilot's combined number of attacks.
   - **Payload:** 600 rounds per cannon, which is enough for 20 combined bursts. Note: The ammo bins for the two cannons are NOT linked; if one cannon is destroyed the ammo feed CANNOT be automatically switched to the other cannon.

2. **1.9 MW BEAM RIFLE:** This hand-held particle cannon is the main weapon for the RX-78 Gundam, and is easily as powerful as the main cannons mounted on Federation or Jion warships. It works by confining and accelerating mega particles in a strong magnetic field, and then ejects them in a tremendous blast of energy. Mega particles are produced when Minovski particles go through a degeneration and fusion process. Warships normally hook their beam cannons up to generators that can produce mega particles on the fly, thus resulting in an almost unlimited supply of ammo. Since the Gundam does not have room for the bulky generator equipment, the mega particles are instead pre-generated and stored in an energy capacitor for later use. The result is an MS-sized gun that packs the same punch as warship weapons but has a limited ammo supply.

   The original beam rifle for the RX-78 Gundam had the energy capacitor built directly into the gun, which meant that it could only be recharged at a base or ship and couldn't be exchanged in the field. Later models of the beam rifle included a modular capacitor that could be exchanged in the field (much like an energy clip). These modified rifles did not become widely spread until 0082-0083, however.

One Beam Rifle is usually assigned to the Gundam, though a second one can be stored on the inside of the shield if necessary.

- ❍ **Primary Purpose:** Assault
- ❍ **Mega-Damage:** 4D6x10 M.D. per blast. Bursts are not possible.
- ❍ **Range:** 6000ft (1800m)
- ❍ **Rate of Fire:** Maximum of 3 shots per melee round.
- ❍ **Payload:** 20 shots maximum. The rifle must be recharged at a base or mothership after it is depleted. It CANNOT be replaced in the middle of a battle.

NOTE: The first versions of this weapon had technical problems that caused it to malfunction with extended use. After the first shot, roll a 1d10 every time the weapon is fired. On a roll of 1 the gun malfunctions and cannot be fired again until serviced by technicians. These design flaws were finally corrected shortly before the Battle of Abowaku.

3. **0.38 MW BEAM SABERS:** These revolutionary mecha-sized melee weapon were first used on the Gundam mobile suit. The beam saber works on the same principle as the beam rifle, except that the mega particles are captured and stored in a strong electromagnetic field instead of projected in a beam. The result is a concentrated energy blade which is one of the deadliest weapons in the Gundam universe.

The beam saber only contains enough energy and mega particles for about 60 seconds of continuous use. When not in use, the beam sabers are stored in the backpack of the mecha, where they are recharged by the Gundam's reactor. The Gundam can switch the beam saber on and off while holding it, in order to conserve power. Once totally depleted it takes 30 minutes for a beam saber to recharge to full capacity.

The Gundam carries two beam sabers mounted on its backpack. An additional two sabers (fully charged) can be stored on the inside of the shield.

- ❍ **Primary Purpose:** Melee Combat
- ❍ **Secondary Purpose:** Defense
- ❍ **Mega-Damage:** 5d6x10 M.D.
- ❍ **Range:** The blade has a range of 15-30 ft (5-10 m) and is adjustable.
- ❍ **Payload:** The beam sabers can function continuously for 60 seconds (4 melee rounds) before running out of power). Once discharged, the beam saber must be returned to the Gundam's backpack where it can recharge at a rate of 1 second of power per 30 seconds of charging.

4. **270 mm HYPERBAZOOKA:** This optional weapon is essentially an enormous rocket launcher for the mobile suit. It fires large UNGUIDED chemically-propelled rockets with high explosive warheads. These missiles are unguided because Minovski particle jamming renders most forms of

tracking systems useless in the Gundam universe. Therefore the designers decided to remove the tracking systems in the rockets and replace them with more powerful explosives.

ONE hyperbazooka can be mounted on the back of the Gundam. Due to its bulk and low payload, this weapons is usually reserved for missions involving heavy assault.

- **Primary Purpose:** Assault
- **Mega-Damage:** 3d6x10 M.D. per missile.
- **Rate of Fire:** One missile at a time.
- **Payload:** 5 missiles (1 in the barrel plus 4 in a clip)
- **Range:** 5 miles (8 km).

5. **OPTIONAL HAND-TO-HAND COMBAT:** Punch does 3D6 M.D., Body Block does 3D6 M.D., Kick does 4D6 M.D., Leap Kick does 5D6 M.D., Stomp does 3D6 M.D., but is limited to targets no more than 16 feet tall. Body flip does 2D6 M.D. Pilots who have experience with giant robots get full bonuses from Robot Basic combat training.

STANDARD EQUIPMENT FOR MOST MOBILE SUITS

- **OPTICAL TARGETING SYSTEM:** Mobile Suits have very sophisticated optical tracking systems to assist the pilot in targeting. This system provides the pilot with a +2 to hit when using projectile or beam weapons (such as the beam rifle, hyperbazooka, or vulcan cannons on the Gundam). However, since the tracking system is optical, the target must be IN DIRECT LINE OF SIGHT from the MS in order to get the bonus.
- **COMBAT COMPUTER:** Contains data on up to 120 different vehicles (both friend and foe). Can call up and project data on the HUD screens in the cockpit.
- **"SKIN TOUCH" COMMUNICATIONS SYSTEM:** Mobile Suits have sensitive microphones in their cockpits that can pick up a pilot's voice and project it to vibrating devices on the surface of the hand. By grasping hands with another Mobile Suit, the first mecha can transmit these vibrations to the other mecha. Sensors on the other mecha translate these vibrations into sounds and projects them via speakers in the cockpit. The result is a secure method of communication between mecha that cannot be intercepted by enemy scanners.
- **LASER COMMUNICATIONS SYSTEM:** Although the original Gundam prototype did not have this system, later mobile suits included a laser communications system that allowed mecha to communicate over long distances. The only disadvantage was that the mobile suits had to be looking at each other in order to communicate.
- **RADIO COMMUNICATIONS:** Backup; usually doesn't work due to Minovski interference.
- **EXPLOSIVE JOINTS:** In event of severe damage to the Gundam, the torso sections could be jettisoned allowing the pilot to escape in the core fighter.
- **COMPLETE ENVIRONMENTAL PROTECTION SYSTEM:** Identical to the system described on Pg. 214 of the Rifts RPG book.

SPECIAL GUNDAM EQUIPMENT: THE CORE BLOCK SYSTEM

The core block system was a revolutionary way of designing mobile suits, first implemented on the Gundam MS. The idea was to include the combat computer and cockpit of the mecha (and the pilot; the three most valuable parts) in a central modular unit that could be ejected and recovered if the mobile suit was ever destroyed. (NOTE: later core fighters designed in 0083 also contained the mecha's reactor) The core unit would be modular, so that it could be transferred to another mobile suit body while the original one was being repaired (thus reducing down-time for pilots). The modular aspects of the core block system would also allow the mobile suit to be customized to different environments and equipped with special weaponry for unusual missions.

The designers of the Gundam then took this concept one step further, and designed the central unit so that it could transform into a fully functional plane when not attached to a Gundam body. This would allow the pilot to escape with the most valuable systems of the mecha in case the Gundam ever got destroyed in battle. Although some designers envisioned using the **"Core Fighter"** as a combat fighter, it proved to be rather ill-suited for that role. The Core Fighter is too slow to be an effective combat aircraft, and its armaments are too light to do serious damage to most mobile suits. Later on during the war an external unit (called the "Core Booster") was developed, which could be attached to the Core Fighter and turn it into a fairly powerful heavy fighter.

The Core Block system benefited the Gundam several times during the war. However, the system proved too expensive to include in all Federation mecha, and was therefore not included in later mass-production versions of the Gundam. Eventually the Core Block System was scrapped in favor of the Linear Seat System; a virtual environment display system that provided much more visual information for the pilot of the mecha.

THE CORE FIGHTER

Vehicle Type: UNT Spacy Prototype Light Fighter
Model: FF-X7 Core Fighter
Crew: One

M.D.C. BY LOCATION:

```
(1)   Reinforced Cockpit               150
      Autocannons (4, 2 per side)      25 each
(2)   Main Body                        175
```

```
(3)  Wings (2)                          75 each
(3)  Tail                               50
```

NOTES:

1. Destruction of the Core Fighter Cockpit will render the mecha inoperable and probably kill the pilot.
2. Destruction of the Core Fighter Main Body will destroy the Core Fighter. In addition, the loss of the main generator will render the Gundam inoperable.
3. Destruction of the Core Fighter Wings or Tail will cause the fighter to crash.

SPEEDS/STATISTICS

Max Speed: 400 mph (640 kmph)

Cruising Speed: 300 mph (480 kmph)

Length: 29 ft (8.6 m)

Width: 14 ft (4.2 m)

Height: 15 ft (4.5 m)

WEAPON SYSTEMS

1. **25mm AUTOCANNONS:** A pair of autocannons is mounted on each side of the nose of the plane. All four cannons fire together unless one or more is damaged/destroyed.

   ❍ **Mega-Damage:** 4D6 M.D. per burst. (1D6 per cannon)
   ❍ **Range:** 3000ft (900m)
   ❍ **Rate of Fire:** 6 bursts per melee
   ❍ **Payload:** Enough for 20 attacks; approximately 400 rounds.

2. **AIR-TO-AIR MISSILES:** The core fighter also carries two missile launchers for air-to-air combat. Each missile launcher contains 4 missiles which are concealed within the engine block when not in use.

   ❍ **Mega-Damage:** 1d6x10 M.D. per missile
   ❍ **Rate of Fire:** 1 missile per launcher per round (2 total/round)
   ❍ **Payload:** 4 missiles/launcher (8 total)
   ❍ **Range:** 3 miles (4.8 km)
   ❍ **Speed:** 500 mph (804 kmph)

COMBAT BONUSES FOR MOBILE SUIT COMBAT TRAINING:

NOTE: These bonuses do NOT take into consideration special NewType piloting abilities.

- Three hand to hand attacks per melee (plus those of pilot).
- Body flip/throw.
- Body block/tackle/ram.
- Kick attack.
- +2 to strike.
- +4 to parry.
- +3 to dodge.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- Critical strike same as pilot's hand to hand.
- One additional attack at level five.
- One additional attack at level ten.

GM NOTES FOR *RIFTS* GAMES

The RX-78 Gundam probably isn't powerful enough to be of very much interest to Rifts characters. Although fairly agile for its size, the mecha is too big for the guerilla-style combat that is most common on Rifts earth. The armor is also fairly weak when compared to other Rifts mecha, though Northern Gun or Triax may be able to come up with something that could replace it. The damage capacity of the mecha is respectable, but even so the players probably won't want to run around with a 60 ft tall mecha that sticks out like a sore thumb on the landscape.

The only possible interest the Gundam might have is in the Minovski technology it contains. Rifts technology does contains systems that are equal to or superior to the Gundam's capabilities, but the technology in the RX-78 eventually becomes the basis for smaller, faster, and DEADLIER mecha in the Gundam continuity. Such mecha can be seen in shows like **Gundam: Char's Counterattack**, **Gundam F91**, and **Victory Gundam**. Extended research into Minovski physics by Rifts engineers may eventually produce designs that are just as powerful.

REFERENCES USED IN THIS DESIGN

- **"MECHA FILE: ANALYSIS OF THE GUNDAM RX-78"** from *ANIMAG*, written by James Teal

- *MS ENCYCLOPEDIA 3.0*, published by B-Club
- *MECHA PRESS #1*, published by Ianus Publications
- *UC HERALD #1* AND *#2*, written by Tonghyun Kim and Noel Gamboa
- **1/144 SCALE HG RX-78 GUNDAM PLASTIC MODEL**, produced by Bandai Toys

SPECIAL THANKS

...to **MARK SIMMONS** (also an original *Animag* staff member), whose extensive comments and corrections resulted in a much better representation of the official RX-78 Gundam, now complete with Bandai's continuity changes. :-)

A NOTE TO PURISTS

I didn't have time to rewatch the three Gundam movies again, so you'll have to forgive me if there's something in the original show that my stats don't reflect. I am very much open to comments and corrections, however, so if you know something I don't please contact me and I'll fix the problem. Thanks!

DAVE'S DOWNLOADING FAQ

or
"How the heck do I get all this stuff??"

Probably the most common questions I receive via email about my web pages are requests for help in downloading the images or text on my pages for personal use. I would love to make downloading all my stuff as easy as "point, click, and save" but unfortunately due to space limitations and other factors I can't do that. So in order to help I've written up this general explanation page for all my web projects. It probably won't answer all your questions, but hopefully it'll get you on the right track.

Printing from a Web Browser

The method I commonly recommend the most for people who want to download a copy of my stuff is to simply print the pages they're interested in from their web browser. This is the method I use myself; I print the different files separately and then put them in a 3-hole binder for easy access. Whenever I make changes or updates to something, I simply print out a new copy of that particular page and replace it in the binder. This also works well during gaming sessions since I can make copious notes in the side bars and blank spaces. Most web browsers have a built-in print feature, usually found under the file or system menu. Yes, this can be a lot of work to display and print each page, but on the other hand you don't have to reprint the entire supplement when I make one minor change to a design.

Saving text from a Web Browser

If you absolutely must have an electronic copy of my stuff, the next easiest thing to do is to save the files to text files straight from your web browser. Like printing, most web browsers have a "save" function built into them allowing you to save the text of a web page into a format compatible with most word processors. If you're really ambitious you can also download the images and insert them into the word processor documents so that you have both images and text in a single file. (See the section below on **Downloading Images**)

People who use a Unix system to surf the web will need to find a way to download the text (and/or images)

from their system if they want to use them on their home computer. I'm sorry, but I **CANNOT** help you with this; there's no possible way I can know the setup and specifics of every Unix system in the world. You will probably have to transfer the files from the Unix system to a personal computer using an FTP (file-transfer protocol) client or software package. Talk to your local system administrator or lab manager; they should be familiar with how to get files between PCs and mainframes.

Downloading text from *ftp.io.com*

I do maintain a small FTP site where I try to keep some text files for people who want to download my stuff all at once via FTP. This FTP site is located at **ftp.io.com** in the directory **/pub/usr/deitrich**. You can access this site either by normal FTP or via your web browser. To use your web browser to get there enter the following URL:

> ftp://ftp.io.com/pub/usr/deitrich/

Once you enter the URL you should see something similar to the following screen. You can go to a lower directory by clicking on the name, or download a file by clicking on it. Note that some browsers may try to view a text file instead of download it when you click on it, in which case you will need to change the helper applications preferences for your browser so that it will save **.txt** files to disk instead of view them (check the documentation for your web browser).
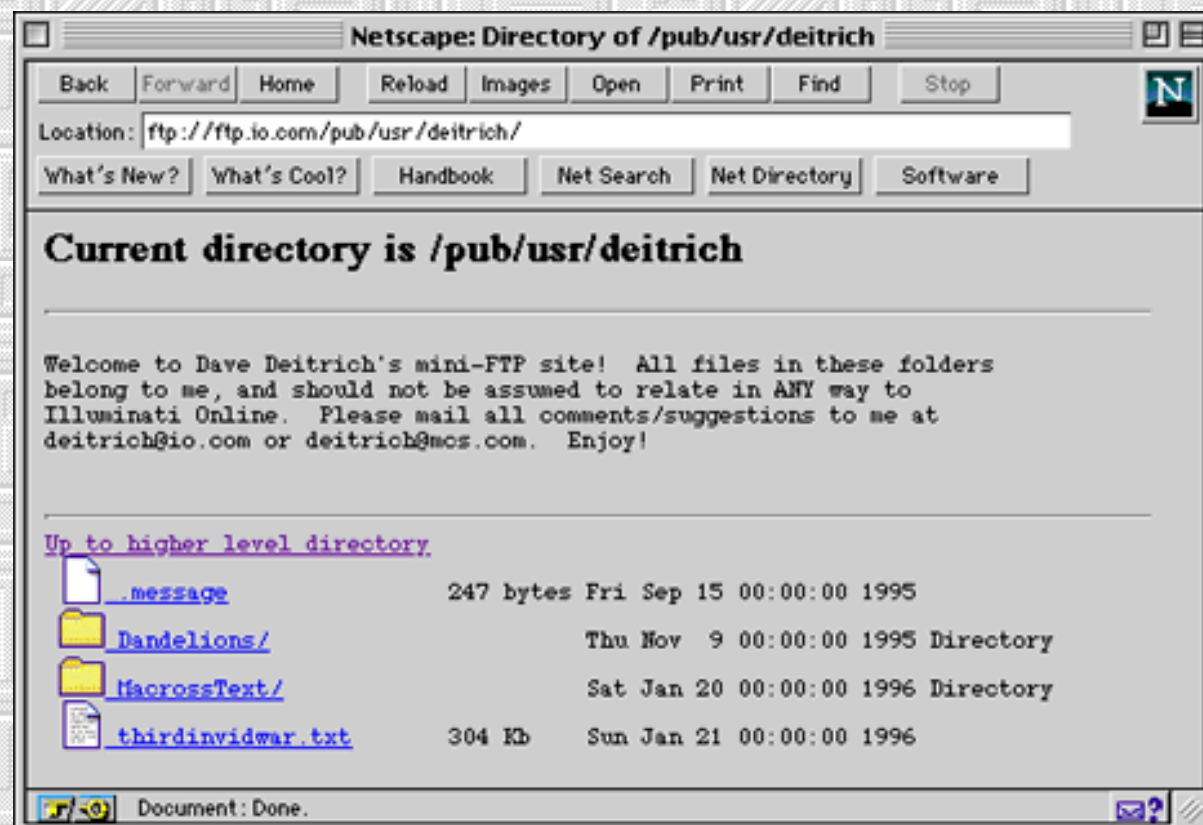
You can also access this site using the standard Unix FTP command. Below is a demonstration of an FTP session to ftp.io.com.

```
Mercury 1> ftp ftp.io.com
Connected to ft-meade.io.com.
220 ft-meade FTP server (Version wu-2.4.2-academ[BETA-9](1) Thu Feb 29
15:50:44 EST 1996) ready.
Name (ftp.io.com:deitrich): anonymous
331 Guest login ok, send your complete e-mail address as password.
Password: user@host.domain
230-Welcome to Illuminati Online's Anonymous FTP site.
230 Guest login ok, access restrictions apply.
Remote system type is UNIX.
Using binary mode to transfer files.
ftp> cd /pub/usr/deitrich
250-
250-Welcome to Dave Deitrich's mini-FTP site!  All files in these folders
250-belong to me, and should not be assumed to relate in ANY way to
250-Illuminati Online.  Please mail all comments/suggestions to me at
250-deitrich@io.com or deitrich@mcs.net.  Enjoy!
250-
250-
250 CWD command successful.
ftp> ls
200 PORT command successful.
150 Opening ASCII mode data connection for /bin/ls.
total 344
drwxr-xr-x   6 1511      10             4096 Jan 21  1996 .
drwxr-xr-x 227 root      root           8192 Jul 16 07:16 ..
-rw-r--r--   1 1511      10              247 Sep 15  1995 .message
drwxr-xr-x   2 1511      10             4096 Nov  9  1995 Dandelions
drwxr-xr-x   2 1511      10             4096 Jan 20  1996 MacrossText
-rw-rw-r--   1 1511      100          311707 Jan 21  1996 thirdinvidwar.txt
226 Transfer complete.
ftp> cd MacrossText
250 CWD command successful.
ftp> ls
200 PORT command successful.
150 Opening ASCII mode data connection for /bin/ls.
total 268
drwxr-xr-x   2 1511      10             4096 Jan 20  1996 .
drwxr-xr-x   6 1511      10             4096 Jan 21  1996 ..
-rwxr-xr-x   1 1511      10              362 Jan 20  1996 .message
-rw-r--r--   1 1511      10            22747 Jan 20  1996 fz109-ver11.txt
-rw-r--r--   1 1511      10            22618 Jan 20  1996 vf11-ver11.txt
-rw-r--r--   1 1511      10            19271 Jan 20  1996 vf11fa-ver10.txt
-rw-r--r--   1 1511      10            24821 Jan 20  1996 vf17-ver12.txt
```

```
-rw-r--r--    1 1511        10              26212 Jan 20  1996 vf19-ver10.txt
-rw-r--r--    1 1511        10              27415 Jan 20  1996 vf19kai-ver09.txt
-rw-r--r--    1 1511        10              16576 Jan 20  1996 vf1s-ver16.txt
-rw-r--r--    1 1511        10              17576 Jan 20  1996 vf4-ver11.txt
-rw-r--r--    1 1511        10              24928 Jan 20  1996 yf19-ver14.txt
-rw-r--r--    1 1511        10              33584 Jan 20  1996 yf21-ver12.txt
226 Transfer complete.
ftp> get yf21-ver12.txt
local: yf21-ver12.txt remote: yf21-ver12.txt
200 PORT command successful.
150 Opening BINARY mode data connection for yf21-ver12.txt (33584 bytes).
226 Transfer complete.
33584 bytes received in 4.9 seconds (6.7 Kbytes/s)
ftp> bye
221 Goodbye.
Mercury 2>
```

Note that if you are using a web browser or FTP client from a Unix account, you will also need to deal with downloading your files from the mainframe to your PC. Talk to your sysadmin or lab administrator for assistance.

ftp.io.com also contains a text file that has all of my Third Invid War supplement in the form of a single text file. This file is called **thirdinvidwar.txt** and is located in the /pub/usr/deitrich directory. I will try my best to keep this file updated as I make continuing changes to TIW.

> **NOTE:** Images are no longer available from **ftp.io.com**. They have been removed at the request of the IO sysadmins. If you want to download images from my web pages you will have to get them via the web (see below).

Capturing/Downloading Images

Due to space considerations I can no longer keep an archive of images available for anonymous FTP access. However, I have created several web-based image indices for people who want to view or download the images over the web easily. These indices are listed below:

General Web Images:
>   http://www.mcs.net/~deitrich/Images/index.html

General Web Backgrounds:
>   http://www.mcs.net/~deitrich/Backgrounds/index.html

Robotech Third Invid War Images:
>   http://www.mcs.net/~deitrich/TIW/Images/index.html

Southern Cross Garland RPG Stats Images:
>   http://www.mcs.net/~deitrich/Garland/Images/index.html

Macross Mecha Designs Images:
   http://www.mcs.net/~deitrich/Macross/Images/index.html
Miscellaneous Mecha RPG Stats Images:
   http://www.mcs.net/~deitrich/Mecha/Images/index.html

As my other projects near completion I'll add image indices for those as well. Each of these links connects to an index that lists the name and a description of each image in that directory. If you click on the name of the image, your browser should download that image for you. For some browsers (Netscape in particular) you will need to modify the preferences for **.gif** files so that the browser will save the image instead of display it. Other non-graphical browsers should automatically save the image for you.

Almost all my images are stored in **Compuserve GIF** (either gif87 or gif89a) format, so you will need a graphics program such as Photoshop, XV, or JPEGview to view them. Shareware and freeware graphics viewers for a variety of platforms can be found at most major anonymous FTP sites such as wuarchive.wustl.edu. Few word processor programs will read GIF formats, so you will probably need to convert the GIFs to another format if you want to combine them with text files (like **TIFF**).

Summary

Hopefully the above paragraphs will give you some ideas of where to start if you want to download my stuff but don't know how. You'll probably have more questions as you proceed, though, and in those cases I greatly encourage you to talk with your local sysadmins and lab administrators. These people are infinitely more qualified than me to answer your questions, because they know the setup and configuration of your site (which is most likely very different than mine). Even if they don't know the right answers, they should at least be able to point you towards someone who does. So please, talk to them first.

Other Frequently Asked Questions

1. *Hey, that new file you just put up isn't at **ftp.io.com**! What's up?*

   I do most of my web work at night or on weekends. Occasionally I get tired and forget to update the files at **io.com**. Just let me know what files are missing and I'll correct it when I get a chance.

2. *Can you put together one Microsoft Word or WordPerfect file with all the text and images in it and put it on **io.com** so that we can download everything at once?*

   Not at this time, sorry. First off, I don't have time to put such a file together, and second, I don't have the disk space to store such a file (which would be multi-megabytes in size). If one of you has the time and space for maintaining such a file let me know and I'll be glad to help out any way I can.

3. *Are you ever going to publish your stuff in a book and make it available publicly?*

Probably not. Printing copies of my stuff and then selling them is like publicly asking to be sued by other RPG companies for copyright infringement. Maybe after everything's done I'll approach the companies and see if they're interested.

If you have other comments or questions please feel free to contact me at **deitrich@mcs.net**, or use the button below. Take it easy!

DAVE'S INDEX O' PAGES	**DAVE'S LIST O' LINKS**

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: December 28, 1997

THE THIRD INVID WAR
Image Index

Click on any title below to view the corresponding image. You can also download these images by setting your web browser to "download GIF" instead of "use browser as viewer".

Index last updated: January 4, 1998

- **arkangel.gif** - A sketch of the Ark Angel (Eternity Comics' version) drawn by Presley H. Cannady.
- **assaultbattloid.gif** - Picture of the Invid Assault Battloid. *(Artist: **Jason Juta**)*
- **attackscout.gif** - Picture of the Invid Attack Scout. *(Artist: **Jason Juta**)*
- **barter1.gif** - Color screenshot of Lancer negotiating for a Gallant H-90.
- **battler2.gif** - Picture of a pair of Battler II cyclones. *(Artist: **Jason Juta**)*
- **cads1b.gif** - Inline sketch of the CADS-1B cyclone weapon system. *(Artist: **Jason Juta**)*
- **cads2.gif** - Inline sketch of the CADS-2 cyclone weapon system. *(Artist: **Jason Juta**)*
- **cargotransport.gif** - Picture of Invid Cargo Transports. *(Artist: **Jason Juta**)*
- **cba.gif** - Front view sketch of the REF combat body armor, the predecessor to the CVR-3 (originally from a Megazone 23 artbook).
- **cbahelmet.gif** - Picture of the helmet of the REF combat body armor (also from Megazone 23).
- **chap1image.gif** - Night attack on resistance fighters. *(Artist: **Amy Borden**)*
- **chap2image.gif** - Clothing style in the resistance. *(Artist: **Amy Borden**)*
- **chap3image.gif** - Picture of a resistance fighter. *(Artist: **Amy Borden**)*
- **chap4image.gif** - Another picture of a resistance fighter. *(Artist: **Amy Borden**)*
- **chap5image.gif** - Color pictures of Stage 6 Invid. *(Artist: **Amy Borden**)*
- **chap8image.gif** - Stage 5 Inivd in body armor.*(Artist: **Amy Borden**)*
- **chap9image.gif** - Resistance fighters on lookout. *(Artist: **Amy Borden**)*
- **colony.jpg** - A picture of a colony in space around what looks like Venus.
- **combatengineer.gif** - Sketch of an REF Combat Engineer. *(Artist: **Jason Juta**)*
- **combattrooper.gif** - Picture of the Invid Combat Trooper. *(Artist: **Jason Juta**)*
- **cvr3.gif** - A sketch (non-Palladium) of the CVR-3 Battle Armor.
- **cvr4.gif** - A sketch of CVR-4 Battle Armor. *(Artist: **Jason Juta**)*
- **cvr4helmet.gif** - A closeup of the CVR-4 Helmet. *(Artist: **Jason Juta**)*
- **cycloneinsert.gif** - Inline sketch of a Cyclone firing mini-missiles. *(Artist: **Jason Juta**)*
- **dandelions.gif** - Title page for Dandelions Book One. *(Artist: **Amy Borden**)*
- **face1.gif** - Picture of the face of an REF female soldier. *(Artist: **Jason Juta**)*
- **fallensoldier.gif** - Color screenshot of Scott Bernard saluting a fallen soldier.

- **ferret.gif** - Picture of a VR-120 Ferret firing shoulder missiles. *(Artist: **Jason Juta**)*
- **firefly.gif** - An inline sketch of a VR-117 Firefly cyclone. *(Artist: **Jason Juta**)*
- **fleet.gif** - A screen capture of the REF fleet from Robotech episode 84.
- **forager.gif** - Front view of a Forager survival cyclone. *(Artist: **Jason Juta**)*
- **frags1.gif** - Color screenshot of human gangers from the Robotech TV series.
- **frags3.gif** - Color screenshot of human gangers from the Robotech TV series.
- **frags6.gif** - Color screenshot of human gangers from the Robotech TV series.
- **frags8.gif** - Color screenshot of human gangers from the Robotech TV series.
- **frags9.gif** - Color screenshot of human gangers from the Robotech TV series.
- **gallant1k-1.gif** - A computer image of a Gallant 1000 pistol.
- **gallant1k-2.gif** - A computer image of a Gallant 1000 with rifle stock and surpressor.
- **gallant95.gif** - A sketch of the new Gallant 95. *(Artist: **Jason Juta**)*
- **gallant95stock.gif** - The new Gallant 95 with optional rifle stock and muzzle. *(Artist: **Jason Juta**)*
- **gallantstock.gif** - A crate full of Gallant H-90 rifles.
- **gr117.gif** - Closeup of the GR-117 cyclone weapon system. *(Artist: **Jason Juta**)*
- **gr200.gif** - Closeup of the GR-200 cyclone weapon system. *(Artist: **Jason Juta**)*
- **gr215.gif** - Closeup of the GR-215 cyclone weapon system. *(Artist: **Jason Juta**)*
- **gr220.gif** - Closeup of the GR-220 cyclone weapon system. *(Artist: **Jason Juta**)*
- **gu11s.gif** - Closeup of the GU-11S Gun Pod (from the Robotech Movie).
- **gu18.gif** - Closeup of the GU-18 Gun Pod (from the Robotech Movie).
- **gu19.gif** - Closeup of the GU-19 Gun Pod (from the Robotech Movie).
- **gu21.gif** - Closeup of the GU-21 Gun Pod (from the Robotech Movie).
- **hellcat2.gif** - A picture of the Hellcat Mk. II Inorganic. *(Artist: **Amy Borden**)*
- **invidarmor.gif** - A picture of Invid Body Armor. *(Artist: **Jason Juta**)*
- **invidattacksmall.gif** - An Invid Sentinel attacking resistance fighters on a barren plain. *(Artist: **Amy Borden**)*
- **invidpistol.gif** - A closeup view of the Invid pistol sidearm for humanoid Invid. *(Artist: **Jason Juta**)*
- **invidrifle.gif** - A closeup view of the Invid rifle for humanoid Invid. *(Artist: **Jason Juta**)*
- **invidshield.gif** - A closeup view of the hand-held shield for humanoid Invid. *(Artist: **Jason Juta**)*
- **kraken.gif** - The new Invid Kraken Inorganic. *(Artist: **Amy Borden**)*
- **legioss9insert.gif** - A picture of a VAF-9 and VBF-3 linked in Legioss form. *(Artist: **Jason Juta**)*
- **leviathan.gif** - The new Invid Leviathan Inorganic. *(Artist: **Amy Borden**)*
- **liberty.gif** - A color screenshot of Veritechs flying past the statue of liberty.
- **miniorganic.gif** - The new Invid Stalker Inorganic. *(Artist: **Amy Borden**)*
- **n1net.gif** - Closeup of the N-1 Net Launcher. (from the Robotech Movie).
- **newrtech1.gif** - An old "advertisment" I made up for the release of TIW. *(Artist: **Jason Juta**)*
- **newrtech2.gif** - Another old "advertisment" for the release of TIW. *(Artist: **Jason Juta**)*

- **paramedic.gif** - An inline sketch of one REF trooper holding another wounded one. *(Artist: Jason Juta)*
- **parasite1.gif** - A sketch of the "Parasite" rifle-launched gernade. *(Artist: the Armyman)*
- **parasite2.gif** - Another more technical sketch of the "Parasite". *(Artist: the Armyman)*
- **protector.gif** - An inline sketch of a VR-122 Protector Cyclone. *(Artist: Jason Juta)*
- **reflexpoint.jpg** - A screen capture showing the aftermath of the first attack on Reflex Point.
- **renegade.gif** - A picture of a Renegade Stage 5 Invid. *(Artist: Amy Borden)*
- **RGFlogo.gif** - A small view of the Robotech Guardian Forces logo.
- **samson.gif** - Front view of a VR-112 Samson. *(Artist: Jason Juta)*
- **samson2.gif** - A shot of a VR-112 Samson and a VR-122 Protector fighting a fire. *(Artist: Jason Juta)*
- **samsonarm.gif** - Optional robotic arm attachment for the Samson. *(Artist: Jason Juta)*
- **samsonclaw.gif** - Optional powered claw attachment for the Samson. *(Artist: Jason Juta)*
- **samsoncrane.gif** - Optional crane attachment for the Samson. *(Artist: Jason Juta)*
- **samsongrapple.gif** - Optional line and grapple attachment for the Samson. *(Artist: Jason Juta)*
- **samsonpgun.gif** - Optional pressure gun attachment for the Samson. *(Artist: Jason Juta)*
- **samsonscoop.gif** - Optional front-mounted scoop attachment for the Samson. *(Artist: Jason Juta)*
- **sentinel.gif** - Picture of the new Invid Sentinel mecha. *(Artist: Jason Juta)*
- **seramarlene.gif** - A sketch of the famous Stage 5 Invid duo. *(Artist: Amy Borden)*
- **seramarlene2.gif** - Another sketch of the resistance fighters, this time in color. *(Artist: Amy Borden)*
- **spacehive.gif** - The new Invid Space Hives. *(Artist: Jason Juta)*
- **spacehivemap.gif** - A map of the rough locations of the Invid Space Hives.
- **spacetrooper.gif** - Picture of the new Invid Space Trooper mecha. *(Artist: Jason Juta)*
- **stage6.gif** - B/W sketch of Stage 6 Invid without armor. *(Artist: Amy Borden)*
- **stats.assaultbattloid.gif** - Technical specs of Assault Battloid Invid Mecha. *(Artist: Jason Juta)*
- **stats.attackscout.gif** - Technical specs of the Assault Battloid Invid Mecha. *(Artist: Jason Juta)*
- **stats.cargotransport.gif** - Technical specs of the Invid Cargo Transports. *(Artist: Jason Juta)*
- **stats.combattrooper.gif** - Technical specs of the Combat Trooper Invid Mecha. *(Artist: Jason Juta)*
- **stats.spacehive.gif** - Technical specs of Invid Space Hives. *(Artist: Jason Juta)*
- **stats.sentinel.gif** - Technical specs of the Sentinel Invid Mecha. *(Artist: Jason Juta)*
- **stats.spacetrooper.gif** - Technical specs of Space Trooper Invid Mecha. *(Artist: Jason Juta)*
- **stats.strikeunit.gif** - Technical specs of the Strike Unit Invid Mecha. *(Artist: Jason Juta)*
- **stats.vaf8.gif** - Technical specs of the VAF-8 Veritech Alpha Fighter. *(Artist: Jason Juta)*
- **stats.vaf9.gif** - Technical specs of the VAF-9 Veritech Alpha Fighter. *(Artist: Jason Juta)*
- **stats.vbf2.gif** - Technical specs of the VBF-2 Veritech Beta Fighter. *(Artist: Jason Juta)*
- **stats.vbf3.gif** - Technical specs of the VBF-3 Veritech Beta Fighter. *(Artist: Jason Juta)*
- **stats.vr112.gif** - Technical specs of the VR-112 Samson Engineering Cyclone. *(Artist: Jason*

Juta)

- **stats.vr117.gif** - Technical specs of the VR-117 Firefly Rescue Cyclone. *(Artist: **Jason Juta**)*
- **stats.vr120.gif** - Technical specs of the VR-120 Ferret Light Cyclone. *(Artist: **Jason Juta**)*
- **stats.vr122.gif** - Technical specs of the VR-122 Protector Security Cyclone. *(Artist: **Jason Juta**)*
- **stats.vr135.gif** - Technical specs of the VR-135 Forager Survival Cyclone. *(Artist: **Jason Juta**)*
- **stats.vr141.gif** - Technical specs of the VR-141 Super Saber Cyclone. *(Artist: **Jason Juta**)*
- **stats.vr152.gif** - Technical specs of the VR-152 Battler II Cyclone. *(Artist: **Jason Juta**)*
- **stats.warlordbattloid.gif** - Technical specs of the Warlord Battloid Invid Mecha. *(Artist: **Jason Juta**)*
- **strikeunit.gif** - Picture of the Invid Strike Unit. *(Artist: **Jason Juta**)*
- **supersaber.gif** - A Picture of the Super Saber cyclone. *(Artist: **Jason Juta**)*
- **tokugawa.gif** - A side view picture I made a long time ago of the RSS Tokugawa.
- **tokugawa-side.jpg** - A color frame capture of the side view of the Tokugawa, courtesy of the Robotech Technical Files.
- **tokugawa-airlock.jpg** - A front picture of the Tokugawa with one of the airlocks open.
- **tokugawa-rear.jpg** - A rear view of the Tokugawa firing one of its heavy laser turrets.
- **tokugawa-front.jpg** - A clearer picture of the front of the Tokugawa.
- **thunderer-front.gif** - A rare sketch of the front of the Izumo/Thunderer from Mospeada.
- **thunderer-rear.gif** - An even more rare view of the back of the Izumo. Note the Ikazuchi for size comparison.
- **trooperinsert.gif** - A side view of the Invid Combat Trooper. *(Artist: **Jason Juta**)*
- **vaf8pict.gif** - A picture of the VAF-8 Veritech. *(Artist: **Jason Juta**)*
- **vaf9insert.gif** - Forward view of a VAF-9/VBF-3 Legioss. *(Artist: **Jason Juta**)*
- **vaf9pict.gif** - A picture of the VAF-9 Veritech. *(Artist: **Jason Juta**)*
- **vbf2pict.gif** - A picture of the VBF-2 Veritech. *(Artist: **Jason Juta**)*
- **vbf3insert.gif** - Picture of a VBF-3 Beta Fighter in Guardian mode. *(Artist: **Jason Juta**)*
- **vbf3pict.gif** - A picture of the VBF-3 Veritech. *(Artist: **Jason Juta**)*
- **warlordbattloid.gif** - A picture of the Warlord Battloid Invid Mecha. *(Artist: **Jason Juta**)*
- **warning.gif** - A warning to players trying to read classified sections of TIW. *(Artist: **Jason Juta**)*
- **warrior1.gif** - An edited picture of the Warrior from the comic **Robotech Invid War** #5.
- **warrior2.gif** - Another edited picture, this time from **Robotech Invid War** #3.
- **warrior3.gif** - A third distorted picture of the Warrior from **Robotech Invid War** #3 which I was trying to make resemble a side view (almost got it, but not quite).
- **wreck.gif** - Color screenshot of wrecked REF and Invid mecha.
- **youngrook.gif** - Color screenshot of a younger Rook and her role model. *(Artist: **Jason Juta**)*

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

INVID
ASSAULT
BATTLOID

PBC

Blade
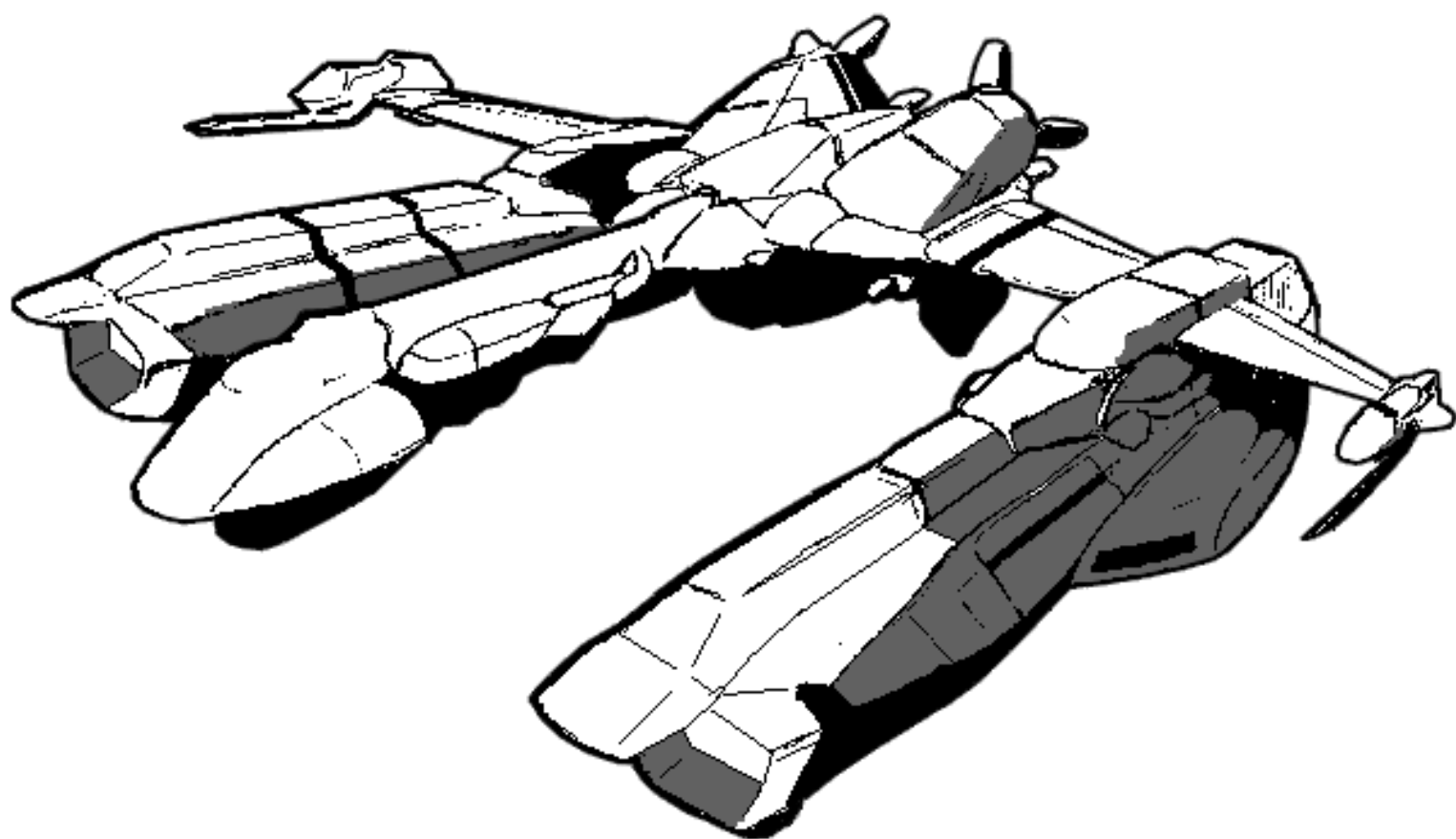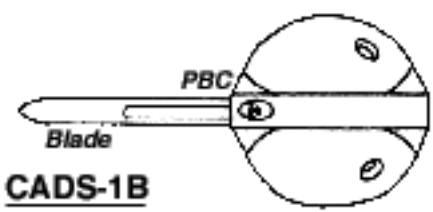
CADS-1B
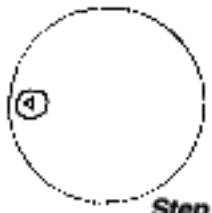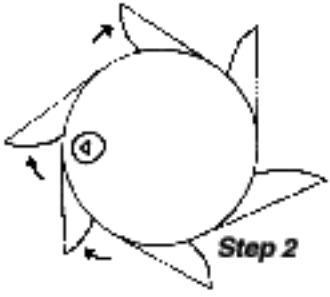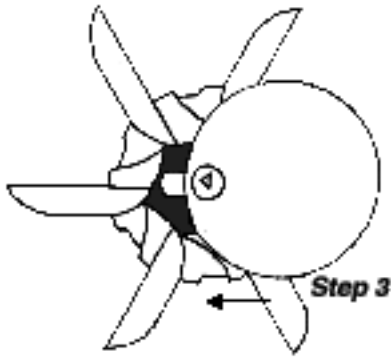
Step 1   Step 2   Step 3

CADS-2

INVID CARGO TRANSPORTS
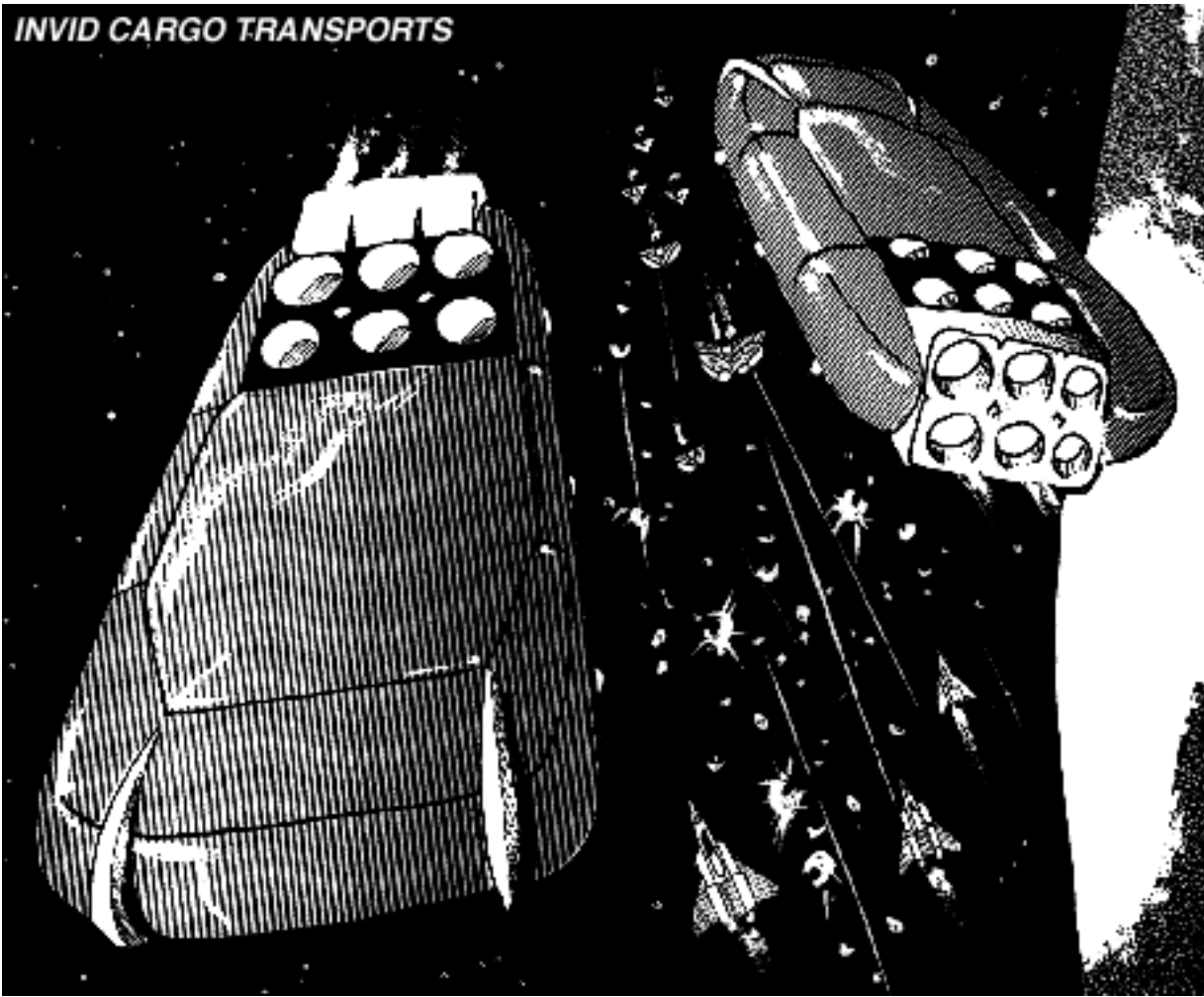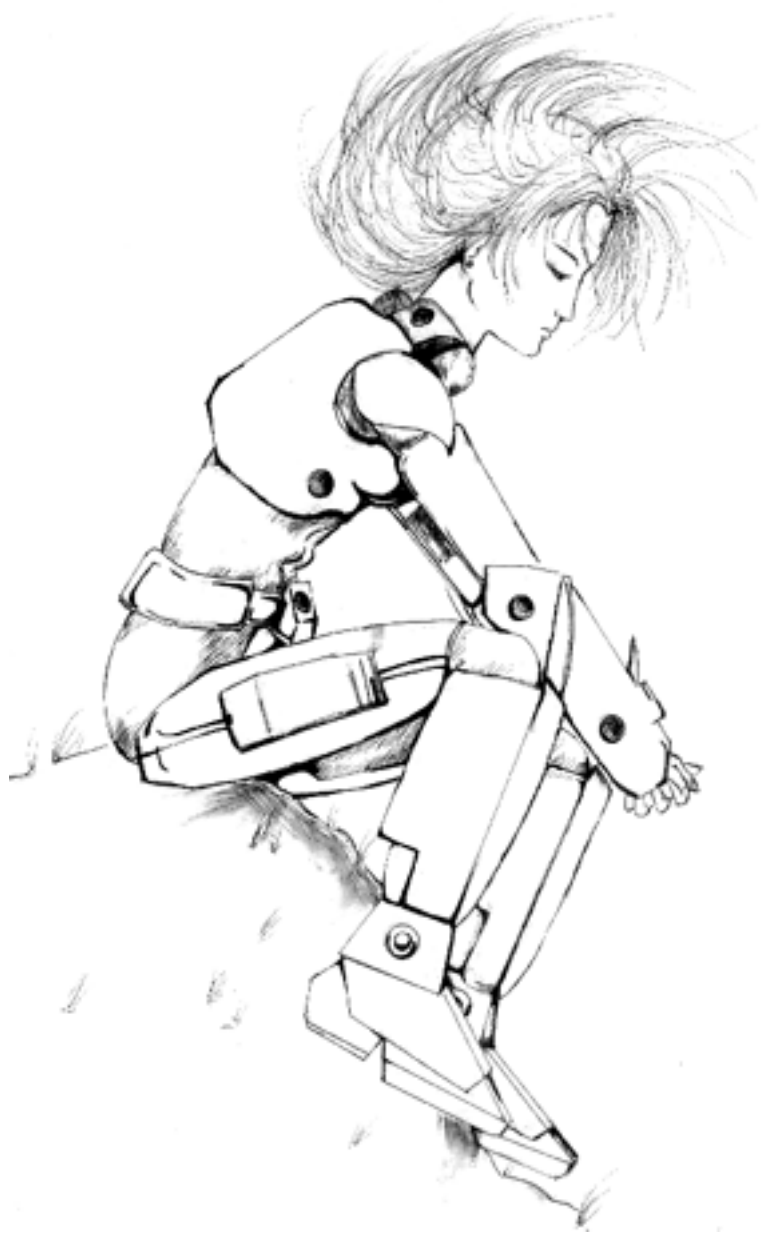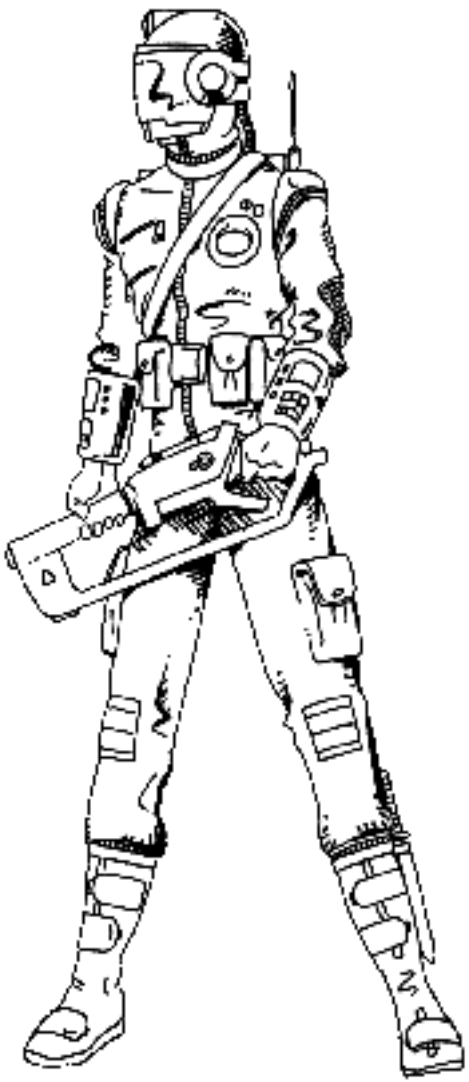
INVID COMBAT TROOPER
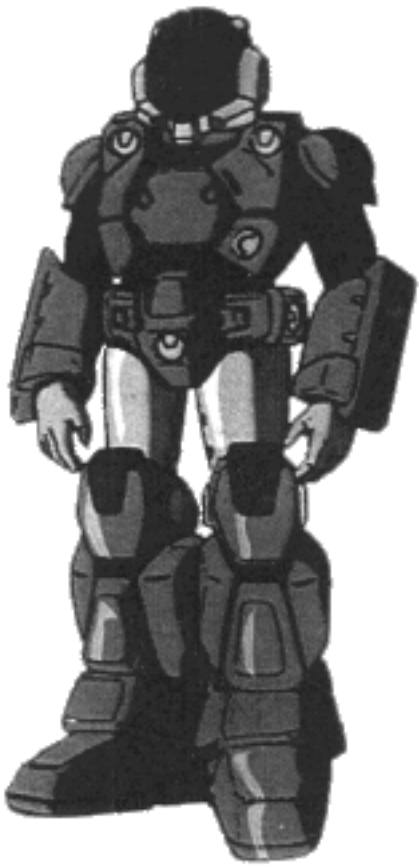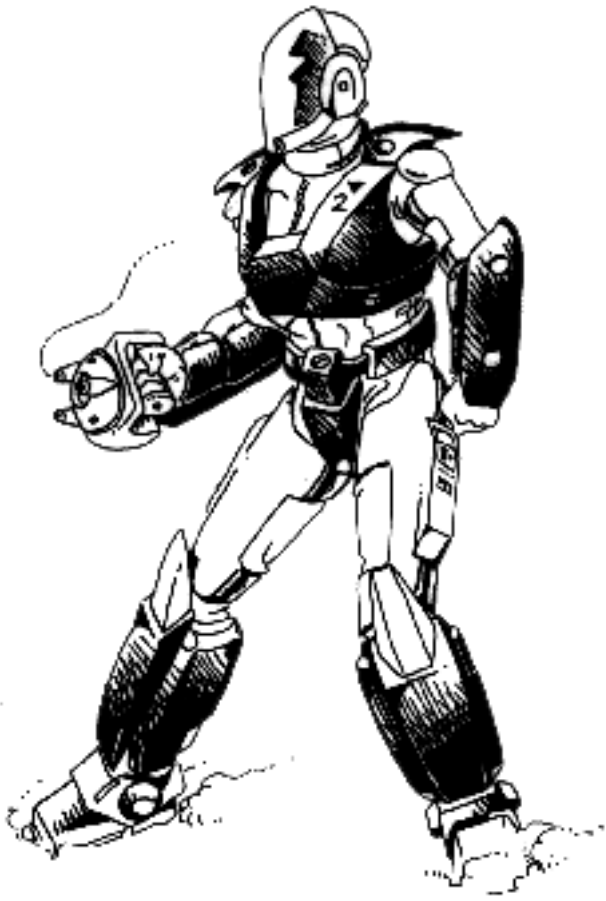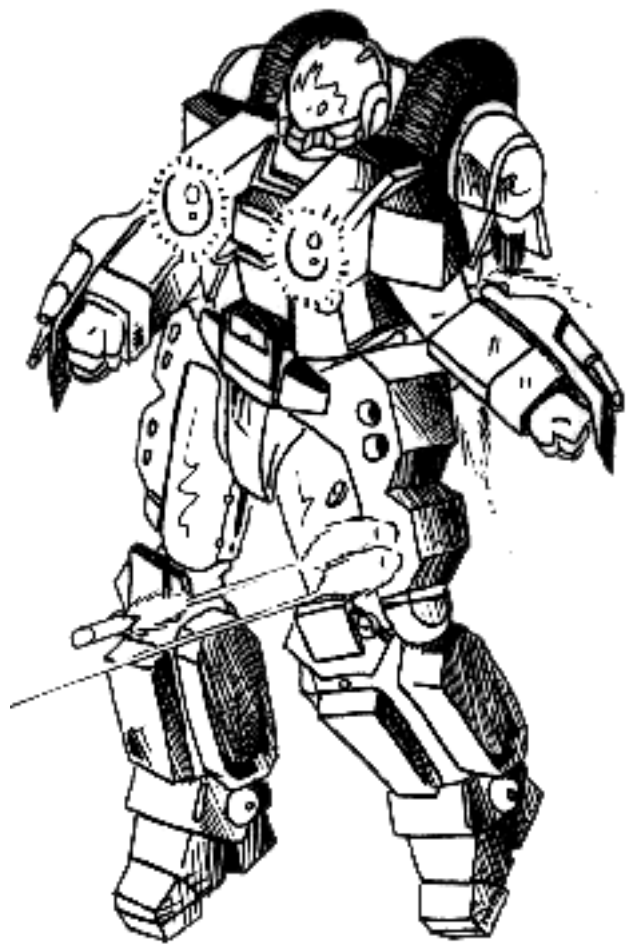
DANDELIONS

A STORY OF
THE THIRD INVID WAR
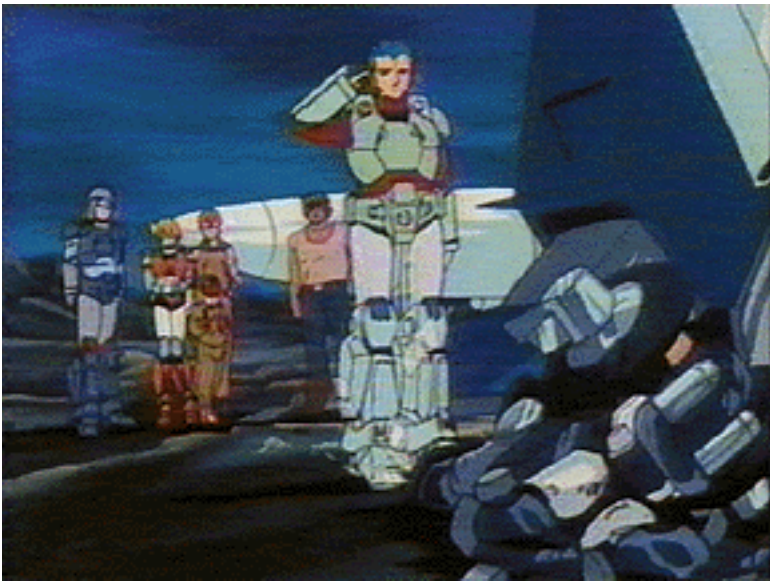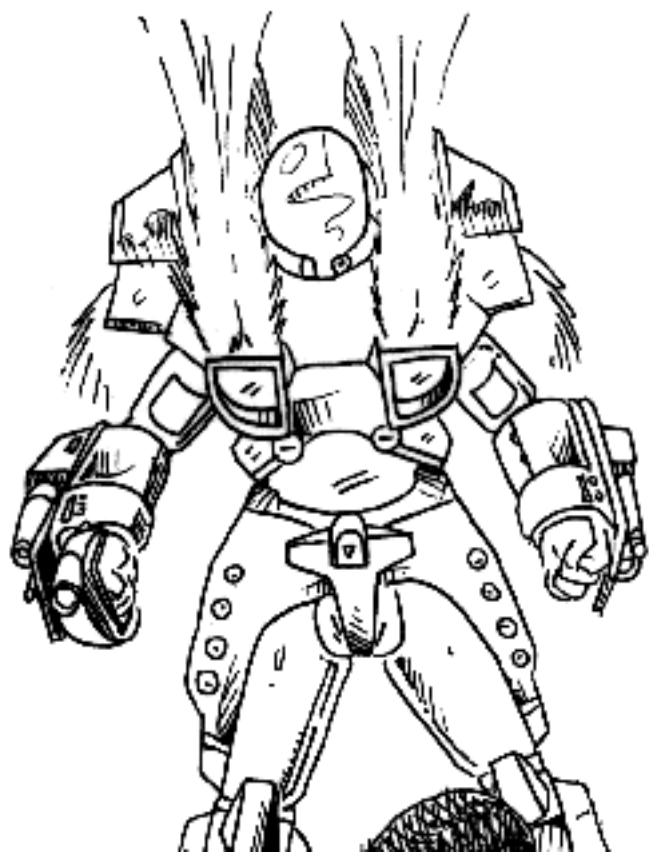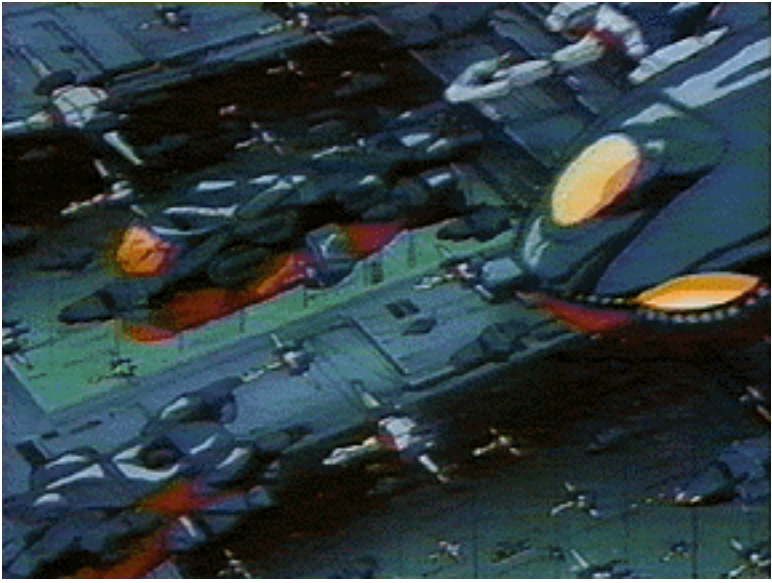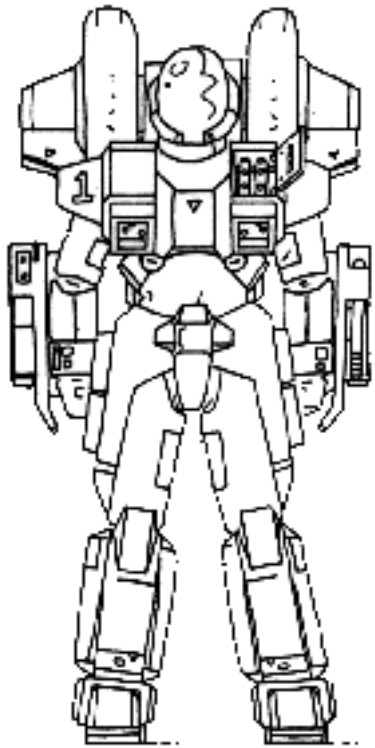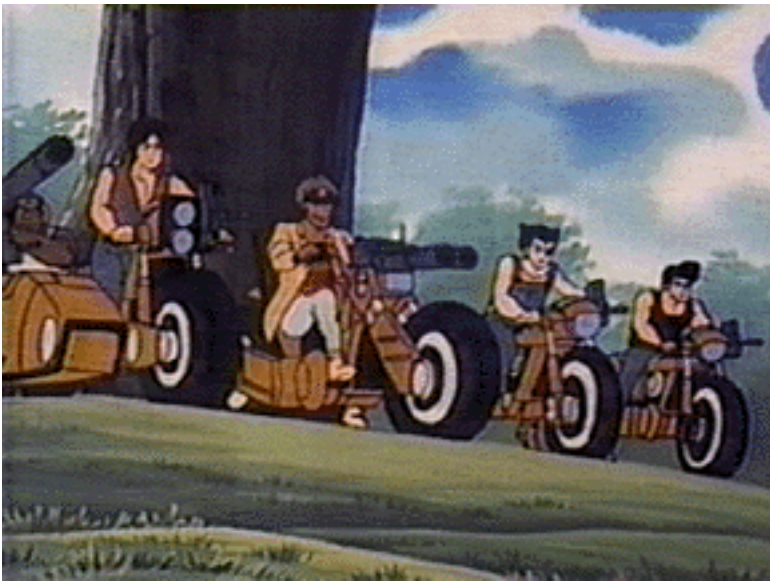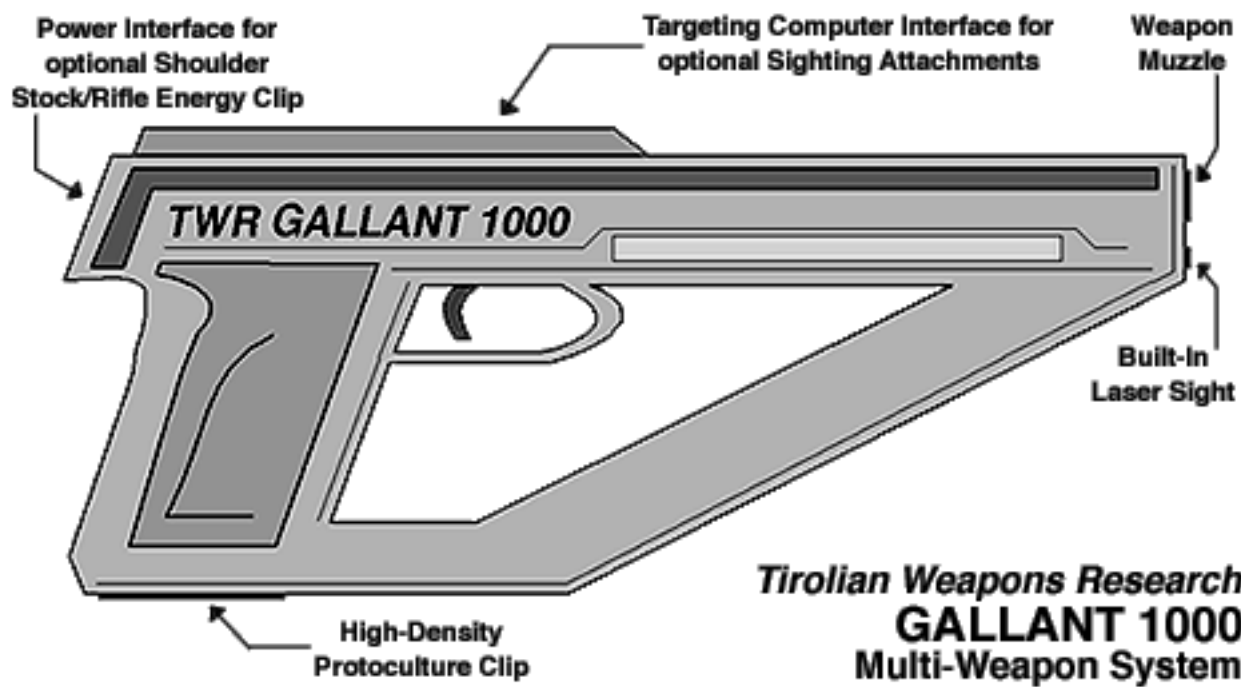
**STORY AND
ARTWORK BY**

AMY BORDEN

Power Interface for optional Shoulder Stock/Rifle Energy Clip

Targeting Computer Interface for optional Sighting Attachments

Weapon Muzzle

TWR GALLANT 1000

Built-In Laser Sight

High-Density Protoculture Clip

Tirolian Weapons Research
GALLANT 1000
Multi-Weapon System

GALLANT 1000
with optional Shoulder Stock,
Computer Targeting Sight,
and Flash Suppressor attached
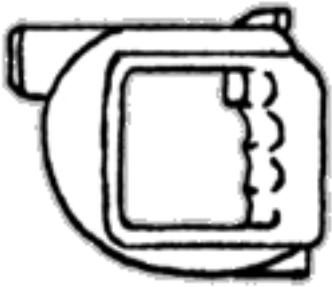
GALLANT H-95
Tirolian Weapons Research

GALLANT H-95 with FLASH SUPPRESSOR and RIFLE STOCK

Grappling Hook

Welding Laser

GR-117

Twin
Missile
Launchers

Beam Cannon

GR-200
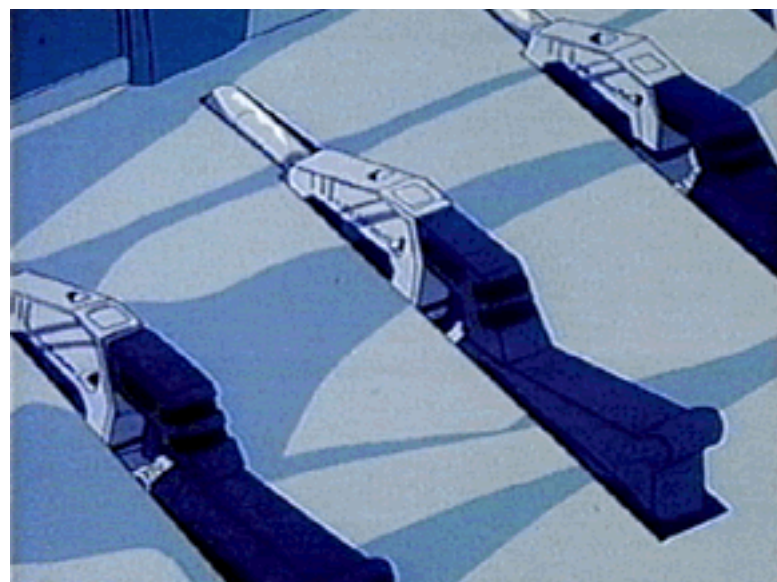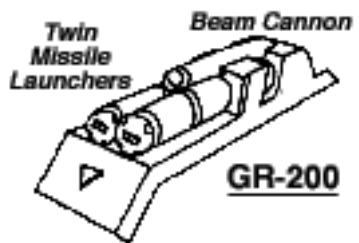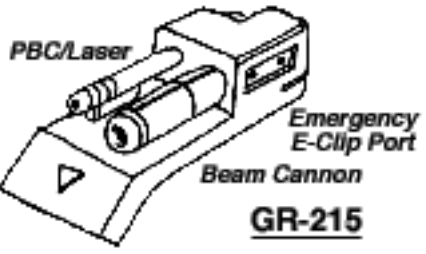
PBC/Laser

Emergency
E-Clip Port

Beam Cannon

GR-215

Beam Cannon

4.45mm SMG

GR-220
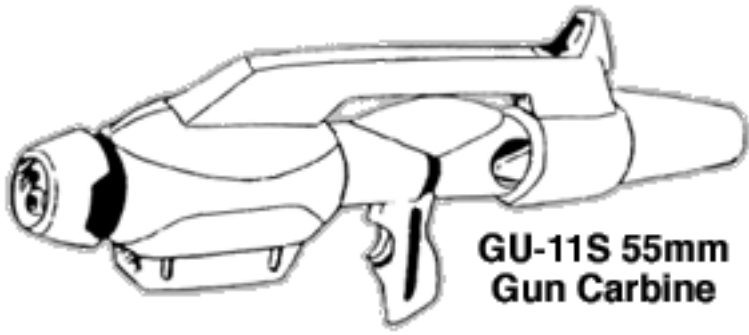
**GU-11S 55mm
Gun Carbine**

**GU-18 23mm
Gun Pod**
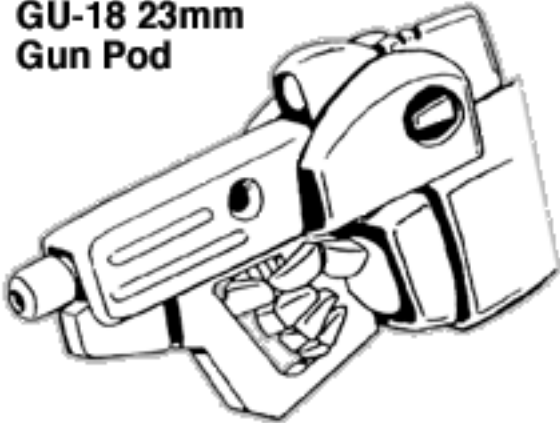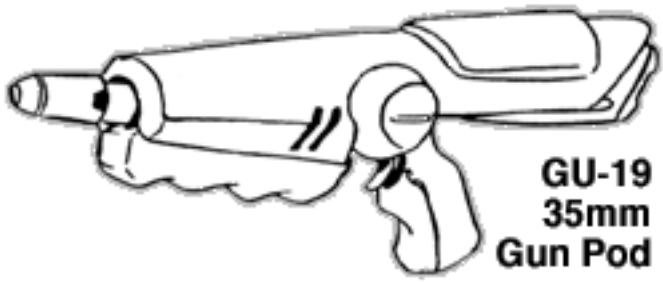
**GU-19
35mm
Gun Pod**

GU-21 45mm Recoilless Rifle
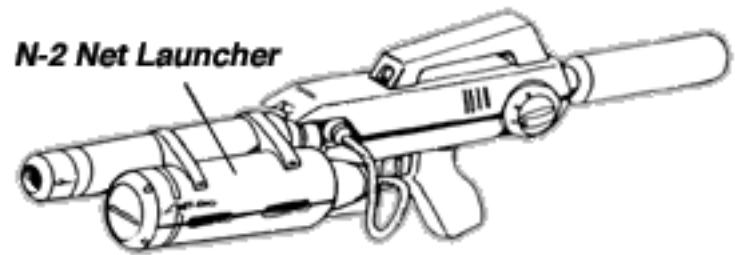
N-2 Net Launcher

**STAGE 5 INVID
BODY ARMOR**
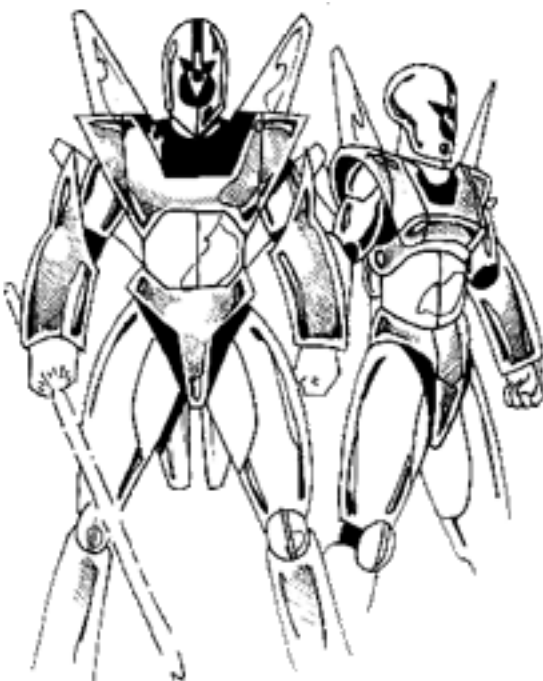
**STAGE 6 INVID
BODY ARMOR**
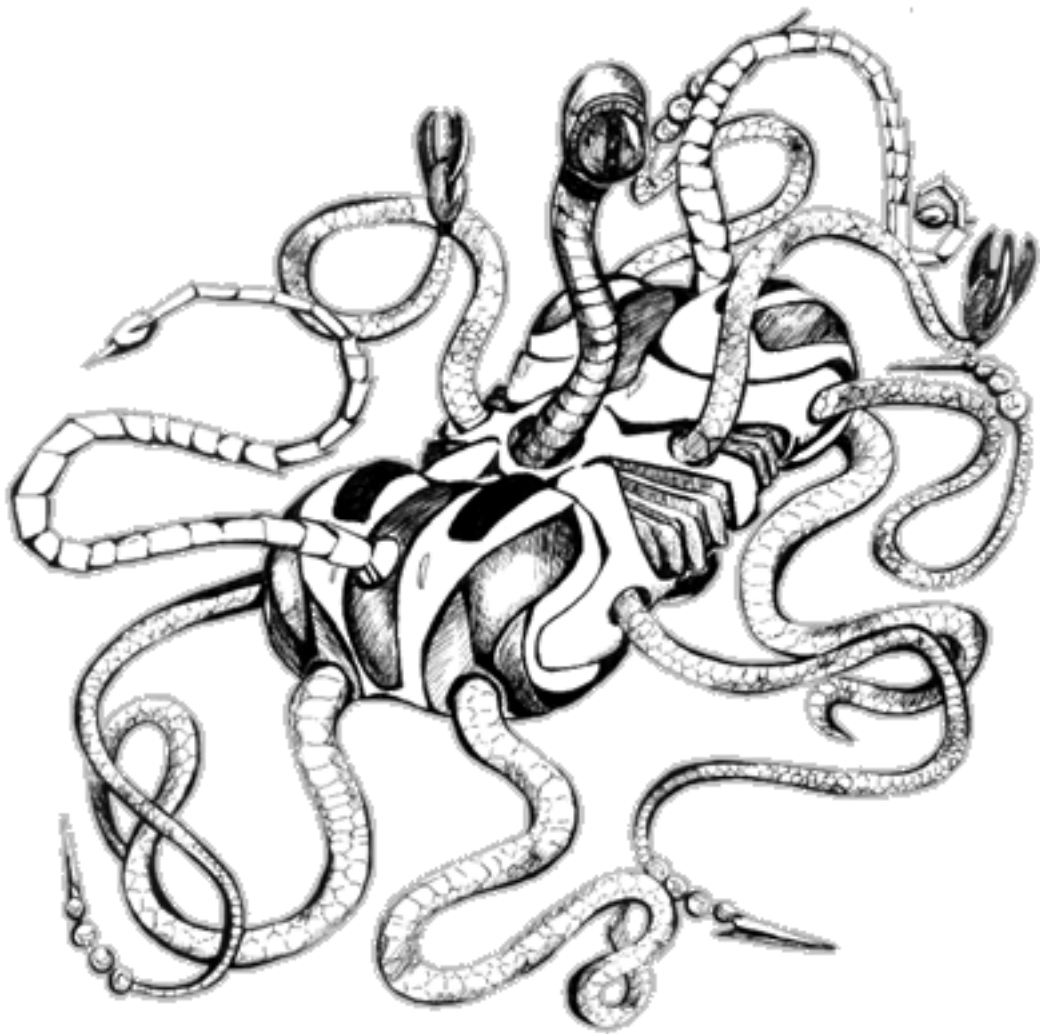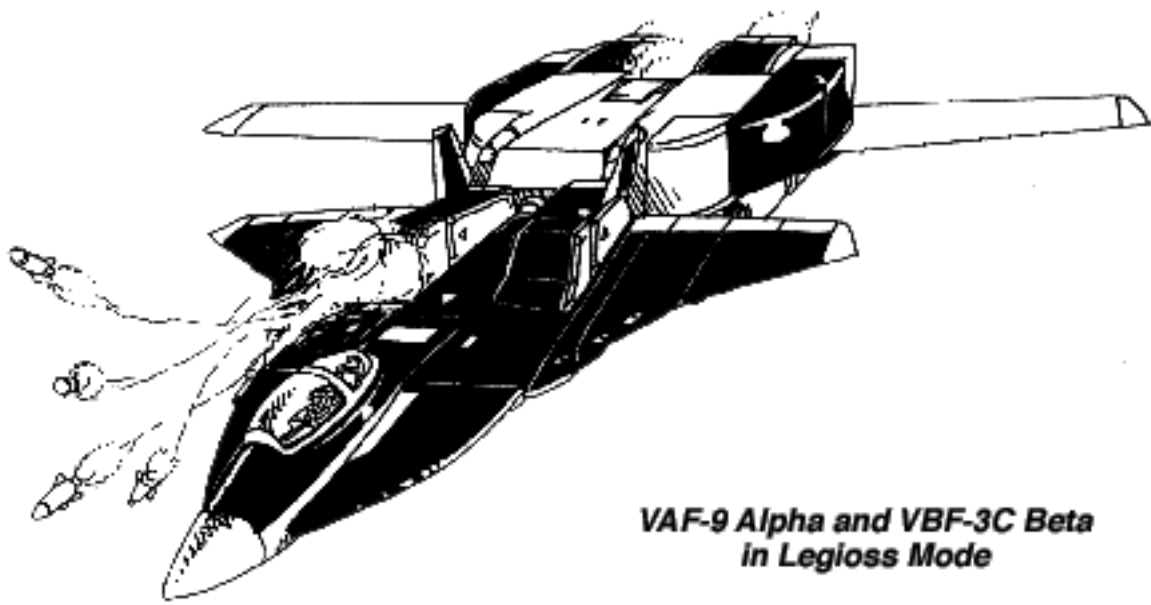
VAF-9 Alpha and VBF-3C Beta
in Legioss Mode
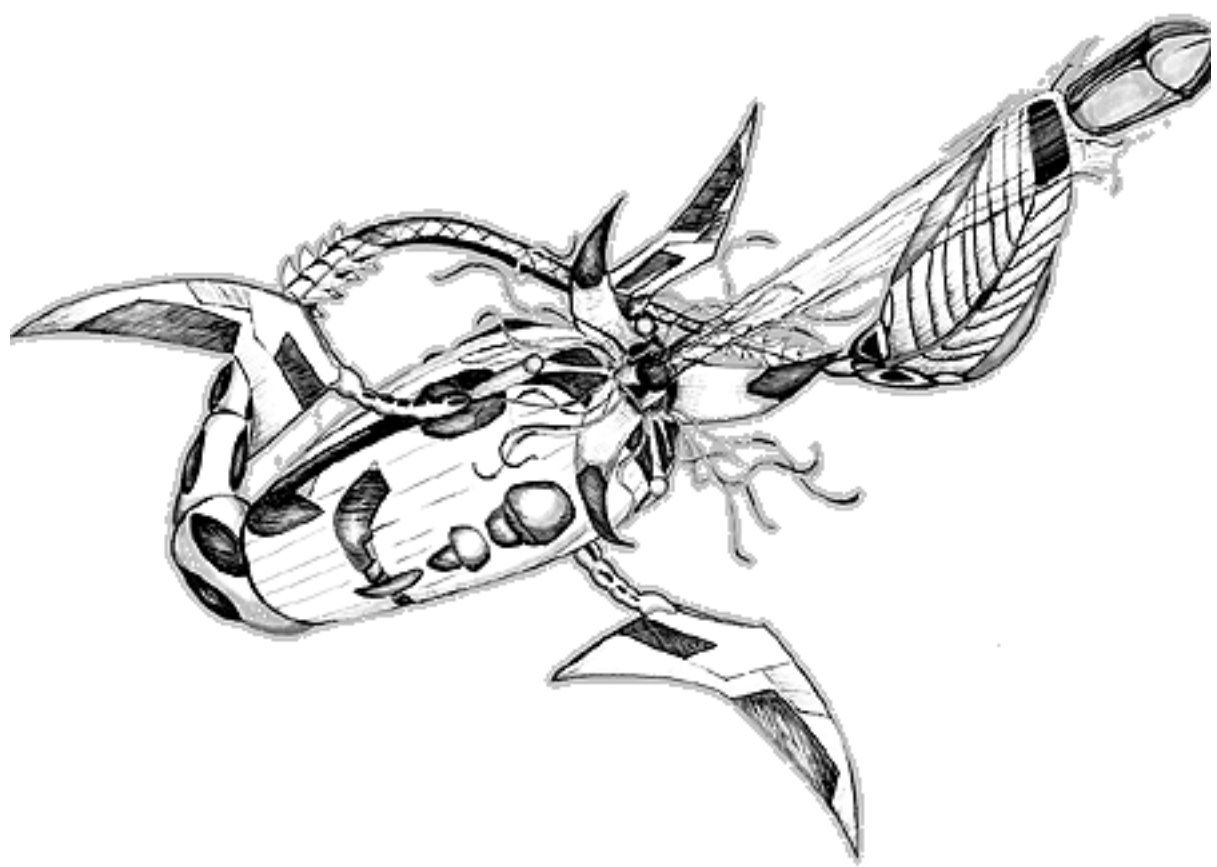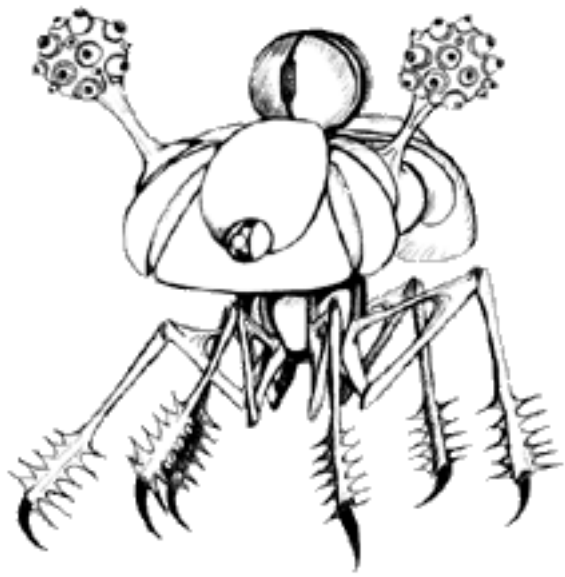
N-1 Net Launcher
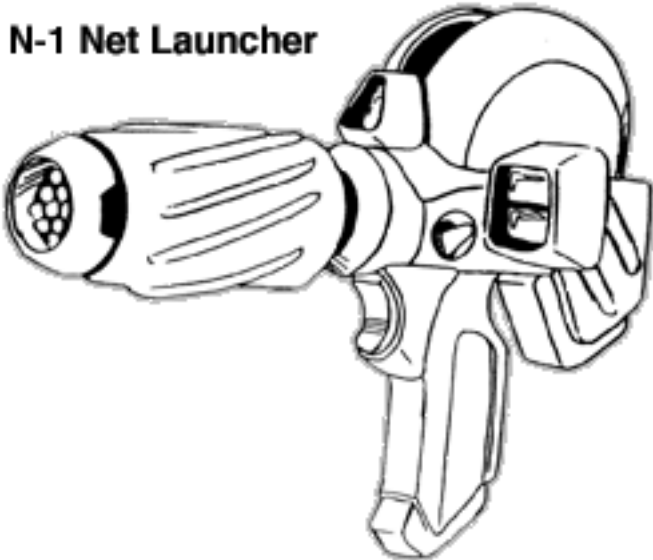
ROBOTECH
The Third Invid War

An unofficial fan-supplement for Palladium's ROBOTECH RPG

Written by **DAVE DEITRICH**
and **CHRIS MEADOWS**

Artwork by **JASON JUTA**

Coming in October, 1994

For more information, contact
deitrich@cc.gatech.edu

AFTER THE BATTLE OF REFLEX POINT...

*THE **REAL** WAR FOR EARTH BEGINS...*

ROBOTECH
The Third Invid War

An unofficial fan supplement for Palladium's ROBOTECH ROLE-PLAYING GAME

Written by DAVE DEITRICH and CHRIS MEADOWS

Artwork by JASON JUTA

Coming in October, 1994

For more information, contact deitrich@cc.gatech.edu

2.49 ft (0.76 m)

Mk IX

A-PERS

Radar Proximity Probe

Primary Warhead

Base Propulsion Module With
Folding Legs (4)

Mk IX

A-PERS

M21 Submunition (25)

M21

3.5 in
(9 cm)
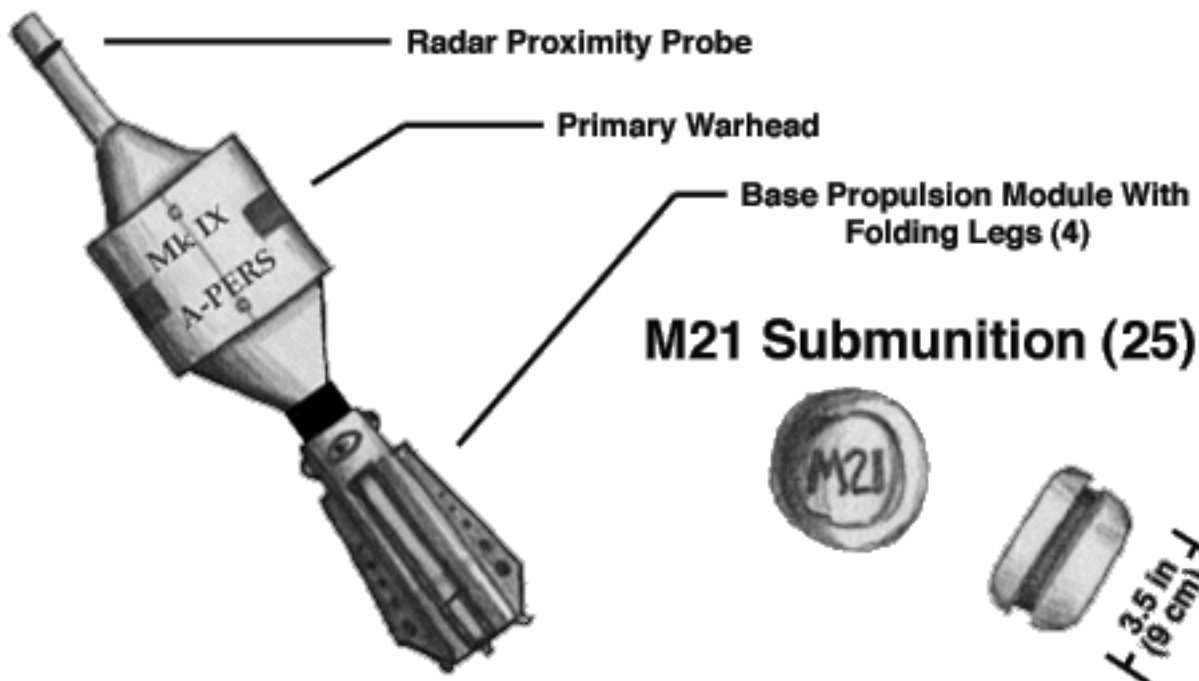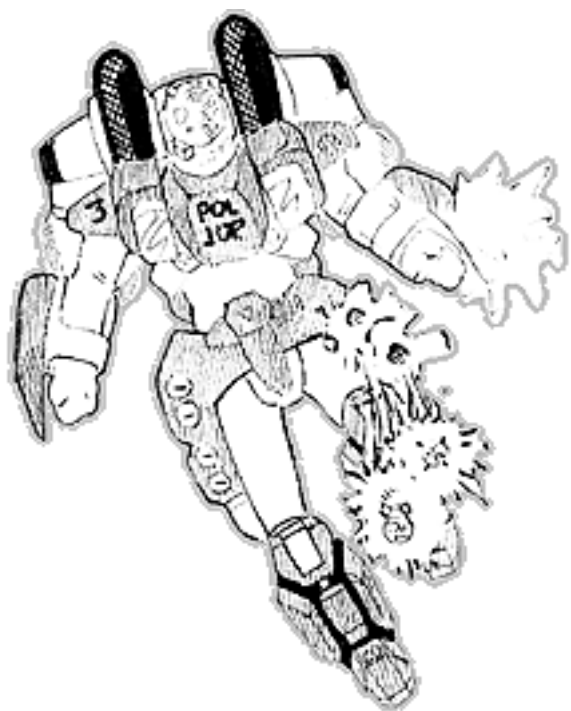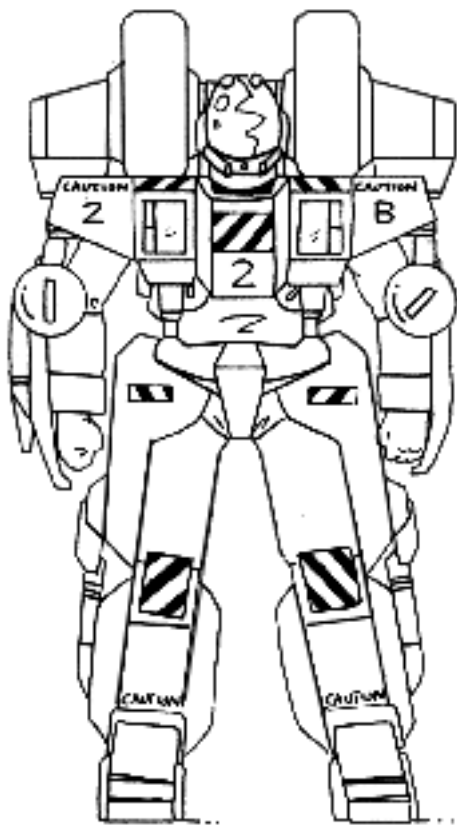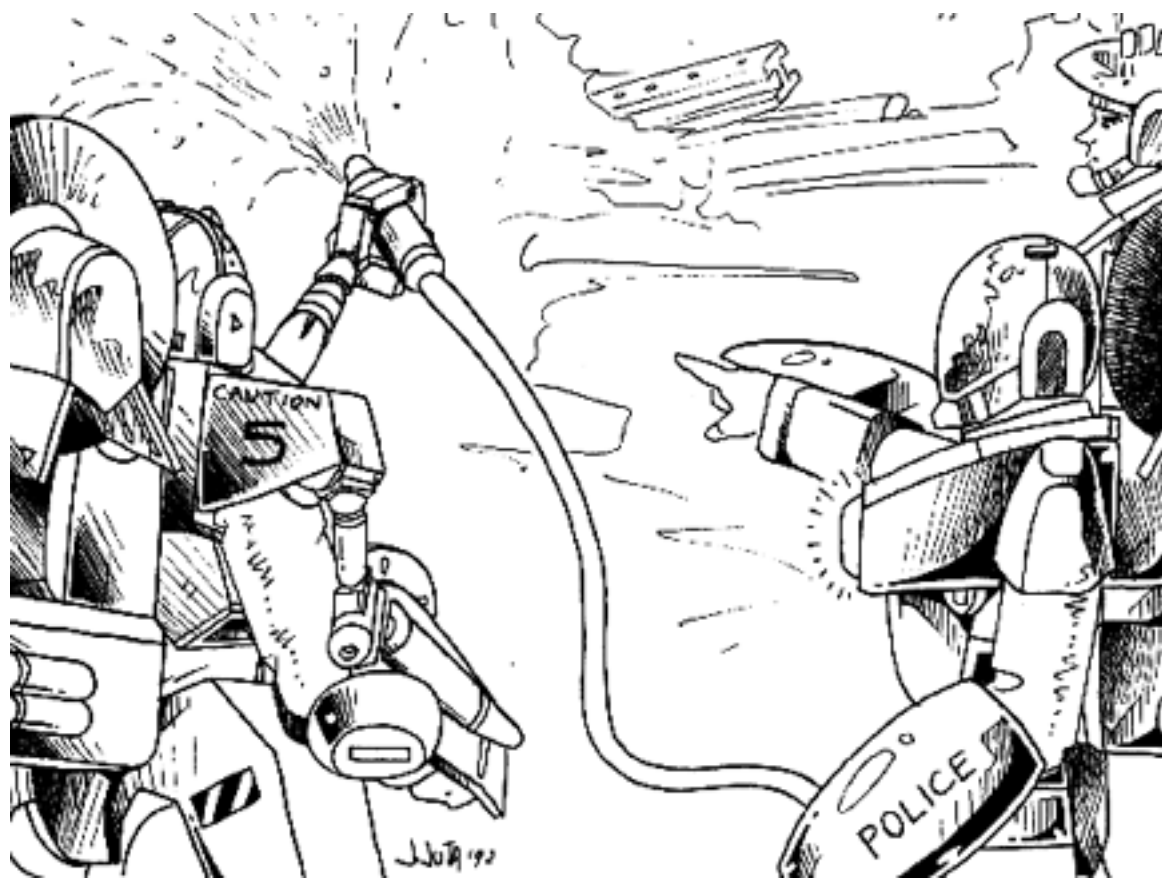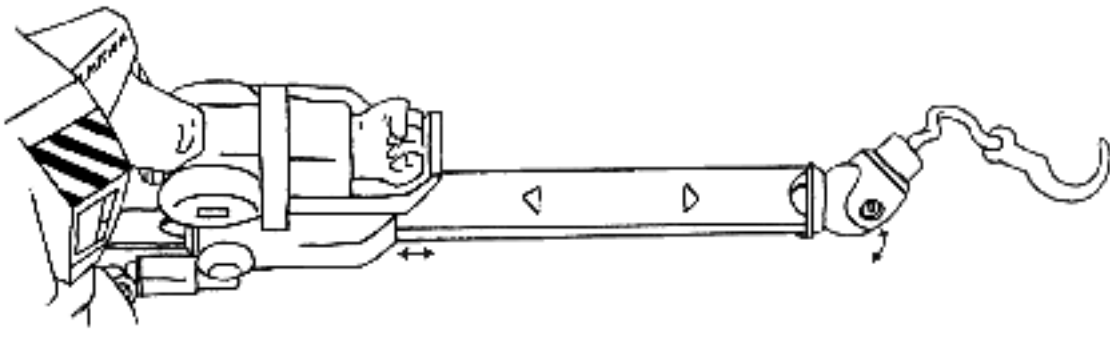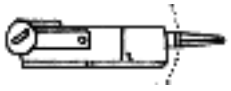
SERA & MARLENE

INVID SPACE HIVE
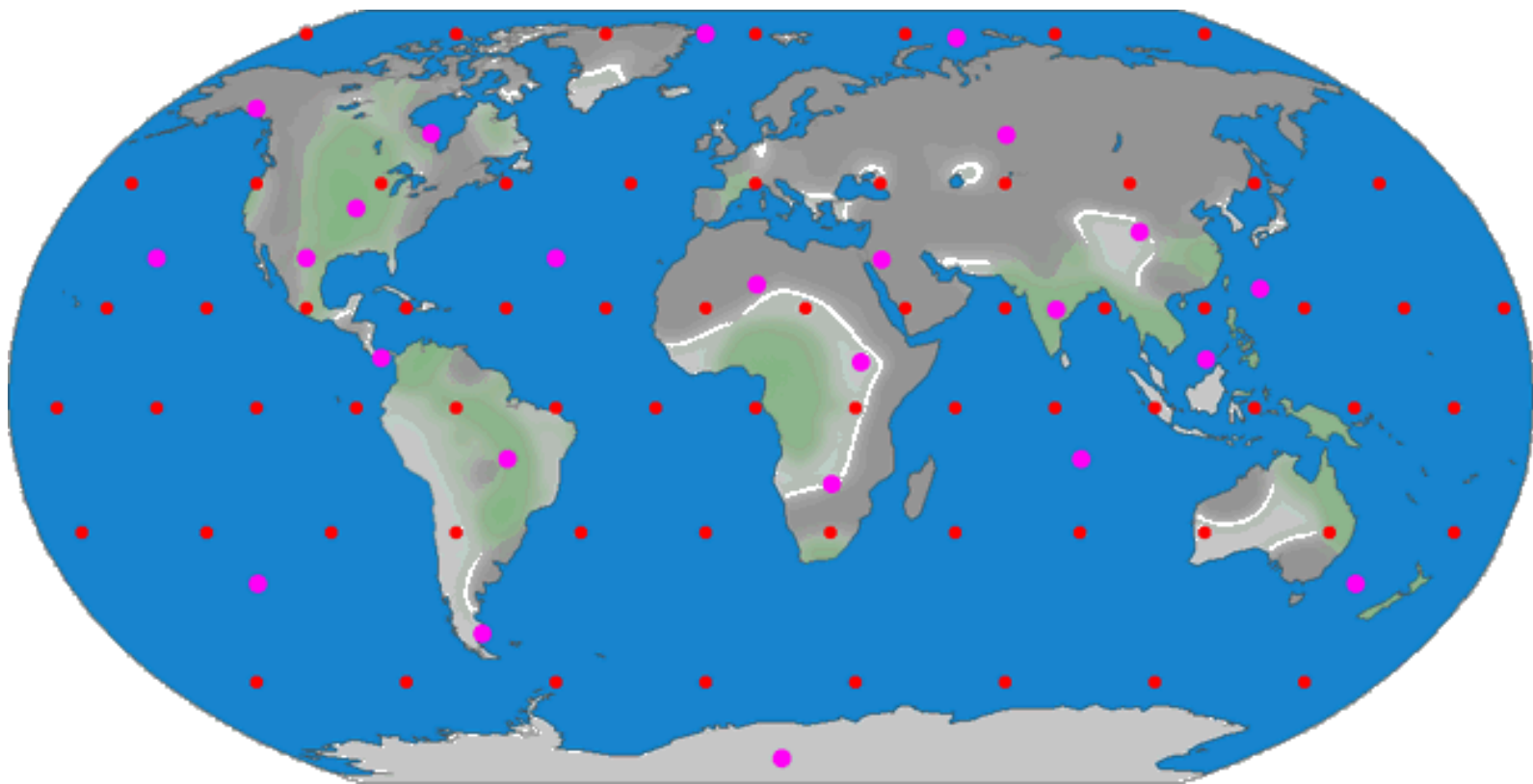
INVID SPACE TROOPER

INVID ASSAULT BATTLOID DATA

Plasma Cannons (x2)

Nozzle

Stream
Compressor

Power
Coolant

Fuel
Storage

Generator

Exhaust
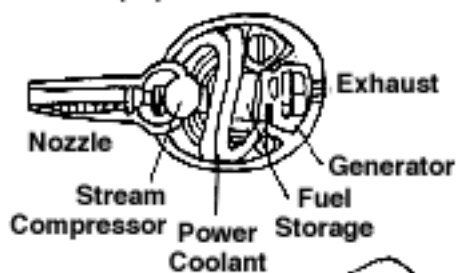
Improved
Plasma
Cannon (x2)
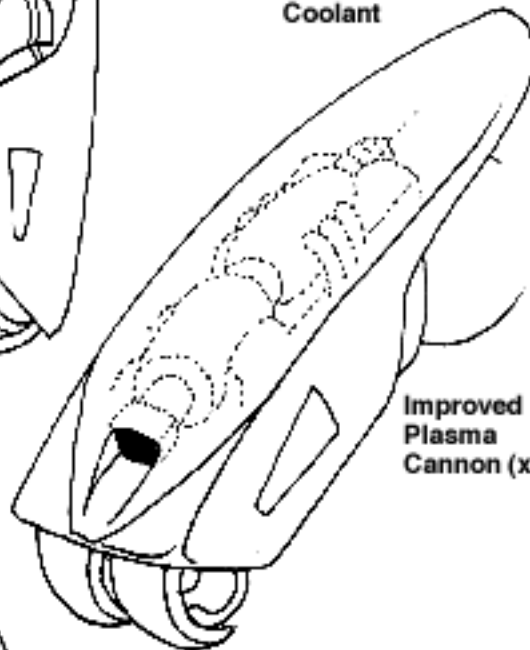
Hand/Claw

Powerful new engine
system based on
original RCB design

**Overhead
View**

**Main
Screen
and
HUD**

**Left
Rear
View**

**Right
Rear
View**
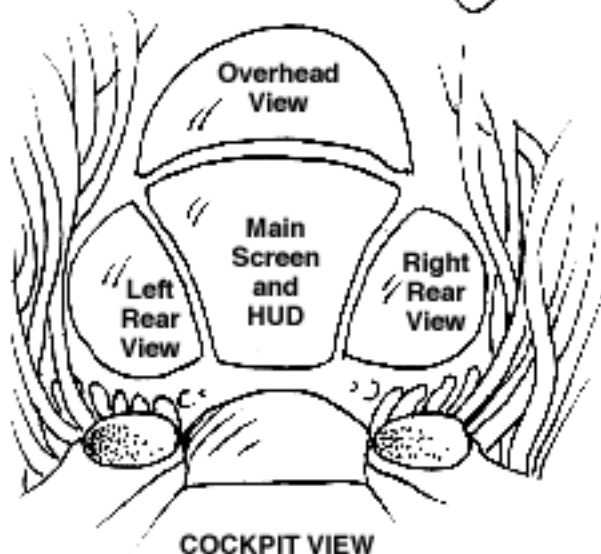
COCKPIT VIEW
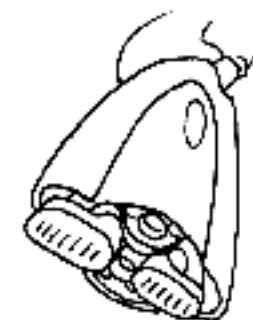
**Lower Foot Design
(Note Tread Pattern)**

INVID ATTACK SCOUT DATA

Interior Schematic

FRONT VIEW

Extremely Hard Exterior Shell

Cockpit Area

Small Thruster Slit Protects Engine

SIDE VIEW

Flight Mode (Lower View)

Flight Mode (Upper View)

Flight Mode (Front)

NOTE: FIRST INVID MECHA WITH TRANSFORM CAPABILITIES!
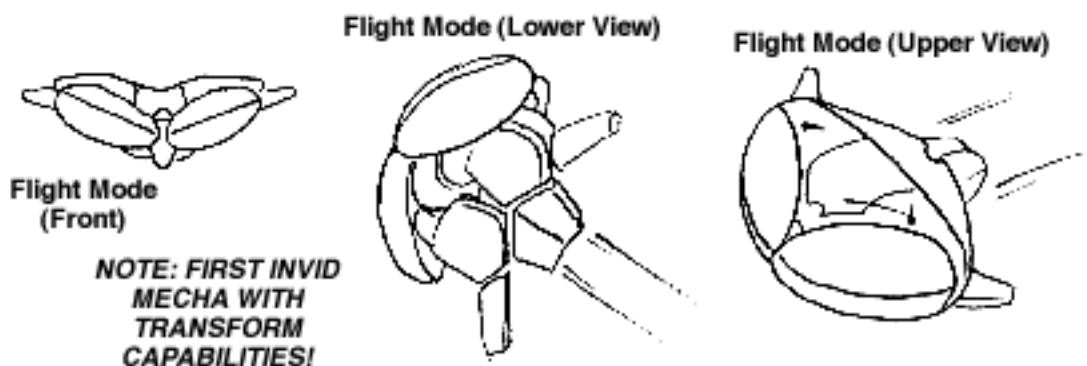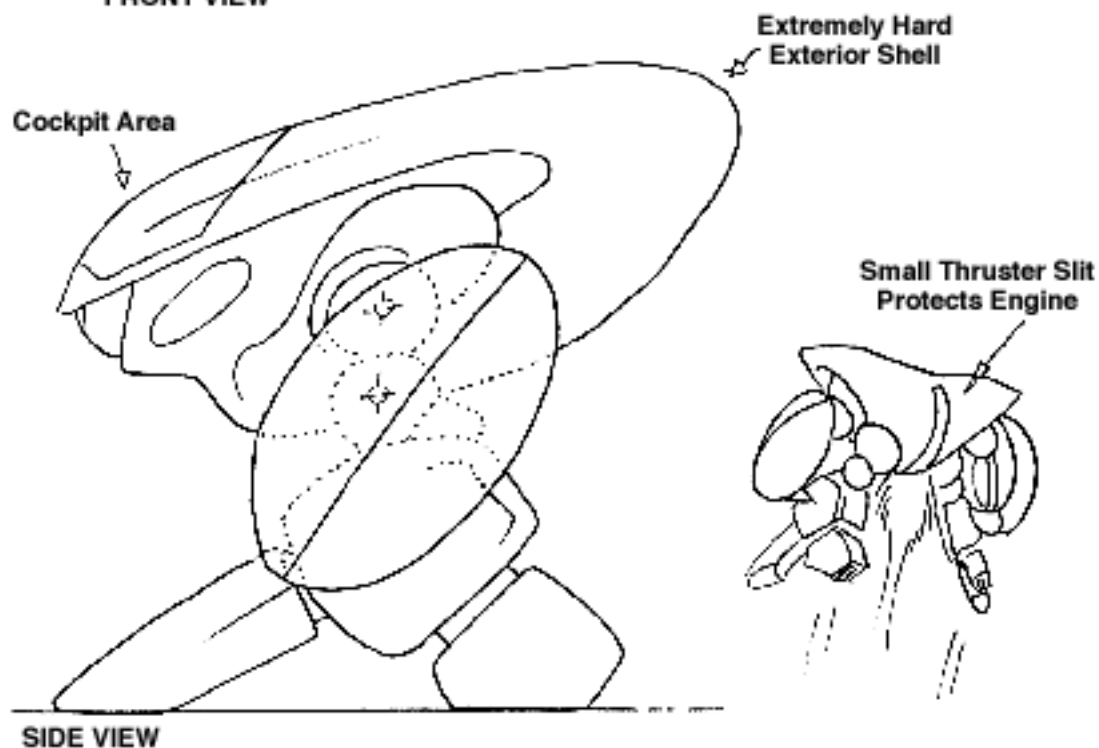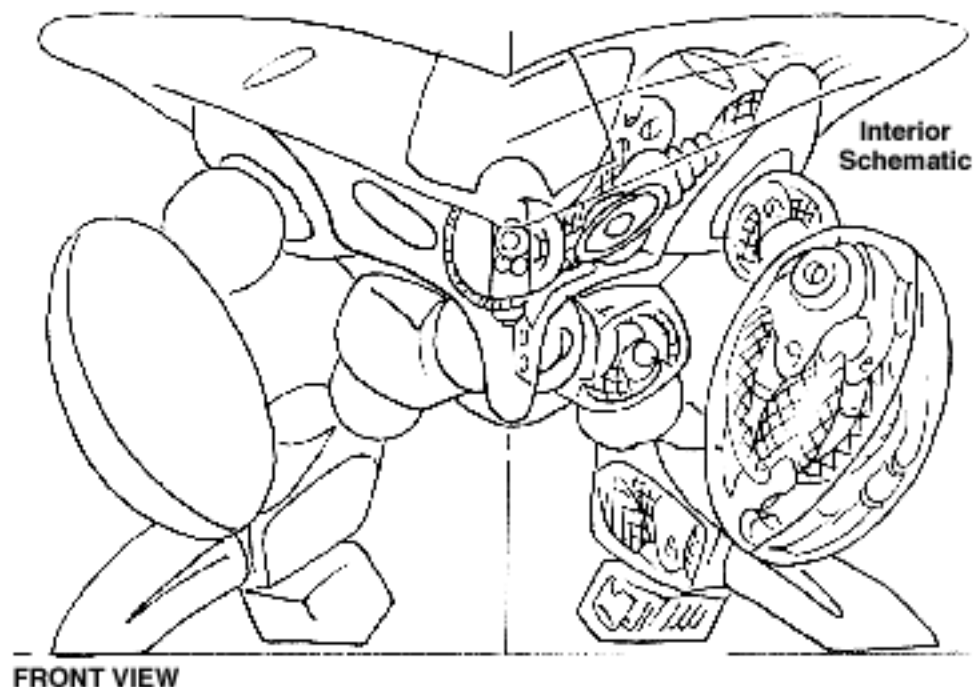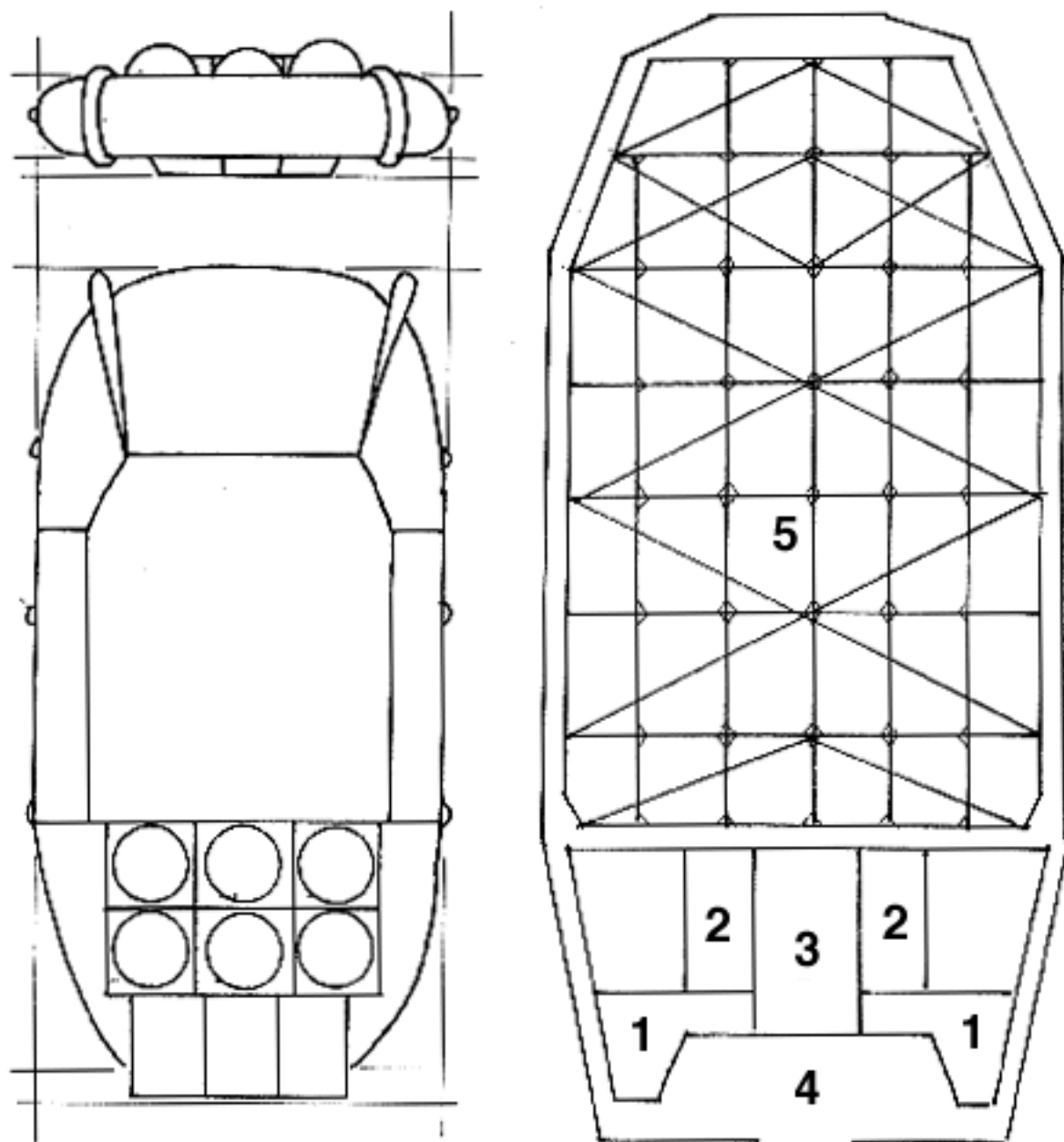
1: Fuel
2: Crew Quarters
3: Bridge
4: Engine
5: Cargo Bay
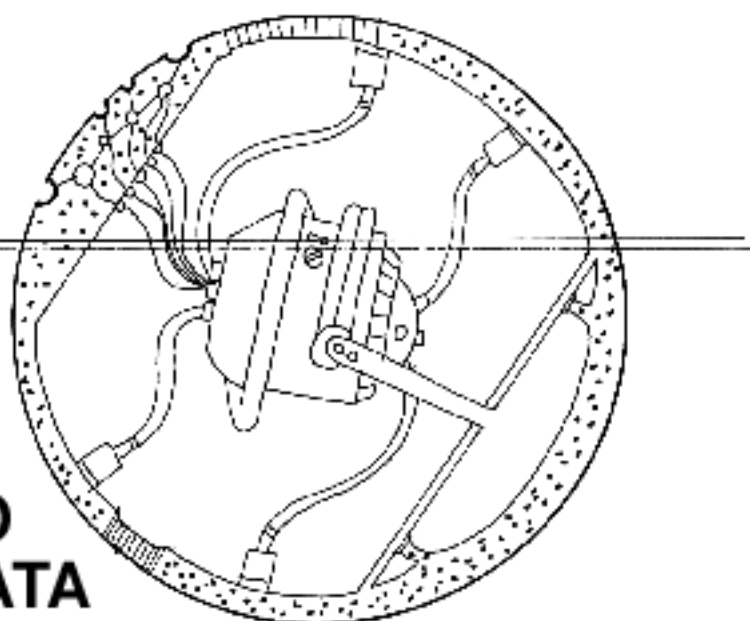
**INVID CARGO
TRANSPORT DATA**

ANTI-GRAVITY
DOME

INVID COMBAT TROOPER DATA

SRM Launcher

HUMAN
TO
SCALE

FRONT VIEW

Weapon Package (x2)

Mini
Plasma
Weapons
(x4)

WEAPONS
PACKAGES

Heavy Plasma
Cannon (x2)

Heat
Cannon (x2)

LRM
Launcher (x2)

SIDE VIEW
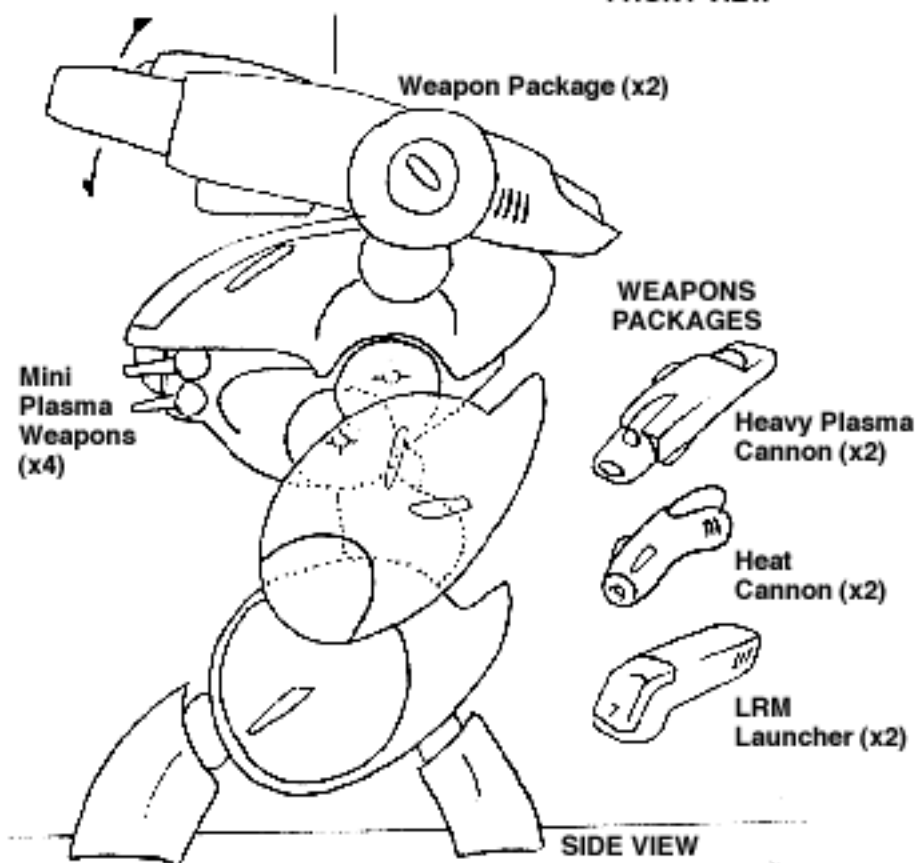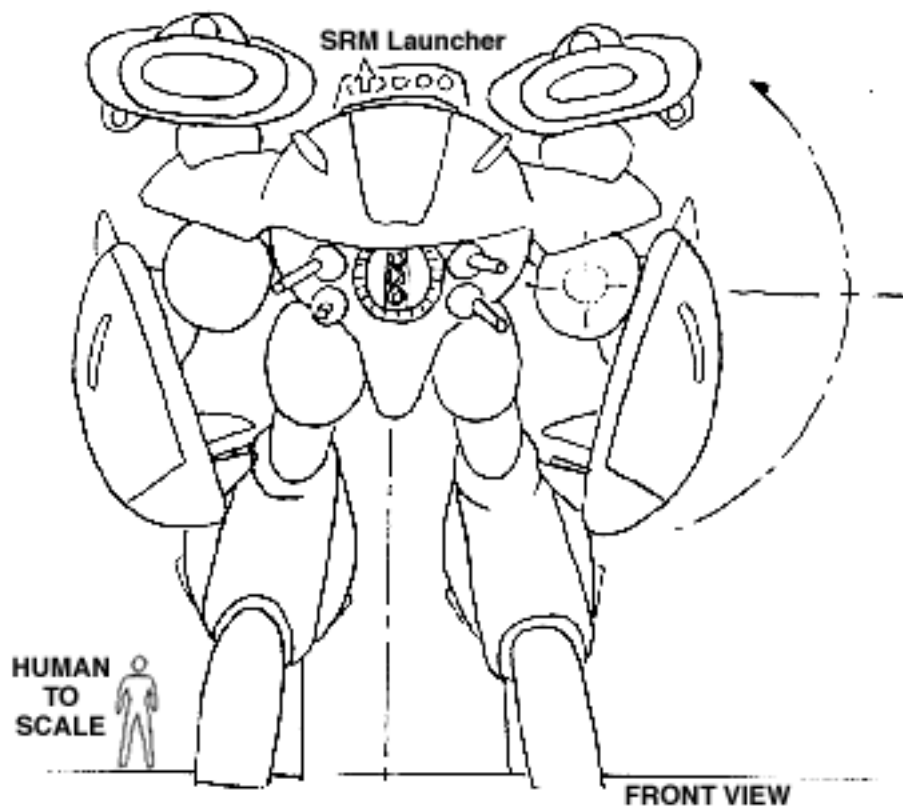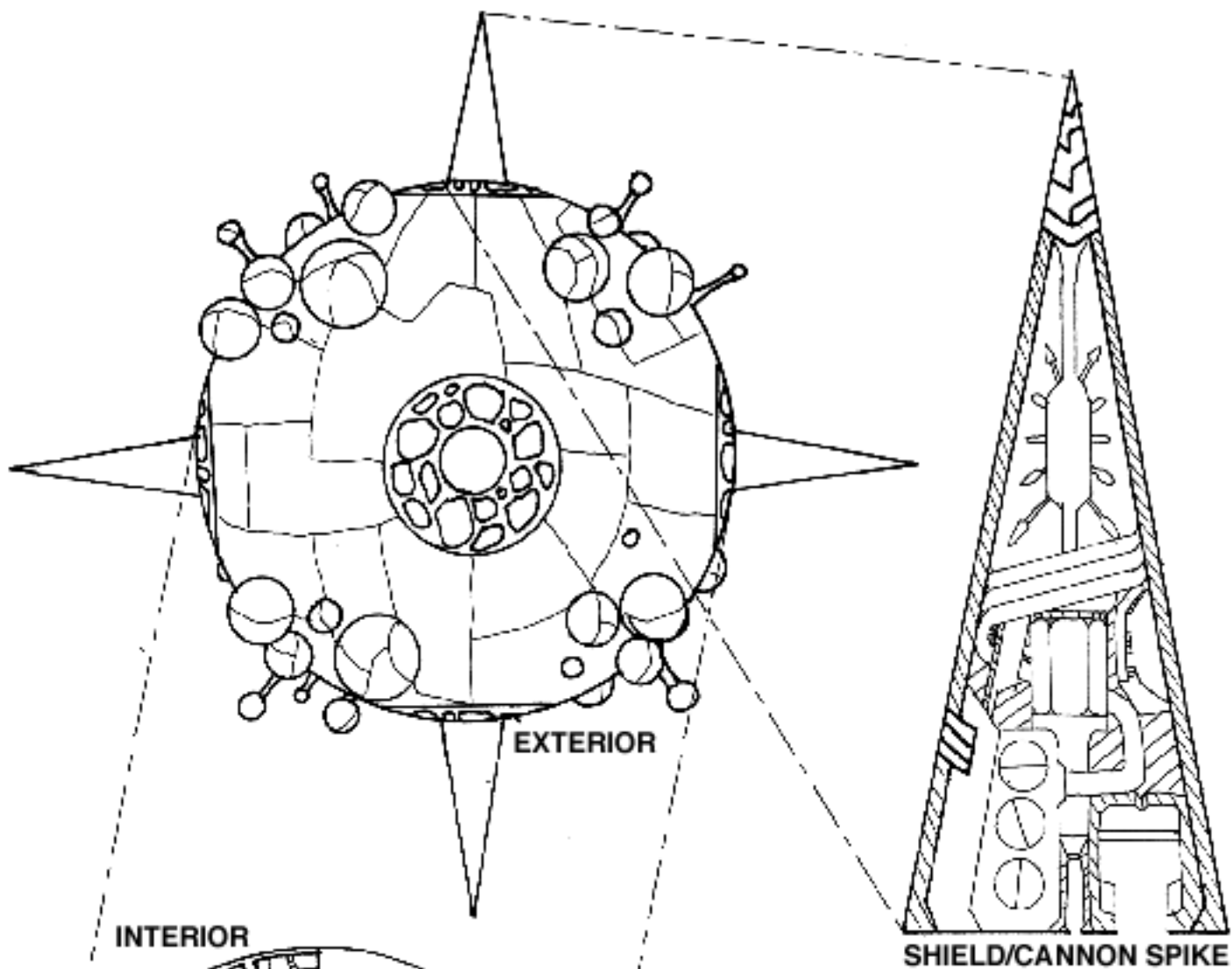
EXTERIOR

SHIELD/CANNON SPIKE

INTERIOR

Power Core

Spike
Power
Feed

CENTRAL HIVE DIAMETER: 2 Miles
TROOP COMPLEMENT: 1000±
PATROLS: 10-20

INVID SPACE
HIVE STATS

INVID SENTINEL DATA

Particle
Beam
Cannon

SENSOR HEAD

Lens

Data
Feedback

Mini-Missile Launcher (x4)

Particle Beam
Cannon

Arm
Laser

Protoculture
Reactor

FRONT
VIEW

Field
Inducer

Particle
Accelerator

PARTICLE
BEAM
CANNON

Primary
Thruster

REAR
VIEW

Heat Dissipator

Coolant

ARM
LASER

Power Feed

Focus Chamber
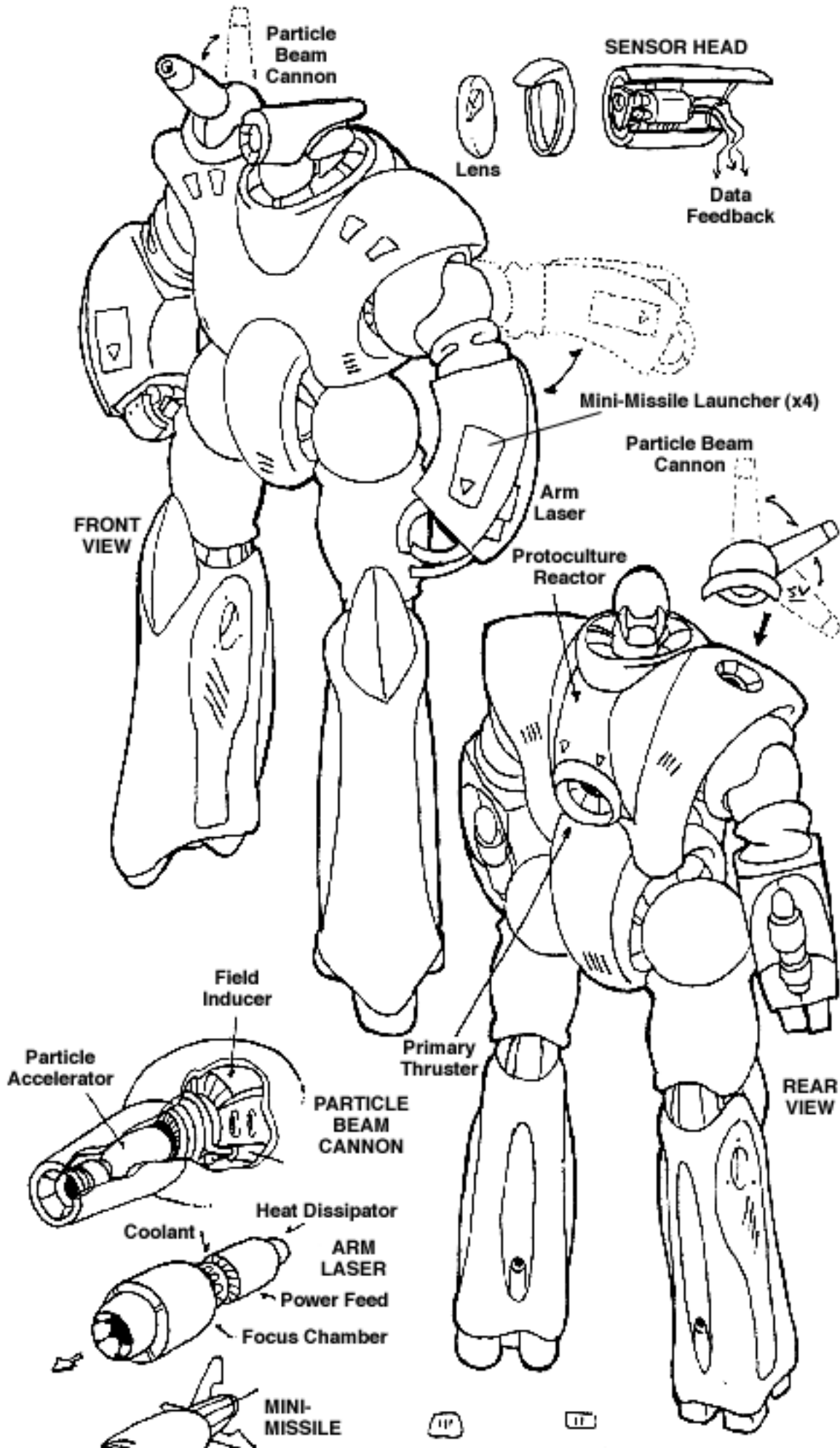
MINI-
MISSILE

Focus Chamber

MINI-
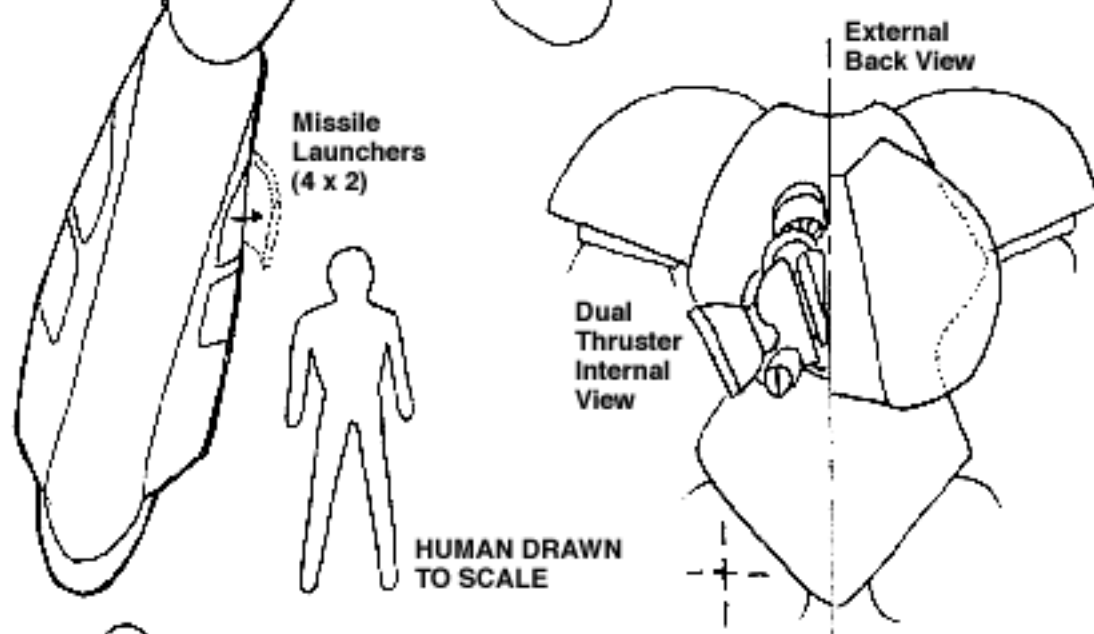MISSILE

Footprint
of Sentinel

Footprint
of Enforcer
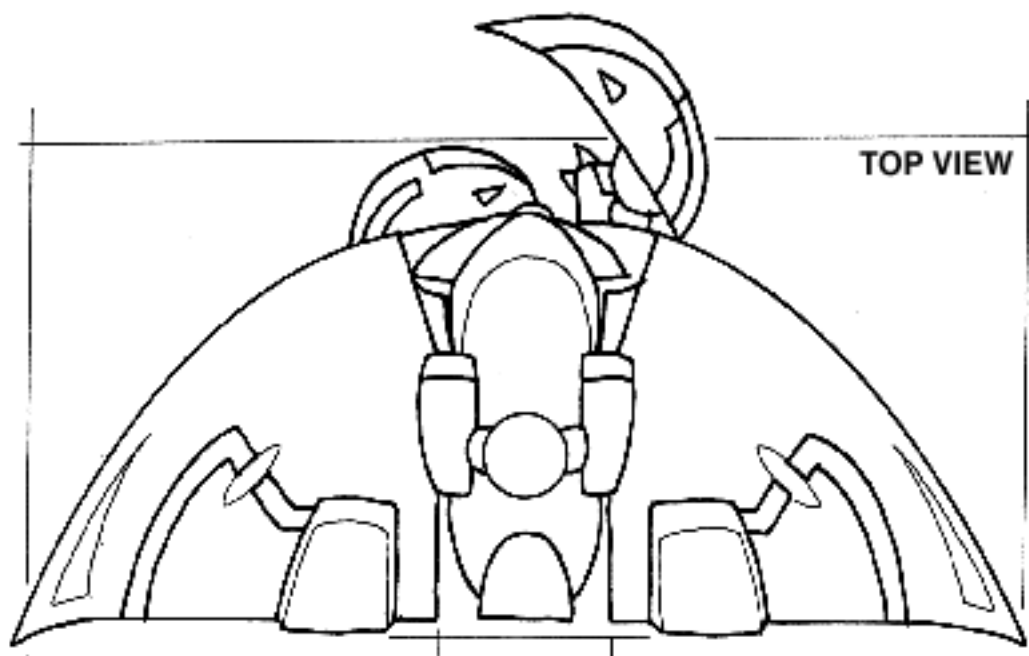
TOP VIEW
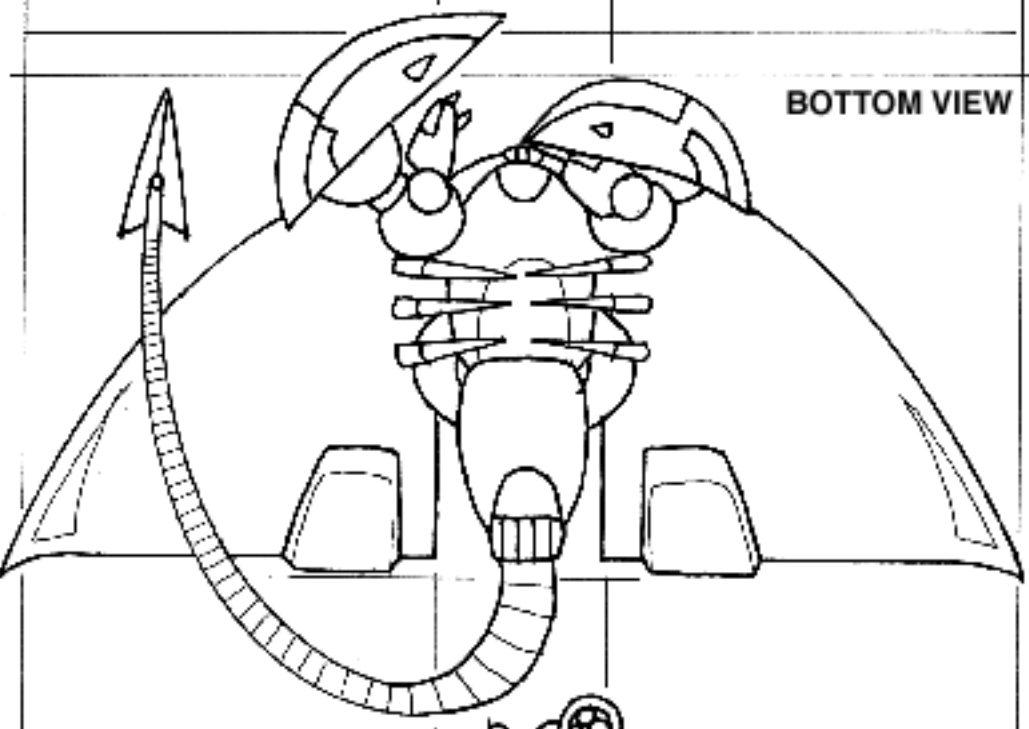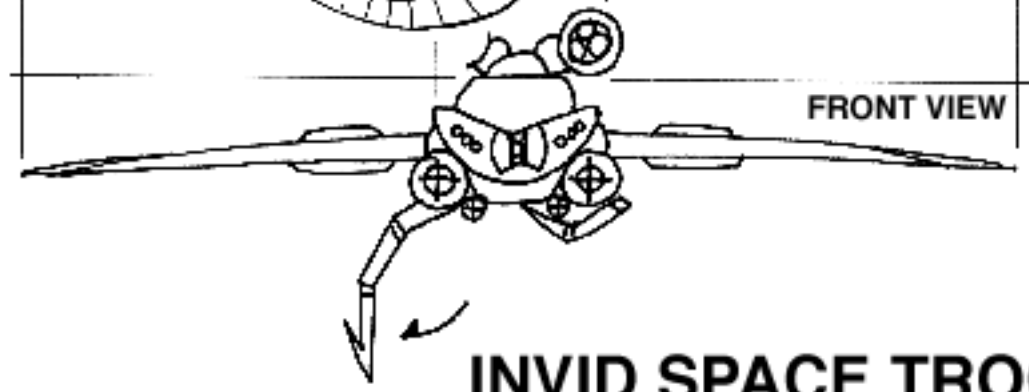
BOTTOM VIEW
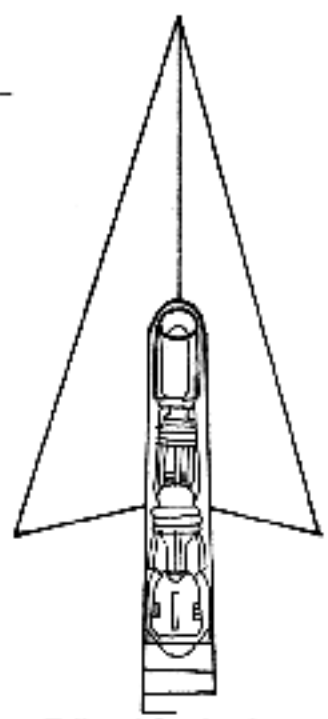
Tail and Cutting Laser
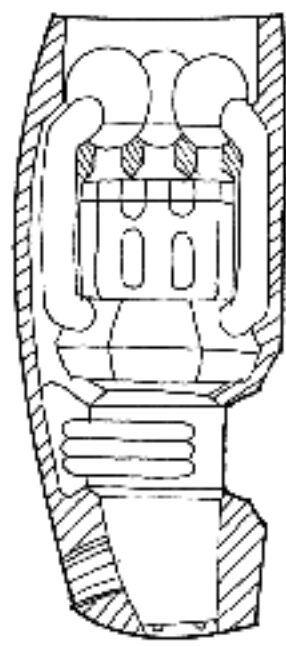
FRONT VIEW

Heavy Plasma Cannon
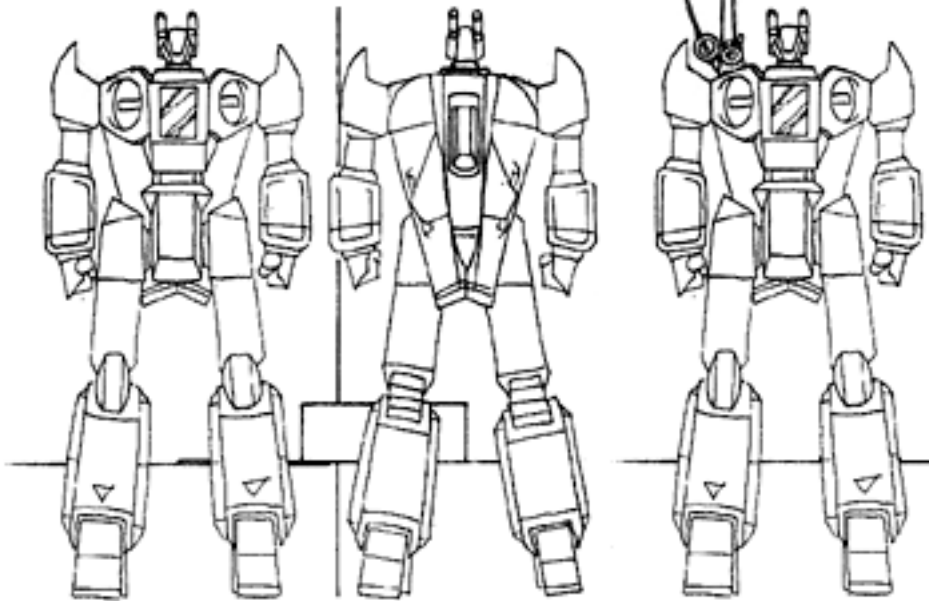
INVID SPACE TROOPER STATS

INVID STRIKE UNIT DATA

Twin Heat Cannons

Sensor Eye

Heat Cannon
Internal View

Plasma
Cannons
(4 x 2)

Missile
Launchers
(4 x 2)

External
Back View

Dual
Thruster
Internal
View

HUMAN DRAWN
TO SCALE

Engine
and
Thruster
Unit

SRM (Typical)

Standard Invid
Sensor Eye
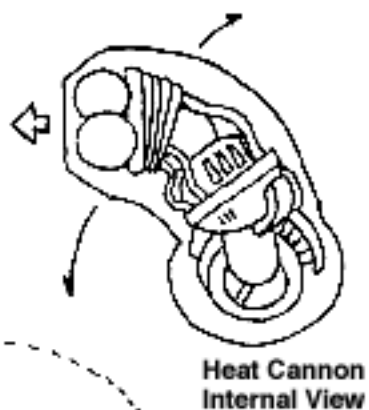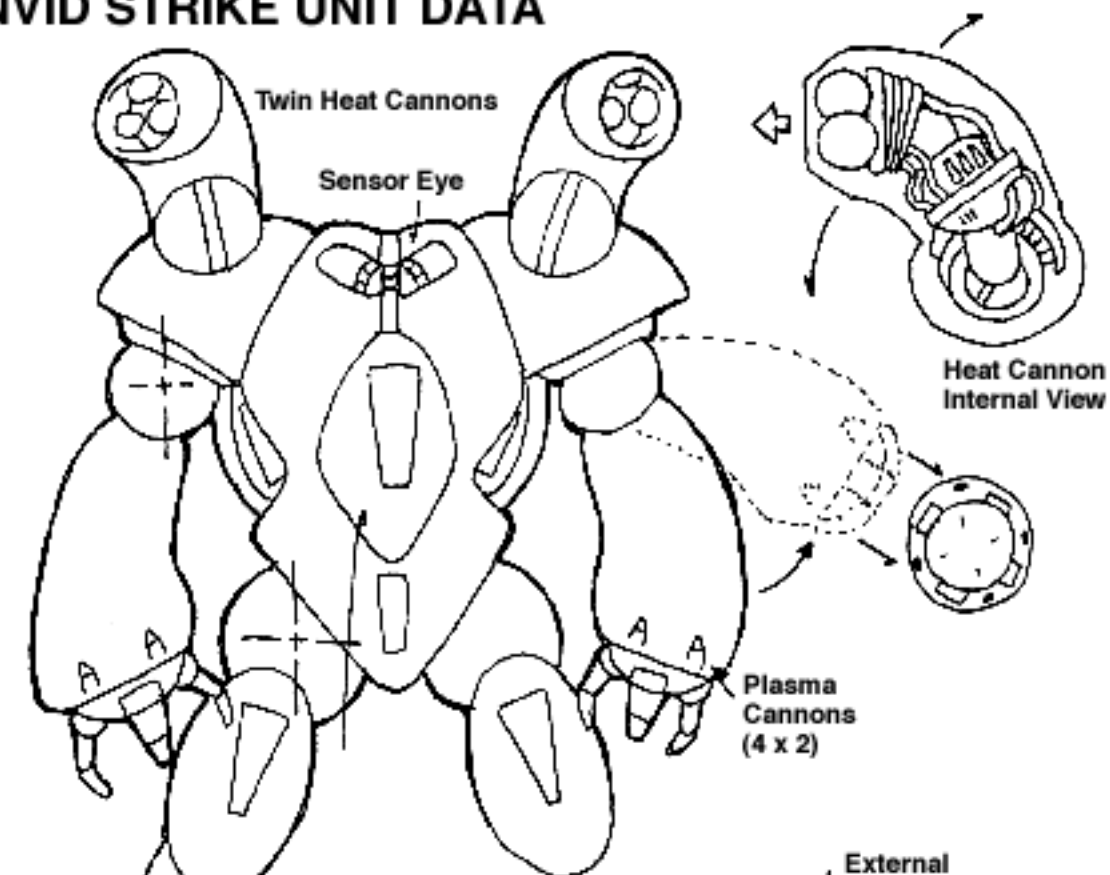
VAF-8 Alpha Fighter
Standard Stealth Interceptor Veritech

Sensor Array

VAF-8A, J, S
Front View

VAF-8A, J, S
Rear View
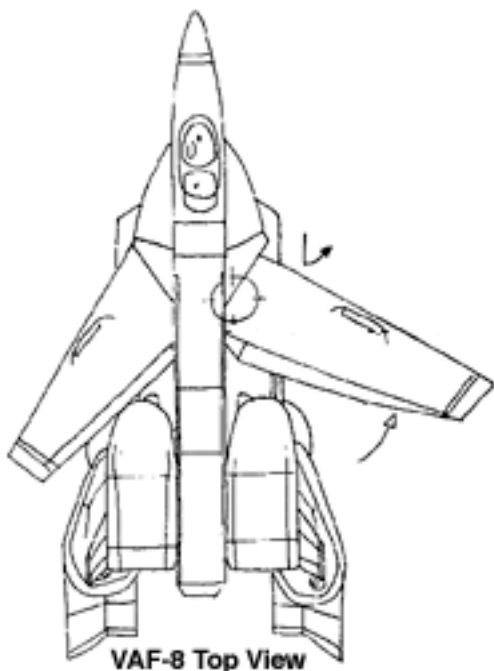
VAF-8R
Front View

VAF-A Standard Head Styling

VAF-8J/R Officer Head Styling

VAF-8S Squad Leader Head Styling

VAF-8 Top View
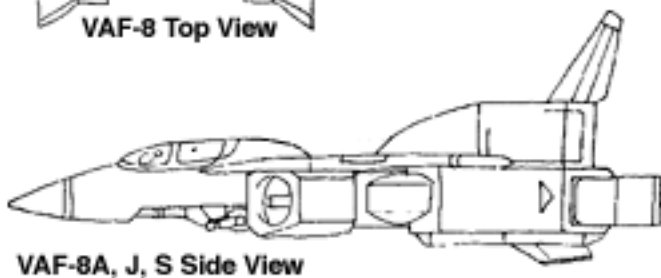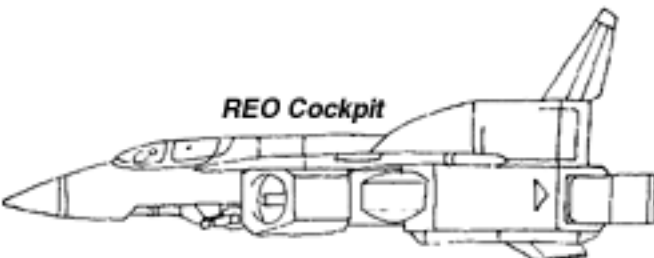
VAF-8A, J, S Side View

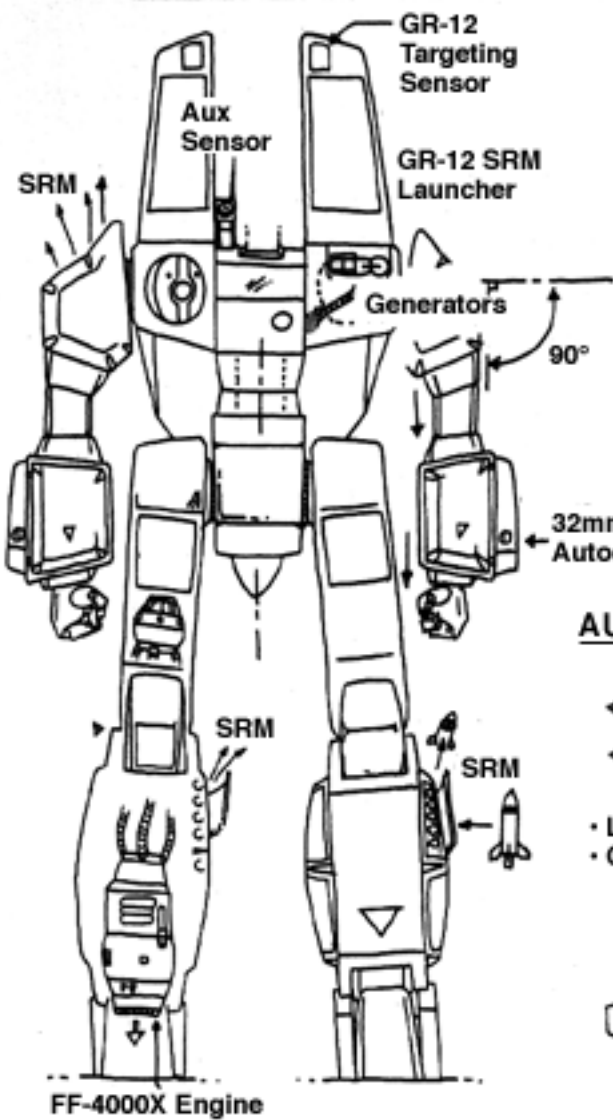*REO Cockpit*

VAF-8R Side View

(Sensors Deployed)

Stealth Recon Pod

VAF-8R Side View

HEAD STYLINGS

VAF-9S (Green)

VAF-9J (Red)

VAF-9A (Blue)

Aux Sensor

GR-12 Targeting Sensor

GR-12 SRM Launcher

SRM

Generators

90°

32mm Autocannons

SRM

SRM

SRM

FF-4000X Engine

AUTOCANNONS

Ammo Intake

Ammo Bin

COOLANT

HAND

Exit Ports

Belt Output

Belt Collection

- Liquid Cooled
- Gyro Stabilized

EU-XX

Laser Targeting Unit

Cryogenic Cooling Unit

Beam Power Generator

Electromagnetic Grip

Energy Clip

FALCON MRM MISSILE SYSTEM

Cut

EU-XX

SRM

Auto Cannon

Cut

Protoculture Generator

Energy Feed

Power Regulator

Fusion Thruster

Cooling

FF-4000X Turbine Engine

Protoculture Generator   Energy Feed   Power Regulator   Fusion Thruster   Cooling   Turbine Engine   Cut

VAF-9 HEAVY ASSAULT ALPHA FIGHTER
INTERNAL SCHEMATICS - *TOP SECRET*

VBF-2 Beta Fighter
Transatmospheric Support Veritech

MRM

LRM

MM-50S

ION
BLASTERS

GR-20P

VBF-2T Main
Front Hatch

ARMAMENT

40 MM

100 SRM

8 MRM

2 LRM

20
BOMBS
(OPTIONAL)*

HEAT VENT

POWER
GENERATOR

ION
CANNON

ACCELERATION
CHAMBER

GU-25

HATCH

HATCH

VBF-2A
TOP VIEW

VBF-2T
TOP VIEW
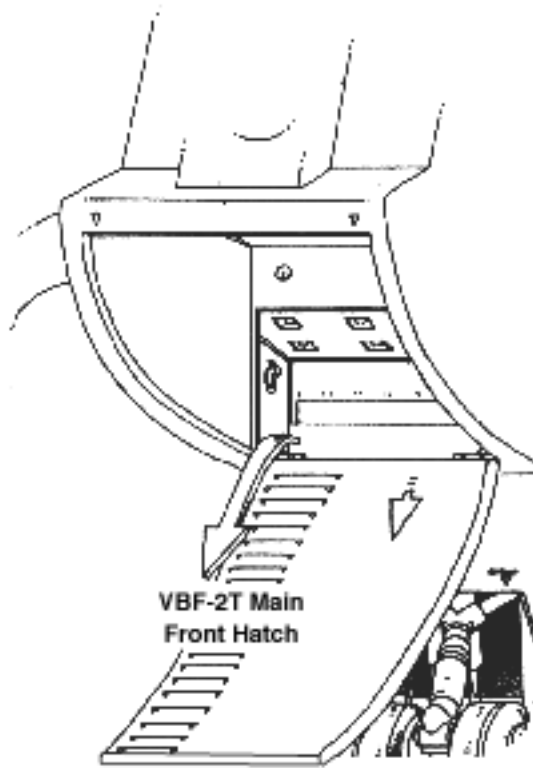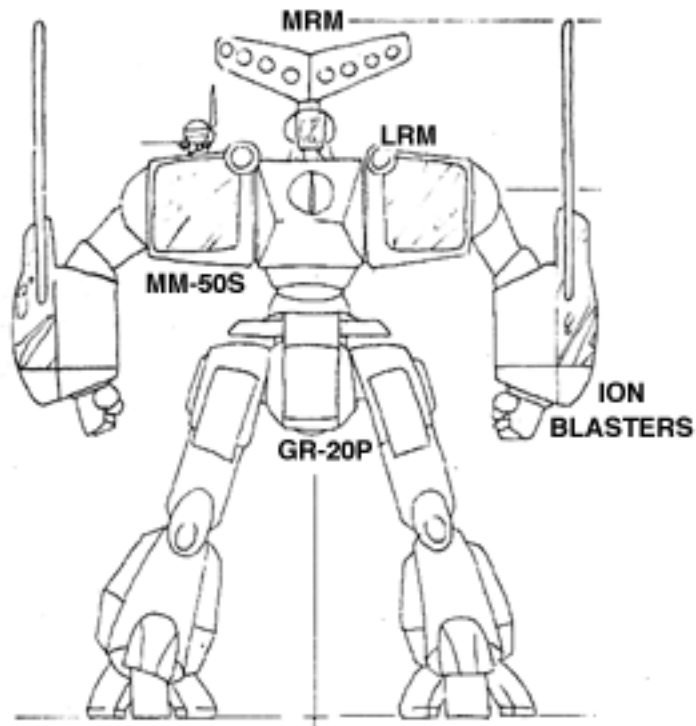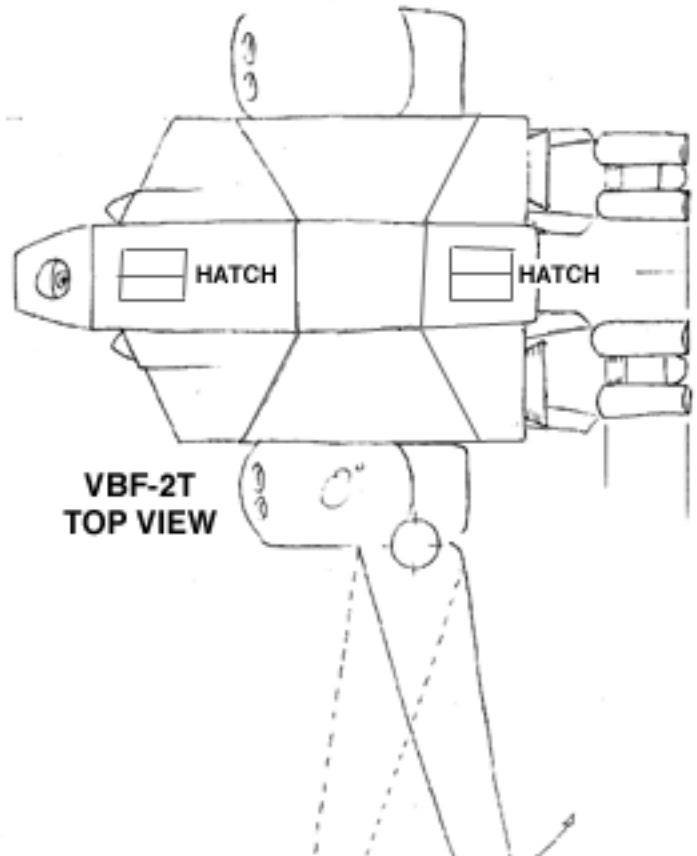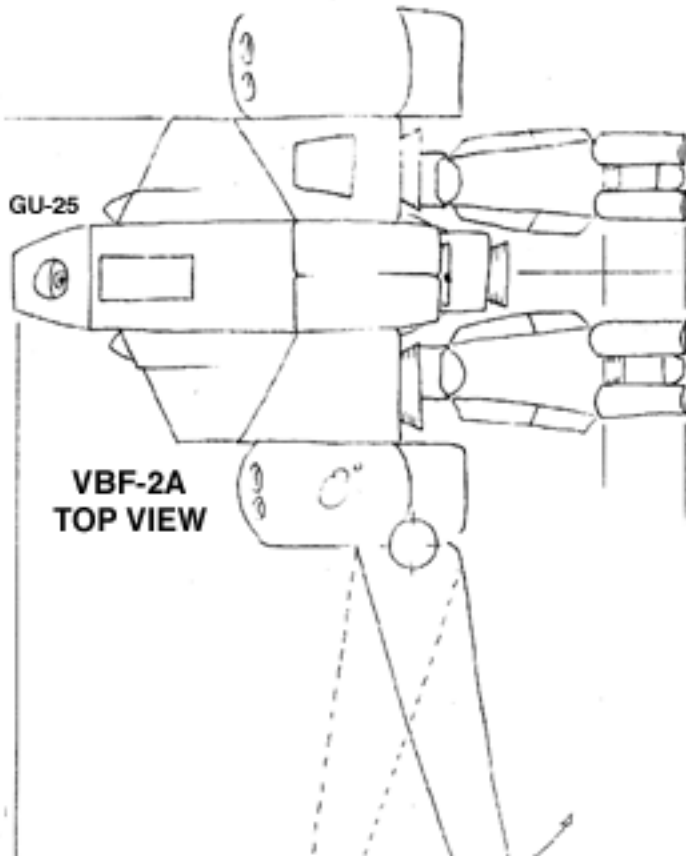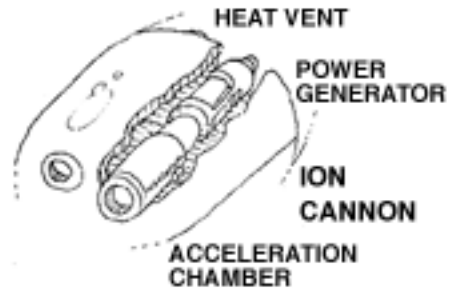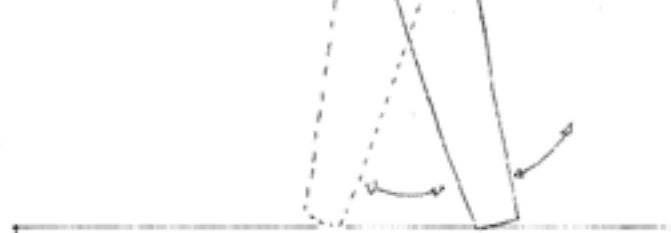
VBF-3 Beta Fighter
Heavy Assault Beta Fighter

LRM

MM-50S

EU-16

GU-XX
Cannons

MRM

BATTLOID MODE

Particle
Accelleration
Chamber

Laser Targeting

Heat
Vent

Electromagnetic
Grip Pads

Cryogenic
Cooling
System

Energy
Clip

EU-18
Heavy Duty
Energy Cannon

EU-16 Energy Cannon

Energy
Generator

Gyro Stabilizer

FF-4000X
Protoculture
Fusion
Turbines

LRM

EU-18
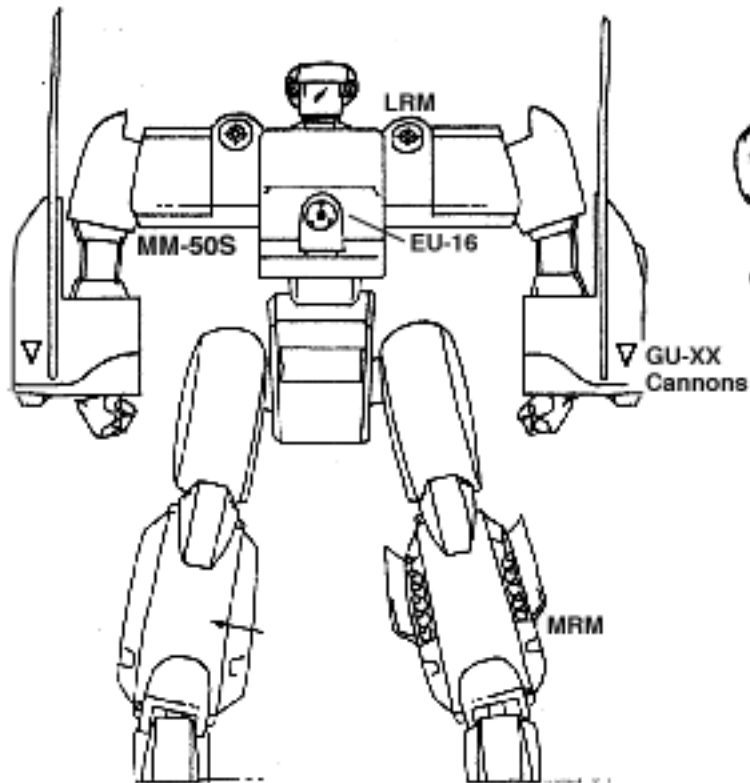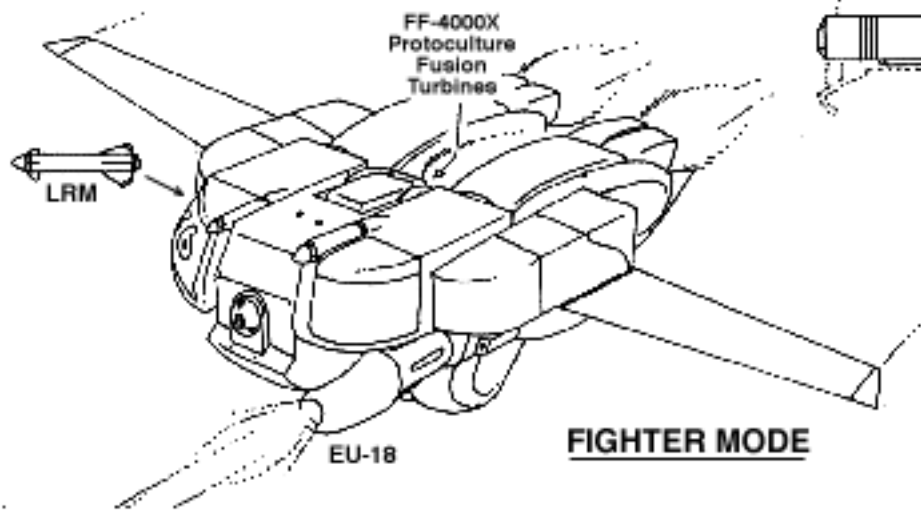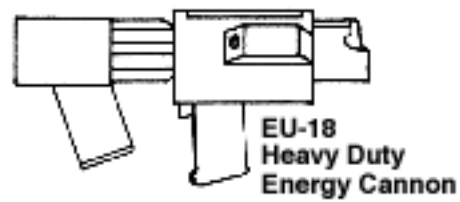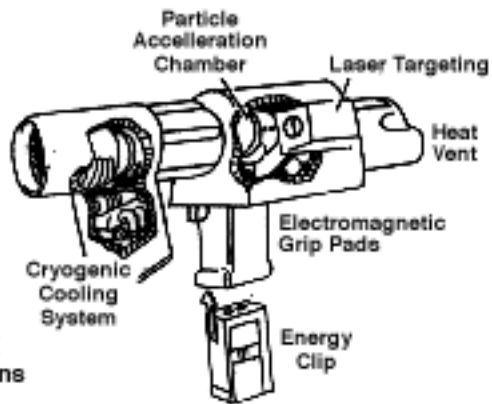
FIGHTER MODE
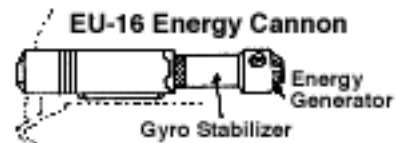
VR-112 SAMSON SCHEMATICS

Powered
Exoskeleton

Welding
Laser

CVR-3 Armor
(Standard)

BATTLOID MODE (FRONT)

Optional
Equipment

CYCLONE MODE (FRONT)
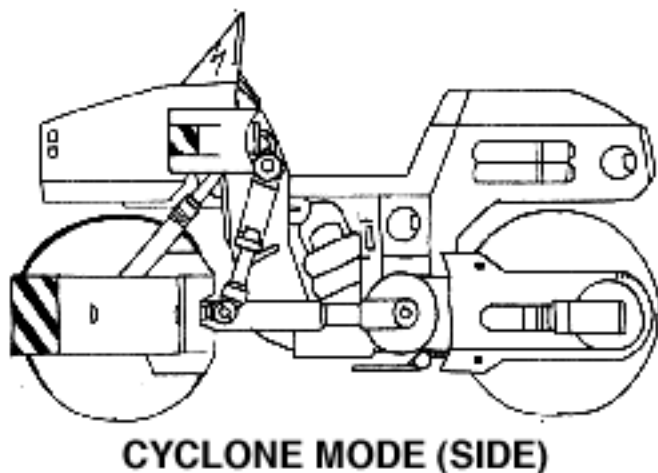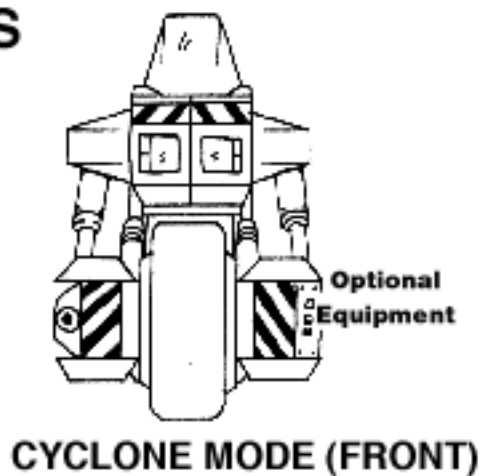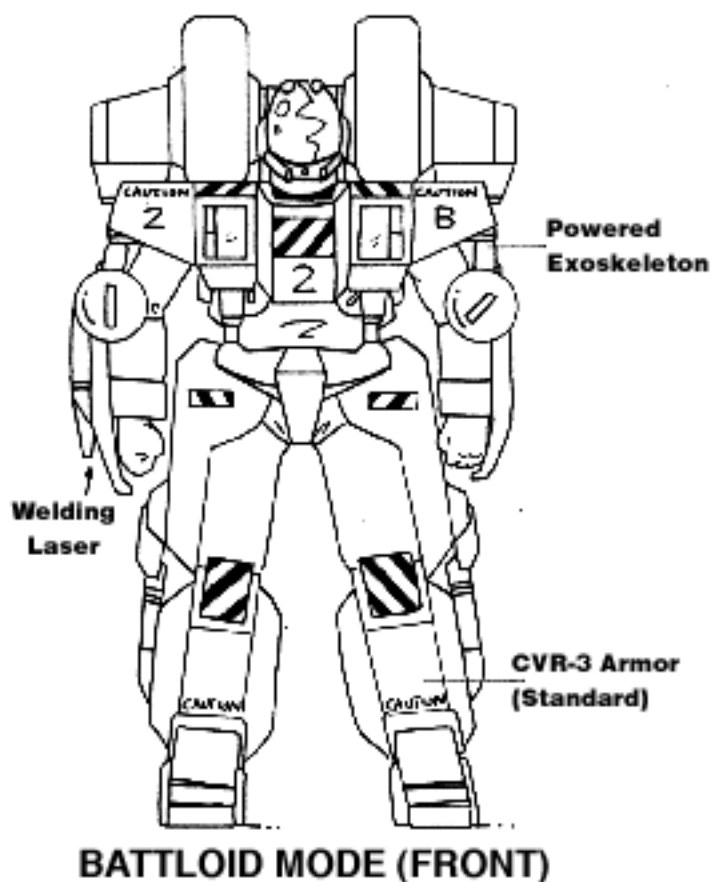
CYCLONE MODE (SIDE)

VR-117 FIREFLY
RESCUE OPERATIONS CYCLONE

MOTORCYCLE MODE

BATTLOID MODE

GR-103LT Launcher
Halogen Spotlights
Heat Shields
Equipment Pouches

Equipment Pouches

GR-117 Rescue Hook
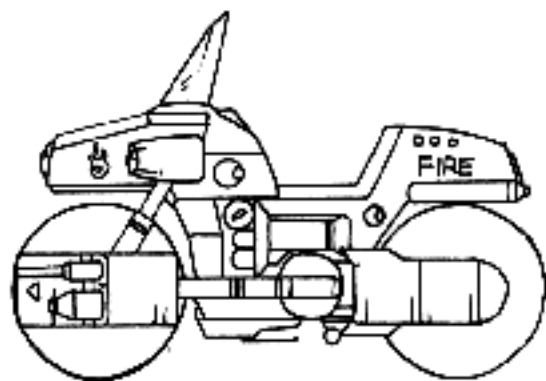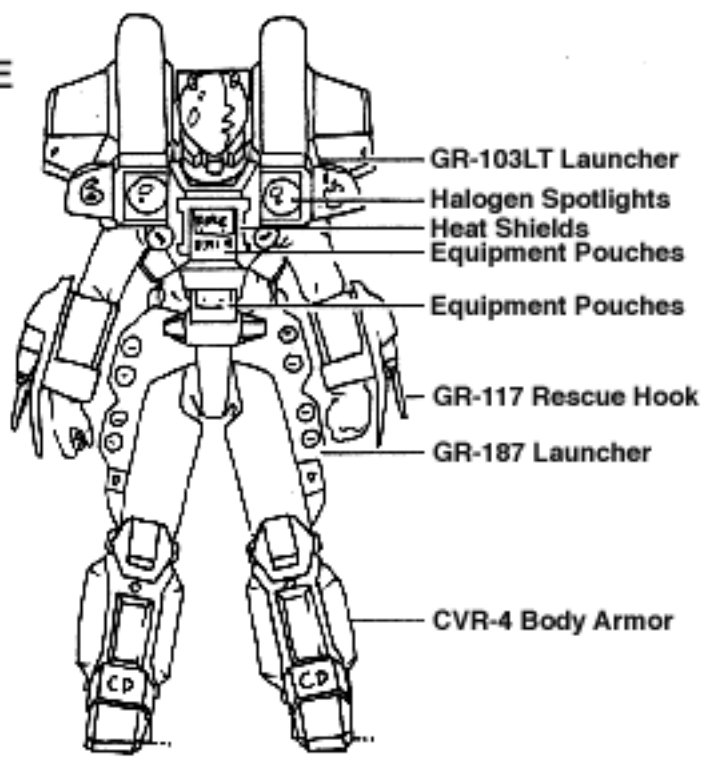
GR-187 Launcher

CVR-4 Body Armor

VR-120 FERRET
Reconnaissance Cyclone

GR-103LT

Nightvision
Sensor

Thermal
Sensor

GR-215

GR-187

CVR-4

__BATTLESUIT MODE__

__MOTORCYCLE MODE__
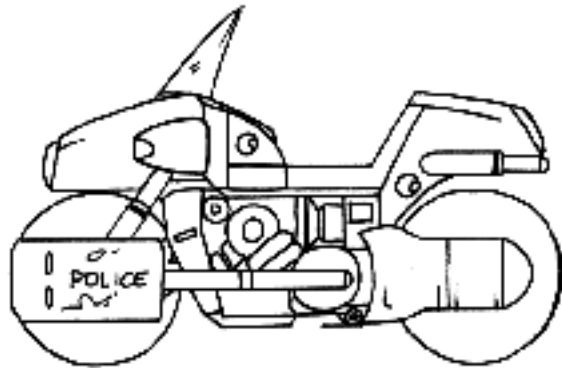
VR-122 PROTECTOR
SECURITY CYCLONE
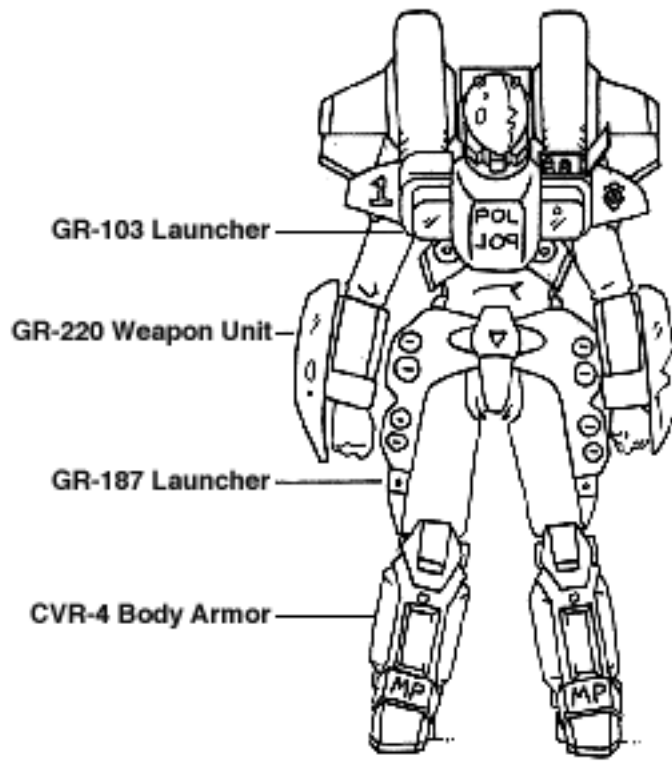
GR-103 Launcher

GR-220 Weapon Unit

GR-187 Launcher

CVR-4 Body Armor

POLICE

MOTORCYCLE MODE

BATTLOID MODE

GR-103

GR-215
(Typical)

Utility
Pouches

CVR-4
Body Armor

BATTLESUIT MODE

VR-135 FORAGER

MOTORCYCLE MODE

GR-215

GR-103

CADS-2
(Extended)

GR-187

CVR-4

BATTLESUIT MODE

MOTORCYCLE MODE

CADS-1B

CADS-2

Lock

Touch-sensitive
Screen

Light
Pen

COMPTECH A-4

Directional Camera
and Microphone

Non-violate RAM
Storage Chips
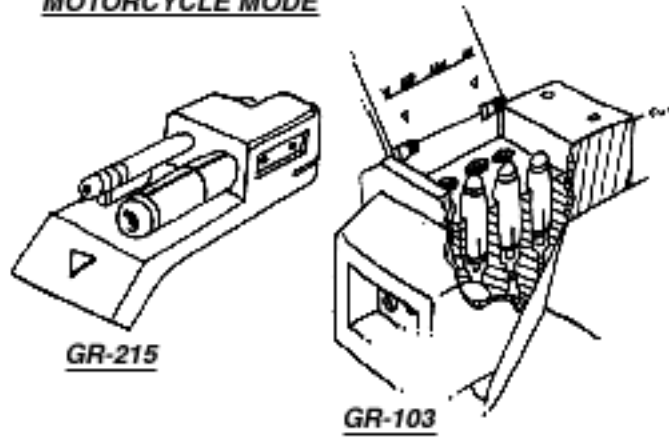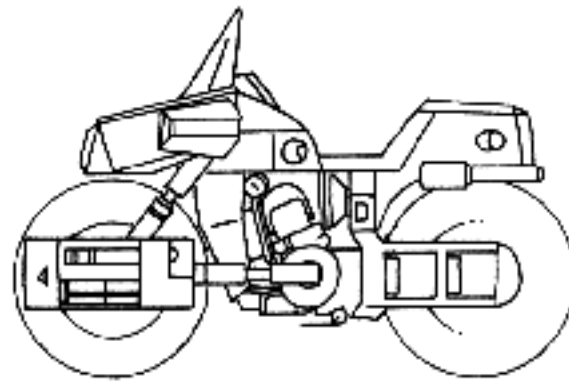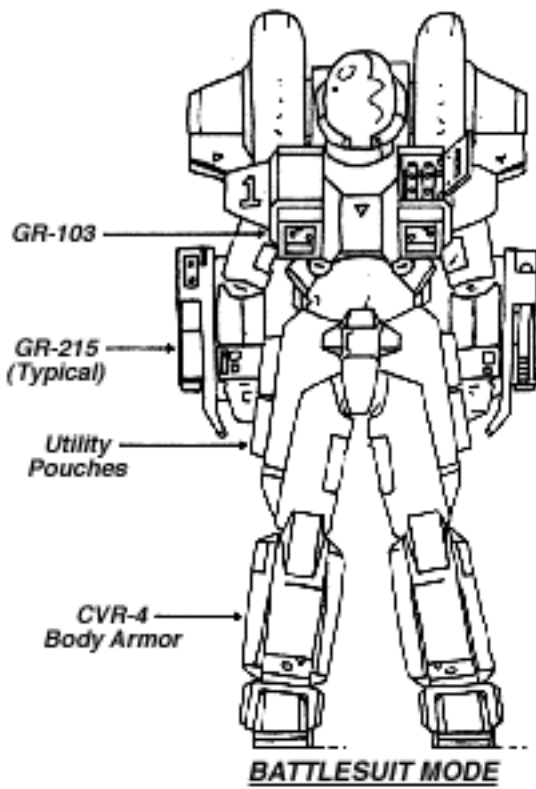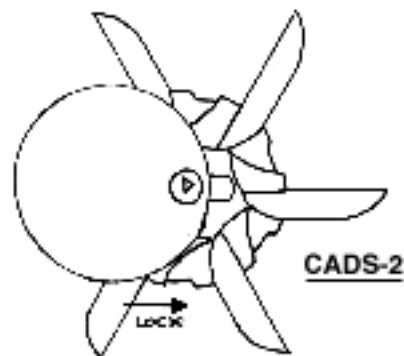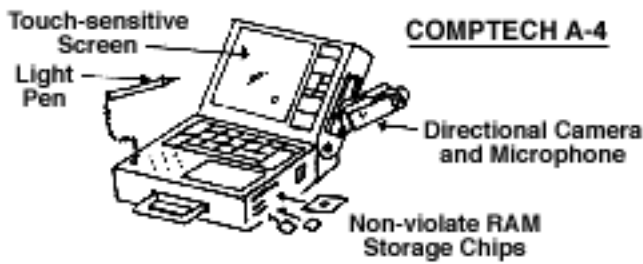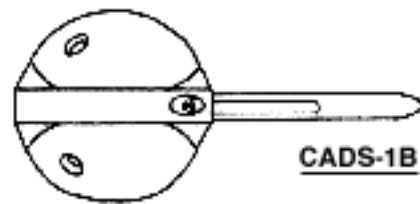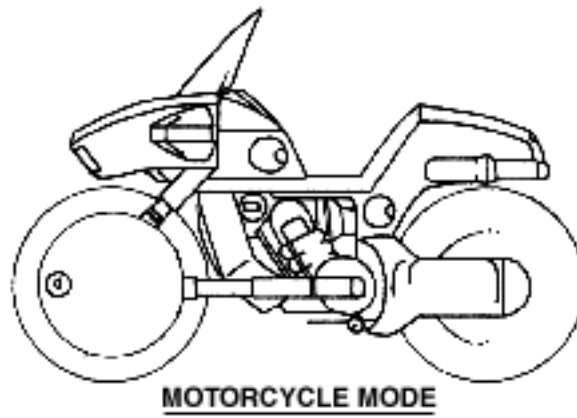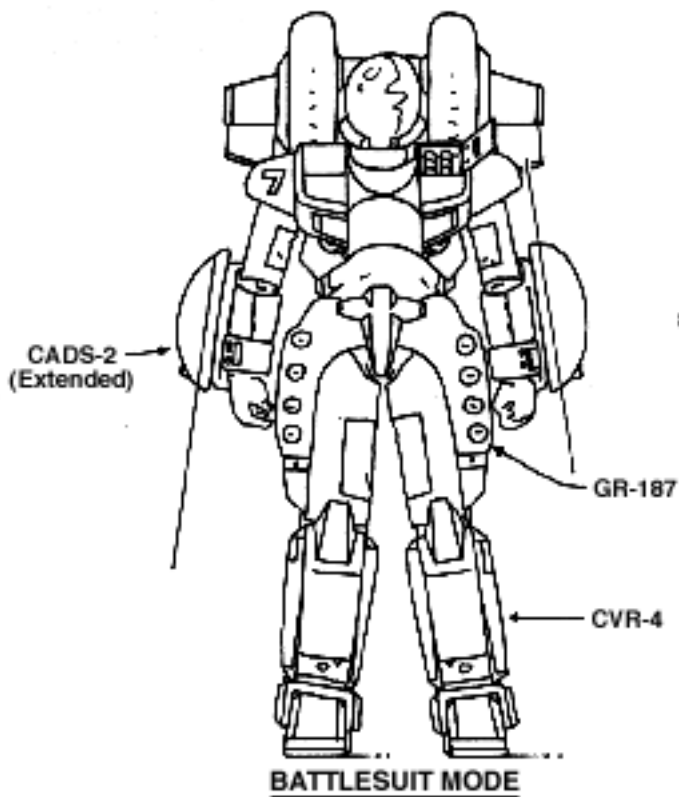
VR-141 SUPER SABER
Special Forces Cyclone

VR-152 BATTLER II
Infantry Heavy Combat Cyclone

Heavy-duty
Off-road Tires
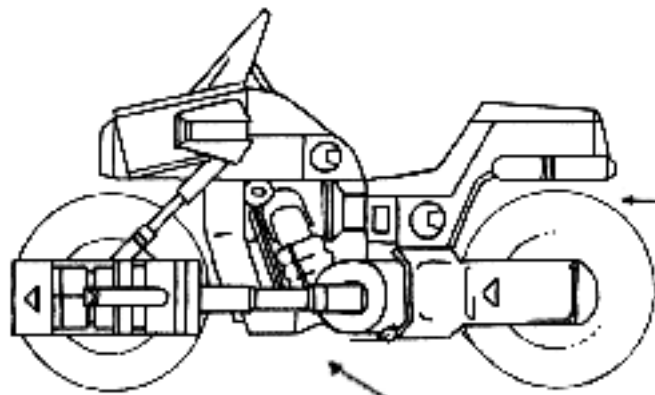
MOTORCYCLE MODE

FF-600
Protoculture/Fusion
Generator
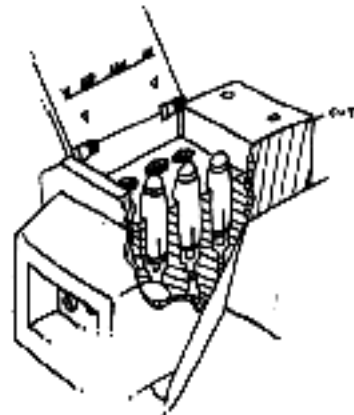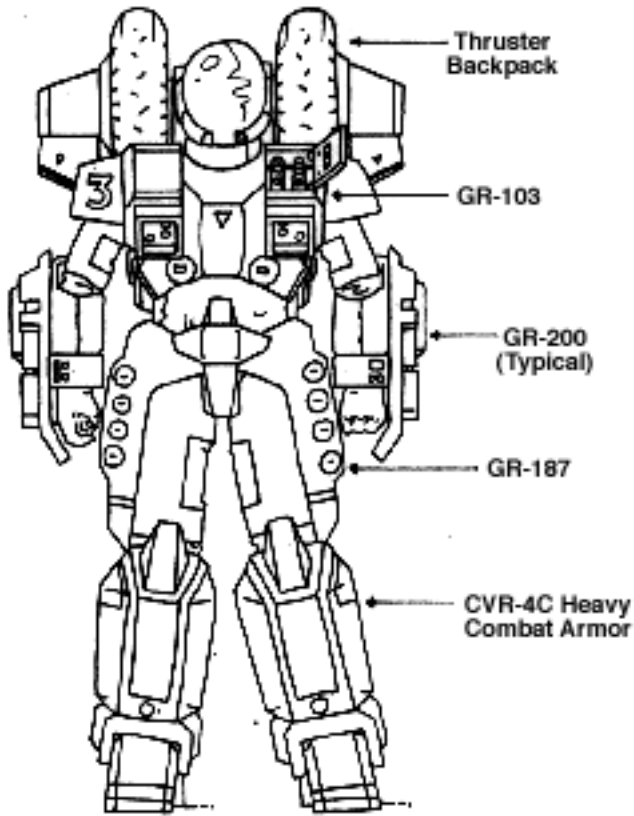
**GR-103
Cutaway**

Thruster
Backpack

GR-103

GR-200
(Typical)

GR-187

CVR-4C Heavy
Combat Armor

BATTLESUIT MODE
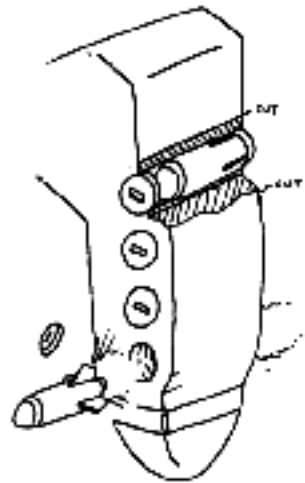
**GR-187
Cutaway**

INVID WARLORD
BATTLOID DATA

Missile Launcher (x2) SRM?

These "Wings" have an unknown purpose. Possibly the attack drones?

Energy Shield Generator (x2)

Plasma Cannons (x2)

Plasma Cannon Arm Unit

Missile Launcher (x2)

Standard Invid Eye?

Plasma Cannons (x2)

At least two types of SRMs can be used

Attack Drone Storage

6 Attack Drones are carried on the mecha. Can operate independently?

Powerful Generator and Flight Pack

6 Attack Drones are carried on the mecha. Can operate independently?
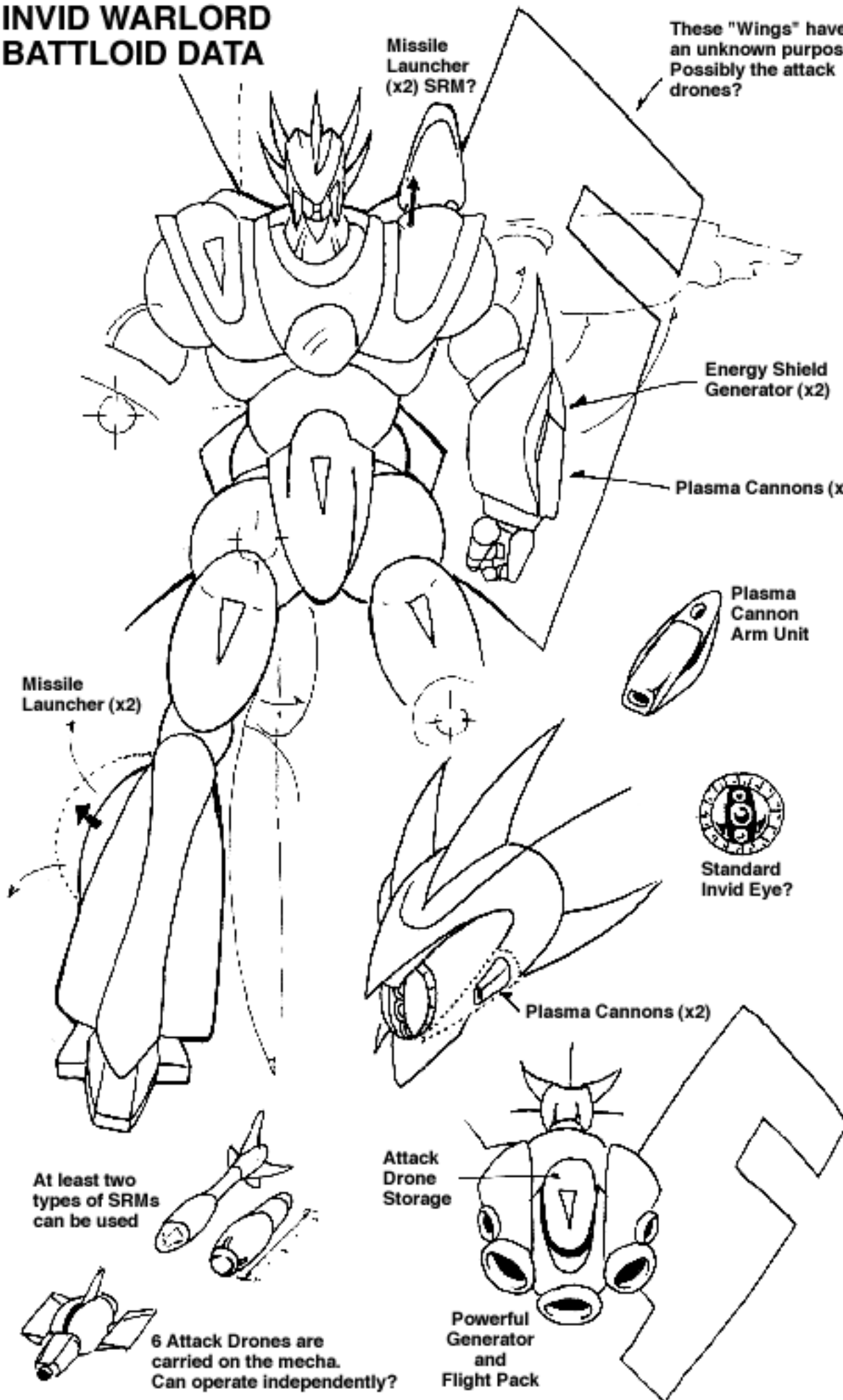
Powerful Generator and Flight Pack

INVID STRIKE UNIT
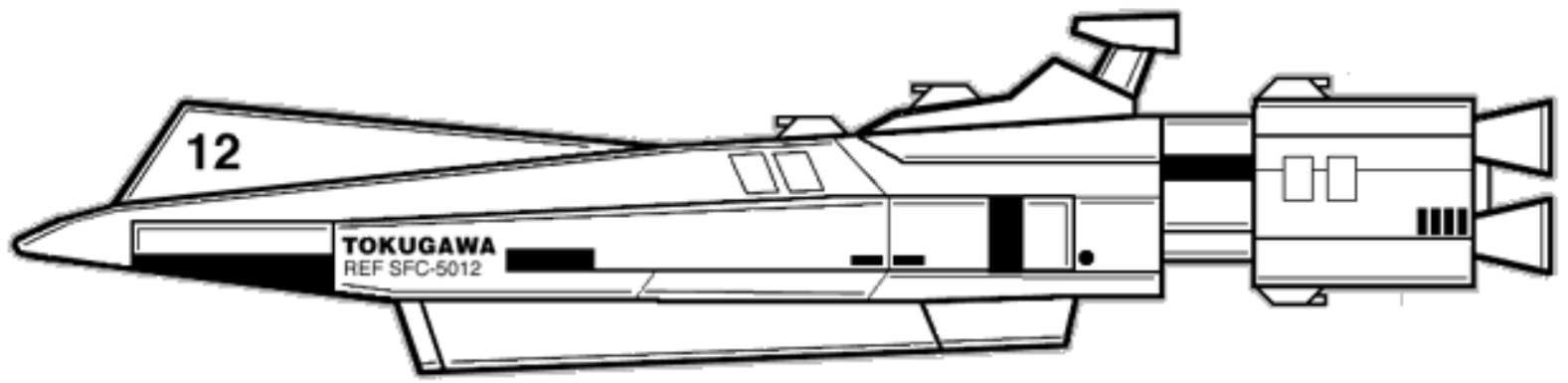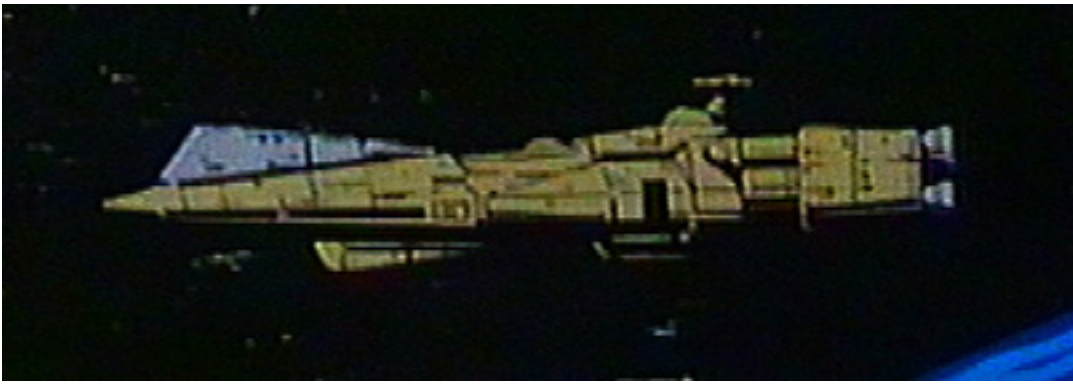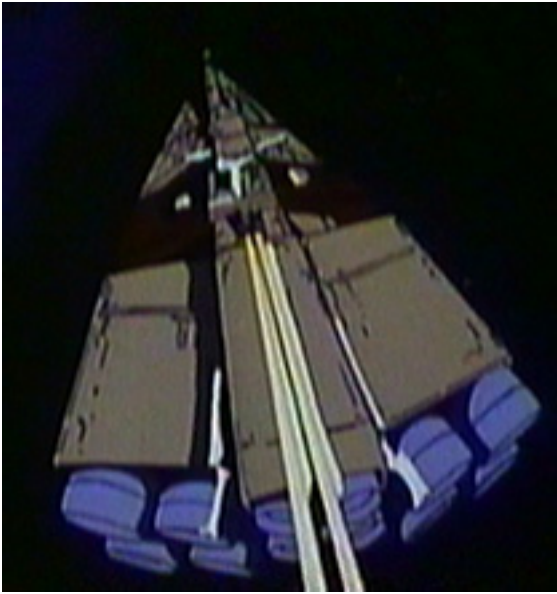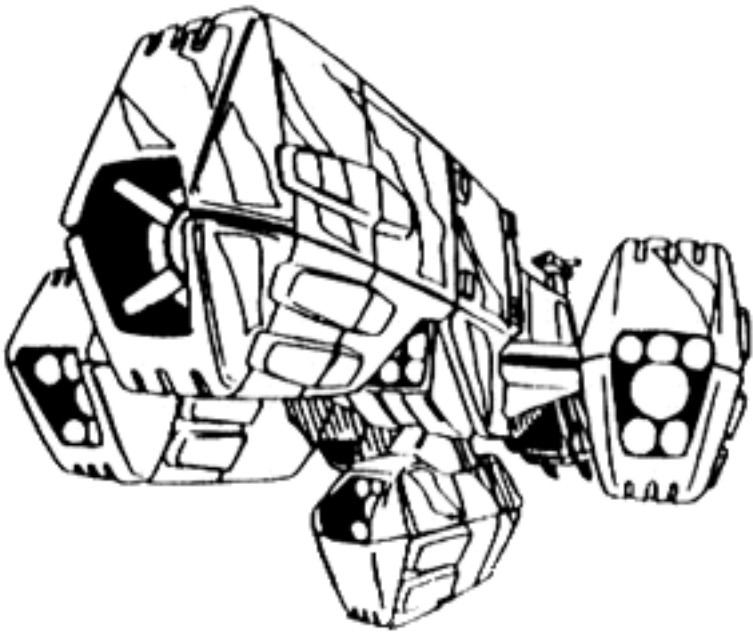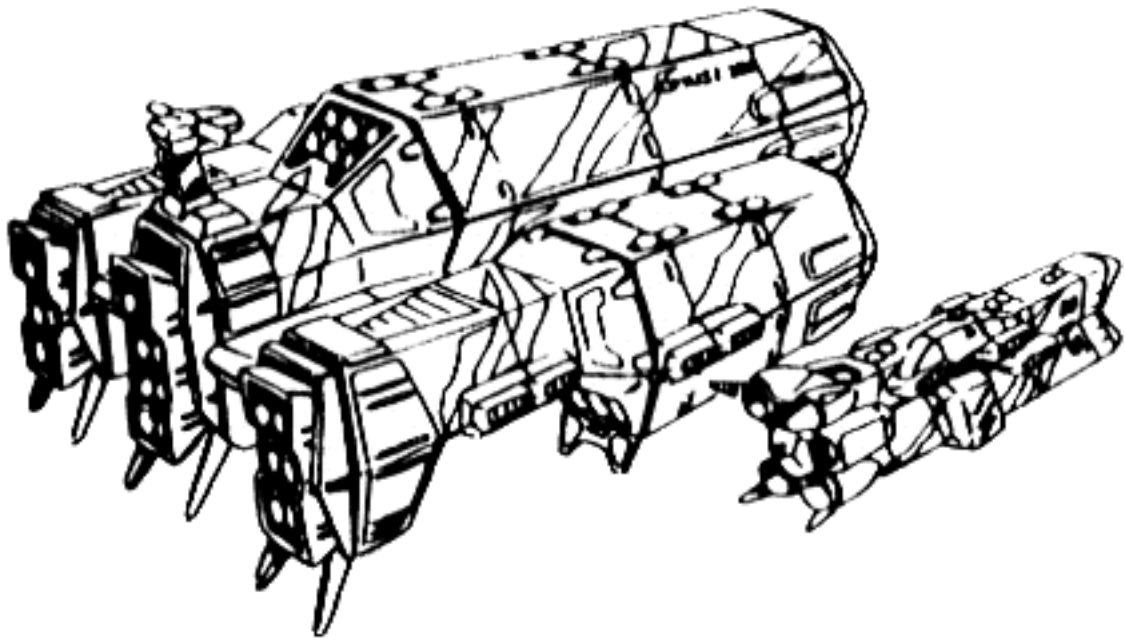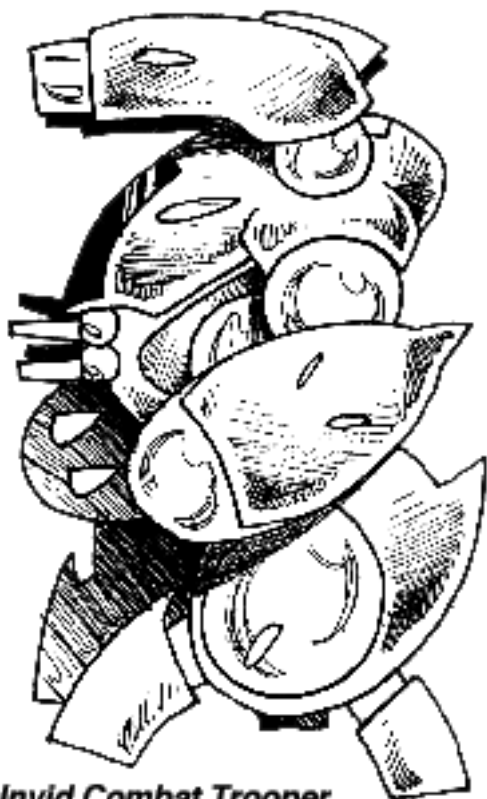
Invid Combat Trooper
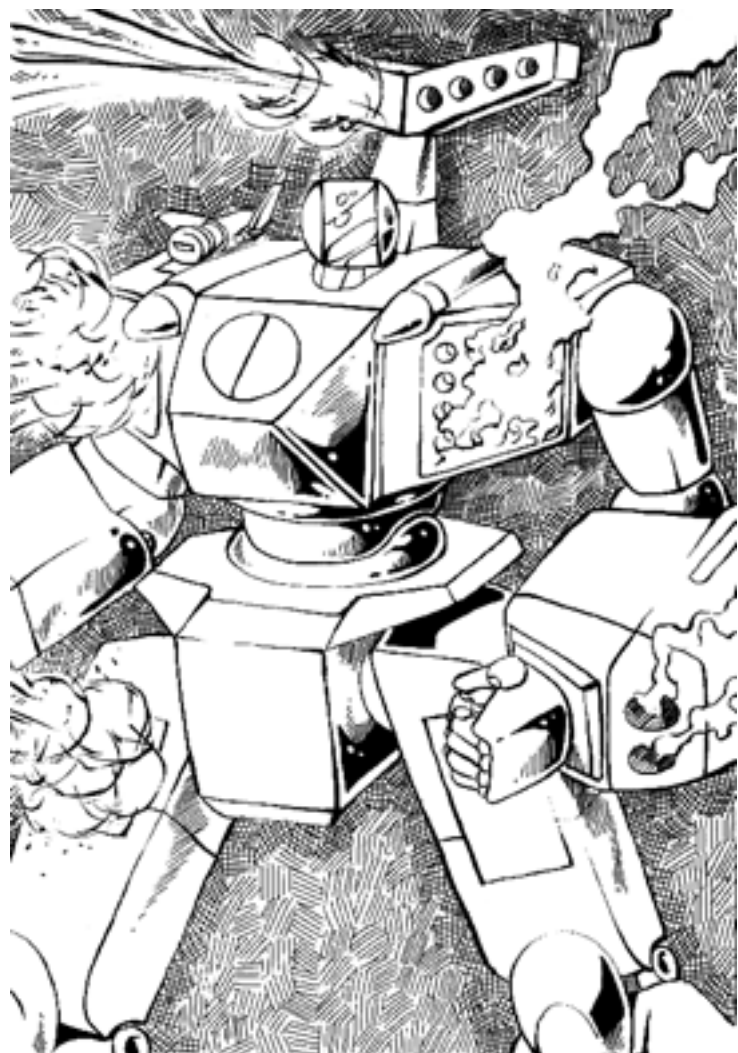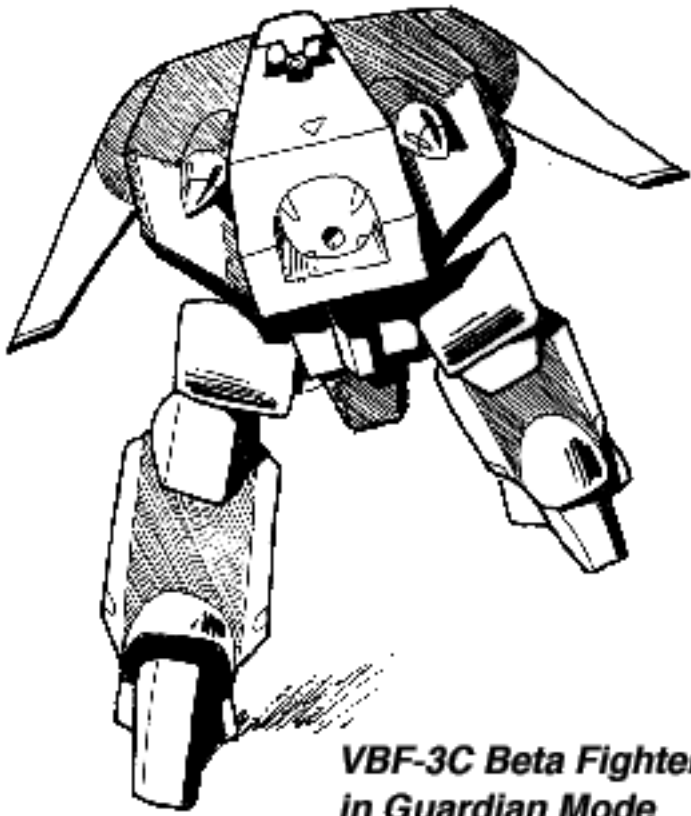
VBF-3C Beta Fighter in Guardian Mode

INVID WARLORD BATTLOID

WARNING!
CLASSIFIED MATERIAL!

The following information is for the Game Master's eyes only! You will ruin much of your enjoyment of TIW as a player if you continue to read this page. If you plan on playing TIW as a PC, STOP READING NOW!
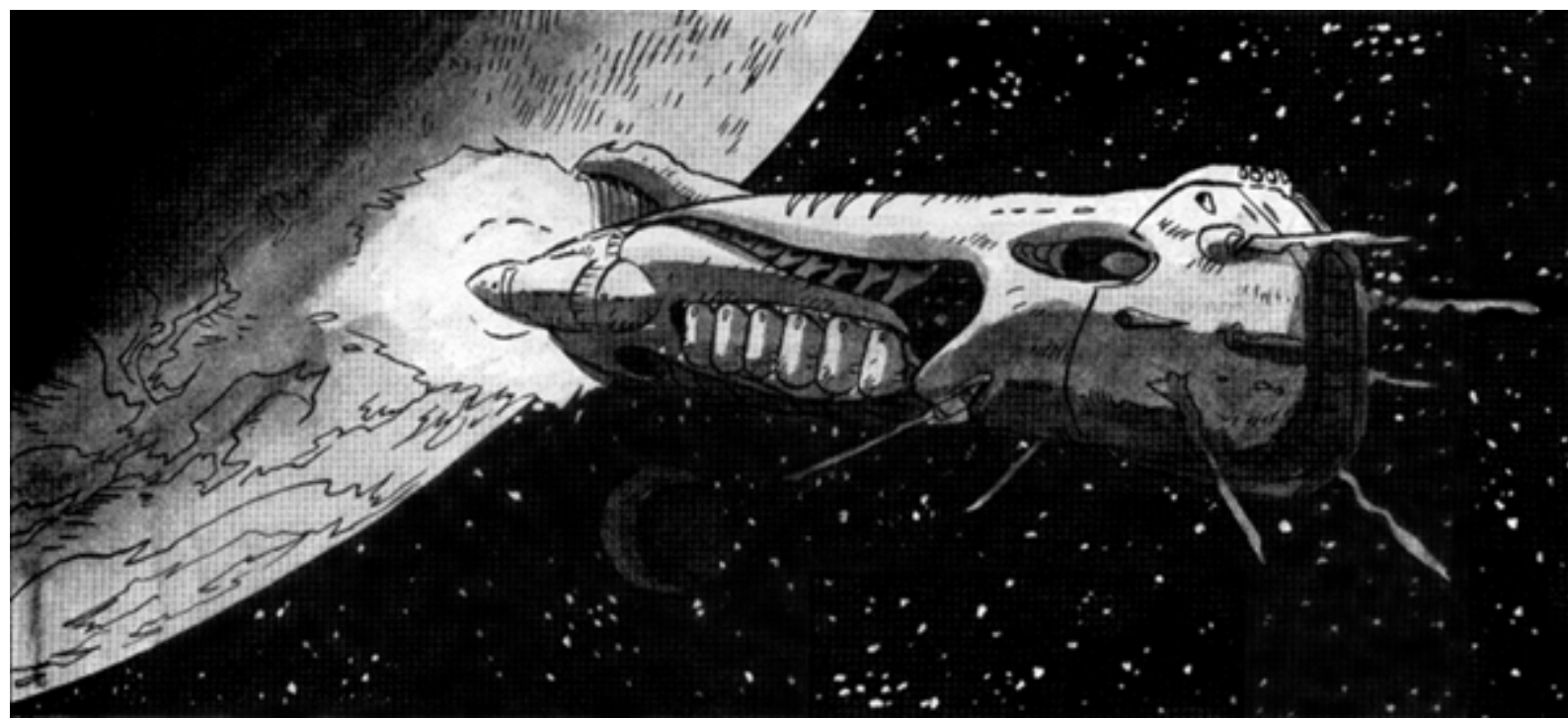
R.S.S. WOLFPACK
In orbit above Earth circa 2034 AD. Note the RDF Robotech Factory in the background.
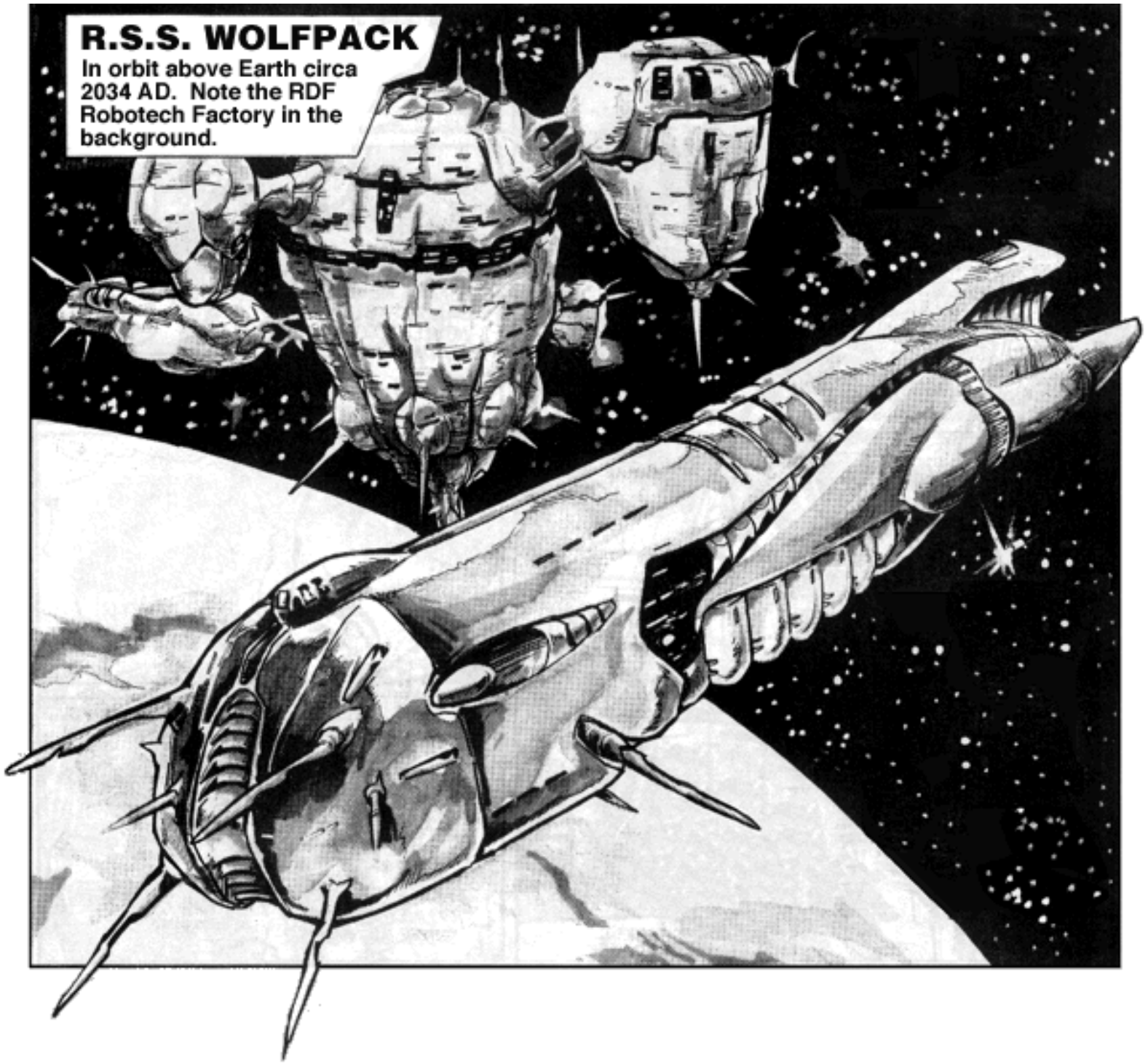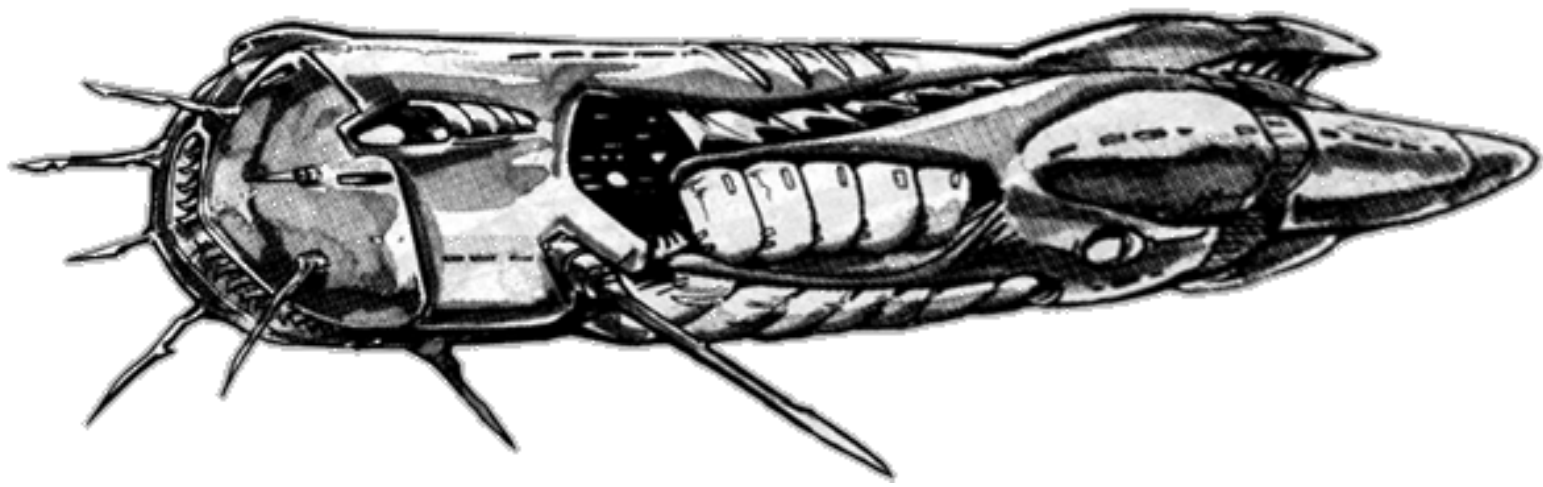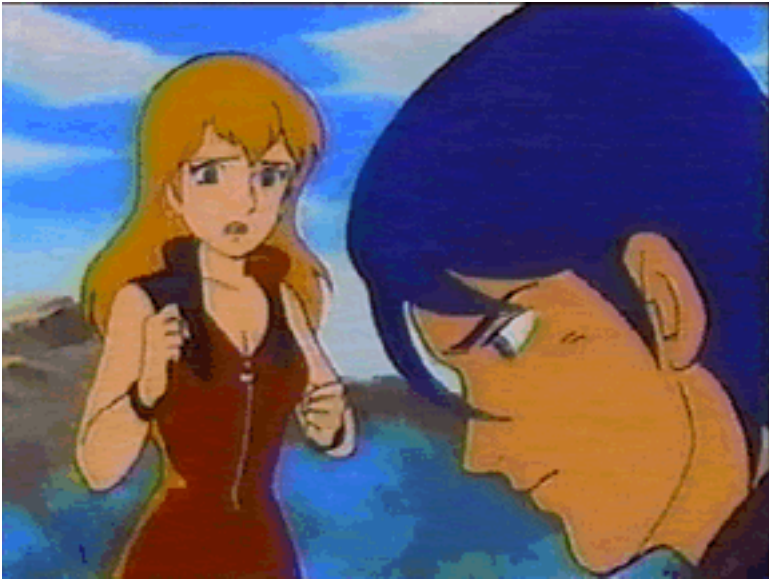
Garland RPG Stats Image Index

Click on any title below to view the corresponding image. You can also download these images by setting your web browser to "download image" instead of "use browser as viewer".

Index last updated: June 21, 1996

- **base.gif** - Screenshot of heroes overlooking an old base.
- **beamsaber.gif** - Hargun with a beam saber.
- **capture.gif** - A Hargun struggling with a Garland entangled in a net.
- **cockpit.gif** - Interior of a Garland/Hargun cockpit.
- **g5color.gif** - The Garland 5 in color.
- **g5flying.gif** - Another color shot of the Garland 5 flying up a shaft.
- **garland-middle.gif** - Eve and the Garland 5 (from the title page of the Southern Cross Cyclone RPG designs). Note: looks better if viewed on a white background.
- **garland5.gif** - Sketch of a Garland 5 in battloid mode.
- **garland5cycle.gif** - Sketch of a Garland 5 in motorcycle mode.
- **garland6.gif** - Sketch of a Garland 6 in battloid mode.
- **garland6cycle.gif** - Sketch of a Garland 6 in motorcycle mode.
- **garland7.gif** - Sketch of a Garland 7 in battloid mode.
- **garland7cycle.gif** - Sketch of a Garland 7 in motorcycle mode.
- **gmpdeploy.gif** - Overhead sketch of a GMP Hargun Deployment Hovercraft.
- **gmpdeploy2.gif** - Two GMP Deployment Hovercraft with Harguns.
- **gmphover.gif** - A GMP Patrol Hovercraft (2 views).
- **gu11s.gif** - The GU-11S tri-barrel Hargun handgun.
- **gu18.gif** - The GU-18, typical handgun of the Garland 5.
- **gu19.gif** - The GU-19 Garland/Hargun beam cannon.
- **gu21.gif** - The GU-21 Garland/Hargun rifle.
- **hargun.gif** - Sketch of a Hargun in battloid mode.
- **harguncycle.gif** - Sketch of a Hargun in motorcycle mode.
- **hcockpit.gif** - Interior of a Hargun cockpit.
- **hshot.gif** - A Hargun firing a GU-11S.
- **magnet.gif** - Closeup of the magnetic grapples of a Hargun.
- **n1net.gif** - The N-1 Net gun for Hargun use.
- **n2net.gif** - The N-2 Net attachment for the GU-21 rifle.
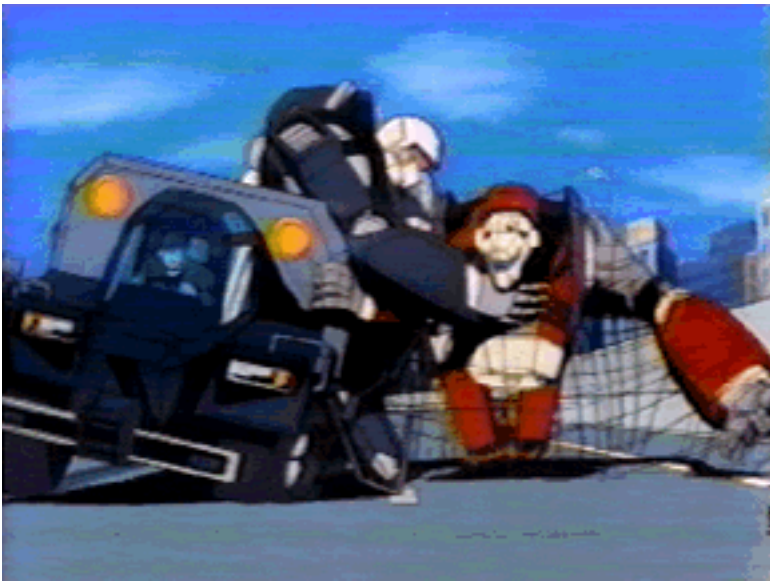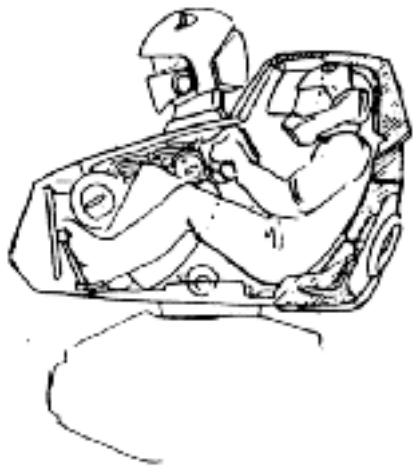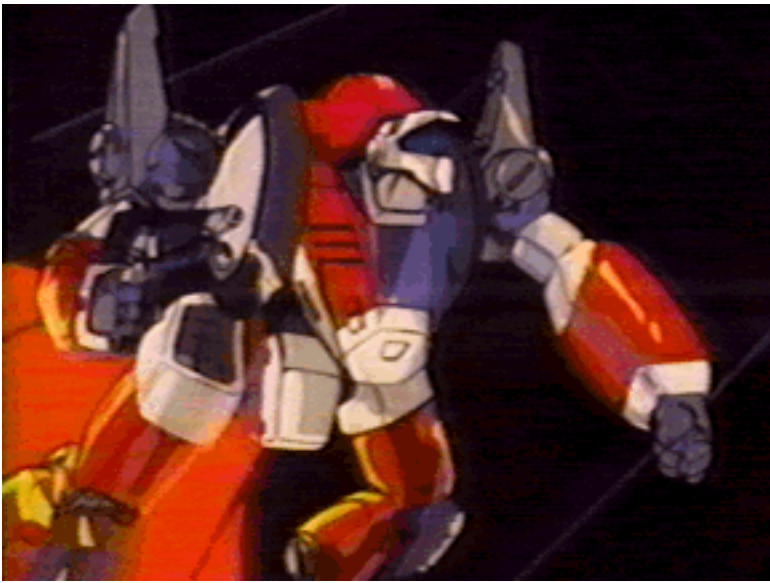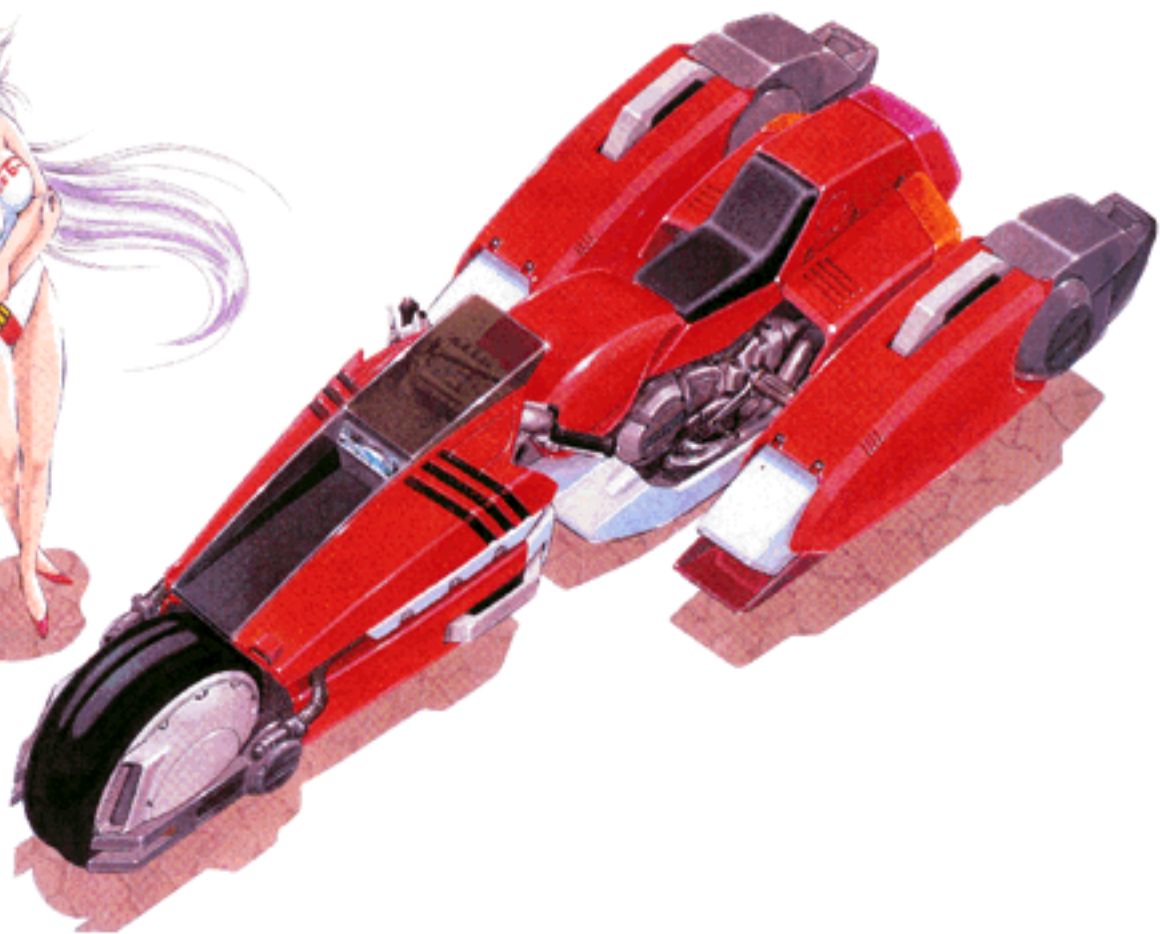
GARLAND 5 (MODAT)
in battloid mode
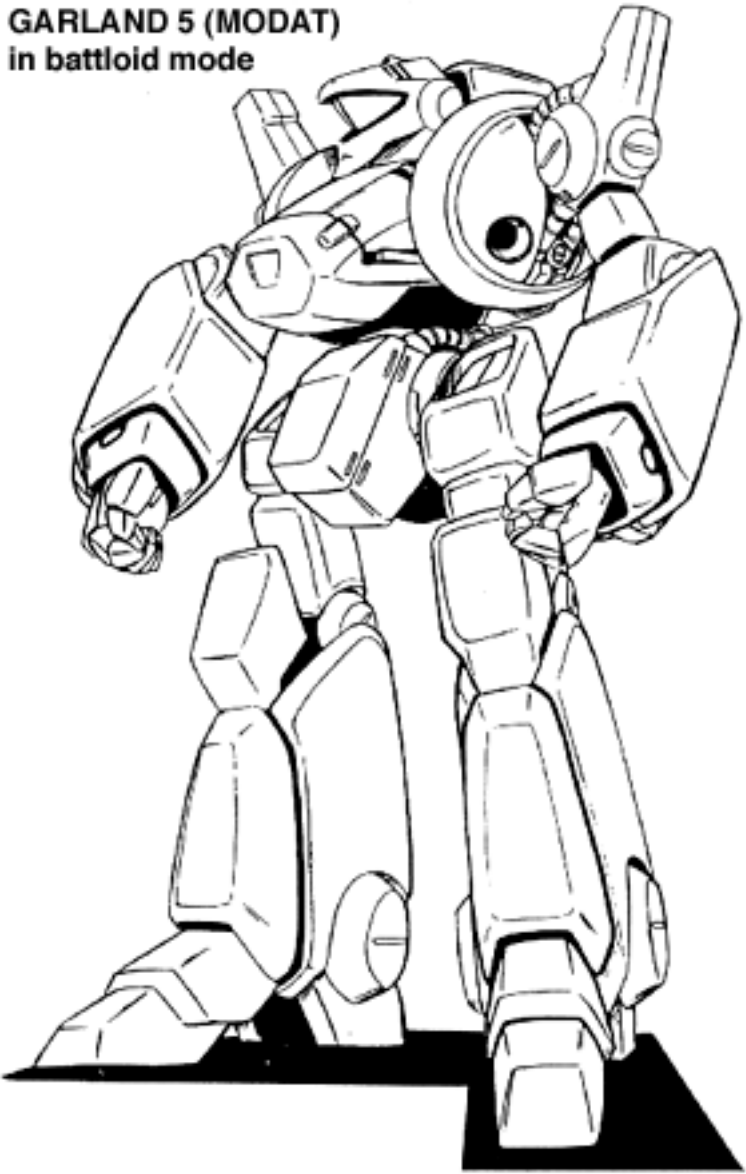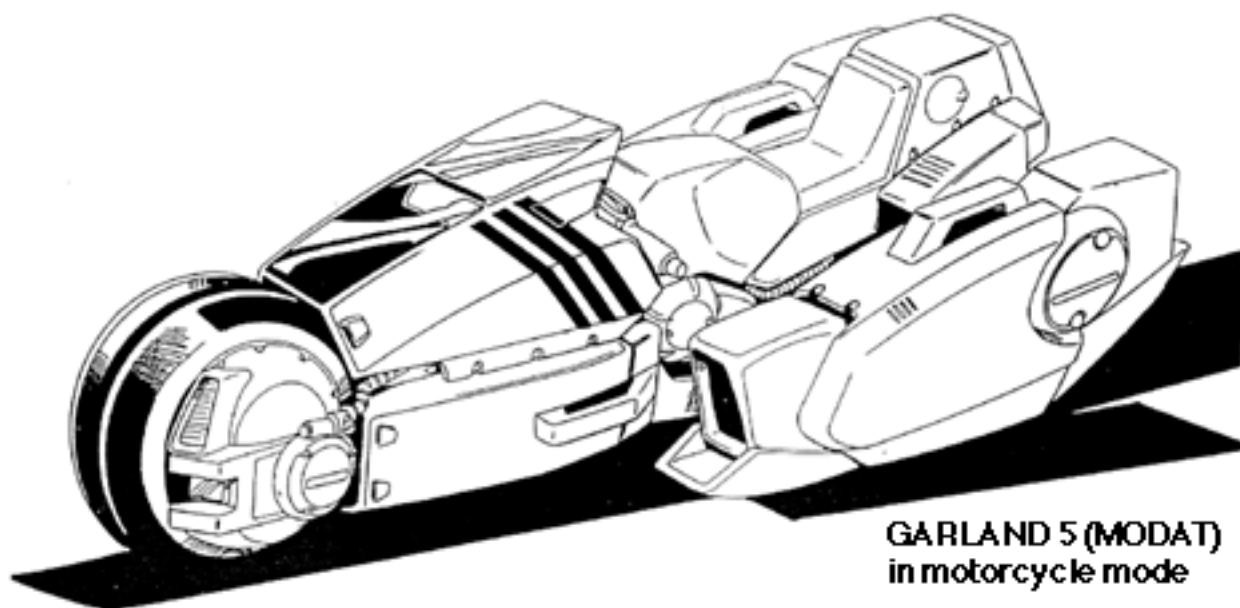
GARLAND 5 (MODAT)
in motorcycle mode

GARLAND 6 in battloid mode
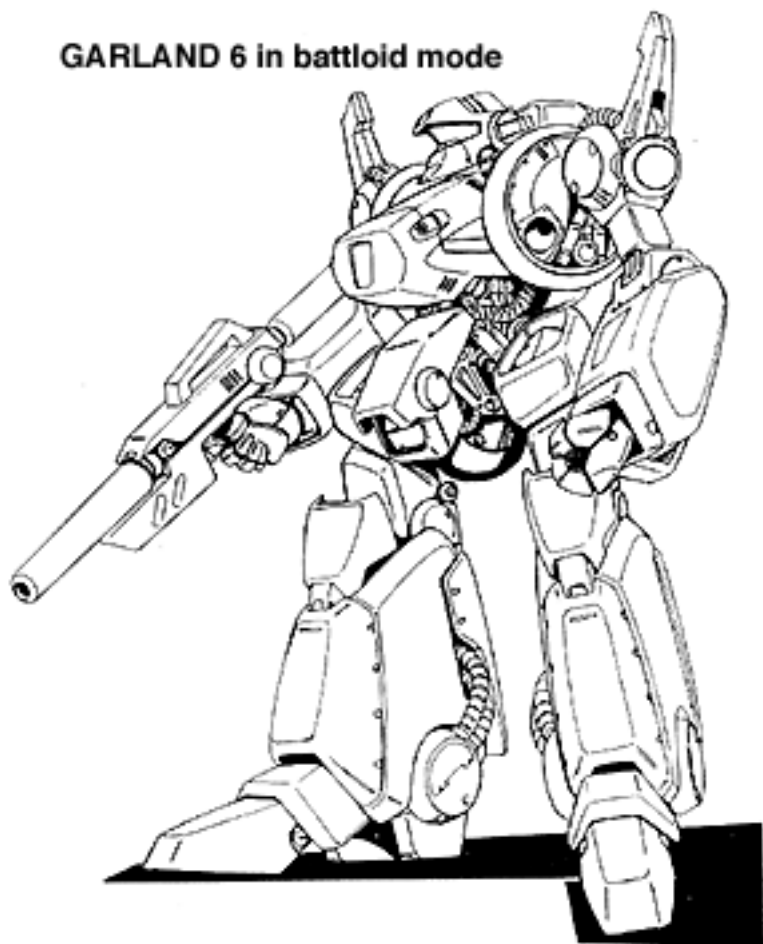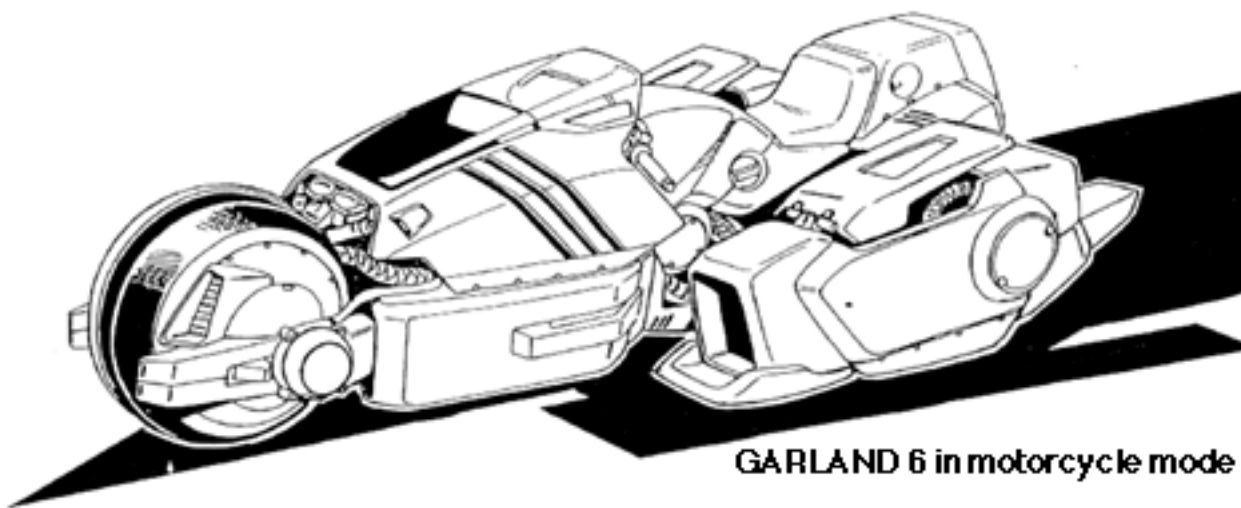
GARLAND 6 in motorcycle mode

GARLAND 7 in battloid mode

GARLAND 7
in hovercycle mode
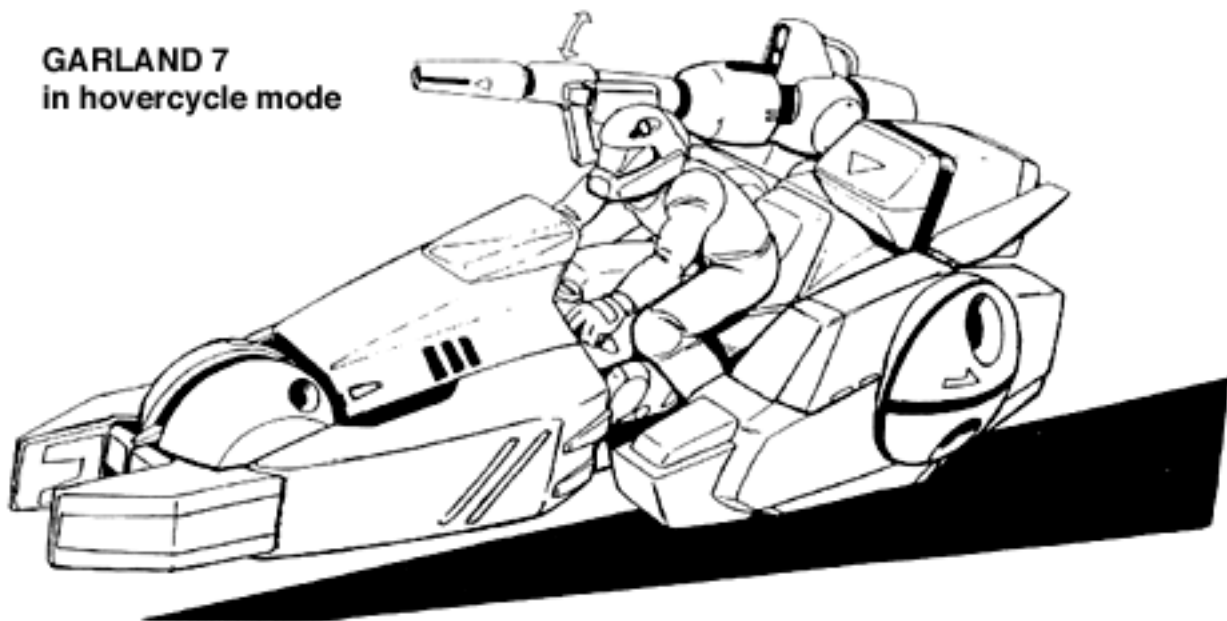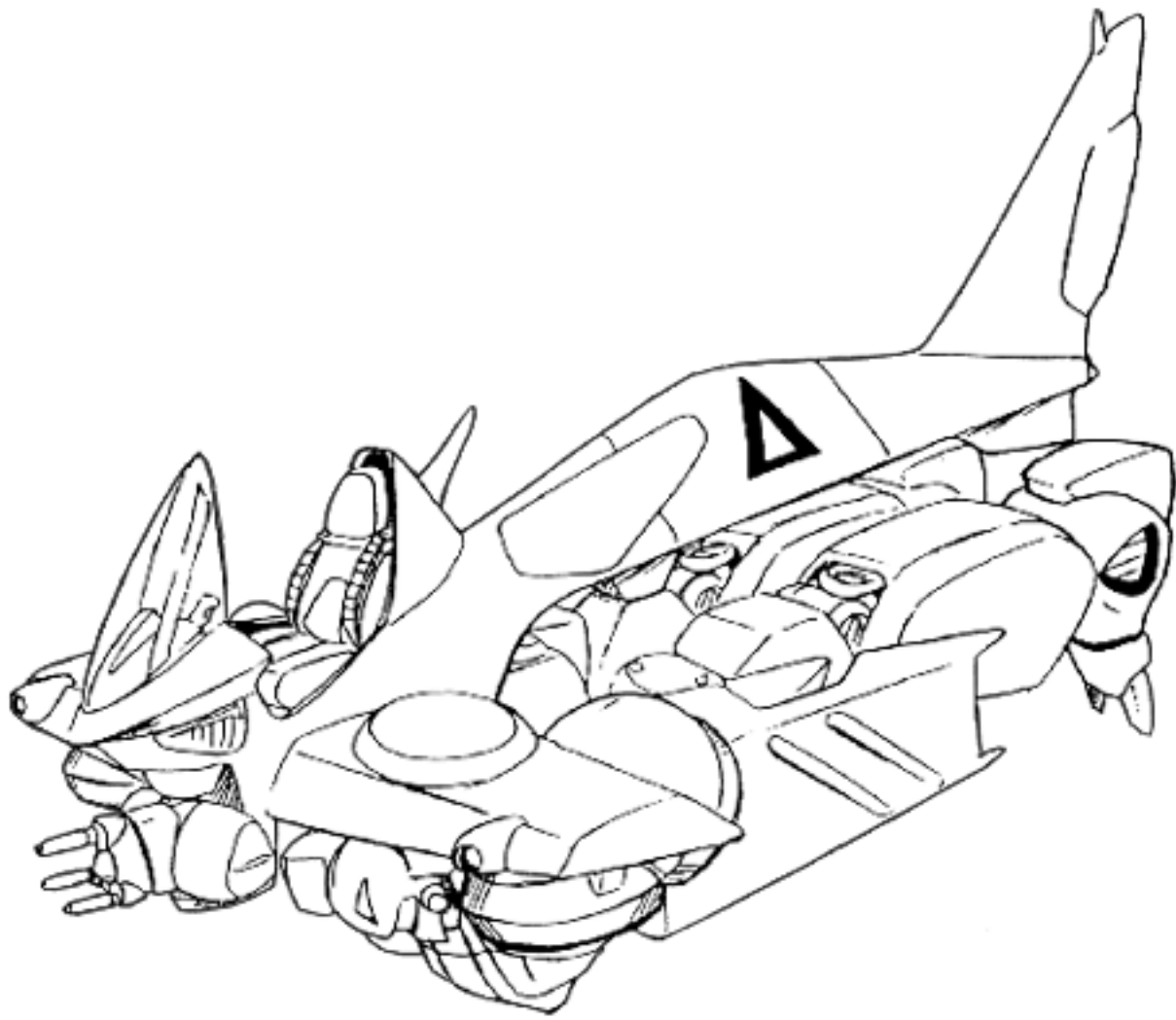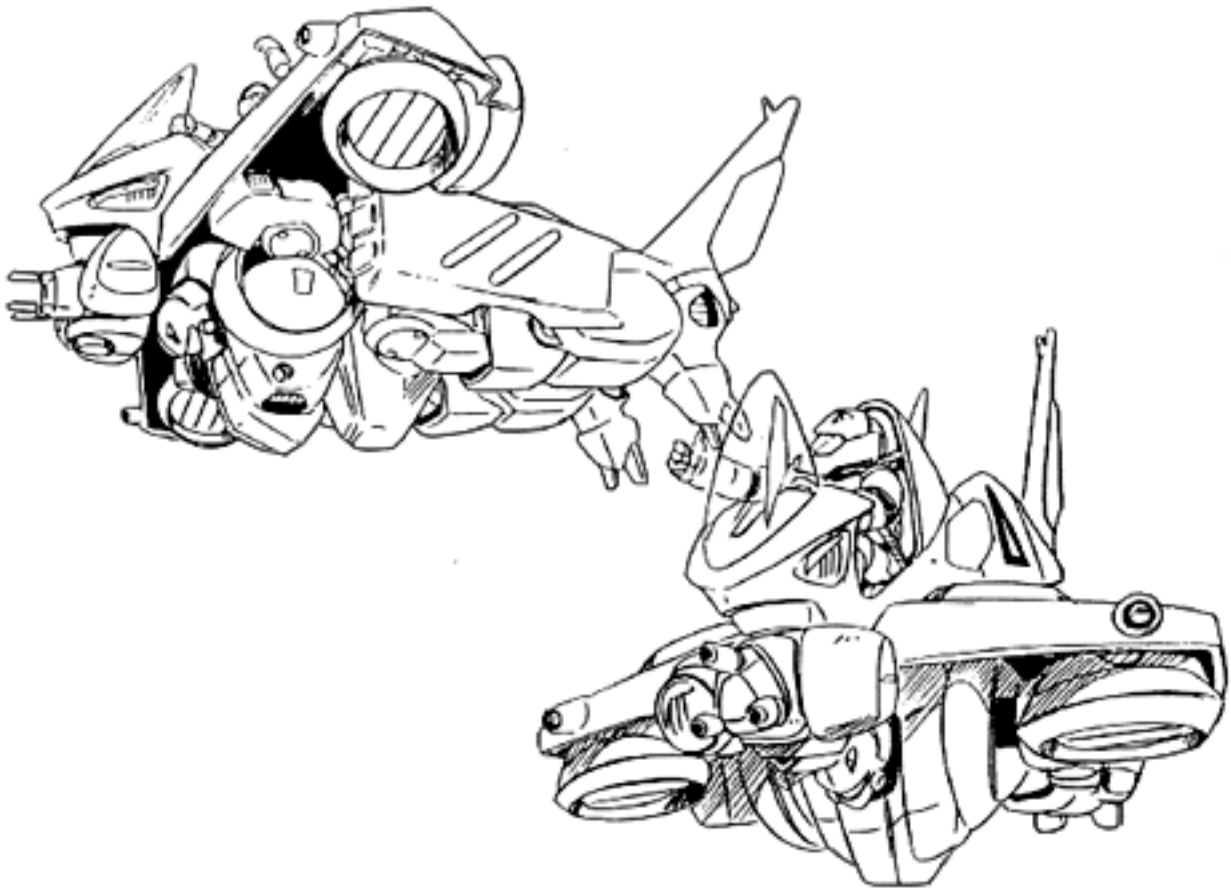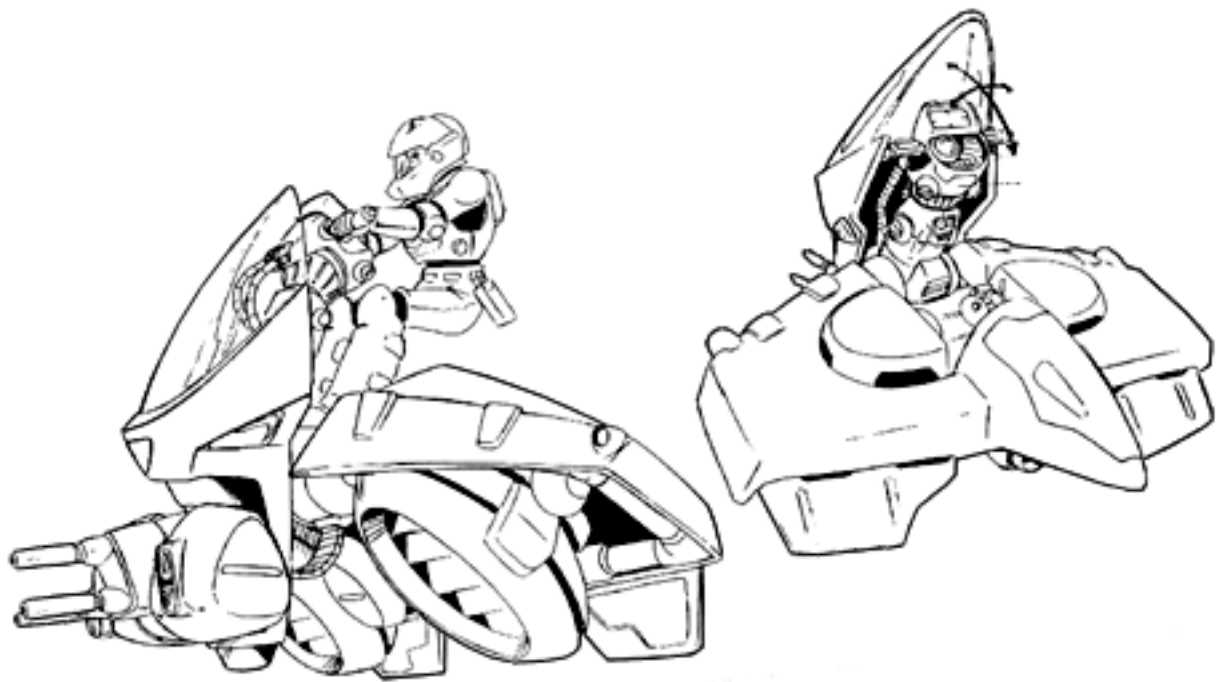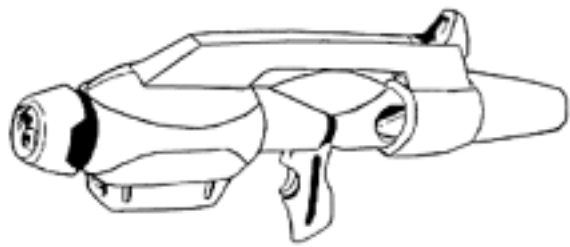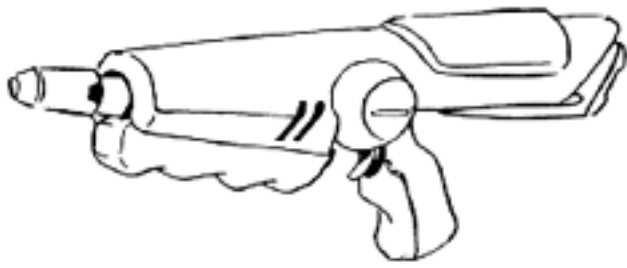
HARGUN in battloid mode
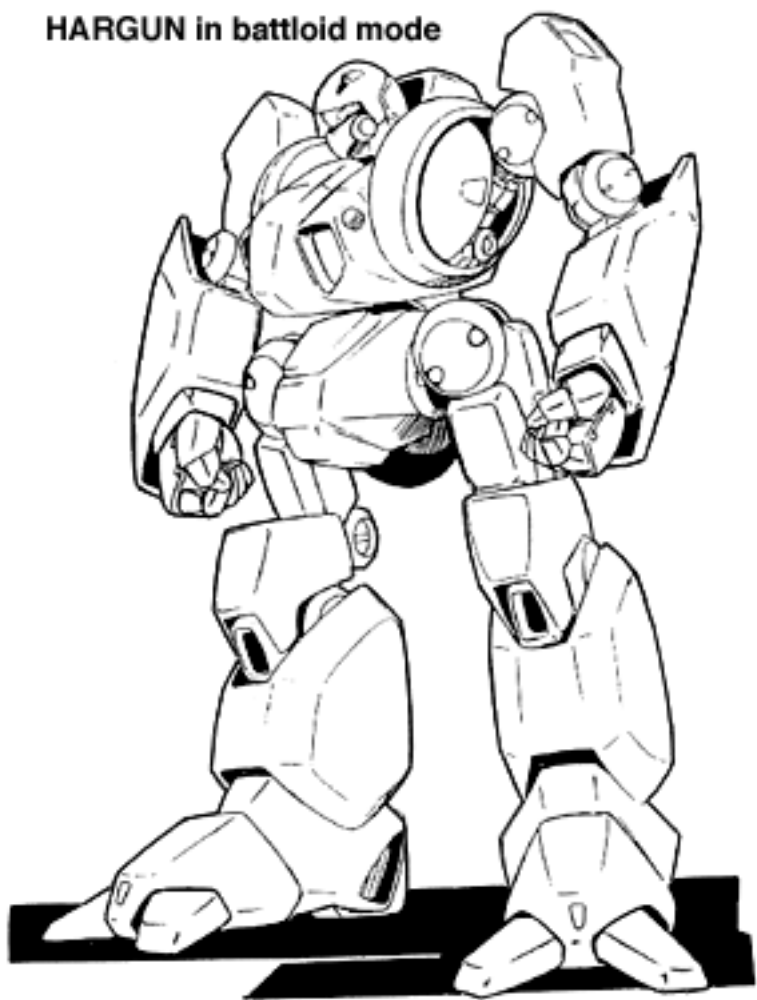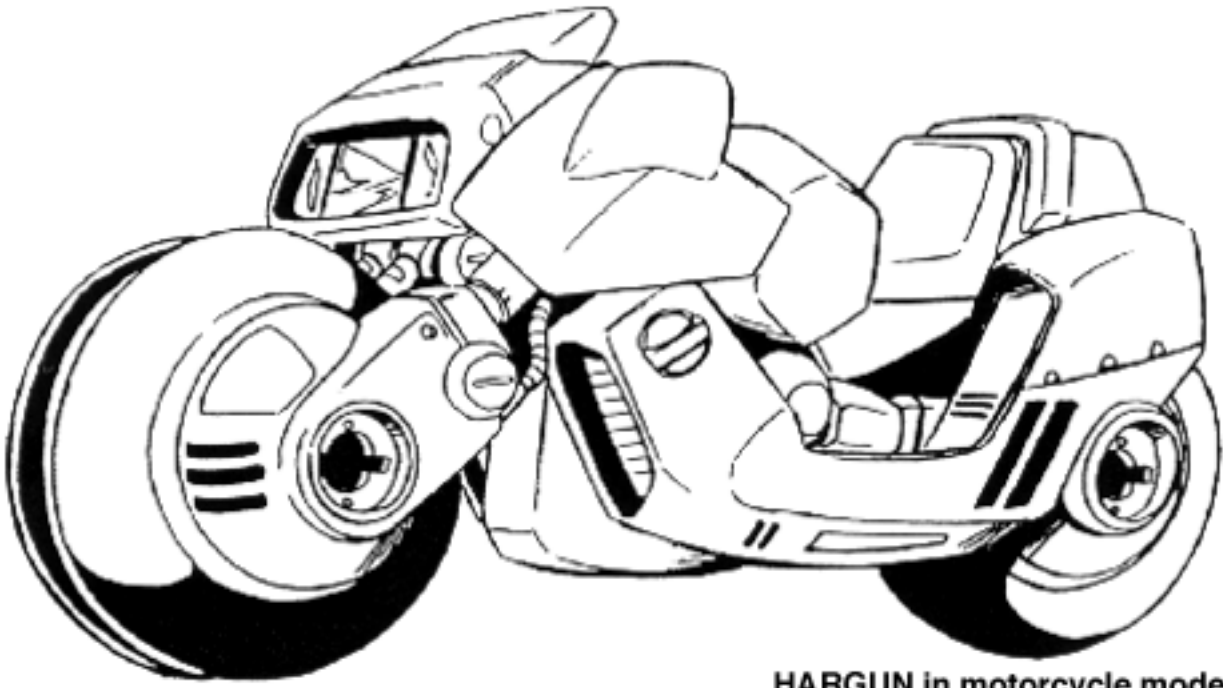
HARGUN in motorcycle mode
(Note ports for arm unit connections)
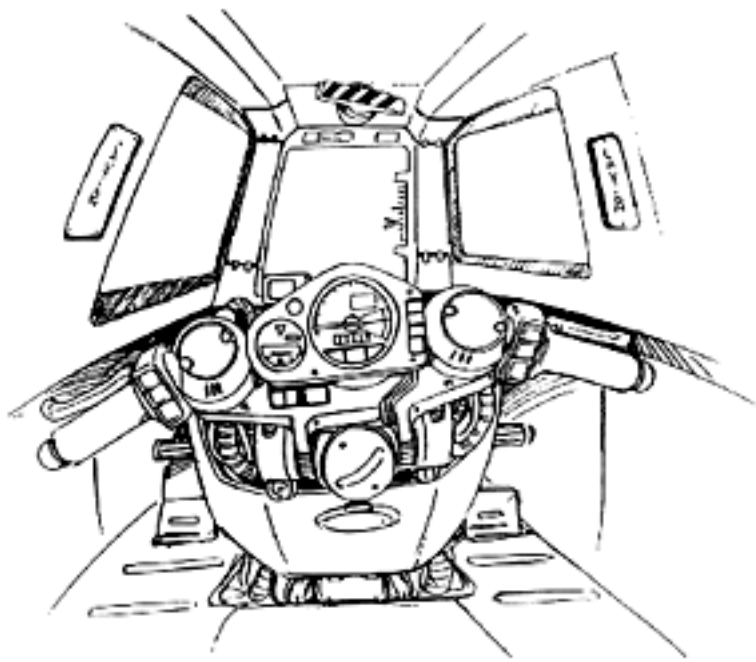
HARGUN cockpit interior
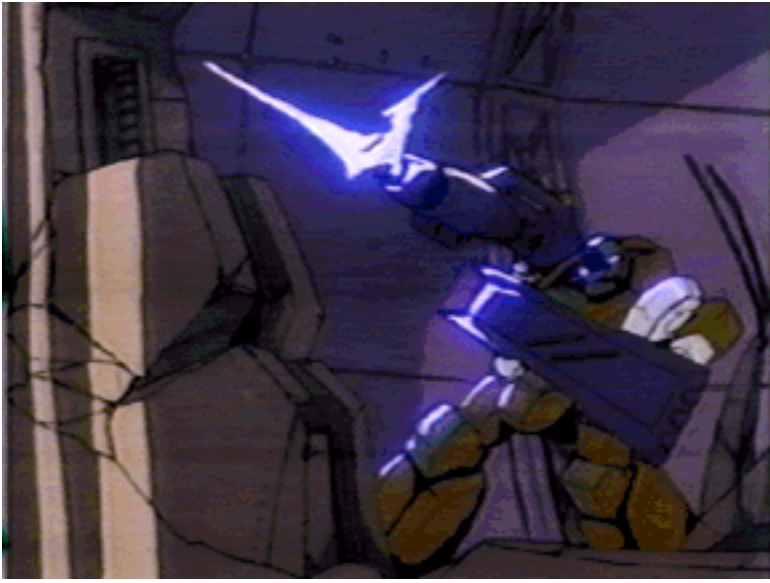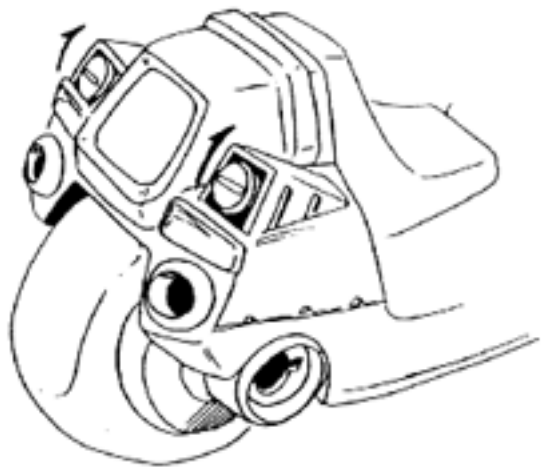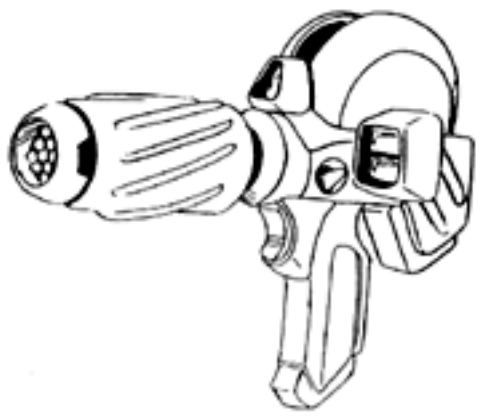
Macross Mecha Designs Image Index

Click on any title below to view the corresponding image. You can also download these images by setting your web browser to "download GIF" instead of "use browser as viewer", or in Netscape by holding down the mouse button over a link and selecting the "Save this Link as..." option.

Index last updated: April 11, 1998

- **ASS1model.gif** - Picture of a model of the Alien Star Ship 1, taken from the **Macross Compendium**.
- **ASS1side.gif** - Sketch of a side view of the ASS-1.
- **ASS2wreck.gif** - Composite picture of the wreck encountered by Britai's ship during the factory satellite capture operation.

- **AZ130cockpit.gif** - Interior view of the cockpit of the AZ-130A Pantserzorene.
- **AZ130fighter1.gif** - Top view of an AZ-130A in fighter mode.
- **AZ130fighter2.gif** - Bottom view of an AZ-130A in fighter mode.
- **AZ130guns.gif** - Close-up of the main 35mm guns of the AZ-130A
- **AZ130missiles.gif** - Color shot of a bunch of Pantserzorenes firing missiles.
- **AZ130soldier.gif** - An AZ-130A in soldier mode.
- **AZ130squad.gif** - Color shot of three AZ-130A's in combat (one has just been shot).

- **basara.gif** - A color picture (actually a concept sketch) of Basara Nekki from Macross 7.

- **battle7attack.gif** - The Macross 07 Battle section in attack mode.
- **battle7cruiser.gif** - The Macross 07 Battle section in cruiser mode.
- **battle7deck.gif** - View of the flight deck of the Macross 07.
- **battle7gunship.gif** - Close-up of the Macross 07 gunship.
- **battle7railguns.gif** - Close-up of the Macross 07 railguns.
- **battle7tower.gif** - The command tower of the Macross 07 Battle section.
- **battle7transform.gif** - The transformation sequence of the Macross 07 battle section.

- **beginhill-color.gif** - Color picture of the Beginhill colony ship.
- **beginhill-front.gif** - B/W sketch of the front of the Beginhill.
- **beginhill-side.gif** - B/W sketch of a 3/4 side view of the Beginhill.

- **city7acshio.gif** - Close-up of the Acisho external habitation module area on the Macross 07.
- **city7color.gif** - Color picture of the Macross 07 from the back.

- **city7connector.gif** - Close-up of the connector between the Macross 07 battle section and city section.
- **city7key.gif** - A graphic pointing out the major features of the Macoss 07 city section.

- **continuity.gif** - A chart showing how all the Macross series relate to each other.

- **fastpacks.gif** - Color screenshot of several fighters in FAST packs racing down a canyon.

- **FBZ99cannon.gif** - A FBz-99 Zaubergeran firing its hand laser.
- **FBZ99fighter1.gif** - The FBz-99 Zaubergeran in fighter mode.
- **FBZ99fighter2.gif** - Another picture of the FBz-99 in fighter, this time from underneath.
- **FBZ99fighter3.gif** - A head-on view of the Zaubergeran in fighter mode.
- **FBZ99soldier1.gif** - The FBz-99 Zaubergeran in soldier mode.
- **FBZ99soldier2.gif** - Another view of the Zaubergeran in solder mode, this time from behind.

- **fz109beam.gif** - Color screenshot of an Elgerzorene-F draining spiritia from a VF11 cockpit.
- **fz109fighter.gif** - An Elgerzorene-F in fighter mode.
- **fz109fighter2.gif** - Rear view of an Elgerzorene-F in fighter mode.
- **fz109fplane.gif** - Color screenshot of an Elgerzorene-F in figher mode.
- **fz109fsoldier.gif** - An Elgerzorene-F in soldier mode.
- **fz109gerwalk.gif** - An Elgerzorene-A in gerwalk mode.
- **fz109gunpod.gif** - Close-up picture of the Elgerzorene gun pod.
- **fz109sensor.gif** - A color screenshot showing the view from an Elgerzorene cockpit.

- **fz150battloid.gif** - A color picture of the FZ150 Pheyos in battloid mode.
- **fz150fighter.gif** - A color picture of the FZ150 Pheyos in fighter mode.
- **fz150model.gif** - A color shot of the garage kit for the FZ-150 Pheyos.

- **gavil.gif** - A color screenshot of Gavil, one of the smallest (but most cunning) of the **Protodeviln**.
- **glavil.gif** - A picture of Glavil, one of the most powerful (and definitely the most stupid) of the **Protodeviln**. Yes, that thing near Glavil's right foot is the 36 ft (11 m) tall VF-11MAXL-Kai Sound Force Thunderbolt. (!)

- **gu15.gif** - A picture of the standard gun pod for the YF-19 and VF-19 AVFs.
- **gv17l.gif** - A picture of the standard gun pod for the YF-21 and VF-22 AVFs.

- **hollywoodfilm.gif** - A montage of Basara and Mylene filming a remake of *Do You Remember Love*.
- **hollywood.gif** - Front view of the Hollywood vessels.

- **hollywoodinside.gif** - Two shots of interior views of the Hollywood vessels. Note the landmark replicas.
- **hollywoodside.gif** - Side view of the Hollywood vessels.

- **JBcockpit.gif** - The cockpit support bubble for the passenger of the VF-11D Jamming Bird custom.
- **JBfighter.gif** - The VF-11D Jamming Bird in fighter mode.
- **JBsoldier.gif** - The VF-11D Jamming Bird in solder mode.
- **JBspeakers.gif** - Close-up of the speakers on the Jamming Bird's FAST boosters.

- **legunit.gif** - A cutaway of the FAST pack leg unit from the VF-1 Valkyrie.

- **macross7front.gif** - B/W Picture of the Macross 07 from the front.
- **macross7length.gif** - Side view of the Macross 07, including lengths of the various sections.
- **macross7missiles.gif** - A color screenshot of a missile launcher from the Macross 07.

- **macrossmecha.gif** - The title image for the Macross Mecha Designs.
- **mac_ring.jpg** - The icon of the Macross Web Ring.
- **macplus_ring.jpg** - The icon of the Macross Plus Web Ring.

- **maximilian.gif** - A picture of Captain Maximilian Jenius in VF-22 Sturmvogel flight gear.
- **mechalineup.gif** - A size comparison chart of the VF-19Kai, the VF-17, the VF-11, and the FZ-109.

- **megaroad.gif** - Color picture of the SDF-2 Megaroad lifting off from Earth.
- **mroadad.gif** - Color picture of the billboard advertising the Megaroad colonizing mission.
- **mroadbridge.gif** - A color close-up of the Megaroad bridge.
- **mroadfront.gif** - A sketch of the front of the Megaroad-01 colony ship.
- **mroadlaunch.gif** - A color picture of the launching of the SDF-2 Megaroad-01.
- **mroadside.gif** - A sketch of the side of the Megaroad-01 colony ship.

- **np-bp-01-cutaway.gif** - A cutaway of the classic VF-1 FAST thruster units.
- **np-bp-01.gif** - Side view of the VF-1's fast packs.
- **np-bp-02.gif** - A variant of the VF-1's fast packs carrying beam cannons.
- **np-bp-10-2.gif** - The redesigned VF-1 fast packs from **Macross Digital Mission VF-X** in soldier mode.
- **np-bp-10-3.gif** - A view of the missile launcher in the NP-BP-10.
- **np-bp-10.gif** - A side view (rough sketch) of the NP-BP-10.
- **np-bp-11.gif** - Side and top views of the VF-11 standard fast packs.

- **np-bp-12.gif** - Redesigned versions of the VF-11 fast packs.
- **np-bp-17.gif** - A color screenshot of the front of the VF-17 with fast packs.
- **np-bp-19.gif** - A color screenshot of the front of the VF-19 with fast packs.
- **np-bp-19ses.gif** - Side view of the NP-BP-19 variants with sound energy technology.
- **np-fb-01.gif** - Side view of the classic VF-1 leg units.
- **np-fb-10.gif** - A view of the redesigned VF-1 fast leg units with missile launchers open.
- **np-fb-11.gif** - Side view of the VF-11 standard leg fast packs.
- **np-fb-17.gif** - A color screenshot of the side of the VF-17 with fast packs.
- **np-fb-19.gif** - A color screenshot of the side of the VF-19 with fast packs.
- **np-fb-t1.gif** - Side view of the trainer version of the VF-1 leg units.
- **nr-bp-e2.gif** - VF-1 fast packs with advanced sensor radome.
- **nr-bp-e7.gif** - VF-11 fast packs with advanced sensor radome.
- **nr-bp-t1.gif** - Side view of the fast boosters used by the VF-1 trainer version.

- **oberth-cgi.jpg** - A computer-generated image of the Oberth destroyer, made by **Sean Correia** (aierroc@concentric.net).
- **oberth-escort.gif** - A color screenshot showing the Oberth and a few ARMD destroyers blowing up.
- **oberth-frontside.gif** - Front and Side views of the Oberth.
- **oberth-mars.jpg** - Another computer-generated image of the Oberth made by Sean, this time with an Oberth orbiting Mars.
- **oberth-missiles.gif** - Close-up of the Oberth's missile launchers.
- **oberth-rear.gif** - Rear view of the Oberth destroyer.
- **oberth.gif** - 3/4 front view of the Oberth destroyer.

- **ouilqua-color.gif** - A small color picture of the Queadlunn Ouilqua.
- **ouilqua-missiles.gif** - The Ouilqua firing missiles.
- **ouilqua-smoke.gif** - A good shot of the Ouilqua using its smoke projectors.
- **ouilqua.gif** - A B/W sketch of the Queadlunn Ouilqua.

- **renegade-combat.gif** - Composite of a Renegade Power Armor attacking a VF-11, from *Macross Plus #1*.
- **renegade-missiles.gif** - A power armor launching missiles.
- **renegade1.gif** - Sketch of the front of the power armor.
- **renegade2.gif** - Sketch of the rear of the power armor.
- **renegade3.gif** - Sketch of the top of the power armor.

- **riviera.gif** - Side view of the Riviera colony vessels.
- **rivierafront.gif** - Front view of the Riviera vessels.

- **rivieratop.gif** - Top view of the Riviera vessels.
- **rivieracolor.gif** - A 3/4 color shot from above of the Riviera docked with the *CV-404 Uraga*.

- **rms1missiles.gif** - Closeup of the RMS-1 nuclear missiles commonly found on the VF-1S Strike Valkyrie.

- **SDF1island.gif** - South Ataria Island, where the ASS-1 crashed in 1999.
- **SDF1montage.gif** - A montage of the reconstruction of the SDF-01 from 1999 to 2009.
- **SDF1spacewreck.gif** - A shot of the ASS-1/SDF-01 emerging from hyperspace.

- **sivil.gif** - A color picture of Sivil, one of the first Protodeviln encountered by the Macross 7. Note that unlike Glavil, Sivil is only about 5 feet (1.5 m) high, but don't let that fool you into thinking she's less powerful...

- **SPaura.gif** - The VF-19kai Fire Valkyrie surrounded by a spiritia aura.
- **specs-hm.gif** - View of a UN Spacy high-maneuverability missile.
- **specs-lrm.gif** - Cutaway view of a UN Spacy long-range missile.
- **specs-mm.gif** - Cutaway view of the launcher from a VF-1S FAST arm module.
- **specs-mrm.gif** - Cutaway view of a UN Spacy medium-range missile.
- **specs-srm.gif** - Cutaway view of a SRM launcher unit from a VF-1S hardpoint.
- **SPpast.gif** - An ancient picture of a Protodeviln from a protoculture ruin.
- **SPsforce.gif** - Sound Force in spiritia action.

- **stargazer-bridge.gif** - A close-up view of the bridge of the Stealth Frigate.
- **stargazer-color.gif** - A color picture of the Stargazer orbiting the Protodeviln homeworld.
- **stealthfrigate2side.gif** - Side view of a Zentraedi-style Stealth Cruiser.
- **stealthfrigate2top.gif** - Front view of a Zentraedi-style Stealth Cruiser.
- **stealthfrigateside.gif** - A B/W side view of the Stealth Frigate.
- **stealthfrigatetop.gif** - A B/W three-quarter top view of the Stealth Frigate.

- **stealthpod.gif** - A picture of the standard gun pod for the VF17 Stealth Fighter.

- **threestarcolor.gif** - Color screen shot of the Three Star platform.
- **threestarconstruction.gif** - Color screenshot of a new Macross 07 being constructed (from Macross Dynamite 7 #1).
- **threestarfront.gif** - Front view sketch of the Three Star platform.
- **threestarside.gif** - Side view sketch of the Three Star platform.

- **UNicon.gif** - A small (icon-sized) picture of the UN Spacy symbol.

- **uraga.gif** - 3/4 view of the *CV-404 Uraga*.
- **uragafrontside.gif** - Front and side views of the *CV-404 Uraga*.
- **uragarear.gif** - Rear underside view of the *CV-404 Uraga*.

- **VA3color1.gif** - A color scheme for the VA-3 Invader Bomber.
- **VA3color2.gif** - Another color scheme for the VA-3.
- **VA3fighter.gif** - Picture of the VA-3 in fighter mode.
- **VA3head.gif** - Closeup of the head of the VA-3.
- **VA3soldier.gif** - Picture of the VA-3 in soldier mode.

- **VE1battloid.gif** - Actually I think this is a picture of the VEFR-1 Electronic Warfare Valkyrie in battloid mode (instead of the VE-1 Elintseeker).

- **VF11armor.gif** - Color screenshot of a full-armor VF-11 Thunderbolt from Macross 7.
- **VF11armor2.gif** - Another color screenshot of the VF-11 Full Armor Thunderbolt.
- **VF11armorgun.gif** - A picture showing a size comparison of the VF-11 Full-Armor and the XS-06 gun pod it carries.
- **VF11cockpit.gif** - The cockpit ejection module from a VF-11 Thunderbolt.
- **VF11colors.gif** - Different color schemes for the VF-11 Thunderbolt.
- **VF11earth.jpg** - A 3D rendering of a VF-11 flying with a planet in the background, made by **CHRIS SINGH** (csingh1@gl.umbc.edu) and used with permission.
- **VF11fighter.gif** - A VF-11 Thunderbolt in fighter mode.
- **VF11fullarmor.gif** - Picture of the VF-11 in full armor mode.
- **VF11gerwalk.gif** - A standard Thunderbolt in gerwalk mode, viewed from below.
- **VF11gun.gif** - Close-up of the gun pod used by standard VF-11 Thunderbolts.
- **VF11kai.gif** - The "Sound Force" variant of the Thunderbolt, used by Mylene Jeinus in the second half of Macross 7.
- **VF11Kcolor.gif** - A color picture of the VF-11MAXL Sound Force variant.
- **VF11Kgerwalk.gif** - The "Sound Force" VF-11 variant in gerwalk mode.
- **VF11Kgun.gif** - A close up of the VF-11MAXL's speaker pod gun.
- **VF11Klegmissiles.gif** - Inside view of the missile launchers in the VF-11MAXL's legs.
- **VF11Kmissiles.gif** - The missile launchers on the top of the VF-11MAXL Thunderbolt.
- **VF11missiles.gif** - A Full Armor Thunderbolt with missiles deployed.
- **VF11rockets.gif** - A Thunderbolt with optional solid-fuel rocket boosters.
- **VF11SBfighter.gif** - Thunderbolt in fighter mode with super boosters on the back.
- **VF11SBsoldier.gif** - Thunderbolt in soldier mode with super boosters on the back.
- **VF11soldier.gif** - Standard Thunderbolt in soldier mode.
- **VF11tunnel.gif** - A 3D rendering of a VF-11 in a tunnel, made by **CHRIS SINGH**

(csingh1@gl.umbc.edu) and used with permission.

- **VF14fighter.gif** - A picture of the VF-14 in fighter mode.
- **VF14soldier.gif** - A picture of the VF-14 in battloid mode.

- **VF17fighter.gif** - Stealth VF in fighter mode.
- **VF17flight.gif** - A color screenshot of three Nightmares flying in formation, from the opener to Macross 7.
- **VF17fold.gif** - Small pic of a VF-17D with fold booster.
- **VF17gerwalk.gif** - Stealth VF in gerwalk mode.
- **VF17kai.gif** - The "Sound Force" variant of the Nightmare, used by Ray Lovelock and Veifidas in the second half of Macross 7.
- **VF17Kcontrols.gif** - Three B/W pictures of the interior cockpit of the VF-17T Custom.
- **VF17Kgerwalk.gif** - The VF-17T Custom in Gerwalk mode.
- **VF17laser.gif** - A sequence of (small) screenshots showing the optional heavy laser module for the VF17.
- **VF17radar.gif** - Small pic of a VF-17D with a sensor radome on top.
- **VF17soldier.gif** - A Stealth VF in soldier mode.

- **VF19A.jpg** - A 3D rendering of a VF-19 flying over a desert, made by **CHRIS SINGH** (csingh1@gl.umbc.edu) and used with permission.
- **VF19alt.gif** - Alternate color scheme for the VF-19 Excalibur.
- **VF19attack.gif** - Color screenshot of a VF-19 charging.
- **VF19boosters.gif** - Color screenshot of the VF-19 with FAST Super Boosters.
- **VF19charge.gif** - Another color shot of a charging VF-19.
- **VF19cover.gif** - A color scan of the picture from the VF-19 model kit produced by Bandai (the model itself isn't actually that great IMHO).
- **VF19fighter.gif** - Picture of the Excalibur-S in fighter mode.
- **VF19Fsoldier.gif** - A picture of an Excalibur-F in soldier mode.
- **VF19gerwalk.gif** - Picture of an Excalibur-19S in gerwalk mode.
- **VF19kai1.gif** - Color screenshot of Basara's custom VF-19 Vakyrie from Macross 7.
- **VF19kai2.gif** - Another color screenshot of the Fire Valkyrie in action.
- **VF19kaifighter.gif** - The Fire Valkyrie in fighter mode.
- **VF19kaigerwalk.gif** - The Fire Valkyrie in gerwalk mode.
- **VF19kaihead.gif** - A close-up shot showing the detail of the Fire Valkyrie's head.
- **VF19kaisoldier.gif** - The Fire Valkyrie in soldier mode.
- **VF19missiles.gif** - Color screenshot of an Excalibur firing its leg-mounted mini-missiles.
- **VF19profile.gif** - A color screenshot of an Excalibur with the Macross 7 in the background.
- **VF19Ssoldier.gif** - Picture of an Excalibur-S in soldier mode.

- **VF1Spict.gif** - NICE color picture of a Strike Valkyrie in soldier mode (original artist unknown).
- **VF1Sside.gif** - Color side-view of a VF-1S Strike Valkyrie.
- **VF1Sweapons.gif** - Another side-view showing the standard weaponry on a Strike Valkyrie.

- **VF22cockpit.gif** - A sketch of the cockpit interior of the VF-22 Sturmvogel.
- **VF22fast.gif** - A color scan of Miriya's red Sturmvogel with NP-BP-19SES Fast Packs.
- **VF22fighter1.gif** - Sketch of the Sturmvogel in fighter mode.
- **VF22fighter2.gif** - Another fighter sketch of the Sturmvogel, this time from underneath.
- **VF22fold.gif** - Color screenshot of the Sturmvogel preparing for launch with fold drive attached.
- **VF22gun.gif** - Another color screenshot of the VF-22 with its gun pod.
- **VF22missles.gif** - Color screenshot of the VF-22 firing mini-missiles.
- **VF22nuke.gif** - Multiple color screenshot of the VF-22 firing its concealed long-range missiles.
- **VF22soldier.gif** - Sketch of the Sturmvogel in soldier mode.

- **VF4battroid.gif** - At long last, a picture of the VF4 in battroid mode. This picture comes from **Mediax Mook 53: Macross Digital Mission VF-X** and is the only Kawamori-approved design for the VF-4 in battroid.
- **VF4color1.gif** - A color screenshot of a Lightning from Macross 2012.
- **VF4color2.gif** - Another color screenshot, with the bridge of the SDF-2 Megaroad in the background.
- **VF4plan.gif** - Top, side, and front views of the VF-4 Lightning.
- **VF4view1.gif** - A perspective view of the VF-4 Lightning.
- **VF4view2.gif** - Another perspective view of the VF-4, this time from underneath.
- **VF4Xpic.gif** - Picture of a prototype of the VF-4. Note the similarity to the VF-1 Valkyrie.

- **vf5000.gif** - A black and white picture of the VF-5000 atmospheric fighter.

- **X9attack.gif** - The X-9 Ghost attacking VF-11 target drones.
- **X9boosters.gif** - Top view of the X-9 with FAST boosters.
- **X9front.gif** - Color view of the front of the X-9 Ghost.
- **X9lasers.gif** - Shot of the X-9 Ghost firing its 5 laser cannons.
- **X9missiles1.gif** - Schematic of the X-9's missile launcher.
- **X9missiles2.gif** - The X-9 firing missiles downward.
- **X9side.gif** - Side view of the X-9 Ghost.
- **X9side2.gif** - Another side view, this time with FAST boosters.
- **X9thrust.gif** - The Ghost accellerating away from the YF-21.

- **XS06gun.gif** - Close-up of the heavy caliber gun pod used by the VF-11 Full Armor Thunderbolt.

- **YF19copilot.gif** - Color screenshot of the YF-19 with optional copilot's seat installed.
- **YF19fast.gif** - A sketch highlighting the FAST booster pods for the YF-19.
- **YF19front.gif** - Color front view (computer generated?) of the YF-19 in fighter mode.
- **YF19gerwalk.gif** - Alpha One in gerwalk mode.
- **YF19launcher.gif** - Alpha One firing two long-range missiles.
- **YF19orbit.gif** - A color shot of the YF-19 sailing into orbit during tests.
- **YF19punch.gif** - A color screenshot of Alpha One preparing to punch something.
- **YF19soldier.gif** - Alpha One in soldier mode.

- **YF21fast.gif** - A sketch highlighting the FAST booster pods for the YF-21.
- **YF21fighter.gif** - Omega One in fighter mode.
- **YF21gerwalk.gif** - Omega One in gerwalk mode.
- **YF21hangar.gif** - A color picture of the YF-21 in its hangar.
- **YF21punch.gif** - A color picture of Omega One preparing to punch something. Note the Pinpoint Barrier image around the fist.
- **YF21soldier.gif** - Omega One in soldier mode.

- **YFheavyw.gif** - A montage of that muchk... err, impressive weapon we see the YF-19 use on a Mac II Monster in *Macross Plus #2*.
- **YFrace.gif** - A color picture of the YF-19 and YF-21 racing each other.

- **zomdgoram.gif** - A color screenshot of Zomd and Goram, two of the most powerful Protodeviln.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net
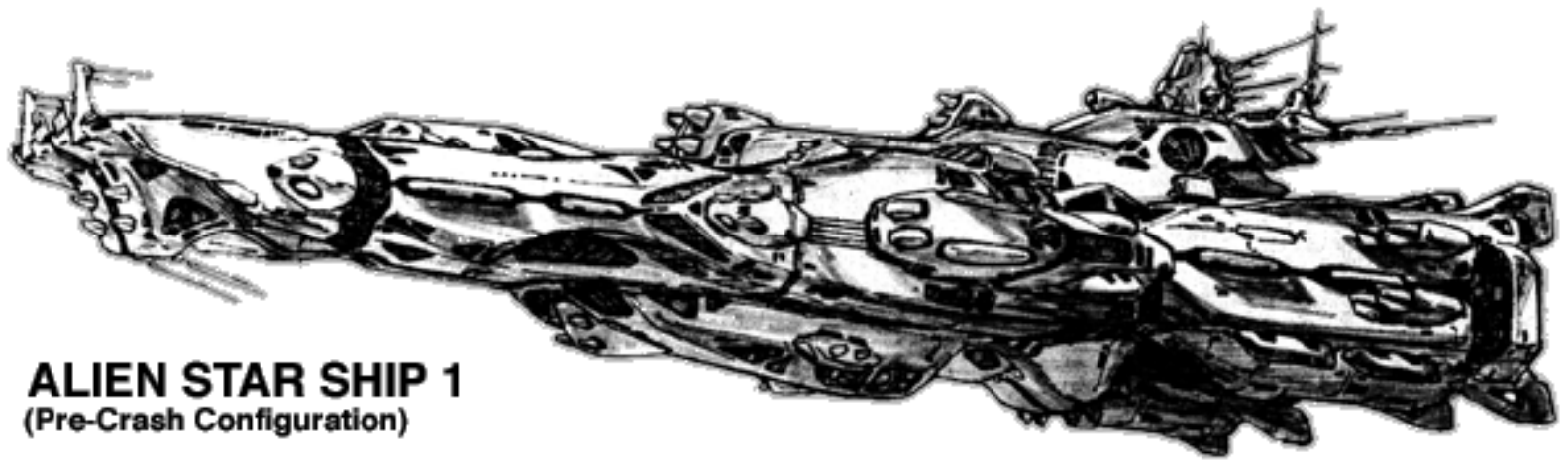
ALIEN STAR SHIP 1
(Pre-Crash Configuration)
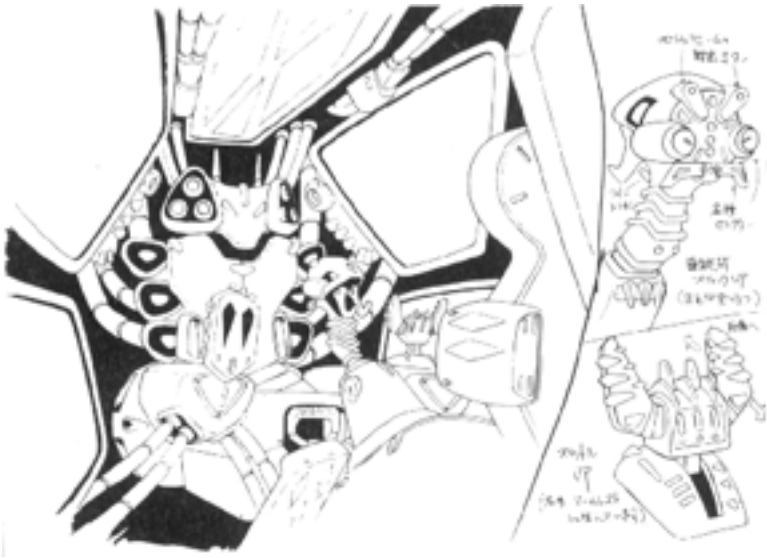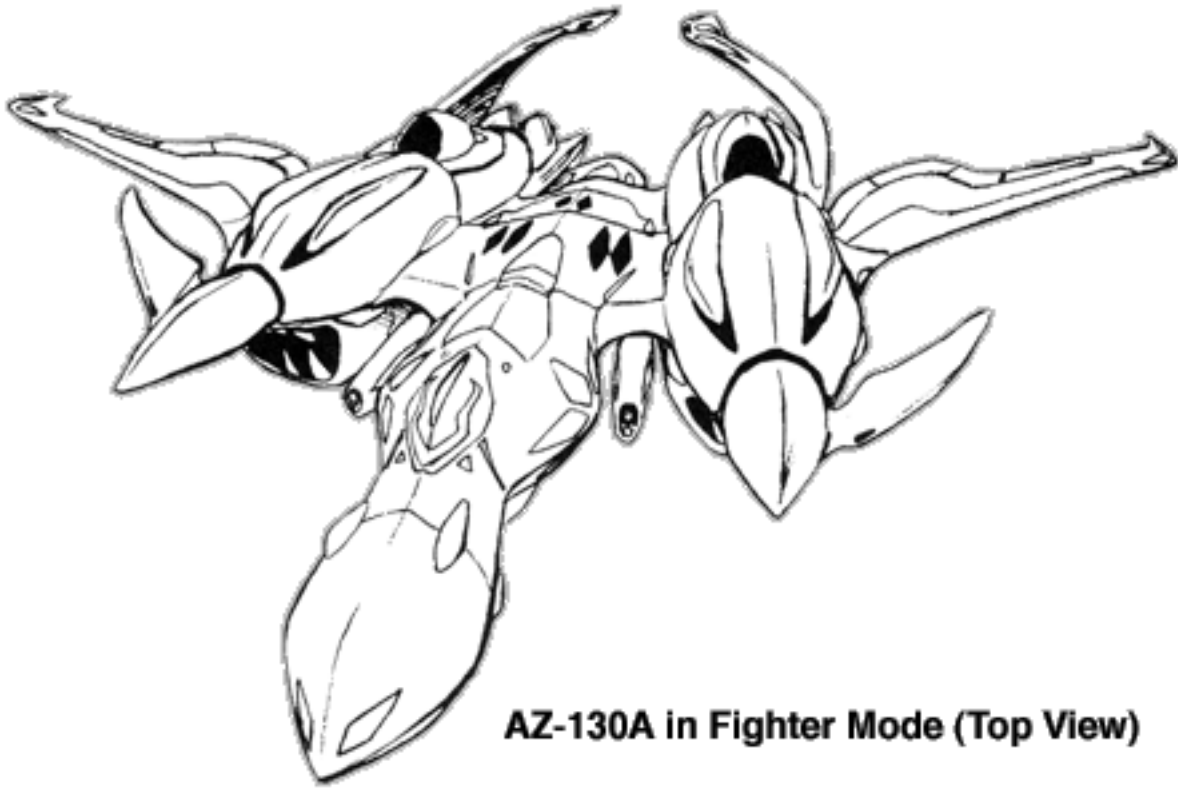
AZ-130A in Fighter Mode (Top View)

AZ-130A in Fighter Mode
(Bottom View)
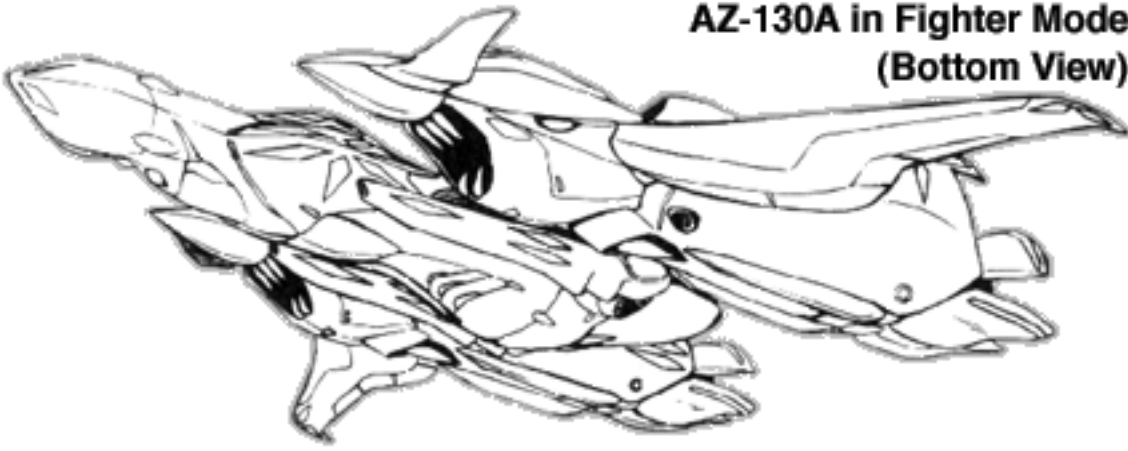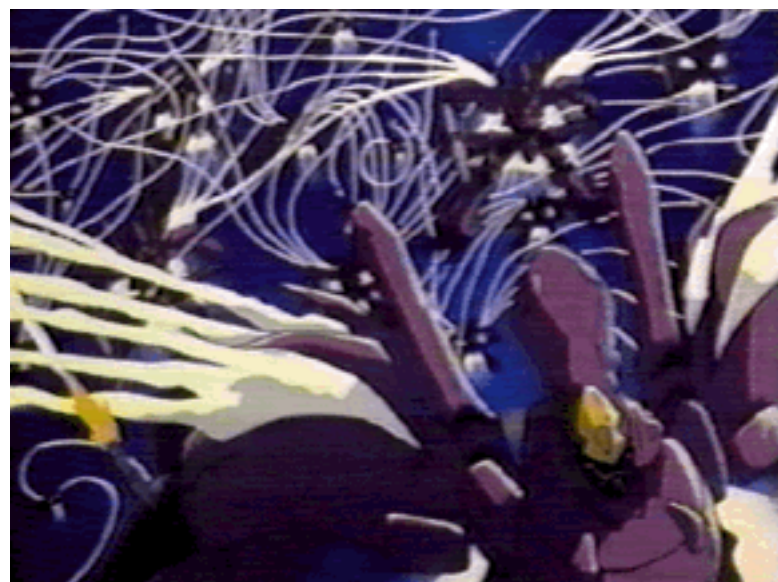
AZ-130A in Soldier Mode

BATTLE 7
IN ATTACK MODE
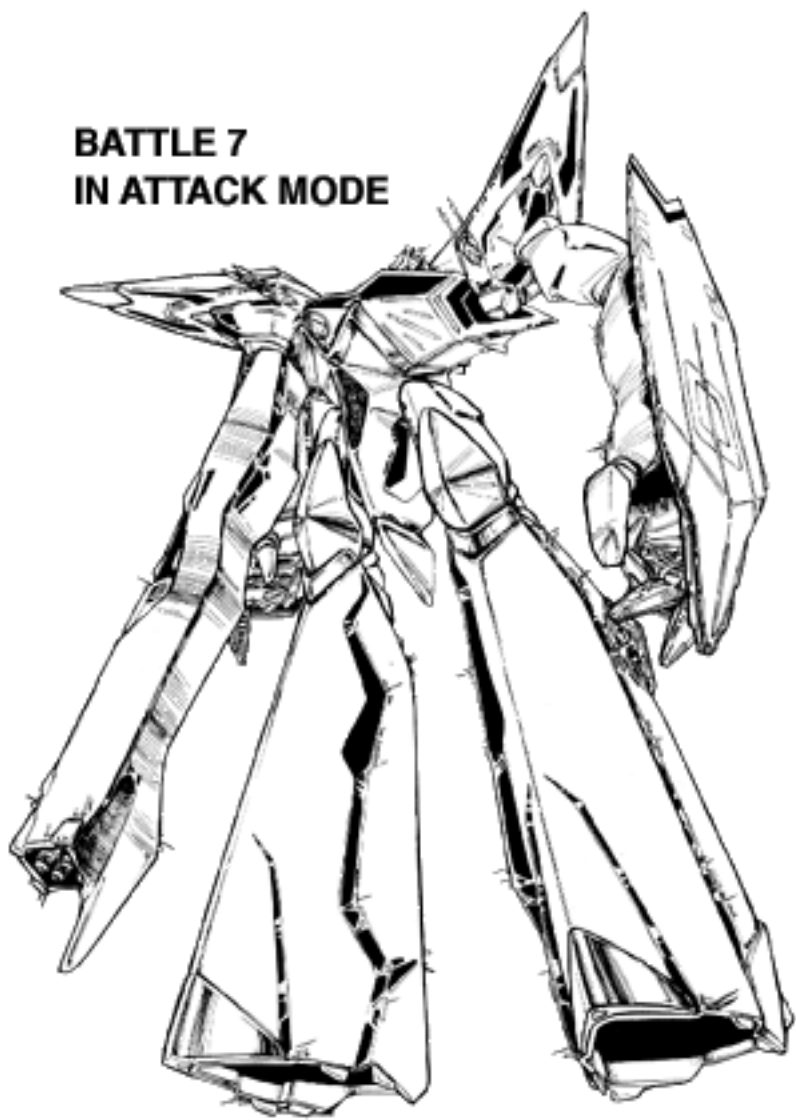
BATTLE 7 CRUISER MODE

NEW MACROSS 07
FLIGHT DECK

RAIL CANNONS
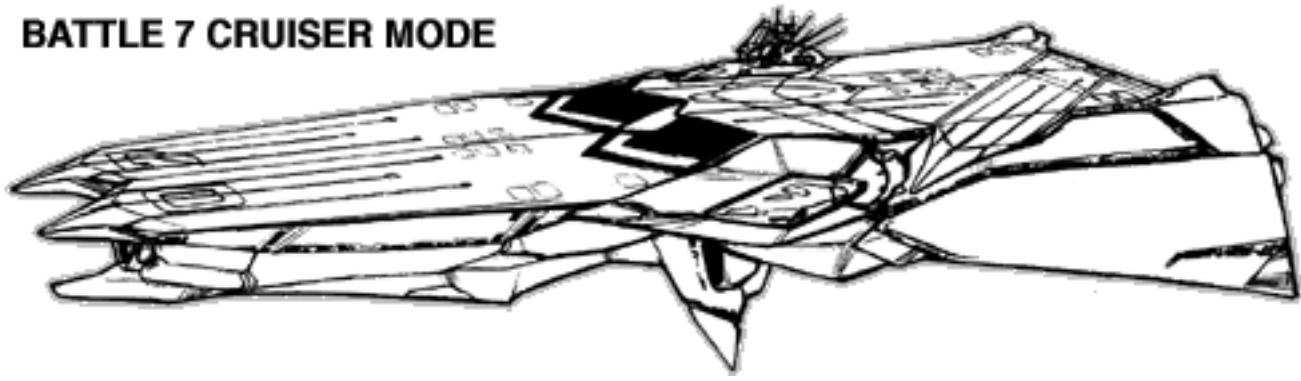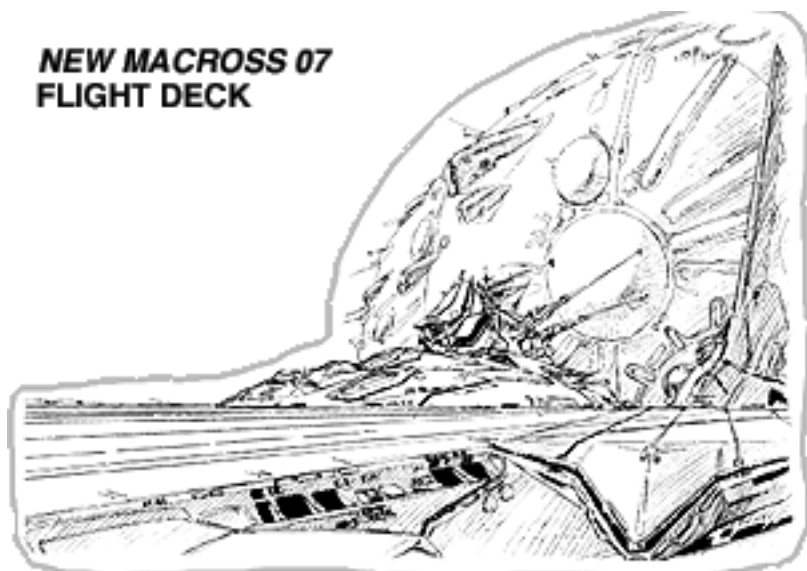
BATTLE 7
COMMAND TOWER

BATTLE 7 TRANSFORMATION
SEQUENCE

U. N. SPACY
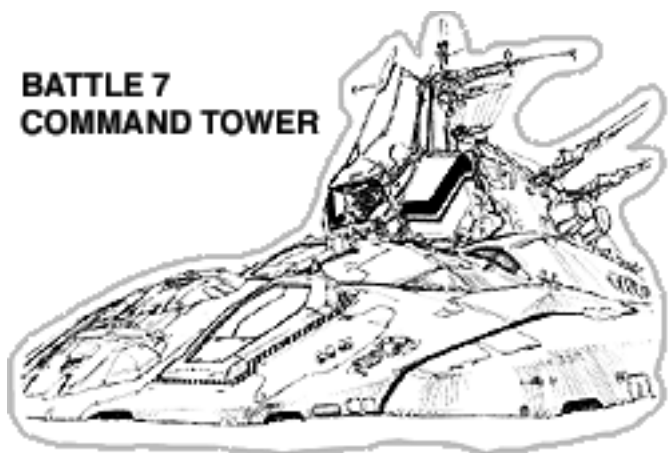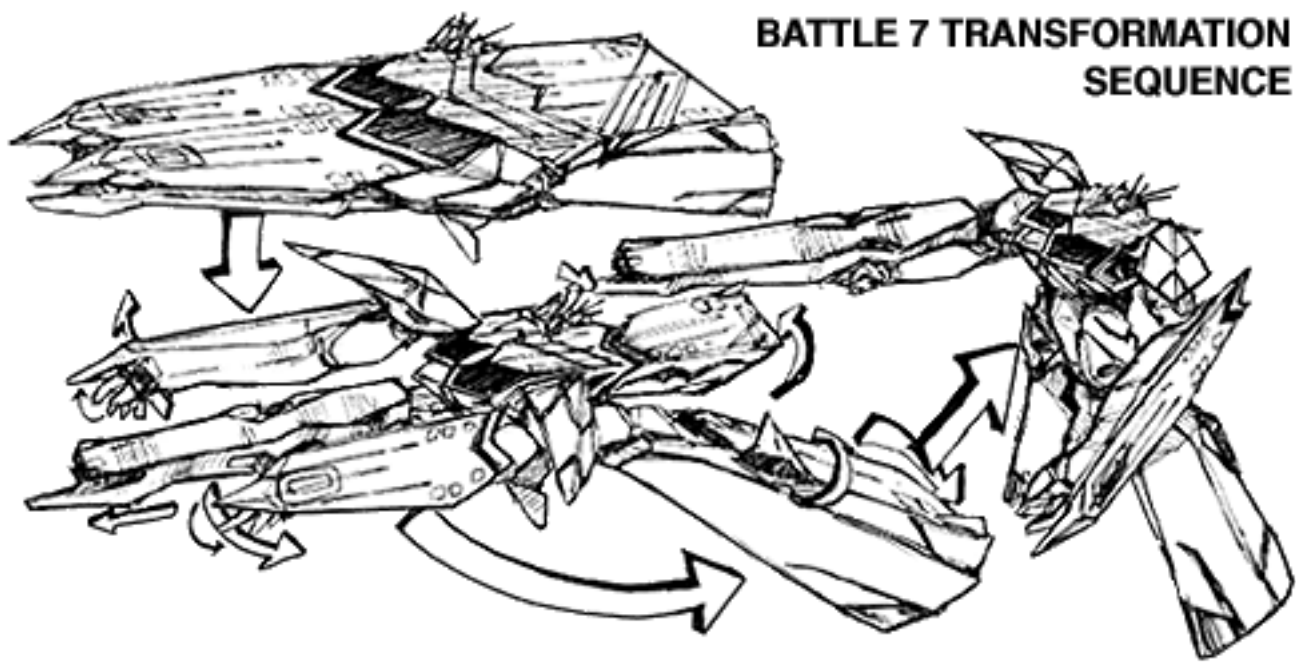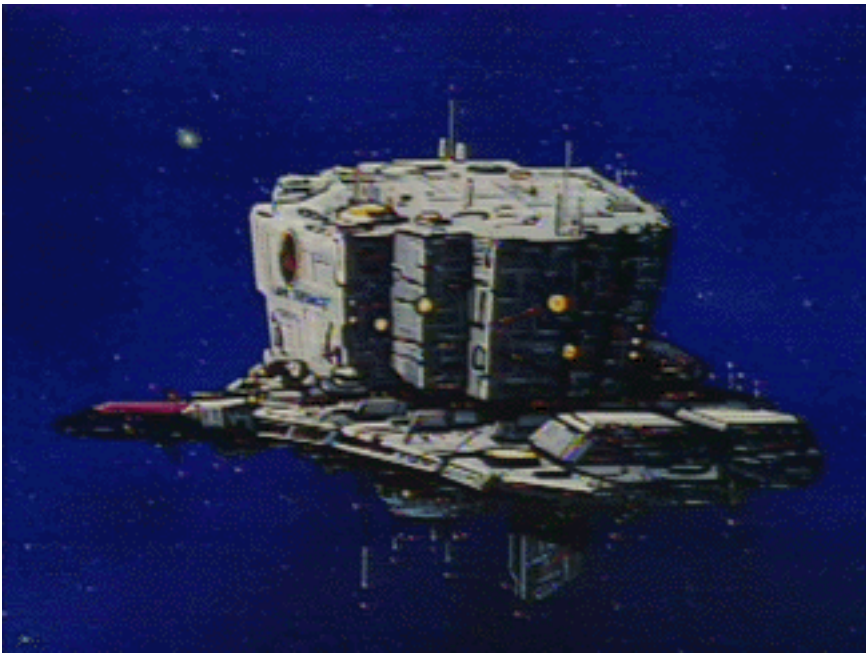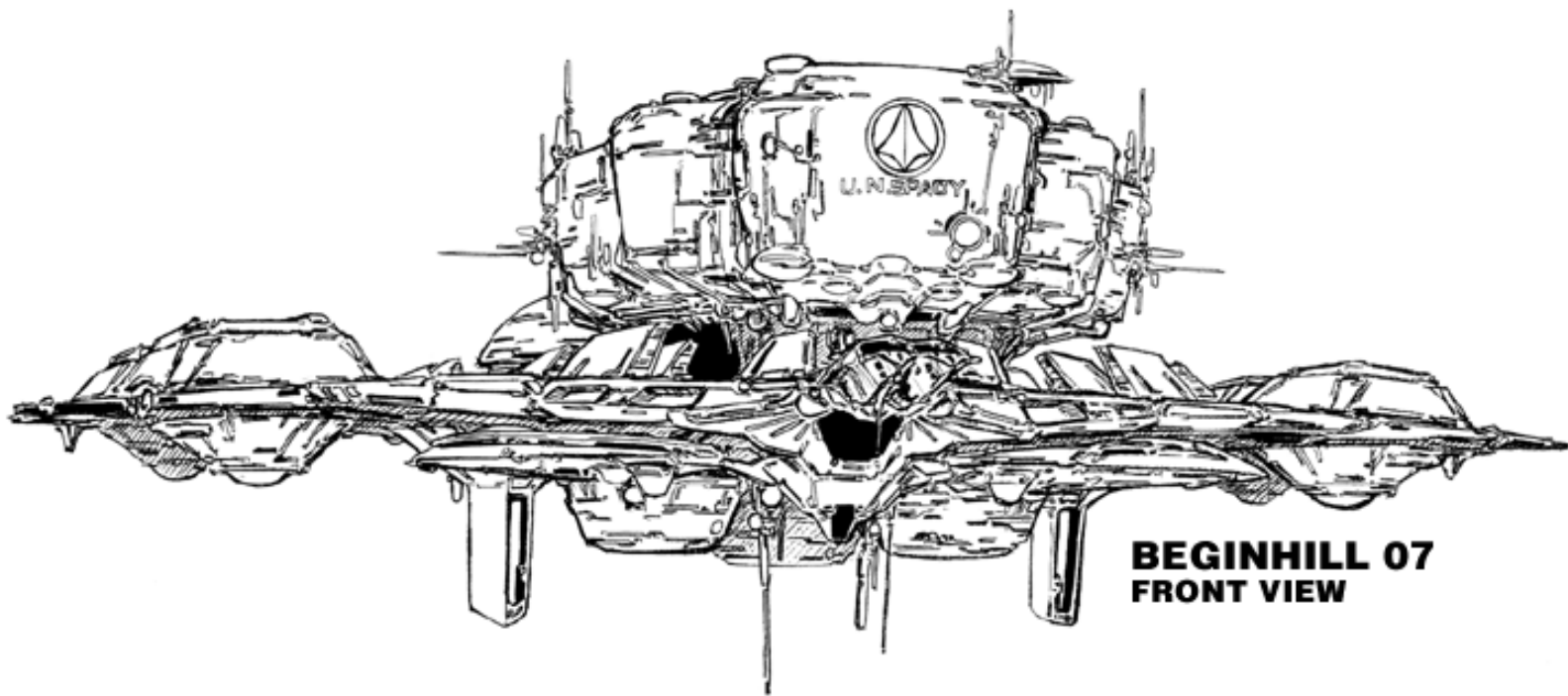
BEGINHILL 07
FRONT VIEW

BEGINHILL 07
SIDE VIEW
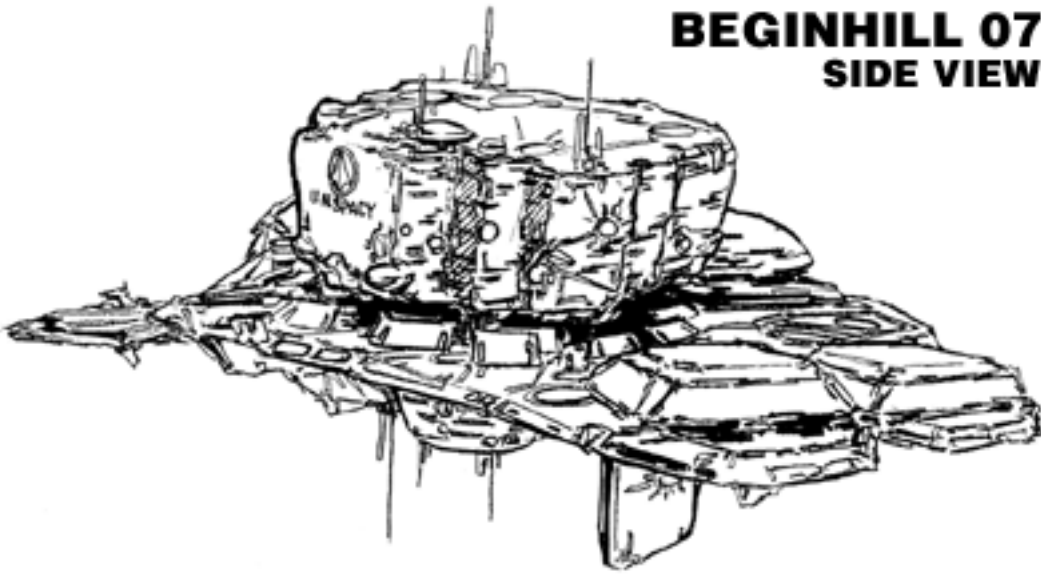
ACHISHO AREA
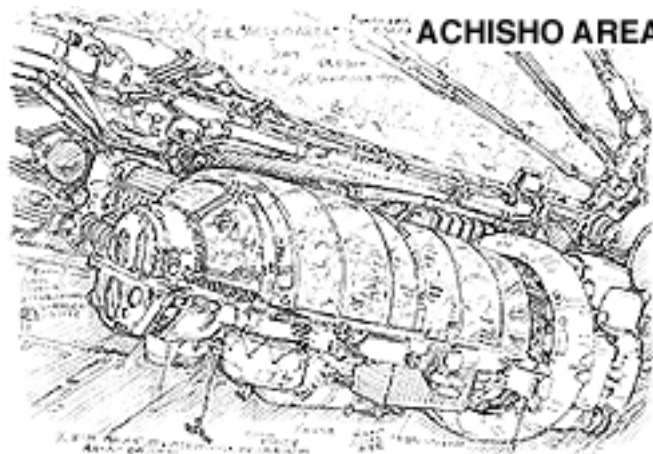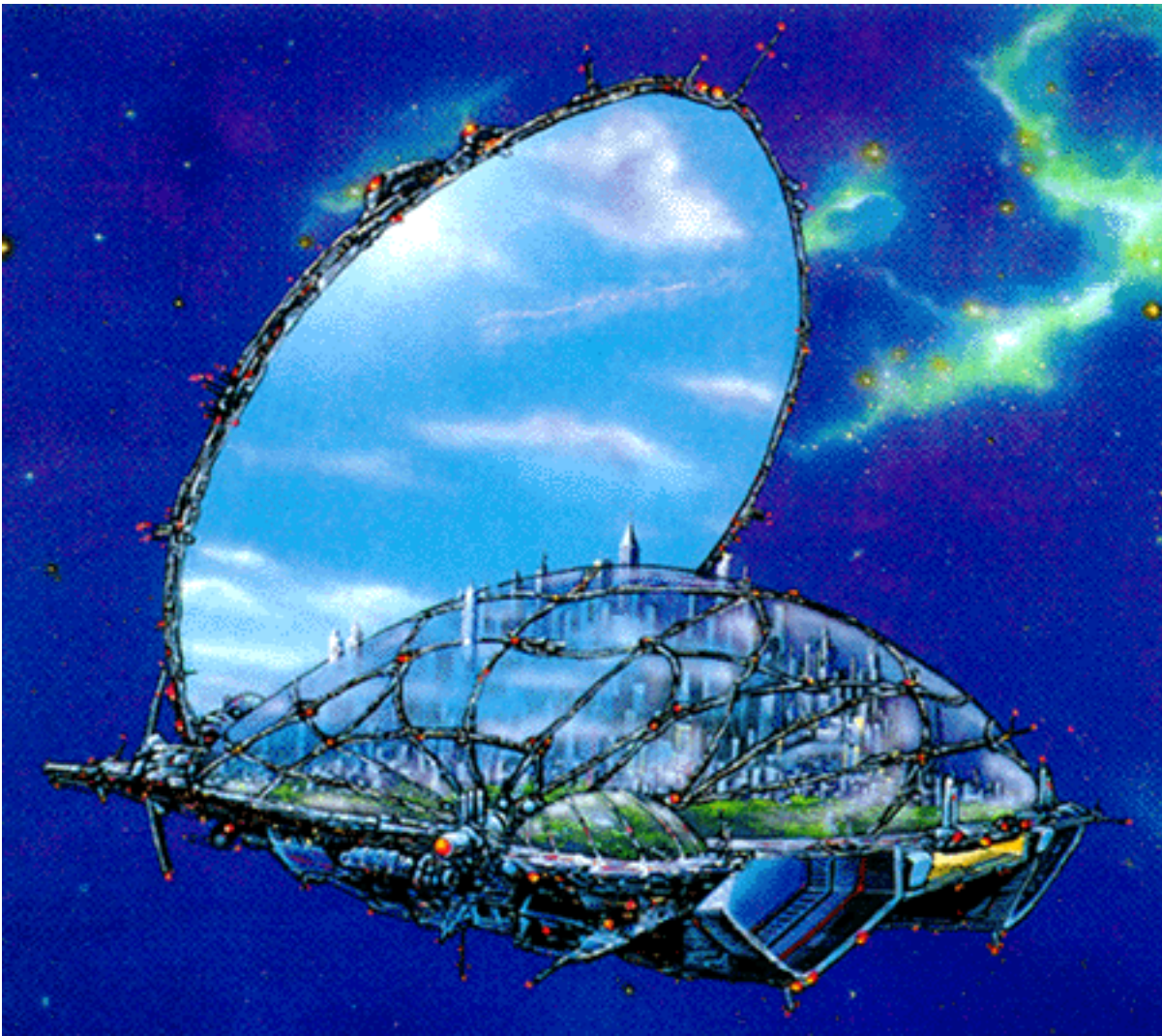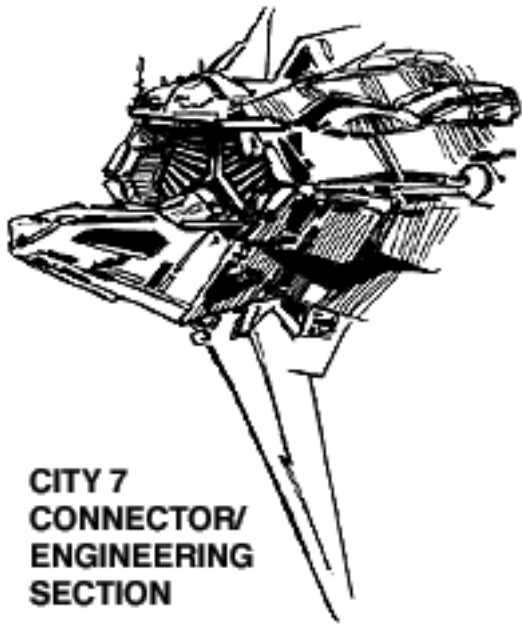
**CITY 7
CONNECTOR/
ENGINEERING
SECTION**

NEW MACROSS 07 COLONY SECTION ("CITY 7")

COMMAND TOWER

PROJECTILE SHIELD W/HOLOGRAPHIC PROJECTOR

MAYORAL TOWER

CITY DOME

CONNECTION JOINT /ENGINEERING

ACSHIO AREA

EVENT SUBDOME

MAIN ENGINES

THE SUPER DIMENSIONAL FORTRESS MACROSS
(2009 - 2010)

FlashBack 2012
MACROSS FLASHBACK 2012
(2012)

MACROSS PLUS
(2040)

MACROSS 7
(2045 - 2046)

MACROSS DYNAMITE 7
(2047)

Official Kawamori/Studio Nue Macross Continuity

Kawamori-Approved Macross Side Stories

MACROSS: DO YOU REMEMBER LOVE?
Entertainment Documentary
(2031)

MACROSS 7 TRASH
MANGA SIDE STORY
(2046)

MACROSS 7 THE MOVIE
The Galaxy is Calling Me!
(2046)

MACROSS DIGITAL MISSION VF-X
Sony Playstation Game
(2047)

ROBOTECH: THE MACROSS SAGA
(2009 - 2012)

United States Only Not Related to Macross

MACROSS II - LOVERS AGAIN
(2089)

*Parallel Story
(Unofficial)*

FBz-99 in Fighter Mode
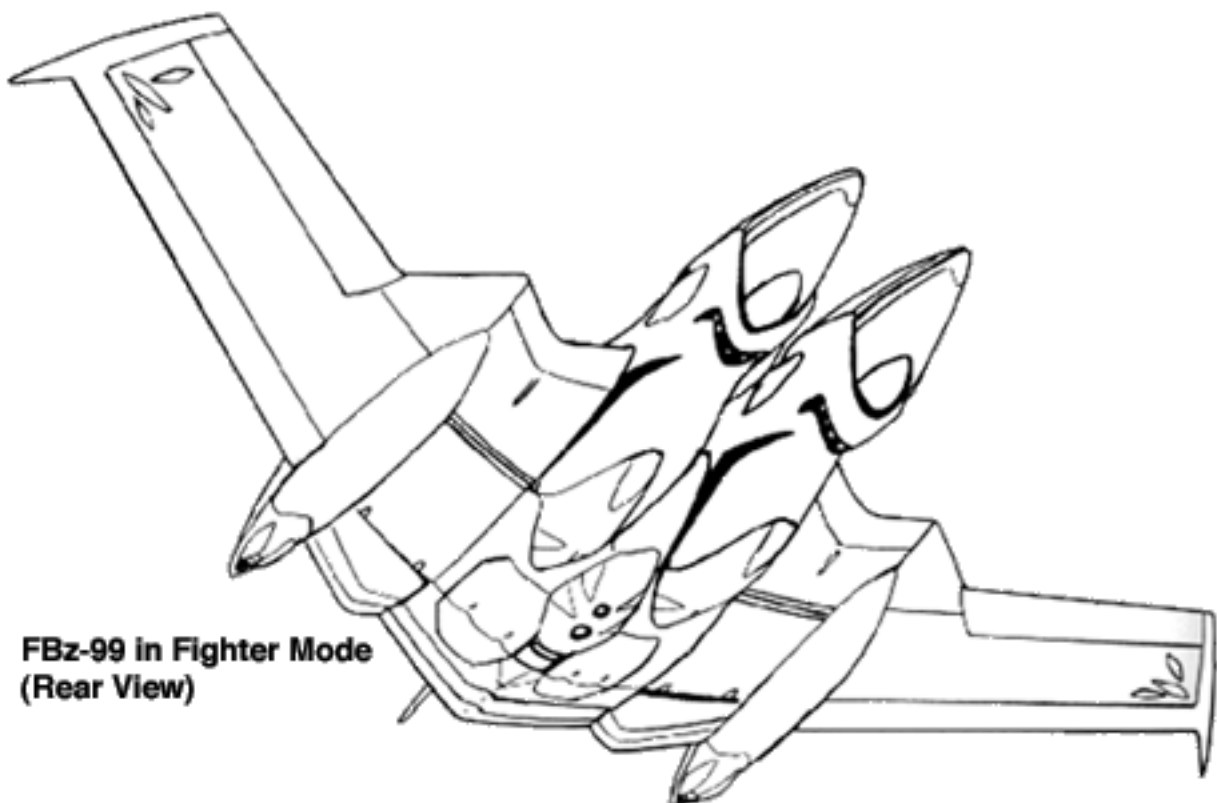
**FBz-99 in Fighter Mode
(Rear View)**

FBz-99G in Soldier Mode

FBz-99 in Soldier Mode
(Rear View)
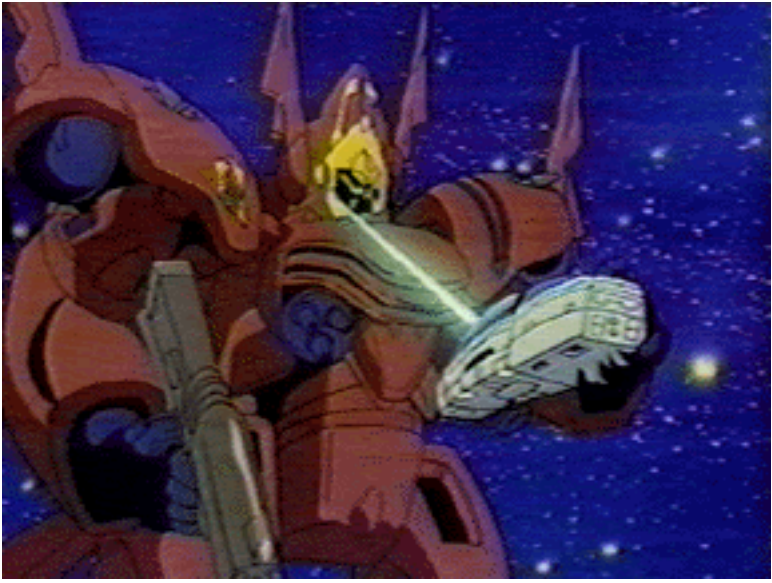
FZ-109F Fighter Mode
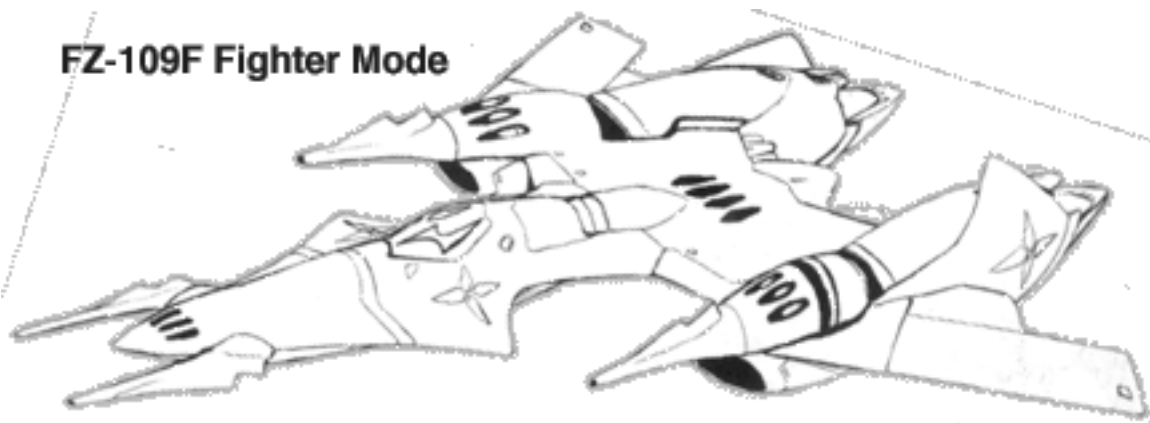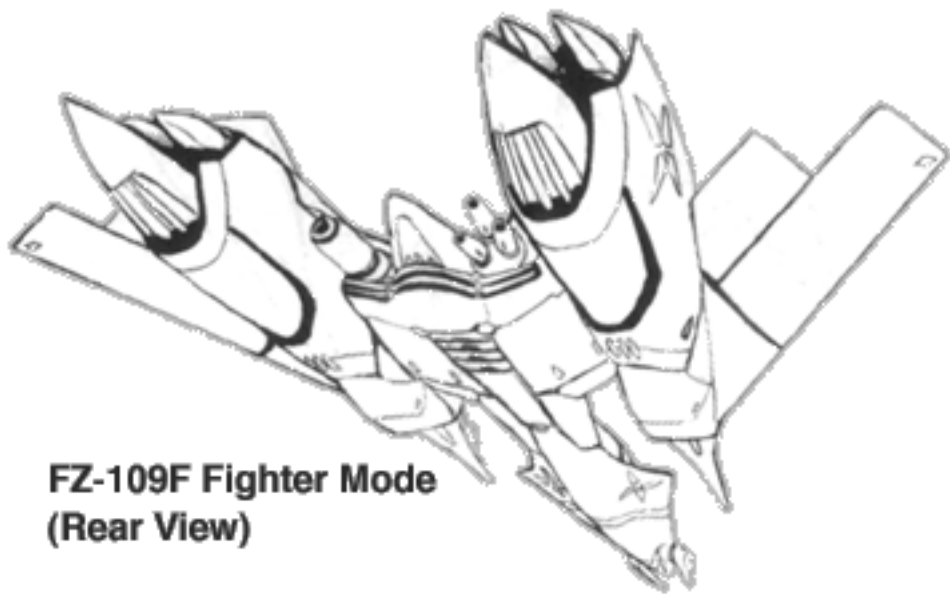
**FZ-109F Fighter Mode
(Rear View)**
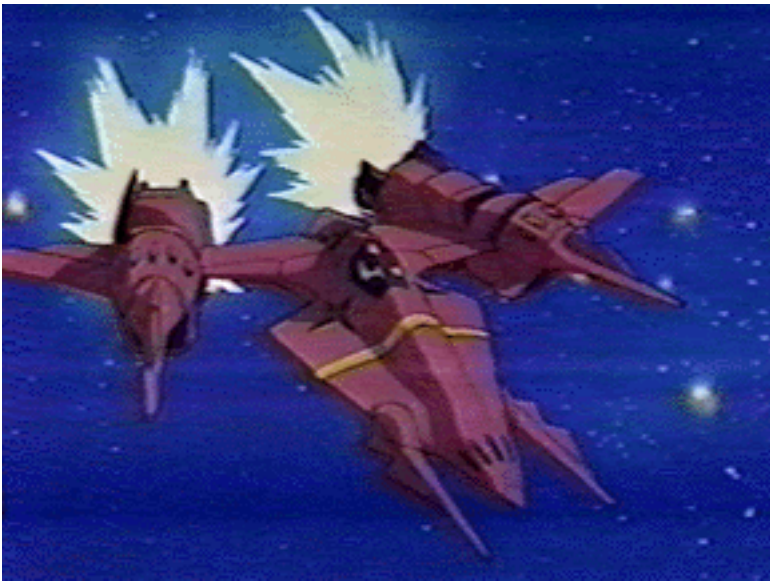
FZ-109F Soldier Mode
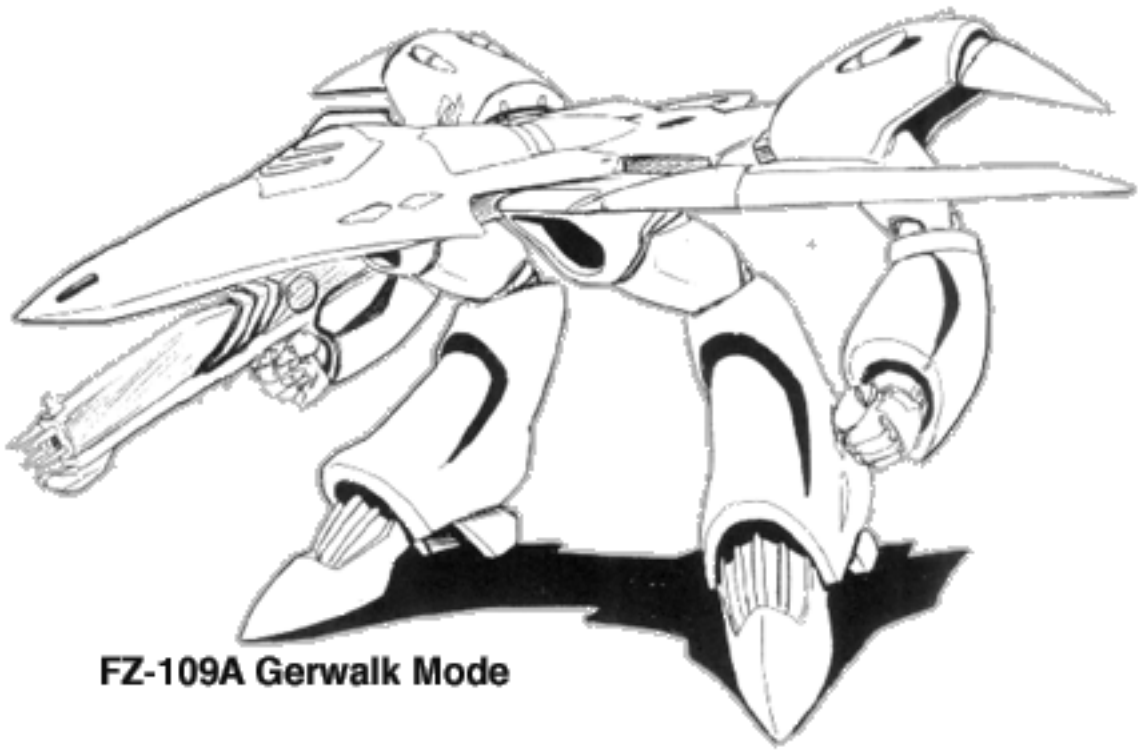
FZ-109A Gerwalk Mode
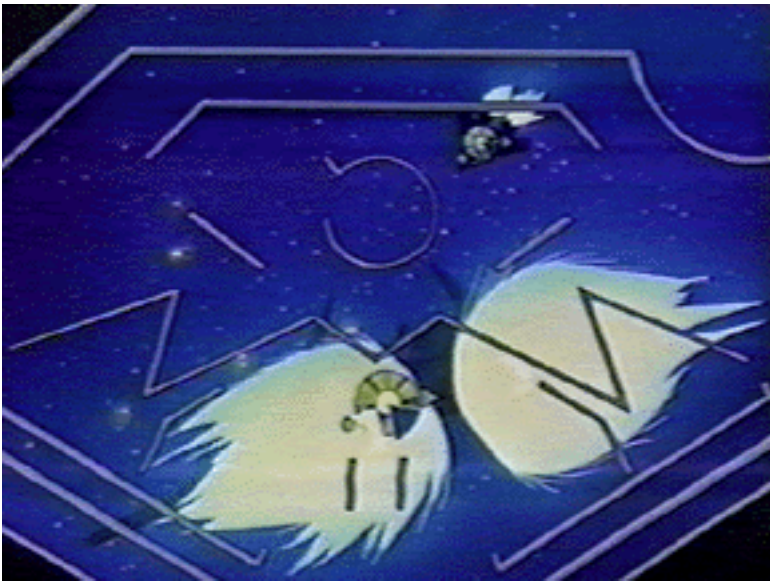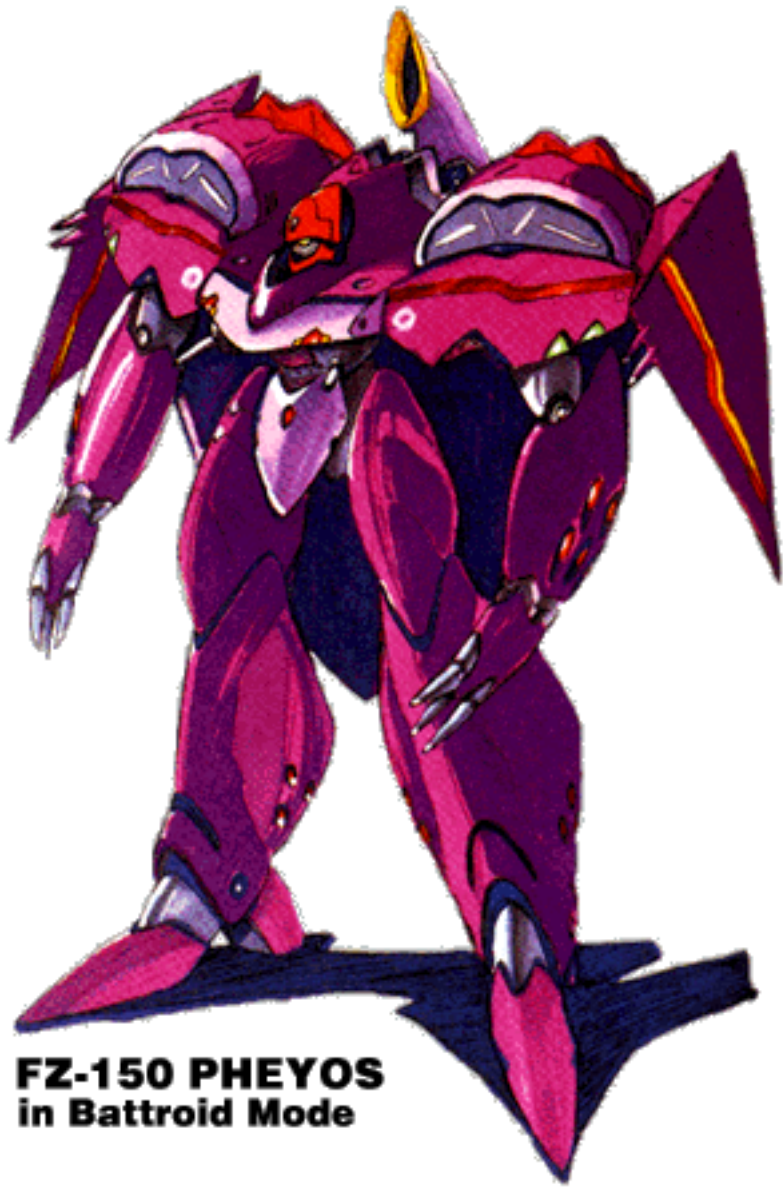
FZ-150 PHEYOS
in Battroid Mode

FZ-150 PHEYOS
in Fighter Mode

STUDIO NUE '95 JAN.
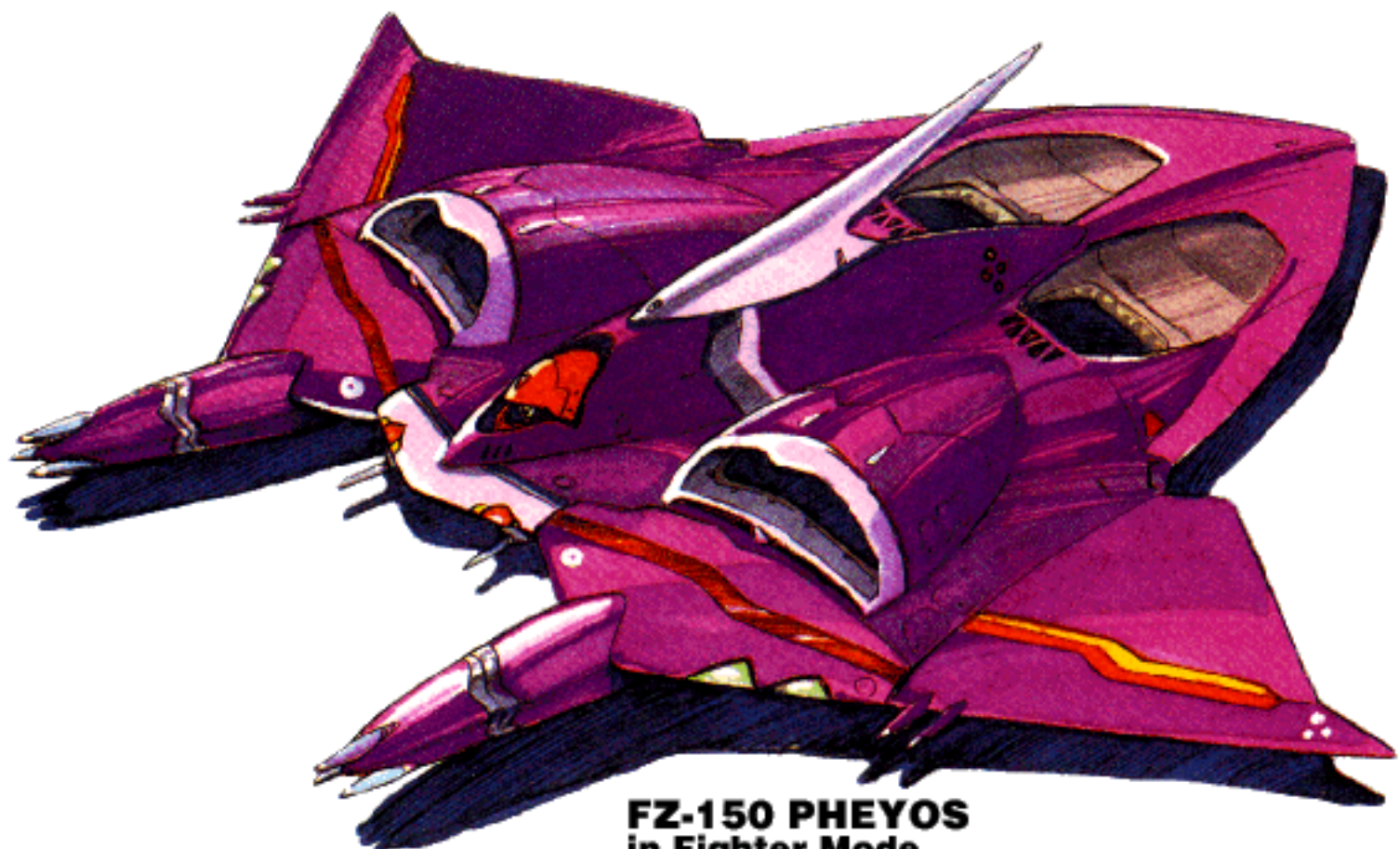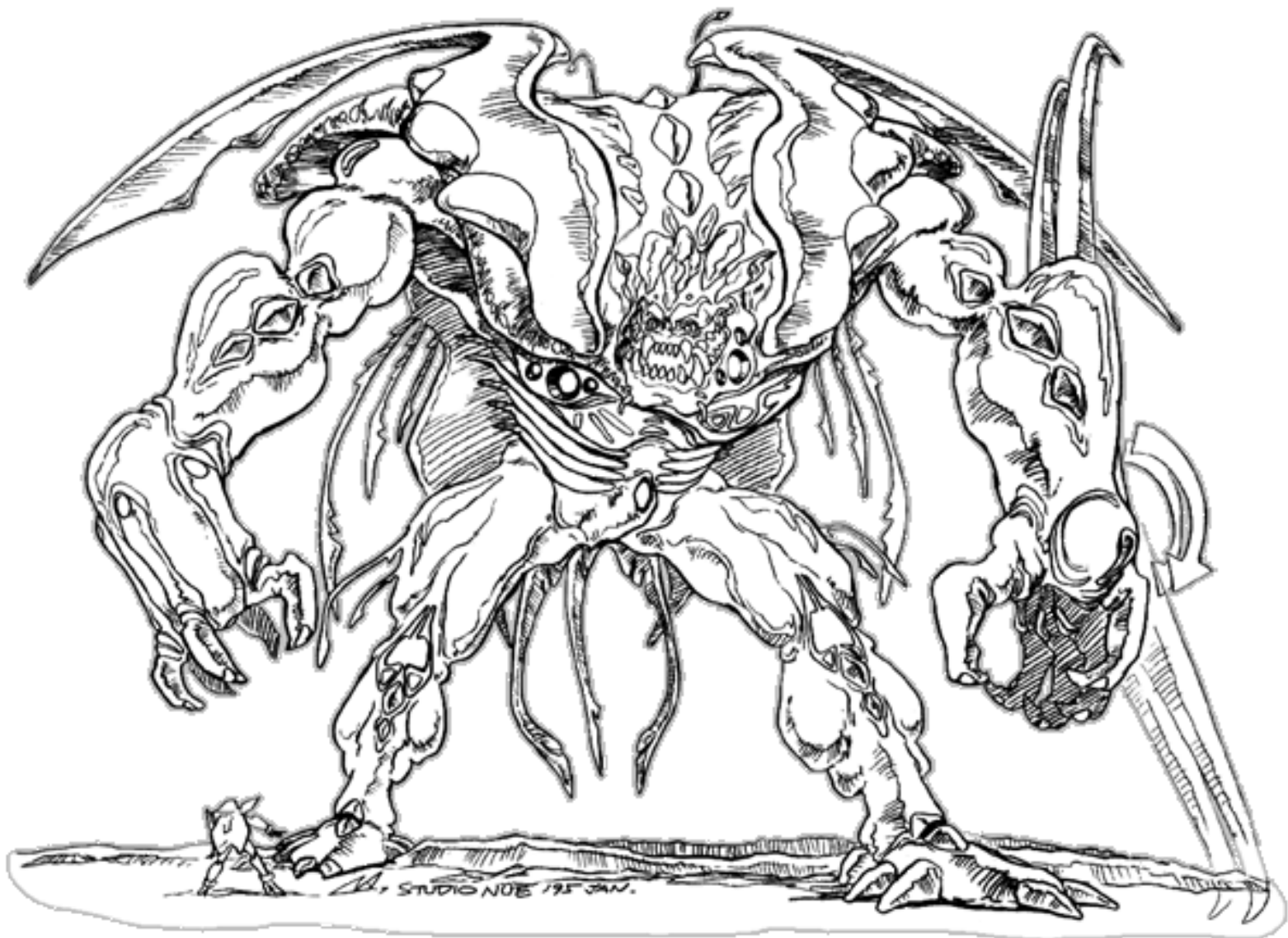
GU-15 Gun Pod

GV-17L Stealth Gun Pod
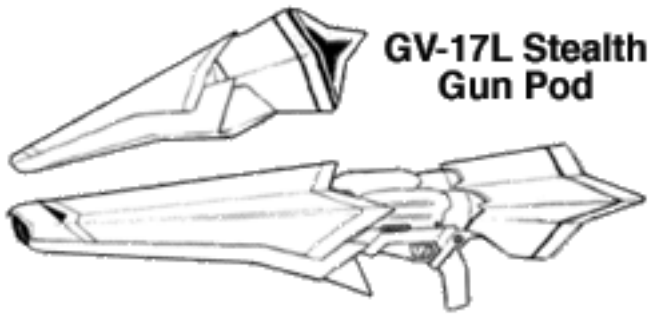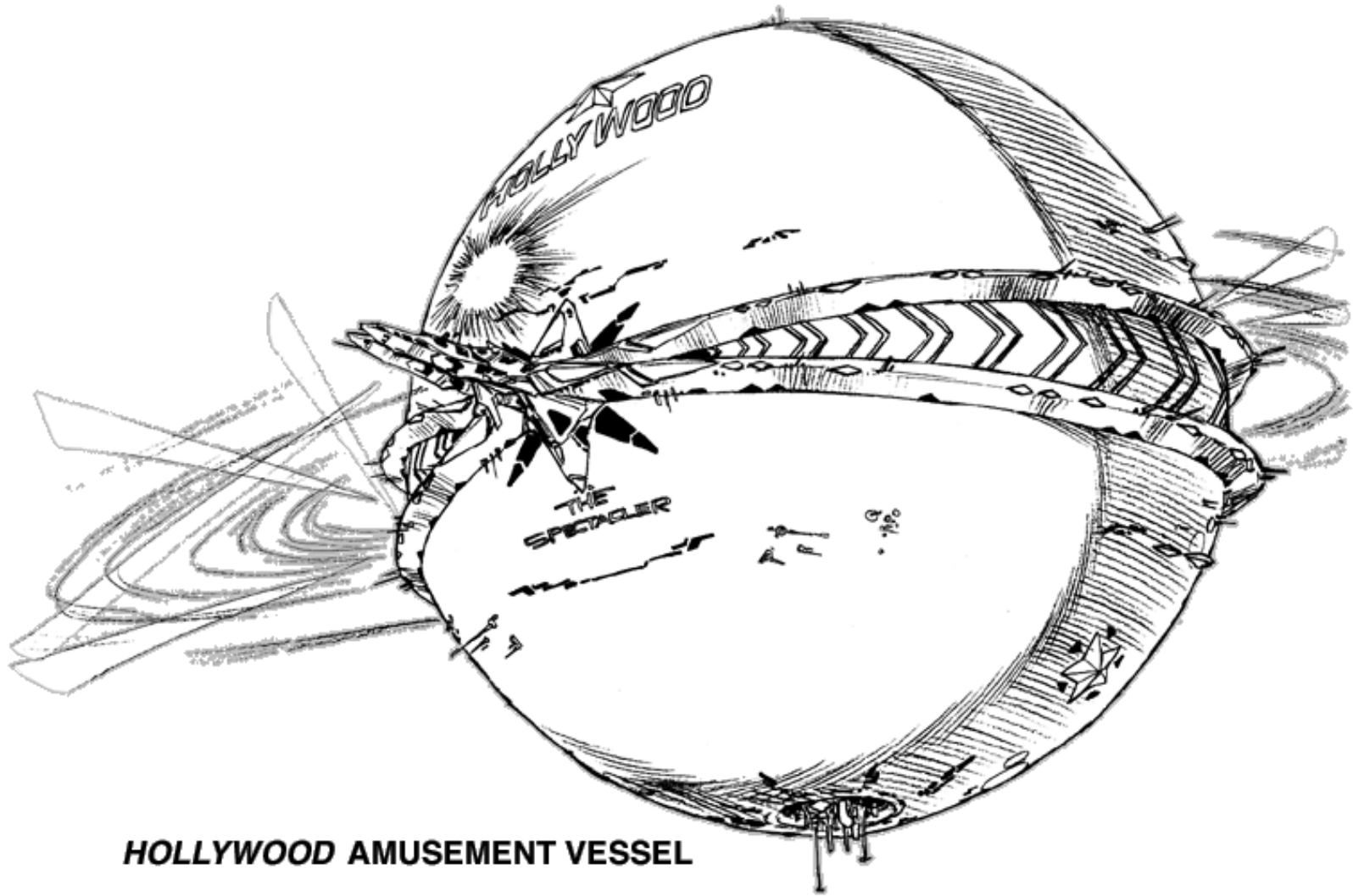
HOLLYWOOD AMUSEMENT VESSEL

HOLLYWOOD VESSEL INTERIOR
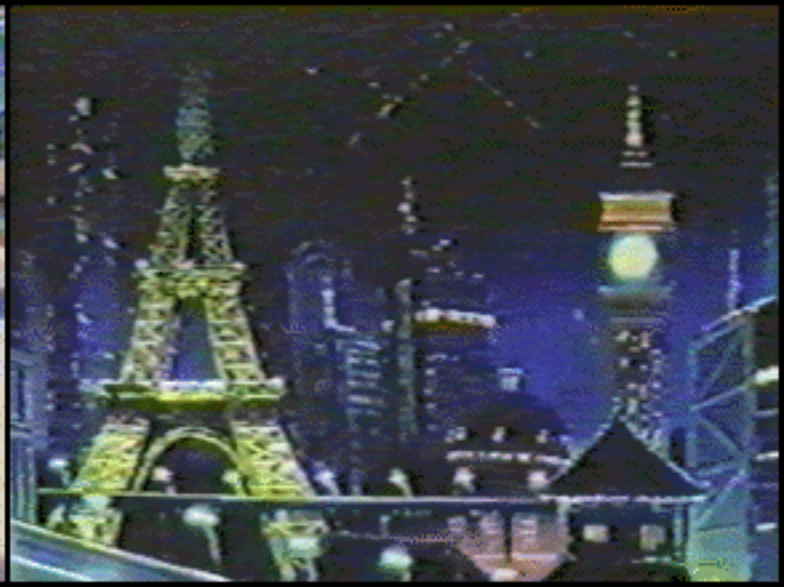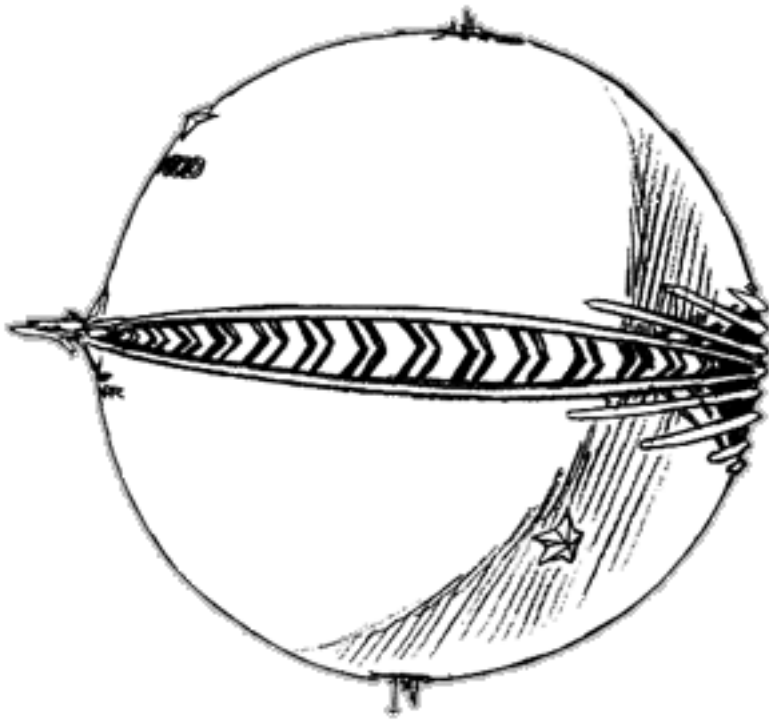
HOLLYWOOD **AMUSEMENT VESSEL**
SIDE VIEW
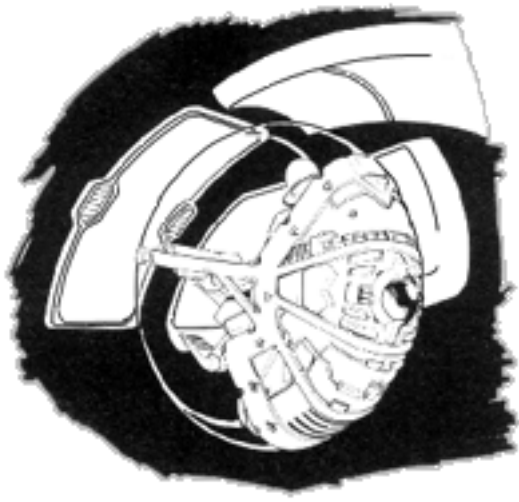
**VF-11 THUNDERBOLT
"JAMMING BIRD" VARIANT
FIGHTER MODE**
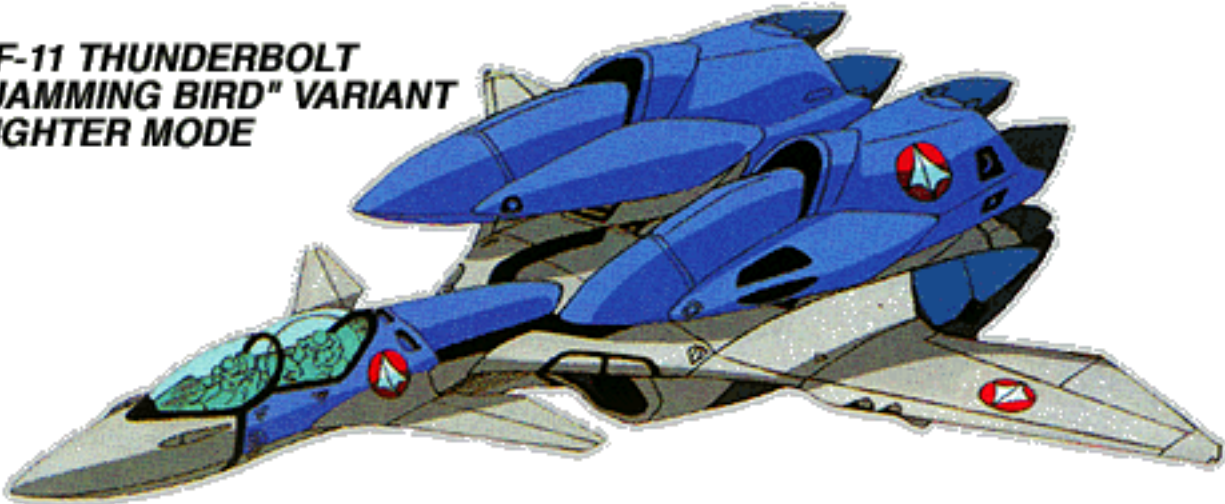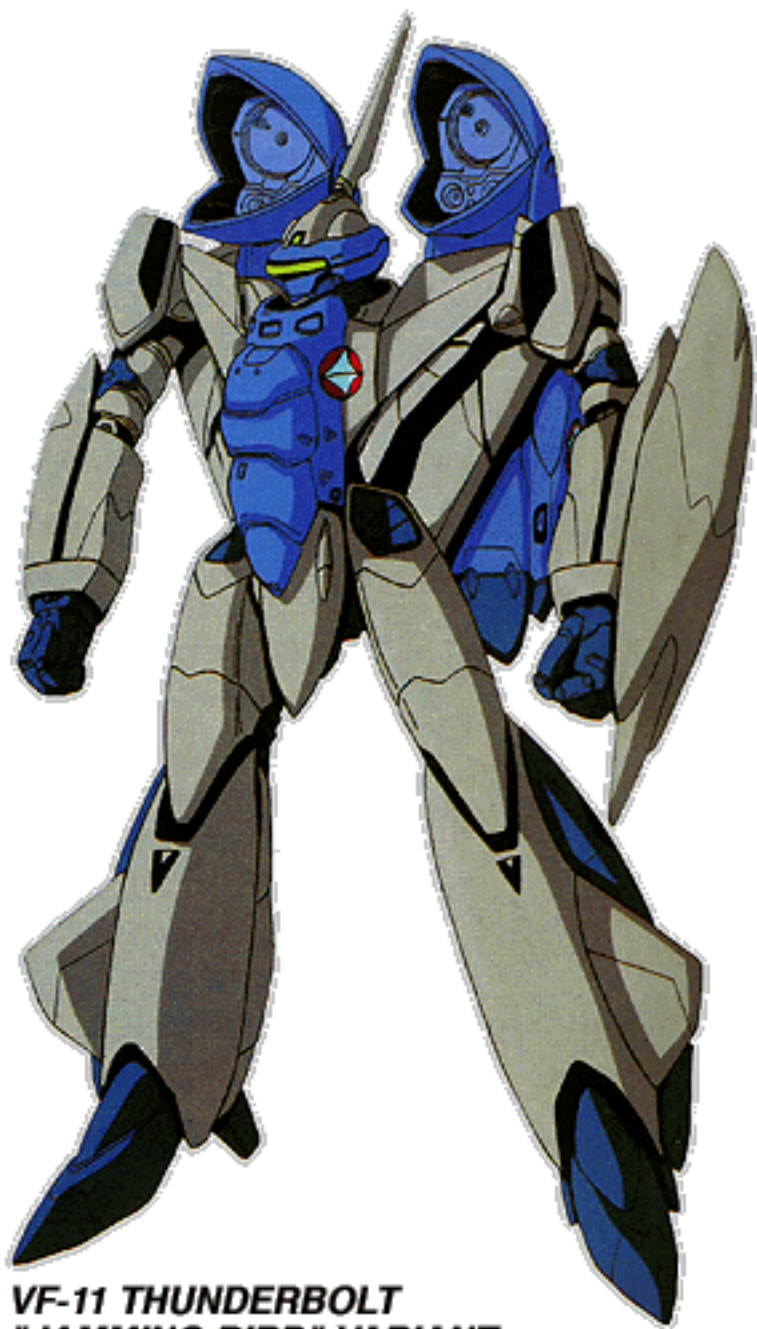
VF-11 THUNDERBOLT
"JAMMING BIRD" VARIANT
SOLDIER MODE
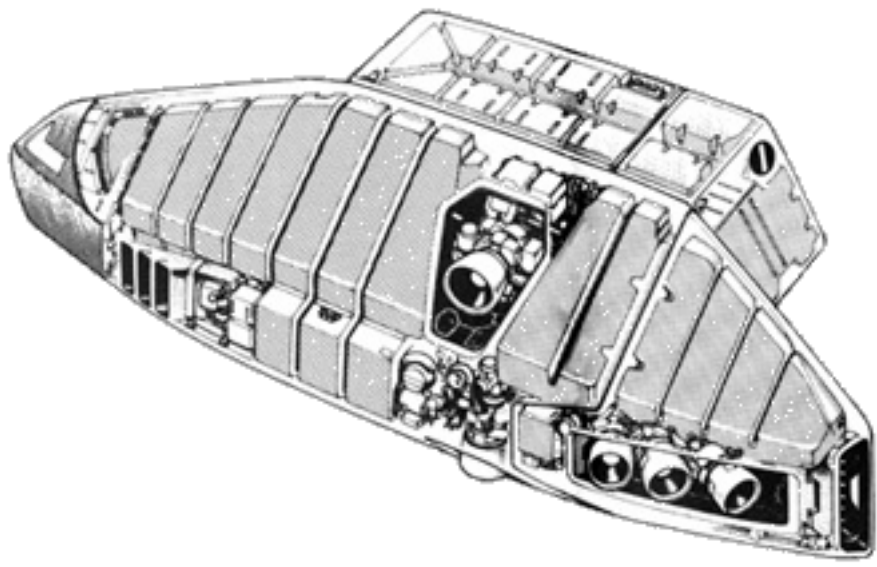
NEW MACROSS 07
LONG RANGE COLONY SHIP

MACROSS 7
COLONY SHIP

BATTLE 7
(1.4 km)

CITY 7
CONNECTOR
(0.8 km)

CITY 7
(5.0 km)
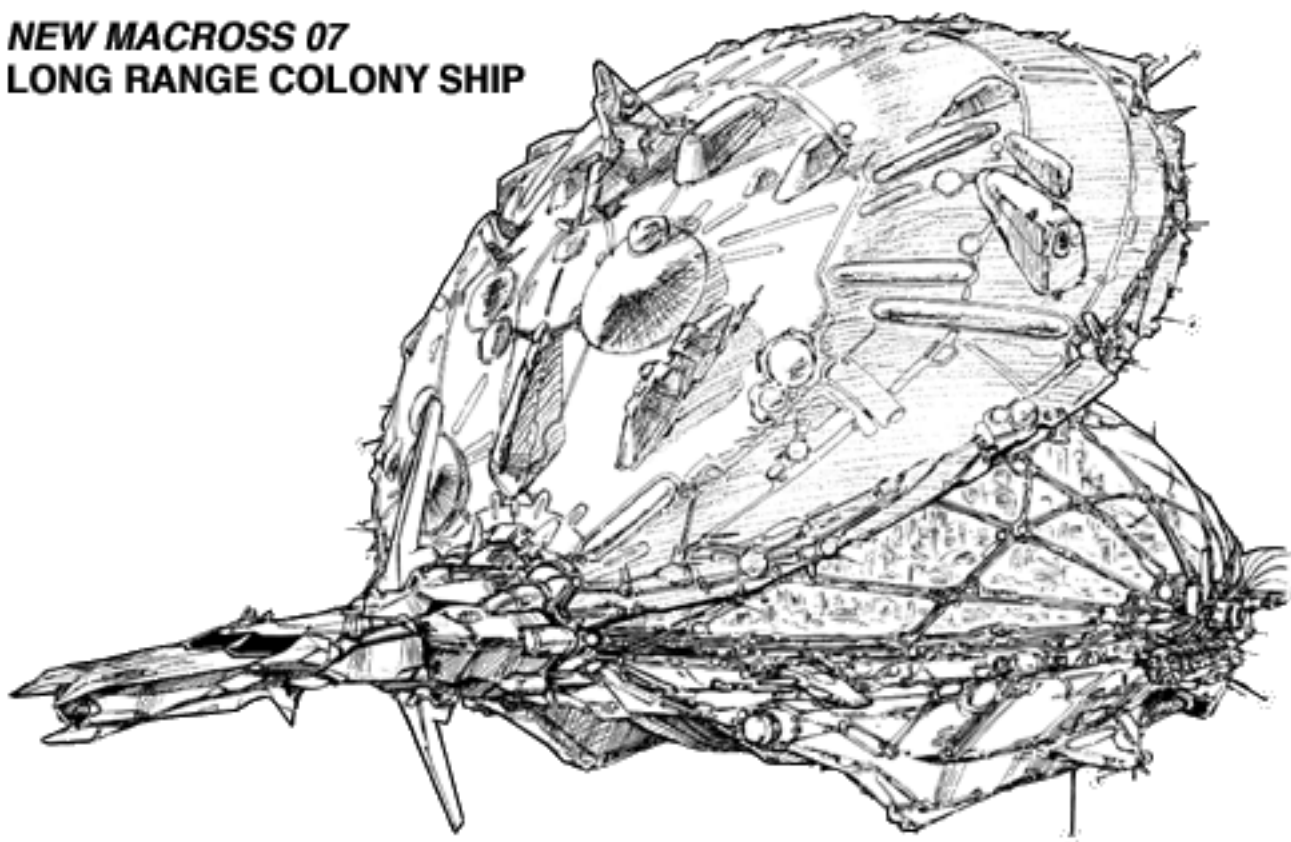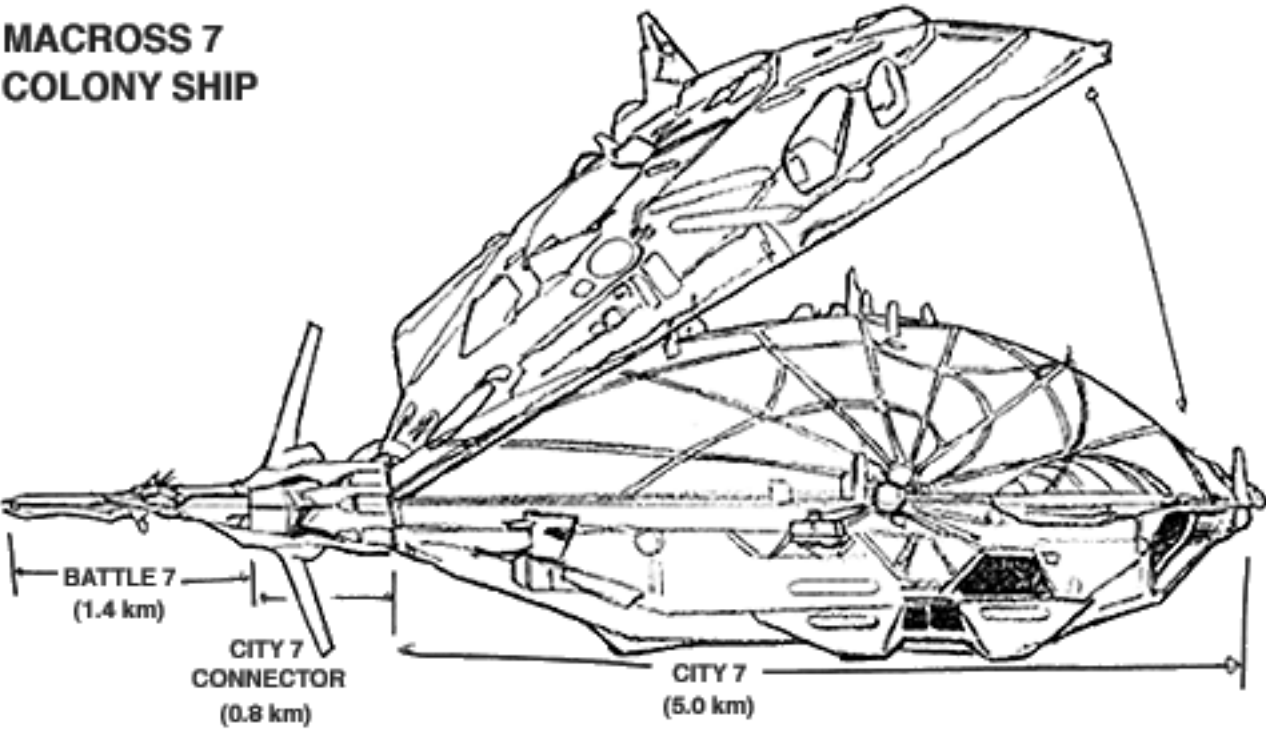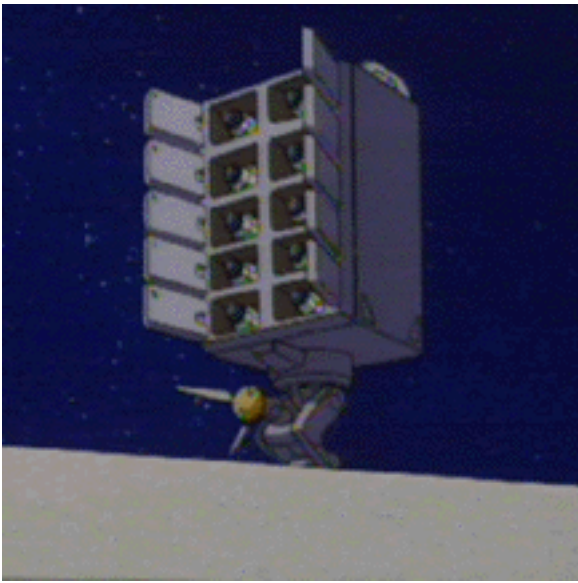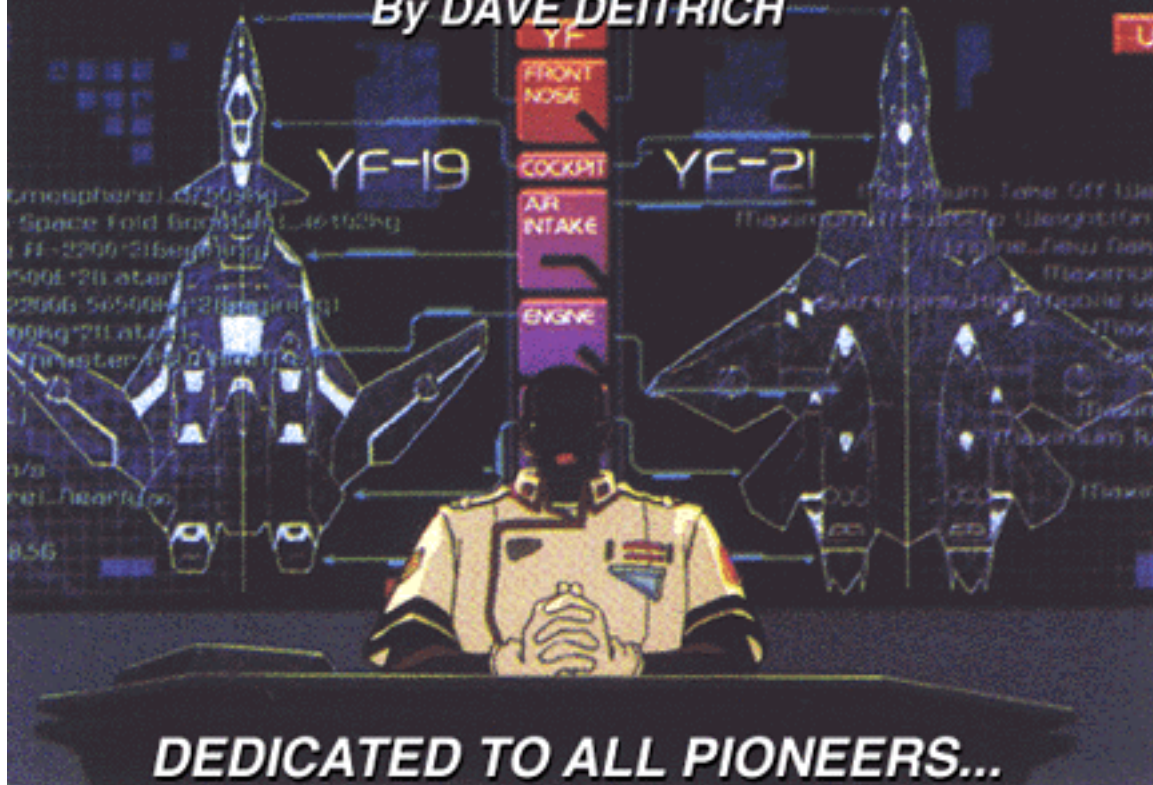
Macross Plus Ring
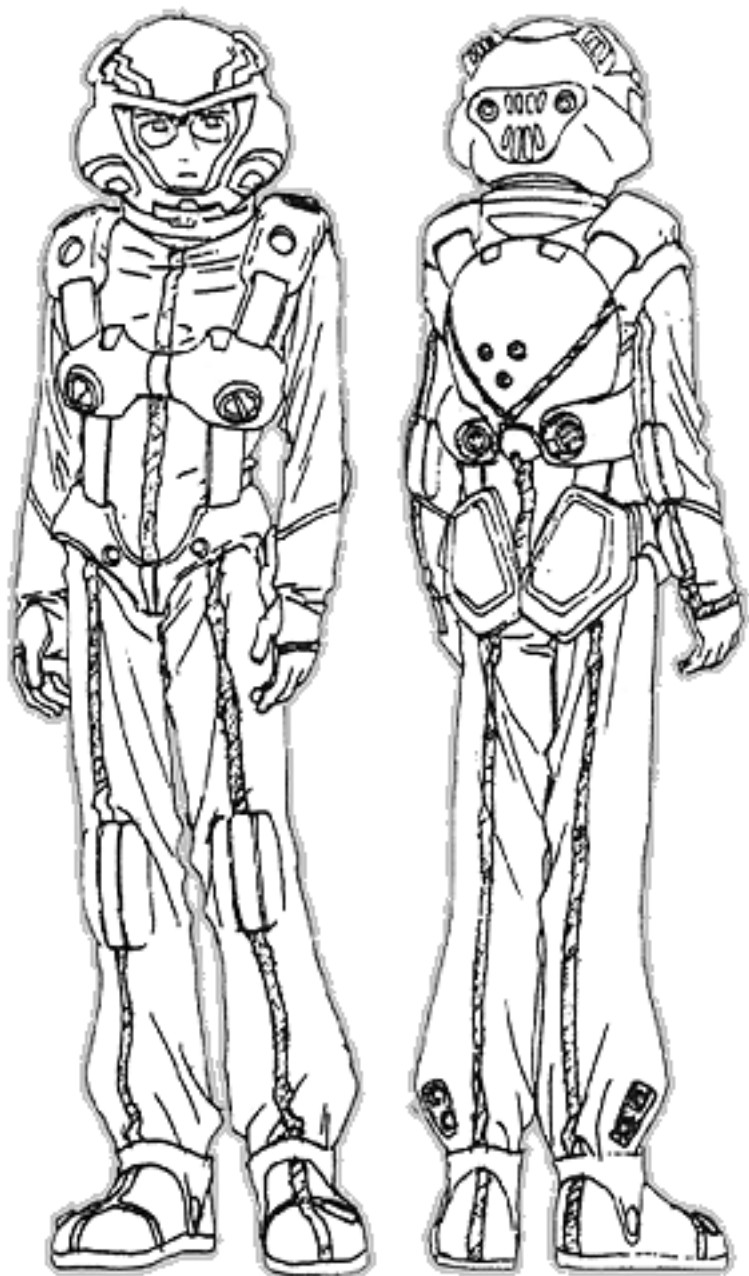
CAPTAIN MAXIMILIAN JENIUS
in VF-22 Sturmvogel Flight Gear
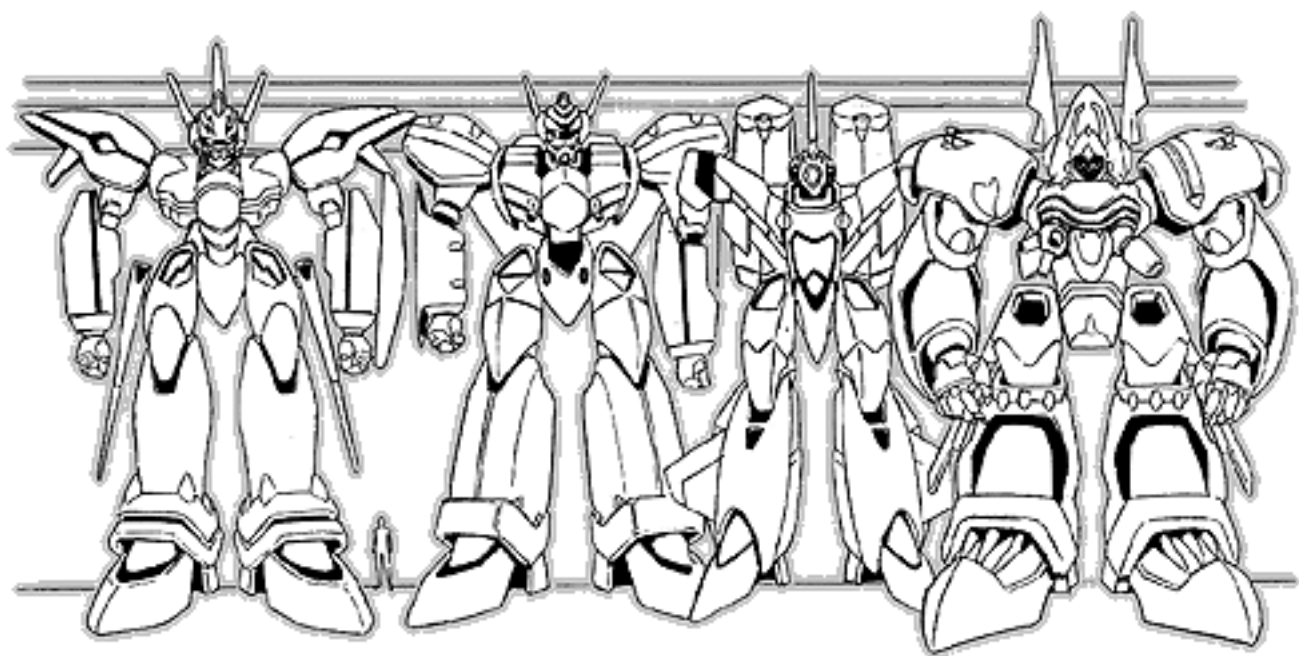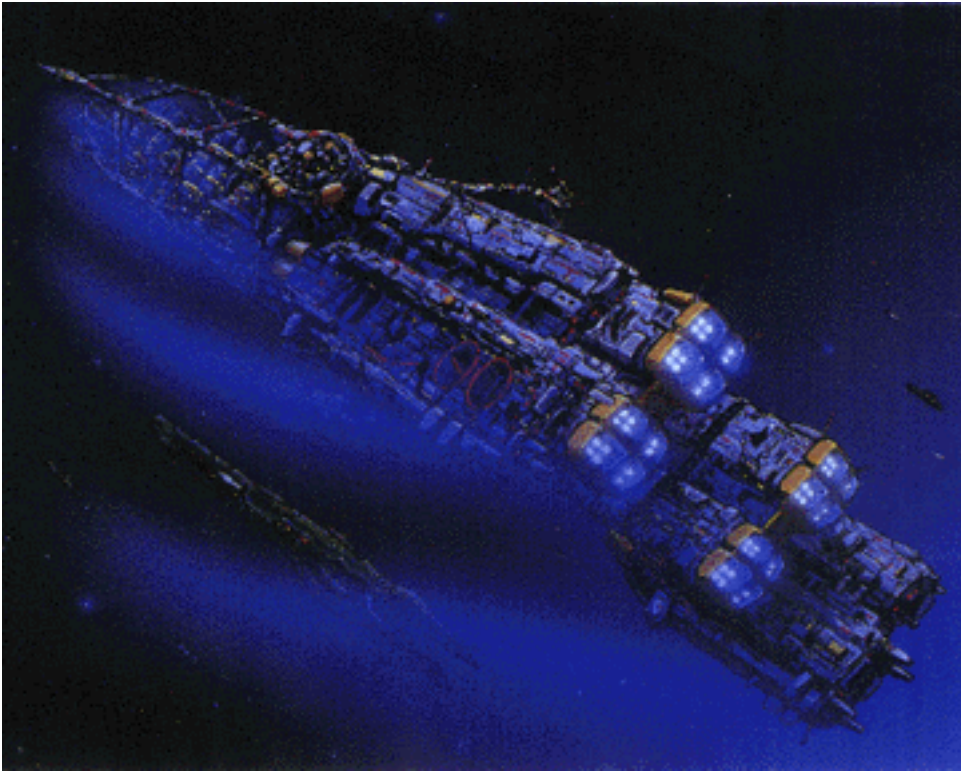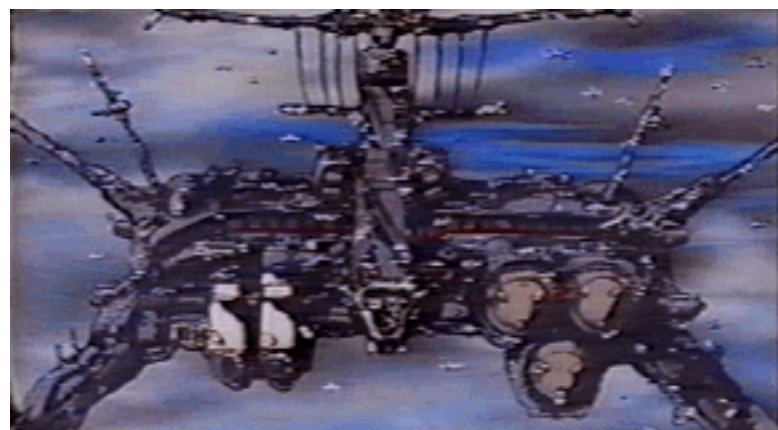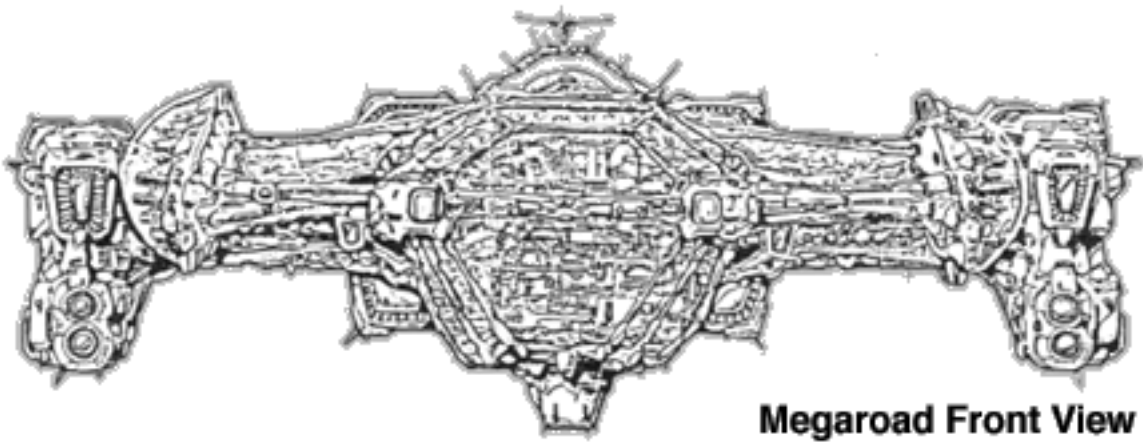
Megaroad Front View
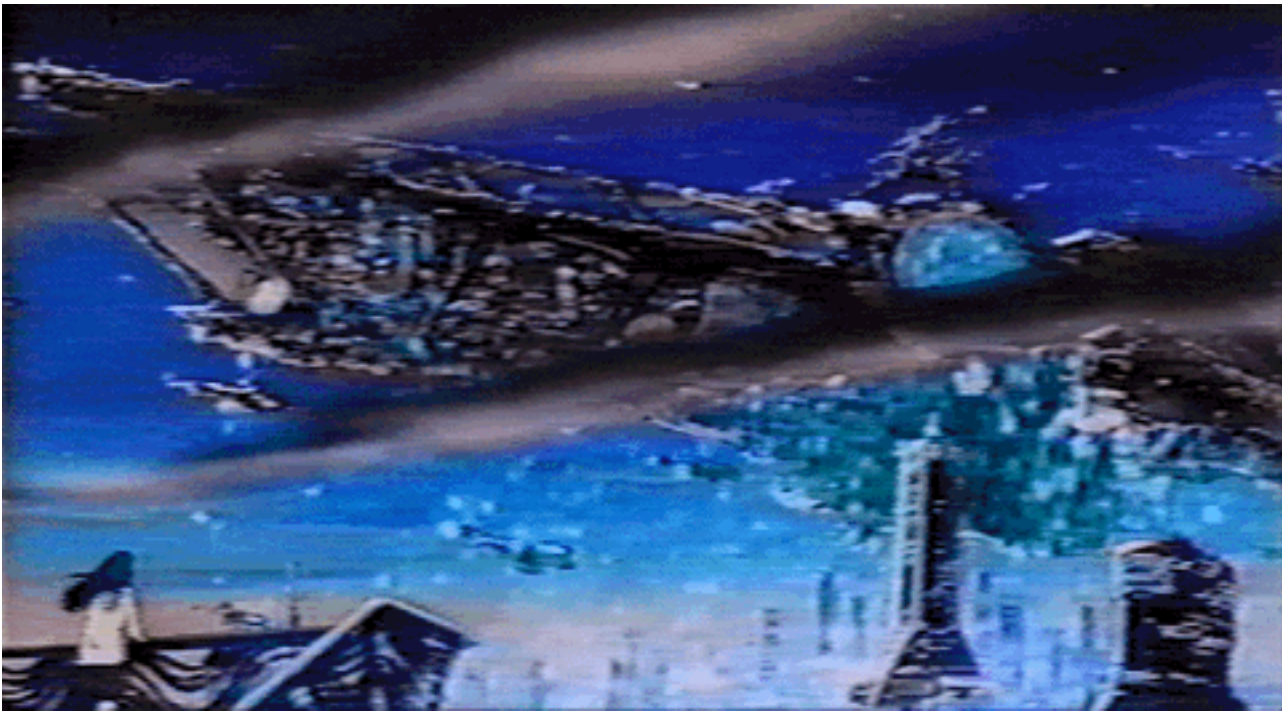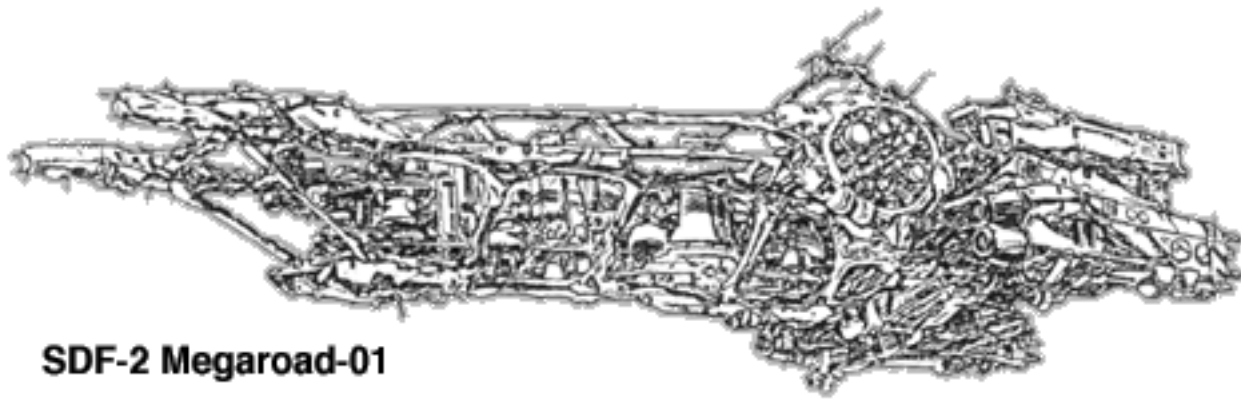
SDF-2 Megaroad-01
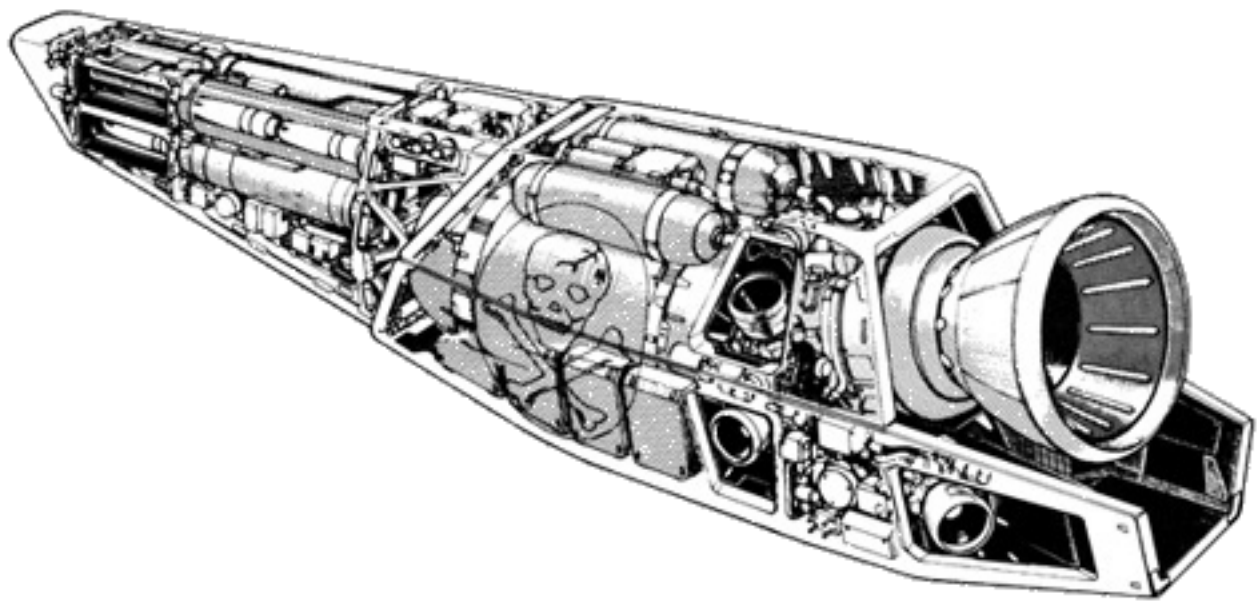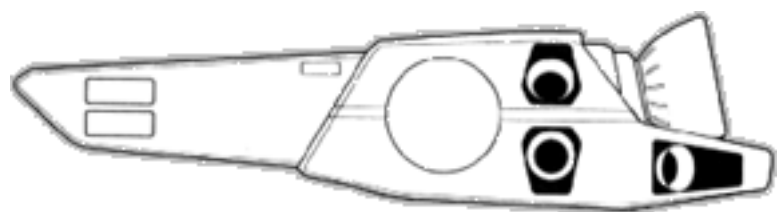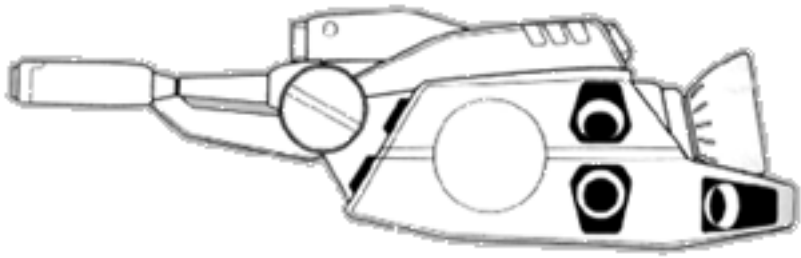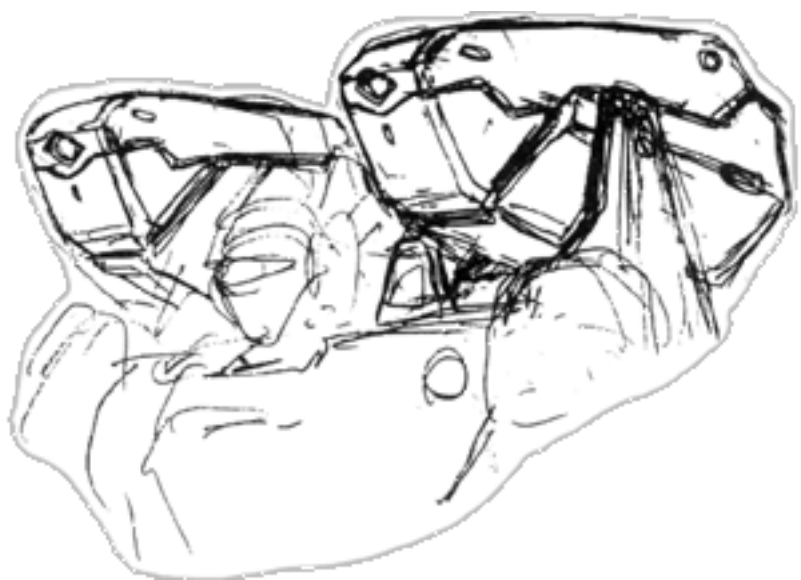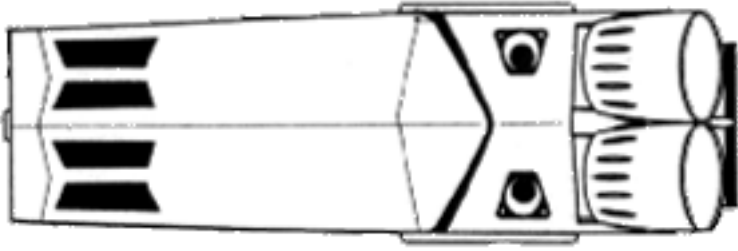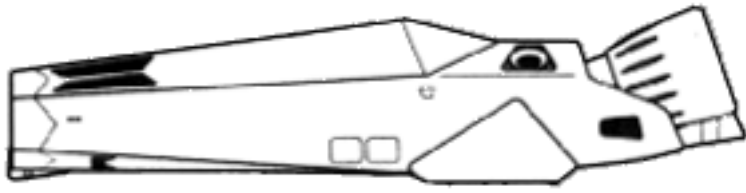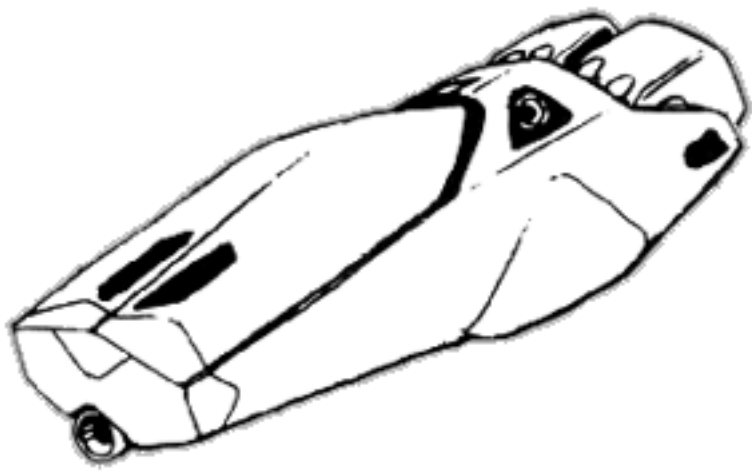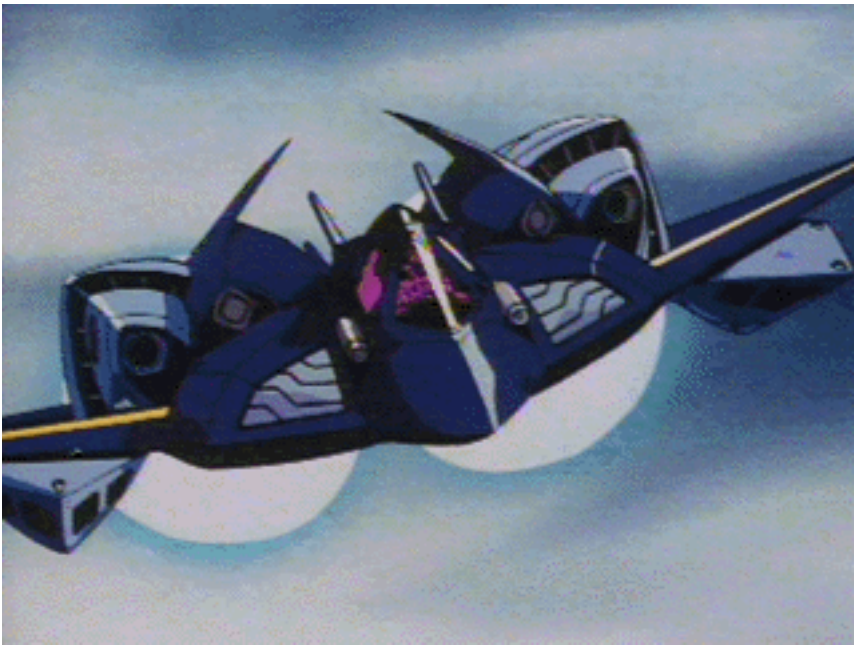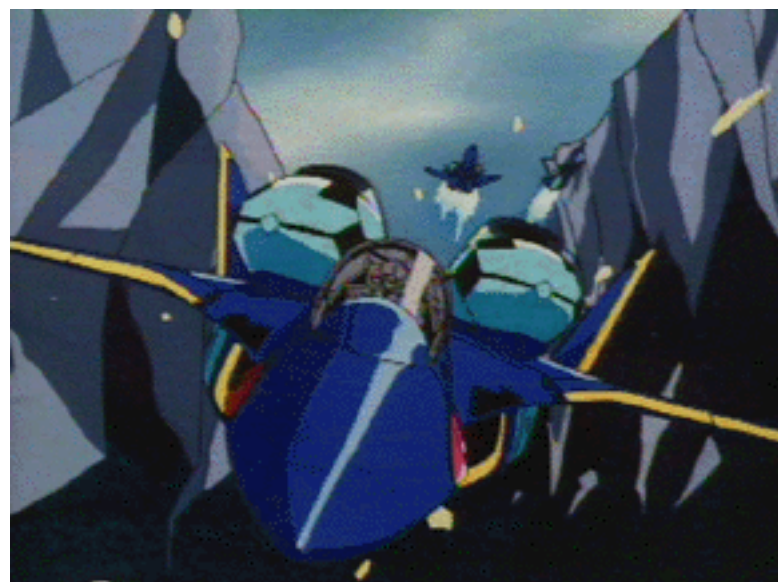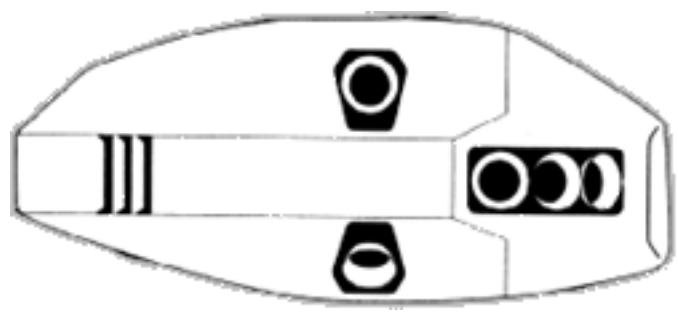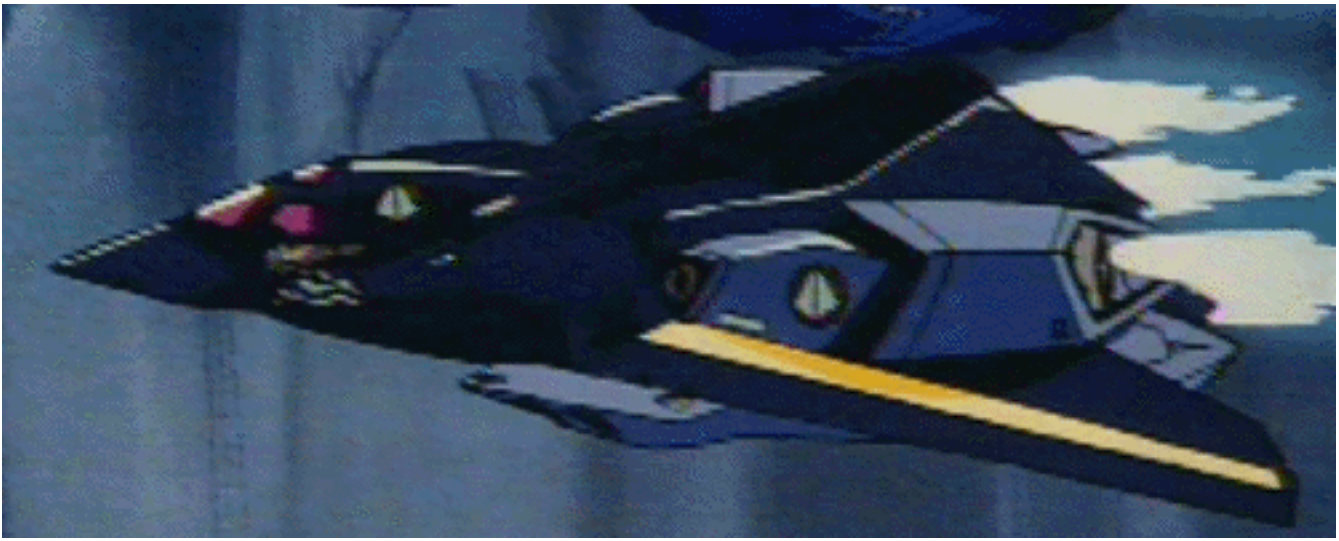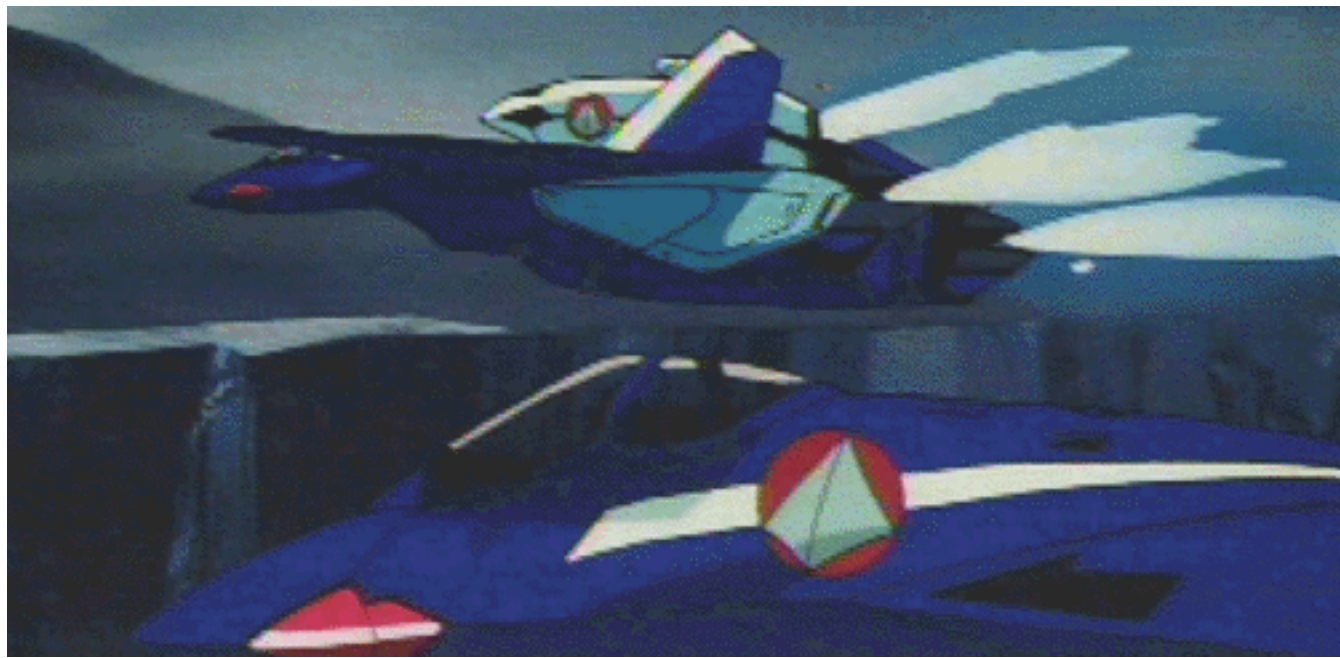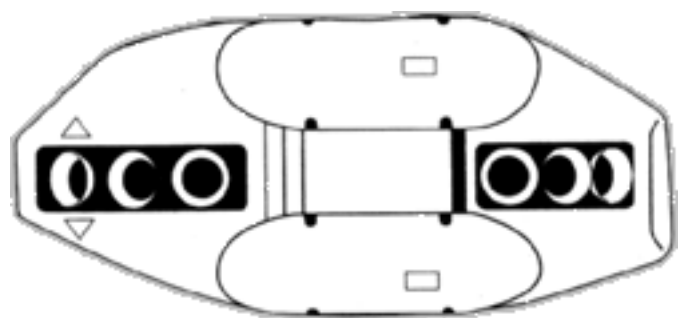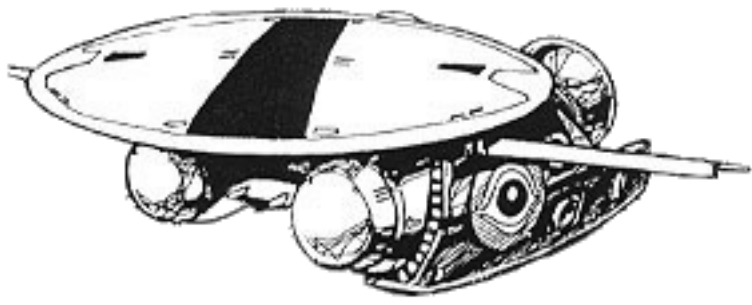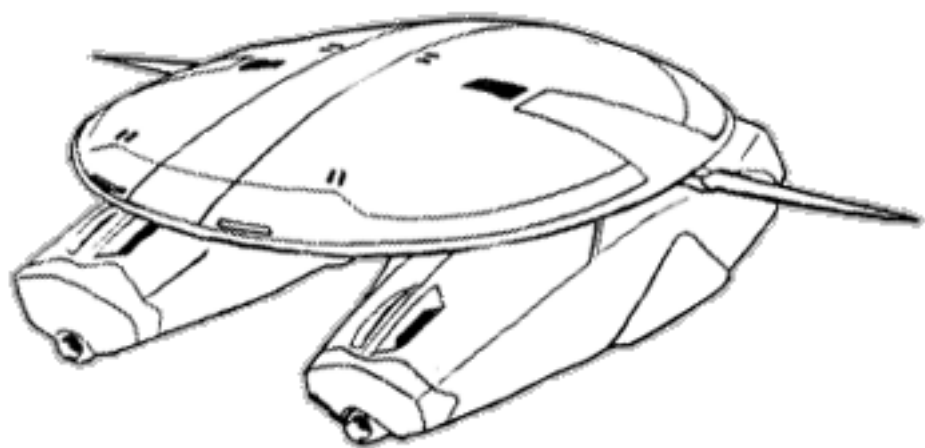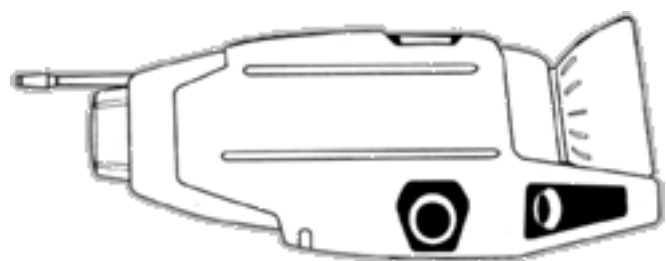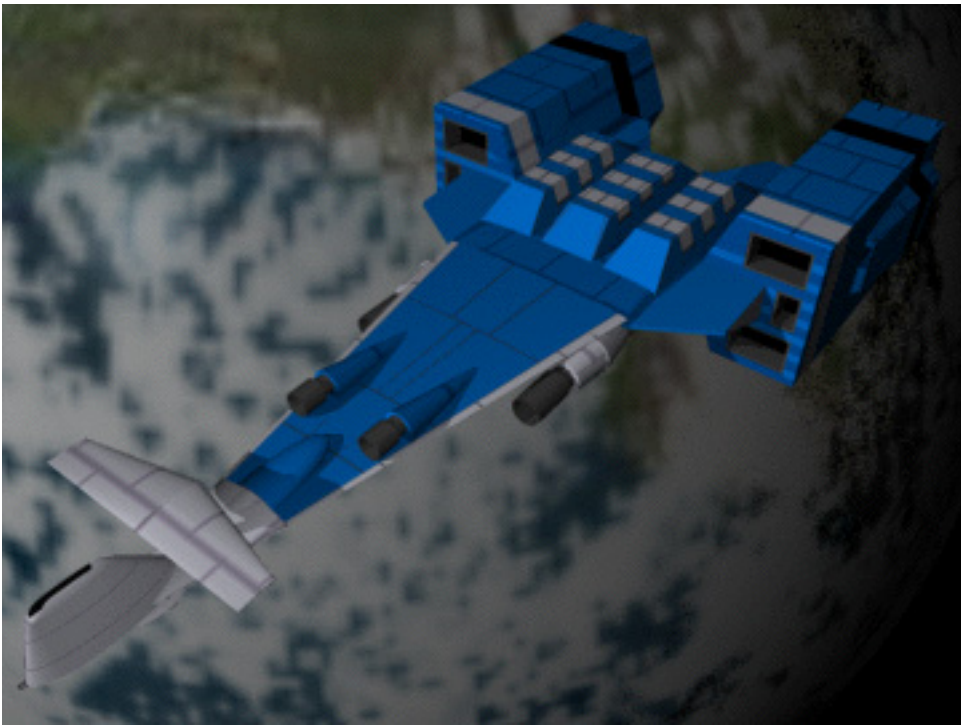
OBERTH DESTROYER

SIDE VIEW
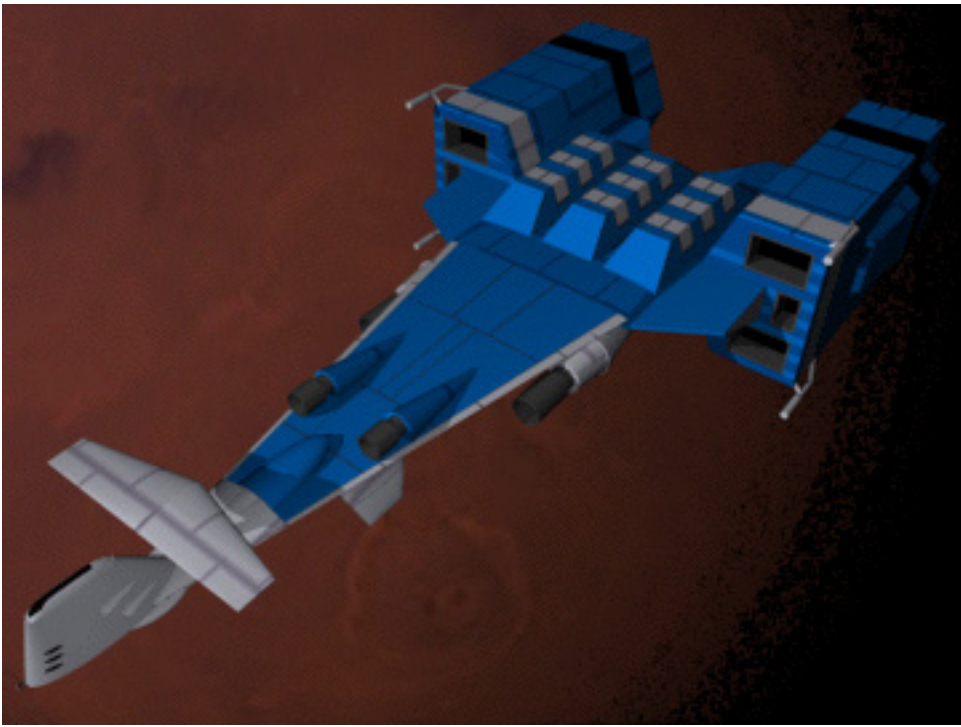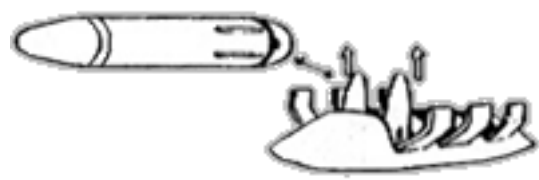
FRONT VIEW

OBERTH DESTROYER
REAR VIEW
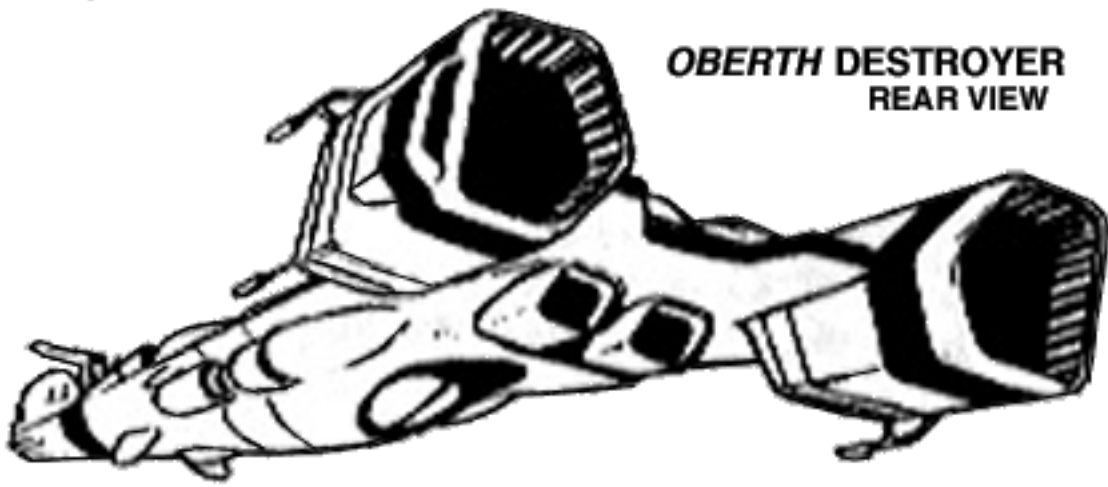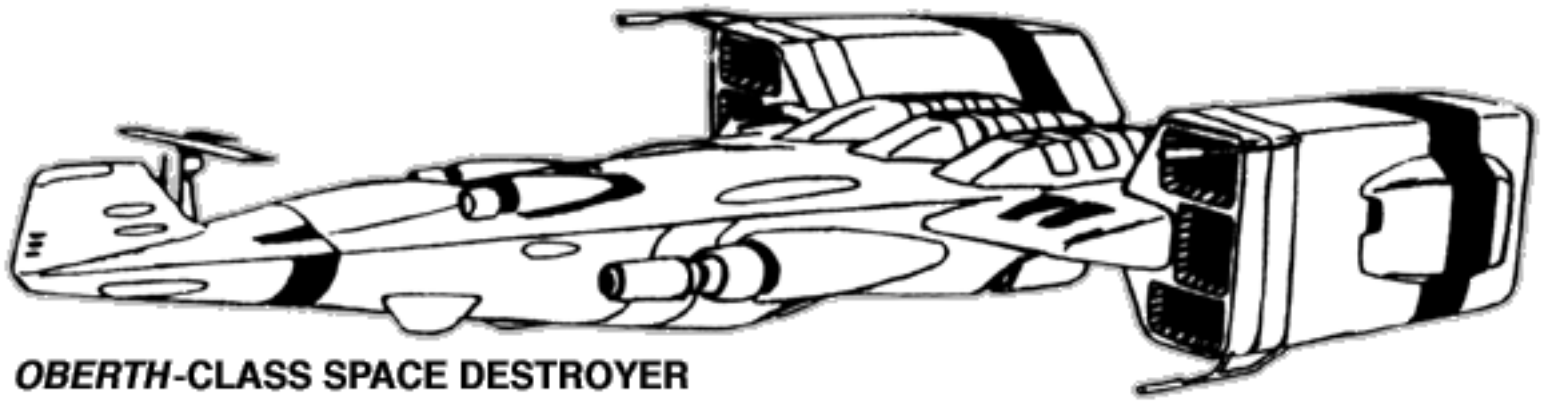
OBERTH-CLASS SPACE DESTROYER
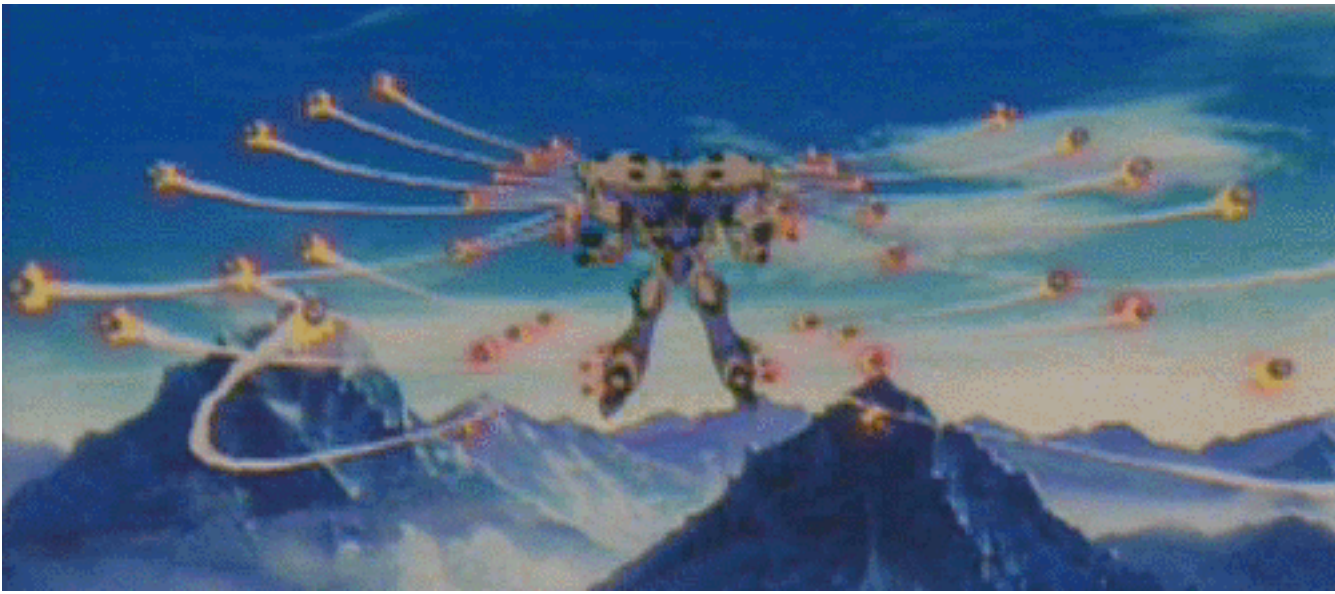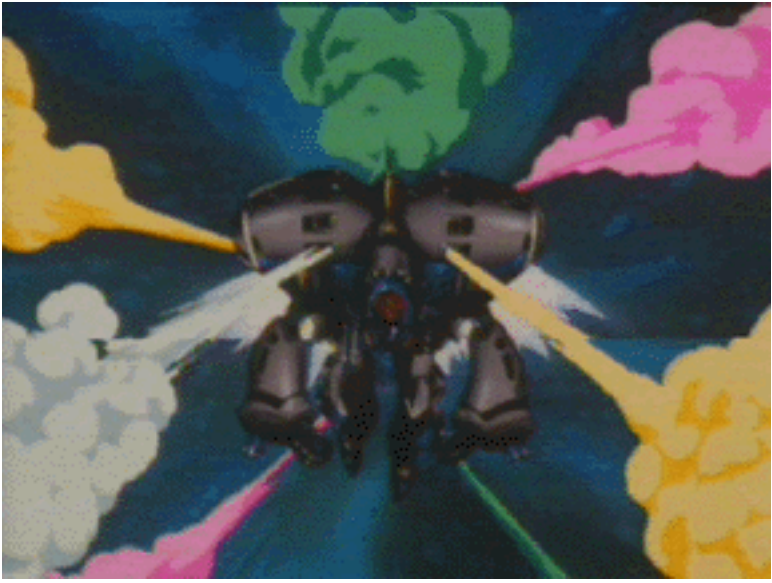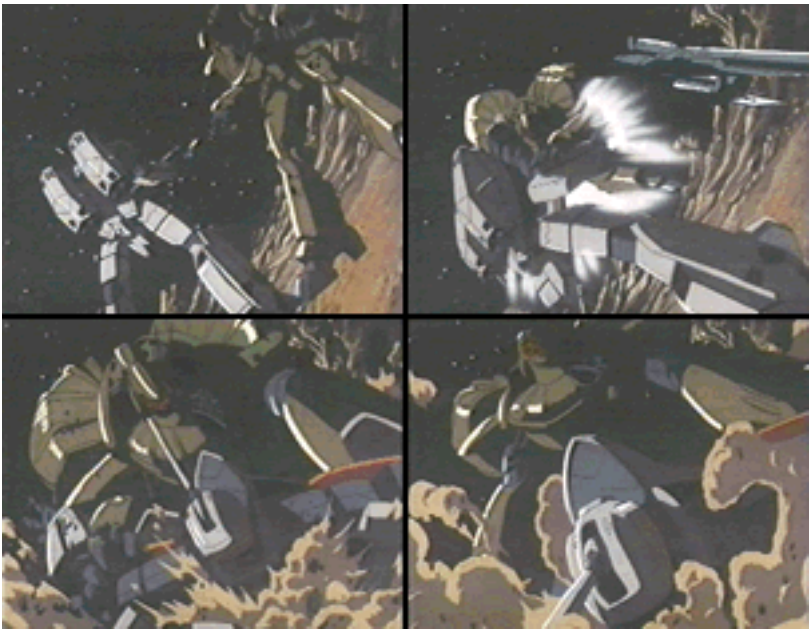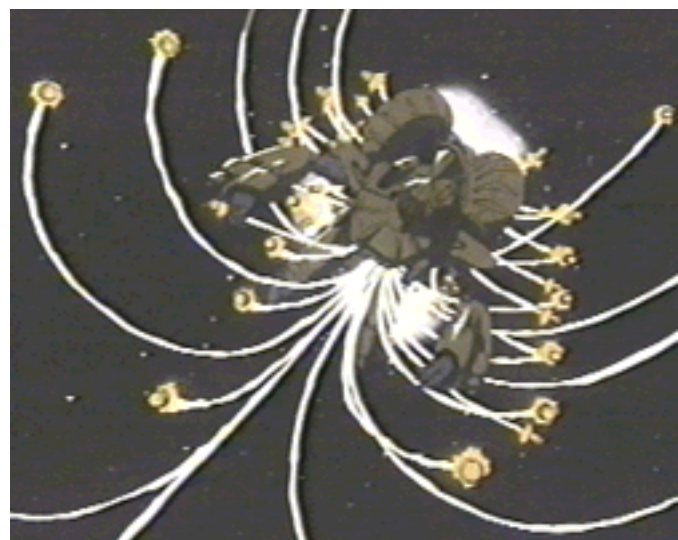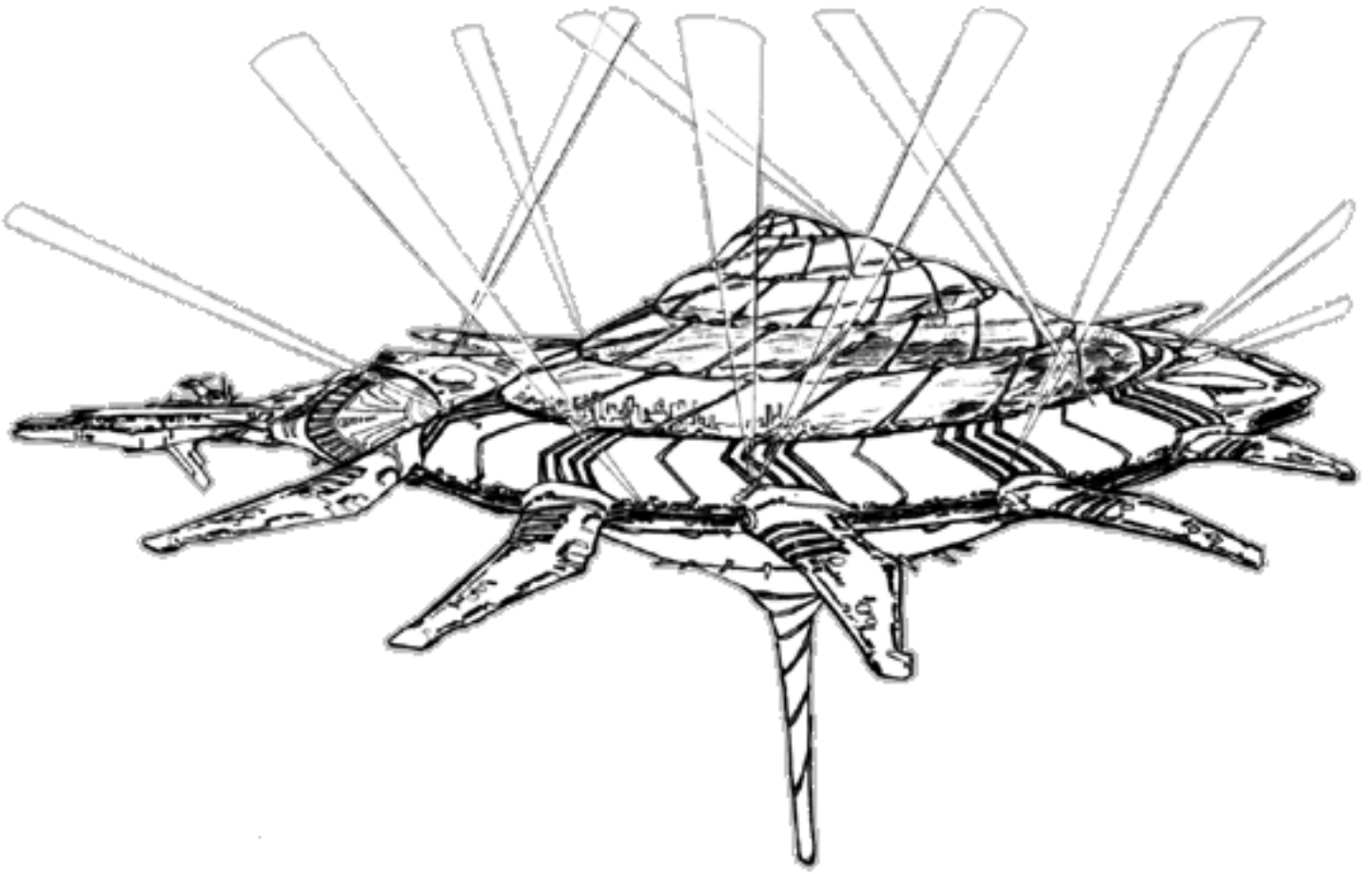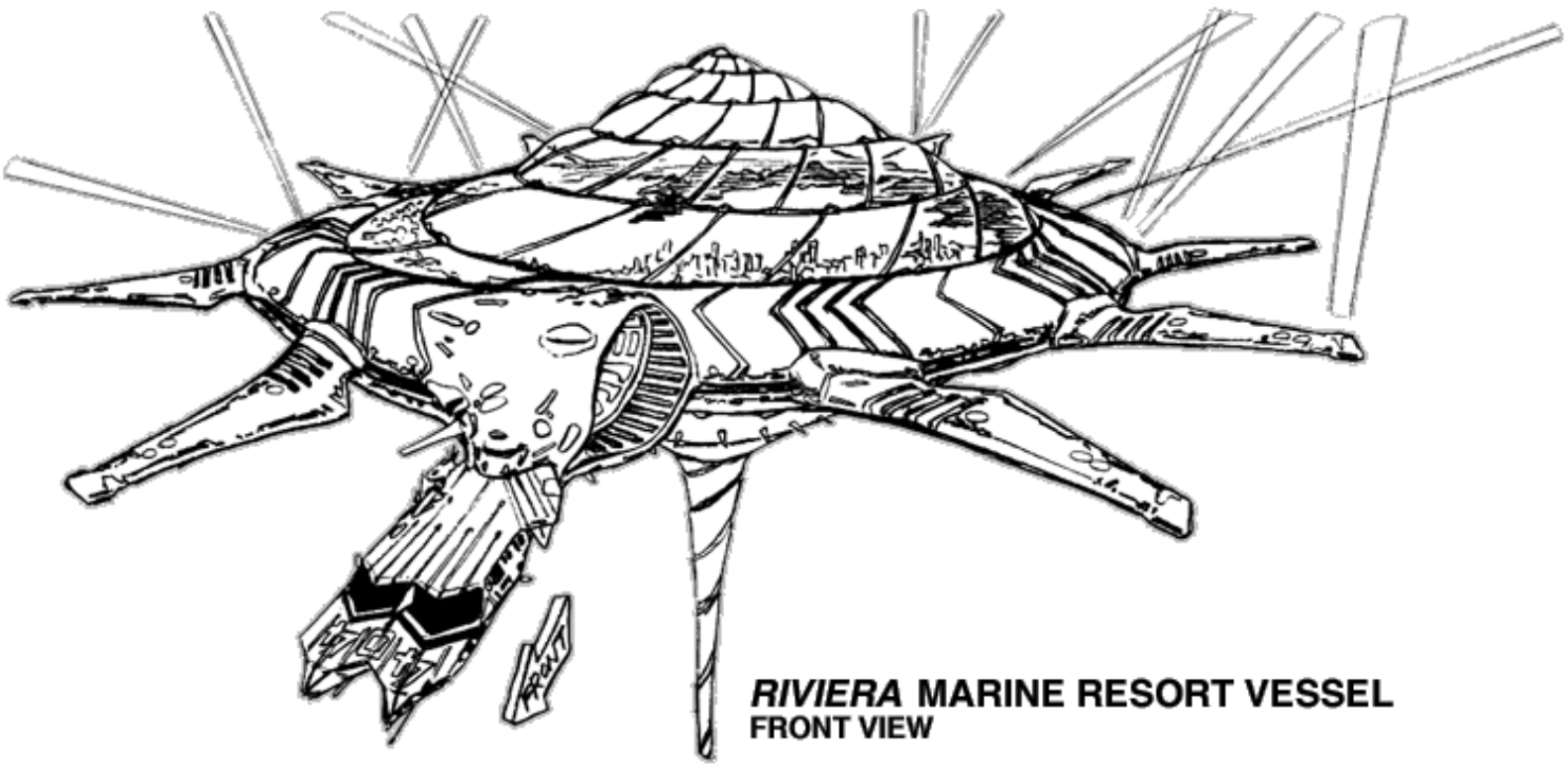
RIVIERA MARINE RESORT VESSEL
FRONT VIEW

RIVIERA VESSEL
TOP VIEW

FRONT
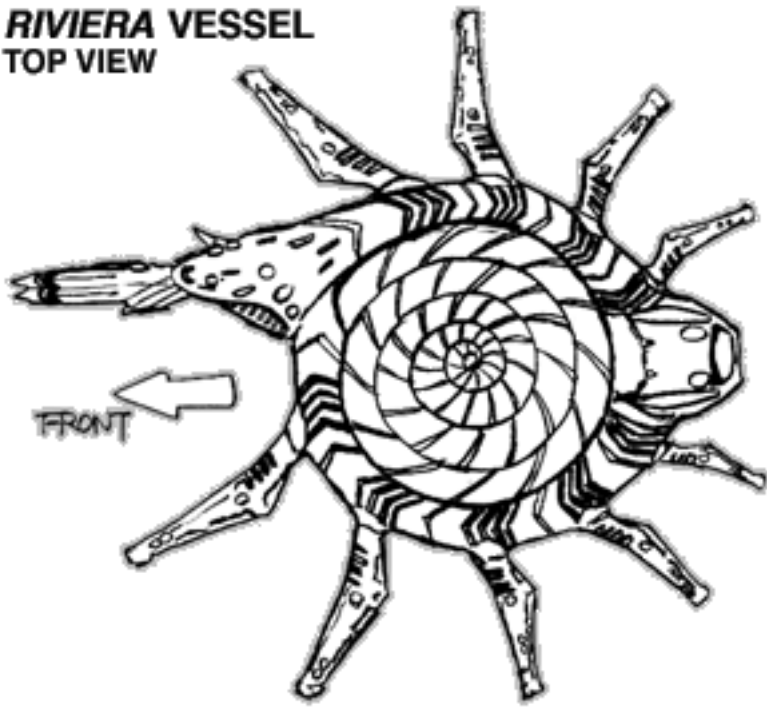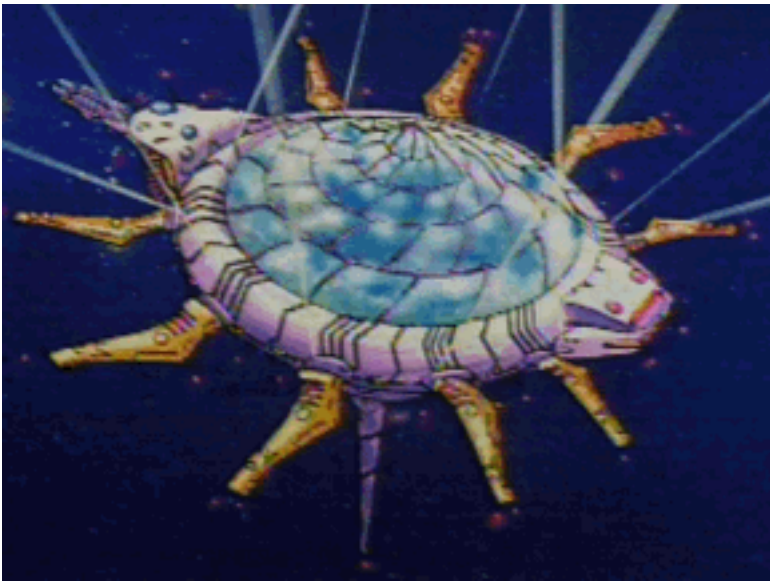
**RMS-1 Anti-Warship
Nuclear Missiles**

A.D. 1999

A.D. 2000

A.D. 2001

A.D. 2002
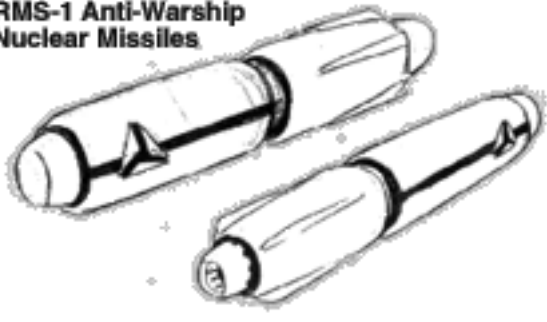
A.D. 2003

A.D. 2004

A.D. 2005

A.D. 2006

A.D. 2007

A.D. 2008

A.D. 2009
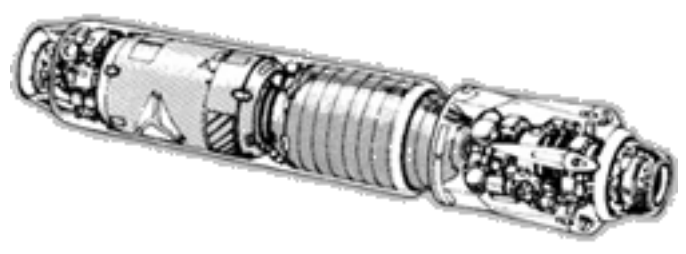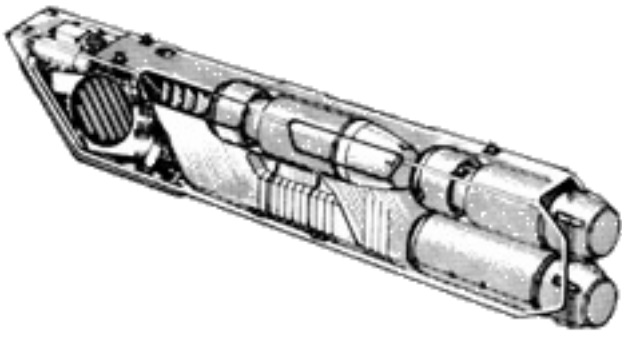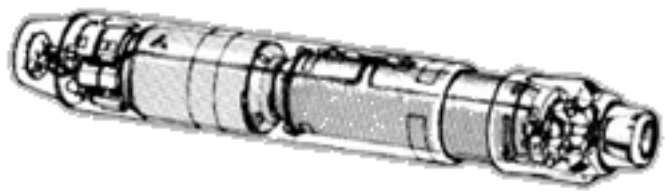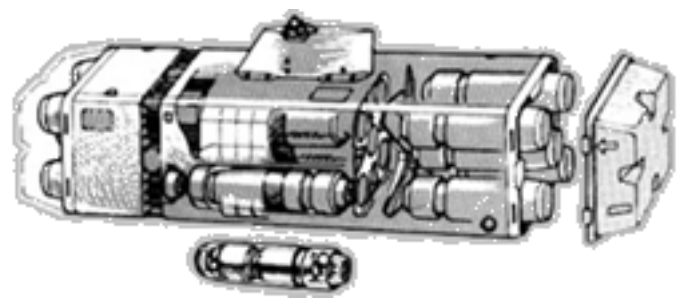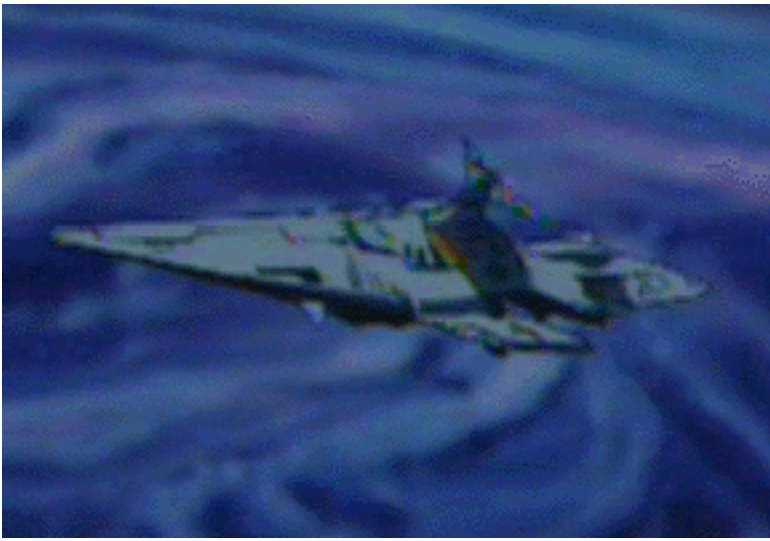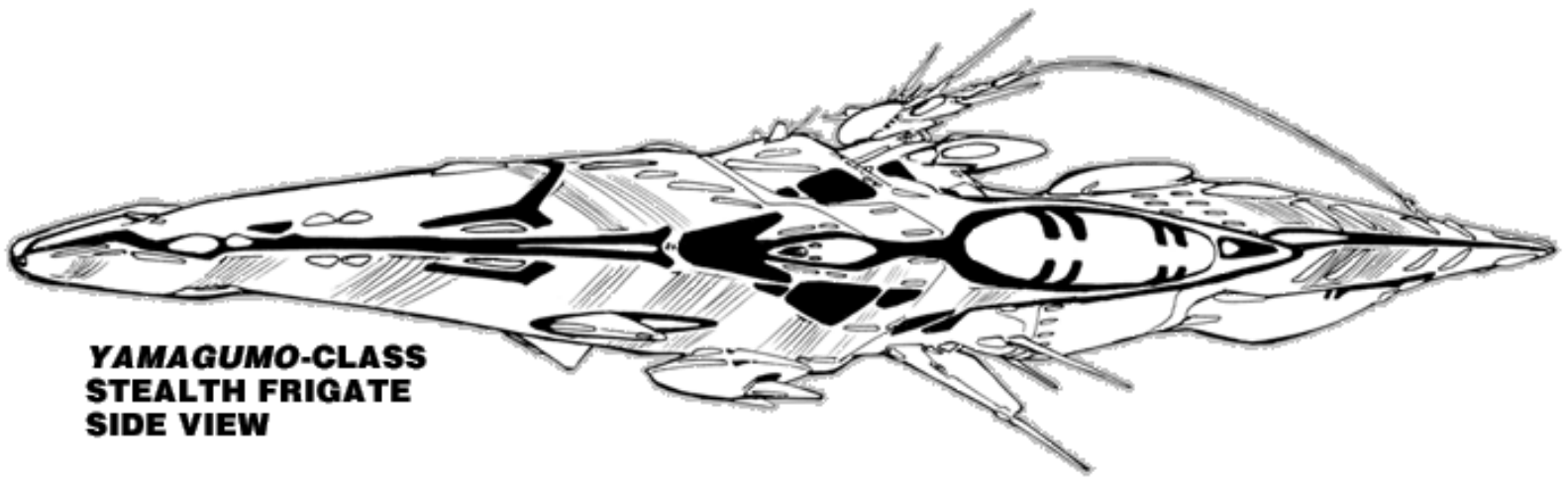
**YAMAGUMO-CLASS
STEALTH FRIGATE
SIDE VIEW**
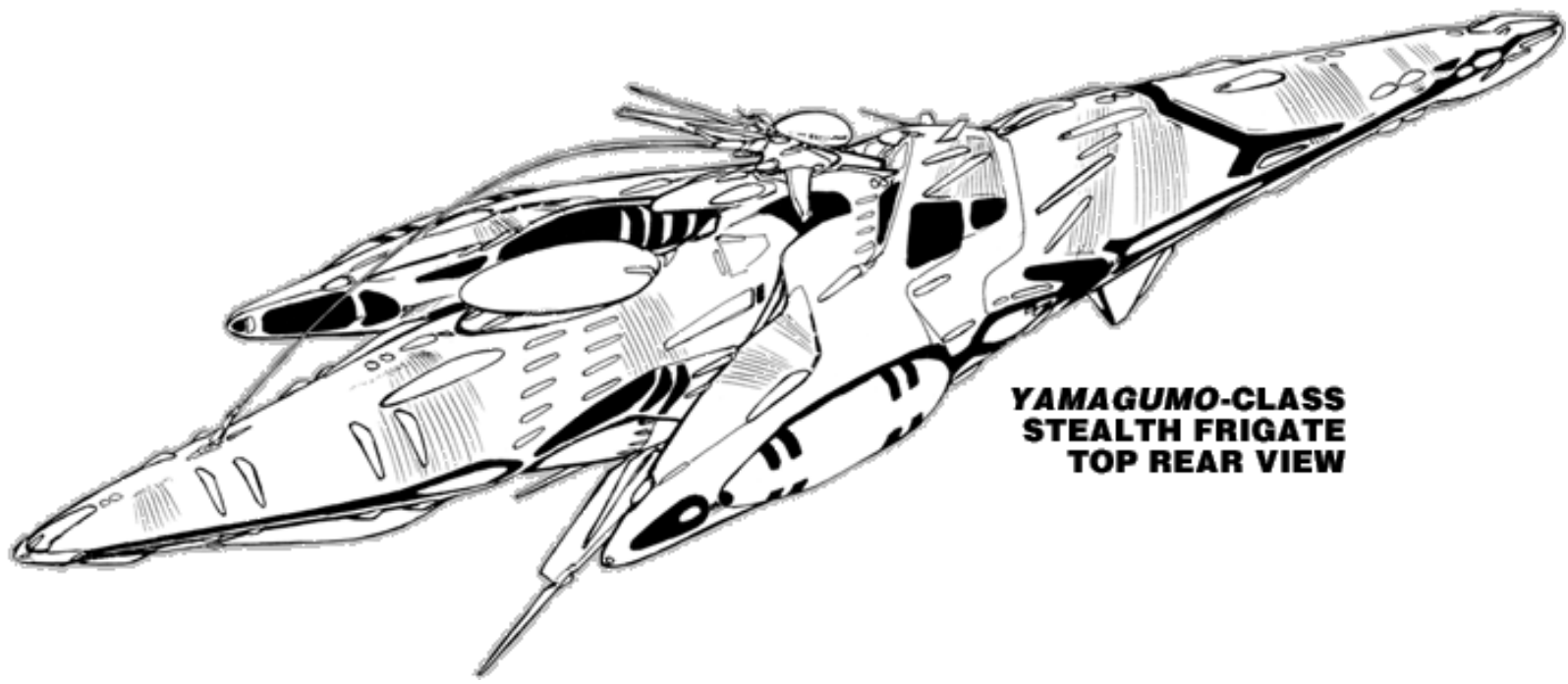
**YAMAGUMO-CLASS
STEALTH FRIGATE
TOP REAR VIEW**
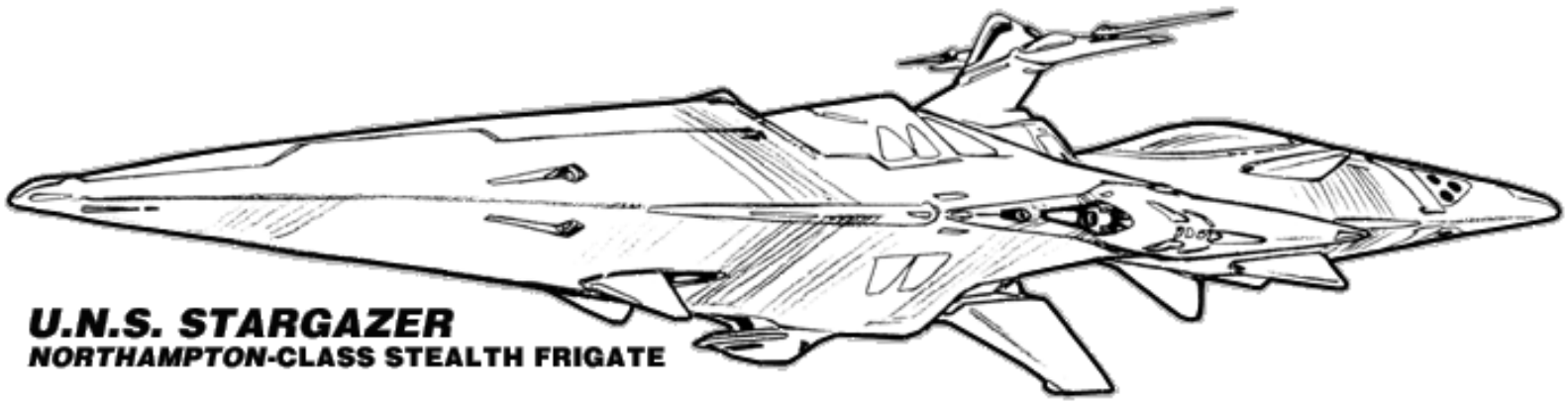
U.N.S. STARGAZER
NORTHAMPTON-CLASS STEALTH FRIGATE
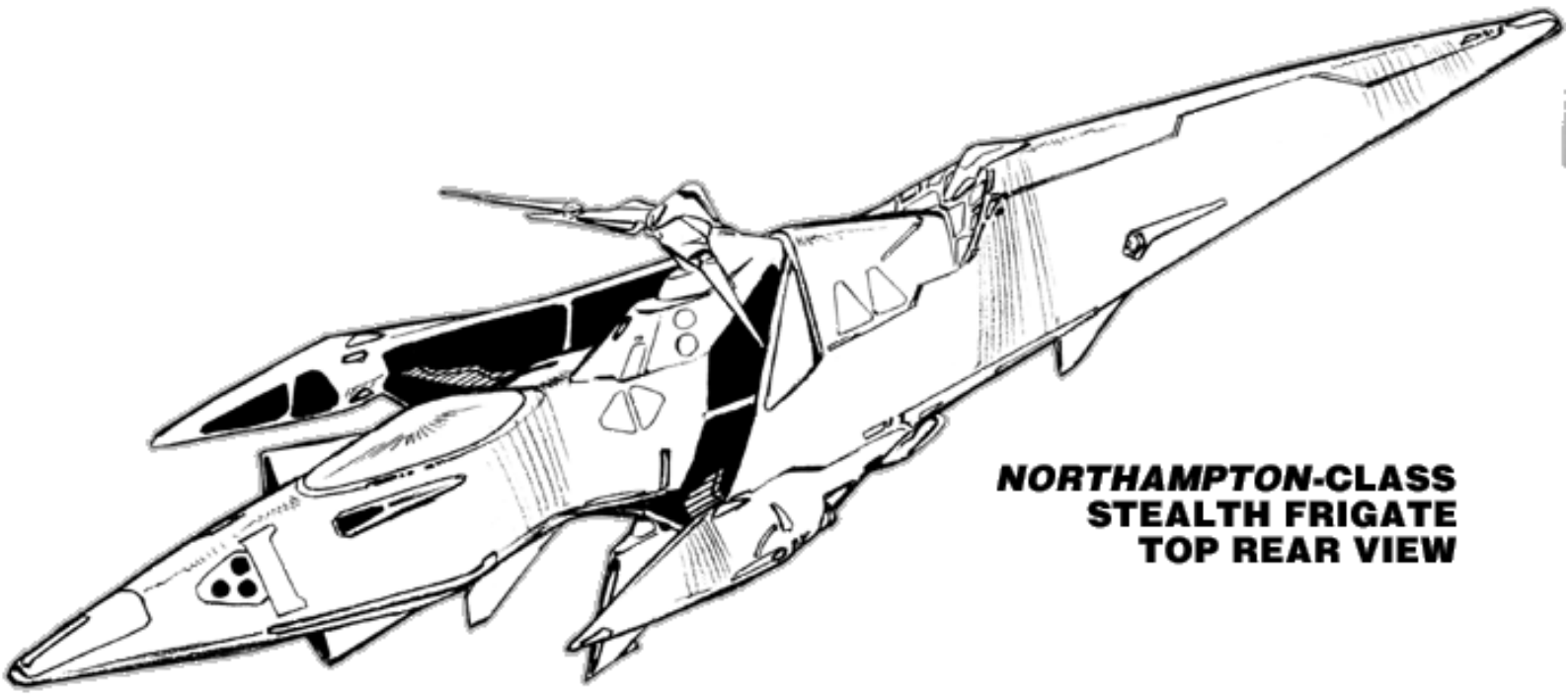
**NORTHAMPTON-CLASS
STEALTH FRIGATE
TOP REAR VIEW**
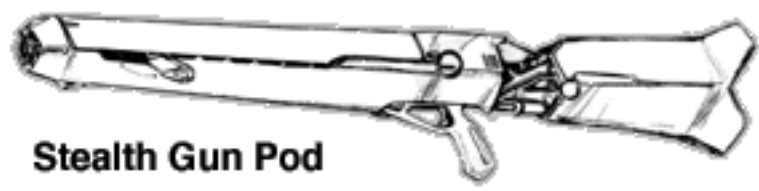
Stealth Gun Pod
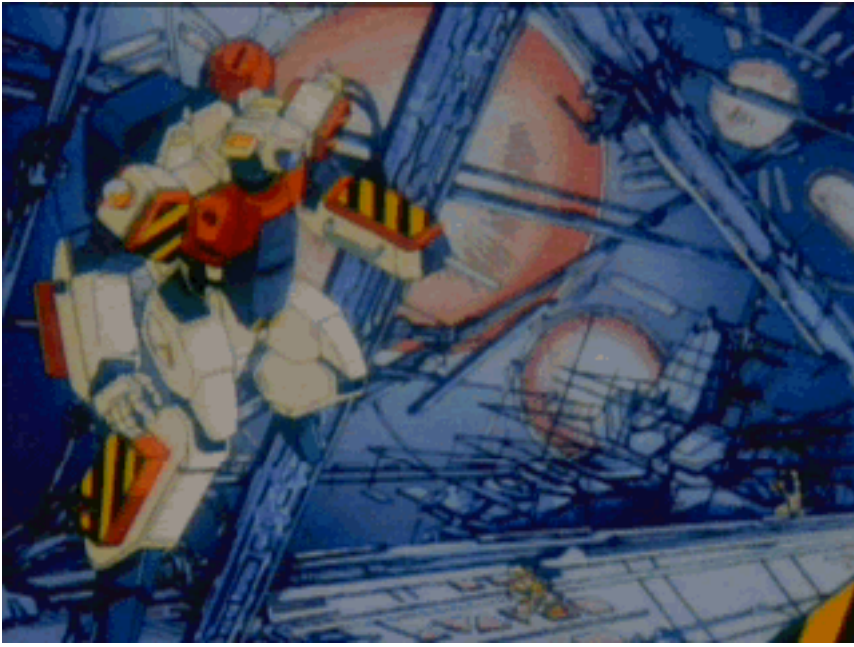
THREE STAR MOBILE REPAIR
AND CONSTRUCTION FACILITY
FRONT VIEW
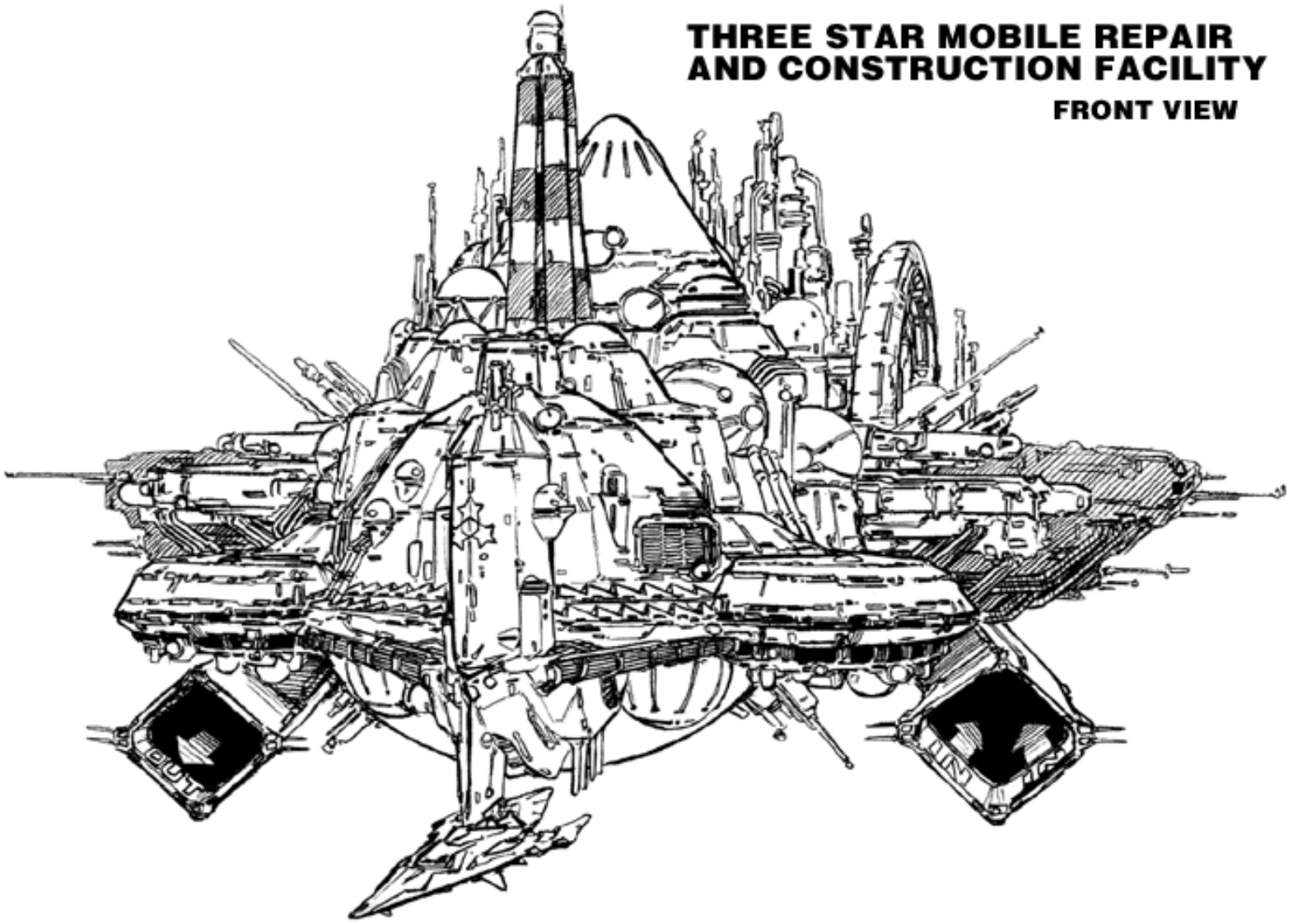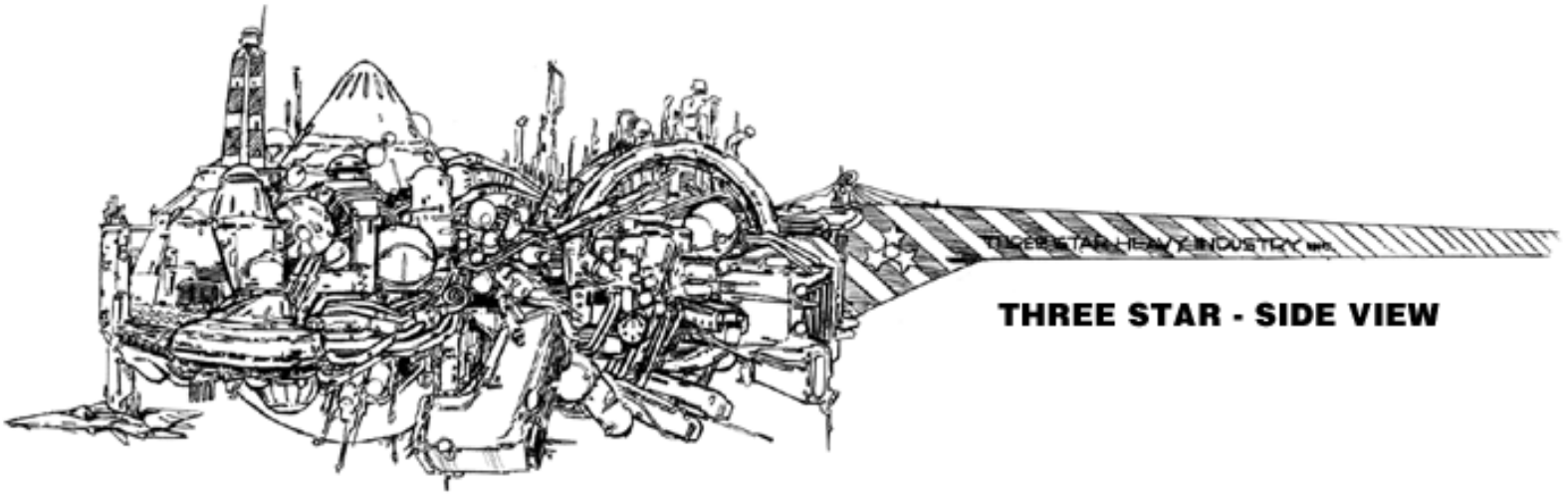
THREE STAR - SIDE VIEW
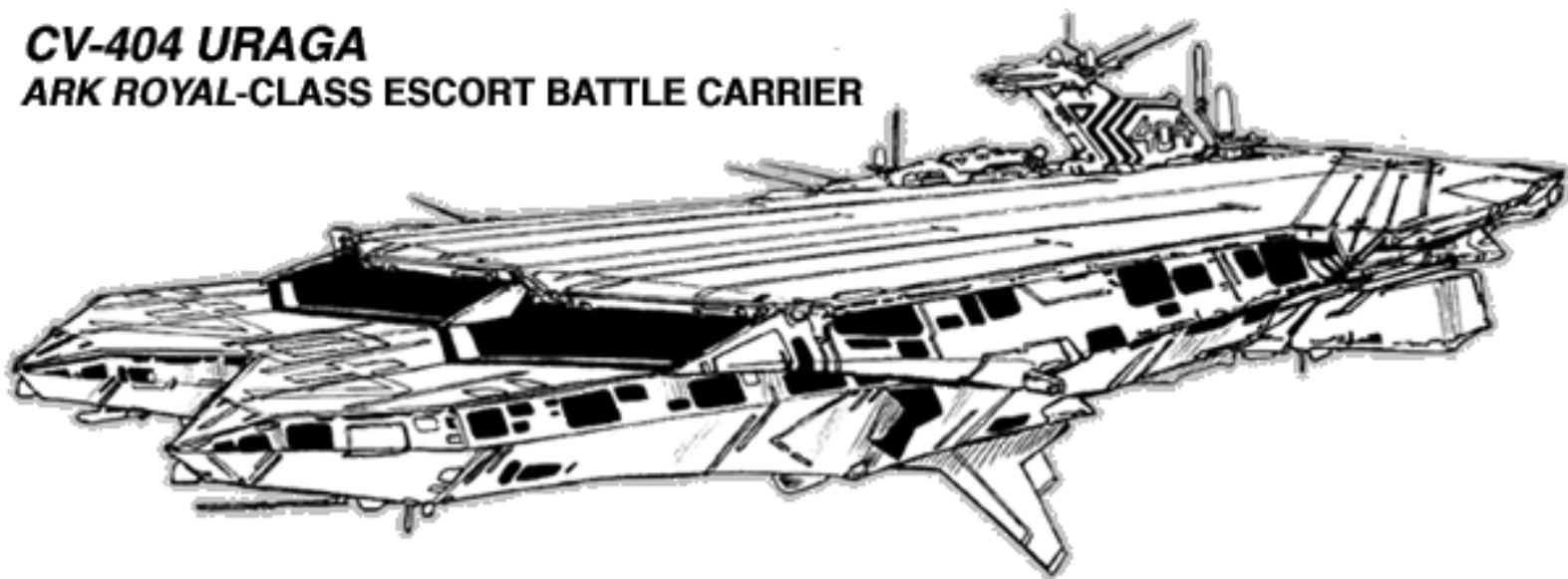
CV-404 URAGA
ARK ROYAL-CLASS ESCORT BATTLE CARRIER

ARK ROYAL-CLASS
ESCORT BATTLE CARRIER
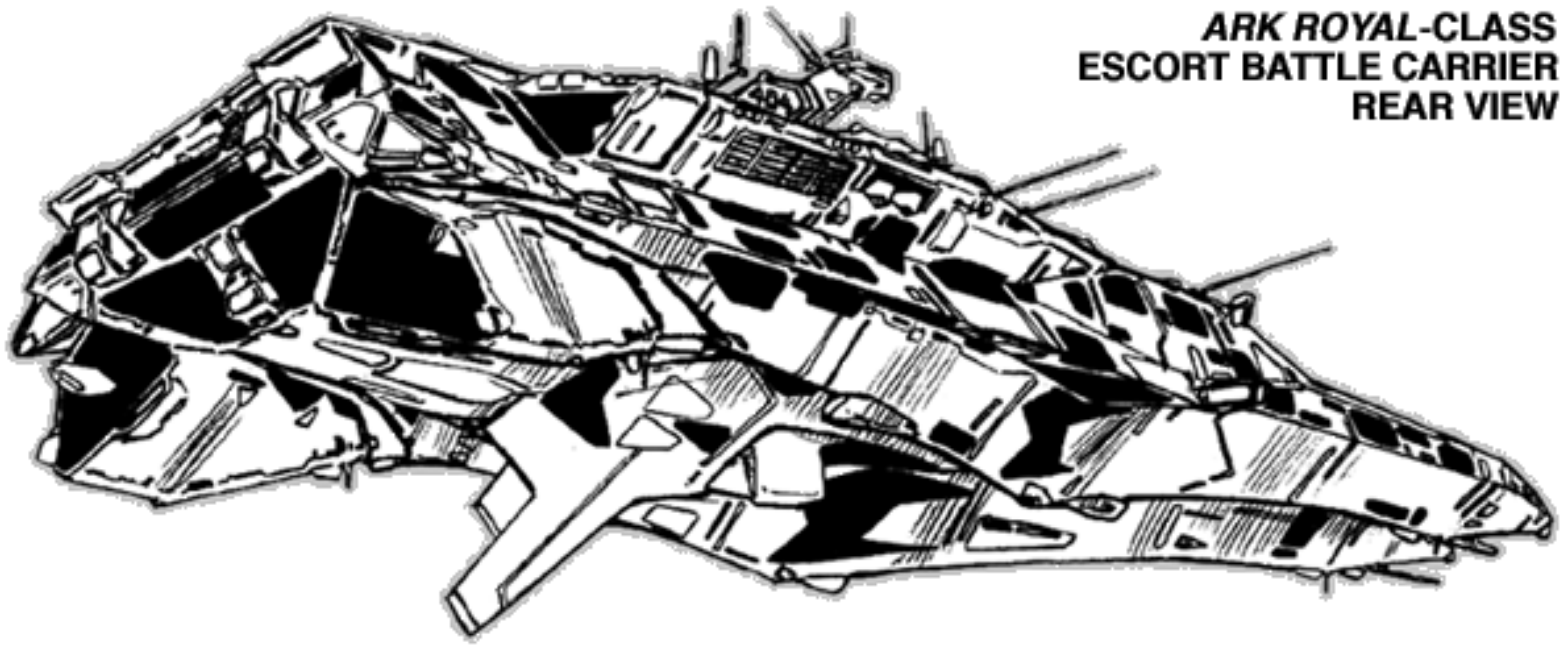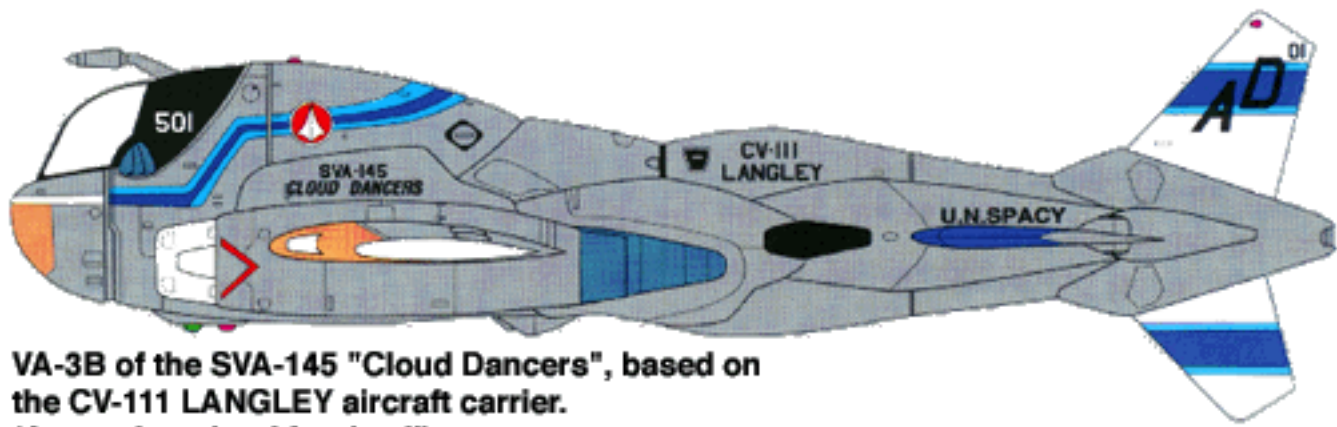
Side View

Front View

**_ARK ROYAL_-CLASS
ESCORT BATTLE CARRIER
REAR VIEW**

VA-3B of the SVA-145 "Cloud Dancers", based on
the CV-111 LANGLEY aircraft carrier.
(Arm unit omitted for detail)
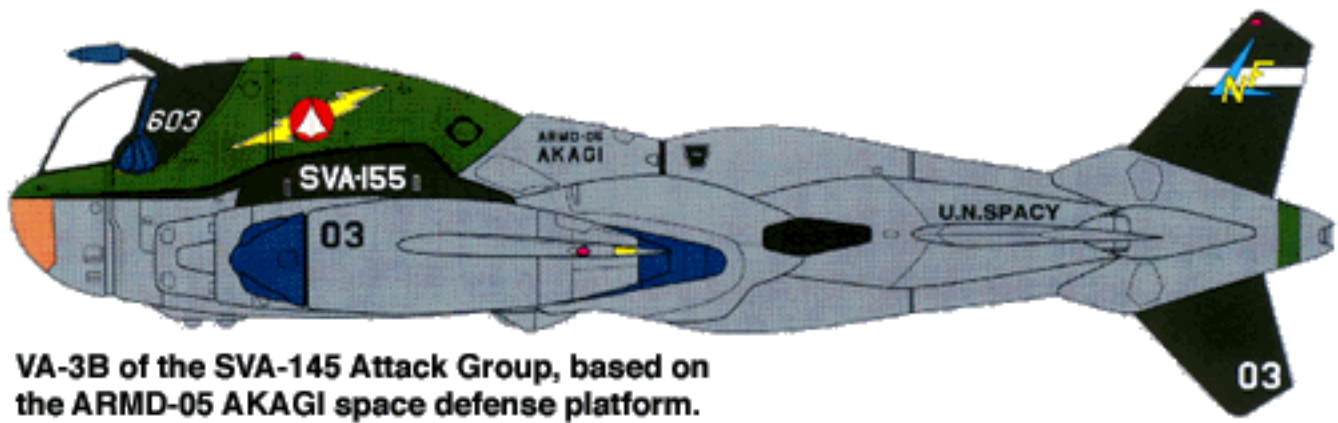
VA-3B of the SVA-145 Attack Group, based on
the ARMD-05 AKAGI space defense platform.

VA-3
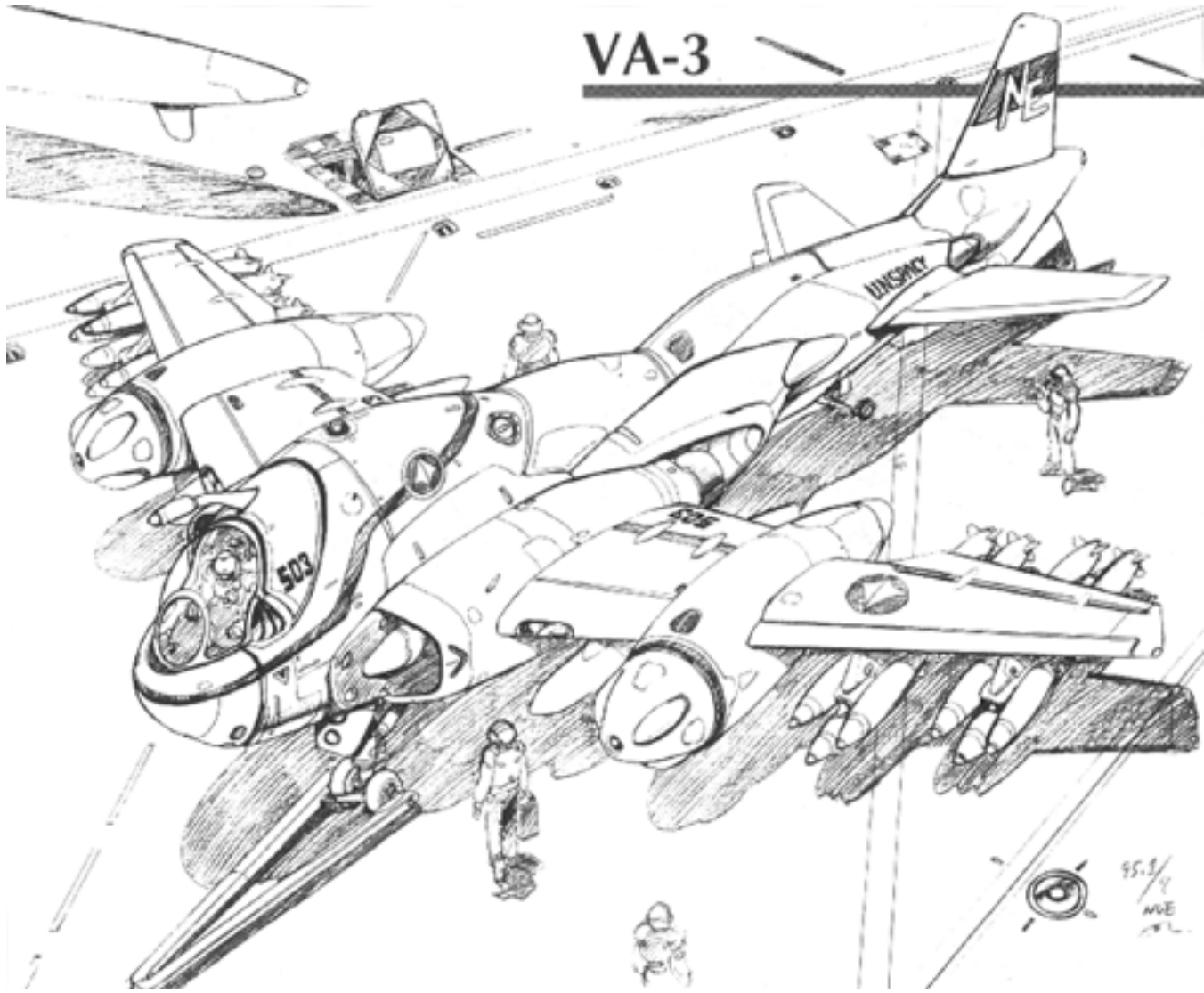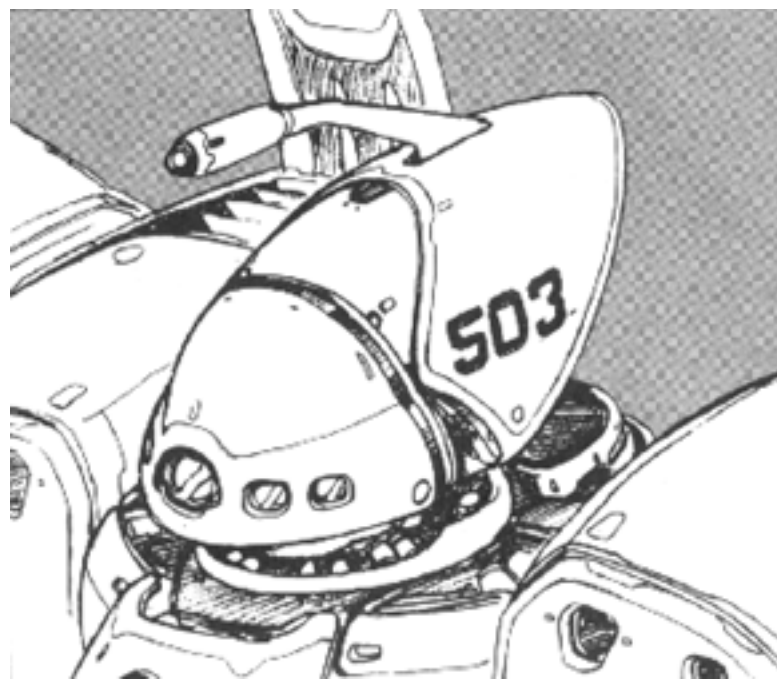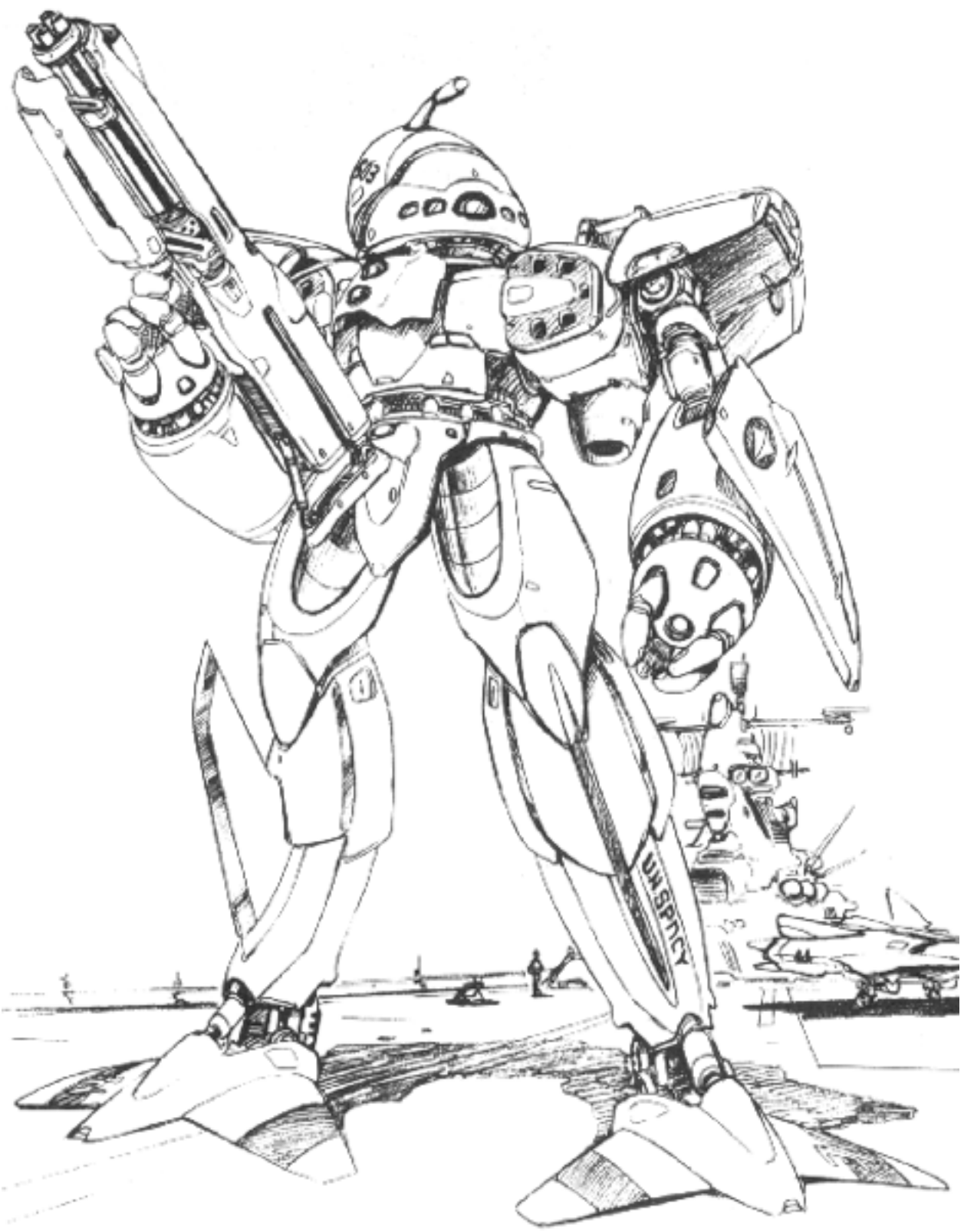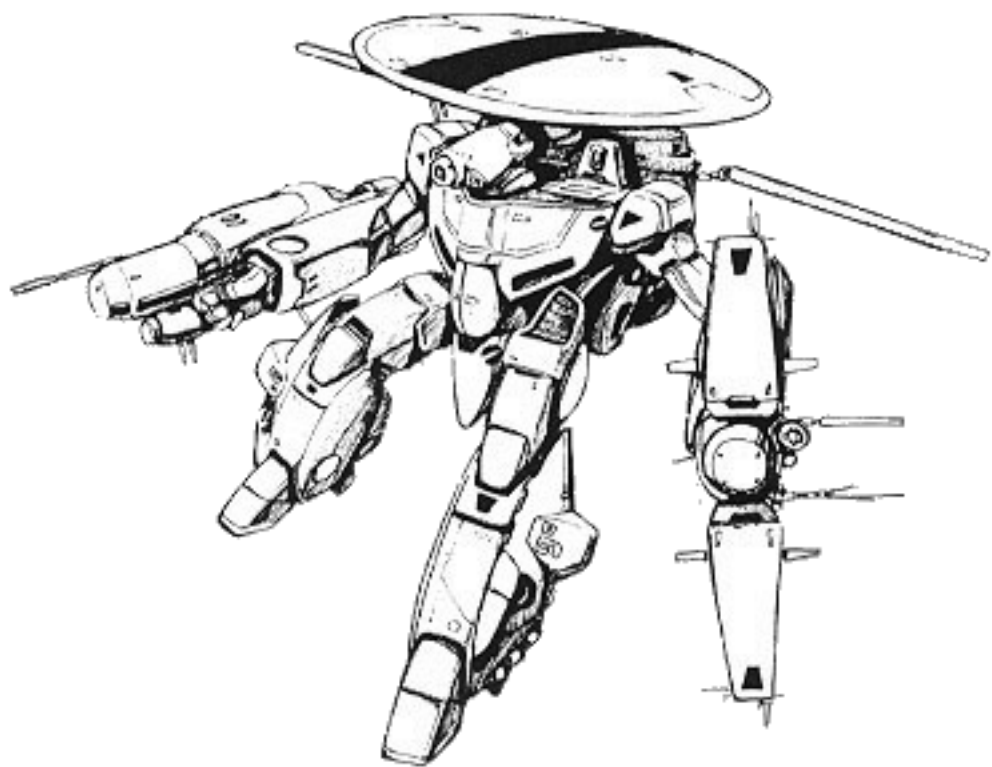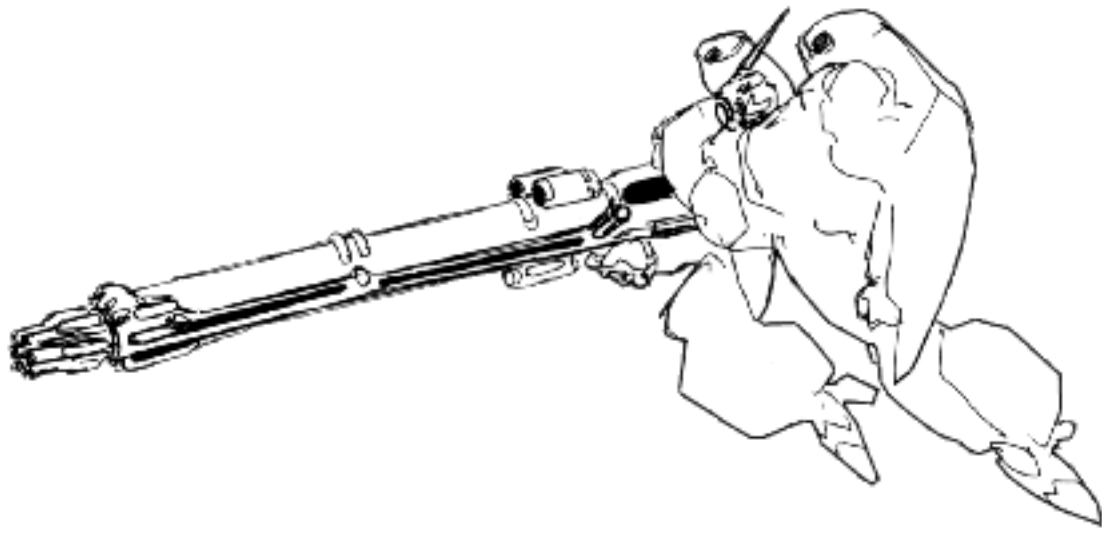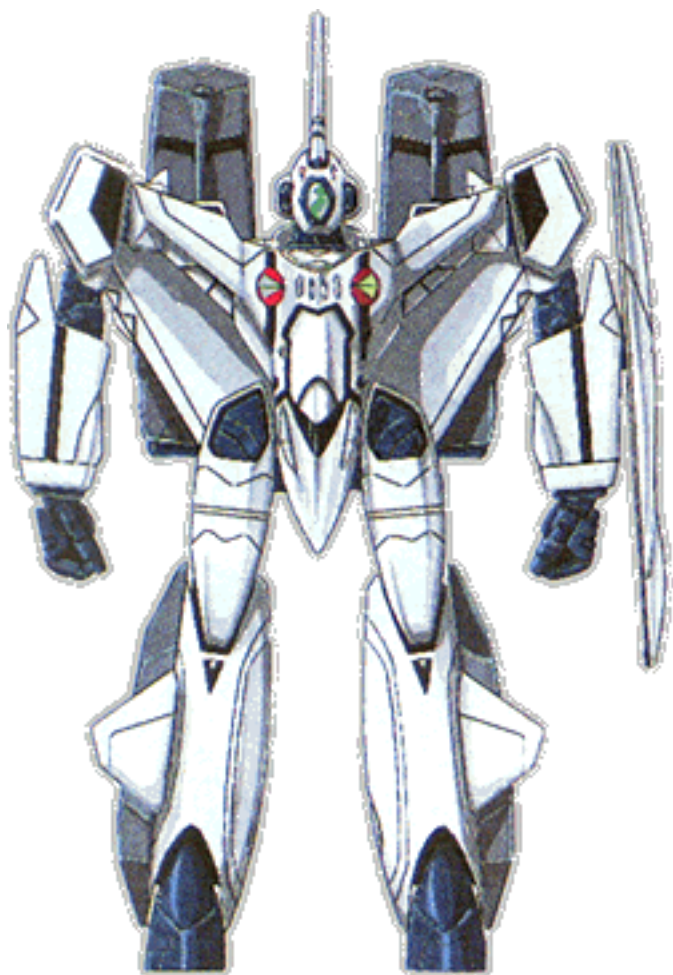
STANDARD SQUADRON COLORS
Macross 7 Defense Forces
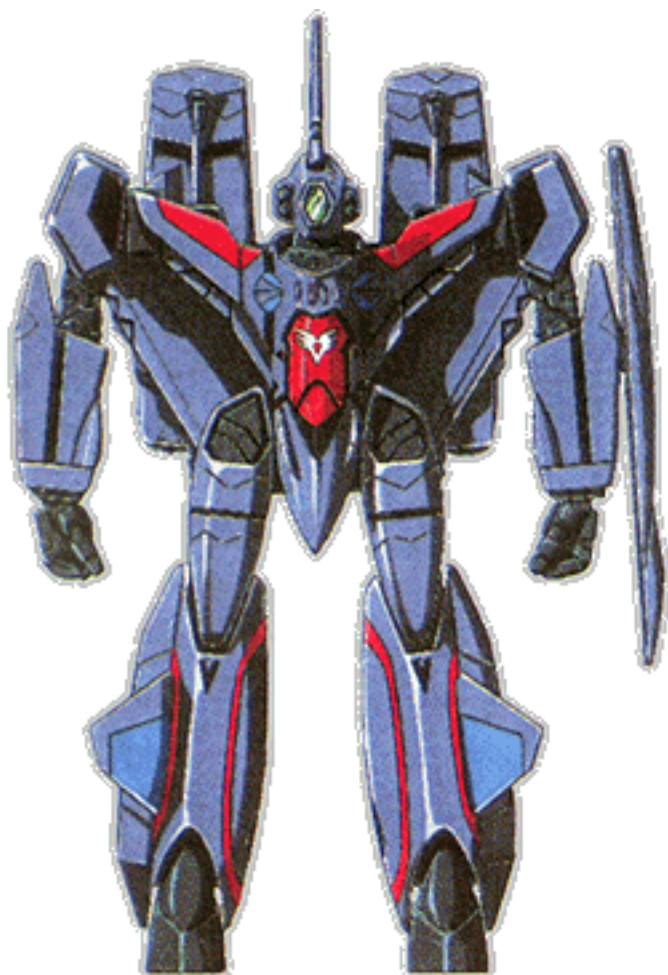
STANDARD SQUADRON COLORS
UN Spacy Outer Space Special Forces

stormworks studios
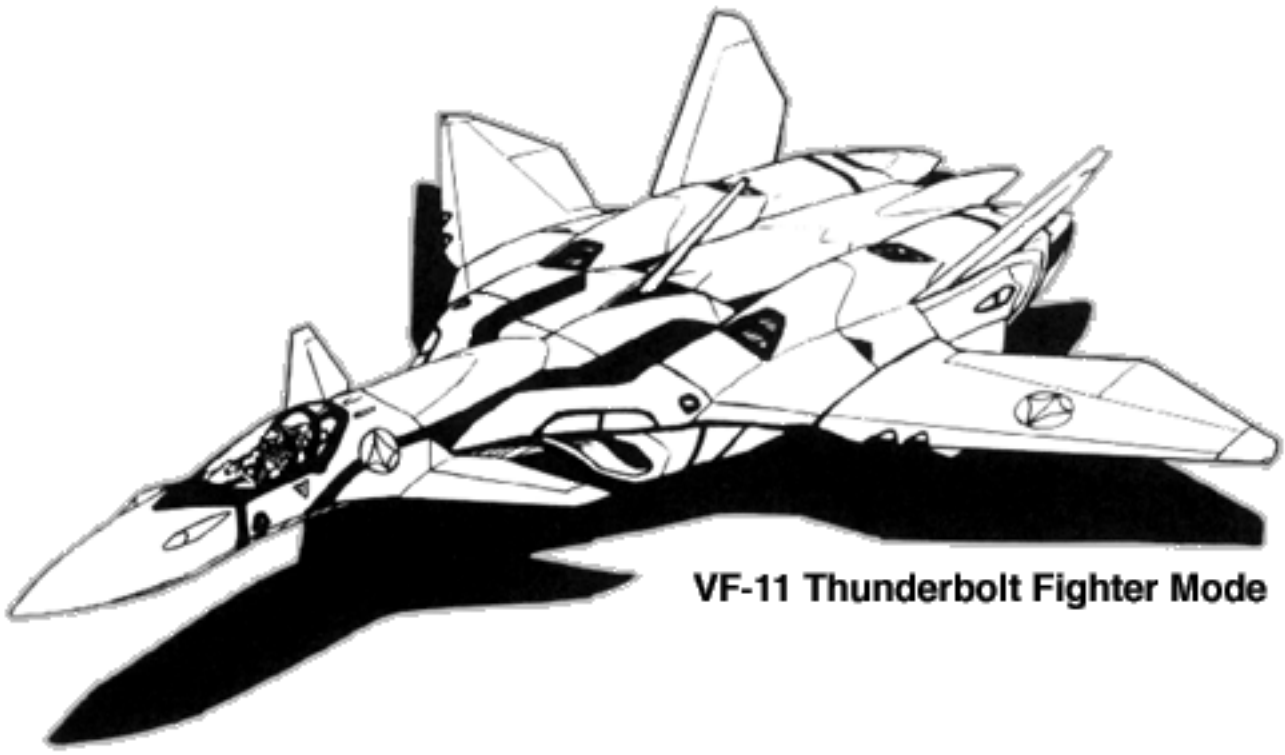
VF-11 Thunderbolt Fighter Mode

VF-11C Full Armor Version

VF-11 Gerwalk Mode

VF-11MAXL Kai
Sound Force, *Macross 7*

クババの
マーク
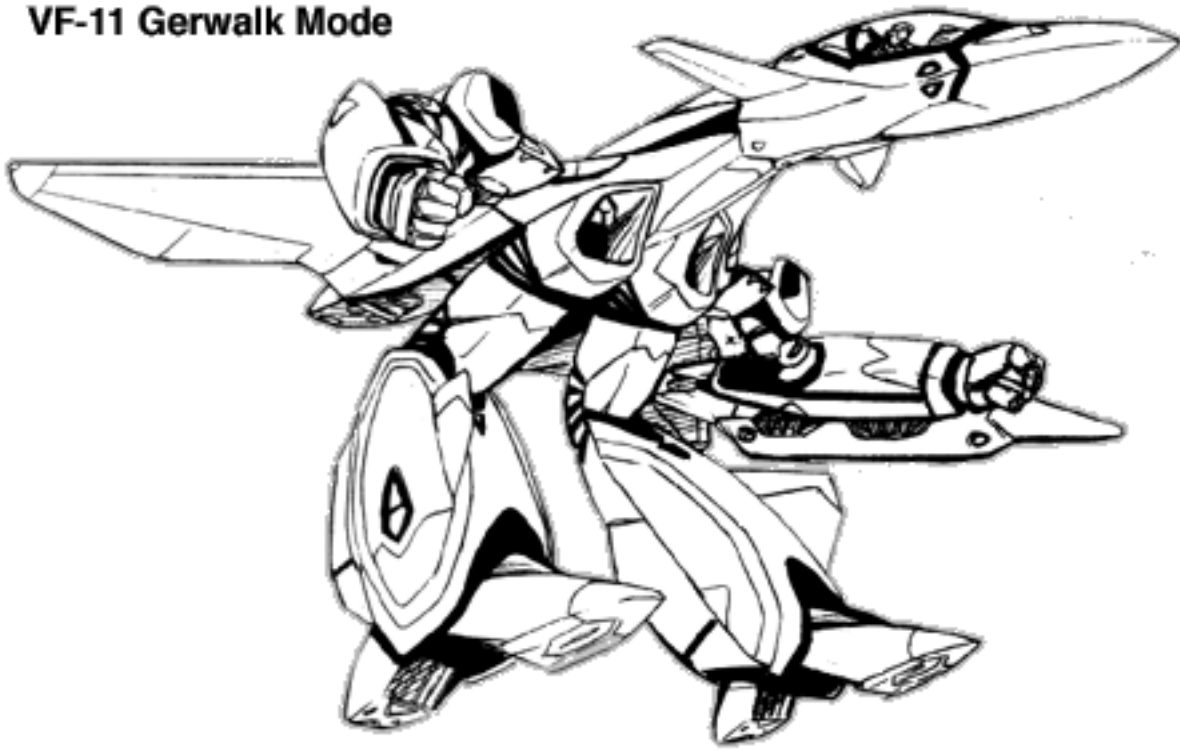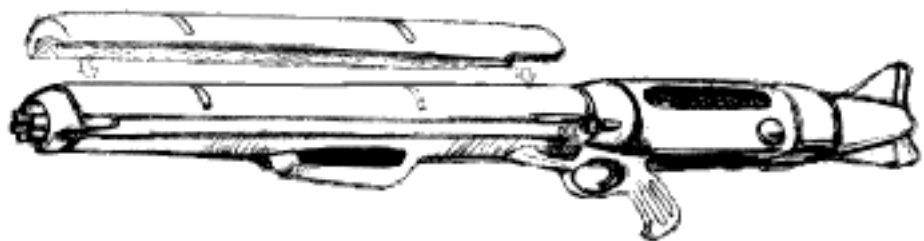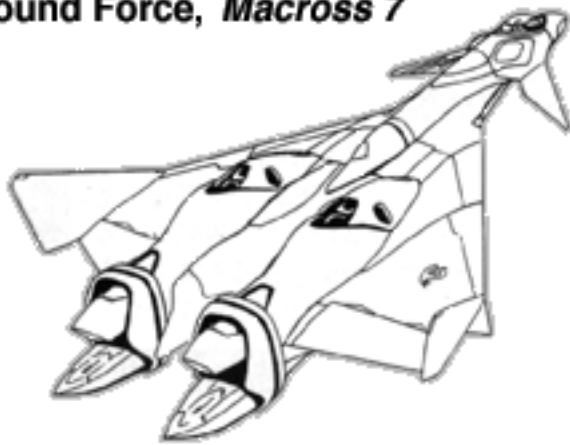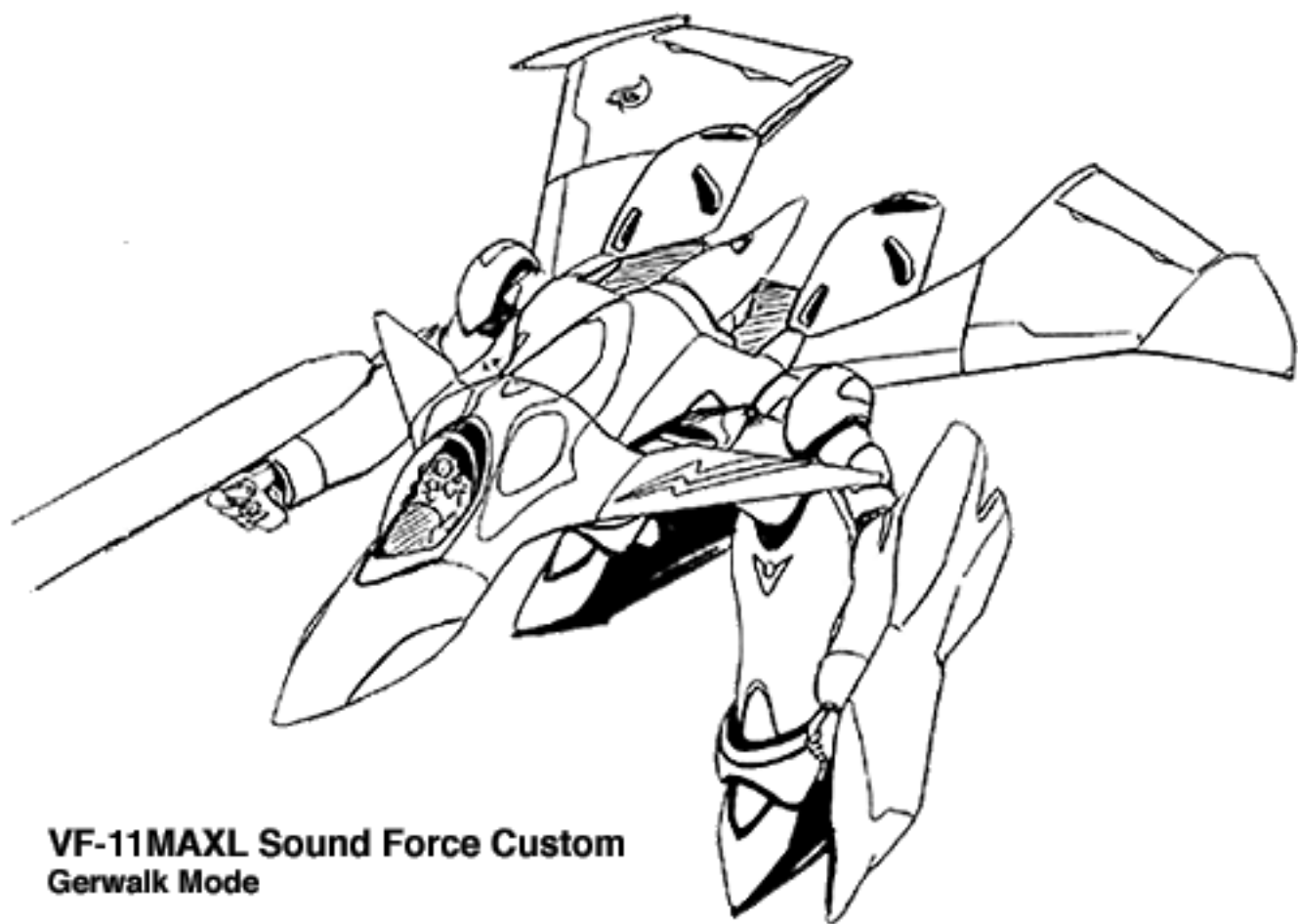
VF-11MAXL Sound Force Custom
Gerwalk Mode
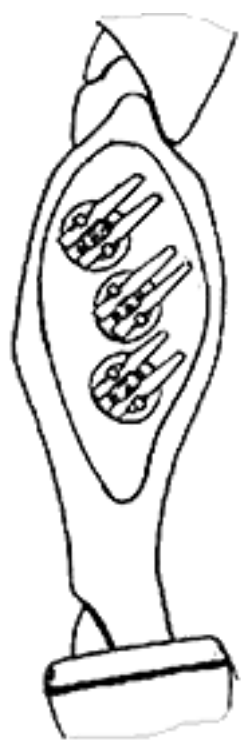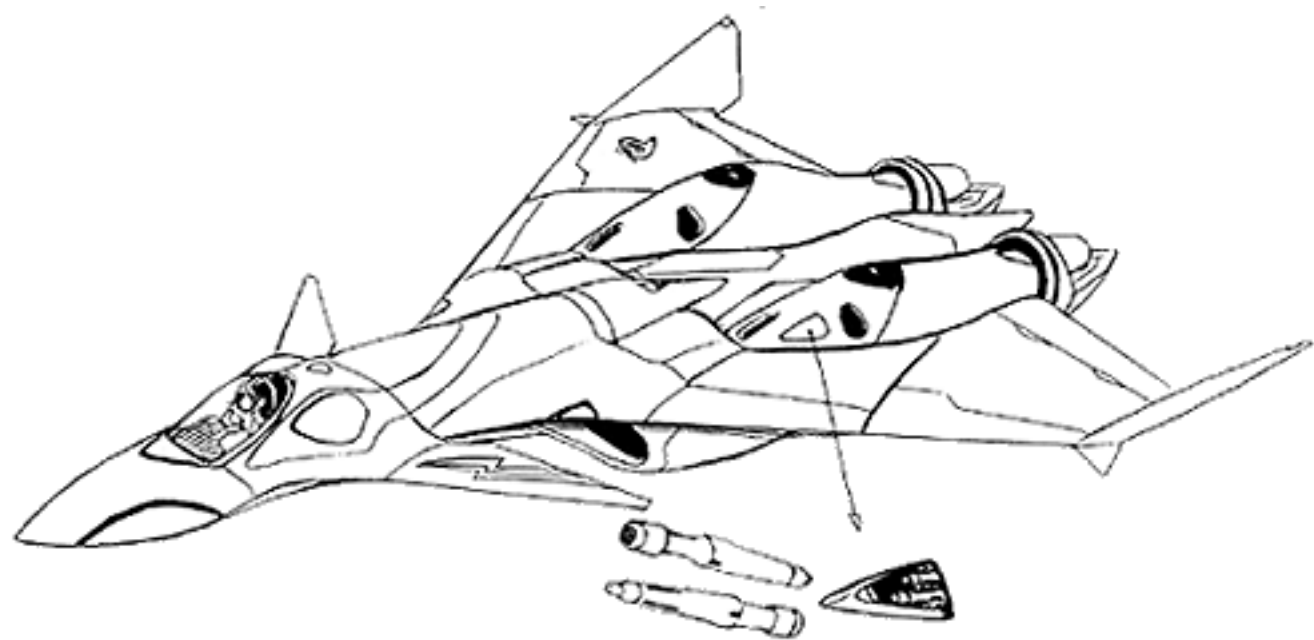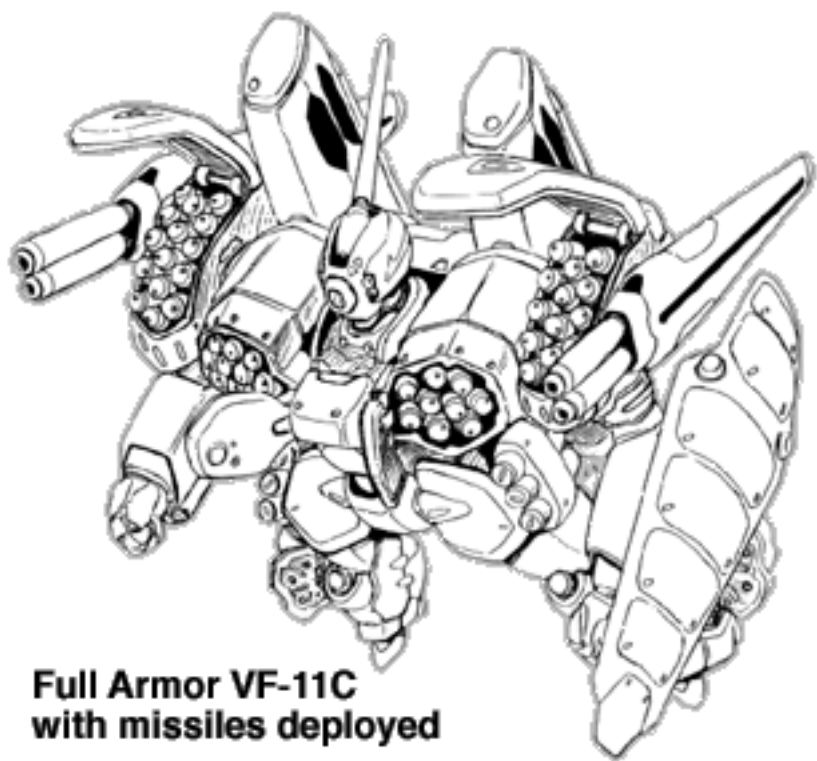
**Full Armor VF-11C
with missiles deployed**

**VF-11 Thunderbolt with
Solid-Fuel Rocket Boosters**
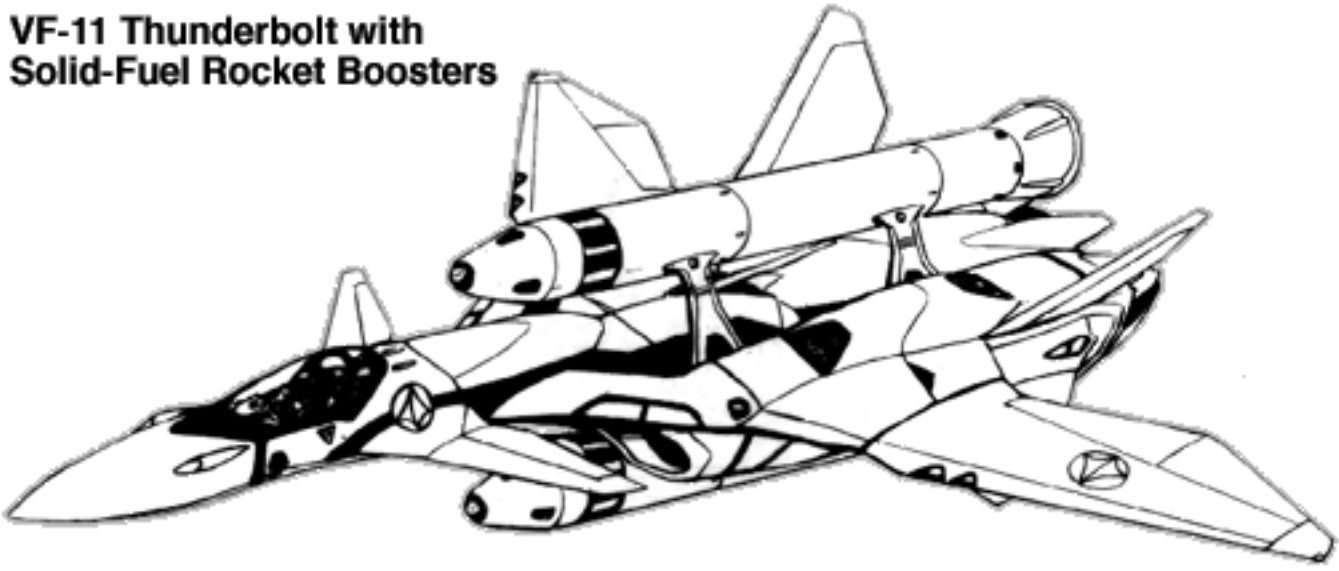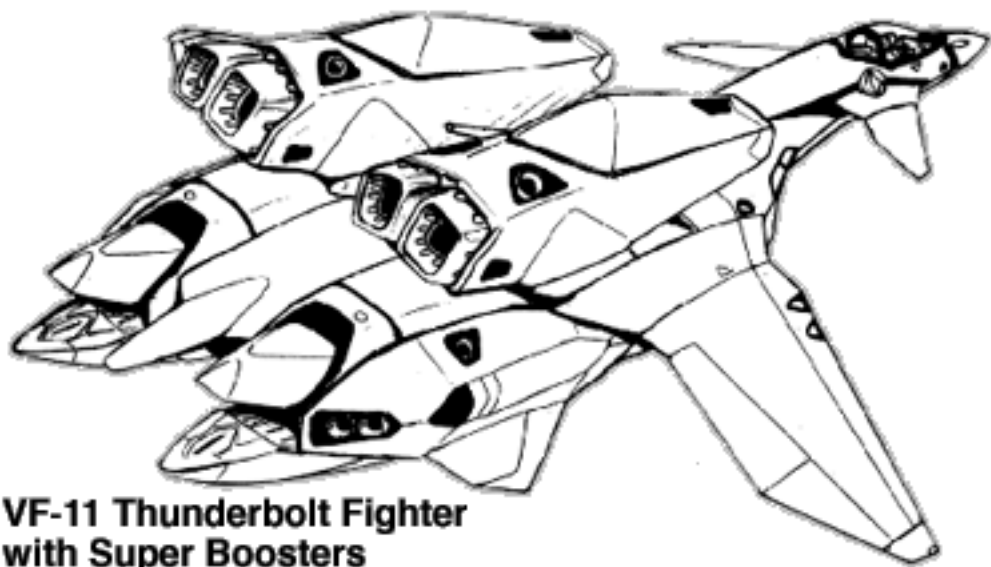
**VF-11 Thunderbolt Fighter
with Super Boosters**

**VF-11 Thunderbolt
with Super Boosters**

VF-11 Thunderbolt Soldier Mode

VF-14 Fighter Mode
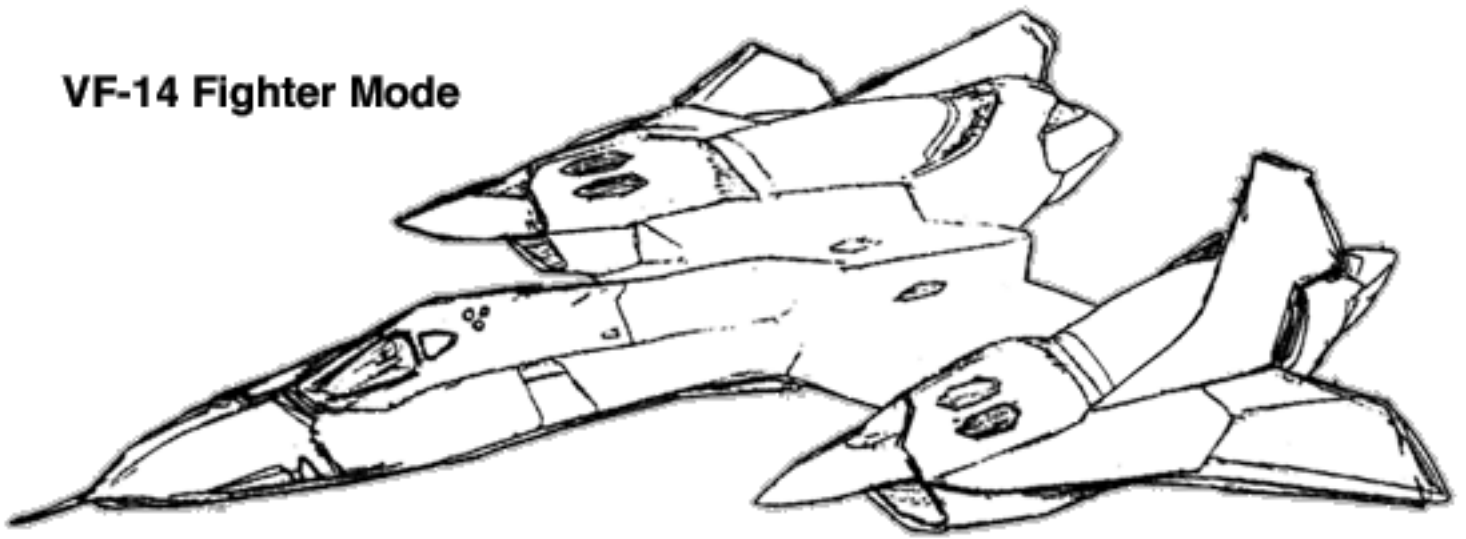
VF-14 Battroid Mode
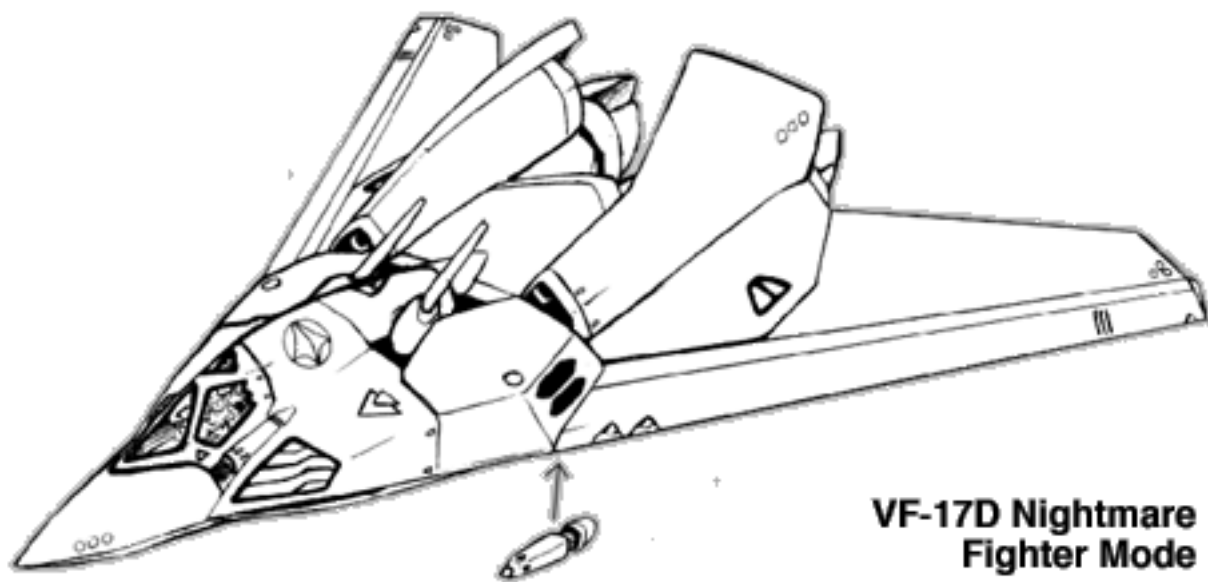
**VF-17D Nightmare
Fighter Mode**
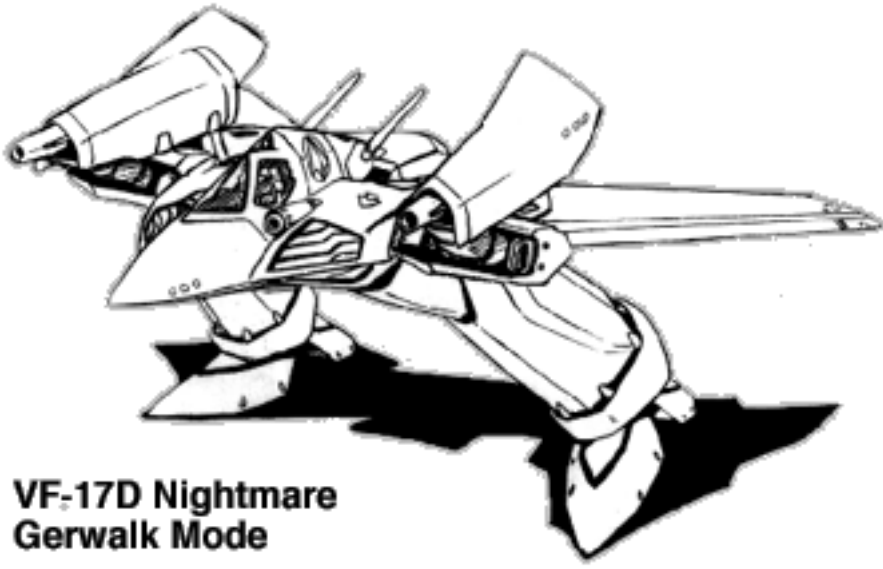
**VF-17D Nightmare
Gerwalk Mode**
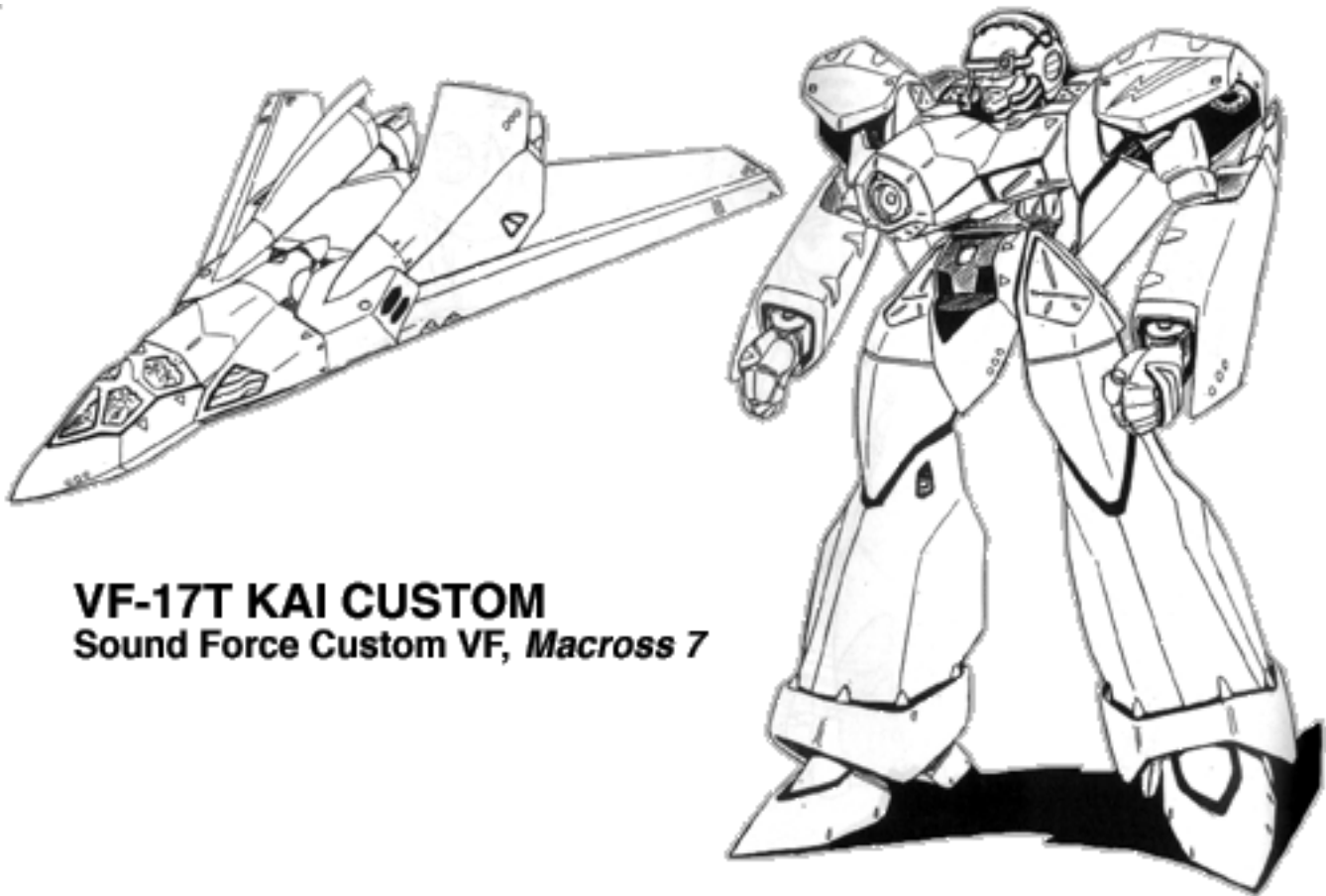
VF-17T KAI CUSTOM
Sound Force Custom VF, *Macross 7*

Rear Cockpit View
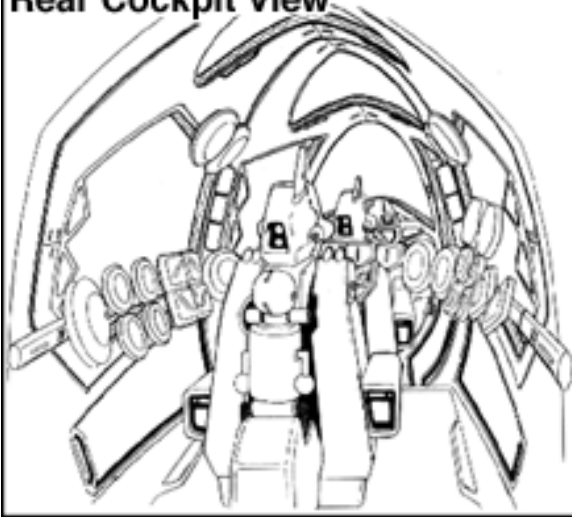
Sound Panel Percussion
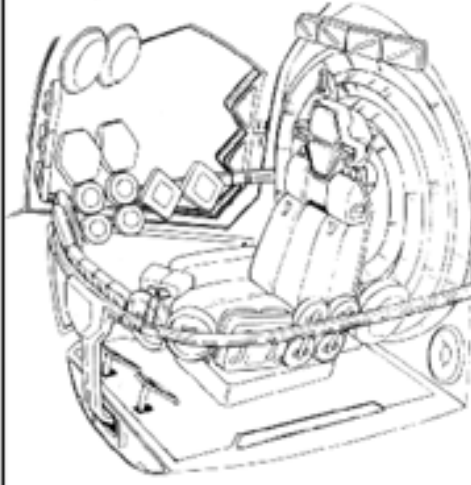
"Keyboard-Stick" Controls
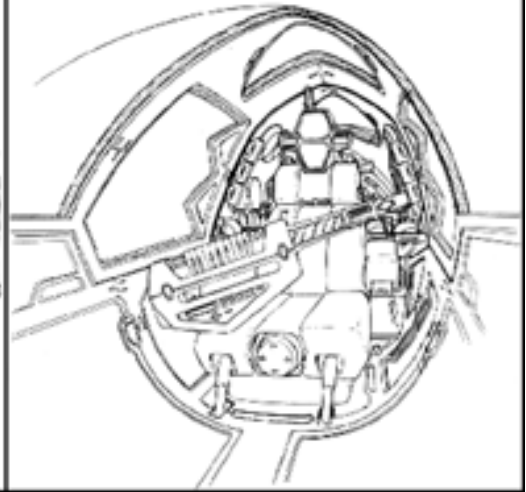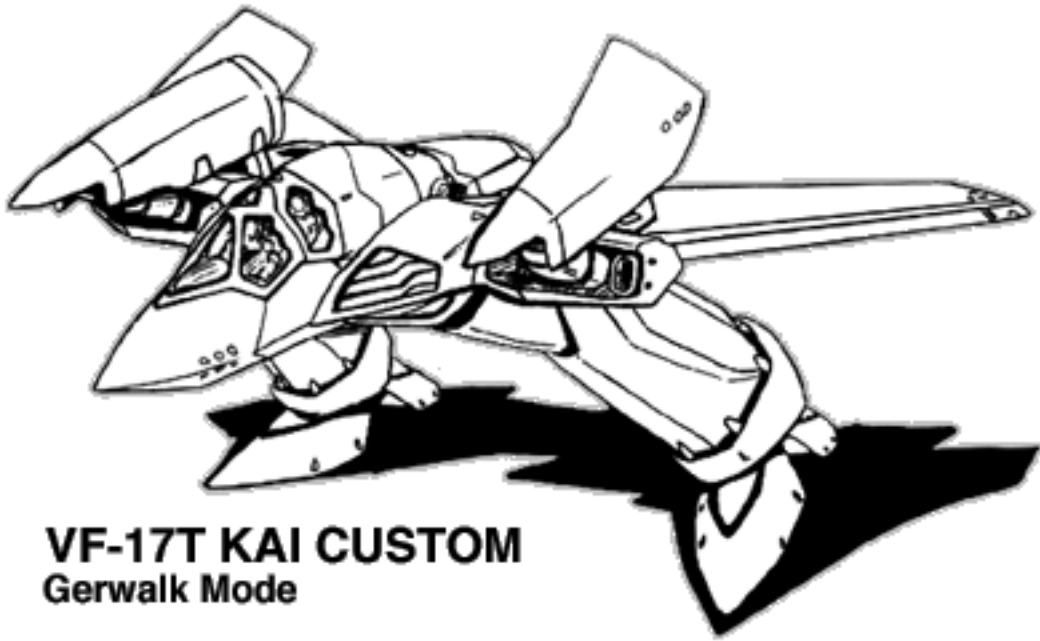
VF-17T KAI CUSTOM
Gerwalk Mode
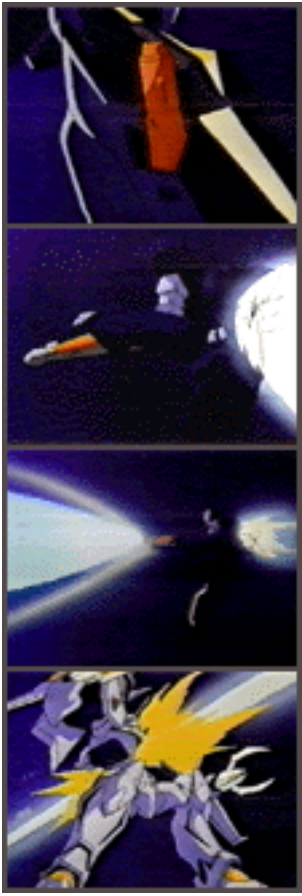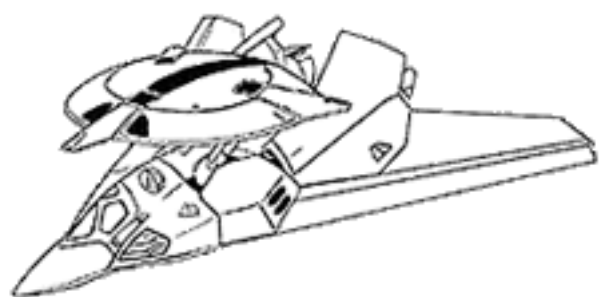
VF-17S Head
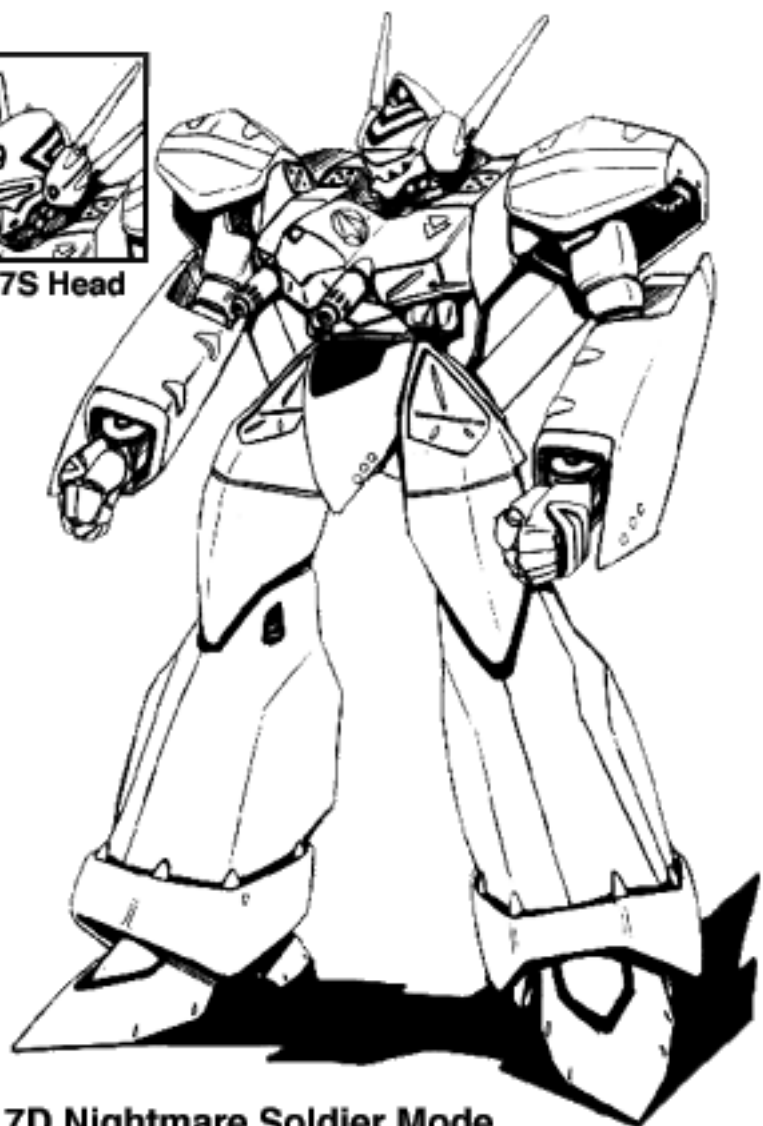
VF-17D Nightmare Soldier Mode

VF-19A Excalibur
Atmospheric Combat Version
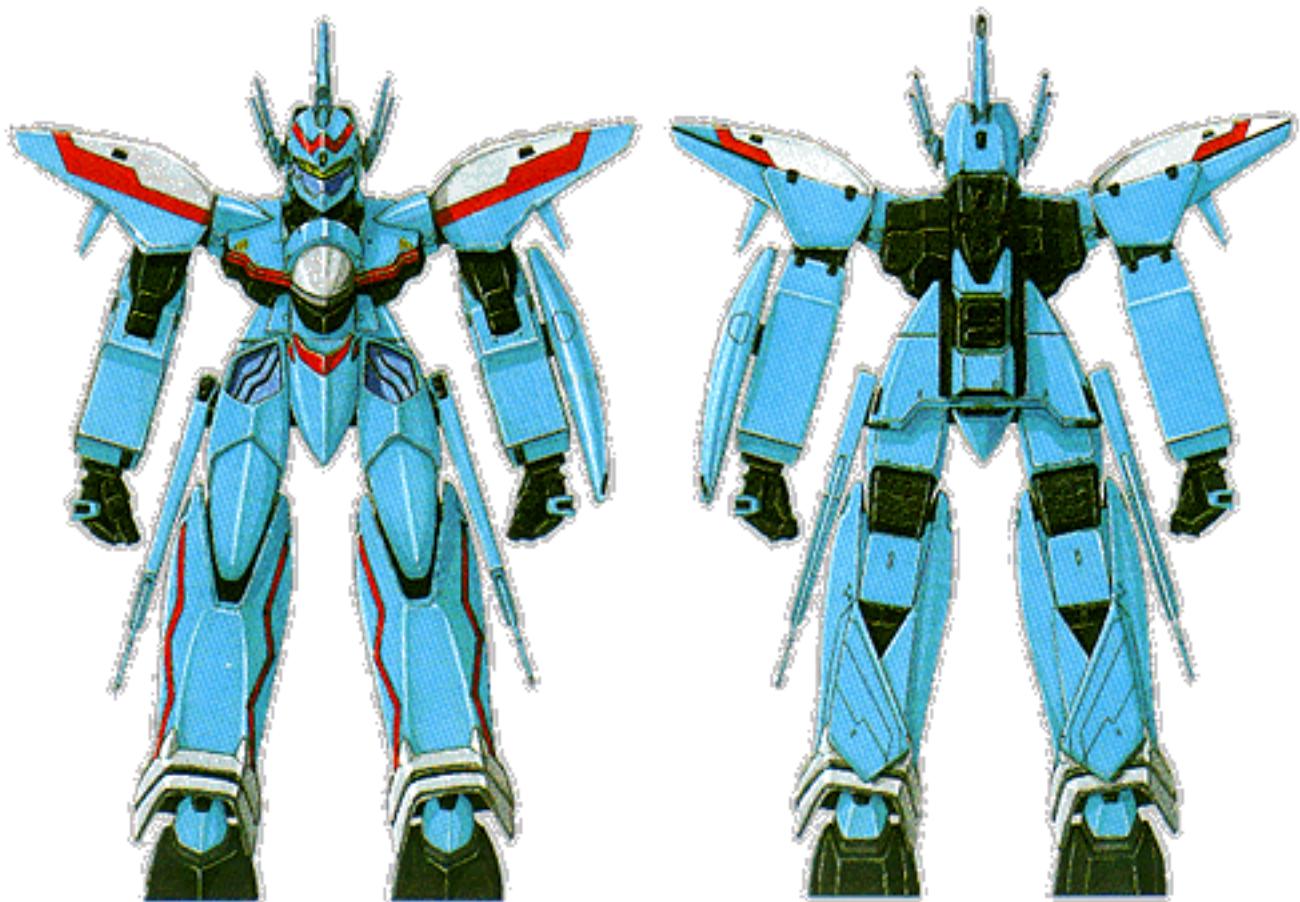
VF-19 BLAZER *(Alternate Color Scheme)*
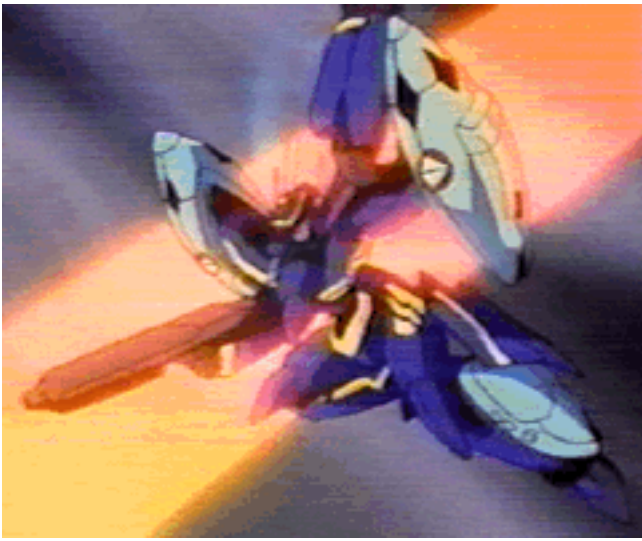
VF-19S EXCALIBUR
(Fighter Mode)
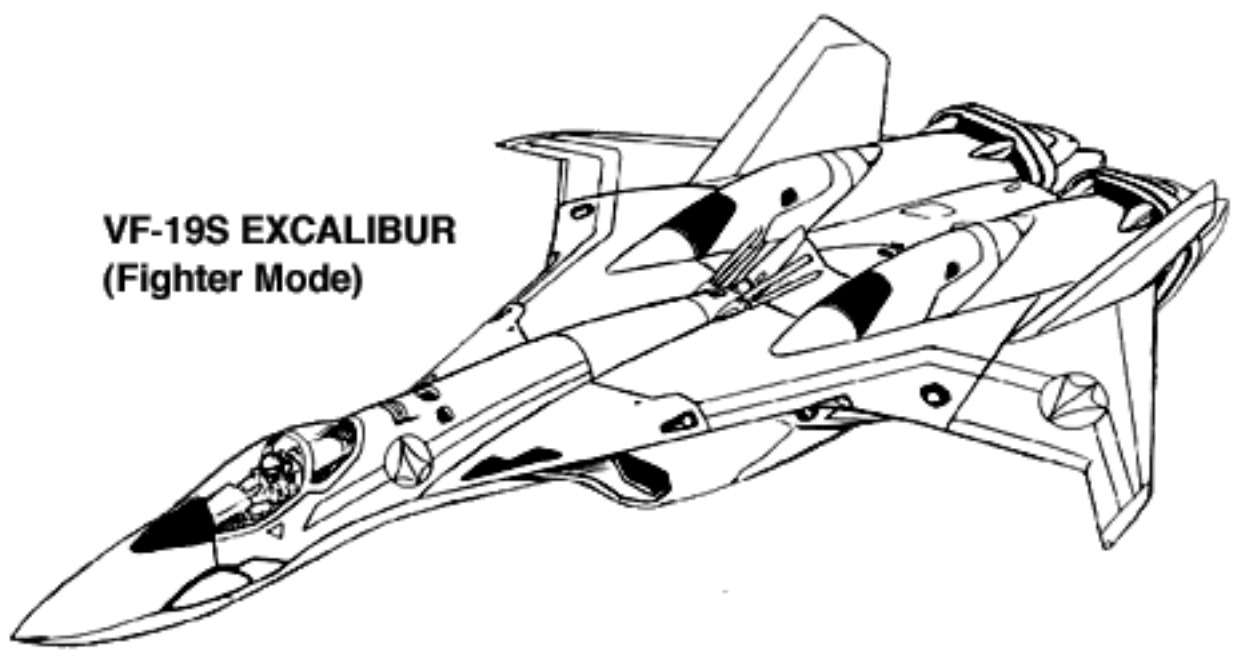
VF-19F EXCALIBUR
(Soldier Mode)
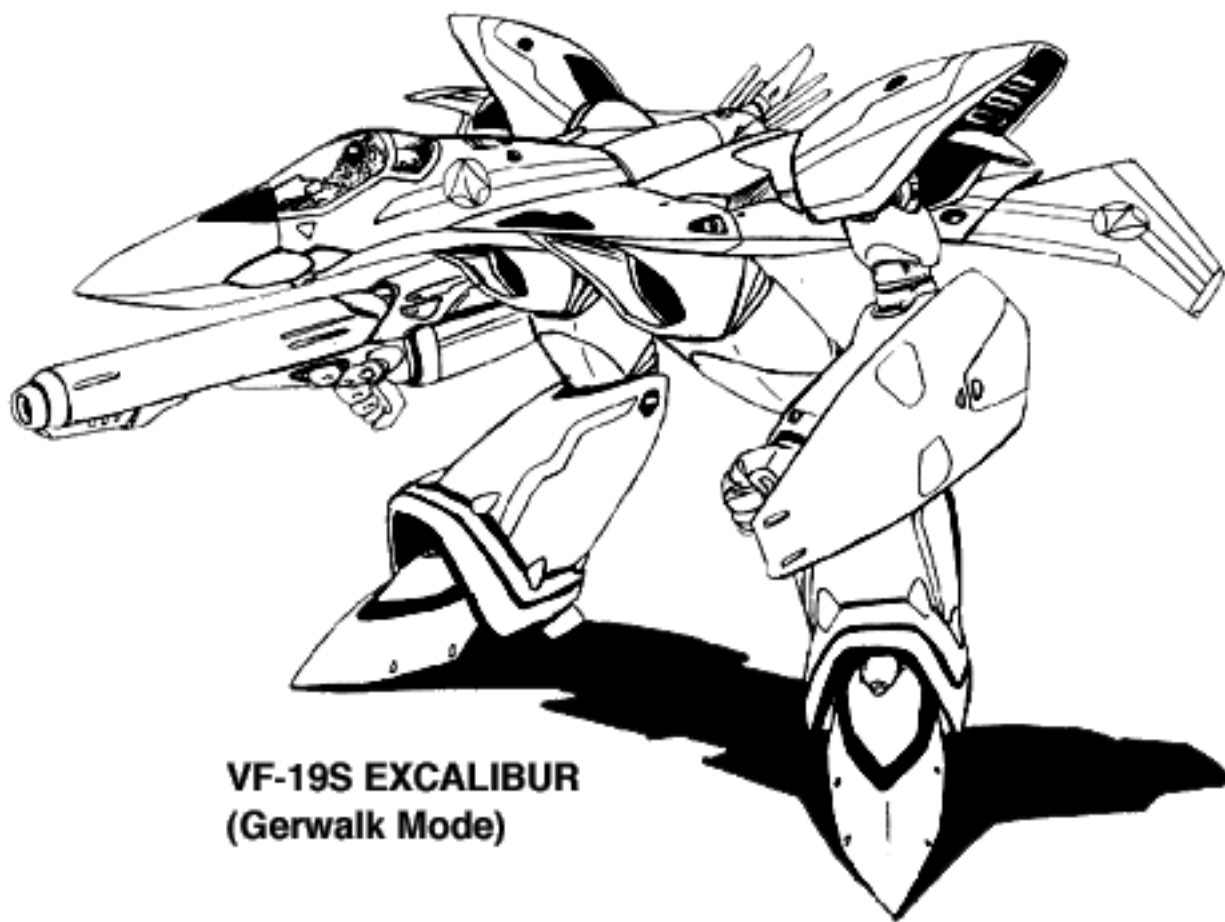
VF-19S EXCALIBUR
(Gerwalk Mode)

VF-19 KAI FIRE VALKYRIE
Fighter Mode
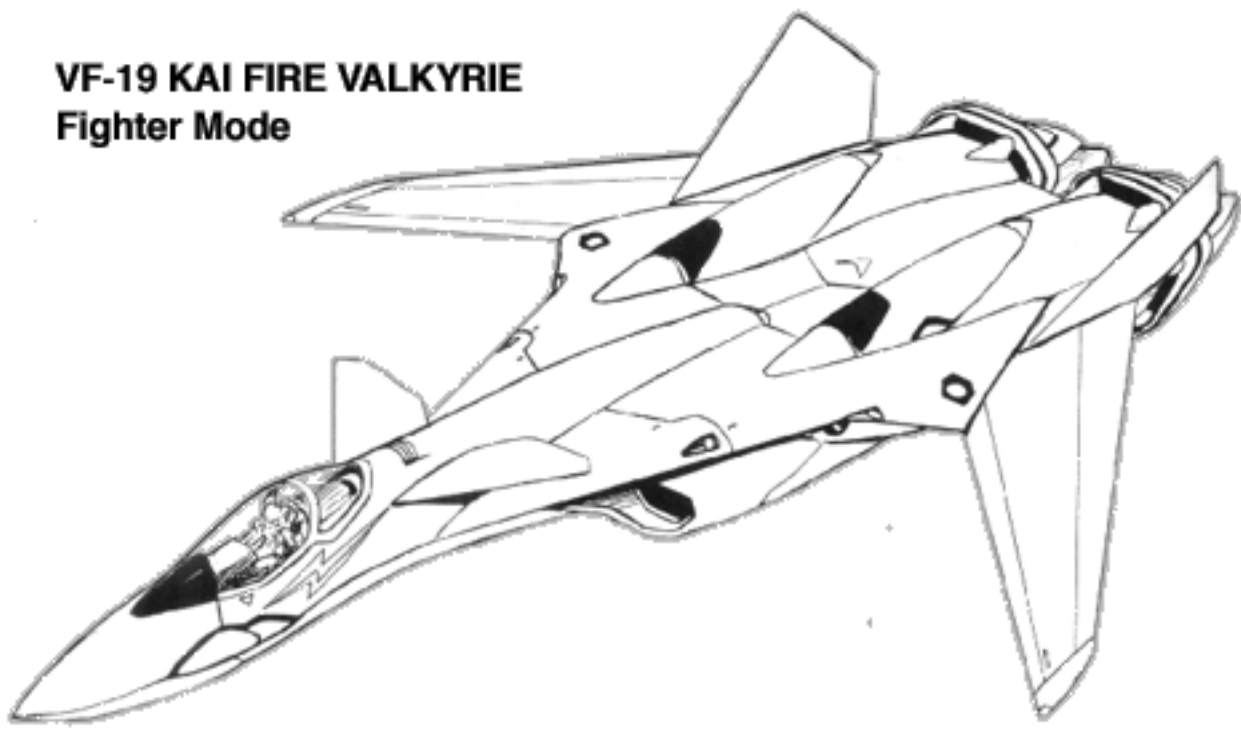
VF-19 KAI FIRE VALKYRIE
Gerwalk Mode

VF-19 KAI FIRE VALKYRIE
Head Details

VF-19 Kai Soldier Mode

VF-19S EXCALIBUR
(Soldier Mode)

Beam Cannon

**Micro-Missile
Launcher**

**RMS-1
Nuclear
Missiles**

Head Lasers

U.N.SPACY

VF-1S Strike Valkyrie

GU-11 55mm Gun Pod
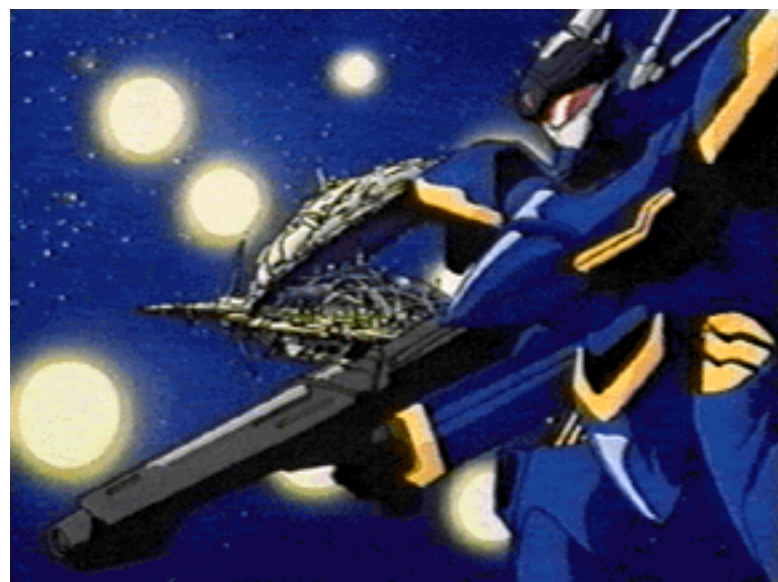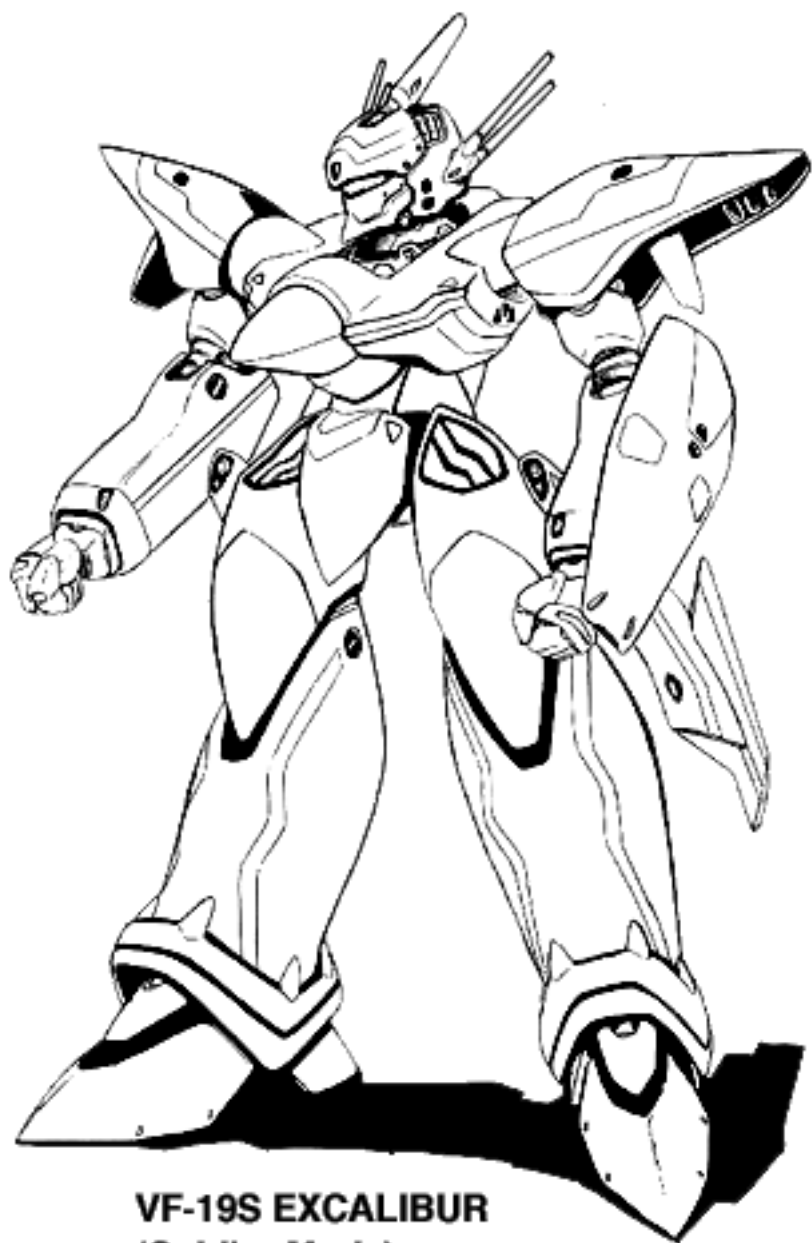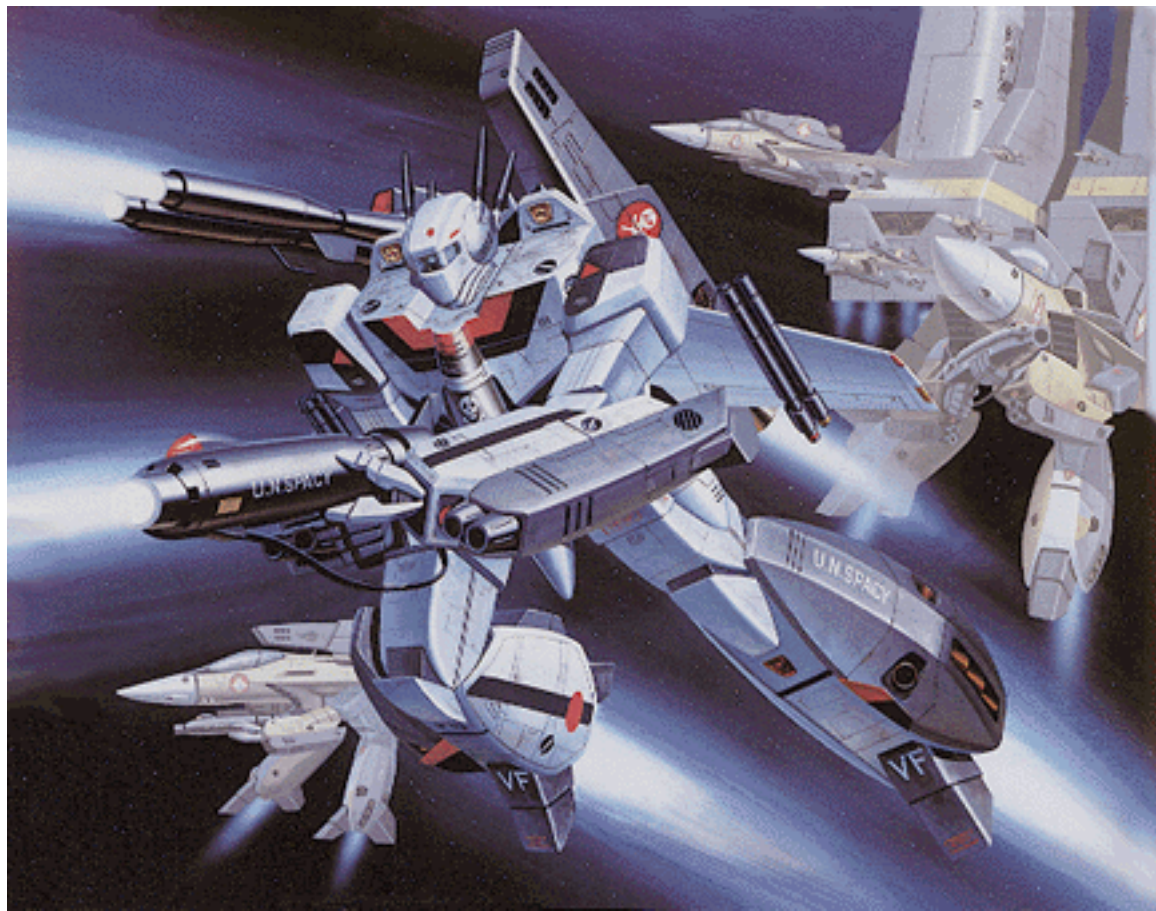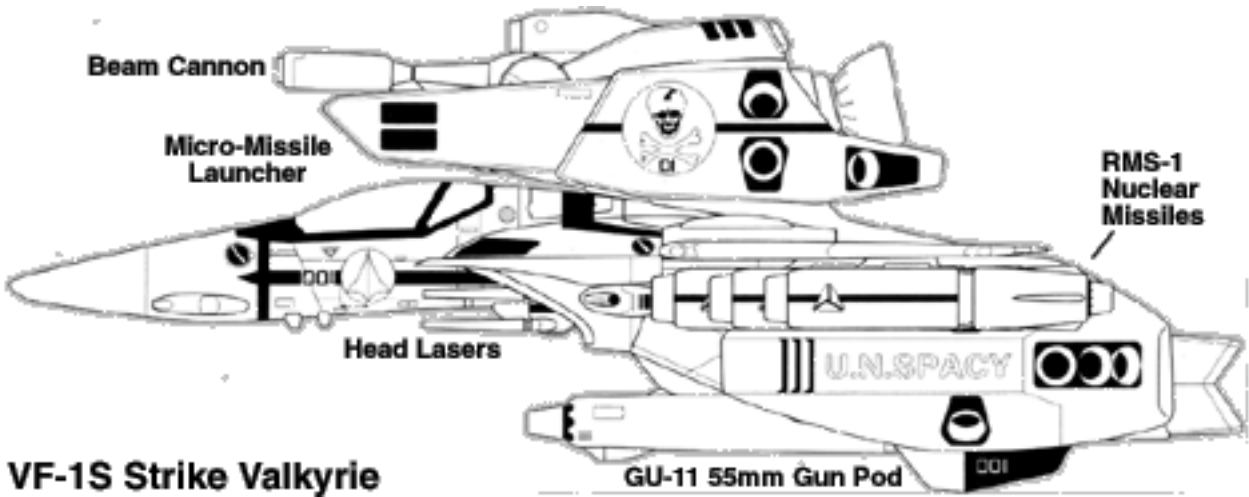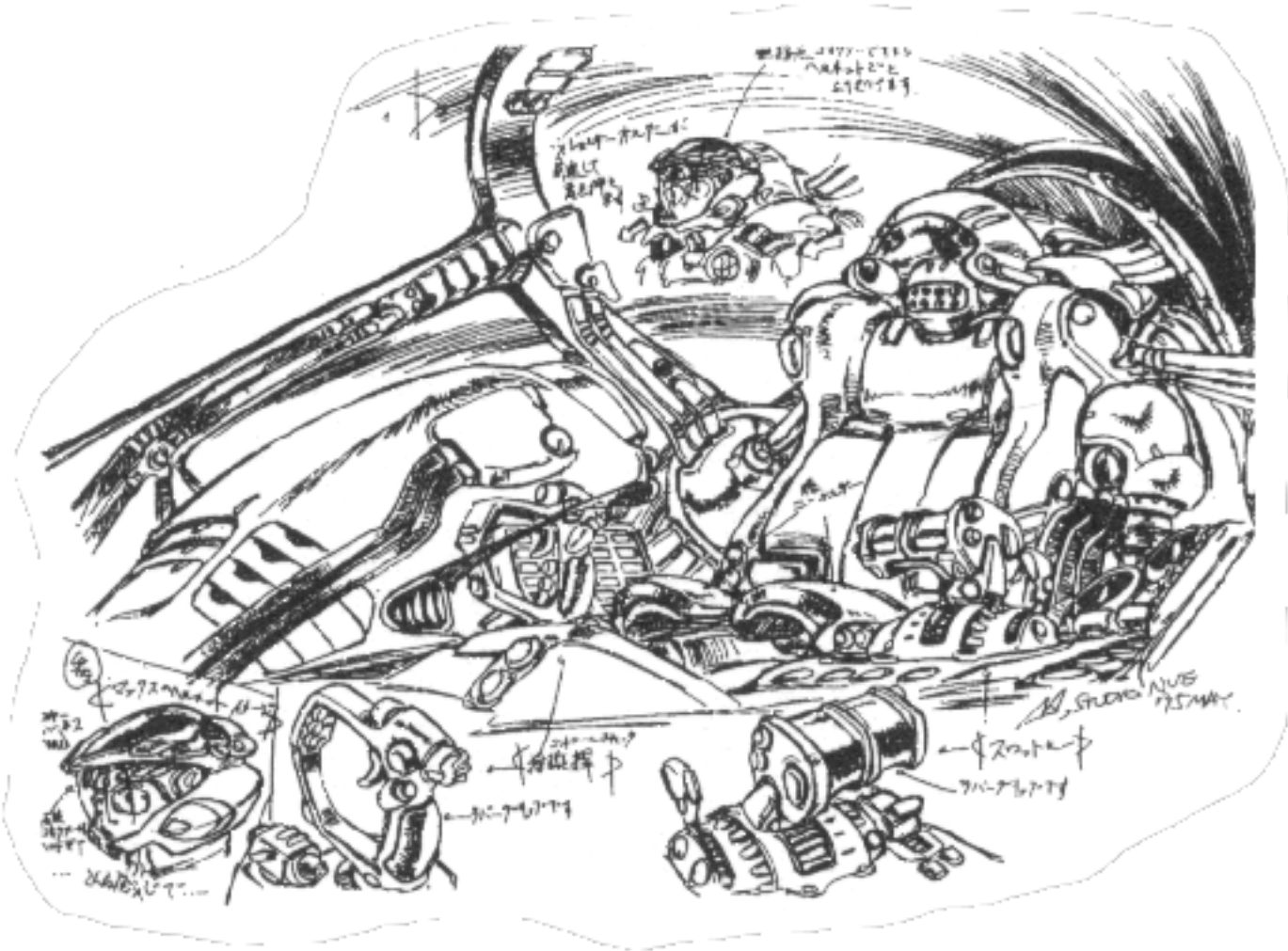
VF-22 STURMVOGEL
in Fighter Mode
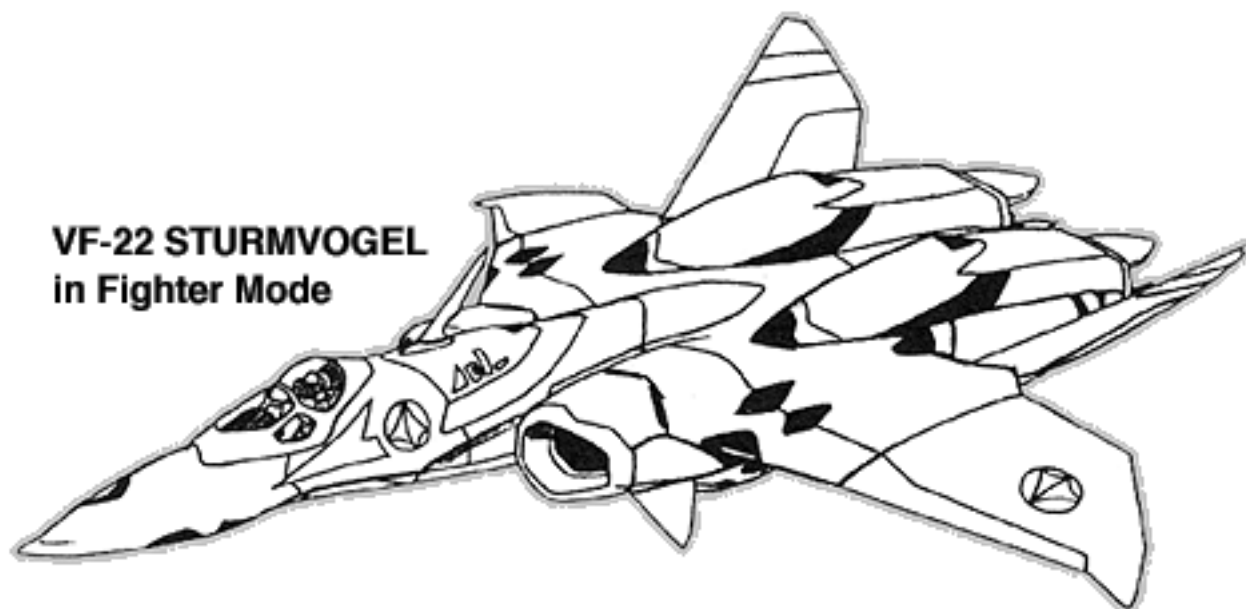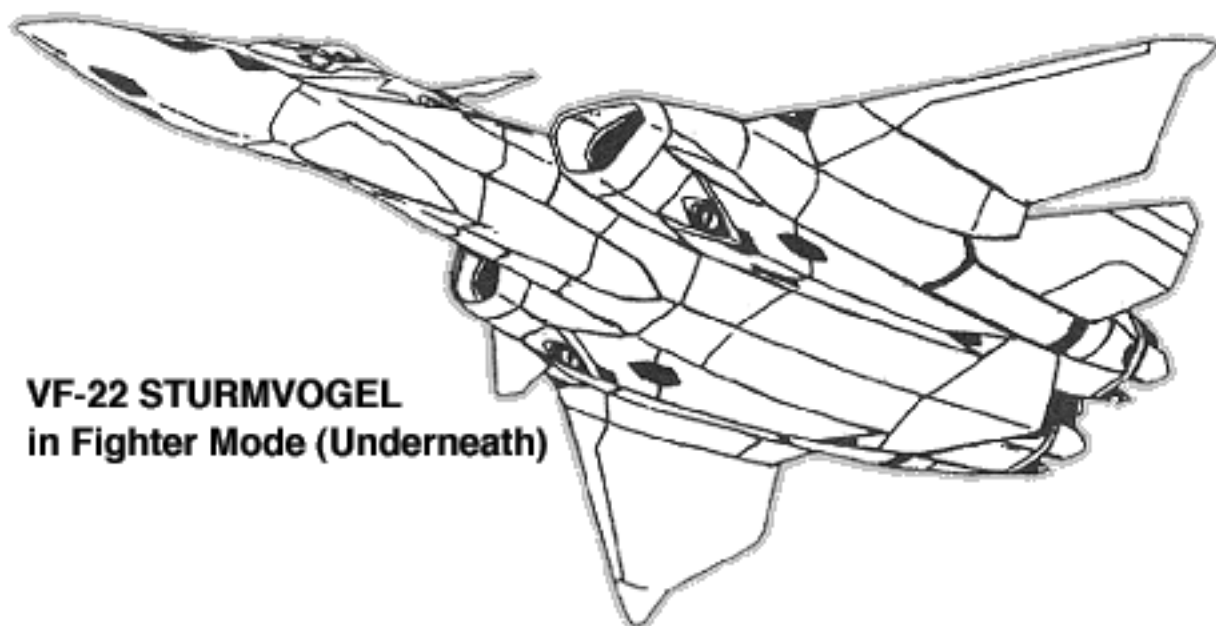
VF-22 STURMVOGEL
in Fighter Mode (Underneath)
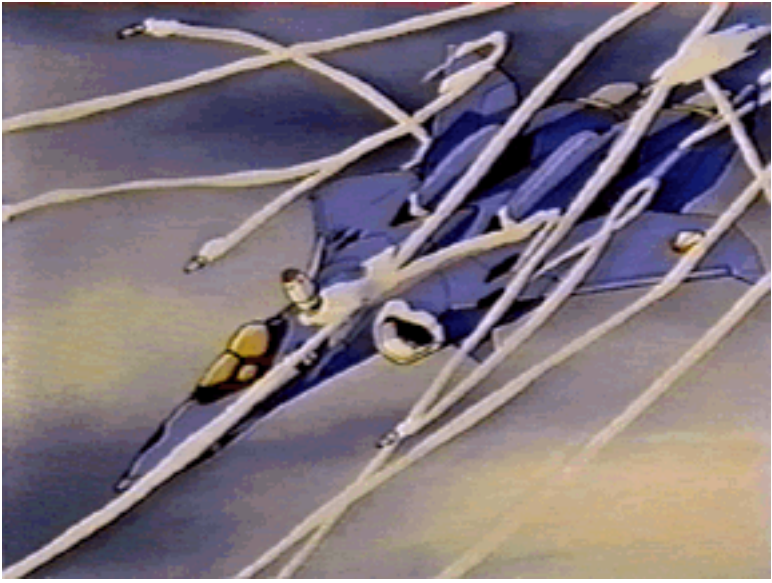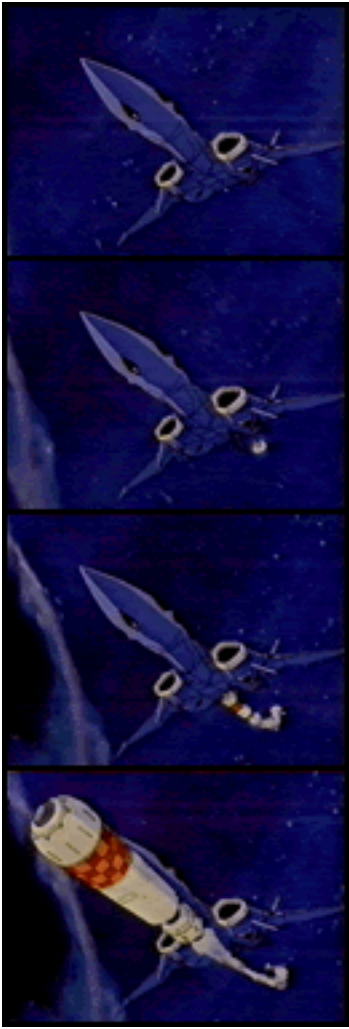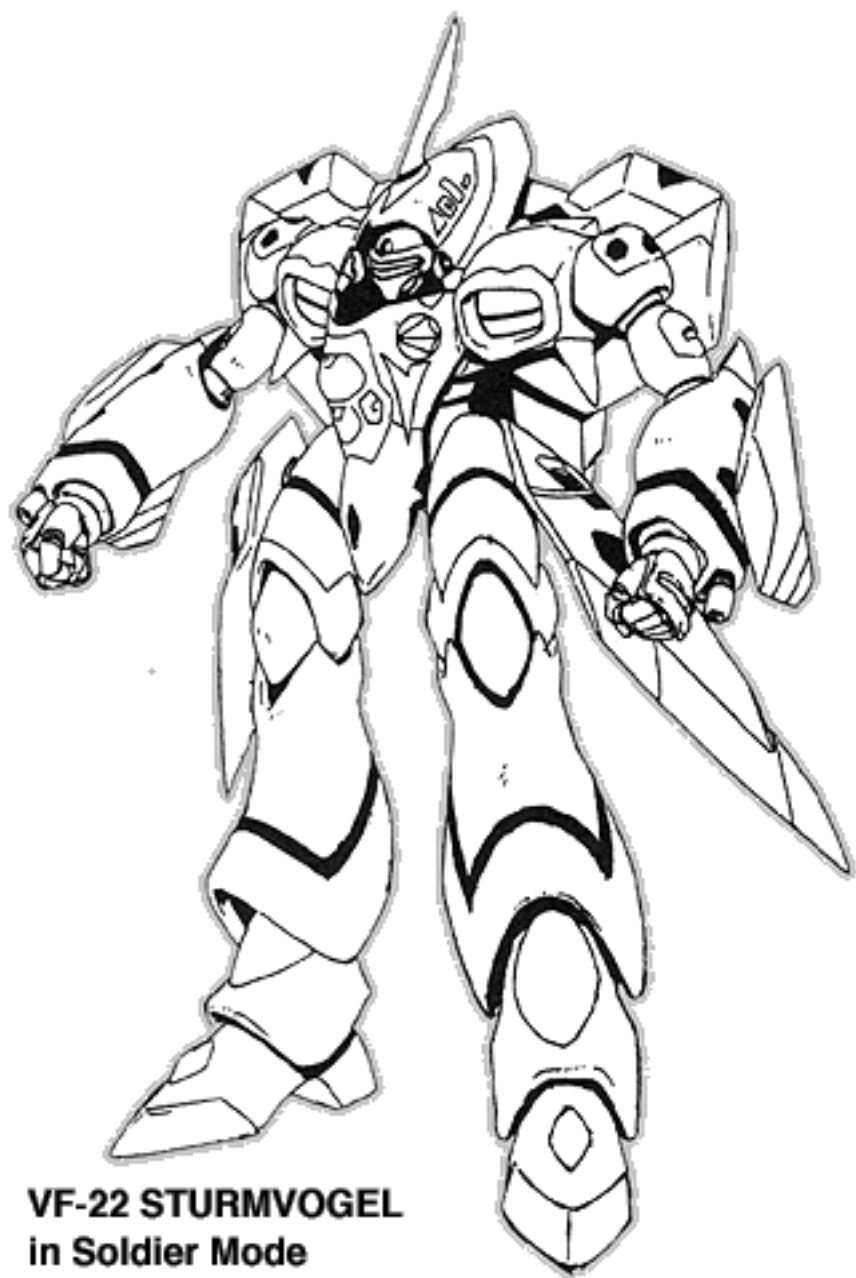
VF-22 STURMVOGEL
in Soldier Mode

VF-4 Lightning III
Battroid Mode

VF-4 LIGHTNING III
Schematic View

<Top View>

<Front View>

<Side View>
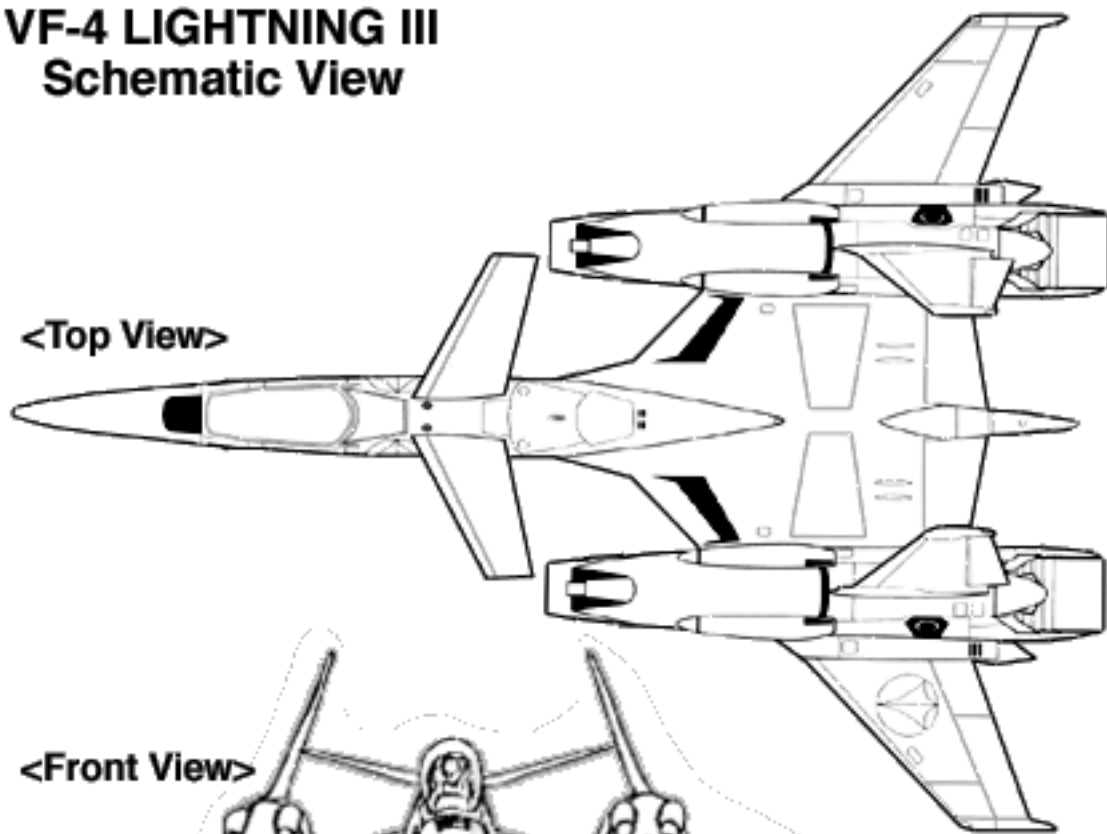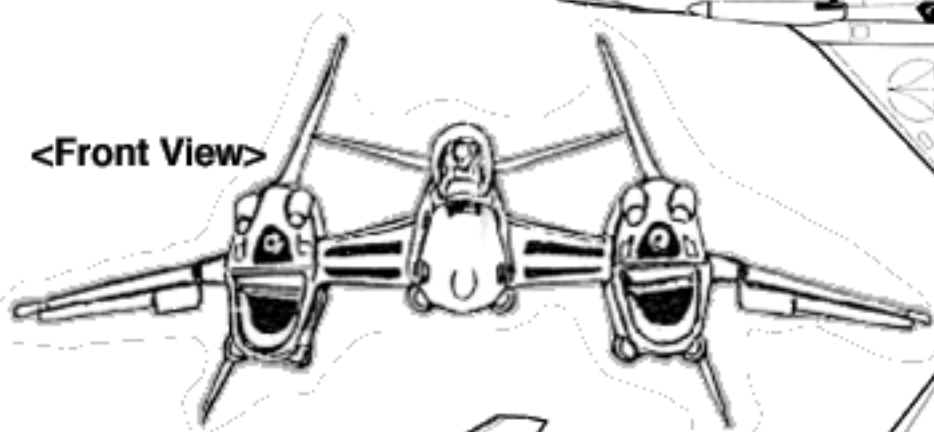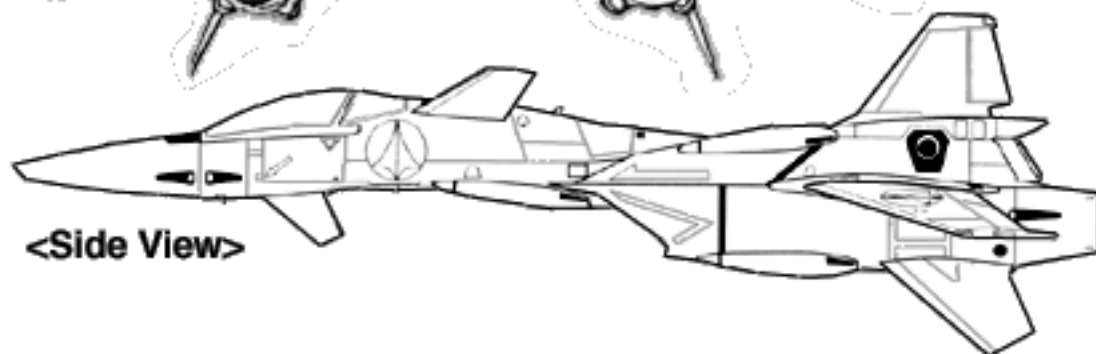
VF-4 Lightning III Fighter Mode
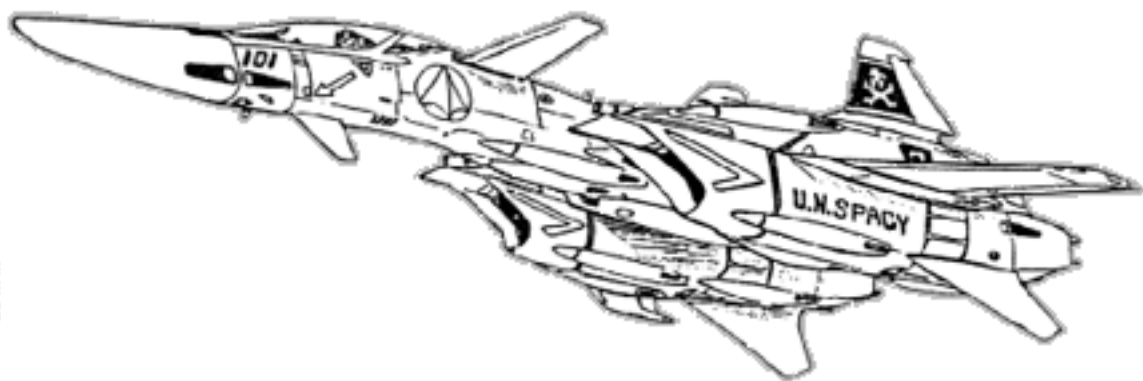
VF-X-4 Prototype
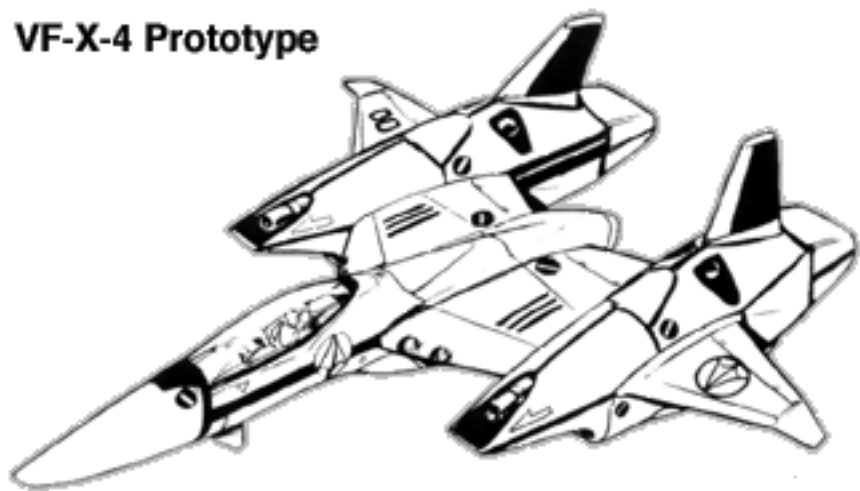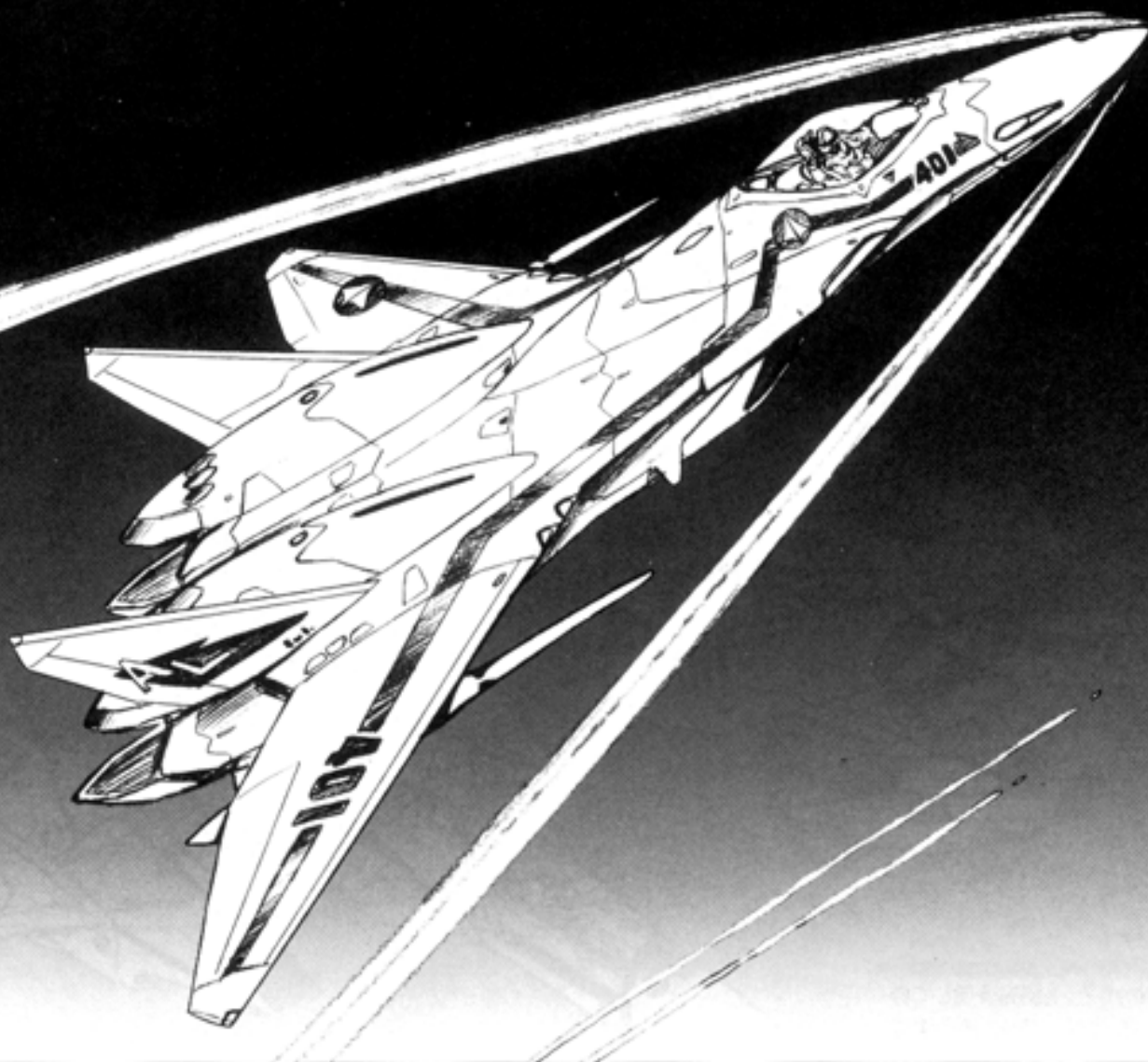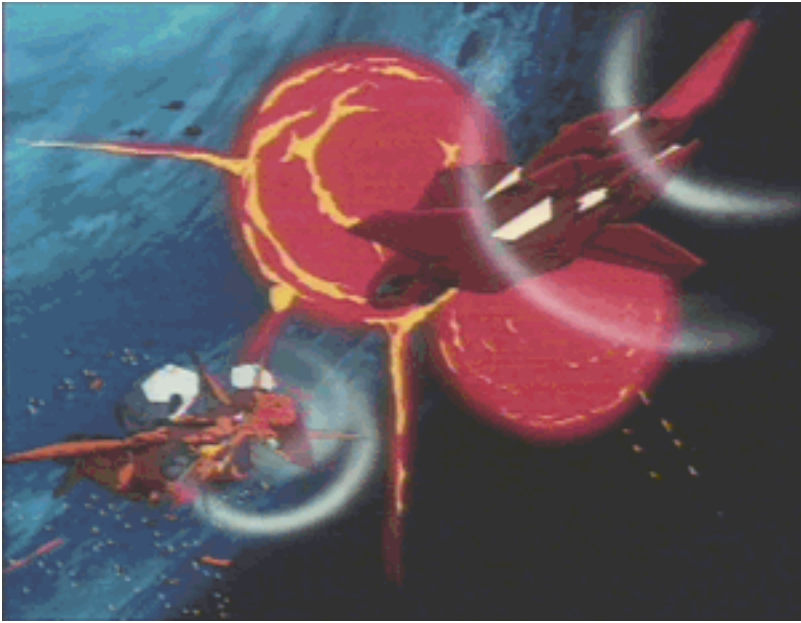
GHOST X-9
with External Rocket Boosters
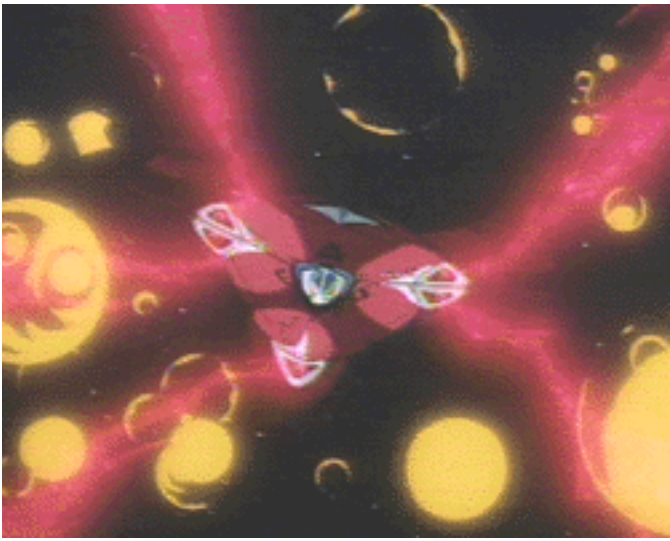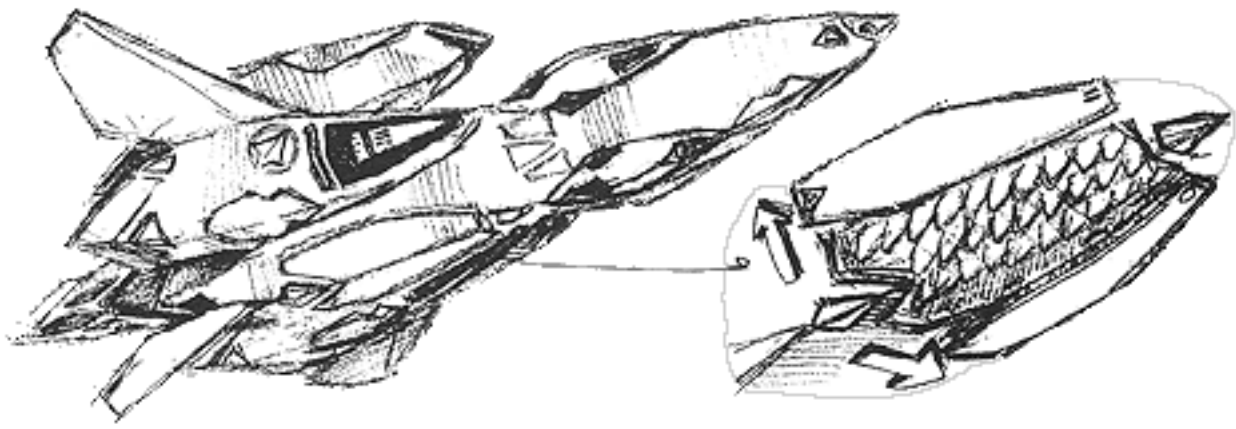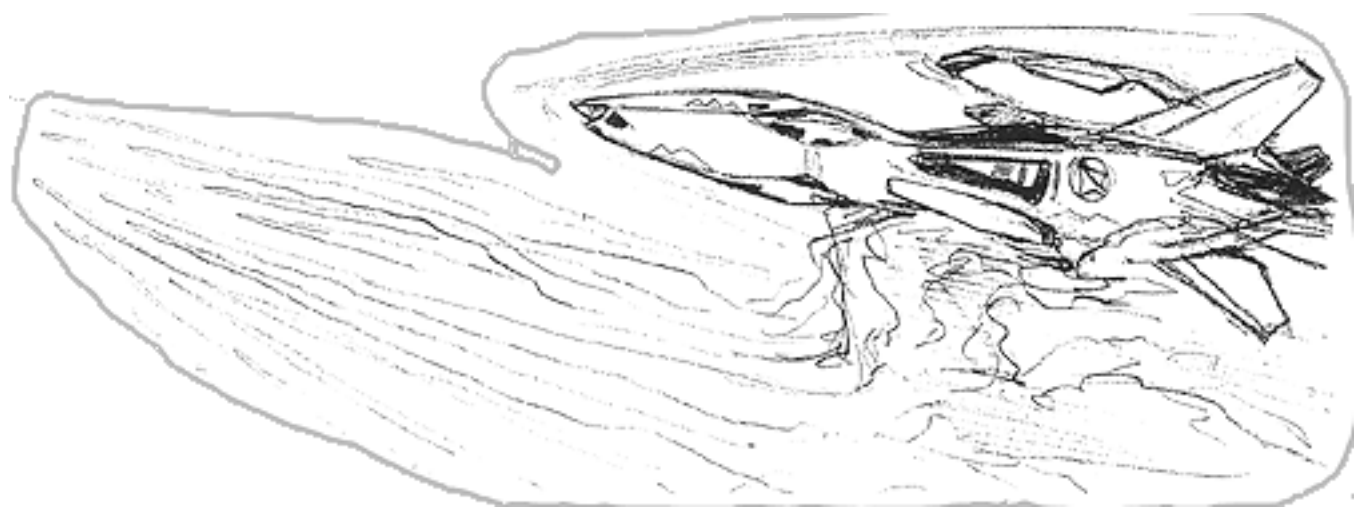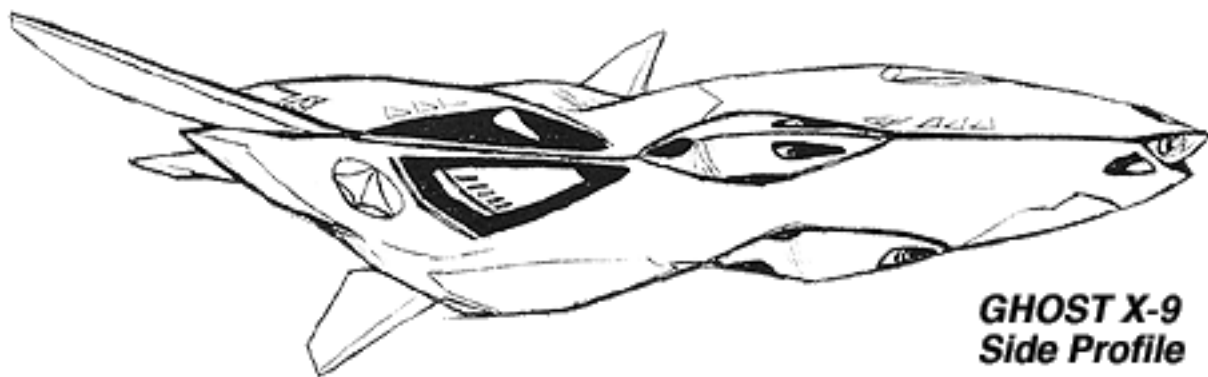
GHOST X-9
Side Profile
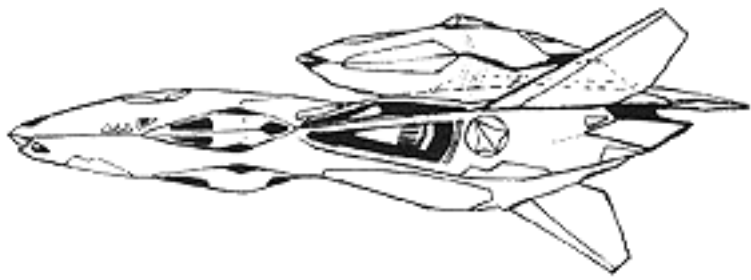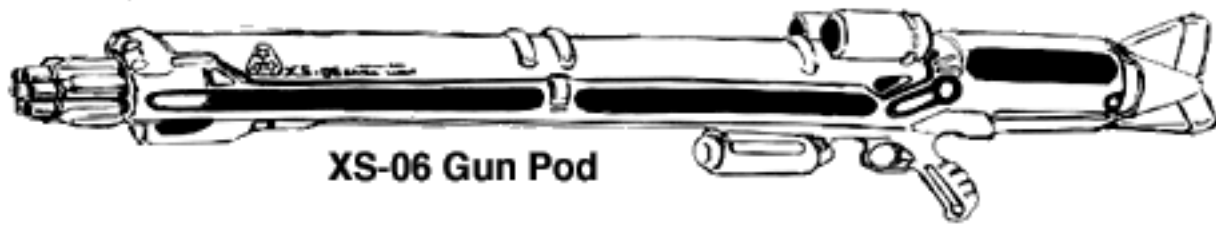
XS-06 Gun Pod

YF-19 FAST Pack Additions

YF-19 "ALPHA ONE"
Gerwalk Mode
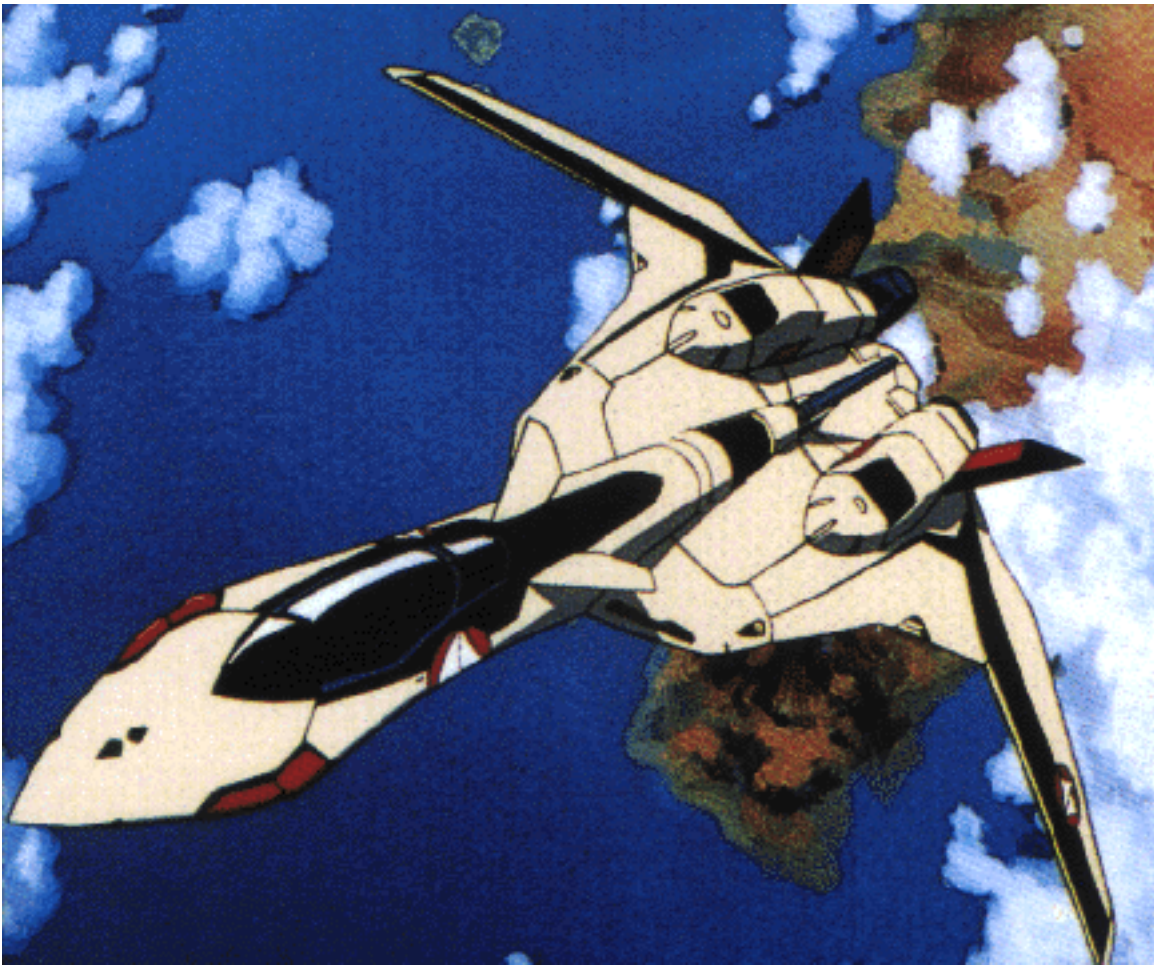
YF-19 "ALPHA ONE"
Soldier Mode

YF-21 FAST Pack Additions

YF-21 "OMEGA ONE"
Fighter Mode
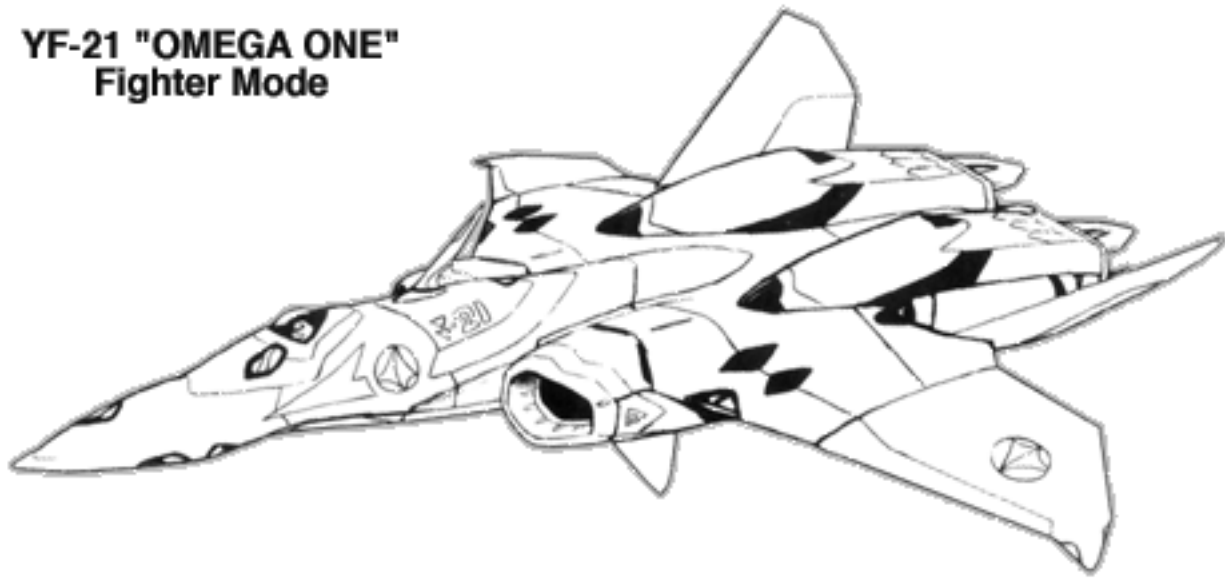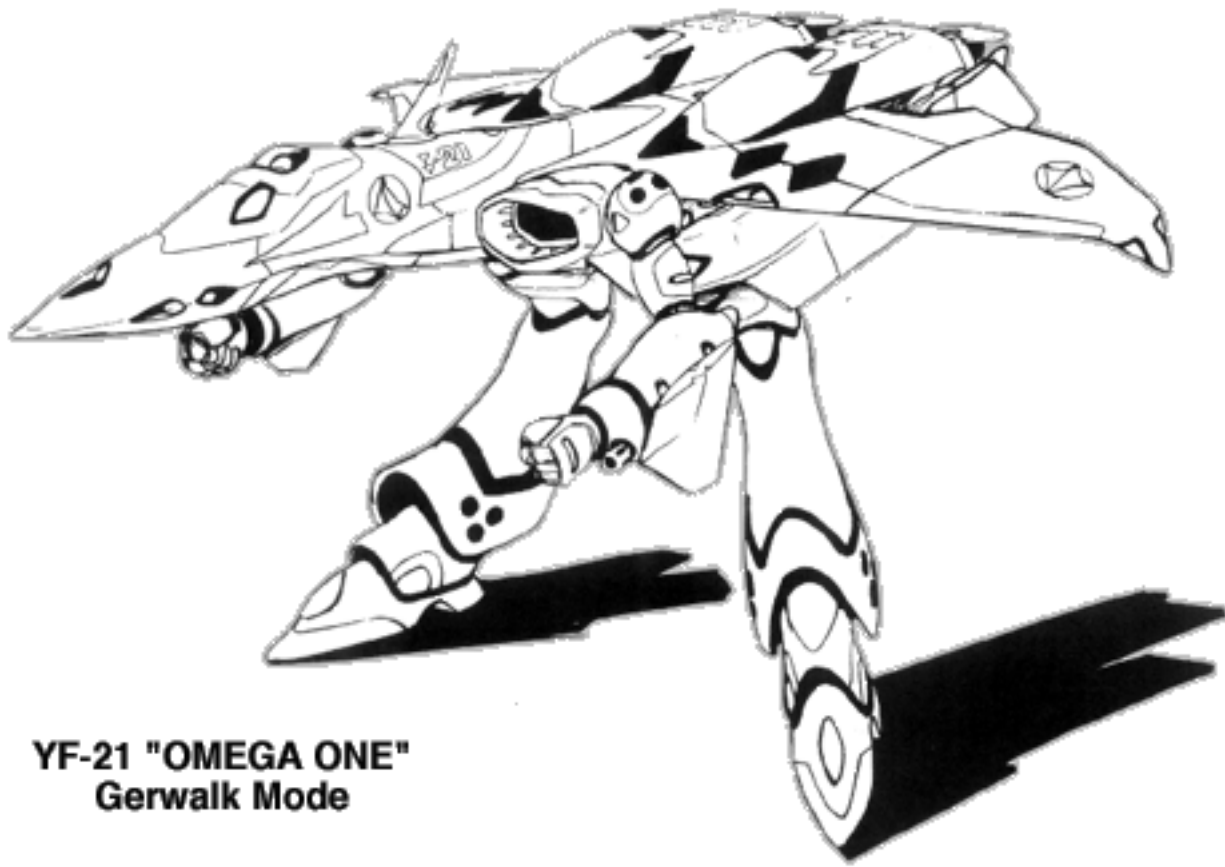
YF-21 "OMEGA ONE"
Gerwalk Mode
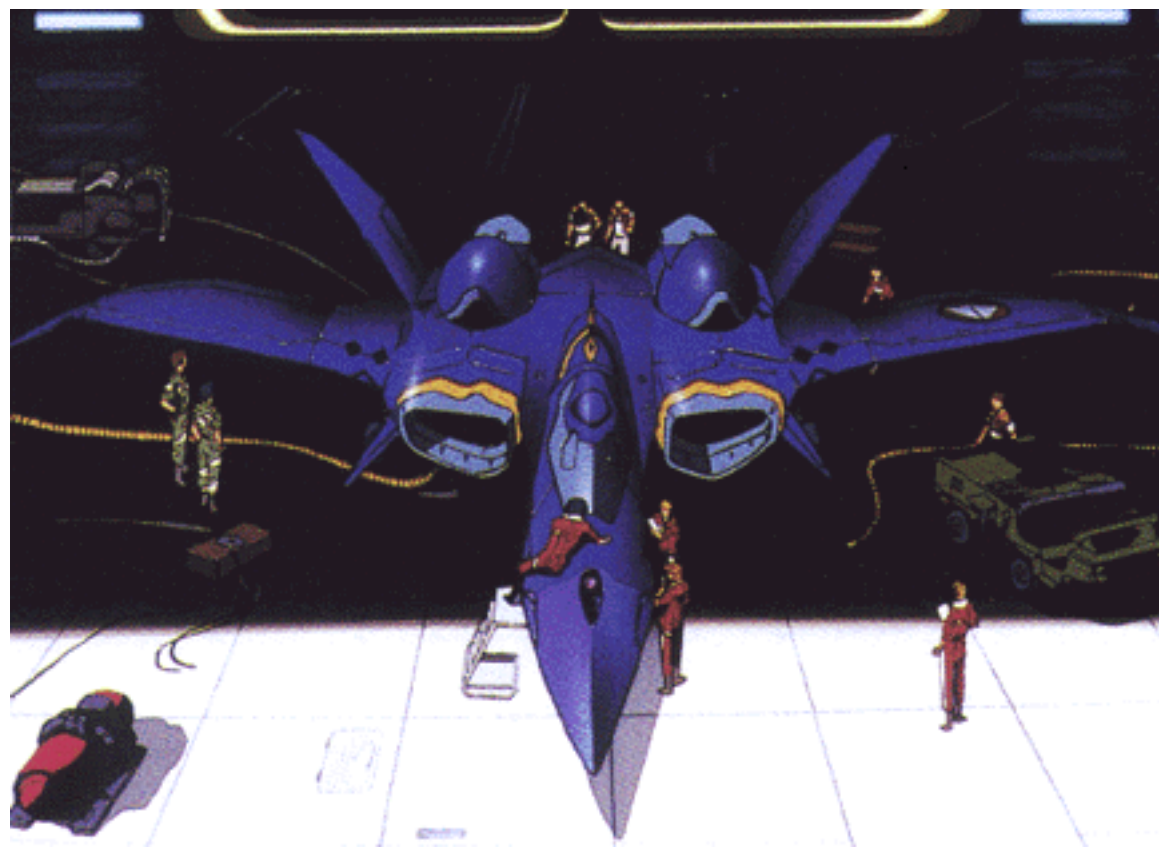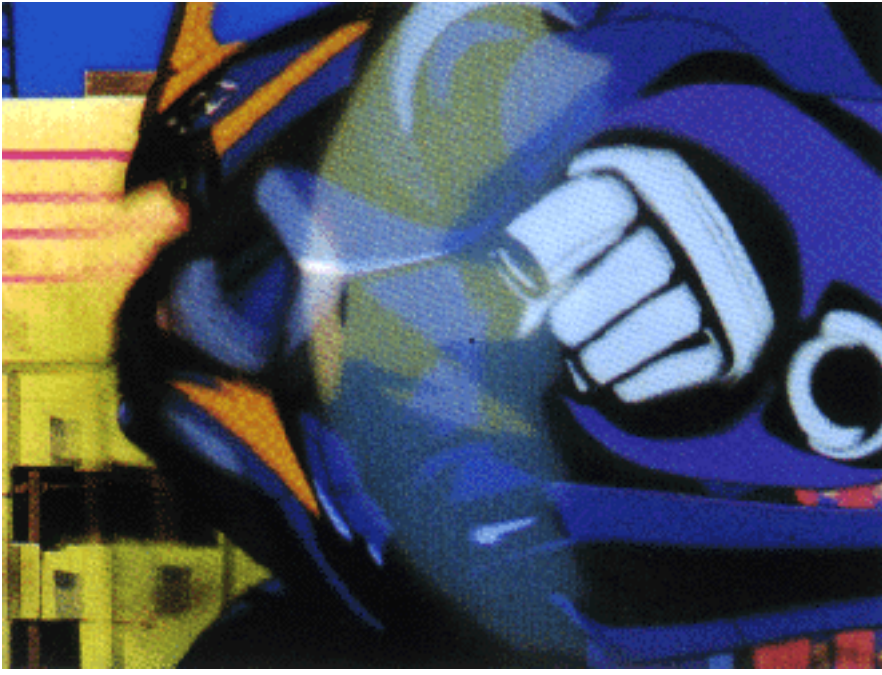
YF-21 "OMEGA ONE"
Soldier Mode
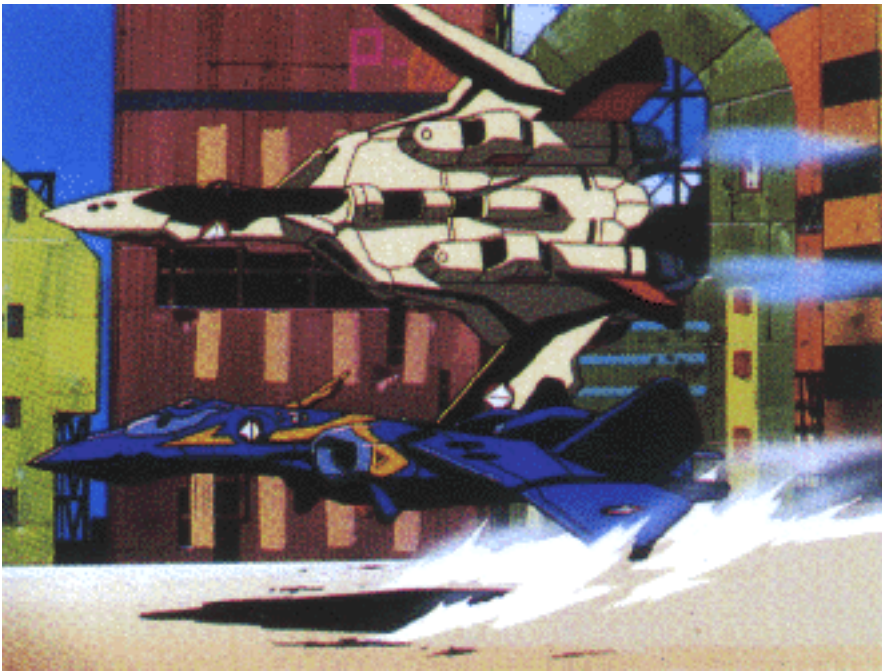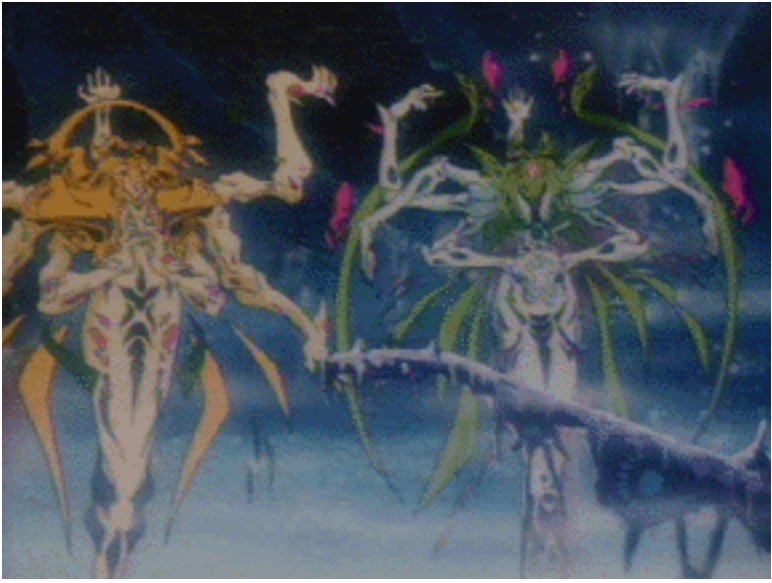
Third Invid War Image Index

Click on any title below to view the corresponding image. You can also download these images by setting your web browser to "download GIF" instead of "use browser as viewer".

Index last updated: August 27, 1997

- **stinger1.gif** - A Stinger launching from a hidden bunker.
- **stinger2.gif** - A Stinger attacking a plane.
- **stinger3.gif** - Two Stingers being prepared for battle.
- **stinger4.gif** - A Stinger attacking ground troops.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net
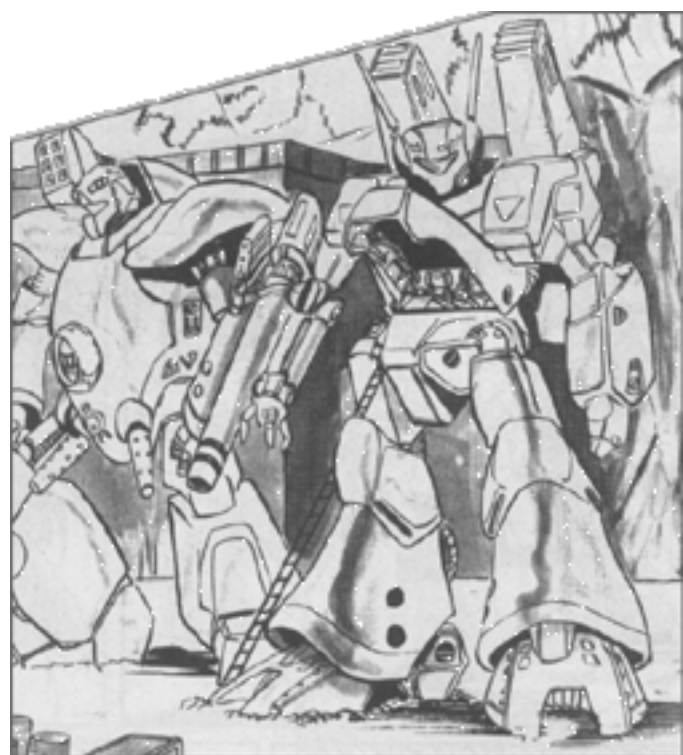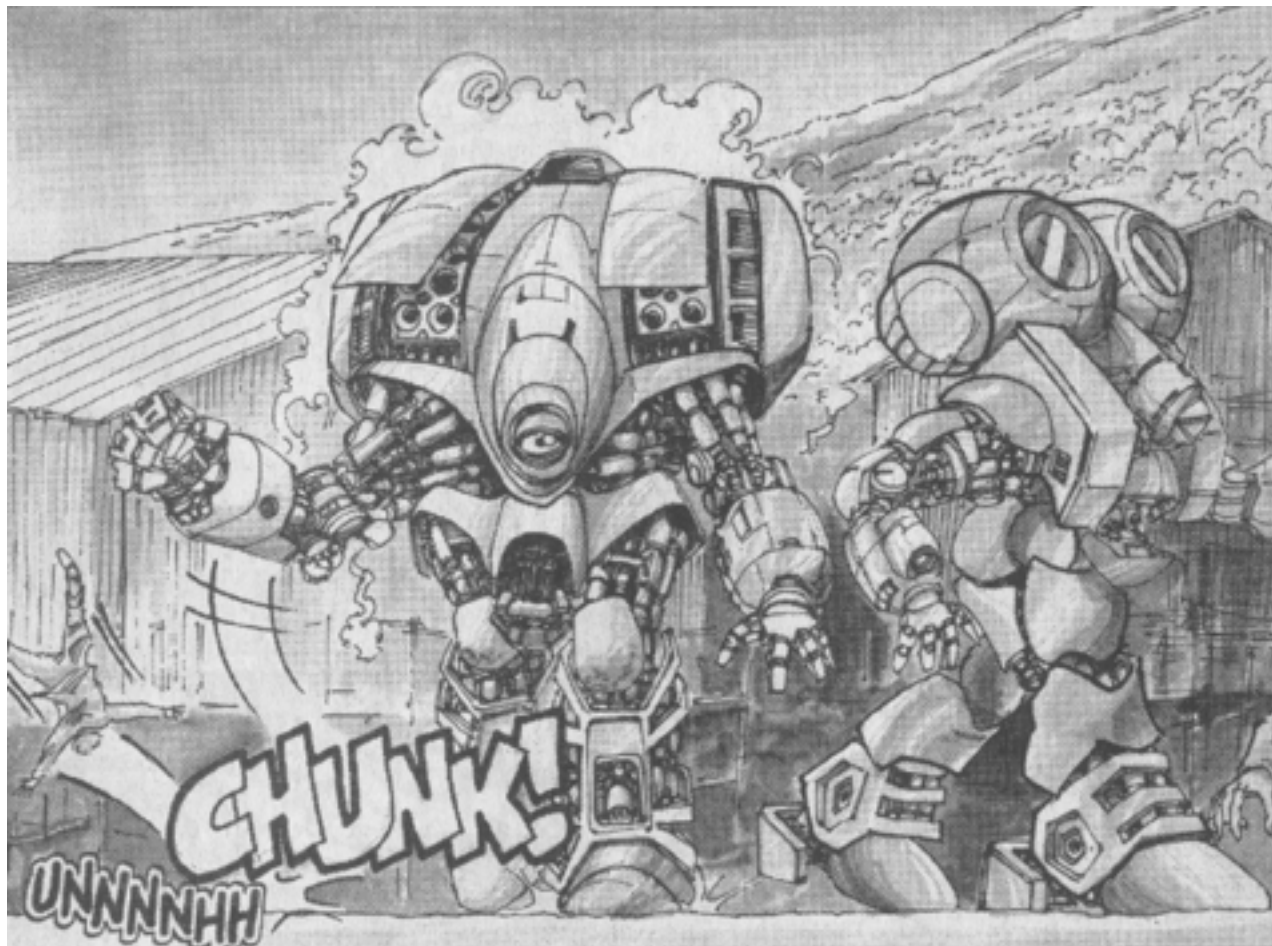
Also consult Palladium's web site at http://www.palladiumbooks.com/ for the **latest information** on Palladium Books' internet policy.

PALLADIUM BOOKS INTERNET POLICY

Many of you have been waiting patiently for Palladium to post it's policy about the use of Palladium intellectual property on the internet. We at Palladium appreciate your patience.

Since early summer, we've been considering a number of competing (and related) issues, trying to come up with a policy that is fair to all concerned; gamers, the industry, and copyright holders alike. We at Palladium (like most of you) wear all of these hats at one time or another; some of the time we're creators who are concerned with legitimate protection of the "sweat of our brow". Other times, our greatest concern is the fun of playing. Balancing these interests, we've come up with a policy (please see below). We hope that this policy is acceptable to all of you, and that it will help all of us wear all of the hats we need to in this industry.

RIGHTS AND LICENSES

Palladium is happy to have individuals play Palladium games and supplements on the net or other on line services, without royalty, so long as the play is for personal enjoyment and not financial gain.

Palladium is also happy to have you create derivative works of Palladium text, so long as these derivative works are used solely on the net or other on line services for personal fun.

We cannot grant permission to create derivative works, or to take any of our other registered Copyright rights, for commercial purposes or financial gain, unless there is a separate, written agreement between you and Palladium.

Please note that permission to play on-line does not include permission to down-load hard copies of Palladiums copy-written materials. If you want a hard copy of a Palladium product, buy the book! After all, if people stop buying the books, we won't be able to pay our writers and artists to keep creating, and there will be nothing for anyone!

Palladium and its agents cannot be responsible for any violation of other people's rights which you might commit while using Palladium products. For example, if someone combines a Palladium product with another creator's product, thereby infringing the copyright of the other creator, Palladium is not

responsible. In such a case, it is only fair that the person who commits such a violation is solely responsible for their actions. In addition, the violator is also responsible for any damages that Palladium may suffer because of the violation.

To implement the policies described in the three paragraphs above, Palladium needs to formally grant you a "limited license" to use Palladium text. Please consider this paragraph your formal "limited license" to use Palladium copy-written text and trademarks solely for your own personal use and enjoyment on the net and other on-line services. In addition, Palladium grants you a "limited license" to create works which are derivative of Palladium copy-written text, so long as the resulting "derivative works" are used only on the net and other on-line services, for personal fun, and NOT for financial gain.

In order to keep this "limited license", you must always use proper Palladium notices (see section below on "Notices"), and must also comply with all Palladium policies (including but not limited to policies about liability for your actions on the net and other on-line services) which we post.

We're going to keep an eye on how our policies are being received and followed. We also expect some of you to raise issues about our net policies which we should think about. In short, we expect our net policy to evolve. Palladium therefore reserves the right to change or even revoke this limited license. Palladium also reserves all rights which are not specifically granted above.

DERIVATIVE WORKS

Above, we've stated our policies about your use of Palladium intellectual properties. A related policy involves Palladium's use of works created by you using Palladium characters, settings, etc.

Under the U.S. Copyright Act, these are "Derivative Works" which, legally we have a right to prevent (take a look at Section 106 of the Copyright Act). Despite our rights, we are willing to allow the creation of derivatives of our text strictly for personal use (though not for financial gain).

In addition, we are not interested in owning the derivative works which you create strictly for fun and personal use on-line. Unlike some other gaming companies, we are not going to exploit these derivative works merely because you posted them in a certain place. Rather, if we are interested in any work which you post, we will negotiate with you to acquire rights. If we reach an agreement with you, fine. If we don't, you can still use the derivative work for you personal, non-financial purposes (obviously, you still can't use or license a derivative work for financial gain in any way, under the Copyright Act).

We sincerely hope that Palladium's new Net policy leads to hours of great gaming on net for all of us. Let us know what you think!

NOTICES

Because of the way Copyright and Trademark laws work, anyone who up-loads any Palladium material must include proper Copyright and Trademark notices.

COPYRIGHT NOTICES

For all text and other works covered by the U.S. Copyright Act, insert a copyright notice like the one that appears in the front of the book. For instance, a proper copyright notice for Rifts(R) would be:

"(C) 1983, 1987, 1988, 1990 Kevin Siembieda; (C) 1995 Palladium Books, All rights reserved world wide. No part of this work may be reproduced in part or whole, in any form or by any means, without permission from the publisher. All incidents, situations, institutions, governments and people are fictional and any similarity to characters or persons living or dead is strictly coincidental."

This kind of notice must be included at least once any time you are uploading any derivative Palladium material.

TRADEMARK NOTICES

For any use of our trademarks (whether registered or unregistered), the proper notice should be used whenever the mark is used. There are two (2) kinds of trademark notices. The simplest type is the (R) for registered trademarks and the (TM) for unregistered trademarks. These "simple" notices should be used every time a Palladium mark is used, whether in a title or text.

The (R) is used each time a registered mark is used, and the (TM) is used each time an unregistered mark is used (see below for lists of Palladium registered and unregistered marks).

It is sometimes confusing as to when a (R) or a (TM) should be used and when it does not have to be used. If in doubt, use the notice.

In addition to the "simple" notices (see above), you should use a full notice (see below) at the beginning of any derivative work.

The most common "full" trademark notices are as follows:

FOR REGISTERED TRADEMARKS:

"(insert name of trademark) (R) is a registered trademark owned and licensed by Kevin Siembieda and Palladium Books, Inc."

For example, here is a proper trademark for Rifts(R):

"Rifts(R) is a registered trademark owned and licensed by Kevin Siembieda and Palladium Books, Inc."

Palladium's other registered marks are:

Palladium Books(R), Mechanoids(R), The Mechanoid Invasion(R), Rifts(R), Megaverse(R), RECON(R), and After the Bomb(R).

FOR OUR UNREGISTERED TRADEMARKS:

The proper notice for an unregistered mark is (TM), placed immediately following the mark.

"(insert name of trademark)(TM) is a trademark owned and licensed by Kevin Siembieda and Palladium Books, Inc."

For example:

"Cyber-Knight(TM), Coalition States(TM), and Triax(TM) are trademarks owned and licensed by Kevin Siembieda and Palladium Books, Inc."

Our unregistered trademarks include:

Nightspawn(TM), Nightlands(TM), Heroes Unlimited(TM), Villains Unlimited(TM), Beyond the Supernatural(TM), Boxed Nightmares(TM), Ninjas & Superspies(TM), Mystic China(TM), Palladium Fantasy RPG(TM), Triax (TM), Mindwerks(TM), Vampire Kingdoms(TM), The Juicer Uprising(TM), Phase World(TM), Wormwood(TM), Psyscape(TM), Mega-Damage(TM), S.D.C.(TM), I.S.P.(TM), P.P.E.(TM), SAMAS(TM), Splugorth(TM), Cyber-Knight(TM), Glitter Boy(TM), Juicer(TM), Mind Melter(TM), Psi-Stalker(TM), Coalition States(TM), Northern Gun(TM), Erin Tarn(TM), Naruni(TM), ... and other names and titles.

We hope this information about intellectual property and notices is useful. Please let us know what you think.

[Maryann](#) and Kevin Siembieda, and Larry Jordan, Esq.

THE THIRD INVID WAR
TIW ADVERTISEMENTS

As a joke, I made up a few "ads" for TIW and circulated them around anime ftp sites last year to let people know about the project. The two ads are shown in reduced size below. If you want a full-sized copy of either ad, just click on it. Note that the ads are a little bit out-of-date, especially with regard to TIW's release date. ^_^ *Enjoy!*

RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net
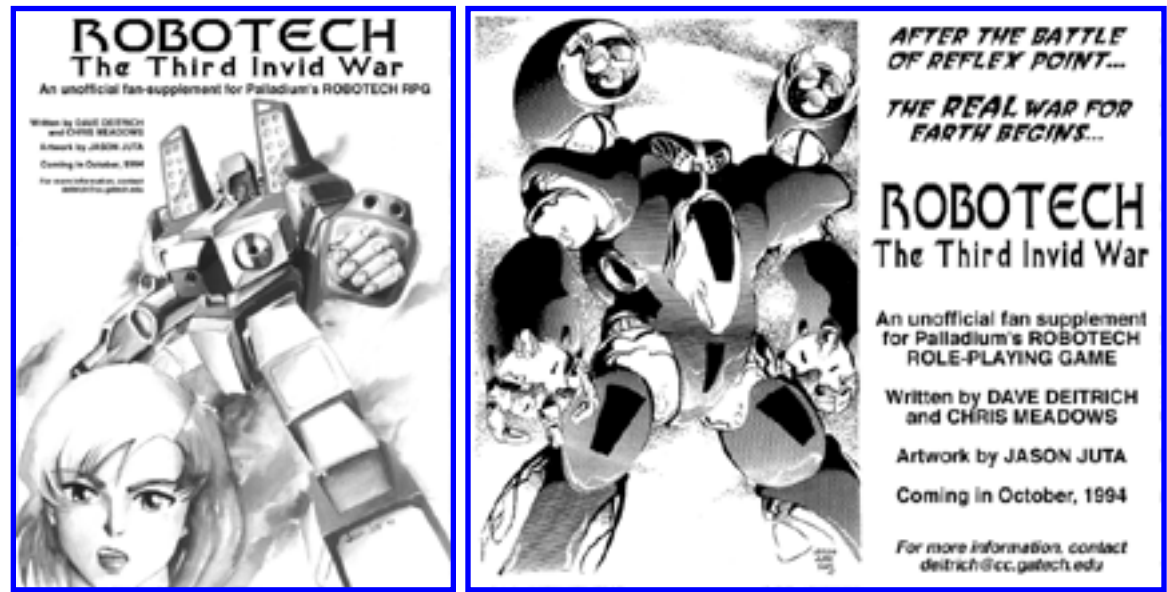
Last Updated: Saturday, July 25, 1998

Dandelions

Chapter Nine

"Gnnngh," Dennis grunted, hauling on the roaring craft's direction as much as he could, as the hive filled his vision. He released the first set of missiles; they shot into the hive and the first few Scouts coming at him even as he left the next set of arms behind.

Kevin had been thorough; as he had claimed, a darkness of entrance was directly in front of them,

opening to receive them. Zinnert cut the thrust, praying it was enough, in enough time in order to stop before they hit the first turn...

The organic gut of the hive opening loomed, then was around them, as Zinnert fought for manuverability.

Behind the Alpha, the protoplex barrier shimmered to life, much, much too late to do anything.

Zinnert flipped more controls.

"Watch out!" he shouted to the back. "This thing's going to Battloid!"

Even as he spoke, Kevin was getting the scare of his life.

The seats were shifting; rotating and simultaneously moving backwards in a stomach turning-motion. In a couple seconds, they were two meters upwards and vertically oriented, Dennis's seat below Kevin's. But that was not all...

Outside, the changes had not stopped at the shift in legs and arms; the cockpit had folded down into a chest, and a head had manifested from its old position underneath the mecha. Plating and geometries shifted in boggling ways, and where there had been a fighter was now a black Battloid Alpha, pounding forward into the enemy's heart.

There were thuds; Scouts clinging parasitically on it, choking its movement and prying with blind persistent claws at the hull and the fragile pilots within. It was the work of a couple seconds to detach and dispose of them with the Battloid rifle or a carefully placed stomp. More fell on the Alpha, but were shaken off, as Dennis broke for the first opening and dashed the mecha into a temporary clear.

Kevin shuddered with the feeling of each death, but his lips were drawn back in a snarl of rage, his mind ranging for more attackers.

"Dennis! Combat Troopers coming from the northwest corridor! Take the other one!"

"Thanks!" Zinnert panted. He had never been in the Invid's world so intimately before; the screech of claws on metal and the asymnetrical geometry of the hive was going to haunt him. Trusting in the rogue's advice, he ran the Battloid onward.

"Lift shaft should be down here. Just jump the sumbitch down; they keep the prisoners on the lowest level is my guess." The lieutenant acknowledged it: then they were again among the mindless, scarlet, clinging insanity of the hive swarm.

"Morons!" Kevin snorted. "They do that, the troopers can't get us without hitting them."

Zinnert ignored it, swatting away the Scouts from the Alpha in a nightmare. Once again, they found a clear area, and a corridor ending in the shaft. Not even thinking, they plummeted into it. Dennis activated parts of the console; canisters were released, falling with and past them as they dropped.

Kevin raked his consciousness through the area, looking for more hostiles, and found--

"DENNIS! Wait! This one!"

Swearing, barely in time, Dennis got the Battloid's foot thrusters roaring, cutting the fall. They halted before the corridor Kevin indicated, and caromed through.

Neither noticed in the rush that the Scouts had left off their pursuit.

"What?"

"I felt a Sulagi mind there--imprisoned. That's where they're keeping the prisoners..." He panted in the adrenaline rush, his mind racing. "That way, quick."

Zinnert guided the Shadow Alpha along, the shock of each footfall transmitting itself to the two men as they sweated. It was Kevin who realized first that there was something wrong.

"There should be more enemy. Invid are persistent; they don't decide to try later!"

"You ought to know!" Zinnert snapped. "Quiet, I'm--oh, Jesus Harold Christ there's---" Abruptly, the mecha backpedaled, but not before screens, eyes and Hivesong told Kevin the truth as it rose to view.

In front of them, the gray and orange Battloid loomed and lunged.

The crash was terrific.

The Alpha's servos screamed in mechanic agony as its left arm was nearly ripped off. Lights flared in the cockpit as Dennis, lip bleeding, grunted and fought to stay erect. If they went down, they were both dead.

Deadlock, as the Alpha fought against the Invid's weight; then, there was a microsecond of give, and the mecha lurched forward, lunging and punching with all its power toward the Assault Battloid's cockpit. The Invid mecha's arm raised to deflect the blow, but it was enough time for Dennis to regain his hold on the Alpha's autocannon. It was held awkwardly in the mecha's grip; Dennis did not need to see to know that the left shoulder was sparking from the initial assault. Gritting his teeth, he managed to switch hands and fired.

The Assault Battloid's shoulder took the hit and reeled. One of the shoulder-mounted cannons was now

damaged at least.

Dennis took the opening to switch to weaponry. The TWR-25 cannons mounted on the head of the Terran mecha blazed; the Gamun's armor scorched as the lasers etched into it. Oryo'i was forced to fall back in order to recoup.

Then, the Terran mecha turned and ran.

"Coward!" she screamed, her eyes slitted with rage. Shkud would have her head on a pike... Snarling, she took off after it, forced to run in the confines of the passageway. Then she shrieked.

The Alpha bore down on her, full tilt; she did not even have time to get the cannons targeted before it was upon her.

With the battloid's arms protecting her vulnerable cockpit, she didn't see until too late the Alpha's leap. In a moment of disoriented horror, she did not quite realize the mecha was vaulting clumsily, using hers' shoulders as a pommel horse. Before comprehension fully hit her, the VAF-8R was gone down the corridor, moving in deper.

"JESUS." Dennis panted, sweat trickling into his mouth. "Fuck fuck fuck fuck.... Can't believe I did that. Can't use missiles in this goddamned corridor."

"She's going to be after us," Kevin said, clammy with shock. "We can't take her on like this."

"Do you think I don't fucking KNOW that?" Dennis spat. He left off, concentrated on losing their opponent. "If she gets clams after us--"

"Get to a good area, Dennis. Let me out and at the Cyclone. Two's better than one, especially with it."

"What if..."

"No Scouts within the mile on our level. I think we've got enough time...I hope."

It was the longest two minutes of their respective lives. But around a corner, Zinnert managed to execute a transition to fighter. The canopy popped; Kevin was out even before the mechamorphosis was complete.

Gritting his teeth, the scout clawed at the compartment panel; after a sick second or two; it popped and the Ferret was out. Zinnert was barely back in Battloid before the thump of the Invid's treads heralded her arrival.

Trying to buy his companion time to unfold and mount the Ferret, Dennis charged her. He was at a disadvantage in close combat and knew it. Without missiles, all he had was the GU-25 and the head lasers; the Invid had plasma and particle beam cannons, even though one was incapacitated, and her mecha's servos were still intact. Dennis' impossibly executed leap had not helped the VAF's rent arm all that much.

He saw the remaining particle cannon swivel and target him; he dodged, fighting to keep enough of an opening to target her without her gaining a fix on him. He had learned enough from Matt's accounts of his clash with this particular Invid that she usually did not fire unless she was certain of making a hit.

Oryo'i, for her own part, was studying the Human mecha with narrowed eyes as she pursued it. Despite the damage she had already done to it, after the move the Terran had already managed she was not going to underestimate anything the Human might do. The human's teammates had already proven to be quite innovative if the situation pressed. It was fairly obvious, though, what he had come here for. Shkud seemed to have had a strategy he was not letting her in on.

Fools! For one human female? Are they mad? Or stupid?

Her forehead damp with very human perspiration, she moved in on the Alpha, dodging agilely the autocannon's shot. It took out a goodly portion of the hive wall behind her.

Now if only she could pin him long enough for the Iigai and Torabs to arrive, there might be some answers. She had reservations on killing the human outright; valuable information might die with him. Targeting the Alpha as it tried to circle around her, her eyes fixed on its knees. With that sort of mecha; immobilization would also mean destruction of any thruster capacity, preventing escape...

Oryo'i did not expect distraction. Her attention was broken as a yodeling figure in a Cyclone blazed straight at her. Before she could move, the human had streaked between her mecha's legs and according to her screens, was retreating out the back way. It began to curve back around...

What? TWO pilots in the craft?

An explosion shook her, hard; screaming in frustration, she realized the second beam cannon was now out of commission.

Fool, fool, fool! What is the matter with you, Oryo'i?? You--

She no longer noticed the Cyclone; it was the lesser of the two dangers. Angry, she plunged after the Alpha.

What the hell? There ain't no guards...

Gwen could not follow this train of thought. Already fatigued by the half-suicidal journey of a couple hundred miles, she was plummeting into the very innards of the hive.

No sooner than they were on firm footing, they cut the power; no need to attract hostiles with protuculture output. The Super Saber up ahead was already running into the hive. Losing Lieutenant Ulm was the last thing she wanted; swallowing hard, she followed his lead.

No Scouts, no Troopers, no nothin'. Sure, patrols, but you'd think they'd be after us after we'd got this far.

Maybe...Maybe they already... Gwen bit her lip, the roiling in her gut not completely from the fear of being in the enemy's territory.

She hadn't meant for it to get this far...

Angry at herself, she changed that.

No, she had. *A kid whose only wrong was to get in the way of me... and I let her get...*

God. What have I become?

Did it start the day those Enforcers picked me up on the streets of Louisville?

And the worst part--

Matt hadn't even shouted. Just a sad, disappointed look that was in itself worse than any thrashing her mama had ever given her...

What the hell have I turned into? Whatever it is, it's never gonna get trusted by the team.

Ever. Again.

They were huddled in a niche in the wall now, a half-mile in that had been completely undisturbed.

Ulm was speaking quietly. "If we'd been the first ones to penetrate, they'd have been on us like--pardon the analogy--ticks on a dog. There's been no interference so far."

Gwen nodded. "My guess--the hive's stuff is concentrated on another mecha that's a lot more of a threat. Guess."

A terse nod in return.

"We've gotta find them, Matt."

"Either them or Mandy. But Amanda at least'll be stationary, and she has no way to fight back. The others'll keep until we can get to them. Keep down for a bit, until I confirm that the hive traffic's really not here."

Gwen complied.

"You're...angry, aren't you?" she said after a couple of minutes. He hadn't spoken much during the trip.

There was a pause.

"I can't lie, Gwendolyn.

"Yes, I am angry. You betrayed a trust we placed in you. But that's past. What's done is done. We can only migitate it now, not reverse it. If only you'd--" he broke off.

"What?"

"Understood the reasons for it. But no... That was impossible..."

"What?"

"Your attempts on Kevin didn't help him a lot. He's got problems more serious than you realize. You're better off not knowing what they were. And the Invid don't need to know those liabilities."

"Kevin?..."

"Enough of that, Gwen. The Invid'll find us if we don't keep moving."

The two moved slowly, further into the dark.

Kevin accelerated his bike, dashing back between the Gamun's legs as its pilot again turned attention toward the Alpha. An H-90 blast to one did nothing much physically, but it at least took away her concentration for a second, enough for Dennis to get in another shot. He circled around the leg as Oryo'i attempted to stomp him out of the picture, hassling her like matador to a technological bull.

C'mon, you... Leave Dennis alone--your REAL gripe should be with me... sister.

He had no idea about the ammo Dennis had left, but after that initial discharge on the rush, it could not be all that much. And they were hard to come by . How many invaluable resources had they used to rescue one person?

We're crazy. Nuts. Absolutely---WOOOLLLPPH!!!!

He should have remembered that Assault Battloids had plasma cannons in both arms.

The Cyclone's mechanics shrieked in torture as the blast went home. The left arm--the one had forgotten about being armed--had aimed and fired almost as an afterthought, while her concentration remained on Dennis.

Control lost, Kevin realized what was about to happen, and kicked.

The Ferret did not even reach the wall before it exploded, its systems destroyed by the hit.

He landed hard; rolled from the Battloid's treads even as he tried to get his breath back; bruised but no worse thanks to his CVR. The Invid mecha returned its full attention to Dennis, who had had some time to recoup--but not nearly enough.

Can't stand by and watch him buy it...if he does, I'm done too...

The Alpha had managed to get out of its pin against the wall, and the black and the orange-and-gray forms were again circling, waiting for openings. Kevin threw out a mental net. What it retrieved signaled that the Scouts for some reason were still trying to get down, but with no success. Quite a few were otherwise involved; and then Kevin realized those canisters Dennis had discharged on the way down...

Lures of live protoculture and explosives. So that was what he had been messing with back at base outside the Alpha. Not only a load of false leads for the simple-minded Scouts, but possibly damaging as well. That Sentinels War training--Dennis had learned some interesting tricks.

Dennis, you sneaky, sneaky son of a bitch... The rogue would have laughed if he had time. But the two were locked in combat, the slightest thing could tip their even balance...His mind scrambled. Why had she been down here? Weren't prisoners normally on the lower level... Shocked, he remembered that the plans weren't being followed here. They were up a couple of levels , near, or at... If she had been out of her mecha when the alert came through... It might be... It might be that...

Kevin realized that he was not completely helpless. If he were lucky, there was still a mecha that he could use.

Whirling, he edged past, and ran.

Dennis did not even notice Kevin's movement. He was much too busy keeping himself alive.

The Invid was far more talented than initially noticed; it was just a matter of time before she wore him down, and the transmutee obviously knew it. She was not even using her plasma cannons, apparently saving them for the coup de grace. Dennis tasted blood, lunged and struck, meeting only air as the alien mecha dodged, then moved in again. The human had only lost more ground instead, and he did not even have the time to curse before they began their circle again.

Oryo'i was not Shkud; there was no pleasure in her expression as she looked for a way to disable the Alpha quickly, except maybe in doing a job well. She very much wanted to take the Human alive, for he might yield up information that would corrobate his female companion's. And there was his companion, who, if not dead, was another possible useful source. Although, there had been something about the other...

This time, she kept her presence of mind as the Human's autocannon attempted another shot at her, the blast going wild. The Alpha could not have had much left, and she was as aware as Dennis that in close quarters, it was she who still had the advantage.

He was fast enough to move his leg before the plasma cannon went home, but the shot still connected enough to transmit up to the pilot, and he made a incoherent yell of despair.

Great, Amanda prisoner, Kevin probably dead, and I'm about to become slug dinner. How the mighty hath fallen. Of course, the Regent's troops weren't that bright...

As the REF is, I'm no example either...

The hive floors thudded as footfalls, far more rapid than most of the Malorosm could make them, clunked their way inward, their owner pushing them as fast and hard as possible.

The corridor opened into an enormous hangar, dimly glowing with hive biolumescence, puffs of steam escaping from whatever passed for Invid hydraulic powering. It could have easily housed one of the smaller Human star vessels, a Garfish perhaps. Instead, in the dimness, many smaller somethings stood, the hazy light flickered on slick surfaces.

The footsteps and ragged breathing wended its way amongst them, and halted.

Then, they picked up, acclerated, and suddenly stopped.

A split-second later, there was a clang, and a pained grunt of wind knocked out. There was a scuffle, as if someone were trying to haul themself up, and then a second, sudden, final clang.

Half a minute later, one of the metallic objects in that hangar stirred

---

"Matt, where are you?" Gwen called out. Any reply that might have been made was drowned out in static. She heard Invid mecha coming her way yet again, and neccessity prevented her from continuing.

And it had all started the minute they had first heard the enforcers coming down the hallway. Two humans in Cyclone armor were no match for three Enforcers and six Sentinels, especially in their own territory. She had dodged for one side, the lieutenant for the other. Unfortunately, in Ulm's case, the Enforcers had decided to turn down the side-passage he had chosen, and he had to run to avoid being found. Further attempts to find him had been foiled. They were probably both hopelessly lost by now, a fact Gwen grimly tried to ignore.

If she did not, her already iffy mental state would be done for. The memories...

The Enforcer, the needle that took her blood, the small bloody patch on her arm where her skin had been razored off, and the countless hours of terror, want, and cruelty by Invid and human alike...

That was what she had given Amanda.

Gwendolyn supposed her own current situation was nothing better than what she had deserved for that.

She sidled further down the passage she had been in since she had been separated from Matt. She had gotten quite a good practice at it during the past half-hour. When the passage suddenly opened into purgatorial blackness, she almost fell backwards.

Two seconds later, she almost did it again. It took that long for her to realize what the room contained.

Sweet Jesus... she cursed softly to herself.

She knew for a fact that the humanoid castes spent much more time out of their battloids than the other breeds of Invid. For the first time, she now knew where they actually put that mecha in their down-time.

She was in a mecha bay. Its roof disappeared in the darkness, but she strongly suspected that mobile

apetures in the ceiling allowed for easy exit from the hive for pilots. There was only a couple of those Battloids around; the rest either hadn't yet been assigned for use by lower Invid, or, in the case of the dark, empty Enforcer armor, was further proof that the Scientist-caste Invid themselves liked an unsuited stroll every so often. Shaking, she wandered in further among them, trying to find a place to hide, her H-90 up and despite her terror icily still.

She took in a rapid breath.

Something had just entered inside with her.

Crouching, she hid behind an Enforcer shell as best as she could, tasting her own sweat. Through her helmet, she heard slow footfalls, moving at an unhurried pace.

Matt? Gwen almost called, and then realized that even on these floors, CVR boots made a distinct thump. It was completely absent from this new entrant.

Like countless other humans before her, she thought the thud of heart on ribcage would give her away as the footfalls came closer, homing in on her. Or so Gwendolyn thought, before her eye caught the large space beyond her position. It was significantly empty. Suddenly, there was a gasp, and the footfalls picked up, to an almost run, before stopping less than ten feet away from where Gwen was. She could hear breathing, and then a series of shocked, wordless murmurs, all of which seemed to be in a masculine baritone. Then there was a pad of feet, circling the open area.

No second doubts now; she had only a matter of time before she was found.

In one swift motion, she was out from behind the Enforcer and pointing the H-90 at his head.

"Okay, buster! Move, and I'll--"

The silhouette yelped and whirled. Gwen was put off by the other's speed; before she realized it, he was trying to rush her.

Coldly, she aimed and fired.

There was a scream of pain as the Gallant shot burned his left bicep. In a second, she had the newcomer spraddled against the nearest wall, the muzzle readied again at his skull.

"Don't move, " she whispered. "Whoever you are, I got a pistol aimed point-blank at the back of your head. I got a rabbit running full speed once at two hundred yards off, so if you move, honey, you better tell me which part of your skull you don't need. All right, what the hell are ya doing in here?"

In what lighting there was, she could make out that her captive was several inches taller than her--forcing her to raise her gun arm--had straight light mid-back-length hair, and a squarish, somewhat Slavic face, currently contorted in fear and in pain from her hit. She could smell the stink of burnt flesh, and an acrid odor underneath it that betokened something slightly unusual about the quality of the prisoner's physiology.

The flightsuit he was wearing left no doubt to Gwen who--or what--she had taken captive.

This is it, Dennis thought, as the Assault Battloid moved in cautiously.

His autocannon was empty, and there was no other way he could move. The problem was, he knew it. He just wish the information would sink in to his rival and she would act on it. Watching her sidle up to him was almost funny, in a perverse way. At least he seemed to have acquitted himself well...

Oryo'i licked her lips.

Is this another ruse? she thought. *The Human's doing nothing at all... It has to be another trick.*

Slowly, she raised her Gamun's arm and the plasma cannon in it, intending to do a final disable on the other mecha before its pilot could change his mind.

Zinnert, calmly watching his death coming, caught a flicker of movment out of the corner of his eye. Automatically, his eyes flickered over and then he realized he wished he hadn't.

Another Assault Battloid had arrived at last to reinforce Oryo'i. This one, a mecha in spring green with construction-orange trim, was fully armed and fresh.

Dennis now realized that the dignity of death was denied him. With a sinking heart, he watched as they prepared to take him prisoner.

At that same time, Oryo'i caught the new Battloid's image in her rear screens.

What? She was incredulous. This had not been planned.

She reached out, and gave an incoherent cry of shock.

WHO'S in there??? It's not--

The mentality in there was not the one she expected, was not any she had encountered in the hive or

Shkud's service. Though she could feel the pilot's presence sharply, for one disoriented moment she doubted whether the pilot was even Invid.

And yet--and yet... Somehow, she almost knew... Her cannon sagged.

She failed to realize that moment of utter confusion had been a moment far too long for Dennis.

"Now!" he shouted, lunging foward, hoping for enough clearance, firing his last two missiles as he did so.

The projectiles shot out from behind the Alpha, curled foward into the gray Invid mecha, and detonated.

The explosions hit the Battloid in the right side and left knee--the combination knocking her to the left, even as the knee gave out from underneath the other missile's punishment. Gracefully, its pilot still stunned, it pitched over and lay inertly.

Oryo'i heard the dull smack of her own head as it collided with the side of her cockpit, and then there was only darkness.

Clammy from his own reaction, Dennis whirled to take on the other--

"Hi!" the familliar voice chirped. "Fancy meeting you like this!"

Dennis clawed incoherently at his radio. "WHAT?"

Staring, his brown eyes tracked from the fallen Oryo'i to the green Invid mecha.

It raised an arm and wiggled its claws at him.

"K-kevin?" he stammered.

"In the mecha, so to speak," came Kevin's ironic voice over the net. "Do you think this is my color? And is the precise term for this "Gamun-jacking?""

"Whatever you like, Kevin," Zinnert said faintly. "Whatever you like."

"C'mon," Kevin said, awkwardly turning. "We've got to get to the cells quickly. I'll lead."

"Took your what?" Gwen hissed in shock.

"Someone took my mecha."

The prisoner whispered this, feeling the chill of the Terran weapon against his head, the English coming hard to him. The feeling did not so much as shift a hair. Gwen's eyes were wide in blank astonishment at this frankly unique piece of news, but she did not allow it to break her concentration.

"This is somethin'. And if I even catch you looking like you're gonna mind-call your friends, you better kiss your head goodbye." The male Invid did not even twitch, only his mint-green eyes blinking. He seemed to be taking the threat with some consideration.

"I swear I will not, on my honor as a child of the Regis," he said, still tense around his nose with pain. "You have me at advantage." His eyes blinked in consternation. "Why would anyone want my Gamun?"

"Like Mount Everest."

"What?"

"It was there, whatever you are."

"My name is Miragai. Please, let me off this wall. I swore an oath."

"Fine lot of good it'll do me the human when my back is turned." Her arm was beginning to hurt; she obliged him so she could train the Gallant down between his shoulderblades. Now that the light fell more directly she could make out that his hair was an orangish-streaked blond and that his uniform was in a bright green-and-orange scheme. He showed no inclination to try her, but she kept her pistol at ready. "What were you doing in here--uh, Miragai?" she demanded.

"What are YOU doing in here, human?" he shot back, then hissed in pain as she yanked on his wounded arm, reminded that it was she with the armanents. "I was alerted to a--disturbance in the hive and came here to collect my mecha, which is obviously absent. You were here instead."

"Them's the breaks," she said shortly. "Walk before me and keep your hands at your sides. I have something to take care of. And then, we are gonna leave."

Siaga looked up, the white-streaked red of her hair falling back to reveal her face, eyes wide. Regardless of race, expressions of shock seemed to be universal. Her lemon eyes flickered back and forth and widened. Abruptly, she was on her feet.

"Human!" she hissed.

The opposing cell's incumbent did not seem to notice or move her fetal curl on the floor; asleep or worse, the Invid did not know for certain.

"Amanda," she tried again. "Listen."

Amanda did hear that but was choosing not to acknowledge; trying seemed to be too much or a trial. Siaga persisted, for the sudden painful feeling she was experiencing... Was this what humans called "hope"?

Amanda still refused to notice, the physical and emotional trauma occupying her attention seemed more important. But, then, something else began to impinge on her narrowed eyes-closed perceptions.

Voices?

Elsewhere, in a room unoccupied due to to the distractions of previous events, a hand reached out, its owner surveying a liquid-crystal display. It read: 000:02:00:00. The hand reached out, and with a quick, decisive flick, tapped a button.

Unstoppably, the numbers began to tick down.

The malachite-armored figure plunged ahead with intent accuracy, the olive-drab lagging a foot behind as they dashed through the corridor. They had had to leave the mecha behind; this passage was too small.

"There! Another hundred feet!" Kevin panted. Dennis acknowledged and fought to keep up with the rogue's mad dash. Kevin scanned the corridor. He reached out, to the mind he had only glanced on earlier, that had given him a hint on where to go.

Is anyone there? he asked.

What? Amanda thought. The curl of her position was broken, as she abruptly brought her head up, eyes wide.

NO. Oh god, don't torture me like this. I'm hallucinating.

They can't be voices.

Not in English.

Not...

She got on her knees, ignoring the pain from her battered frame, and then her feet, blinded by the energy grid. Across the way, Siaga was laughing, an unprecedented noise. Most shockingly, it sounded human and joyful.

"Human! Your kin is rescuing you!"

"No..."

"True!"

Footfalls pounding towards them, the distinctive clunk of CVR armor, and shrieking in surprise, she recognized the voices. It can't have been...

Two familliar figures eclipsed her vision. Even as she was lurching foward, one stopped, as the other fitted a barrel to an H-90. A second later, the light grid flickered out.

"Kevin...Dennis..." she cried, tears running down her face.

"Amanda!" the second CO shouted. "Stand back, and guard your face." She went against the wall and crossed her arms over her head automatically. She shuddered at the deafening roar, her ears ringing with the aftermath. Her eyes opening again, she saw a gaping hole where the hated ceramic bars had been.

Somehow, she lurched out, and was then again imprisoned in a pair of armored arms. She was completely immobilized by the crushing grip and did not even care, for she knew whose it was.

"Oh shit...your face--" Kevin murmured, still panting. "What did they do to you?" A gauntleted hand cupped her aching cheek with fumbling care, but she did not respond, her face pressed into his breastplate as she shook convulsively. "Easy..."

"We have to get out, O'Shea!" The rogue mentally kicked himself awake and remembered, beginning to draw Amanda along.

Siaga's laugh turned into a yelp of surprise. "Release me! Please!"

When Dennis seemed to hesitate, Amanda whispered. "Do it. She's going to get deevolved."

Siaga was already protecting her own exposed skin as Zinnert aimed at the edge of the cell. There was a dazzling blast of light as the ceramic and wall splintered under the attack. Siaga needed no prompting to dash through the remnants, her peppermint hair flying. "Where?" she asked her saviors.

"We've got to get to the..."

There was a sudden click, causing all four's heads to shoot up, eyes wide.

A Sentinel stepped into the passageway, rifle trained on them, behind which were several other Sentinels and Enforcers. On the other side, yet more Invid filled the space, all weapons aimed at rescuers and prisoners alike.

They were effectively surrounded by more than a dozen of the aliens.

Through the ranks stepped an armored Oryo'i, helmet off, rifle also up. Her expression was tired and resigned.

"I wouldn't think so. I've got other plans," a soft voice drawled. It was not hers.

In the dead silence, another figure stepped out from between the ranks. The four took in the scene; then, there was a muffled obscenity from Dennis, combatting with Amanda's terrified mew. Shkud stood there, enjoying himself, letting the captives take in the full impact of his appearance. He began to inspect his nails as he began to speak again.

"You know, you really were quite obliging. I'm amazed at how gullible you apes can be. Do you really think I'd have allowed that female to live if I didn't have something in mind?" The slitted, feline eyes narrowed in amusement. "My thanks to you," he said to Siaga, "Sulagi. A pity that you didn't realize that I could remain an observer in your mind and not make myself known to you. It seems my timing was just perfect."

"You bastard!" Siaga shrieked. "You iigaari-witted--"

Shkud's eyes narrowed. "Shut your prattling, Condemmed." Siaga wailed and doubled over, clutching her head. The others, frozen, did not move to help her. Coolly, the dominant Invid went on.

"As I was saying, I had something in mind. It went off even better than I planned. Not only did I get another human possibly amenable to persuasion in my hands, I got the actual reason for my inquiry." The emerald eyes focused on the bright green figure standing frozen there, its arms still wrapped around the quaking figure of the blond human.

"You were always such an idealistic fool, Kayagh."

Oryo'i visibly started, causing a low chuckle to rise in his throat. "What? You didn't even recognize your former research partner, Sulagi? I'm surprised. Then again, I suppose wallowing in filth as he's been doing can mask an identity."

"It...was...before we were transmuted," she said distantly.

"You, Shkud," Kevin managed at last, "were always such a smug asshole."

"Ah, Kayagh, but who's got the weapons aimed at them?"

"I'm trying to think of a creative way to say, "drop dead,"" the renegade said politely, "and I'm completely failing."

"But you see," Shkud whispered, "You, Kayagh, are going to wish you could drop dead."

Dennis and Kevin stared at each other, then released their holds on their H-90s. Shkud looked pleased. "Oryo'i, Malar, strip them and search for hidden weaponry." Looking ill, she did so. Amanda was forced away from Kevin and over to the side; she placed a hand on the agonized Siaga's shoulder in a comforting manner, and found her hand over Amanda's, squeezing hard.

"Forgive me," Siaga whispered. "I had no idea why he had placed you near--"

"It's not your fault," the human managed. Over to the side, clatters rose, as the CVR hit the ground.

"Good try," Kevin said. "It might have worked, Dennis." He felt the hands of the loyalist Sulagi patting him down for hidden weaponry, now that he was reduced to the basic Elms coverall.

Shkud said sweetly off to the side. "Not with my--"

"Shut up, Shkud. I wasn't asking you," Kevin said flatly. "By the way, what's with the new vogue in eyes and height? Those must've been some growth hormones the Regis gave you."

Suddenly Kevin stiffened, his breath catching, as a white-hot needle stabbed into his mind, and behind it, a sullen power that made his guts go cold.

There was only one contact in his experience that was more powerful, and that was that of the Invid Regis.

This is what, a voice cooed in him. Shkud's all right--but much stronger. And with a swollen, arrogant

corruption that was a perverted form of the consciouness Kevin had once known. A mental giggle followed on the heels of that, and Kevin realized that somehow, some way, he was following Kevin's very thoughts. Slowly, the presence withdrew, leaving the renegade Sulagi panting and trying to ignore the fact that most likely this was only the slightest taste of what probably awaited him. *Spirit of Light, what had Shkud become?*

That one mockingly indicated his own figure with a sweep of his hand. "Behold, Kayagh, the new pinnacle of Invid evolution. But you won't have the pleasure for long."

I'd rather die
Than give you control

--**Nine Inch Nails** *"Head Like A Hole"*

Dennis was next to the pale-haired Invid. With a flick of his eyes, he noted her set, tense expression. It seemd that at the least, she was not pleased about something, and Dennis could take a few guesses. For all the trouble this Invid had caused them, the discontent was plainly obvious.

As had happened time and time again in the course of the wars ever since Maximillian Sterling's fateful encounter, he was also realizing that the enemy could also be, in her own way, beautiful.

This thought took a distant second to the main business occupying his mind: the future was bleak indeed, insofar as they had any. Compared to Kevin, though... The figure in front of him was rigid; Dennis could see the periodic shivers quiver through the scout's frame.

Anathema to the collective, he remembered Kevin saying. Compared to the magnitude of Kevin's actions, his and Amanda's role were just so much small potatoes . *And if the punishment were to fit the crime...* Dennis shuddered. There were a few things worse than death; considering the tall, red-haired humanoid with the inhuman eyes, he would probably try all of them on Kevin.

You stupid bastard, he thought of Kevin, grieving. *What made you think you had to join us and spend all those years hiding your nature? Look at what we've given you in return. Were we that attractive to you?* He flinched in pain; the Sentinel pinning his arms had decided to tighten the grip of its claws. The red-and-pink Invid woman off to the side was panting in stress; he looked over and tried to give her a comforting glance, which was a bit of a joke considering the situation. She did not respond, her head drooping in exhaustion and despair. He could not see Amanda; but periodic whimpers from near his locale sounded like hers. From the looks of the enormous bruises on her face and neck, she had received her fair share of the mutant Invid's tender attentions.

Kevin tested the restraints pinning his arms, and winced. The Enforcers had placed his wrists in cuffs set

into the wall, effectively immobilizing him and leaving his body wide open. A bead of sweat trickled down his forehead.

"Well, Kayagh, how do you like the accomodations?"

"Well, Shkud, I certainly didn't know you were into BDSM," the other retorted, attempting a mocking tone, overshadowed by the shake in his voice. "Especially not with other males. You learn more every day about the people around you."

"This was a gift, dear Kayagh. I had an impression from your companion that one of your like was coming, and I wanted to plan a...reception." Kevin pulled again and jumped, his eyes widening. Shkud looked on with interest, hands on hips. "I see you've found that pressure on the anchors activates an electrical charge. Do you find it of interest?" He tilted his head, raising his eyebrows. "I've always wanted to do this sort of experiment." The look in Kevin's eyes was not translated into words, but Shkud laughed nonetheless.

"I'm quite sorry, I don't think that's wise. I'm too valuable a resource to the Queen-Mother."

Kevin deliberately yanked on the restraint; this time the shock made him cry out, and the two female Invid jerked in empathetic unison. Shkud laughed again, and the renegade's eyes widened in understanding and horror.

"You are the most disgusting piece of offal it's ever been my displeasure to meet, Shkud," Kevin growled hoarsely. "The idea of you enjoying the feeling of my pain, reflected to YOU--"

The green, slitted eyes narrowed, and the mock-humor was gone. Kevin stood as high as he could as the Kulagi stalked nearer with fluid, inhuman grace, until the two were less than three feet apart. Shkud still stood some inches taller than Kevin, and he had to lean down.

"And you wonder why, Sulagi?

"You disgust me. Granted, you Sulagi were flawed. You forsake the collective because of some superficial--resemblance--with the animals on this planet... And to even become like them! Madness! Is it any wonder we were given the power on this occupation? You are not even worth crushing under my heel, trahl.

"I'm going to see you beg for death, Kayagh. And I am going to make your companions watch-- especially that female..."

"Like hell!" Kevin shouted in fury.

The blow rocked Kevin back against the wall, tugging on the restraints again, arching him with agony.

Shkud tsked. "Not nice to provoke me like that. After all, I need you...recognizable." Kevin recovered, his eyes blazing. From where they were, his companions could see a trickle of dark green trailing out of the corner of his mouth.

The renegade's reaction to the comment was self-evident, as the Kulagi began to laugh again, full-throated this time. Kevin, trembling in rage and terror, looked over to the three held by the Sentinels, and closed his eyes. Then he seemed to make a decision, even as his interrogator forgot to inquire his mind as he savored his triumph.

The blob of green-tinted spittle hit Shkud dead square in the face, cutting off his gloating.

The eyes went glacially cold, and the face contorted in rage.

Silently, a hand went up, and Shkud stared at the results wiped onto his fingers.

"You DARE..." Shkud said silibantly.

The Kulagi's eyes narrowed. A flicker of something metallic was in one hand as he darted it forward.

Kevin's scream of agony shrilled.

So did Amanda's.

———————

> Hey man, how will you feel
> When all you have and all you own
> Is your only true friend
> When above you in the firmament
> Flow the blood of the prophets
> Out of your reach
> From your aching speech
>
> --**Peter Murphy**

A searing, acidic weight crushed his thoughts even as the blade went to the hilt in his shoulder, slamming into his consciousness like a tsunami. He fought helplessly, as the mass of the Kulagi's hate began to knife memories, emotions, thoughts and knowledge from him. Paralyzed by the double mental and physical attacks, Kevin writhed helplessly as he began to be picked apart from inside. But somehow, he kept fighting...

Where did he get that power?

Suddenly, he saw himself as how Shkud saw him, and the attack left him reeling again. Craven, cowardly, disobedient, traitorous, and weak, a betrayer of all the Invid was, a being refusing to see his place in the Hive and properly adhere to the ordained nature of things, and with nothing of Shkud's power. And to even associate with the vermin who infested this world--as if they bore any more resemblance to them than in appearance! What an utterly debased creature he was, so fouled he had no right to even the term of Sulagi.

Kevin shuddered in grief, made all the more painful by the fact it partly contained the truth. Shkud reveled in his power as it squashed the helpless psyche again, and he who was once called Kayagh began to surrender to the pain and despair from which there was no relief. He was nothing, a mere, half-completed shadow of the grandeur that was Kulagi.

And yet, a small, angry, and entirely human voice inside retorted:

Grandeur? This--is grandeur?

In his mind, a soft voice spoke, as Miranda read a book, years ago. "I may speak in the tongues of men and angels, but if I have not love, I am no more than a blaring trumpet or clanging cymbal..."

The Sulagi's pain-transfixed thoughts rallied, and began to push back. There was momentary surprise from the Invid torturing him. The thoughts were coherent and determined, even in hurt.

I may be weak, Shkud, I may be a coward, I may be a traitor, but you have done nothing for all your power, except destroy, and hurt, and kill, and torment, you dog. You're nothing, you bastard. Nobody'll weep for you, when you're gone. I think more of these people--people you bastard--than you will ever understand, or ever be capable of understanding. You aren't even worth my consideration.

There was a blanked moment of incredulity, as the Kulagi's ego struggled at the concept of a mere Sulagi thinking less of him than a human. Then, a venomous tide of rage scalded Kevin/Kayagh's mind again. Ouside, he could hear ribs break, as Shkud's fists pummeled into his sternum. He could feel the electrical surges spasm his muscles as he involuntarily tried to protect himself.

Light flared as he opened his eyes to Amanda screaming in horror.

"Quiet her!" Shkud snarled, his face barely human anymore, a transparent mask to the nature undeneath.

Oryo'i had her arms wrapped around her torso armor, a line between her pale brows. She stared at him with incomprehension. "My lord--he is transferring his pain to me..."

"Shut the human up or by the mother YOU will feel it!"

The pain nearly blacked himself out, but he managed to catch Amanda's eyes; she stopped screaming, her eyes wide and dry.

"Quit picking on the animals, Shkud! You said it first." Kevin felt a cough burble up; bringing with it the fermented taste of his own blood. More than ribs broken--even the action of clearing his lungs made the edges in his vision go dark from the incredible anguish. "Scared somebody might hear?" Oryo'i shuddered. Kevin sent her a desperate thought.

Oryo'i, this is what you're serving under! Do you want this monster to be running your life?

Kayagh, you are the one who erred! Oryo'i tried censure, but it rang patently false, and he could hear the sickness she felt at what was happening to him.

Was he truly broadcasting his pain that wide?

A momentary glimpse of himself out of her eyes; he looked a sight...

LISTEN, damn you! *It can't go like this forever! It'll be YOU, someday!*

Shkud was turning back to him. But he knew Oryo'i had heard him...

Shkud pulled out the scapel from where it was imbedded in Kevin's shoulder, making the renegade almost faint from the pain--but sagging on the anchors would electrocute him... Fresh wet warmth trickled down his shoulder and chest, soaking into his coverall. But Kevin had had enough time to partially recoup... He seemed to be observing it from a far-distant perspective, the pain strangely diconnected as somehow, someway, he managed to take on even now the detachment of his zazen practice. The Kulagi's mind clawed at him and could find nothing more than surface purchase at first.

Give, you offal! GIVE! the adder-like hiss of Shkud's thoughts coated his mind.

Kevin complied. He gave, but it was not what Shkud wanted.

The flight of a killdeer, the glow of sunlight off of dandelions, Malcolm's and Sherry's improvised waltz to a sixty-five year old tune... Ruthlessly, Kevin rammed them down one after the other, even as the weakness from the blood loss began to set in...the very humanity of those thoughts leaving nothing that Shkud wanted to understand or comprehend, a constant taunt against a being who considered the race less than nothing.

If he was lucky, it would enrage the Kulagi so that he would be killed--or die--before Shkud got what he really wanted.

In the concrete world, Shkud, his eyes dilated until they were merely emerald rims surrounding abyssal black centers, wiped off the blade and almost daintily began to cut.

After the second or third incision, Amanda and Dennis could no longer bear to look. The Sentinels' hold on them prevented them from covering their eyes but they both tightly squeezed them shut. It did nothing to block their hearing. And they heard every moment.

By this point, Shkud had decided to turn off the electrical charge. It was no fun if the prisoner's sagging killed him before Shkud was done.

The screams were much more infrequent now, and weaker. How much longer, before they stopped altogether? And there was the ragged sobbing off to the side, as Siaga took full communion in what was happening to Kevin.

"You're disappointing, Kayagh." Shkud commented. "Perhaps I should have made your female companion go first--she was more rewarding than you." A hoarse whimper was all his response, and bubbling, ragged breathing.

Nobody noticed the thumps of movement nearing the main entrance, and their stopping.

"It seems that I'll actually have to start on the internal organs next..." Shkud sighed. "Messy." Oryo'i bared her teeth in a rictus as a shiver went through her armored frame. Shkud shook his head mornfully, and took a cloth to clean the dripping blade. He narrowed his eyes again, looking for a place to begin.

Red.

Color of wrath, color of rage. Color of the sleeping reptile in the brain when it came alive. Nothing mammalian could stand against it.

The red boiled into vision, blanking out all that might have been sentient, as the reptile roared.

The bellow shattered everything; no scream of pain or horror, but of utterl hatred. Oryo'i stared wildly about at the shout, the Enforcers dashing about, and in the middle of it, even Shkud dropped the knife, startled.

Whistlesand then explosions of missiles slamming into the hive chamber; and an olive-drab armored figure plummeted into the middle of it, the black-on-yellow tree insignia on its shoulder briefly visible as it rushed forward like the hammer of God.

The red did not totally blank his vision. He saw the struggling figures, arms motionless in mecha claws. Carefully, with limpid clarity, he aimed and shouted the fire codes.

The Sentinels startled as the missiles shrieked in; most impacted within a couple of feet of them. One did hit, shattering the eye of the armor and reducing the head inside to pulp as it detonated. As the claws loosened in death, its captive broke and rolled as the mecha began to slump to the ground, her red-and-white hair flying. The rifle, attached to the arm, broke free, and the slender figure dove for it.

Matthew Ulm dove, his rifle fixed and prepared to fire, noting the tall figure in front of the slumped. Oh, he'd make this bastard talk, for certain. He'd certainly be in no position to vivisect Kevin with an H-90 to his head and his hive on the line...

He did not quite notice the zestful smile appearing on the Invid's teeth.

Suddenly, the Invid was leaping--AT him, holding himself in the air far longer than gravity would allow. A momentary glimpse of slitted pupils and wild red hair, and Matt was blinded by a hot white light.

Something clattered on the ground, and his suddenly bare right arm testified that his arm shield unit had mysteriously disappeared. The bar of energy completed its arc, and Matt was barely out of the way before it darted forward again.

Matt had watched his own share of Star Wars--he did not need to see the light's relationship to the clenched fist of the Invid to have an idea of the implications.

That's not possible!

There was a hissing sound, and a smoking wisp where part of his foot armor had been. The cat-eyed Invid chuckled, enjoying himself.

Matthew growled and charged, firing another missile.

It did not even hit, detonating instead somewhere on the chamber ceiling. Inhumanly fast, the Invid darted in; even with the mecha's assistance the lieutenant barely made out of the path of a cut that would

have disemboweled him. Underneath the fury, a tiny portion of fear was making itself known.

My god, nothing's that fast, is it? What is this thing? The servos on one leg had been damaged; chest heaving, Matt had to cope with the Cyclone's weight on the weakened appendage, Fighting to cope, he made for the air. The psionic weapon slashed at him again, and he was nearly killed in the blaze of horror that broke his focus.

He was hovering. So was the Invid, his feet invisibly supported several meters off terra firma.

Under the hatred, Ulm was beginning to get the small cold sensation that he was in farther over his head than he'd thought.

Grinning, the black-and-scarlet figure lunged at him again.

Siaga, her teeth bared and sweat sopping her uniform, aimed and convulsively fired at the Invid mecha still holding the humans, their having not reacted yet. The two shrills of shock and abrupt silence were hardly even noticed in the vast orchestra of agony that still shook her psyche from her willing communion with Kayagh's torment. The Terrans needed no prompting; as the Sentinel shells fell, they were running, the male human taking up one of the dropped energy shields.

Pain exploded through her, true pain, rending her guts, scalding her flesh. She began to fall, quite helplessly, the weapon falling from her loosened hands, but not before she saw a fleeting image of Oryo'i, pistol still raised, face twisted in anger and anguish.

As she folded to the floor, she saw another image; the yellow-haired young female, her eyes wide and mouth opened, changing her direction and running for her, a hand reached out.

With her fading strength, Siaga of the Invid extended her own, the green-smeared digits spreading as though in supplication.

Dennis saw the charcoal-armored female begin to turn away, catch the sight of him, and the the amber eyes beginning to widen in shock. She whipped around and fired, but the discharges were harmlessly absorbed by the energy lens still projected by the shield.

Then, there was the shock of impact as his body impacted hers, and his face was full of a hissing, clawing, white-haired demon, her pistol spinning out of use.

My God, she's strong, he thought, as he pushed the shield forward, trying to prevent her nails going for his eyes. Ducking under her grasp, he made one final lunge, dropping the shield.

She staggered forward, and before she could react, he hit her precisely in the base of the skull with a clenched fist.

She was human enough to feel it; she slumped bonelessly, unconscious.

Ulm dodged the psionic blade's attack, barely in time. He could feel the chill of his left arm now stripped of its shield, the labor of his overworked, aging heart, the fight for him to get enough oxygen to his system. The sensations were lost in the deadly dance of strike and counterstrike, defend and move, and the wrath that still deadened his mind to all but killing his opponent. At another level, he knew that even with the Super Saber's CADS systems both out and whirring, periodic discharge of missiles and the the Cyclone's power behind him, he was outclassed.

Badly.

The Invid's unarmored figure leapt and sidestepped like a phantom devil, constantly out of Matt's reach, often almost within contact, if only to taunt and take further bits off. Trying to hit him was like trying to damage a flame. The speed and power were unbelievable. Nothing human was that fast, but his opponent was not.

Matt was aware that he was being backed up against a wall; he tried to buy time, as the Kulagi toyed with him, shaving his battlesuit off piece by piece.

Elsewhere, in the paralyzed silence of the hive, its normal function and direction lost in the uproar in the audience chamber, the Sulagi Miragai was prodded, sweating, into a vast room.

"What are you doing, human? If you are going to--"

There was a sharp jab into his back, felt even through the padding of his flightsuit. "Shut up, or I'll by god shut you up," the clear female soprano snapped. Swallowing, her prisoner complied.

They were unchallenged as they crossed the floor, the room dead silent. "What's going on?" Gwen wondered to herself. "Did the others cause THAT much of a fuss?" The two made their way closer to a huge glowing hemisphere in the center of the room. The human in the Cyclone wondered what might be the best spot, and then--

Her eyes lit on a small object situated within a couple feet of the hive power core. Urging Miragai along, she got within visual distance.

"Oh my g--" she choked.

"What?"

Getting herself under control, she said quite clearly. "It's a bomb."

"WHAT?" Miragai half-screamed, forcing a further jab into his back with the H-90.

"I think my CO got here first," she explained in a low, rapid voice. "There's a timer on that thing; there's less than forty-five minutes left before everything in this hive explodes. If we stay, we go with it."

"Can you stop it?"

"I ain't no bomb-squad, Invid. If I tried, I might trigger it prematurely. We humans make damn sure nobody hostile can get away with tryin' to disable it without gettin' it in the face." And I'm not gonna even try, she added silently.

Too late, she realized what Miragai was trying to do. Even as he made mental contact, before she could fire, his face transfixed with horror.

"No! What has he done?? How could he?" he said in English, gasping in reaction, doubling over as he protected his midriff. Her rage replaced by astonishment, Gwen stared as he panted, shuddering.

After a few seconds, he seemed to break the contact and straightened again, his face taut with hurt. Emotionlessly, he said, "I will go with you. There is nothing left here for me."

Even more astonished, Gwen gaped underneath her helmet at this sudden change in loyalty. She had no idea what had just happened in his telepathic communion with the hive; but the reaction had been too sincere to be faked. And somehow, she felt curiously resistant to leaving him here to die with the rest of his hive. Miragai had done nothing as far as she could see to warrant that quick a judgement. Especially after Amanda...

Finally, she said in a brittle voice, "Keep in front of me, and for both our sakes, you better find the fastest way out."

Matt wheeled crazily, his directional thrusters now gone. Of his Super Saber, little was left except

shredded and disabled servoes and fragmented plating, for the Invid had put in many a blow. The CADS were gone, his missile systems worthless, nothing left except the last dregs of his backpack thrusters helping him to elude that deadly blade. Still, Ulm himself was untouched. He had a fair idea why, and from the sadistic smile on his opponent's face, it looked to be right on target.

Ulm got too close; a hiss, and suddenly he was falling.

The impact nearly knocked him out. He rolled to his back, just in time to see the tall figure hit the floor and stand over him. Detached, Ulm watched the white light-bar swing back for the last stroke at his neck.

There was a roar.

Shkud staggered, the blade diappearing, a look of shock on his face. He put up a hand to his side, then brought it up.

"What?" he said blankly.

There were two more reports; Shkud arched, then began to topple. Something warm splashed Ulm's face and armor in tune with the blasts as the Invid's side erupted in a green splatter. Ulm barely managed to roll out of the way as the Kulagi nearly fell on him.

Shkud writhed in anguish, no longer feeling anything below his chest, trying to drag himself back to his feet and failing. Desperately, he attempted to activate his healing abilities, but it was too little--even as he tried, his bodily systems eroded and shut down.

Through dimming vision and perception, he managed to turn his face in the direction where the shots had come from.

No! It could... not be! Killed, by that? No, I can... not... will... not...

"A present from my sister, you son of a bitch," the human said thickly, and fired one last time.

Shkud, Lord of the Kulagi, slipped several feet across the floor from the impact of the blast, smearing blood in his wake, and settled in final stillness, the snake eyes open and glassy.

Silence slammed a lid over all, except for the thud of bootsoles as the young woman dropped the heavy Invid rifle and made a beeline for the other figure curled on the floor.

Miraculously, it moved as Amanda skidded to her knees by it, the knees of her coverall soaked in green fluid. The fogging yellow eyes opened and focused on her in an effort; Siaga may have smiled.

"Hold your peace human...nothing...you can do..." The hands clamped over her midriff moved; Amanda knew from what lay under it that there was nothing in either Invid or Human science that would help Siaga now.

"S-siaga...I'm so sorry..."

Siaga did smile. "You grieve...for me? Young one...better death as a Sulagi...than life...as a drone... Little while...I knew your life...knew to feel...grateful for that...Amanda--save...my brother..." A gout of fluid came up from her mouth, and she went limp, the wide sulfur eyes fixing.

Amanda raised her hand and closed Siaga's eyes, the reality crashing in on her. Shooting to her feet, she repeated, "Save my brother--" the Invid's last words reaching her all of a sudden. She nearly vomited at she saw the wreckage still sagging against the opposite wall.

Matt and Dennis were already there; a couple of quick pulls on the trigger released the cuffs from the wall. Dennis staggered as he caught the falling weight in his arms; the bloody body barely twitched in response. A arm flopped to the side, revealing the slicing wound the late Lord Shkud had opened there, dribbling Invid ichor.

"We can't carry him like this, we'll kill him!" Dennis spat.

"We'll die if we stay, Zinnert!" Ulm barked hoarsely back. "I set a bomb at the power core, and it has less than thirty minutes before it goes off. We'll have to take our chances."

"The Alpha's half a mile off," Zinnert said. "Sunshine apparently anticipated our coming and had the reception planned here in advance. I'm just hoping that after our earlier fights the thing can still fly."

"What about her?" Matt said, indicating the unconscious Oryo'i.

"We haven't time to get her too," Zinnert replied. "Come on."

Amanda managed to grab Oryo'i's pistol. "I'll take point."

Matt nodded shortly, removing the pieces of his ruined Cyclone from his CVR. "You take his legs, I'll take his upper body." Dennis complied and the two managed to lift Kevin's ravaged figure.

The next several minutes extended to numb eternity, as they tried to move as fast as they could with their burden, which only occasionally moaned. There were a couple of bad spots were they thought Enforcers or Sentinels were about to shoot them down, but they all seemed unmotivated and confused, not even noting the humans sneaking by. To Amanda's eyes they all looked as though they were acting like chickens with their heads cut off; she was more correct than she knew.

The Alpha was still in gerwalk where Dennis had left it, there having not been enough time for the Invid to do anything about it. The Assault Battloid next to it was still undamaged, but the only one who could pilot it was currently bleeding onto the hive floor. Amanda leapt up into the rear cockpit, tearing out the medkit and shuddering as the two men handed up Kevin's limp figure. The stench of ichor was overwhelming. As Amanda began frantically to staunch the wounds of the softly whimpering Invid, the two officers crammed into the front and began to bring the engines to life.

"Fuck, fuck, fuck!" Dennis swore. "Lot of bleed from the prior damage-- I hope the Shadow system's still functional."

"Fifteen minutes left," Matthew said, checking gauges. "Let's get the hell out."

The engines whined to life, and the craft began to lift.

The gray palled from black, bringing a horrific headache along with it. Muttering, she shook her head and opened her eyes to dead silence.

For a couple of minutes, all she could do was stare.

Then, she shakily rose to her feet, still not believing, her eyes on the two bodies lying there.

The Kulagi lay half on his side in a pooling smear of his own blood, his uniform soaked black with it where it contacted the floor and his long red hair clotted with it. For the first time in several years, his countenance wasn't contorted in pride, hate, or anger. The face wore a vaguely surprised look, the eyes open and dilated. From the look of the gaping hole in his side, he was quite thoroughly dead.

Siaga was curled up in another pool of fluid, her hands verdegris with drying ichor as they lay loosely over the gut wound that had killed her. The eyes were closed and the face peaceful, the lips curved, as though savoring some quiet, deep triumph.

Oryo'i stood, looking numbly on the carnage, unable to make a coherent thought.

"So, Shkud, is this the superiority to humanity you so claimed? Slaughtering ourselves as they do?" The corpses on the floor made no response.

Numbly, she turned on her heel and began to run.

The Alpha limped through the hive passageways, making for the first open passage. Abruptly, light--daylight--blazed around them. The Alpha accelerated as far as safe, unimpeded by the hive shields. Scouts started to rise and make a half-hearted pursuit, but the Alpha left them behind.

"We're out," Ulm declared. "Only a couple of minutes left. We've got to get a couple of miles away before the blast wave hits. How's he doing?"

Blankly, the back seat replied, "I don't know. There's so many wounds--I've only managed to stop the bleeding on the worst of them. Internal damage, and his blood pressure's too low."

"Shit," Ulm said. The interior of the cockpit stank like a compost heap. Amanda did not reply, instead cutting off yet another gauze strip to close the seven-inch-long slashes, her hands smeared with reeking fluid. There was another whimper of pain as she jogged his snapped ribs, but binding them would have to wait. His eyes suddenly opened, staring at empty space.

"Who's there?" the barely audible whisper came. "Get out of my head..."

"Kevin," Amanda said softly, "It's all right. It's me. I'm here."

There was a slight flicker, although the scout's eyes still did not see her. "Mandy? Is that you?" His lips moved in a smile. "Good..." The eyelids closed as he slipped back into unsciouness.

"Hope Gwen managed to get out," Ulm said to himself.

"What?" Dennis yelped. "You brought along---"

"Her means of apology." Ulm murmured, nursing the protesting VAF along. "I don't think we should worry that much. Gwen's a born survivor, and she had the same plan in mind as me. I believe in her power to get out."

"Oh, shit," Zinnert muttered. "We've got company. One lone bogie still on our tail, and Marauder by designation."

"Oryo'i," Ulm said detachedly, bringing the image up on visuals. "Looks like she's in a bad way herself. Better gun it."

"Fantoma," Dennis swore. "Doesn't she know when to quit?" The Alpha was making headway; the Invid craft falling behind. "You'd think, considering what her dear lord was, she'd've--"

The last second disappeared from the LCD screen, and space dissolved into plasma. The hive power core gone, the chain reaction roared through the rest of the hive with lightning swiftness. In seconds, it was lost in a hemisphere of energy, taking transmission towers and Invid patrols with it.

Oryo'i screamed as the hive's death hit her, and then again, seconds after, as the blast wave rocked her craft, nearly causing the battered mecha to smash into the ground. She was forced to fight to stay aloft, all thoughts of pursuit forgotten.

The pain slammed into Kevin O'Shea's lacerated psyche at the same time. Hundreds upon hundreds of the minds of Invid, Iigaari and Malorosm, Iigai and Torab crying out, as they faded into brilliant oblivion, their ghosts left behind to torment him.

It was too much, and he was so tired, and so consumed with self-hate.

The loving darkness opened its arms, and took him in.

Amanda screamed in terror as the bloody figure on her lap convulsed violently and half sat up, eyes wide open, back arched and face contorted in a silent scream. As though a switch had been flipped, the body went limp again, eyes still open, chest still rising and falling, but with not a hint of personality left aware behind the blue irises...

Around a corner, two faces peeked into the massive, freezing hollow of the old ampitheatre. One was gray-eyed and light-skinned, the other lower down and ebony dark, eyes flitting.

"It's almost noon," the upper one said in a low rumble. The lower face nodded.

"Everyone's relocated now to Base Two. There's that steam-tunnel network we can hide in. You have any idea on where are available spots to move?"

Gerald shook his head, his breath steaming. "Not yet, Miranda. We'll give another twenty-four hours, just in case."

"Optimist."

"I try hard." Wilson did not seem convinced. "Did the kid settle down?"

"A little. That was a helluva fit this morning."

"I have to admit, 'Randa--she's weird. Any ideas why?"

"This coming from someone whose father was forty feet tall?" The big man winced at the woman's cool tone. "I still haven't ruled out what those Flower spores did to her."

"They're it." Miranda nodded at Gerald's statement. "Let's keep the sensors peeled."

"Doi's looking on the radar. She'll tell us."

Minutes passed and the two, hiding against possible hostile sensors, began to relax in boredom. They jerked awake at the hailing beep on their coms.

Wilson replied and listened, his pale eyes going wide.

"Gotcha, Sherry. We'll meet the crew here." The halfbreed looked up at Miranda. "She just got a bogie with the right callnumber. It's them."

Miranda's eyes widened, hope, for the first time, returning to them. "All?"

Gerald shook his head. "Don't know."

The next fifteen minutes were eternity, as a couple of the medics and repair personnel snuck up to wait with them. At long last, a low rumble built to thunder, and the hole in the roof was eclipsed.

Miranda bit back a swearword as she saw the Alpha drop through. The thing looked as though it had taken on an entire hive; the external hull gouged and scratched as though claws had been trying to peel it off, and burned in a couple places with plasma hits. It settled, and she was running to the craft as the canopy began to lift.

Two figures got out first; if the mecha looked bad, the experience of seeing the two CO's was infinitely worse: smeared with drying green fluid, swaying, eyes looking as though they'd stared into the maw of Hell itself. Involuntarily, she swore at the sight. If they hadn't taken on the Invid race single-handedly, she didn't know what they...she squashed the notion. What the hell did she think they'd done, gone macrameing or deconstructing Henry James?

"Amanda?"

Ulm said hoarsely. "We got her."

Gerald glanced at the Alpha, eyes widening in fear, and Ulm interjected, "Alive. But..."

"You need medics?"

Dennis fought with himself and blurted out, "It's not her, it's Kevin."

Whirling on his heel, the CO turned and began to lope back to the tattered VAF-8R. Ulm, utterly exhausted, eyes glimmering with fear, took a sling stretcher from one of the meds without another word and followed him. Miranda and Gerald tried to follow them and got a look of sharp reproof.

The two shifted the mecha to pure fighter and then began to move around in the rear cockpit. Momentarily, the others heard Mandy's voice, but so ragged it was nearly unrecognizable. The two core members on the floor stared at each other, completely in the dark at to what was going on and worrying.

After several more minutes, Ulm got out, supporting and carefully helpig lower the stretcher and the body it supported to the ground; Zinnert cautiously negotiated himself and his end out as well. Behind them, the battered face of Amanda Pierson popped up for the first time, her eyes red and a huge, blackening blotch spreading across one freckled cheek. She was shaking. Her coverall was covered with ichor as well. Fresh ichor.

Miranda and Gerald loped over to the burdened COs, attempting to offer help. Miranda, swallowing, was the first one to reach them.

For a second, she thought the limp figure on the stretcher had had a run-in of the violent kind with the enemy, splattering his shredded coverall, and there was an instant of pride in what Kevin had done. It was not until she heard Gerald Wilson's single, heartfelt curseword that she saw.

The dark-haired head of the body rolled to the side, the eyes open and blank, living but not much beyond that.

Out of one corner of Kevin O'Shea' s mouth liquid trickled, etching a pine-green line down his chin.

"Sweet Jesus God," she said.

Lady Asaav, an urgent report, the Brain said. *Sulagi Oryo'i has just contacted with terrible news.*

The figure in the orbital hive's control chamber straightened in surprise. "What?"

A small group of humans managed to infiltrate a major hive in Lord Shkud's domain, in order to rescue a human prisoner. Shkud was there at the time, and had taken most of them captive for interrogations. Somehow, the humans managed to destroy the hive and assassinate Shkud.

"Shkud? Assassinated?" she blurted out in incomprehension, for only one of very few times since the beginning of the occupation. This was unheard of. "How?"

Not yet fully known. Oryo'i was still suffering minor shock from the hive's destruction. But apparently the human still free had managed to interrupt Kulagi Shkud's questioning of a renegade Sulagi among them.

Asaav had regained her composure. "Unbelievable," she murmured, shaking her head, the chin-length pale green hair fluffing out as she did so. "A renegade, even. What madness has seized them?" Restlessly, the brown and burgundy figure paced restlessly on the floor, the only sign of showing her agitation. "What an incredible tragedy. Have the others been notified yet?"

As we speak, Lady.

The female Kulagi continued to pace, her aristocratic brows furrowed in thought. "Contact those with whom I have been speaking with. We must figure a way of preventing this in the future. We meet tomorrow, an orbit from now. Extend my consolations to the others on Shkud's death."

Done.

"You are dismissed. I must think."

The Brain's presence was gone, leaving Asaav mentally alone.

So he was no more. A major setback for the occupation as a whole, for his...aberrancies beside, Shkud's means had always managed to get the most yield of Flowers out of his segment of the planet. It had been his ideas and policies that had made the rest of the Kulagi adopt their current policy for the occupation. Yes, on the whole, it was deleterious.

But for her own goals...

Asaav stopped, her mind brewing, her face closed.

After a minute, the brushed-aluminum eyes with their slashes of pupil narrowed, and her lips curved in private amusement.

A bitter night coated the woods. The snow had decided to quit falling, but the cloud-cover overhead darkened the night, unbroken except for a small campfire. There were two huddled around it, but no word was spoken.

"D'you want some tea?" one said.

The second, shivering in a blanket, made a face and then seeing the steam rising off the top, reconsidered. A hand reached out and a mug was placed in it.

"I can get you some more cold gear if you like. Sorry nothin' my size fits you."

"No," the second said at last. "I'll be all right. The flightsuit was made for extremes in temperature."

"I'm...sorry," Gwen said.

"So am I," Miragai said in exhaustion. "You can sleep. I promise I won't escape."

The amber eyes slanted over, deliberated, and looking at the semi-collapsed figure, compromised mentally by deciding to fall asleep after whenever he decided to. She nearly nodded off, and dimly realized the idea might be sabotaged by her own weariness.

"Human?"

She jerked back awake. "Mhhn?"

"What will happen now?"

She had not exactly been thinking of direction when somehow she had managed to tear out of the hive with less than twenty minutes to spare, praying that the arms wrapped around her middle would not decide to strangle her all of a sudden. Nor had she been thinking when the horizon behind them flared blindingly, and her "prisoner" had made a hoarse noise of pain. Even now, his pale green eyes were grayed with reaction.

Now she had to think.

She had played Judas to the Elms, and as Ulm had implied, they would never trust her again. They might pretend to, but in a scenario where it was truly needed, when lives might depend on it...

There was no way she could ever return. Especially with her involuntary traveling companion. She strongly doubted they would welcome the Invid with her.

She remembered that the hive lay--had lain--to the northeast from the base.

She sighed. "North. We head north tomorrow."

A couple of hundred miles to the south, a lone figure made its way through the icy woods, trying to move as quickly as possible without running. It had discovered in the past few months that such movements in certain areas attracted unfriendly attention. While the traveler had little fear of being killed, the kind of things she might have to do might attract even more unfriendly attention, which was the last thing she wanted at the time. She was desperately needed elsewhere; being sidetracked would not help anyone.

The furtive moon, peeking through the clouds, picked stars of reflection out of her hair as she moved.

Sweat trickled down into Oryo'i's collar, and she inserted a finger into it to try and cool her neck off. She, however, was full aware that this section of the Orbital Hive's mean temperature was not all that warm. Her perspiring was for entirely different reasons.

It was the hardest effort she ever made in her current life, but at last, she managed to put a foot foward, and stepped through the door and into the audience chamber of Kulagi Asaav. For a moment, she saw the ruling Invid's tall figure, and her heart contracted as though in a clenching fist.

She was down on on knee even before Asaav noticed her presence, eyes fixed on the floor, her pulse thumping so loudly she felt it could be heard throughout the entire room, the knowledge of her shame constant in her mind. She had allowed the murder of one of the Kulagi and the destruction of a major hive and over a thousand Invid, and she was fully expecting not to walk out being able to pilot a Gamun. She would be lucky if she were allowed to live.

"I have come as you have ordered, Lady Asaav. As the Kulagi with the closest geographical area of control to my lord, you have full juristiction over me, and my--actions." Oryo'i was impressed; she had managed to say it with only the slightest tremor to her voice. She could feel Asaav's attention on her.

I must look a sight, Oryo'i thought. Her face was bruised from striking portions of the cockpit in her desperate battle to stay alive in her foundering mecha, as it had been battered by the blast wave of the hive's destruction; a battle that she thought was quite pointless in retrospect. At least, she would not have had to face this.

"Sulagi Oryo'i." the calm, unaffected voice said. "Thank you for being prompt. We have business to attend to.

"In this conflict, your ruling lord died as an indirect result of your actions, as did many of our kind. However, I must illustrate the fact that the root cause was your capture of the human female, an action in and of itself a good thing, as we must need to learn more of this species' battle tatics in order to firm our own plans. However, it cannot be helped that humans seems to be strangely--comitted to each other, often to foolish extents. Nor did you know that in addition to the initial rescue attempt, a second had entered, unknown by you or the others of your hive. Furthermore, none of us had any idea the humans were being helped by a traitor to us, and you most certainly did not. So it is not something that was under your control.

"Our lamented brother Shkud was well known to be--intransigent--on certain things. One of them being, of course, his relentless persecution of you once you failed to please him. Unfortunately, his failure was to see what you were trying. Or what was aiding the humans."

Asaav smiled. Allow the Sulagi to think what she was thinking for a little while longer, in order to ensure my hold over her. The results ought to be most...rewarding. The Sulagi was still hunched in her kneel, waiting for the blow to fall.

She paused for a couple of minutes.

"Shkud's failure was to see that events might happen that would not favor his plans, or that an accident might temporarily thwart his goals and that of the occupation. He could not conceive of events going wrong, especialy concerning himself. This made him completely incapable of seeing what you had tried to attempt, and in fact ultimately deprived him of his life."

Oryo'i was stunned. A Kulagi, admitting that one of their own was flawed? Asaav continued.

"I wonder what he might have thought had your original plan had went as intended. It was without sanction, true, but it was created with a great deal of foresight as to what might be needed in the future in combatting the native population. Those are talents we need. Shkud would most certainly have deevolved you had he been alive--" a shiver trembled the Sulagi's slender frame, "but that is a foolish and hot-headed waste of resources." Silence again, then:

"Rise, Sulagi Oryo'i."

Oryo'i complied. The Kulagi's silver, inhuman eyes were neutral, but there seemed no censure. There was movement behind her, but years under Shkud's control had taught Oryo'i to keep her attention on a superior at all times.

"We of the Kulagi are now one less of our number. Your lord's death will have repercussions in control and territory issues, unless someone else is willing to take up his post. And the remaining twenty-three of us have our own pressing issues."

Oryo'i blinked foolishly, trying to understand Asaav's point. Her concentration was broken, as she saw the sources of the movement resolve in the dimness to five other tall humanoid figures, all clad in the distinctive uniform of the Kulagi. Her heart going cold, she thought, *Mother, she's going to deevolve me after all. But I expected it, did I not?*

A smile, at long last, crossed Asaav's glacial features. Numbly, Oryo'i felt the background level of power rise, as the other five moved foward...

"Oryo'i, the Council has deliberated on this issue, and I have added in my input. Due to my earlier work, it has been agreed on. YOU will be that replacement."

"WHAT?" Oryo'i yelped in pure shock. Asaav did not take note, as the power suddenly spiked and energy began to form a nimbus around her.

"Oryo'i, prepare yourself for bio-reconstruction and transmutation!"

Confused, the subordinate Invid almost fled, but it was too late.

The other five Kulagi began to draw on their own immense power, and to feed it to the Kulagi in front of them, Asaav's figure suddenly going incandescent with the concentrated energy given her. As the focus, she shaped and directed it, toward the figure in front of her.

She lifted her hands, and began.

An intense blaze shot out of each palm, the protoculture-driven energy catching Oryo'i as she stood in astonishment, enveloping her.

The form she had known for six-and-a-half Terran years fell away, leaving nothing in the firestorm save a globe of light; her consciousness disembodied, kept coherent by the psychokinetic matrix holding it in place. Carefully controlling it, Asaav, with the help of the others, began bit by bit to reconstruct Oryo'i's genetic code. In seconds, a figure began reforming out of the primal tumult.

An indistinguishable time later, the energy output faded and disappeared, leaving afterimages in its wake.

The figure that had reappeared out of the Invid energy swayed, murmuring in confusion. Oryo'i blankly felt herself. Nothing seemed different than from before, at first. What did they do? Something seemed different about the uniform that had reappeared with her--a different color pattern. She felt taller, by a few inches...

Asaav's mind-voice entered her thoughts. *I would remind you that this was approved by the Council on my recommendation, Oryo'i. I sincerely hope that you would act appropiately about that in future events,*

when dealing with me. Please do not betray my trust in you.

What approved? Oryo'i thought. The slender hands seemed unchanged, but her figure, slimmer? Or taller. Where were her bruises? And where did this new and boundless energy come from? She'd been exhausted; now she felt as though she could take on a battalion of humans unaided...

"Welcome, Kulagi Oryo'i, to our ranks."

With another shock, and beginning exhaltation, Oryo'i understood.

She pushed her silver hair out of orange, cat-slitted eyes, and nodded for the first time to Asaav and the five others as equal to equals.

And she smiled.

End Book One:
Lightning Crashes

Miracles will happen as we speak
Though we're never gonna survive, unless we give it our crazy

In a sky full of people
Only some want to fly
'Cause they're not crazy

Will you give if we cry
will we live
or will we die?

Jaded hearts
heal with time
Shoot the heart so we can stop the bleeding

Solitary brother,
Is there still a part of you that wants to live?
Solitary sister,
Is there still a part of you that wants to give?

If we try and live our lives the way we wanna be...
There is no other love like ours...

Whatsoever I've hated
Has come to life
Whatsoever I've fought against
became my life

--**Soundgarten** *"Fell on Black Days"*

THIRD INVID WAR: DANDELIONS — Next Previous Top Index

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

Dandelions

Chapter Eight

Dennis' neck was screaming bloody murder, but he completely ignored the fact as he stared in naked shock behind him. Out of many things, this was something he had not expected.

It took a second for his eyes to adjust.

"You," he hissed.

"Me."

Ignoring the daggers Zinnert was glaring at him, the CVR-armored man in the copilot's seat took his feet off the back of the pilot's seat and took his helmet from his lap. He looked at it for a second, then placed it over his head, visor up. The untanned pallor of his face seemed to gleam in the faint light of the console.

Dennis glared as he began to massage his abused neck. "O'Shea, what in the hell are you doing back there?"

Kevin looked frank. "Waiting for you."

"You--" Zinnert could not find a good phrase to finish the word with and fumbled.

"It's early December, Dennis. You aren't going to catch flies this time of year." The tone, while light, was completely belied by the unnerving stare of the pale blue eyes. "Like I said, waiting for you."

Dennis at last found something. "O'Shea, you're not authorized to fly an Alpha."

"I know. That's why I was waiting for you."

"Why'd you think I'd be here?" Dennis challenged, feeling completely out of his depth and belying his presence in the Veritech.

"Simple deduction, Dennis. Knowing you, I figured that after what I said to you earlier, you'd either be so eaten up by remorse you'd eventually do something stupid to make amends, or you were so whipped out of compassion you weren't worth following. And seeing as this is the single most powerful mecha in our arsenal..." Kevin punctuated it with a half-seen shrug.

"Of all the manipulative--" Dennis sputtered.

"Believe me, I wasn't orginally flaying you for that express purpose. But at the time," Kevin's eyes were hard, "I meant what I said." He might have smiled in the darkness. "So I figured it might be a smart idea to get out here and wait for you."

"How'd you get in?"

"Hey, I'm a spy. I'm supposed to be good at this sort of thing. Besides, there's quite a few entrances around here, and considering it's common knowledge Matt and you are the only ones with the capability to fly Variable Fighters in this dump--" Kevin shrugged again and leaned foward, cracking his knuckles and stretching.

Dennis sighed, feeling foolish. "O'Shea--chivalry is all well and good but--"

"You're in the Alpha too." Kevin pointed out. Dennis winced.

"Kevin, two-fifths of the Elms charter is in this cockpit. One of us shouldn't be risking himself like this. You're the single most experienced scout in this group, and if you get killed--which is damn likely, considering the situation--a lot of know-how gets buried with you."

Kevin sighed. "Pretty good, Dennis, but are you really suggesting we ought to go out and get somebody else for this little suicide mission at one in the morning? Matt has the biggest heart I know of, but you know he'll stop you. Besides--speaking of experience, don't you have a few years in the Sentinels War under your belt? That should amount to something."

Zinnert grunted noncommittally. After a second, Kevin made a wondering sound.

"Damn. You don't think it's worth all that much. You really don't. M'god." Dennis winced again depite himself, hoping Kevin could not see in the darkness.

Jesus, how does he know?

"Anyway, Dennis--" Kevin let out a shaky sigh, "there really are a couple good reasons I suggest you dragging me along with you. Other than the fact Amanda means something to me." He sucked in another breath, loud in the dead cold silence in the Alpha cockpit.

"You know those energy fences around protoculture farms? Invid use a variant of 'em to hold prisoners in hives too, human prisoners. Touching them is pain itself, not to mention taking them down is more than a matter of flinging a few GR missiles at them. It might kill the prisoner if you tried, too."

"And there's no way of unlocking it, I take it."

Kev swallowed and took in a shaky breath. "Bright move, Dennis. Right. Unless you suddenly get psychically gifted. And it also helps to have somebody to guard your ass meanwhile too."

Dennis grunted. "If we don't actually get killed trying to storm the hive alone first."

Kevin licked his lips and drew in a breath. "Actually, I know of ways to get us in that way too, Dennis."

Dennis looked over. "What?"

"I said, I've got ways of getting us in. Or at least, close enough that we can hit the place."

Dennis' brow furrowed. "Are you crazy? If they took her to the sort of hive I have in mind, O'Shea, they're going to have linebacker and clam patrols around it thick as leaves. We couldn't dream of getting

close enough without alerting them."

Kevin stared at the lieutenant, the sheef fixedness of his gaze, and something contained therein, causing something to go cold in the pit of Zinnert's gut.

Kevin O'Shea said, softly: "Not if I know they're coming. Which I will."

Dennis looked blank, and said, "What? Oh, yeah, the recon equipment in the back ought to help in locating patrols. Nice job for the Icarus." A rememberance hit him then. "But do you know how to use it? I don't think you've managed to see it yet. In fact, have you ever used this stuff? I thought you came in as a civilian."

"Did."

"Well, if you don't know how to use the equipment, how do you say you'll know when patrols'll be coming around? The only way outside hardware to detect Invid, as far as I know is another...another--"

Dennis couldn't think of how to complete the thought; his mental footing lost.

In a timeless instant, he was devoid of all thought, the sweat breaking out on his forehead, vaguely aware his neck still throbbed. Mouth gaping, he stared blankly at the figure in the back.

For over six years, he had had a set conception of the people surrounding him, an image which he thought had been concrete and solid. Now, for the first time, he got the feeling it was an optical illusion, a picture of two facial silhouettes staring at each other.

"Jesus Christ. Jesus H. Christ."

What he had thought was the First Scout of the Elms had just become a vase.

"God, you're slow on the uptake, Dennis." he heard.

Yeah, Zinnert thought blankly. *Yeah, I guess I am.*

"Aaaaghh!"

Amanda jerked back her hand, shaking in sheer hurt, trying to examine her hand. Where she expected char was only smooth, freckled skin.

She tried to reach her hand out again, but could not force it near the light bars again. Her will said yes, but her instincts would not, could not make her body cooperate.

She had no idea how long she had been at this, but the terrorized knowledge of her situation had made her try over and over in spite of the pain that seemed to increase with each time. Agony or no, it was better than sitting and being driven to near madness with the knowing.

She licked her lips, knowing that it had to had been several hours at the very least since she had had anything to drink. Her mouth felt like tissue paper. There was no water in the cell with her. She wondered if it would have been wise to drink it had there been, and knew probably not.

She probably would have anyway.

Shaking with the constant roar of adrenalin in her system, she folded to the ground, her hands supporting clammy forehead, and she could not help but remember.

What did I ever to do to be in this position? Why was I born to be here?

She supposed that in a perverse way, it was just as well Grace hadn't lived to be as old as Amanda herself. Knowing one to be the indirect cause of the death of one's mother through a postpartum infection would be cause enough for guilt. And Gracie had been such a happy little girl, with freckles as profuse as Amanda's but with their father's light ginger-red hair...

That led to the imprint of a pair of hauntingly human blue eyes on her mind. Although, she supposed, not quite as much as being trapped in the position of choosing to kill one's own people or choosing to see the perversion of a sacred promise. She could hardly envy Kevin's position.

Like Antigone, she thought, having read the play a week earlier at Miranda's insistence.

And Gwen's bitter, envious countenance... what had Amanda ever done to earn that woman's hate?

She supposed that no matter, something probably would have happened. Gwendolyn's betrayal was only at a convenient juncture.

From that, she went into a bleak reminscence and walk through her memory, her family life, their gardening projects and pea hybridizations, through the Elms, the Invid, humanity, Kevin, and the distinctions thereof. An indistinct time later, she raised her head again, thinking that perhaps she had forgotten the agony of the first few times enough to try again. It was hardly worse than the agony eating her up inside, and the constant war to forget what most likely awaited her once the Invid decided to return their intentions to her.

She began to rise again, but her ruminations had taken longer than she had thought. Her legs and the old

injury in her ankle were half-fallen asleep, and did not fully cooperate. Stumbling, she tripped and fell face foward onto the light grating.

Her scream of indescribable pain sawed through the hive tunnel for what seemed miles. Clawing and wailing, she rolled away from the light and toward the back of her cell, tears pouring out of her eyes. In the back of her mind, she definitely knew she was not going near that grating ever, ever again.

Oblivious to the outside, Amanda did not notice the scuffling from the other side of the passageway and the half-vocalized, irritated complaints emitting from the depths of the shadows within. It was only when Amanda had finished touching every square inch of her face to see it was still there that her viridian eyes popped open, rimmed with moisture. She began to breathe harder, imagining horrors that Invid hives might contain.

She did not expect, of all things, a decidedly feminine voice from the other side, speaking in perfect English. It seemed irritated.

"Will you be quiet and cease that demented ape-screaming? Some are trying to sleep in this accursed place."

Amanda rolled to her knees, breathing hard. "Who--who is it? Who's out there?"

"Someone who's trying to ignore her sentence with blessed oblivion, fool. I take it you haven't learned yet."

A weak, sullen light suddenly sprouted from an unknown source, vaguely illuminating the area. Amanda immediately wished it had not; Invid decor was not helping her already fragile state of mind.

She could see the lineaments of her enclosure; more a niche barred over than anything, with those hellish light-bars a few inches further in than the corporeal ones double-sealing the area. Outside, the corridor stretched away and curved out of sight, about twelve feet wide at the most.

On the other side was a series of ceramic bars identical to Amanda's own, but with no light bars inside for some unknown reason. Other than that, the cell seemed identical to Amanda's own. It was dark beyond the bars.

As Amanda looked on, her heart thumping, something moved in the shadows and then into the light.

The opposing cell's occupant leaned on her bars, looking at Amanda with disgust. Amanda in her own turn looked at her, trying to understand what was going on with her battered sense of things.

Through three sets of bars and the dodgy light, she could make out a figure about three or four inches

taller than herself, and slender enough to make Amanda, whose own Germanic physique was a testament to a lifetime of lean eating and heavy exercise, seem clumsy and gross. It looked to be clad in a tight-fitting, strangely-designed bodysuit of varigated white, red and pink, which made its occupant look like a large candy cane. The curves it outlined were undeniably female.

The hair, which seemed to be a candy-apple red with heavy white streaks, went past the shoulders and framed a face that had a kind of sophisticated elfin prettiness to it. It furthered the peppermint impression. But the eyes--Amanda saw them at last, and took in a breath--there was nothing whatsoever sweet about the eyes.

The eyes glaring at her were a sulfurous lemon yellow. The thoughts they reflected were not human.

"Gah."

"Yes?"

"Uh."

"Yes?"

"Gnnh."

"My, your conversation's gifted."

"Ah..."

"Told you, there aren't any flies in December."

Silence.

"HOW LONG?" Zinnert screamed.

The fine features in the back distorted in a scowl and the blue eyes looked up toward the ceiling. "Oh God."

"How long have you...you...been posing as O'Shea?!"

The back seat erupted. "Posing--POSING as WHAT???" Zinnert suddenly felt his neck yanked yet again as he was pulled back by the collar, and he was staring face-to-goggle-eyed-face with a quite outraged

humanoid. "Dennis, let me get this through your tiny little primate mind.

"I didn't bloody well wake up one fine morning deciding how nice it would be to have green blood. Nor did I cosh some other guy that looked like me and take his place and stow him in the Mississippi. The same man you chartered with is the same guy who's talking to you now. It's been the same person for all this time. Dennis, I'm Invid. It's not something I'm terribly proud of, but It's the truth at last."

"You mean..."

"Yep."

"God." Zinnert felt like passing out seemed like a good option. I've gone and chartered with an Invid, no wonder the blood screening didn't apply to him...

"Granted, this wasn't the best time to let you know. Hell, it isn't the best time for ME to tell you it. But trust me, I think the Pod People bit's for the birds."

A couple minutes passed before Zinnert managed to organize the disaster area of his mind into seni-order. "But you and Matt..."

"A coverup. Frankly we stank at it, neither of us being inclined."

"But..."

"It's amazing," Kevin declared to the universe at large, "how the human race will delude itself into an unlikely possibility rather than accept an unpleasant truth."

"All right, all right, I get the point."

"Well, that's a relief."

"So when you--were allegedly attacked by the Scout--"

"Wasn't a Scout, Dennis. Was a Kraken. The green stuff splattered on me was from me."

Dennis did a rapid calculation, then said: "You mean Pierson knew??"

A terse nod. "That's how she found out. Which makes it even more important that we find a way to get her out of there. Dennis, I'm a traitor, and traitors are anathema to the collective. The Invid will leave no stone unturned to take me out of the picture, and they'll take the Elms out while they're at it. If they manage to...force her..."

Dennis nodded. Already, he was gaining a grip over his composure thanks to his training and mostly out of necessity. They had very little time left before Matt discovered their absence.

The sudden discovery would have to wait for later for him to understand. If O'Shea--or whatever the hell whatever he was called--had worked these many years with him, a betrayal was exceedingly unlikely.

He shoved the helmet down. "So--what hive to the northeast do you think they took her to?"

"You..."

Amanda licked her lips, sweat dribbling down her forehead, and began out of gummy lips. "You're Invid, aren't you?"

A sniff and a head inclination from the opposing cell. "Very observant you are, Human." The cold yellow eyes glared at Amanda.

Amanda considered her.

There were subtleties to this being's behavior, movements and carriage that were ticking off alarm systems to the human even after a couple minutes of encounter. Amanda was not consciously aware of the vast language of nonverbal cues human beings used to communicate with each other, but she did not need to be to let the lack of them from the other prisoner confuse her. Similarly, although the English used by the Invid was technically flawless, there was a stiltedness, a sense of maladjustment to her use of the tongue that let the other feel how alien speaking it was to the Invid female's thought processes.

She realized in an instant that there was a world of difference between Kevin and this--this--creature, for all they shared the same racial background.

It made cold sweat spring up along her spine.

Nonetheless, she was as imprisoned as Mandy herself. Interesting. She decided to find out in order to ignore her situation.

"Name's Amanda Pierson, human resistance fighter. We have a custom of introducing ourselves here. Can I ask you who you are?"

The Invid blinked, surprised. "My name is Siaga, daughter of the Invid race. I am--or rather, will shortly have been--will have been--curse your tenses--Sulagi and princess of the lower rank." A twisted grimace that might be a smile marred her lips. "Perhaps I should have kept my mind quieter, although knowing

HIM, it probably would not have made any difference."

"Him? What?"

A widening of that ill-fitting ironic grin. "Ah, I shouldn't--but I suppose it makes no difference, not to a human and in this place." The grin faded. "I had a few conflicts of interest, and thus I am here." With an elegant, long-boned hand, the woman indicated her confines with a flip of her fingers through the cross-hatch of her bars.

Distantly, Amanda wondered how the Invid humanoids went about manicures.

"Yes? I suppose I could know about that sort of thing. Your people bombing my world and all. That's conflict."

An inhuman hiss of disgust. "You know nothing of it, human."

"I know I'm probably going to--to..." she could not finish the last word. "And probably h-hurt a lot b-before."

The Invid Siaga blinked. Then, a dry, ratchety sound scratched out of her throat. It was a second before Amanda realized that it was her idea of contemptous laughter.

Anger and fear was building rapidly toward an outburst from Amanda when the cawing resolved into words. "Ah, spirit of light, you ignorant ape! At least you will have the mercy of dying!"

The laughter dissolved into chokes, and the candy-colored figure released the bars, doubling over in pain.

Shocked, the human realized she was trying to weep.

She could only watch and wait as the shudders of the crouched Siaga ceased after several minutes.

Still breathing raggedly, the Invid muttered bleakly, "At least you will die. I..." The green eyes were wide around the irises, and the yellow did not need to ask for the question unspoken when they raised.

"I will still live. Or at least something that was once I. And I wish I would die." The dry rasp sussurated through the passageway. "I am sentenced to devolution to iigaari for aiding and abetting of your kind."

"You--what?"

Spitting noises. Finally, the alien regained enough of her sense to answer. She was understandably unwilling, but what she whispered did not seem to take the human's presence into account.

"They put us down... claimed we were no more than poor prototypes of their glorious selves. We who had once been Our Mother's greatest creations, before them. HE most of all, and I had to be vassal to him. He would--no matter. He would raise my hopes... I would to anything, just for the hope of favor, for the signs of encouragement he would give me.

"And when I had broken myself trying, and expected a reward--he wouldn't! And call me a fool for believing, enjoying my pain all the while. And if I tried to reason, or be unwilling to go through with his game..." The figure shuddered, and she would say no more. "And then, after a time, he would start again. And fool that I am, I believed him, over and over."

"Who's 'he'?"

Siaga would not tell her. Instead, the lifeless whisper came on, seemingly unaware of Amanda's listening in.

"I decided if he and they would make my existence thus, I would return some on them. And so I started to observe the humans. And not report on them. I did not tell him of them. My own kin. And then I started leaving opredti cansisters where the humans would find them. And when they attacked, renewed by them, his rage grew beyond bounds.

"And I smiled. Oh, how much pleasure I got out of it. Was it what he felt when doing it to me? The satisfaction I got spiting him--"

"Who's he?"

The alien finally heard her. Hopelessly, she stared at her.

"They. The lords. The leaders. Our...masters. I should have known...one day, he would have seen too far into me..."

Devolution. Something roiled in the human's gut. It had been a favorite punishment of the Invid Regent, from Kevin's and Dennis's reports. What the alien had said would happen to her was tantamout in the Invid to rape.

In some ways, it was worse. At least sexual invasion allowed for the chance of healing, but this was a willful destruction of all that she was, with no hope of ever recovering it.

And most terribly, she would live on with only the torturing memories of what she had been. Amanda would die. Most likely in agony, but her genetic code and her soul were at least involiate.

And this talk of "masters..."

She narrowed her lips.

"Siaga?" she asked. The blank eyes stared at her. "If I get the chance--I'll make sure you'll never have to endure that. Even if I have to--kill you. I promise."

A weak light of comprehension and stillborn hope glimmered in the sulfur-colored orbs, and the Sulagi inclined her head.

"I give you my greatest thanks for that offer, Amanda Pierson. But you will not get that chance." She lifted her head. In the sudden silence, Amanda's blood turned to stone as she heard the dull thuds of treads coming toward their prison cells.

"It seems that they are coming for you." Siaga said softly.

"Amanda's just one woman," Dennis said, flipping the final switches. "It's likely they took her to the nearest hive of any note in that direction. That leaves us with a choice of two."

"Got a coin?" Dennis scowled at the back.

"I though you of all people would know where."

There was a raspberry from the back seat. "After six years, with them doing the sort of things they have? Not at all damn likely, Dennis." Kevin made humming noises as he thought. "The major hive or the biggish one a bit closer. The Lafayette hive--we may just as well slit our throats trying to get into that. Too heavily guarded. The nearer one is probably our best bet. Like you said," there was a slight, significant hesitation, "Mandy's only--an average fighter."

"Not if they get her to reveal your involvement as you said." There was an intake of breath from Kevin. "Probably a good idea to get her if we can before they break her that far."

"God, you're a callous bastard."

"I'm stating the facts. YOU said them first." Zinnert said flatly.

"Amanda wouldn't do that. She...wouldn't break. Not that quickly." Kevin said in a tone near pleading.

"Guess again," Dennis stated more gently. "The Invid on Garuda weren't above exposing prisoners to the atmosphere. And you know what happened to Pierson's and that child's community. And for us Humans,"

he sighed, the statement hitting closer home than he desired, "pain...is a powerful motivator."

Kevin said nothing for a moment, and made a noise of understanding.

There was something in the broken quality of the sound that started Zinnert's mind ticking.

Kevin spoke again. "The nearer one. Let's go out and get killed, Dennis."

Dennis chuckled. "Wonder what last words I should say."

"'It's a hundred and fifty miles to the hive, we got a full tank of protoculture, half a payload of missiles, it's dark, and we're wearing CVR?'"

Dennis gave the Invid a dirty look. "You were watching that movie again, weren't you?"

"Proud to say on my free time. Hit it."

The guard outside the hangar was a blameless sort. It could be said that his efforts to keep warm in the deepening chill of the early morning, at a time when his body temperature was at its lowest, did not leave his mind on his duties. He could hardly be accused for ignoring the very slight scuffling inside (as Kevin had stalked past his point), nor the later entrance of a known accredited officer. He was too busy shivering in misery, his heavy winter uniform and several layers of clothing nonwithstanding.

But despite that, the sudden rumble attracted his attention.

He was about to run inside and into the wide area from which the sound growled, but then the rumbling built into a sudden roar of discharged jets.

As he stared in blank wonder, there was a flare of light, and the roar suddenly unmuffled, as almost daintily, the VAF-8R Alpha seemed to float from within the gaping hole of the dome and into the frigid night skies.

For a second, as he gaped, mouth opened to the wind, the Shadow Veritech hovered above the hole in gerwalk, blue-white jets searing from the foot thrusters, like some Daliesque version of a wyvern.

The legs folded back, rotating, in the space of two seconds resolving into rear thrusters.

Then the roar boomed, and the Alpha turned into lightning. It was seen for an instant, then it streaked with incredible speed toward the horizon, curling clockwize toward the north and east as it did so.

The guard stood there stupidly, then cursed robustly, a legacy of his time as an SCA grunt. Within a second, he had flicked a switch and barked his call, receiving a muddled reply from the other end.

"Get the Lieutenant. He's going to want to hear about this."

Then he stood, looking at where the Alpha had gone, occasionally shifting as the first flakes of thin snow came down.

The thud of Invid treads was unmistakable. After a couple of minutes Amanda knew they were coming toward their area, all her fond hopes to the contrary.

Her mouth tissue-dry, she rasped, "How do you know?"

Siaga sighed. "I'm probably going to be given more time to think about my fate, while I still have the capability to. You, human, likely have information they want now."

Amanda nodded, and rose to her feet, flinching away from the energy bars. She met Siaga's eyes. "I wish there was something I could say."

"There is not." The condemned Invid was blunt as she too rose to her feet, regaining the tatters of her dignity.

The noise turned down into their corridor, coming into their sphere. Abruptly in the gloom, the jailers marched toward them.

There was two of the eight-foot-high gray-colored Enforcers, seemingly the only old mecha class retained in Invid service, marching side-by side. Neither was armed; an unarmed human was in no condition to fight back.

Between them the light limmed another figure, seemingly human.

Amanda stared on, her mind washed crystalline by the hours of fear. In a limpid emotionlessness, she considered.

Like Siaga, this Invid was of the humanoid breed and female. There the simlarities ended.

She was about the same height as Siaga, but even more leanly graceful. While identical in design to Siaga's own, this one's uniform was shadowy gray and flaming red-orange, with accents of red. Above it,

the long moonlight-colored hair and pallid, delicately severe beauty of the face seemed to hover in the darkness. The eyes, a close match to the orange scheme of her uniform, observed the observer with a clinical attitude.

Something about the colors sent off alarm bells in Amanda's head, but she was too busy at the time to take note.

"Ah, Oryo'i!" Siaga drawled in English. "I see you're here collecting. Tell me, how does our lord treat you these days? Same graciousness that I remember? Hope the benefits are worth the tasks."

The second Sulagi jerked her shoulders. "Siaga, shut up." For some reason, both were allowing Amanda to listen in.

An explosive noise of dismissal came from Siaga's lips. "What have I to lose, by this point, Oryo'i?"

"Your life, Condemned." Oryo'i snapped.

"Ah, but I'm trying for that." However she had learned the feat, the hawking noise and the well-aimed glob of spittle plopping near Oryo'i's feet underlined Siaga's challenge impressively.

The other humanoid made an obviously forced decision to ignore the Invid prisoner, and turned to the human. Amanda had barely enough time to wipe her face clean of expression; since the second Siaga had spoken the other's name, her mind had been a litany of *ohshitoshitohshitohshitohshit...*

Abruptly, the light grid vanished, leaving blinded afterimages in her eyes. She got a fragmentary vision of the Invid woman pressing a sequence on an area next to her cell. The ceramic bars retracted into the floor and into the walls. As soon as they were gone, the Enforcers moved forward, blunt claws reaching for Amanda's arms.

She stepped forward. "I can walk myself," she said.

Oryo'i's eyes narrowed to fire-colored slits.

After a second, the surprisingly melodious mezzo-soprano mused, "I don't know, human. Your kin seem elusive enough. Enforcers..." The suits moved forward again, but Amanda stepped back.

"I'll come, but I'm not going to get dragged there." It was a pathetic plea, but Amanda wanted that much of her dignity left. The Enforcers hesitated again, and Amanda took the opening to walk docilely forward, to Oryo'i's bemusement. "I'm weaponless. You saw to that, didn't you?"

This actually flustered the Invid, to Siaga's snicker. "And how would you know, human?"

"Your color scheme's that of the Battloid that captured me. I'm not as stupid as you think I am."

Oryo'i stared at her for a second longer. "Ah yes. In that case, since you so plead..." she gestured the other two guards over to stand by the human's sides, then walked behind them. "I will alllow you this. Do not attempt to escape; there is nowhere within this hive for you to hide, and I have a pistol at your back." The Enforcers began to move in unison down the corridor, and Amanda had to startle to keep up. Underneath the thud of her field boots and that of the Enforcers' treads she could hear the light pat of the Invid's soles behind her.

Siaga called out, "Give my regards to Shkud, Oryo'i!" Another spit followed on the words, then silence as the holding cells were left behind.

"Fool," Oryo'i muttered. Unlike Siaga, Terran English seemed to come more smoothly to her. "If she was to sabotage our occupation, she could have at least kept well out of his mindsight. Messy."

"If I may ask," Amanda said in a cool voice, "who is this Shkud person she was talking about?"

There was a sudden silence from her captor. Then:

"You will find out soon enough. You're being taken to him."

Gwen looked terrible.

Having a teammate captured was cause enough, but the reddened, puffy eyes and the expression anguished even in her restless slumber denoted something more than that. Ulm had a fairly good idea by this point of its cause. He reached over and roughly shook her awake. Trembling and crying, she shuddered to awareness, amber eyes wild, before identifying the silhouette of the stocky, CVR-armored figure above her. The reddened eyes widened even further.

"Gwen?"

She nodded.

"I have something for you to do with me."

Her eyes were all white around the iris now. He'd have felt sorry for her except for his suspicions.

She nodded again and stood up, fully clad. Instead of leading her off, Matthew leaned against the door, studying her as she began to shift in her stance.

"You know," he said softly, "It's a bit interesting how Pierson got captured earlier. Do you think you could tell me again what happened there? I'm going to need to know."

Gwendolyn licked her lips, eyes flicking at his feet. "I was trying to help her. I was runnin' full speed back to where she and the Invid mech were tangling, hopin' to get a few missiles off at the thing, but it swooped down and grabbed 'er. She...she didn't even have time to transmode."

Matt studied the chalky countenance, just long enough for her to start to shift in nervousness.

"Funny, because earlier you told me that you'd turned down a side street before you heard the Battloid coming and had turned back. How long had she been trying to outrun it with no help?"

Gwen's eyes widened and her already alabaster countenance paled further.

"And another thing, Gwendolyn. When we went to investigate the abduction site, we found her Forager lying in the middle of the road, locked in mid-transmode. She may not have had time to complete it, but she'd certainly started it. I'd thought your powers of observation were among the best of the group."

The look on Gwen's face was indescribable.

Ulm's voice remained quiet.

"I know you didn't like Pierson. That's perfectly fine. But she was a fellow Elm regardless. Whatever the true circumstances were, the fact remains that you're obviously lying about your role in all this."

Gwen gulped.

"A soldier doesn't let her personal feelings get in the way of her aiding her allies. You did. Being controlled by your jealousy not only endangered Pierson, but the lives of everyone in this oufit."

The woman was trembling now, her breath coming in ragged gasps.

"Itr's obvious you had second thoughts. Remorse is well and good, Rutherford, but you've helped damage our ability to hide forever. There will be more Invid now, and Amanda will be only the first.

"That's only the beginning of the mess. I take it your private vendetta with her had a good deal to do with O'Shea. Well, for your information, he and Lieutenant Zinnert have just hijacked our only Alpha and taken off in the direction of Lafayette. It's a good thing both of them are as good at their jobs as they are, or they wouldn't have a snowball's chance in Hell. They might, however, have a snowball's chance on a hot day. If you ever want to ensure that both of them see the day after tomorrow alive, it might behoove

you to follow me."

"Why?" she managed at last.

"Because we're going to make up for your error by going after them."

There seemed to be miles of passages, with no obvious changes to them save a gradual widening to something large enough to admit the Elms' Veritech. Amanda held herself carefully, knowing that any sudden movement would be grounds for constraint or killing. Not once did she lose her awareness of the cold orange eyes at her back.

Who am I fooling? she asked herself. *It'll get bad enough pretty shortly.*

Only a couple times did they pass other of the Invid running the site; they paid no attention, which was in its way more unnerving than if the human had been the source of stares. It was not the act of humans to do so. But the Enforcers and their attendant Sentinels were not. Amanda fought down the low but incoming tide of panic, knowing that eventually she would lose against it.

Eventually, they came to the end of the passage way, opening only on a vast shaft. Amanda hesitated when they neared it, earning a sharp prod in the back from the Invid.

"Go on," Oryo'i said.

Amanda hesitated, then saw a sort of invisbly supported platform hovering in the center of the shaft, near enough for her to step on. She did so at a further prompt, the platform supporting her and the three Invid with no change in its movement.

It began to rise, startling Amanda before she realized it was a kind of elevator. The acceleration was completely unnoticable until she realized they were rising very quickly indeed. They whizzed up...darkness, lost like a single cell in the bloodstream...flashes as entrances passed them, then eventually growing light as they neared the entrance of the upper floor.

They left the platform behind, the "floor" beneath them the same unnerving warm sponginess as the lower level. The omnipresent vegetable stink of the Invid hive was less here, as though those who lived here took more unfavorable notice of it. These facts the human impersonally noted and stored away, curiously detached from her situation.

Zazen's...being still, Kevin said in her head. *Letting events flow, not letting them move you. Helped me to no end.* She noted the information, and tried to maximize the feeling or lack of it, as they moved further

into the depths of the hive, toward what Amanda presumed was the center point.

They rounded one last turn, and darkness loomed before them. It took Amanda's eyes a few seconds to adjust and realize it was not so much darkness as that the size of the chamber mimized the dim radiance of whatever it was that the Invid used for light sources. But by that point, they were already inside, and Amanda temporarily lost most of her visual capacity.

She stood there, vaguely aware she was trembling a bit and that the Enforcers had separated themselves from her sides somewhat. She did not know where the Invid Oryo'i was, but she was no longer at her back.

She jumped violently as she felt a hand--seemingly human--abruptly grasp her chin with a deceptive gentleness that promised enough power to shatter her jawbone if it so chose.

She could hear breathing, but she had had no idea when the other had walked up to her blinded self. Rapidly she blinked her eyes, begging them to adjust; she was only making out the sudden outline of a humanoid figure better than a head and a half taller than her.

"This is the human?" she heard a brittle voice in English in front of her in a male reigister.

"It is, my lord," Oryo'i's voice said a couple of feet off to her side. Amanda's eyes flickered over, catching an image of a kneeling figure. "I believe she has the information we seek."

The voice in front of her softened venomously. "Ah, but who said 'we,' Sulagi?" Oryo'i did not answer. "But undeniably human. The thought processes are obviously primitive enough." A quick, unwilling spurt of anger leapt through Amanda's thoughts. There was a chuckle. "And apparently quite sensitive about it as well." The hand abruptly tightened its hold on her chin, and she gasped in pain from the grip now hard enough to bruise. The human feel was a front; the strength in it was not normal. The second Invid--for it had to be--was apparently of superior rank to her original captor, she thought, her mind racing. "I think it might serve to encourage her to part with her information."

How? I will NOT give it away. I can't, or the others are dead. Torture... She shivered with apprehension.

The voice dropped silibantly. "Do you know where you are, human? I can make you wish you'd never had the thought in what mind you had to ever think of defiance." She could feel his breath on her face. Still queerly emotionless, she did not answer.

The lock on her face was released; she staggered back, only to be met with a stunning blow to her cheek, pain flaring through her. Blinking away the purple blotches, she lay on the floor, staring up at the towering figure of the Invid above her. The panic was beginning to leak back in; the pain had throuwn her out of her trance state. Whimpering, she tried to lift a hand to her blazing and bruising cheek, but a foot came down; deliberately, the weight came after it, causing her to squirm in more anguish as the

Invid's not inconsiderable mass came within a few pounds of pressure of breaking her wrist. Whimpering, she saw the figure's head bent down to study her in critical interest.

"What a pathetic specimen," the voice drawled. "Disgusting little vermin. I almost wish the Regis hadn't seen fit to deem this the proper form to copy us after." The foot came down harder; this time. Amanda could not restrain a squeal of pain. A satistfied noise murmured from his throat.

Behind the pain, the anger blazed. At that sound of obscene satisfaction, it momentarily became an inferno. Amanda did the first thing that came to her mind; with her free hand, she attempted to give a quick, strategic blow to his knee. It affected absolutely nothing; but then the pressure was gone. She rolled, and then gagged as a hand lifted her by the collar of her jumpsuit, to his eye level. By this point, she was beginning to make out facial features through the blue and purple blotches of choking.

The voice was a silken hiss. "Not wise, human." Amanda, between the constriction on her windpipe, the smarting, cold burning of the growing bruise on her face, and the screaming pain in her left wrist, did not take time to take notice of it. Light shimmered across the silhouetted face as the features contorted in contempt.

"What's with this thing?" he snapped. "She has about as much reaction as a plant. I though her breed was rather more emotional than that."

"My lord," Oryo'i murmured, "Her...experiences...may have caused a mental dissassociation from her surroundings . It appears to be a kind of survival reflex."

"Survival?" he asked in a lilting tone. "Stupid flesh. No wonder they go around rutting all the time--ah-hah!" The leg moved fluidly away from a kick, and Amanda choked. "I see some reaction now. A pity I have to leave it in a state to answer me."

Amanda's brain was buzzing with edges of blackness, but she found enough strength to haul her collar away from the constriction on her neck, allowing a gulp of vegetable-flavored hive air.

"In your dreams, Shkud," she whispered through her tormented windpipe.

There was an intake of breath. "It speaks! It even knows my name. How would this miracle go about?" A hum of consideration. "Ah yes, the traitor and your mouth, Oryo'i. A moot point, to be sure."

Shattering pain as the floor slammed into her, knocking out her wind, the obscene warmth like flesh. She wheezed through her liberated windpipe, a cocktail mix of anger, emerging hate, confusion, hurt, fear and panic roaring through her. She heard the creak and shift of his uniform as he crouched down to study her with clinical, amused relish.

"But enough entertainment for now. Correct, human? It is now time to ask you a few things. It might be

wise to answer me."

For what? Like you're going to use less thumbscrews if I'm a good dog?

"Why? Will...you...give me my own...collar...with a personalized nametag...if I cooperate?" she snarled, beyond caring.

Oh, the anger. Blind purpose and battle-drive contained it in skirmishes, but what she'd felt in her mad fire on Oryo'i at the farm was a pale copy of... this... No way to execute it, no way to use it, trapped, so it built. She shuddered away as the long, human-seeming fingers and thumb pinned her neck to the floor underneath them, leaving only enough air to breathe. He seemed to like choking her.

But now that he was no longer either hurting her or cutting off her entire supply of air, she was able to flit her eyes around the dark, organic purgatory of her surroundings, to find her sight had adjusted to the dimness.

Above her, his face eclipsed the view of the ceiling for a second...something wrong about it...then she was hauled again to her feet by the collar.

He was indeed about a couple heads taller than she, making him shorter than Gerald but a good bit taller than anyone else in the Elms. He was also lithely built, quite slender, and clad in a uniform different in design from Oryo'i's or Siaga's--hadn't Kevin said something about different uniform styles for the genders? Background black, panels of orangish red, accents of bright poison green. Past shoulder-length, slightly shagged hair a red that did not look humanly natural. Something about the uniform, that made him look more important than his subordinate--he had to be a high-ranking enemy officer...

He put his face only a matter of inches away from hers, his skin the same ghostly pallor as the other Invid, or like Kevin's after a few weeks in the winter. She cringed away from him, but her aching face was caught again in that deceptive vise of a grip. She was forced to look him in his.

Shkud chuckled, hearing a noise escape from her bruised lips.

His face was perfect.

No blemishes, scars, or other marks marred the smooth skin, not even the indication of beard stubble. The clean, perfectly proportioned features might have been mistaken for those of a Rennaisance angel's, if a little leaner and masculine, a little harder around the cheekbones. It was flawless and beautiful, even set in an unholy amusement.

But all this time, she was locked, frozen, like a rabbit, as she met his eyes in blind hypnosis.

There were no whites. The irises were a pure, glowing green, bisected in their centers by vertically slit

pupils dilated in the dimness. They looked into hers with all the calm, uncaring intent of a viper's.

No angel's face, but perhaps Lucifer's.

Shkud, Kulagi, gave a laugh, dimly perceived through her din of fear.

"Who knows, human. I might even give you your own bowl as well." The elegant lips curved. "Shall we get on with our business, now?"

"Whooooooofff!!!" Dennis grunted, as the sudden kick of the thrusters pressed him into the back of his seat, the Shadow Alpha ripping the wind less than five hundred yards off the ground. At this low altitude, air drag prevented the mecha from going supersonic, but the acceleration gees were considerable nonetheless. Behind him, the lieutenant could hear a muffled grunt as his copilot fought the force as well. Outside, it was still inky black, the snow going by too fast to see but still opaquing vision.

They screamed foward, night and Shadow system concealing them and their mission.

"It ought to take about an hour or so for us to get to the target hive, straight shot. Probably longer, though. We may have to set down and walk part of the way to avoid patrols."

Kevin grunted an affirmative. "I second that. Hi-ho-ing directly in is going to get us killed. We're going to have to get strategic. How do you think we ought to take that?"

Dennis was at a loss. "Ahem...I don't think I thought that far ahead." Kevin gave a sacrificial sigh. "I think, right now, it's definitely an improvisational arrangement."

"Translation: We get to it when we get to it."

"Bingo."

Kevin's voice cheered up. "I can deal with that." Zinnert grumbled. "Wanna few apple chips?" There was munching noises from the back seat. "I still have some left."

"O'Shea," Zinnert snapped, before remembering, "I don't think you quite understand that eating in the cockpit is--"

"I doubt, Dennis, that you're going to get Invid puke down your neck if you suddenly accelerate. The Regis made enhancements in us that allowed for high-speed dogfights. Best genetic stuff Earth has to offer. Or Optera." There was an ironic snort. "Besides, I'm starving."

"How can you--"

"Eat at a time like this? Simple. Haven't eaten anything since breakfast." The scout's voice trailed off meaningfully. "But now that we're doing something--"

"I'd rather not."

"Suit yourself. But we've shared canteens. If my spit was going to poison you, it's a few years late."

"You're disgusting."

"And you're an anal-retentive--"

"I know," Zinnert said tiredly. "But we get to it when we get to it."

"Yeah."

"I project we're going to get within fifteen miles of the place in the hour. I'm going to set down then, or whenever you pick up the first hostiles. My idea is to get within range of the hive in Guardian, and then monitor the area. And then..."

"We--"

"Get to it when we get to it."

"I think I'm beginning to like you. For once, you're having the same approach to life as me."

Zinnert began to laugh, slightly hysterically, and leaned to check his instrumentation.

Many miles back, in a snowstorm fortunately not strong enough to be called a true blizzard, two trails sprayed the thin white stuff into the frigid air, beginning a rushed trek in the wake of the Alpha. Like the Alpha, there was no measurable protoculture radiation for the Invid to track, but unlike it, their small size prevented easy visual identification.

There was no need to worry about refueling the fusion reactors; there was more than enough water lying around in frozen confection for the taking. The cold was grim, but not the icy bitterness that would later come as winter tightened its grip on the ravaged land, and the two riders were well protected enough in their armor, clothing and jumpsuits. Instrumentation kept them from getting lost in the waste of the old

American Heartland, and the darkness that hindered their sight also was their greatest ally against the aliens that had taken the world it shrouded.

Heedlessly, they rumbled north at dangerous speeds.

Underneath one helmet, a pair of hazel eyes narrowed, intent.

Amanda was shaking and she knew it.

She no longer cared about the fact, however. The hand rendering her head immobile was an entirely different matter.

"Where is your group located?"

She didn't answer. There was a light slap on her bruised cheek.

"Wrong answer, human. Where? To the north? The south? Elsewhere? I suppose I should add that currently we're near the remains of a human city called Lafayette. I understand the T'Sentrati, Mother blast their hides, wiped out a fair amount of the population. To the east?"

Amanda refused, but after repeating a few more directions, the Invid made a satisfied noise and ended. "Transparent creature."

Panic flared up, and Shkud laughed, the viper eyes narrowed in amusement.

"You are an entertaining little beast, aren't you? You might be worth something, after all."

Amanda kept her jaws locked so tightly that they were cramped. He was not torturing her, per se, not as much as she feared he would. He was striking her, but in a half-hearted manner. She wasn't speaking. Yet this being was still seeming to get information from her. How, she did not know. But something about those inhuman eyes in that human face was causing her guts to turn to water.

Siaga was nothing in comparison.

She was terrified.

"You might want to speak up. It could make things easier."

No.

The questioning continued, with the constant sense of Oryo'i standing in the shadows nearby, the enforcers guarding them both. All the while, the demon eyes bored into hers.

"...I suppose your companions are similar natives of this planet, unless there's yet another settlement of those accursed T'Sentrati around that I haven't yet taken care of, or their mongrel whelps. Ah! A little response there? Might you even know one? This is most interesting."

Something penetrated Amanda's dazement.

My god, he can't be--reading my mind? Reading something? Oh SHIT. Shit shit shit.... I'm sorry, Gerald. Horror blanked out his next question.

Damn you, Gwen, damn you and the horse you rode in on.

A blow brought her back to her senses. Blinking away the pain, she reeled as the Invid leader yanked her back upright. She could taste the heavy metallic salt of her own blood, and did not dare spit the taste away.

"I want you to answer, human. Any other allies around? One of those Terran Robotech filth from the Masters' world, or their Tiresian bootlickers? No? Maybe? Pity. It's a bit boring having to harvest Flowers for my Mother.

"What would be truly a wonder is if you'd actually known anything of certain...traitors. Like that rutting bitch Sera or that idiot Ariel. To actually show inclination to mate with humans--disgusting!"

Anger came to the fore again, as she realized he had insulted two of the most revered names of the last war. They may have been Invid, but they were the reason why the Earth had temporarily gained some degree of peace. She kicked, and was hauled off the floor again, before being slammed back down.

"Angry, are you?" Growling, Amanda fought, but the next blow caused her to temporarily lose it. She came to consciouness again sniffing blood in her nose, woozy but still furious. The beautiful face with the green eyes regarded her in the same manner as she would have had a fly whose wings she was trying to pull off. Licking his lips, he reached for the zipper to her CVR jumpsuit. Before she could react, he had the suit partially open, exposing the coverall underneath. Horrified, she jerked away.

"So this disgusts you just as much as it does me?" Shkud mused. The eyes were narrowed, the pupils dilated. "You might want to talk, or I'll disgust you even more." There seemed to be not much disgust as he reached for the coverall zipper. Amanda whimpered, but refused to yield. He was breathing hard, a strange smile playing across his lips. "I wonder if it's true about this strange attractive force your kind seems to have for some Sulagi..."

"My lord, this is not--" Oryo'i interrupted, alarm in her voice.

"Shut up!" he snapped. There was an indrawn breath of pain from the subordinate Invid. Amanda twisted, to no avail. "Hmm, I seem to recall an odd frissom--interesting word--from you when I mentioned Sulagi just now..." The grasp was partially released. "But enough of that." A finger ran accross his chin. "You've been quite productive, human. I might send you to an opredti farm after I'm done. It's the least I can do after you've been so obliging to me."

Henderson, raving mad and wasted, writhing on her bed...

"You seem not to like the idea. Ah, I remember. A few lunar cycles ago, I started programs in the tradition of the last occupation. A few of the first were over by the large river to the west. The humans proved to be quite productive--for a while. The Flower spores and the physiology seem not to jibe well. Perhaps you met a few survivors in your exploits?"

Amanda's mind was blank, for a couple seconds.

Realization sank in.

Shkud's feline eyes widened, as he rose and looked on her.

Red blackened her vision, red like the pools of blood around the little corpses in the road, red like the flare of light behind her as she plunged into the clawing underbrush... She did not move, but the bruised figure was shaking as though in palsy.

Somehow, the overwhelming tidal wave of knowledge did not sweep her away, slam her shrieking at his throat--too late for that. It built higher and higher, peaked, until she thought she must scream or go mad.

It solidified, hardened into something deadlier and icier than any killing weapon ever produced.

Her voice was distant, perfectly sane, and calm.

"I take it that was to scare me? You're wrong." The solidified ice of the emotion somehow cut the ropes of fear. "I was from one of those towns." In and out of a breath: "I'm going to kill you."

Shkud stared on, arms folded. He was impressed despite himself.

"I sincerely doubt you will get the opportunity. Oryo'i, return her to her cell. I have work to do."

Shkud thought, as the battered native was led off by a subdued Oryo'i; *Most interesting. Will my suspicions be played out?*

Give a few days, and if not, well, humans were sources of numerous uses, not all of them requiring that they be alive...

"Not much more," Dennis noted. "I'm giving it a minute or so before I bring her down." They had cut the VAF to a fraction of the original speed; now the waves of snow they were carving through were discernible. He cut it more, but not so much as to stall the mecha.

"I judge maybe twenty miles away myself," Kevin noted from the back. His voice seemed strangely distant. "Your best bet is to work in as far as you can, Dennis."

"You crazy? Patrols--"

Kevin's voice was lucidly calm. "I'll know them coming. Trust me."

Dennis was blank, then remembered. "Oh," was all he said.

He kept forgetting that whatever was in the back seat was one of the very aliens whom he had dedicated most of his adult life to destroying.

Swallowing, he eased it further in.

Kevin noted, "The thing is that once on the ground, god knows what sort of things and terrain'll be in the way. While we're still in the air..." He broke off abruptly, into dead silence, before speaking again. "Dennis? Get it down. Now."

Biting his lip, the second CO slowed, activated the transformation sequence, flipping the thrusters down into the feet and legs of gerwalk, the inertial jerking of the ceased foward movement dragging human and Sulagi hard enough against the harnesses to bruise under the CVR. In twenty seconds, Dennis, praying as hard as he ever had, had found a narrowly open area among the trees and eased the mecha down with a scrape and a crunch of branches against the tough metal alloy of the Alpha's hull. It steamed a large radius underneath its still-glowing engines.

"Kevin?" he asked softly. It was a second before the back responded, now even more distant sounding than ever.

"Patrol of ten Attack Scouts...traveling...in surveillance pattern...coming in our direction. ETA judged two minutes."

Dennis looked over to the back; Kevin's eyes were closed, concentrating on something unseen. He shook

his head when Dennis tried to attract his attention. "I'm...trying to track them...dammit. Without them finding ME..."

Dennis whirled back to his still active console, his eyes going wide when he saw the ten telltale blips inching on an arc, almost over their position. Never before had he been so grateful the Alpha was Shadow. The wedge of enemy bogies blipped, touched their location...blip...blip...blip...and passed over, unmoving on their current course. He did not dare breathe until the last was out of the five-mile mark.

"Didn't see us," Kevin noted from the back seat in a much more normal voice. "We're okay for the time being."

"Jesus."

"You think that's bad? Quincy ranks in the alltime hall of fame of Belated Detections for me. Imagine waking up from a peaceful sleep and realizing there's a few clams on top of you ready to pay a house call."

"You mean you..."

"Oh yeah. There was a rude awakening for you."

"Well, I suppose I owe you one then."

"Make it a malt whiskey." Dennis snorted.

"Nice to know you haven't changed." he commented, receiving a miffed noise from the back.

"Well I could always start slobbering and eating poison ivy to celebrate my new status as Slug-Boy if you want. Let's get a move on, Dennis. We've only got a window of maybe fifteen minutes before the next sweep passes over."

The thrusters came to life again. "Correct. Keep your mind peeled."

"Gotcha, your holiness."

"Uh, 'Slug-Boy'?"

Kevin snickered.

Back to the front
You will die
When I say
You will die

--**Metallica**

She had started to shake again several dozen feet out of the chamber, the pain screaming down her swollen face. Mechanically, she zipped up her jumpsuit, not caring about the Invid guarding her. Her body was screaming for water. She licked her lips with a gummy tongue, coughing in dry barks, the taste of her blood foul in her mouth.

She did not notice the furrowing of the Sulagi's pale brows. Oryo'i was still recovering from the mental lashing Shkud had given her when she'd protested. The look she turned on the human was speculative.

Halfway back, after Amanda stumbled unseeing and after they had traversed the lift shaft, the Enforcers halted her with claws on her shoulders, causing her to startle violently. She heard the pad of the humanoid Invid's feet go around her. There was a distant, dull clunk.

In a minute, one of her Enforcer guards handed her a black container of some ceramic material. Somethine sloshed as Mandy stared blankly at the proffered item.

"Take it," Oryo'i said. After a moment, Amanda complied, sniffing at the contents, and reaching in a tentative finger. Wetness touched her fingertips and she tasted it. Water. She did not think of its purity as she lifted it to her parched mouth.

She drank sparingly, watching to see that her guts did not rebel. It was room-temperature, but tasteless and clean, and went down like nectar. She emptied it, and the humanoid took it, replacing it back wherever it had been.

Then they moved again.

There was no response from the opposite cell when Oryo'i and the guards put her back in detention, the bars sliding and lighting back into place as they left. Perhaps Siaga was asleep, or she had already gone to meet her punishment, but the hallway was dark again.

Amanda sat down, and her mind blanked.

She did not know she had been whimpering like a kicked puppy until the silibant whisper from the other side brought her back to reality.

"I take it you saw him," Siaga noted. The energy bars' harsh light delineated her figure as she crouched

near her own bars.

Amanda could not answer. Siaga waited for a second and continued. "You see now why I hate him so."

"He--he killed..."

"Burning Tzuptum," came the soft voice. "You are a survivor of his press moves?"

"THE SON-OF-A-BITCH KILLED MY SISTER!" Amanda shrieked.

Just as abruptly, before Siaga stopped trembling from that cry, the voice of the human was soft and shaking again.

"H-his eyes...I never knew Invid had those...those--eyes..."

No response from the condemned alien for a couple of minutes. Then:

"They did not. Not before the Queen-Mother created the Kulagi."

Blankly, Amanda asked. "The Kulagi? Isn't the name Su--"

"For us. For me and that unseeing idiot Oryo'i. But for they..." The Invid trailed off. Finally, there was a sigh, and she spoke.

"I am already doomed, at any rate. And you--need distraction. Listen, Amanda Pierson, for what I am going to tell you goes back to the very reason my race has returned. For this alone, I would be sent to the Genesis Pits, but I have nothing left to lose."

As she spoke, some of the awkwardness in her words left.

"We chose of our own will to leave this place, years ago. The sole alternatives were to either destroy all life on this planet or to poison both our races with the Shadow that the accursed Robotech Masters seeded. This we all know. Our Mother chose to find another, uninhabited world, where we could harvest our Flowers in peace and avoid interfering in other species' lives.

"However, there was a problem with the world we chose. It was temperate, it had no intelligent species. But the Flowers were...slow...to catch on and grow. This is nothing unusual, but in this case we had millions of our people to feed. Those of us in the scientist castes projected that with the slow growth rates of the Flower of Life, we would begin starving in a few of your months. We of the Sulagi who have been transmuted are not as dependent on them, but the lower castes are a different story.

"We needed more, soon. But only two worlds in the known galaxy have had the Flowers grow on them readily. Our old homeworld Optera, now for all purposes sterile, and this world, your Earth."

"The Regis felt She had no choice. Desperation does interesting things. Until the new world had enough Flowers to feed the Invid, She decided that some of us were to return, to reseed the Earth with the spores, and to harvest enough Flowers and opredti--your protoculture--to keep us supplied. But she could not chance the possibiliity of having us driven off or rejected by you Humans. So we were armed and--measures taken--to ensure a steady shipment.

"Our Mother, though, could not be there--Her experiments in evolution and in finding the ideal form took up too much of Her time. And so..." Siaga's shadowed lip curled back. "The Kulagi."

"The Regis called together some of the most intelligent, cleverest, and strongest of we Sulagi, and...changed them into what you saw. A further transmutation and refinement, into the Kulagi. They were designated as the ones to oversee this occupation. Thus, they have the eyes you saw, to designate their rank. And...more." She fell silent.

Amanda scrambled to understand the import. "You're meaning to tell me...they're the ones running things? Not your kind?"

A bitter bark of sardonic laughter. "Ah, Mother, how observant you are! If the Sulagi were, do you think I would currently be awaiting my new existence as an iigai drone here?" Siaga got up and began to pace. Finally, she stopped, her sulfur-colored eyes squinting into the comfortless radiance of the energy bars.

"Once, we had been the crowning achievement of Invid evolution, Human. But no longer. Now, now we have to be crushed under the heels of the likes of him." Another accurate spit into the corridor. "Those trahls had power given to them--too much power. Now they deem themselves slightly below the Spirit of Light Itself and far above the rest of our race. I will not even go into the opinion they have of your kind. You have felt it."

"We were only supposed to feed our kind, at the outset, but now--I'm quite sure you realize that they've moved consideably beyond that. Having tasted the sweetness of the force given them, they wish more of it. So much for the Shadow not touching us."

"What about--the Regis?" Amanda had stopped shaking; Siaga had, for an Invid, been remarkably good at her therapy.

A snort. "Our Mother is thousands of light years distant. The lower castes do not question policies, and none of we Sulagi have been allowed to return since we came here. And I presume the Kulagi are quite selective on what they tell Her." Siaga slumped against her bars, lost in her own otherworldly reverie.

"Ah."

Her face was beginning to throb hurtfully. Reaction set in again, and she crouched, arms clamped around knees, shivering.

Morning limped into the murky soup of the overcast. The snow had let up except for sporadic flakes. Drifts of white lay here and there in the woods.

A foot destroyed one, as the metal crunched into the ground. It was followed by another, both supporting the weight of a Shadow Alpha. Currently it was in Guardian mode, crouched near the earth as it stalked foward a parcel of land at a time. It had been doing it for four hours now.

The woods gave to emptiness up ahead; the mecha seemed to further crouch, as though realizing what lay before it.

"There it is," Dennis whispered.

A couple miles of open space was in front of them. Beyond that lay the perimeter of tree-like "transmission towers" the Invid used in communications.

Beyond that lay the hive.

It was roughly shaped like a fat upside-down wineglass, the bulk of it in the "cup." Like with all Invid architecture, it would not have looked out of place on an ocean bottom, if it had been a couple of miles smaller.

Out of a hidden apeture in the structure, a flight of several Combat Troopers departed; by them Dennis was able to scale the size of the hive. He made a half-audible whistle. It might not have been the main Lafayette hive, but it was still large enough.

"When should we?" he asked.

There was a muddled reply, then Kevin fished himself out of whatever sea of alien communications he had been tapping. "Whenever, Dennis. Any time is going to suck, frankly. This is one of the stupidest moves I've ever head of."

"Well, it seemed to be the least idiotic of all the stupid alternatives."

Kevin said as thoughtfully as he could while distracted, "Well, yeah, trying to get in with only Cyclones is asking to get killed..."

"Only decent alternative we have, I think."

"Actually Max Sterling's dressing his Veritech in Zentraedi clothing has to take the cake..." the Invid mused.

"O'Shea..." It broke off in a strangled giggle. The two men proceeded to snicker helplessly.

After a bit, Kevin stopped. "We can't piss around any more, Dennis. Now or never. It's getting too light."

"O'Shea--" Dennis started, then shrugged his armored shoulders. "Will getting my butt killed redeem myself?"

Kevin answered, "You're asking the wrong person. I'm in bad straits on the redemption thing. At least you know what you want to get redeemed to."

Dennis thought, then nodded, and began to flick switches and levers.

Kevin braced himself and, never one to reject native beliefs out of hand (especially Matt's), muttered a Hail Mary.

Dennis bit his lip, as a low rumble began to shudder the craft.

"Here goes!" he shouted.

Slowly, the Alpha began to lift, as Zinnert began to execute the transmode sequence.

The arms folded, retracted; the legs rotated and realigned themselves in the space of seconds.

In unison, the yell of challenge shook the air, as the last systems came to life.

The engines answered them, then roared.

A white line blazing deep
Soaring through the wasteland we
Soaring birds now hunt the brow
As I thirsty gripped with hunger now
Clear sighted pain ends to win
The battle of the me so wafer thin
The line between the devil's teeth

and that which cannot be repeat

   --**Peter Murphy**

Human and Invid were slammed back into their seats by the acceleration, as the thrusters belched into life, vomiting the Alpha foward like shot from a cannon. The force increased, until Zinnert had to crowd the darkness out of his vision. Behind him, he could hear a low grunt, as Kevin himself fought against the gees of acceleration.

Like an arrowhead, the Alpha screamed in hard and fast , skimming the ground, aiming at the heart of the hive.

-Intruder alert!- the Hive Brain cried telepathically. *-Terran craft heading in to hive area at high speed, Iigai and Torabs, scramble to prevent penetration!-*

A pale head shot up in shock, the orange eyes going wide as the information sunk in to Oryo'i. Then, she cursed as much as she could in the limited linguistic field given her, and was running for the mecha bay and her armor.

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu
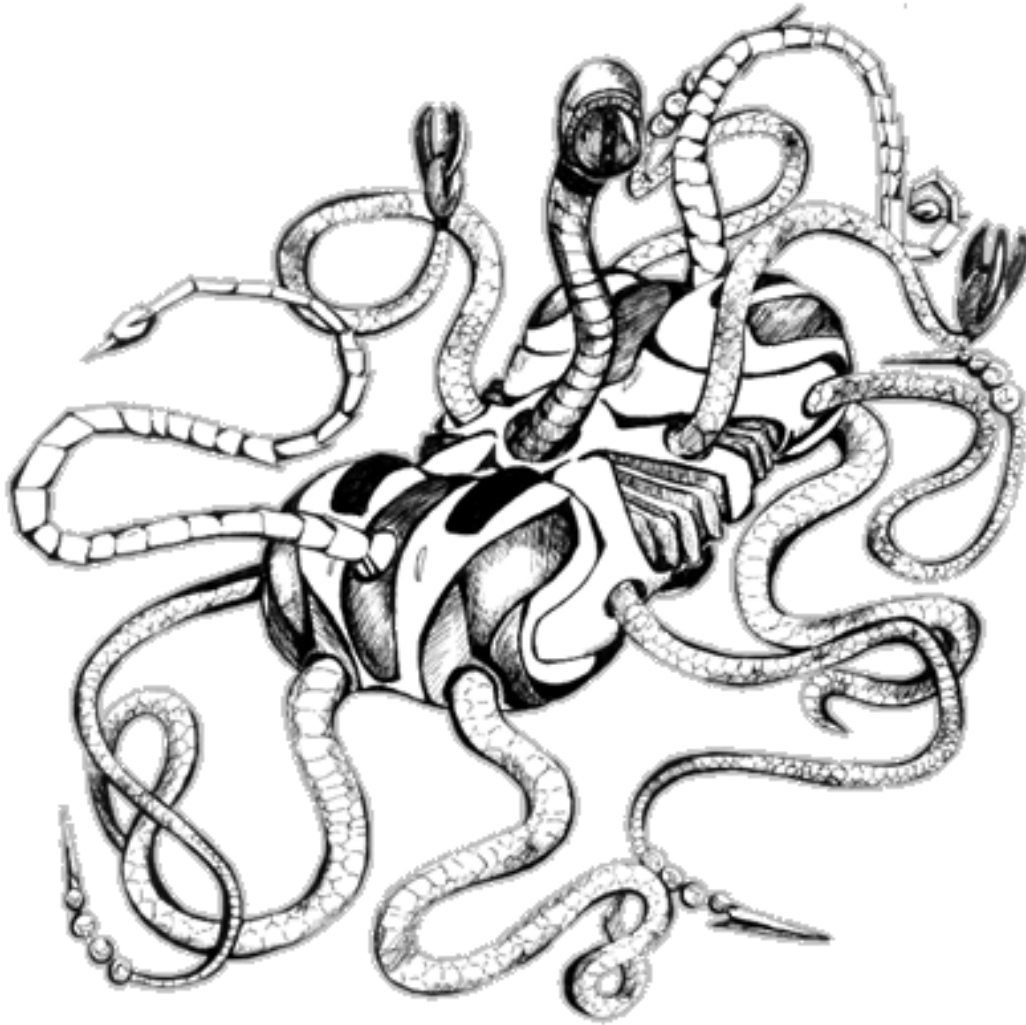
Dandelions

Chapter Seven

Personal Diary of Kevin O' Shea
December 4, 2045

Well, they brought in that Alpha in today. I was one of the fortunate ones who saw it come in, down near Base Two. Dennis brought it in and set in on that old university quadrant as nicely as you please, just like a real bird. Quite a trick, considering he was dealing with several meters of gray-and-black death and hadn't done it for years. Shame he never was

able to repair that Alpha of his that got banged up near Refles Point--it would have been a help. Bit of irony, that...

The Protoculture's been stored in places all over, so the enemy can't get a fix on it. I suppose I should say Invid, but then what does that make me? If anyone reads this and finds out, I'll probably be dead by then anyway, so my race is a moot point. Besides, I'm so sick of hiding it... And considering who I know we're up against now--hopefully a human deity or two is willing to intercede. Anyway, back to what's going on.

Matt listened. I'm glad being what I am is of some help, because he now has the place on continual yellow status. People are whining and bitching about it, but tough titty, folks. Shame I can't tell them the reason for it. The raid on the farm wasn't as inconsequential as we thought. Unfortunately, there's been no nearby attacks to keep them on their toes. Doesn't mean anything.

She--or maybe they--is biding her time. I know it. What event's going to trigger her move? This is like chess, but we don't have the luxury of looking down on the board and seing the picture. We're the players and the pieces at the same time. What will we do that can trigger victory--or disaster? The consolation is that they're not any better off in perspective. At least not by much. But they--well, I think they have us well in check.

Let's face it, the loyalists have the upper hand.

I daren't go near the child. I don't know if the spores' effects have worn off, but what if by accident she sees--and starts screaming? The only thing I dread more than dying is seeing the people I've worked with causing it. Ironic, isn't it? So I stay well away. Mandy sees her fairly often, and she hasn't made any comment about Florrie seeing any more weird auras around her, but I'm just too scared to get near, and much, much too guilty. And I would like a lot to just do the things human adults do for children, like playing with them, guiding them, so forth. Funny old thing, being Sulagi.

Something's been in the food. Malcolm's gone ballistic over it. It can't be a rat, because with the population of cats around--and it hasn't been crapped in. Just little nibbles. Critter's an awfully dainty eater, for vermin. Good thing not too much food has been lost.

Mandy's gotten better. I can't imagine what happened to her at the farm, but I can try and guess, and if not understand, try and be capable of understanding. At least she no longer gets nightmares again, but there's a perpertually scared look in her eyes. But at least--I pray--it's not directed at me. It's taken months, but I've finally gotten to her that whatever is this monstrosity of promise and justice is going on, I find it as abhorrent as she does, and suffer the guilt from it to boot. Her opinion is so important to me. And growing increasingly important, as though the opinion of the entire human race regarding me was hers. I jus t

don't know. With Amanda, I head into so much murky water emotionally I just have to stop, which I'm doing.

I have to ask myself for the hundreth time where the Regis figures into this. She's not here in body--I--and every other Sulagi, loyalist and rogue--would have felt Her presence if She had been. I suppose that's how She rationalizes the blatant reneging on Her word. But yet there's direction. Belmont pointed that out months ago when he was here, which confirmed Matt's and my suspicions on the pattern of the occupations. But who's running it? The Sulagi? The Malorosm? That's another thing I don't know (ye God that pisses the hell out of me!). Perhaps the Regis stratified things so there's a few of them running and directing the occupation and the rest helping. It would explain the hideously powerful Gosu/Gamun/Battloids that have shown up here and there, it's probably being piloted by the occupation heads. The very highest command below Her, just as Lihra, Kharoth, Corg and Sera were in the latter stages of the last occupation?

Or maybe--no, no, that's stupid. Forget that.

Dammit. Here I was going to actually say something intelligent about the day and I've wandered off into the hinterlands of speculation again. Well, I'm going to have to stop anyway. I'm so tired I'm about ready to drop the pen. Digging trenches for security wiring took the tar out of me. So tomorrow--

--**Kevin O'Shea** , *First Scout of Ulm's Elms*

PS: Matt, you can still have my Valk model.

"Well, we're going to fly our baby over to that arena shell down south," Dennis confirmed thoughtfully. "It'll make a terrific VTOL hangar bay." He walked around in the dead grass thoughtfully, hood up agains the dry, frigid air, circumnavigating the meters-long bulk of mecha perched in gerwalk on the open, weed-choked quadrant.

The Shadow Alpha was a matte gray-black, a slice of light carved out of the air into a looming, louring form with simultaneous palpable mass and the airy, killing beauty of a sword's edge. Shiroikiku and Gerald had done their work well--there was no obvious sign of the damage that naturally resulted from being half-buried in weeds and dirt for months on end.

Fortunately, the damage had been mostly structural; the power systems were, to Sherry's gratitude, intact, for reasons she had made known to Dennis earlier

"I've never seen parts to an Alpha quite like these before. Or that worked quite like these, and I had the

privledge to see the guts of the prototype Shadows before Reflex. This had to be a new one that the Icarus dumped."

"Interesting. I only piloted the normal types."

"Trust me Lieutenant, this mutha ain't anywhere near normal. I've never seen anything like these systems before. My guess this sucker is a prototype of some sort, because the energy efficiency and the operating systems are so damned advanced it ain't funny. We're not certain just where to begin, even. My bet is that we'd better be goddamned glad it's almost intact, because an easy bet will get you that there aren't a lot of spare parts in the solar system that'll fit this thing."

"So what does the system difference mean?"

"It's powerful as shit," Sherry said flatly.

Dennis shuddered.

"And we can't really use the fucker much because if it gets hit in an important spot, Lieutenant, it won't be any good to use because of that very fact. I request this is our last-ditch special."

After flying it, Dennis had to silently agree. The thing was a pilot's wet dream when in the cockpit. It also, unfortunately, a resistance leader's potential worst nightmare when in the field.

Matt rubbed his whiskers, hazel eyes running over the curves and angles of the VAF-8. "I can't think of a better place myself, Dennis. At least it'll be out of sight from Invid there. My only worry is the structural damage from that monster hole in the roof. It'll let the thing in and out, but it also might collapse the entire thing on top."

"Them're the breaks. Perhaps there's a way to reinforce it?" Zinnert mused and then regretfully shook his head. "No. No engineers among us, and who'd have the materials anyway? The place is just too enormous." He sighed heavily.

"No alternative, though," Ulm said disgustedly, walking over and running a gloved hand over the sleek metal of the Alpha's leg. "God, but I don't want to risk it. There's not near enough Shadows on Earth, and anything like this..." He shook his head. "Who'd ever heard of one with two seats and that kind of equipment?"

"Recon was Corporal Doi's guess."

"I'd say so." Ulm stepped back. "She is a sexy little thing, though?"

"Thought 'shes' weren't your interest." Zinnert drawled. Ulm blinked and mock-glared as he realized his

second's joke.

"I meant the Alpha, Dennis."

Dennis looked transparently innocent and fought with the smirk trying to yank a corner of his mouth.

"Dennis, being a smart-ass really isn't you. The First Scout, Doi, Wilson, and the rest are bad enough. If you start, I'm going to have to do drastic things."

" I take it that you'll stick with the arena, Lieutenant?"

"Yeah, whatever."

"I'm freezing," the gray bundle hunched next to one of the three stoves commented. Malcolm shugged and nonchalantly walked around her, directing the KP detail.

"So why're you griping to me?"

"You're the closest one. God, I could kill a cup of tea right now."

"Over there."

"That ain't tea, that's sludge. I'm not going to befoul the vodka by pouring it into that."

"That's what you're gonna get until I can get some more leaves, Gwennie."

"Don't call me that."

"Sorry."

"No you ain't."

"Nope, I guess I'm not," Malcolm grinned, teeth white against his face.

The pallid, delicate face below scowled, the amber eyes narrowing under the shocking, none-too-clean blaze of hair.

"Jerk," she said shortly, then rose, the loose padded gray mottle of her uniform not concealing the rigidity of her figure. Malcolm looked after her, frowning. His expression remained pensive as he begain to wipe

the batter-choked ranges clean.

He shook his head.

"Smart move, bud," he told himself ruefully.

Then again, anything he might have done could have set her off. The effects of the raid on her had not been positive. The changes in her personality had made her difficult to get along with.

No, he amended. *Not changes.* He had seen such effects--similar ones, at any rate--on his elder sister, the day she had finally arrived to join the Elms.

It had not been a welcome meeting, although he loved her. The fact she was there was proof that their mother had finally died from the cancer consuming her ovaries, and that Miranda was free from having to care for her.

The surface convivality had fallen, replaced by the despair that had been underneath ever since she had come home from out east, a tattered refugee from the wreckage of the Invid invasion, a student now forever denied her study. There had been nothing left for her then, except to fight, and most likely die.

No wonder she had taken to O'Shea and Pierson so well, he thought. They seem to have had no connections to civillian normalcy themselves.

In Gwen's case, the superficial insouciance had been torn away from her personality, showing the true nature underneath. Malcolm was certain he did not like it. Nihilism was not the word to describe it, nor was furtiveness. The nightmares were apparenly not half of the scars that had been left by her experiences. If being an Invid prisoner did that to one, Malcolm wanted to make certain he killed himself beforehand.

He sighed, eye flicking over to the entraceway through which she had exited, and continued cleaning up after breakfast.

Something in me Dark and sticky All this time is getting strong The way I'm dealing With this feeling Can't go on like this too long

--**Peter Gabriel** *"Digging in the Dirt"*

Gwen walked stiffly away, the tight, hot feeling gripping her ribcage refusing to release its hold. She knew her reaction had been totally irrational--hell, Malcolm was like that all the time, but the anger refused to let go.

Anger and despair. She wanted to strike out, and yet she did not care. What was the point? Her captivity all those years ago had taught her some lessons best left unlearned; that no such thing as justice existed, that the strongest survived and the weaker got the end of the shaft, that life was hell and death's oblivion the best reward.

Another drink, another man, because they expected it, wanted it, and another high-ranking lay, just to prove she could do it, just to prove if nothing else, she had that much control over what happened. And the next resistance group was always ready to have her shooting. She had conveniently excluded the fact from the Elms that the Louisville Sluggers had thrown her out because the CO's girlfriend had taken extreme exception to Gwendolyn's taking him elsewhere--she smiled bitterly--for "talks."

At least Kevin had had aesthetic appeal and seemed--shit--to be a nice guy. She most certainly would not have minded his interest. Even despite the covert signals from his middle-aged angler boyfriend were that Kevin wasn't inclined... She had seen enough indications in her time with the Elms that it was at least partly a lie on O'Shea's part. She had started again, hope giving her impeteus.

So why didn't he oblige? Damn him, damn him to hell, and that little blond slut he favored. He could at least give her the courtesy of proving that her blood-earned view of the world was still intact.

Her anger reaching a peak, she randomly kicked the next object that came up. Unfortunately, the inflexiblility of the bench had a catastrophic effect even through the heavy toe of her field boot.

Limping and cursing, she continued outside, the tone of her thoughts going from murky dark gray to something very nearly black.

"I just LOVE it when she kicks Han in the ass down that chute," Gerald said dreamily, his purple-higlighted brown hair hanging in his eyes. He was busy digesting his breakfast and had decided to watch a portion of his favorite movie trilogy. "Just makes me feel so much better."

"So you like dominant women, huh?" quipped a voice from a bundle of beanbags. Gerald took his attention from the TV screen long enough to give it a dirty look.

"Bite me."

"Nope."

"The good part's coming up."

Kevin's head poked up from where he was lying and began to study the screen.

After a while, he said thoughtfully. "You know, these trilogy things... You know Sherry's animes..."

"You mean the one with the guy that turns into the girl?"

"That and the chick that went around chasing this guy because she'd been imprisoned."

"Huh? What about--you forgot the one with the pervert and the girl with the horns."

"Yeah."

Gerald rolled it over in his food and fatigue-clouded mind. He was drowsy, and was not exactly at his most lucid. "You know...suppose he--the guy with all the fiancees..."

"Which guy? There's the one with all the female roomies from other planets..."

"Thassa one. Not the other guy. Sorry. Suppose there was like," his mind churned, "suppose he was the son of the first guy."

"You mean his grandpa's a panda?"

"Work with me, willya. And like, the chick with the horns, you know, was his kid. The second guy's. And that cursed water had something to do with it all. Big fuckin' comedy epic. Be great. Woudn't even have to worry about copyrights anymore. Just dub over the Japanese with our dialogue."

"'Drop your panties, Sir William?'" Kevin quoted.

"In yer dreams. Oh. We'd take fuckin' forever to get over with the last one, but the audience wouldn't care, cause we'd get em hooked. Make a lot of money, man..."

"Yeah," the scout mused.

Gerald blinked, his sanity reasserting itself. "Nah, he said gloomily. "It'd never work."

"O'Shea!" Ulm's voice shouted out in the hall. "Wherever you are, report."

Kevin muttered a curse and heaved himself upright from his semiliquified position in the beanbags. "Shit."

"Ooh," Gerald said sweetly. "He wants you, Kevvy-boy." The half-Zentraedi snickered as the scout gave

Gerald his opinion with an extended digit as he left, then immediately returned his attention to the screen. The movie was reaching another good part.

Kevin resignedly followed Matt's retreating back to the conference room on the other side of the hall, in the storage room in the back of an old storefront. Pillages from elsewhere in Base One had made the place a bit cozy.

"What you want, Lieutenant?"

Ulm sighed and closed the door behind them. Kevin first thought the room was empty until he saw the figure drinking opaque tea, dirty boots up on the couch. She acknowledged with a nod while slurping the stuff.

"Insurance, Kev. Reason why Mandy's here is that she's the only one who you can tell without letting anything too untoward slip or any questions being raised."

"Run this by me again?"

Amanda paused in slurping. "I dunno. Apparently because I'm the only other who knows you're--what you are." She still not say the word. "So you can tell me whatever you need to tell me in case one of you buys it."

"Or namely, Kev, why you know what you know about the charming lady we met at the farm a couple weeks ago."

The Sulagi started. "Oh, that. Why didn't you say so in the first place, Matt?"

"Well, uh---" Mandy looked on, her green eyes beginning to twinkle. "Jeez." Ulm scratched his head. "I think--"

"I think six and a half years of this damn charade is beginning to tell on us," Kevin sighed. "Yeah, this is important. Amanda, it's not just human versus Invid anymore. It's gotten a bit personal. I know the Invid you went up against at that farm.

"Her name's Oryo'i." The glottal stop was slight. "Her ID colors are dark gray, vemillion, and carmine, not that that means much to anyone except a fellow Sulagi Invid or a human, and she's what roughly translates in human terms as an upper-ranking princess or royaltly, but not high-high royalty like Sera was for instance. She was transmuted to the human form a month or so before I was, or a month before Reflex Point. She's never been very flashy. She was more a supporting cast type in the last war, and the way things look she's playing the same part in this one. She's very good at the arts of war, but not spectacular.

Nearly enough to do for Matt though." Kevin shivered. "Nonetheless, knowing she's in our area scares the crap out of me."

"If--why?" Amanda's eyes were narrowed, all the humor gone out.

Kevin stared at her solemnly. "Because, Mandy, what people fail to see--human or Invid--is that it's not the ones who make the most noise who are the most dangerous. The really dangerous ones are the ones you overlook. Don't look at the plasma cannon, watch out for the slug in the back, sort of thing."

"So you're trying to say is that even though she's not among the Invid running the operation, she's still bad news?"

Kevin plopped down on the couch next to her as Matt looked on. "Oh yes. And she's extremely intelligent as well. It's just that nobody notices. I --before--" He trailed off, not willing to admit there was a before, "I--managed to notice. She's too bright to admit or demonstrate being so, because she knows it'll target her by the humans. And she's aware of the fact that a good plan of occupation is far more effective in the long run than simply going out and wiping out a few dozen enemy the way most Invid like to do. She's a creative thinker, and also completely loyal to the Invid cause. The two traits together are quite rare."

"Why is that?"

He smiled at her sadly, and then she understood.

"Why else do you think I'm talking to you now, instead of being on that side?" Amanda swallowed, recognizing the enormity of the question. "And back on the subject of Oryo'i, now that we've pissed her off, with that combination of traits--I'll bet you my lunch she'll start thinking of some very interesting ways to find out and deal with us. And the worst part, she'll go about it quietly and thoroughly until it's too late."

Matt said, "Amanda, you need to know about this. If Kev or I or both of us get killed, you'll be the only one who knows how dangerous our situation is with this person in the area. Since if Kevin--" he trailed off, "the entire point of the charade'll be moot, so you can then tell the others."

Amanda looked off to the other side of the wall. "If you say so."

The greatest single defining characteristic of the land surrounding the bases in the ruins of the blasted city in the old Protected Zone was: flat.

Except for trees, buildings, the crater lake, and a few artificial rises created by the highway contractors of the last century, the area had about as much distinguishing topography as did a pancake. It was not the

sort of land layout that facilitiated hiding. It had been a major worry for the Elms ever since they had arrived all those months ago.

It was also a source of great frustration for the enemy.

The sole pillar of alloy flicked light as it took a hesitating step to the shadow of another building, then it paused again, as lifeless as the building itself. In the shade and in the weak light of the half-hearted December morning, the body disappeared, while accents stood out like flame.

After several minutes of making certain there was no observation, the sensor array between the shoulders pivoted, searching.

Where was the last movement it had seen?

I am getting close now... she thought. The fingers/ claws of the mecha flexed in anticipation and nervousness. She constantly kept an eye on her instruments. This cursed lack of any real cover meant that on the first sign of approaching enemy mecha she would have to hide before their sensors picked her up. If they should notice her around.... The idea of half a lunar cycle's dilligent night-and-day searching undone, perhaps permanently, was unthinkable. And this close...

Her opredti sensors had been notifying her of the presence of fuel cells in several scattered sites. Now she had to find which of them hid the resistance.

I want to know. I have to know...

Bringing a convoy of underlings out here would have only dramatically increased chances of being seen, so only she stalked in the shadows, power at the barest minimum to ensure movement and function of instruments. After all, a trahl got into areas that the larger and stronger could not go. It was working so far.

So had the manipulation into letting her stay down south...a play on his ego here, some reverse psychology there, and a fine glaze of surface submissivness over all. He never thought to read any further underneath.

He might have been quite startled if he had.

I am going to find out if it's the last thing...

Nothing but quiet around, with no indication save the omnipresent hum of the sensors as they noted and detected locations of opredti in the area. There was one less than five hundred yards away. She ignored it. That wasn't her objective at any rate.

She forced the sensors to focus further out, reading other deposits. It would figure that at one of the largest the human gadflies would be hiding.

Hrmm, wait... She drew nearly all of her available power to the sensor--there, on the very limits of her perception to the north, there was something...

What? She started, surprise jerking away her concentration. She rerouted power to pure visuals, swiftly retreating into the shadows of the naked trees and the building they shadowed. There was movement, large movement. A flick between distant buildings, then another. She finally focused in far enough--no protoculure radiation to help, but it did not matter much. They were getting closer.

It was the first indication of human activity she had seen in the day or so since she had flown in low from the east.

At last she could make it out clearly, and her breathing picked up.

Two humans on Terran vehicles/ mecha moving south in roughly her direction, hooded against the deepening chill of the year, but with streamers of loose hair occasionally flying out. Bleeping, the Gamun's sensors moved in.

She blinked incredulously, then a growl rose in her throat.

Oh, she felt she knew them quite well. The yellow and fiery red hair was not easily forgotten, considering they'd had the audacity to thwart her of her execution of their nonetheless pointlessly heroic companion that while ago.

The sensor eye inperceptibly pivoted, tracking the trail they made.

"Gotta be there by 1030 hours," Mandy noted, her eyes flicking to her watch. Gwendolyn did not acknowledge the comment even with a shrug. "Do you suppose their ammo inventory is OK?"

Gwen still refused to answer. Biting her lip, Amanda turned back to the road, releasing her gnaw on her lower lip when a jolt almost made her bite through it.

Bravely continuing, Amanda noted, "I certainly hope so. I 'spect Terre Haute'll get pissy at us with us begging stuff off them when they need it."

When this still received no response, Amanda swallowed and sighed, turning with her companion onto the road that led southward to Base Two, the rather smaller, more cramped, and less well-appointed of the encampments the Elms had set up. She was privately wondering about the wisdom of Dennis' pairing her

with the redhead in order to go down and help take inventory on Base Two's millitary hardware.

Kevin had tiredly noted to her in the past couple of days Gwen had redoubled her advances after several months of inactivity. However, he had noted that there was something in them that turned him off, even as the prior ones had done terrible things to his composure. The vindictiveness he had noted in them was enough to prompt Amanda to walk in whenever Gwen looked as though she were making another play. This was probably the reason why Mandy was being given the silent treatment.

("I suppose if nothing else this proves I...uh am...inclined." he had said, as embarrassed as he had ever been. This statement had caused Amanda to start noodling over things that she eventually had to leave off because the implications were too unnerving.)

Gwen suddenly swerved, throwing Mandy off her rhythm. "Hey watch it!"

Gwen, her lip curled, turned back a look on her that even through the goggles made Amanda's stomach turn. She had not seen so much venom in a single expression before.

"What'd I do?" Amanda said to herself, forgetting the tactical net was still open.

She finally had a response: a contemptuous snort.

Amanda tightened her mouth and continued onward.

The hairs on the back of her neck prickled. This was nothing new; she had been paranoid for over a year now, and especially in the past few weeks. But little things were bothering her, particularly with Gwendolyn's obstinacy. Of course, with her nerves rubbed as raw as they were, anything was setting her off. She hoped that once they got to Base Two she'd be able to get away from Gwen for at least a while.

What'd you do, you little tramp? Gwen seethed. *What'd you think you did? Probably bonking His Holiness' buddy on the sly, the rottin' liar. What's wrong with me? Sure didn't stop the Sluggers' CO from eating his cake, now did it?*

Red around the edges of her vision, Rutherford ruthlessly accelerated, ignoring potential potholes, worked up into such an emotional frenzy that for the first few seconds she didn't notice the tell tale hum and whoosh coming from up ahead.

Then she saw.

And smiled.

Amanda was confused enough that for a second she did not comprehend when the Cyclone up ahead suddenly made a screaming ninety degree turn and went down an entirely different street.

"What? Gwen, what's--" There was no response over the tac net. Dammit, she had let her attention slip. She began to survey the surrounding area, but it was not until she saw the shadow darkening the ground that she looked up.

For a frozen instant, she was caught, moth in a flame. Then she twisted the gas and howled down the highway with both engine and voice, even as the clamping, arm-long alloy digits closed on the spot where she had been.

"GWEN!" she screamed, as the Invid mecha flipped over in midair and roared after her. If Rutherford could squeeze off a shot, it might be enough to distract the Assault Battloid overhead long enough so that Amanda could execute mode transition. It was too close, getting closer, and it took far too long to shift in close quarters. She would be dead before the first two seconds. In the icy prelude to true terror, she managed to accelerate to full speed, switching on the protoculture engines, but the Invid battloid's jets laughed at it.

"Gwen, help me, damn you!"

No help came.

Desperately, Amanda executed a tight 180, knee shrieking across cracked pavement, and for a moment disoriented the alien.

Its pilot watched detachedly at the desperately speeding human. Why doesn't her companion aid her? Is it some sort of ruse? A disquieting thought crept into her mind. Perhaps their companions may be waiting. (There had been some horror stories circulated on how the humans sometimes interrogated Sulagi captives.)

Her brow furrowed. *Well, if that's the case...*

Amanda crouched over the bike. One last possible chance...if she could only switch modes, then things might be a bit more equal. A gamble but the only one she had left... Pray to God if he were watching that she had time to spare after throwing the Invid off.

She flipped the mode transition switch.

The bike rocketed up, the Forager's front farings splitting and rising, as she herself rose. For a panicky

second she thought she might make it.

But then there was yet another jerk, and she kept rising. She did not need to see the vermillion fingers of the Assault Battloid lapped full around her waist to know, and she screamed once; a shrill ulutation of surprise, terror, and despair.

The thrusters boomed on with bone-shattering force, squeezing the breath out of her. Then the G-forces slapped into her, and into merciful blackness.

The gray and orange Invid mecha rose, and began to curl away to the northeast. It was gone to sight in minutes.

Below, safely sheltered in a building shell, a mounted figure on a Cyclone watched it depart.

It continued to stare for some minutes, stock still, seemingly lost in some bemusement. Then, unaffected, it began to start up its engines again.

Or seemingly unaffected.

As the fingers reached the ignition, they suddenly began to tremble. Abruptly, the tremble convulsed into convulsive shudders, as though consumed with a raging fever. Bonelessly, the figure slumped from the mecha, ignoring how it crashed only a couple inches from her leg.

The hands suddenly ripped off the helmet, releasing a cascade of copper hair. Shaking, she stared at the ground. Abruptly, the figure groaned, and then began to retch repeatedly.

When there was nothing left to bring up, the hands reached up and half-heartedly wiped the mouth. Then she looked up, revealing the gray countenance of a woman, sobbing, all malice gone, curdled with sickness and self-loathing.

"God, God, what have I done?" Gwendolyn Rutherford wept.

Miranda sat on a overstuffed couch, toying with a braid and watching Florence Henderson vigorously color a yellowing book with a box of crayons at her feet. The little girl's technique was interesting, her main modus operandi attacking the pages with layer after layer of bright yellow with little discretion for where the lines actually were.

The crayon broke and Florence pouted, before grabbing a purple stick and repeating the process in another section of the page. Miranda smiled. Florrie certainly had recovered quite well from her imprisonment, only occasionally--Miranda's coffee-colored eyes clouded--waking up in the night crying for her mother.

Of course, there were still the times the child stared off into empty space...

"What're you drawing, sweetie?"

"A big FLOWER!" Florence shouted enthusiastically, happily ignoring that whatever the page contained--in this case a horse in a field--it was hardly flowerlike. "An' a sun. An ' grass."

"How about brown?" Miranda asked, indicating the drawing of the horse with a toe.

Florence gave her an indignant look. "Flowers aren't brown."

Miranda was about to convince her that maybe horse-shaped flowers were when suddenly Florence gasped and went white, her sky-blue eyes wide under her cropped brown ringlets. Miranda propelled herself onto the floor--the child was having another of her fits.

"Florrie? Florrie, hon, wake up!"

For another minute, the girl stared, oblivious, then huge tears formed in her eyes.

"Florrie, what is it!"

Trembling with sobs, the child said. "I'm scared! Something real bad happened, 'Randa." The sluices opened and she began to cry for real, incoherent with whatever was possessing her.

Miranda held her close, her dark eyes wide with confusion, doubt, and fear.

"Nothing new, right?" Matt asked, sitting uncomfortably on the back of the comm room couch and looking over at the recruit manning it. She shook her head.

"No sir. Not a peep. It's been like this all day." She did not go into the fact the nearby groups had not been active ever since the return from the protoculture raid. Behind them, another Elm wandered through the doorway, a half-full glass of opaque tea in his hand. "The Riders checked in, and that's it. Nobody got wiped out or anything. Sir."

Matt shrugged and rose from his seat. "Well, if that's the case..."

"Alert all personnel!" Matt bolted upright. The radar array worker's voice brought the PA to life "A lone bogie has just been spotted in the second quadrant, moving away to the northeast. Believed Invid; turn all protoculture radiation off--repeat, turn all protoculture radiation off!"

"What?" Ulm said, not very intelligently. There was a sudden gasp from the comm worker, and she whirled back to the set, opening a channel.

The voice that screamed at them in sick terror was unmistakably Gwen's.

"Goddammit, Base One, are you readin' me? This is Rutherford down at Base Two! We were attacked by a Marauder--it got Pierson! Are you--"

There was a crash from behind him; the initial shock was so much it took a second for Ulm to turn and see the cause.

First Scout O'Shea was standing there, hand loosened, mouth open, azure eyes wide and blank with shock and beginning devastation. The remains of his glass was in shards on the floor and splattered all over his boots.

He had done precisely the same thing in late 2039: while he had been washing the dishes, the ham radio had suddenly crackled, "There was a reported sighting of a Shock Trooper..."

In a detached way, Matt was grateful that the glass had not cut Kevin's hands.

They stared at each other in the face of the tragedy, one unspoken phrase passing between them.

She's made her move.

―――――――――

"...We can't just let her get tortured to death!" Shiroikiku angrily insisted, her face red with repressed emotion. "What kind of people would we be?" Frustrated, she brought both fists down on the table with a hollow boom, startling all the core leaders there. His own face tight, Malcolm rested his hands on her shoulders in comfort.

Matt stared at the table, his face white under his stubble. He did not raise his eyes. His voice sounded as though it were being dragged from him. "Corporal Doi--from a rational standpoint, she's--one person. The Elms is forty-nine people. Endangering them, just for her sake..."

"If she's--interrogated into telling where we are, Matt, we're in deep shit all the same," Gerald Wilson pointed out, folding his thick arms over his chest as he leaned on Frederick's chair. Bohms, white around the nostrils, did not seem to notice.

"So there!" Doi shouted, bolting upright and jabbing a finger, her cheeks a good match for her hair dye. "We're fucked if we do and fucked if we don't. Personally, I'd rather get wasted trying to save Amanda rather than let her die before we buy it."

Ulm's logic warred with his heart at every word. "But, you see, if we move ASAP, we can save lives..."

"If we move ASAP, we're allowing her to die the same way every other damn Elm has." Matt winced visibly. "I thought we were better than the Invid in that respect."

God, Sherry, Matt thought, *don't make this harder than it is for me.*

He tried not to look down the table at the slumped, green-jacketed figure between the Altman siblings, or at the greenish tint in the red-haired woman's face. Gwen still had not stopped shaking ever since her blazing journey from Base Two twenty minutes ago, when the emergency meeting had convened. They were still at a standstill.

Privately, Ulm was proud at their loyalty, when it was not killing him.

Dennis spoke up from his end of the table, his voice crisp and his eyes worried. "It's too dangerous. We can't afford to risk any more personnel getting killed. Do you have any idea how well-guarded any hive they took her to will be? They have to know we might try to get her out."

Ulm was thinking precisely the same thing, for different reasons. From what Kevin had told him of Oryo'i, it was likely she had taken Pierson as a bait for the rest. Had she simply wanted to get out quietly with no notice, it was certainly in her power to do so.

He was certain Kevin was wishing he had never given those hints and influenced Matthew's decision.

I'm sorry, Kev. You don't know how sorry, as he watched the motionless scout.

And speaking of which, how had Gwen known precisely what direction the Invid was going with Amanda? That precison should have been going into her attempting to shoot the Invid mecha down.

Miranda and Fred seemed to be incapable of speaking; he from naked fury, she from an inner war as violent as his. Miranda, after all, was one of Amanda's oldest friends.

Zinnert sighed. "Let's put it to a vote. Aye means we send a party after, Nay means we spend our energy moving."

Seconding, Matt hoped privately for an illogical turn.

Stomach churning, Matt said, "Nay," turning his eyes from Kevin's look of betrayal..

"Nay," Zinnert said.

"Aye," Shiroikiku barked.

"Nay," Gerald said reluctantly. Spitting out his decision, Fred managed, "Aye."

Malcolm: "Nay." He dropped his eyes from Sherry's.

Gwen: "Aye." She stared straight ahead, reddened eyes fixed.

Kevin startled, his eyes lost. "Aye," he whispered.

Only Miranda was left to break the deadlock. Swallowing repeatedly, she looked around the table, in the back of her mind playing that unnerving coincidence with Florence.

Her voice barely audible: "Nay."

Kevin jerked, his eyes horrified. "Miranda--"

"Don't tell me!" she barked. Her composure broke, and tears trickled down her ashen cheeks. "I know, Kevin, I know."

"Why? Dammit, Miranda, why??"

"God, Kevin, I care about her as much as you do. But--but--God help me--they're right."

His voice a croak, Matt said. "Four aye, five nay. Tell the others to start moving procedures."

Maybe it would help if I went and killed myself now, Kevin thought abstractedly as the rest began to file out. He certainly felt dead already. As though they belonged to another creature, he watched his limp hands loosely interlocked down between his knees. *A walking corpse, that's what I am. A living lie living in order to fight another lie.*

It was bad as it was, trembling with fear everytime he thought he had drawn his own blood in public,

compounded by the crushing weight of six years of facade. But now...he could not conceive of life without...

"O'Shea, I'm sorry." The second commander's shadow eclipsed the flourescent lights. "I know you were her friend."

"Is that supposed to make me feel better, Dennis?" Kevin asked in a monotone. "Go away, that might help. I'm half-inclined to give it a shot anyway."

"Kevin, there's no logical way we can get inside an Invid hive, get her, and get out alive without dragging the hive's forces after us. We would endanger the entire group for the sake of one person. We don't even know which hive she was taken to."

"Make a guess," Kevin snapped, some expression returning to the dead voice. "There was a process of elimination the last I knew."

Zinnert ignored his obvious lead into making Dennis state that the nearest one in that direction was a satellite hive near the major one at the old city of Lafayette. It was a fifty-fifty guess where Amanda was being held--if she were still alive, that was.

"Look, O'Shea, she was a soldier, as are you, as am I--"

"You speak like she were already dead, " Kevin said thickly. Dennis did not answer save for the smallest of flinches when the scout met his eyes, but the phrase was clear: she may as well be dead.

Dennis continued again. "Kevin--" The scout's bleak eyes blinked when the CO used his name, "she knew the risks when she signed on."

Kevin managed to pull himself out of the nauseating swirl of memories that came up with that statement, with remembering it was his own covert intervention and training for Mandy that allowed her to join, allowed her to be in this situation. Through the crushing guilt, he snarled, life truly coming back, "Dennis, she was stripped of everything she had loved by the Invid, marched like an animal, and forced to run like prey. She didn't have a single goddamned alternative left. You have the nerve to call that a choice? My God! And you think she didn't know the risks of NOT signing on?"

Dennis winced visibly this time. "Touche, Kevin. It's just that I've--you've been doing this so long--" He awkwardly trailed off, noticing no reaction.

"And you sure as hell have seemed to forget quite a few others haven't. It ain't the same war the Elms drew up the charter for, Dennis Zinnert, and I ought to know."

Dennis sighed. "Yes, you're right. It isn't the same war. It's gotten a lot uglier, a lot filthier, and a lot more

desperate. We need every person we can get, Kevin. Trying to rescue her would end up killing more people. I can't tell you how sorry I am, but that's the cost of this war."

In retrospect, this statement was exactly the wrong thing for Dennis to say.

"THE COST OF THIS WAR?!!" Kevin roared in his face as the black and purple stars faded from Dennis' vision. The scout slammed the lieutenant's shoulders back onto the ground as he kneeled on Zinnert's chest. "The cost of this WAR?" In a distant way, Dennis noted Kevin's eyes were so dilated with the sudden surge that had knocked him down that only the thinnest of rims circled the pupil.

Suddenly, Dennis was yanked by the collar of his uniform, staring into O'Shea's maddened features.

"Let me tell you, Dennis, you haven't the slightest idea of what those costs are. You've been so damned busy for six and a half years playing savior to the planet that you don't even know the people you're saving.

"The costs of this war was a nice guy I tried to discuss Talmudic literature and history with--remember Evan Blume? He liked canned peaches and poached eggs. There's your cost. The cost of this was a woman driven crazy by Flower spores and dying like a dog in an Invid slave farm, leaving a little girl orphaned. The cost of this war was Henrietta Dalby, whose only mistake was to stumble a little too close to a hidden Attack Scout. I don't remember too much of her, but I know she liked potted flowers, especially petunias. And the cost of this war was the systematic destruction of an entire town for slave labor and making parents watch as Enforcers shot their little girls and boys down--because they were inconvenient, Zinnert. You're always blabbing on what the Regent did to the population of Karbarra, can't you see this? Let's not get into Raymond Thieu--if he hadn't come along, we wouldn't have a Shadow Alpha now, would we?"

"I think I once read something about some Russian dicatator saying one death was a tragedy and a million a statistic. Well, looks like he was right in your case."

"Kevin--" Dennis hazarded. Kevin wasn't listening, the repressed frustration of years spilling out.

"You idiot REF white knights with your idiot idea that this all is a big game of Battleship--oh yeah, that's another game Blume liked--and your bloody going on and on and on about saving the entire Local Group from the Big Bad Bugs, especially while your own race and your birth world is writhing in pain from several alien invasions--at least you can go and separate yourself from the conflict and pat yourself on the back once you're done. These people can't! They have to live with the results, and then have you come in and claim victory for them--it wasn't you that did it! You don't have a stake in this war outside your own life, Zinnert." He no longer knew why he was shouting at the terrified Lieutenant, except that perhaps he could expunge, somehow, the feeling of culpability. "The cost of this war isn't in numbers, buster, and it's shortly going to include someone who is a pretty decent shot and who likes weeds and botany. Okay, you can rant the nine yards about the costs of fucking war, Second Lieutenant Zinnert, but don't go asking ME

to save your ass when it comes time, because I'll already be dead, thanks to your counting costs."

Abruptly, Kevin was on his feet, not quite running, not quite walking out the door, trying to outrun--something.

Zinnert lay back on the floor, gasping, his co-charter's raging countenace imprinted on his retinas and his words in his heart. Instead of calling out on assault, he simply lay there.

"And then they came for me, and there was nobody left to speak out," he murmured bleakly.

Malcolm was following Sherry's rigid back, futilely trying to gain her attention, when Dennis wandered by, his eyes dazed and his usually impeccable uniform wrinkled with deep creases, as though the front had been grabbed in a fist.

"Dennis?" Malcolm asked, momentarily shocked out of his own depression.

"Never mind," Zinnert muttered. Malcolm frowned, and miserably tried to think of what he needed to pack--and if Sherry would ever speak to him again.

The landing bay boomed, then rang with echoes as the jets cut out and the tons-heavy Battloid thudded to the ground. The pilot watched as the Enforcers began to move toward her to begin service to the mecha.

She did one last maneuver: the mecha marched over to a nearby pedestal-like growth, and carefully set the limp form in one hand down onto it. Then she herself opened the hatch and made the Gamun dip, lightly jumping down as the mecha straightened. Raking a hand through ghost-pale hair--she had not felt the armor was necessary for a recon operation, plus it was uncomfortable for her--she walked over and looked down, studying her prize.

Still breathing. Good. She had kept the human out of the worst of the wind of her passage and cut back on speed, and although unconscious, the female was still very much alive and stood to be functional. Oryo'i nodded to herself, then removed the helmet that had protected the human in flight.

As always, Oryo'i continued to be slightly surprised by how much the humans resembled herself. True, it was intentional on the Invid's part, but even several Terran orbits after the fact it was a shock.

Yes, this was certainly the one that had fired on her back at the farm. With a hand, she peeled back an eyelid. The same color of eye, the same pigmentation speckling, the same color of hair, the same scar on

the cheek (how had she gotten that?).

Oryo'i smiled.

At last--I ought to have done something to please him. This human should be a valuable tool in finding out at least one human group's locale for elimination--particularly the one that's caused me this recent trouble. However--I should obscure to my lord HOW I came to know this fact...

She sighed and shrugged, unconsciouly human in her gesture. *Even if he does find out the raid, this should make up for it.*

Another sigh, then she steeled herself. Patching herself to the hive's Brain, she sent her thoughts out over the miles...

Contact was instantaneous, and irritable.

YOU again! What stupidity are you contacting me on now?

Yes, I, lord. But I hardly think what I am disturbing you on is trifling. You might find this of interest...

She let down her mind, allowing him to probe into her memories and conclusions, quivering slightly with the loss of privacy as she did so. Shkud was not gentle.

For a time, images flickered in her skull, with her as spectator, as Shkud searched. There was a quick, hot spurt of irritation as he found the raid, but she paid no notice, for she was too busy shielding her feelings about him from his regard... Then, a series of mental grunts and mutters as he reacted to the information.

And then, amazingly enough, acquisence, and the beginnings of real pleasure and expectation from her superior's mind. He immediately shut it off, but the quality of it made her shiver. It had been the same satisfaction he had gotten from her demotion, multiplied a thousand times.

Almost, she pitied the human for what was to come. But--for the first time in months, it was not directed at Oryo'i herself. In place of contempt, there was a grudging appreciation.

There was a lengthy mental silence as he appeared to think it over. She had almost thought he'd disconnected, before his thought broke into her mind again.

He actually seemed thoughtful.

Do not kill the human, Oryo'i. Not yet. I--have an interest--in questioning her myself. My own particular skills ought to make it more successful. I will arrive in a while to interrogate her. Until then, hold her in the lower levels for keeping.

Shkud coming here personally? Usually, she came to him, not the other way around.

She wondered. Again, she was getting the impression that there were things he was hiding from her.

But your place, Sulagi, is not to know MY thoughts on the subject, but to do what I ask of you. Do you understand? he asked sweetly. She started, not having heard him monitor her, and feeling his pleasure in frightening her, even now. *I will be there after night falls. Make sure she is conscious by then.*

With that, he broke the connection.

He had not commended her. It was too much to ask, what with hiding the raid from him, and her completely uncondoned searching. And Shkud was what he was.

But things were certainly looking up.

"Place her in the holding pen on the second floor," Oryo'i said to the two Malar that arrived then and prepared to lift the human's limp body. Then she left to attend to her own needs, a suspicious lightening of her mood helping her through her weariness.

Night cloaked Base One with early gloom, doubled now that in fear of being found, they had shut off all unecessary power, including lighting. The only glow was a halogen lamp flickering along the tiles, breaking the sulleness of the December darkness as the watch surveyed the area..

In the barracks, next to Miranda's bed, a small bundle was on another, smaller bed, with incongrously cheerful pink flowers and butterflies on the spread. The rest of the beds in the room were unoccupied, as their owners were busy helping with the nocturnal moving effort, but in this one, there was a huddle of blankets against the deepening chill.

In it, tear-tracks reddening her face, Florence Henderson had drifed off to an uneasy slumber,

There was a snuffle from underneath the bed, then something pale and fuzzy bounced up, and managed onto the bed. It snuffled around for a minute, inspecting the child's face, then curled up in the hollow of her body.

Florence did not notice, caught in the deepening darkness of her consciousness, the oily tendrils of nightmare beginning to reach for her almost instantly. Behind it lurked the unimaginable horrors only a child's mind could experience in a year's bondage, amplified by the events of the day.

And as almost always happened, just as they touched her, they were brusquely shoved away. Whimpering with relief, the little girl reached for who she knew would be there. Even in her dreams, the arms around her felt warm and real.

"I'm so glad you're here!" she gulped, and hung on, her dream body shivering.

"Aw, Florrie, do you think I wouldn't?" her savior said, picking her up into a solid-feeling lap. "I don't do that."

"But--"

There was a snort. "That time I was being chased by a bunch of bad guys and had to get away, honey. You know."

"But--" The other grew silent, catching the chaos of the child's mood. The shining hair swept down to curtain her face and Florence.

Florence had decided weeks ago that her night-friend was an angel, even without the wings. Maybe she could do something.

"Manda got taken by the monsters!" she wailed suddenly, and began to cry again. Her friend went stiff, then tightened her hold on her girl. "She needs help, bad!"

"What?" The angel's face dropped down to look into the girl's eyes. "Are you sure?"

Sniffling, Florence said so. A decidedly unangelic look was clouding her companion's face. Finally, she said: "Tell me what you know, Florrie."

Incoherently, Florence did so, until the other pieced it together. By the time Florence was done, the woman holding her was subvocalizing words that would have earned her automatic ejection from the heavenly realm.

"You gotta help her!" Florence said again, her blue eyes desperate.

Slowly, the other nodded. Of course she would, Florence thought, a glimmer of hope lifting her spirits. She was an angel after all, wasn't she?

"I have to see what I can do, Florrie. But don't worry, I'll help you. I swear it. Now do you know where you are?"

Nodding solemnly, Florence told her.

In the conscious world, the pollinator yawned deeply, then began to make whistling snores.

O'Shea hadn't been completely right. There had been people that influenced his decision to be here, Dennis thought. He managed to navigate a pothole the size of a tub, then continued his path south, the equipment in his carrier rattling slightly.

For example, there had been this girl, back on Tirol...

Funny how a few years of fighting dimmed some memories and sharpened others. Now that he remembered about her...

He had been crazy about her. Even though she worked in the med division and he was in the regular army, he'd used every pass he could to see her. The two months he'd gone out with her had been the happiest of his life thus far. She'd had long, golden-brown hair he loved to run his fingers though...

Then she dumped him for some high-class jock with fifty or so Invid kills.

When he tried to ask her why the one time he'd cornered her, she'd hawed and eventually come out with a excuse of "we're not compatible," that sounded a lot like he wasn't "exciting enough."

What else is new? Zinnert thought.

The last he'd heard of her, she and her new beau were squabbling in a high-priced Tiresia resturaunt. The same day, despondent, he had signed up on the Jupiter Division's final push to Reflex Point.

He swerved around another pothole, aiming for the oppressive holed dome he felt more than saw against the gut of a sky that promised acid-cold snow.

If only he could be other than what he was, Dennis thought, perhaps the pain might go away. But he was what he was: not overly handsome, very much deliberate, and all too correct. So correct, in fact, that people tended over him toward the charming ones, the handsome ones, the companionable ones; while he relied on his rules to ease the hollowness inside.

Maybe a little incorrectness would get Dennis, if not love or respect, at least a good epitaph, and maybe the absolution of the guilt that had overcome him after the scalding words O'Shea had spoken earlier that day.

He passed the checkpoint, ID'd himself in, and began to walk through the tunnels of the ruined arena toward the center, and toward the entranceway to the stage area.

Nobody stopped him, the only person present being the guard at the entranceway. The rest, as Zinnert knew, were in the middle of moving preparations even in the wee hours of the morning. They could not risk the possibilitiy of the Invid's finding their location.

Finally, he reached the entranceway he wanted, wheeling his Cyclone through.

The Alpha loomed above him in gerwalk, its configuration allowing for VTOL manuvers through the gaping hole in the west side of the massive concrete dome. The mecha blended in with the darkness even when Zinnert turned on the halogen lantern, its black coloration, like that of the first Shadow designs, making it hard to see. Apparently some smart-aleck genius on Tirol had made his own peculiar homage to the original Shadow Alphas in the design scheme.

Zinnert stared at it a bit, trying not to let his thoughts get the better of him, then began to unload his Cyclone.

It was about twenty minutes before he was done; but at last, he had made all adequate preparations. He tried to get his Battler in the cargo space and already found a Ferret there. He was miffed, but then realized somebody had decided to do their own fitting of the mecha. And, after all, the Ferret was in its way much better suited for what he was thinking.

Shrugging, he climbed up into the front cockpit of the Alpha, seated, and lowered the canopy. It boomed shut, and he sighed.

"What took ya so long?" a voice drawled from behind him.

Zinnert went ballistic.

The first thing she was aware of was the hum; the second was that the floor felt warm for being a floor.

Groggily, she moved a hand, and winced halfheartedly. Her hand, and now that she thought about it, entire body felt as though someone had tried to flay it with a dull butter knife. This ignored the fact that in addition her ribcage hurt with every intake of breath she made. It was probably that which had woken her up.

There was an annoying actinic light off to her left, and aching, she turned her face away. Who was the idiot who'd turned on the flourescents this time of the morning? And why was she on the floor to begin with?

And especially, who had left the vegetable stores out to compost?

Cringing, blinking crusted eyes, she looked up.

The flourescents off to her left were a retina aching blue-white series of lines in a rather attractive chessboard pattern, with squares about a foot wide in diameter. On her right was a darkness she took to be a niche or wall. Beyond the luminary chessboard, there was more darkness. She could not tell for certain; as brilliant as the light-grid was, it shed suprisingly little light and only seemed to increase shadows. The floor underneath her hands was, as she had noticed, warm and oddly pliable.

Somebody certainly decorated the place, she thought detachedly. Sherry probably had a field day when I was knocked out after guard duty.

Whimpering, she painfully got her legs underneath her and sat up, raking the tangled mess of her hair out of her eyes. Time to get it trimmed again, she thought. Sore and shaky, she pivoted her head around, looking for a familliar landmark.

She'd been in CVR the last she knew, hadn't she? Why wasn't there any on...

The last dregs of her unconsciousness dribbling away, she began to truly see and remember.

Softly, coldly, the reality settled over her like a blanket of lead, and she began to whimper in helpless fear. Oh, she remembered that smell, out of the haunts of her nightmares, and in daydreams best not described.

She was in the belly of the beast.

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu
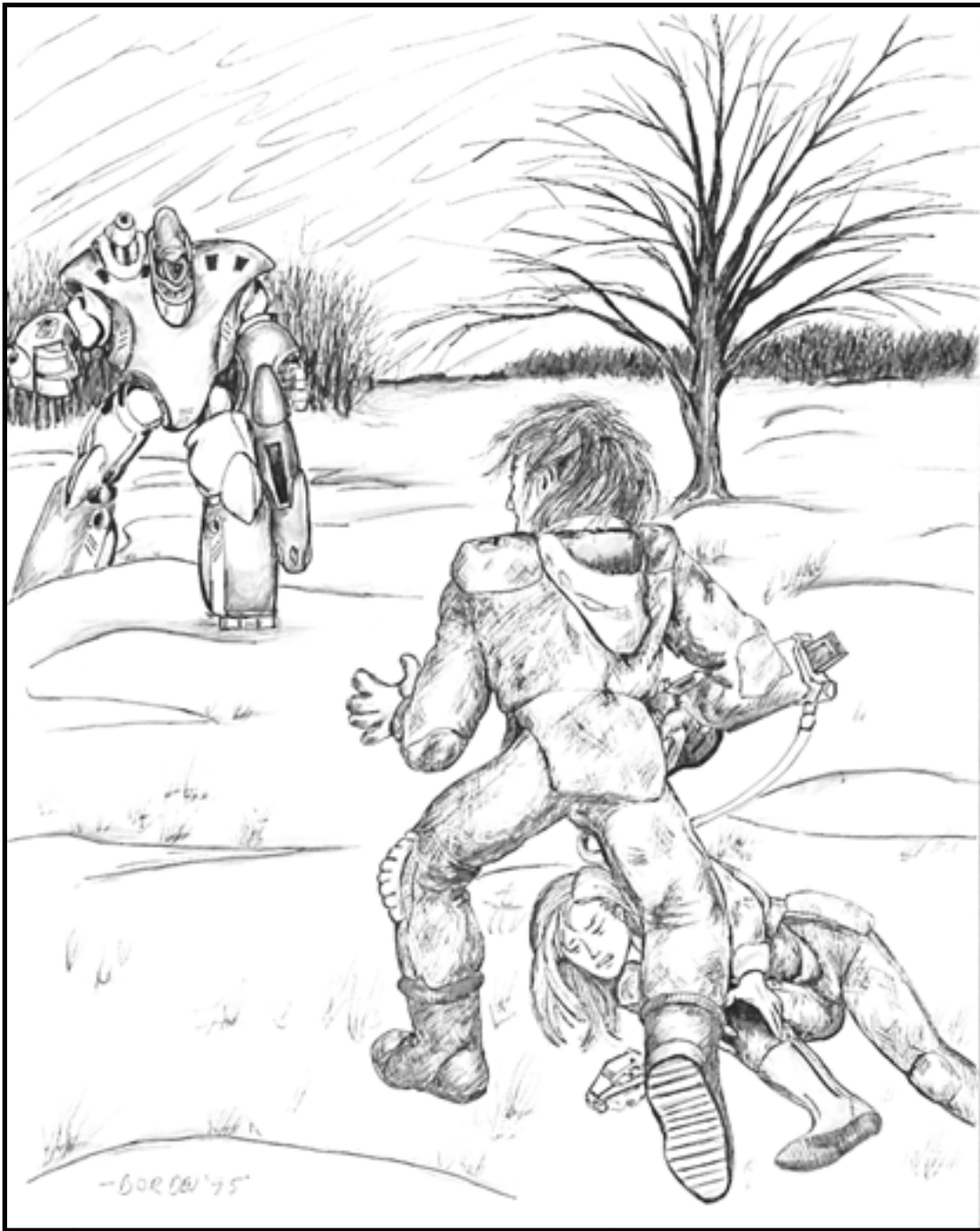
DANDELIONS

CHAPTER SIX

November 2045

"Listen up, people."

Dennis strode back and forth in front of the line, his CVR boots clunking dully against the tiles of the floor. He raked them with a glance, secretly approving. Although he did not care for Ulm's laxity, he was glad to see that the rest knew when to behave. Even Ulm's lover, whom he knew detested him, was staring at him with concentration in his eyes.

"As you know, we now have forty-five functioning Cyclones, each of which use a couple canisters yearly of Protoculture in order to work at optimum level. Considering the flying we do, that lifespan is sharply reduced. Furthermore, we are almost finished with completing repairs on a VAF-8R Shadow Alpha, which requires far more. If we're going to move it, it needs to be fueled. In short, Elms, we're running out, and don't have any replacements for our stockpiles.

"Even though we use fusion if we can help it, in some cases it can't equal protoculture in function and manuverability. And frankly, people, I'd rather run the risk of more Invid detecting us rather the risk of any one of you getting killed because we have no protoculture to spare. Ergo, we need to get more. And the only feasible way to do this is hit a farm."

Mutters arose. Sternly, he said, "Look, your first CO agrees with me on this. The Invid are cracking down. We can't risk signs of trade among other groups or towns without attracting unfriendly attention. The Apocalypse Riders, for instance, has its hands full with the Invid as it is. Whoever organized the strike against Rantoul is a sore loser. Plus, the Riders and the other resistance bands need what they have. So the trick is bring the fun back to the Invid." Off to the side, he felt rather than saw Ulm's nod.

"That's fucking crazy," a newcomer said softly. Agreement backed him up.

"It's been done before," Malcolm pointed out. "You just weren't there when it happened."

"Okay," Sherry said, "How does the plan go, Dennis?" She looked almost ridiculously small in her oversize armor, as though playing dress-up in her mother's things. There was nothing childlike about the hard resolve in the black almond eyes. She ruffled her now green-and-indigo locks, her numerous earrings chiming gently. "Like the last time, the speedy guys--meaning me, Harmon, Elizabeth, and damn-all everyone else you can think of--providing air support and recon while the muscle nabs it?"

Zinnert gave a reluctant nod. "And the sharpshooters providing cover for the power." It was the only way he could think of maximizing Rutherford's...extraordinary talents in that area. "There's more, but yes, that is the gist of it." Doi's nostrils flared, the little gold ankh-stud catching light as she did so.

"So what's the farm in mind, Dennis?" Rutherford asked in her honeyed Kentuckian drawl. "I do hope

you got in mind somethin' far away enough the bugs don't know where to look for the swatters."

"Glad you asked that, Rutherford," The blinding smile she turned on him left him trying to collect his thoughts for a second. He put it away, albeit reluctantly; a career REF officer had no time for that. He looked over to Matt. Ulm nodded, and threw the switch.

The holographic countour map flared into life, then established itself as a representation of the surrounding terrain. One white asterisk began to flash. "This is where we are." Secondary lights began to come to life. "These are either surrounding towns or known resistance bases--the latter are the stars." Now, sullen red lights began to sprout. "And these are the known Invid outposts."

Ulm took over. "You all know our little friend here." He gestured to one red mote. Mumbles arose; it was the hive strongly suspected of providing the troops for the Rantoul hit. "And this one," moving east and north. This blot was larger, believed to be a controlling hive. White lights began to flash; keen minds could make out that a rough circle of white flashers extended from around the red marker. "And these are towns known to have been attacked or taken by the Invid." . A similar, but slightly smaller affected radius was flashing around another major hive across the blue band that was the Missisippi. Both came frightfully close to their site; only a few towns, to the south and west, remained steady. "This doesn't have much to bear on our next mission, I suppose, except as an illustration of how desperately we need fuel and how close we are to being hit." He moved in front of the holo-map, carrying a pointer. It traced downward, away from the blinking areas. Eventually, it came to rest approximately a hundred and fifty miles away toward the south-southwest, on a red star.

"We're going away from those spheres, since if we keep hitting those aggressors, they're eventually bound to put two and two together. The information we're gotten indicates that different areas seem to have different MO's, which indicates that the command's not as unified as it was during the last occupation, but that also there is a unified leadership of whatever sort controlling within whatever sector you choose. It also means that we make better not make ourselves too familliar to whatever's running things in either of those spheres, or it'll increase interest. However, if it's a different area, it's not as high a risk."

"Depending, of course, how you rate 'high'," Fred said. Dennis made a face and concurred.

"Yes. Well, whatever's in that area hasn't been as hot on enslaving civilians, maybe because whatever it is doesn't really need it, since the resources are already there. The other reason we're interested there being that that particular area is unusually high in Flower concentration. And where Flowers of Life are, protoculture farms aren't far behind. This thing," a gesture at the sourthern dot, "appears to be one, and it's going to be the one we target. Any volunteers?"

No hands came up. All of them seemed to have gotten down the first rule of recruitment down pat. Zinnert sighed to himself, taking out the list he had prepared in case. He could feel Ulm grinning ruefully off to the side, which chafed.

How was it that the man could prompt ready devotion when his idea of command was a shambles, while he himself only got reluctant compliance? Zinnert was yet again staggered by it. He had traveled half a dozen worlds and yet could not understand the sullenness he received when faced with his own people.

"Okay, well then, if you're so eager to offer your services, I'll tell you where you need to be assigned. Acheson, Elwin, heavy backup 2; Altman, Malcolm, heavy backup 1; Ballard, Krystal, light backup 1..."

Shiroikiku bounced along the trail at a (for her) slow clip, savoring the feeling of the Battler undernath her. She had recently been upgraded to the new mecha due to her capabilities and was enjoying every second of it. It meant that she could kick alien rear even more effectively than before. With a kill rating that was in the top five, this only boded good things.

"Hey, Doi!"

"Yeah?"

"How much further, you reckon?" Gwen asked. Her blazing hair added color to the bland monochrome of the late fall, counterpoint to the dull greens and tans of the mecha they were riding. It streamed out from underneath her helmet like a banner into the wind.

"Unh. I think Matt's gonna let us within twenty or so miles of the farm, then we're gonna stop for the night, and hit it tomorrow morning. Do it well rested. I think we're almost there now. Course since I was raised thinking kilometers my sense of measurement's fucked."

"Hhm. I'm gonna hafta cover you, you know."

"While I kick bug ass. I got no worries, Gwen." The other woman chuckled, full aware of her prowess. Sherry grinned, aware of her own. Then the grin melted away. "Bout myself anyway."

"Huh?"

Shit, she'd let it slip. "Well, I can damn well cover myself. It's the other people I--" Well, hell, it was almost a given one or two would not be here to see the day after tomorrow, at least not intact. But...

"Ah, don't worry, Malcolm'll be fine."

"Huhn. Always that anni disc out there with your name written on it." She had been a child of the military long enough not to raise foolish hopes.

Besides, despite the seeming casualness of her relationship with Malcolm Altman, she truly cared about him with a depth she was often frightened by. No matter if you got killed; but if someone you were close to got it, a bit of you died with them, leaving the rest of you to feel all the pain. That was the worse fate.

Gwndolyn grunted. "You telling me, hon." She said no more, trapped in whatever thoughts swam through her own mind.

Yeah, Doi thought, as the Battler thudded its shock-shattering way along the overgrown, rubble-filled trail south. No shit she knows. Unlike me, she knows up close and personal what happens in an Invid hive and has the nightmares to prove it. She's got lots to think about all right.

However, she had plenty of company with her own.

Ha, just think what my parents would think if they knew I was shacking with someone like Malcolm, she sniffed. Bad enough they had cats when I didn't stick to a nice little desk job and trucked off to Reflex Point with the Jupiter instead. Damned glad there's a sweet few dozen light years between here and Tirol. Place always did remind me of a bad set from Ben-Hur. And you think I can be a sweet little addition to their wishful dreams of "getting back to their roots" in that place? Shichisei my banana butt I will, yeah, and Zentraedi have pituitary problems.

At least if I get my ass wiped here by the crabs I won't get gravel raked over me, a headstone with kanji, and their saying prayers to Shiroikiku Evelyn Doi's spirit in Japanese every so often. Badly. Mispronounced. The shogunate would shit. Hell's preferable to that.

Not to mention the slight possibility of their darlin' little White Crysanthemum having a kid that half-WON'T be Nipponese.

God, my grandparents should have married Anglos or Spaniards or Zentraedi or God knows what before they produced my parents. That would have put a break on badly done ethnic searches right off. Man, I may not be on that sort of kick but at least I know when it ain't being done well.

At least Malcolm's never tried to make me into something else I ain't. Pity my parents will see only the melanin ratios. What a dumbfuck thing to think about when you're on another planet with a whole bunch of people whose closest relation to you is a couple tens of milennia back at least.

If they'd been the ones to splash through the shit getting shot at by bugs, they might've seen how stupid the deal is. Corpses are corpses. Down here I've seen enough of them and the way they got that way to know all the innards tend to be the same. Her hands clamped down on the unfamilliar handle grips, hard.

You didn't think about it. Some parts were okay to remember, but after a while some...you just stuck them back there and didn't bring up.

And you sure as hell hoped that nobody you'd lived with would end up in one of them.

Matthew Ulm, former Second Lieutenant of the Southern Cross, was otherwise occupied.

"Dennis, once we settle down, we have to get a look at the situation, then finalize plans for tomorrow. You got the records from the last time we had to go on a recovery trip?"

The Battler off to his side made a grunt of confirmation. "Of course I do. And we do need to look. Depending on how things are is going to determine our approach." Privately, Dennis hoped that no civillians were being held as slaves. It made things--complicated, and with their own force probably not near that manning the farm numbers-wise... Innocents were not something he cherished putting at risk. "The first scout made his records available." Dennis paused; Matthew steeled himself, knowing what question was coming next. "So why isn't O'Shea on this trip?"

Matthew paused; likely any way he phrased it Dennis might interpret it as favoritism. "Basically because we've got others trained by him in the fine art of sneaking around. Furthermore, I can't deploy every experienced Elm on this trip. If..." we get wiped out, he added silently, "he's got to keep things in line back home, as will Miranda. I thought that was our arrangement at any rate." He made a half-grunt, half-rueful laugh. "He wasn't happy about it, if it makes you feel better."

Damn right he wasn't. Although he knew he had to play Fuzz/ Bug-Buster for Base One, the rogue was still refusing to talk to Ulm as they had left.

"If I get back," Ulm said in the now, "he's not going to be talking to me for a week at least. I hardly call that favoring him." *Gee, I wonder why he didn't ask about Miranda's status,* he thought with slight sarcasm.

"You say if." Dennis commented.

"Always that chance. You know that."

"Well." Dennis seemed to leave it at that, and concentrate on the matter at hand. "According to what I remember of the map, we ought to get near it in another hour, barring any surprises. Ten miles should be sufficient. We'll keep it on hidey-hole setting--" Elms slang for a vigilant nightwatch and camping setup that was ready to move at any notice, "get scout reports, and then, giving favorable conditions, move before dawn."

"And with luck, we'll be able to infiltrate the place and get the goodies we need without too much trouble. Right."

Dennis sighed. "But as we both know by now, like you said, there's always that chance."

"AAAAAAAAAAAAAAAAAAAAAAAAAAYYYYYAAAAAAA!!!!!!"

Matthew bolted upright in his bedroll, disoriented in the darkness. The scream repeated as he was out and running toward the source, barely missing the fire in the pursuit. His skin was clammy in direct reaction to a sound that was wringing out every nerve he had.

"What is it?"

He finally saw something; a new recruit hanging on to a struggling figure in a bedroll that was shrieking still, but lessening. He managed to get enough light to see the red hair of the person.

"Gwen, what is--" She had awakened and calmed down enough so that there was no more screaming, although by now half the company hunched together in the rocky little defile was awake.

She sobbed something like "Sorry, sorry, I didn't mean--" as he knelt down, his feet freezing in the cold, and took hold of her shoulders.

"It's all right Gwen, it's all right."

"The fuckin' bugs are probably gonna--"

"Hardly, Gwen." This was not the first time Gwen had awakened like this, but it was the first time in the field and certainly one of the most intense. Memories left their mark. "Night critters, they're going to think it is. Easy, easy, you're among us. You're safe."

The redhead, although she was still panting and shaking from whatever nightmare had taken her, was beginning to reassume her usual insouciant oh-it's-nothing-I-meant-to-do-that attitude. "Well, there goes our nightie hours, folks. Sorry." Ulm snorted below her hearing.

Fred was fairly unsympathetic. "Nice of you to play alarm clock."

Ulm sighed further at the insinuation. "Let's not get into the my-pain-is-bgger-than-yours, Bohms. Gwen-- will you be all right now? I have medications."

"No. No medications. I'll be fine." The sharpshooter was resolute in refusing any further consolation, so Ulm wearily rose and encountered Zinnert, who had been manning watch.

"You sure we should take her in? She seems a bit unstable at the moment."

"I take it you've never been held prisoner in an Invid hive, Lieutenant?"

Zinnert's mouth tightened. "No, but--"

"Please, don't presume. Some of these people have much more intimate vendettas with the Invid than you or I can ever imagine. Remember Gwen's one of them."

Zinnert still looked stiff with offense--no surprise there. Six years of knowing him meant that usually it wore off. Matt was embarrassed for reminding him that after all this time he was still the outsider. "Will Rutherford be all right?"

"She knows she has to be. I'll keep an eye on her, Dennis. I'm supposed to be the people person and you the tactical type, right?" Dennis relaxed and rewarded him with a half-smile.

"Right. Thanks for the reminder, Ulm."

"Anytime." Ulm leaned in.

"One of these days...you're going to be the useful one. I'm just an old fart that looks competent."

Dennis grinned, pained. "One of these days, old man, you're going to realize they think I'm a stratified idiot from Tirol who still doesn't know the ropes. And I believe them."

Ulm sighed, gripped his arm, and left in order to get what sleep he could.

Over in another bedroll, Fred Bohms hunched, thinking resentfully, *It's not that my pain is bigger than hers, Lieutenant. It's that she thinks her pain is the only one there is.*

Elsewherel, Amanda Pierson held herself and quivered, incapable of returning to sleep. Gwendolyn's shriek had not caused the sweat that turned her bangs to the color of wet straw. In fact it had broken it, for Amanda herself had been mired in nightmare. Unlike Gwen, no one knew.

"There it is. In all its ugly glory." Malcolm drawled this with seeming unconcern, then passed the night-vision binoculars to Amanda. She looked and drew in a breath.

A half-mile away, through the last fifty yards of trees, she could make out open land. Beyond it, in the distance, she could make out the faint ghost-shimmer of some sort of energy barrier. From her quick

surveyal of the area yesterday afternoon (Kevin had been a thorough instructor), beyond it lay the extruded-looking outbuildings of the protoculture farm.

A massive figure tromped its path around the outer barrier, the clawed feet of the Combat Trooper piercing and rutting the stiff soil as it did so. She already had an idea of how often such patrols were.

It was the intervening distance between the barrier and the scrawny trees that caused her to wrinkle her eyes.

"Is it me," she whispered, "Or--"

"It's not you," Malcolm said. "Those little stinkers're worse'n crocuses. I've seen them blooming in mid-January."

Amanda shook her head, amazed despite herself. "Still. I've never seen so many even in summer before."

"And you don't want to, kid. When you go in, you're gonna need a mask, because if they're sporing, one snort you'll be seeing green bunny rabbits for the rest of the day. Not what you're gonna want."

Amanda eyed the pale spread of three-petaled flowers before returning the viewer to Malcolm. She wiped her hands on her pants for the seventh time that hour.

"Well, you're going to want to wish me luck." Malcolm looked solemn as she said this. "I hope I can get away with it."

"Me too. I'd go, but--"

"You're too big to be all that sneaky. And I hope to God there's no captives inside." She paused, a tremble in her voice. "Just make sure I can get out, please."

"Glad to oblige."

What a disgrace this place is.

Not only does he have the gall to send me to this Motherforsaken Unaligned farm, he also apparently hasn't recently seen how it's been run. And he thinks that this place isn't producing enough.

Even I can see why!

The slender, chitin-armored figure stepped out of the outpost hive entrance and fretfully began to circumnavigate the perimeter of the building. She had been unable to sleep after having awakened as she had lain on the pallet placed in the commander's chamber for her convenience. Besides, dawn would soon make any attempts moot. Already, the sky was beginning to gain a pearly texture to the east.

Although the sharp breeze through her long pale hair was refreshing in its way, Oryo'i sighed and placed the helmet on her head, pushing the hair up underneath. One had to keep up appearance when dealing with one's inferiors.

She watched the Malar change their shifts, the night patrol replaced by the morning. The Torabs and Iigai out on the perimeter did not change their unceasing rounds. It was only the Malarosm and above that seemed to need a respite from higher thought activity. She continued her pace around the hive, glaring through the helmet iris at the outposts and shipping buildings. One particularly makeshift contruction caught her eye and she plummeted into even deeper grimness.

Only our kind can work here, he says? Only a few humans left to harvest the fields here? He is just as blindly spiteful toward them as toward me! Humans cannot be exposed to Flower spores without protection. No wonder the majority of the workers that came here died or went mad after a few lunar cycles. But Shkud doesn't care.

How amusing. We actually have something in common. Shkud's spite. Was he like this before, after the Ascension and before he became Kulagi? Such a while--I don't think I remember. A true pity he is currently reponsible for this area. Asaav seems to have given up on it.

Fortunately after I get this particular shipment of plants and opredti readied for transport to the orbital hives I can leave. But I had better be certain to do a prolificshipment of it. I have no wish for any more of "my lord's" frustrations directed at me...

On the other side of the hive, away from observation, a figure wriggled belly-down through the chilly foliage. By all rights it was cold enough to freeze the Flowers of Life, but neither frost nor browning marred the pink petals and green leaves of the plants. Amanda was very grateful that they were high enough to obscure her progress in the predawn twilight.

An overripe red fruit, about the size of a tomato, fell off a plant and collided with the ground in a splat. Amanda froze. Five minutes later, she moved again, her heart still thundering along.

"You know the drill, Pierson," Dennis had told her. "Get into position. Then wait."

Amanda was hoping fervently that the other ruffling trails in the fields were out there. She would be severely embarassed if she were the only one ready to sneak in past the perimeter once things started to

happen.

She patted her backpack. Good. All of her presents for the Invid were ready. And once empty, it could carry enough protoculture for several Cyclones.

Her nose itched terribly, but she was afraid to scratch it and perhaps break the seal her mask had with her skin. It was only a simple cloth arrangement, but it seemed to work given the continuing lack of hallucinations she was failing to experience. Within twenty minutes, according to the several years of scouting notes in Kevin's neat hand, the barrier would fall in order to let the Enforcers and Sentinels out for harvesting work, and she had to be ready to dash the second the decoy began. She hoped in the meantime the track of movement she and the others had made hadn't been seen from the air by the Attack Scouts sweeping the area.

There was a yelp. Amanda choked and realized it wasn not a human sound. The yapping began again, and her eyes flitted frantically around, incapable of looking behind herself and seeing nothing. Whatever the thing was, it was barking its fool head off. Was it some sort of feral chihuahua?

Amanda craned her eyes around as far as they would go in their sockets, trying to avoid moving her head. Her eyes popped as she heard a rasping, vigorous pant dashing around her. Then the yelping began again.

Ohshit what if the noise attracts them? she thought in terror. She would have thrown something at the source but she couldn not risk any extraneous movement.

I'm nice, really I am, I'm not meaning any harm. Just shut up, you little monster! Then she almost shrieked.

Something was walking up her leg, snuffling. Eyes closed and shaking, she supposed it was better than the prior barking. Suddenly, the weight dropped off, still panting away, circling around her. White fluff caught her eye as the thing got within the range of her vision.

Chihuahua my ass, she thought dazedly. *Did somebody's pet get loose?* The fuzzy entity danced up fearlessly in front of her and sat, red tongue vibrating in overdrive with its pants. It regarded her, then began to scratch with a hind leg.

This is not happening. If I didn't know better, I'd say I was being scoped out by this thing. This is NOT happening. Unmoving, she watched it watch her, aware that time was ticking down and she wasn't quite in position yet.

Finally, the dog got up, sniffled her gloved hand, and licked it. Then it was gone in the mini-forest of flower stalks.

Those weren't horns there? Nah, just a figment of my imagination. Dogs don't have horns.

As the final minutes passed to zero hour, she wriggled a few yards closer to the barrier, narrowing the distance she would need to run, her hands wet in their gloves. Heart thumping, she then waited.

The sky took on a shade of pink to the east.

The energy barrier, Invid behind it and waiting for the harvest, began to flare and fade. With an eerily silent snowflake-like melt, it fragmented and disappeared.

Trembling, she watched as forty yards over to her left the monstrous, utterly inhuman armored figures began to file out.

Her muscles tensed.

Any time now.

"It's down!" Malcolm hissed.

At selected points around the perhiphery of the woods, hands began to move, light and ignite. Next to the solid bulk of the crouching Malcolm, Fred's saturine features, white with tension, watched as the aliens continued to file out.

When the match had almost burnt down, he lifted it to the wick.

The forest margin erupted.

The Elms lying in the fields were gifted with the fascinating sight of Enforcers doing a double take as a horrendous blaze of light, color, and noise threw what had been a dawn peace into bedlam.

Oryo'i's head jerked up.

What?? she said in naked confusion. The blankly anonymous faceplate of the gray and orange battlesuit robbed her of any expression, but no being could mistake the posture of shock. Then understanding leaked in.

All personnel, scramble! We are under attack! she shouted telepathically. Sod flew from under her feet as she dashed inside.

Amanda ran, legs churning for all they were worth. She was too intent on her own welfare to note the dashing silhouettes that like her, were running for the now un-guarded gate. As expected, the Invid were going after the explosives, flares, and fireworks set up as a decoy, but they had seconds at most before they were detected.

Five seconds never felt so long before, but she was inside. Hearing gasps beside her, she dove for the shadow of the nearest outbuilding, desperate to get bearings.

She hid, in the shadow of a creation that looked more grown than built, behind a piling. A hand jerked her on the arm, and before she could react, she was through a door and inside the tar-blackness of the interior.

Despite herself, she gagged on the odor inside. It was indescribably awful, filled with fetor and decay. Whoever had helped her was choking as well. Surpressing it, they huddled inside, into the darkness. Outside were continuing explosions, roars of Invid jets, and occasionally human shouts.

Amanda was full aware they had to move. "Who is it?"

"Oh, it's you," Gwen's voice said, flatly.

"The last I checked," Amanda said. "We gotta go before they start looking." A grunt of confirmation, and they began to sidle around.

"Further inside. That's where...they keep it." the other woman said. The two dashed outside, around the building. Gwen and Mandy nodded at the same time, seeing a familliar shaped compostion: it matched descriptions of what they wanted. It was unguarded, thanks to the chaos outside.

"Excuse me," Amanda said, remembering. The perimeter barrier was near; she deposited and readied one of her backpack's contents. She had made it back over to Gwen before a ThooOOMP made her stumble. The fence was down.

She made to throw another grenade, but Gwen hissed, "No! What if..." Mandy stiffened, realizing what she was implying.

"If there were, wouldn't there be..." Heavy footfalls came up behind them, and both women whirled in fear only to see Matthew.

"'I thought you were..."

"No time!" he barked. The Saber suit lunged over toward the storage depot. "You two, disable what you can and see if there's any captives. I'm going to get the supplies. The rest are near the north and south entrances." The two complied.

Amanda shrieked in challenge, tossing another grenade toward the main entrance. The organic looking watchtower erupted in shards and plasma.

A soft moan could be barely heard above the background devastation. It was arising from the first building the two had hidden in.

Eyes wide, the blonde and the redhead stared at each other. With the same thought, they turned toward the interior.

As planned, Matthew met up with Sherry and her penetration squad as they neared the depot. Sherry was growling as thanks to the power of her Battler suit, she was rocketing forward as she ran. The rest were either in Battloid or in REF cold-weather uniform; the disablement squad could not have managed to get near to the base crawling in the cumbersome CVR.

Without a word, Shiroikiku and part of her armored band whirled and placed themselves at the entranceway; a few others took the point entering. Matthew carefully kept one eye on his helmet readings and another on the interior.

I want this to be a raid, not a massacre, he told himself. *If anybody kind is listening from above...*

As his eyes adjusted to the humid interior, he drew in a whistling breath.

Like all Invid structures, the place looked more grown than constructed. Ulm could see the expressions on some of the unarmored troops; the outright revulsion was enough indication of their idea of the aesthetics of the place. The air was warm and carried a vegetable jungle reek. The Invid still thought that the attacks were coming from outside, so it was unpoliced. It was a matter of only a few minutes before they realized that they were wrong.

In the dim light, there was the glint off smooth, curved gray surfaces in long, stacked ranks.

"Okay!" he hissed. "Move in! The second I say get out, get out." The party fell to, yanking canisters with silent, clumsy haste. The enitire time, Ulm kept an ear open on the radio, waiting for the first indication from those outside that the Invid had realized the ruse.

Three minutes had passed, and there was yet no sign. Yet something...

Matthew opened his mouth, years of instinct warning him. He turned back toward the outside to check, preparing to tell those inside to retreat.

At his question: "Nah nothing. Bugs still chasing the decoy parties all over the place."

"I..." He had a feeling of Something Not Being Right. Usually, he got it just as Kevin got a strange look in his eyes that was then followed by panic.

"Okay, group, move--"

"Oh CHRIST!" someone screamed. "It's--" The voice cut off into a roar and static. Sherry gasped, and dashed inside. The rest began to follow--and then a blaze of energy melted the last stragglers into their component elements. The heat was staggering.

"Lieutenant! It's--"

Ulm was not even listening. In a single leap, he had pivoted toward the one opposing wall that did not have protoculture canisters, and with a shouted command, loosed a shoulder missile. It detonated, leaving a hole large enough to admit human bodies.

"Doi, get them out! Now!"

"Matt--"

"DO it, Corporal!" A quick, reluctant stiffen, and Sherry took the point, leading the survivors with their cargo out. As she did so, she shouted, "Matt, it's--"

He was already moving toward the first entranceway

"I know what it is, Sherry. Good luck."

A strangled gulp, and she proceeded to fight her way out.

Matt was disoriented as he made it into the sullen autumn dawn, arming his missiles. What waited for him was what he expected, but still, an icy trickle of sweat made its way down his armored back.

He saw attention being drawn for him--and leapt.

Hands slick, Gwen found the lantern and turned it on low, as the low groan sounded again.

The visual added to the olfactory input was enough to make her gorge rise.

It was, in the most basic sense of the term, a pen.

At one time it had held at least a hundred bodies. It was, like all Invid architecture, organic in look and nature, but it did not take the humans much to see that very little effort had been put into it. Pallets, encrusted with unnameable substances, were raised about two feet off the floor and seemed to be intended for sleeping. There seemed to be no toilet facilites except for a container over by a wall. Even in the November cold, the stench was overpowering.

It looked empty, but then there was movement over in the corner, on an isolated pallet.

Gwen was too possessed by past ghosts to notice, but Amanda gasped. The movement became more pronounced.

"Leave me alone...alone..." a hoarse voice rasped. "Oh leave me alone, so I can sigh and die and fry..." The cadence was in a high, childlike croon, and something aimless and empty about the chant sent daggers up the spines of both Elms.

"Who's there?" Amanda snapped in terror, her voice muffled by the mask. Backed by Gwen, she made her way over to the pallet. There was a huddled mess that looked like a bundle of rags, but it moved.

"Aliens and aliens, go and go..." the chilling singsong continued.

"We're not Invid," Amanda said. "Please, we've come to get you out."

Some recognition appeared in the blank tones. "Get me out? Are you humans?"

"Yeah." Gwen said.

A high giggle came. "Oh no human gets out oh no. You stay and you work and you lose your mind, just like me..." With an effort, the bundle unfolded itself.

Amanda stared, her face going utterly chalky white under her freckles. After a few seconds, she began to gag.

"Oh am I seeing am I seeing another ghost?" the prisoner said, something that might have been surprise crossing the empty voice. "Is it James' girl, come back to haunt me? Oh you are not Invid, you do not have the colors, you must be a ghost, nobody leaves here, not me or my baby, nobody at all..."

"Holy shit," Gwen panted, shaking like she was possessed.

The creature looked as though it might have been a hardy woman of Germanic descent in her mid-thirties, before months of privation and work had melted her into an etoliated caricature in rancid tatters and stringy mats of hair. The dark eyes in their pits of socket were not anything anyone would have called sane.

Amanda was making retching noises with no result. "Oh Jesus God, Gwen, I know her..." She was shaking.

"Shee-it," Gwen murmured. "Are there any others?"

The woman giggled, a noise with no hilarity in it. "Did some come here? Some did, and then they saw things, and then they died and now only we are left and we see things alone..."

"Mrs. Henderson!" Mandy gasped, barely coherent. "Where..."

"My baby don't wake my baby..." The clawed fingers aimlessly trailed in a direction, and Amanda saw a small figure in the corner, curled up, asleep or dead. "Are you sure you are alive? You have some of the color, just like the pale woman..." Something, coherent if not sane, for a moment glimmered in her eyes. "No! Not the pale woman, her hair like snow..." Raggedly, she began to scream in hoarse cries that were too exhausted to carry. The child in the corner stirred for a second.

"What woman?!" Gwen shouted, shaking in fear. 'Mandy, we've got to get out, the Invid are coming!"

"She's out there!" the wreck cried, purpose in her mad voice. "Run, take my baby! Their hand is on you, Amanda, I can see it! Before they crush you, run!"

"Let's do it," Gwen said, suddenly aware that far too much time had passed.

"I can't leave her! She's from my town!" Amanda snarled.

"Then you'll stay!" Gwen spat. The child did not protest as she hauled it into her arms. "And end up like her!"

"Mrs. Henderson--" Amanda began. She met a pair of eyes--eyes that seemed sane and calm.

"Amanda... You lived. Good. I am dead."

Casually, the madwoman lay back down, shifted as though going to sleep, and then went limp, her eyeballs fixed.

"God." Gwen gasped. "She's --."

Amanda stood staring, just before Gwen hauled savagely on her with her free arm.

Matthew flipped in midair, gravity nauseating him, seeing his worst nightmares step for him with plain intent.

He had expected Enforcers running the place, or even a few Strike Units, replacements for the Pincer Command Units. He had not expected, of all things, an Invid Assault Battloid at a minor farm, and that presumption had killed eight people by itself.

The Invid mecha, an affair in dark charcoal gray with vermilion trim, swiveled its sensor array, focusing on him.

It swiped its arm at him, and he barely managed to dodge before the slab of alloy whipped with enough force to crush stone. He swept back, concentrating on harrying the thing, enabling his command to get out with the materials needed to continue the Elms.

It was far larger than him, far stronger, and with a payload that dwarfed his.

This was not a fight Matthew Joseph Ulm expected to win

Oryo'i snarled like a dog, her teeth gritted, intent on crushing this --insect, this malicious hindrance to her dignity, not even wishing to compliment it by destroying it with anything other than fist and arm. She had tried and tried beyond belief to fulfill her duty to the Invid, to a lord that would not be pleased, and this latest insult was beyond endurance.

She had waited until she had boarded her Gamun before setting the troops after the humans; any notice by them that her troops had known about their penetration would have set them off from the farm, before she could use the Gamun's weaponry to eliminate them in part, before she could see what they were trying, and before she could exact her vengance. She knew now who to destroy, first and foremost.

The rest were next on her list.

The human mecha darted around her like the fly it was. Rage boiling in her, she urged the Gamun up after it, fixed on settling the score once and for all.

Ulm could see one forearm swing towards him, plasma cannon primed. Before it discharged, he did the least likely thing; dove towards the mecha, close enough that neither cannons, missile launchers, or shoulder weaponry could focus on him. He readied his missiles.

The pilot, gifted with the human cunning of the Sulagi rank, knew what he was planning and dodged out of the way; the missile Ulm loosed missing but the Assault Battloid's own targeting fix broken. It was not before the diving suit had flashed past the semi-transparent canopy and Matthew had seen what was piloting it.

The body armor the humanoids had taken to wearing rendered the pilot anonymous, but Matthew's concentration was shattered, knowing that an individual face was lurking behind the mask. There had been something about the way the suit was designed...

What?! Oryo'i barked mentally. Still reeling from her close call, she put aside vengefulness and concentrated on wiping him into free atoms. She released a missile, but the blazingly agile human mecha dodged.

I will not have you humiliate me so again!

She checked to see that the Malar were following his minions satisfactorily and then turned her attention back on him.

Sweat rolled down Ulm's face, his blood pounding in his temples, as he dashed around the hulking Invid, his mouth dry from his pants of exertion. He was forty-two years old, gods he wasn't up to doing this, any time now... He prayed in a tiny corner of his consciousness the incoherent prayers of the warrior, prayed the rest had managed to run for freedom, prayed that Kevin, the closest thing to a son he would ever have, would be able to survive in a world against him; prayed that somewhere, somehow, Kevin, the first Kevin, would have pity on his younger brother's eccentricities and would intecede for his alien namesake. *And for all the Gwendolyns, all the Geralds, Freds and Amandas that his dying might save. The last of the Ulm family would die like a true Catholic martyr,* he thought. *Isn't that charming?*

In the rest of his mind, he simply fought for the time to take another breath.

The Battloid persisted after him; apparently it was quite aware of his role, and no surprise, Ulm thought. He knew what their pilots were capable of.

Ulm pushed aside the knowledge it could have been Kevin in that mecha and fired.

Malcolm and Fred knew from experience something had gone disasterously wrong as soon as the first raiding members had arrived, loaded with canisters and reduced in numbers. As per plan, Dennis had radioed the decoys to withdraw as fast as they could, scattering so groups could not be picked out by the Invid. Although what seemed like the entire farm's personnel had gone after, from the net it was obvious the tatic was working. With the Cyclones on fusion, the Scouts and Combat troopers had to rely on visuals, and the forests of Earth had proven to be the Elms' biggest ally.

The two men were holed up behind a tree, making certain everyone had gotten out, when the last band plunged past. A Battler stopped as the rest blazed by, its carriers loaded with canisters.

"Sherry, honey, where's Matt?"

"There!" she panted. "The place is run by a Marauder--he's taking it on singlehandedly--Malcolm, you have to--Gwen and Mandy--"

Frederick's contenance was gray and shaking, his breath hissing through teeth. Wordlessly, he gunned the engine, back toward the clearing.

"Jesus! Fred! Wait!"

"Oh no--"

They emerged, seeing an eerily silent vista, before they saw the blast craters. It was Gwen, her arms loaded, whose eyes went upward and saw the two figures juking high in the air, one tiny, one massive and deadly.

"It's a Battloid! The fuckin' bugs had a sonofabitching transmute here!"

"It's Matt!" Amanda's eyes saw the fighting pattern clear as day. "Oh god, he's fighting that thing, we've got to help him!"

"We've got to get out! Come on!"

"YOU can go ahead." Unarmored, Amanda fixed stock and barrel to Gallant in two motions.

"You stupid little bitch, we've got a kid here!" The green eyes were dilated, ignorant of Gwen's screech, locked in a world perhaps the corpse back in the pen would have understood. White-faced, Amanda took aim and fired.

It failed to do anything important, except attract attention.

Two other humans? Oryo'i thought. Lazily, the arm plasma cannon reached out and blazed.

Gwen knocked Amanda down as the blast scorched and singed clothing, filling the air with the stench of hair. They rose to their feet with a bad case of sunburn but alive.

"Jesus, the Enforcers..." Gwen hissed.

Oryo'i had been distracted, but she moved to avoid the missile Matthew discharged.

Wrong, human. Not this time.

He was wide open. Chuckling, she targeted.

Then, a thud of missile detonation sent her spinning crazily.

What, I'm not dead? Matt thought distractedly.

What?!? There are more?? Oryo'i thought in shock. *Torabs, back here!*

Fred was snarling as he exploded into the air, Malcolm on his heels.

"Matt, get out!" Malcolm was shouting. "The rest are okay!"

"Kill YOU!" Fred screamed in pure hate. Armor-piercers left launchers, and for the first time in the fight they found their mark; Oryo'i had to draw her attention to the shocks her armor was taking.

"Okay! " Matt shouted, and dove.

Trying to draw attention elsewhere, Gwen reached in Amanda's pack, activated a few more grenades, and let them go, just as an armored arm wrapped around her waist and she was hauled shrieking into the air, human burden and all.

Amanda lost her footing again from the detonation, just as she was unceremoniously dragged into the skies, and the world blurred into blackness.

Several hours later, through the dint of activating false leads of protoculture radiation, Matt finally deemed that they had thrown off pursuit.

"Ten dead." he said in a emotionless voice late that night. Still in his armor, he did not look up as Malcolm walked up to him. Sitting on a fallen log in the thickness of skeletal trees, he looked pasty and exhausted to sickness, his eyes hollowed out with bister and a network of crow's feet that were more pronounced now than ever marring them.

"Sixty-seven canisters taken," Malcolm reminded him softly. "Matt, you gotta stop beating yourself over it."

"If I could, Malcolm, I would." The dark bearded face above the slumped commander made a grimace of sympathy. "It's never gotten better. It gets worse. And it's my fault."

"Bullshit." Altman said flatly.

"Look, if I'd kept in mind the possibility of a Marauder running that place--"

"You wouldn't have gone in, Matt! Look, if we'd sat on our duffs playing chess, we wouldn't have gotten killed either. We wouldn't have done a damn for the resistance either. And it wouldn't have helped shit when the crab lice came for us. "

"My logic, Malcolm, says yes." Ulm wiped something away from his eyes. "My emotions are doing veto power."

"Look man, I trust you, basically because you admit you have no idea what the hell you're doing. You're just trying to do what you can." Malcolm crouched down. "In my opinion, it's ones who think they know

what they're doing who don't."

"What about Henry the Fifth?" Matthew said, his mouth twitching upward a second. Malcolm snorted and ran fingers through his kinky hair.

"Ah, him, he never existed anyway. Shakepeare was a nationalist anyway. 'Randa blabs about a fictional character, not actual history."

"Agincourt was history."

"You're off the subject."

"Dennis."

"Even HE doesn't think he knows what he's doing."

"Thanks much," Zinnert said dryly as he came up in Battloid. The three men exchanged exhausted smiles as patchy clouds swirled over the hunter's moon above.

"I've been talking to the other gangs on our assigned channel frequency. All of them seem to have gotten out with a few casualties and no deaths. We'll probably be able to rondezvous in a day or so at our spot."

"Any signs of pursuit?" Ulm asked.

"Not that they could see."

"Tell them to keep an eye out. There is a humanoid running the affair."

"Even he can't be omniscient."

"She."

"Wha?" Malcolm startled.

"She. During the fight I got a look inside the mecha. The suit seemed to be a female design."

"Wonderful," Dennis sighed. Sitting, he removed his helmet and began to rake his dishwater-brown hair into spikes, face blank with exhaustion. "I checked up on the--child."

"How is she?"

"She still hasn't awakened. She occasionally shifts, but it's like a light coma. Those Flower spores... No idea what they may have done to her."

"It's obvious," Fred's voice said bitterly, out some distance. "Easily replenished resources, just take another town, enslave it. Why bother with masks? If they're going to go crazy from breathing spores, just get fresh ones."

"Point taken," Zinnert noted, sighing. "Keep your mind on watch, Fred." It had taken a hard smack on the helmet for Malcolm to break Bohms out of his suicidal berserker frenzy at the farm.

"What about Gwen and Amanda?"

"Both--" Dennis sighed. "We're going to have to put them on standby, Ulm. Not just the physical, but..."

"Don't tell me I should have known."

"I'm not. What they saw--it would have done it for me." Dennis sighed. "I'm--sorry. This isn't the kind of war I was trained for."

"Dennis?" Malcolm said mildly.

"Yes, Malcolm?"

"Shut up and leave the 20/20 hindsight for when you got the mind for it."

"Yeah. That point taken."

Oryo'i stood and watched the Malar begin to clean up the wreckage of the humans' strike. Other than a few craters, the destroyed watchtower, the downed energy fence, the gaping hole in the storage building, and a few missing canisters, there was little damage. She offered the Terrans a grudging piece of admiration for their precision.

She paced back and forth, outside her mecha, as it was waiting for repairs to the dented and cracked armor where the missiles had connected. Fortunately for her, none of them had been direct hits, but it had been just enough to keep her from pursuing the humans after they took off from the depot with their unarmored comrades.

She began to think, carefully, about what Shkud's reaction would be once he heard of the affair.

Hmm, what do you remember about piloting a Gurab, Oryo'i? The fear that should have been there was replaced by a cool, detached consideration.

For nearly nine lunar cycles now, since the fiasco near the river, nothing she had done had pleased him. In fact, it had reduced her to her current inglorious status. The humans had hardly been accomodating themselves, but at least she knew the reason for that. But to have received nothing but more and more contempt for months, from her own kind...

What had been a tatically aggressive and intelligent if quick-tempered leader a few dozen lunar cycles ago was now a vicious, spiteful being who struck if there was any hindrance and often even without, just to show he could do it to his subordinates. A move she had made nine cycles ago that he once would have thought innovative if flawed had instead given him an opening to target her over and over.

No wonder the other Sulagi she had met under his command had looked at her with wide, shifting eyes when she had brought the subject up.

Pacing, pacing, she watched as under the direction of the Malar, the Gamir began to dismantle the human holding pen. Debating how to present it, Oryo'i took off her helmet in the chilly breeze, her hair whipping like corporate fog.

Suddenly, she stiffened, her breathing beginning to race. Her eyes began to dart, considering.

Not all that many canisters had been pilfered. It would be below the average for a monthly shipment, but she could blame the Flowers' production on that. The physical damage to the establishment could be repaired in a couple of days.

The lower Invid out here were permanently assigned, with little turnover and not much communication with the outside. If not asked directly about any situations, they were unlikely to make the affair known, being the literal-minded creatures they were. Even those inside the Malar preferred to give the accepted answer rather than present a new question. And Shkud heard only what he wanted to hear.

And communication was invariably with the highest-ranking member of any given hive.

And the humans? Interesting, most interesting. Something about the way they attacked... And had not Shkud said once, that she would have her opportunity finding out why they had done what they had done? Why not take him up on his word? After all, it had gone far beyond adversary to adversary now. It was most personal on her part.

She continued to think, and then looked up.

The amber-orange eyes narrowed, and a secret, chilling smile curved her lips.

Miranda dealt in a card, her face blank with concentration, chin resting on her hand. The guerrilla next down looked at it.

"Nasty," he commented admiringly.

"You betcha. Pay up." With grumbles, the rest around the table watched as she smugly raked in her loot and began to eat it. A stereo was softly playing Miles Davis in the background.

"Those were my carrots," whined someone.

"Sure as hell hope they weren't your lunch, kiddo. You need your vitamin A."

"What he needs is a brain transplant." A loud groan met the wisecrack. The five people around the coffee table began to deal another hand as the garage's space heater gave grudging warmth against the cold.

"Any word from comm on the others?"

"Not a peep. It's been five days now."

Miranda sighed. "Doesn't mean anything. Back at Quincy, we made the most incredible routes back to base to make sure the bugs didn't find us. Not that it helped." The casual cheer of her tone was belied by the furrow wrinkling her brow.

"I tried to grow veggies in those old tree planters," the carrotless one said. "The cats pissed on them."

"Grooosss. Remind me not to eat the radishes." a teenager said in a disgusted tone.

Miranda was in midchew, blinking.

"No, those weren't in there." She resumed munching, and shuffled her cards.

The blat of the klaxon sent two under the table, severed Miranda's carrot, and threw the other three spinning upright. Even as Miranda made the first couple of steps up the stairs, the PA came on.

"This is Paul Yau up at comm. This is not an attack, repeat, not an attack. The rest are enroute home, ETA one hour. They have wounded. All medic and mechanical personnel report in the staging area in ten minutes. Message repeats; this is not an attack warning, expedition on the way home in an hour, with casualties, medic and mechanical personnel report in staging. Connection closed."

"That's my carrot."

"It is? Sorry." Kevin finished masticating the vegetable and swallowed, shivering slightly in the cold at the entrance.

"You got it off the card table, didn't you?" Miranda asked with a preoccupied look on her face, peering in the distance. He nodded. "You have got this knack for eating my food."

"Can't deny it, I try hard to." he said abstractly. "Malcolm's alright. He's the one that sent the okay."

"Didn't say any on the others." She licked her lips. "I know my brother, and although he did a great job of hiding it, something in his voice..." She trailed off ominously. The carrot abruptly lost its taste for Kevin.

"They better not have." he said. "I'll be pissed."

"Ditto."

Inside, there were clatters, bangs, orders and curses as the others finished up triage preparations and fixing up the repair bay. The two figures outside waited in the gray chill and squinted their eyes, looking.

Soon, a trail of thin dust rose through the air. The two tensed, then shouted back to the others.

The noise increased, until a ragged band began to make their convoluted way up towards Base One. Miranda subvocalized as she counted heads, then drew in a harsh breath.

"There's--"

"Gods. Don't tell me."

In a couple of minutes, Lieutenant Ulm dismounted in front of them. Both took a look at him and stared.

"O'Shea, Altman. We're back."

"Where's the twelve back there?" Miranda asked flatly.

Ulm told her.

"I see." The tone was obvious that she didn't and didn't want to.

"Move in," Ulm told the rest. There was the hum of engines as they complied. They followed inside.

"Matt--" Miranda licked her lips. "What happened?"

The lieutenant began to tell her in a drained, near-monotone as Kevin listened, a clamp tightening around his ribcage. Then, Ulm reached a certain part--

"Jesus God Allah Buddha!" Kevin whispered, his voice cracking. The bloodshot hazel eyes two inches below his fastened on his face in unspoken communication, and Ulm nodded. Kevin lowered his face to his knuckles.

"I think I'm going to be sick now," he said conversationally.

Miranda merely shook her head bleakly, her cornrow beads clacking together.

"I guess it was only a matter of time before we pissed one of them off."

"Running a farm you mean?" Ulm answered. "Yes. At least that's what I keep telling myself."

"We--well, I suppose sneakiness doesn't work one time out of a hundred. We were just damned lucky out of the other 99 that it wasn't the transmutes we went up against. What one was doing at--" she trailed off. "You were lucky. Real lucky." Ulm nodded.

"I was six inches away from being number eleven. I know all about it."

"Where's that girl you picked up?"

"Over in the triage area, most likely." Matt turned and made a noise. "Where'd he go off to?"

"You," the short Hispanic medic told Fred, "are gonna have to stop playing with linebackers."

Bohms snorted, his lank blond hair hanging in his eyes as he examined the medic examine in turn a superficial burn on Bohm's muscular arm. The heat of a plasma blast had conducted itself to the affected area via the CVR armor, undersuit nonwithstanding. "Tell the linebackers that, Valdez."

Valdez sighed, knowing well though what he knew of the core member and of the situation his advice would not be taken. "Good thing it's not more than skin-agh!" He ducked as someone leaped over his head and ended up yanking on Bohms' arm doing so, forcing a curse of pain out.

The figure, clad in thick gray-and-white REF cold-weather uniform, loped through the rest of the injured

being treated, dodging occasionally. Valdez noted the dark hair and shrugged before going back to the still-quivering Bohms.

Sherry was gently unloading the small malnourished figure from her Battler. "Take care of her," she said to the medics, who nodded and began to hook up a bag of their limited IV supply. Wrapped up, the child looked only five, although the deprivations of hunger could mean she was considerably older. The tiny hollowed face was prematurely aged. In fact, she had to be at least seven. Sherry remembered belatedly that every child under six in Amanda's village had been systematically murdered.

Sherry swallowed back a lump in her throat, and looked up, getting a view of Kevin's knees.

"Hey," she said. He nodded, looking down at the little girl with an ill expression.

"Who is she?"

Sherry sighed and said "Mandy said her name was Florence Henderson. Her mother was Mandy's teacher. They were..."

"I know," he said thickly. She squeezed his knee in understanding.

"Where's--"

"Mandy?" Sherry looked bleak.

"Where IS--" he began, panic cracking his voice.

"She's here," Sherry said. "But I don't think you want to see her, not right now. She and Gwen--"she shook her head. "Shit, Kev--" she said, looking up and finding nobody.

Kevin was already weaving through the crowds, his eyes on a familliar yellow head. The returnees slid past him as he zeroed in.

He grasped her shoulder. "Mandy, I--"

She looked up and he bit back a curse.

Kevin had no true conception of the human Hell, but looking into the blasted green eyes gave him his first real taste of it.

As his visual image began to register, she began to shake.

Their hand is upon you, Amanda, the voice of her dead history teacher screeched in her mind. Before they crush you, run...

"It's not me, Mandy," he whispered in desperation. "Whatever you saw, that's not me!" She stared at him, blinking and trembling like a leaf.

With an agonized decision, he took her in his arms, trying to avoid the red burns on her face. She froze, not even breathing, and then her shudders redoubled. It was seconds before he realized she was sobbing dryly.

Unnoticed by either, Gwendolyn Rutherford stared at them as antidepressants and endorphins were injected into her system, a wild, hard light growing in her amber eyes.

Fred, bandages stiffening his right arm, looked down at the small face in the dark room and absently stroked her cheek. The expression in his dark gray eyes was far gentler than most of the others would have normally seen.

"That poor little tyke," he murmured. Miranda looked down as well, having finished her periodic ministrations to the small body on the bed.

The child, although she would swallow and take water by reflex, had not awakened in the week since she had been taken from the pen in which her mother had died. She remained still, locked in whatever hallucinations the Invid Flower of Life had given her. The only changes had been the slight lessening of the deadly sunkenness of her face and slight movements and complaints on the jolting ride home.

"The only thing we can do is wait for her to come out," she said, pity crossing her tired features. "It's what usually happens in any case."

"After god knows how long breathing that?" Fred stated flatly. "Even if she does, what will she be like? Gwen told me what her mother..." He trailed off.

Miranda's mouth tightened. "I'm not about to give up."

Fred nodded. "Me neither."

Miranda sat down, gazing at the bed in the private infirmirary. "Frankly I'm surprised you... It doesn't seem like..."

Bohms stiffened. "You don't know the slightest thing about what I'm like."

Miranda sighed. "Sorry. Been up twenty hours now. I lost my courtesy about eleven tonight." Fred shrugged it off.

There was a quiet sigh from the little girl. Miranda looked over.

"Well, at least it's not as though she's in a classic vegetative state." She took a book out and began to ruffle through the pages. "Well, I don't think she'll mind..."

"Hmm?"

Miranda shrugged and with a voice hoarsened by fatigue began:

"T'was brillig and the slithy toves/ Did gyre and gimble in the wabe..."

Fred listened in to the Carroll poem with no comment. About the time Miranda got to the good part, he looked over and jumped, stopping her mid-recital. He stared.

It was dim in the room but bright enough to watch the eyelids flutter. After a minute or so, they slipped wide, revealing eyes like morning glories. They blinked, trying to focus.

"Hello?" Fred said quietly.

The child stared at him, her eyes wide. At last a whispery voice came out.

"You're not mommy." Fred shook his head. "You're people, not the monsters," Fred startled, then bit out,

"No I'm NOT the monsters. You're safe. You're with good people. Florence."

Miranda had dropped her book and was bending over the girl. "Are you seeing anything strange?"

The child was confused. Finally, she said softly, "Where's the nice lady?"

"'Nice lady?'"

"There was a lady where I was. A really pretty lady." She drifted off into memory. "She had green eyes and long sparkly shiny hair." At last, tears welled up in her eyes. "She told me lots of things and hugged me. She was nice, not like the--bad place. " She trailed off. "I thought she was an angel, like in Christmas, but she didn't have wings. Where's mommy?"

The two adults stared at each other, lost.

That's one heck of a hallucination, Miranda thought to herself.

Fred looked down, but the effort of keeping awake had been too much for her. Quietly, he sidled out of the room.

Kevin sat on the upper level, a view of the parking lot spread before him throught the windows, and clasped his hands between his knees.

"Run this past me again, Matt." he asked.

Matt let out a breath. "On the way back, I managed to piece together from Amanda and Gwen what Henderson said before she died."

"Which I'm hoping were the dying rantings of a spore-crazed victim."

Matt shook his head. "Insane, yes. But it makes a weird sort of sense, Kev. The effect of spores on the human mind...well, it's not out of the question."

"Wouldn't know. I seem to be immune."

"Well, it does seem that the spores seem to activate...strange portions of the human brain. Latent PK, god knows what."

"The "colors"? Are you meaning that breathing spores that long--showed some sort of...aura...around--You Know--to her?"

"Could be."

"Why Amanda?"

Matt stared at him. Kevin swallowed.

"That's crazy, Matthew. That's absolutely nuts. Do you mean...my contact with her, and you, left a weird psychic mark?? If that was the case, the others would have dug me out years ago from seeing you."

"Maybe, Kev. 'Some of the colors', she said...Considering other Invid don't seem to notice it, maybe it's a spore addict's vision only."

"You know Matt, if I wasn' t considering going up the wall just now I'd kick you for that."

"Right. 'The pale woman,' she said. 'Her hair like snow...' Who do you think that is?"

Kevin snorted through his hands. "Obvious, isn't it, Matt? The fair damsel you tussled with and who took out almost a quarter of Ulm's Elms. By elimination."

"Ahem. Anybody you might--ah, know?"

Kevin grunted. "Gods, I don't know. You saw Sera. I'm screaming normalcy in eye and hair color by comparison. With all the transmutation the Regis was doing before and probably after the Ascension, there's probably any number of white-haired Sulagi females around." He stopped speaking, a frightened look rising in his eyes. "Oh shit. What was her color scheme?"

"On the Battloid? Very dark gray with an orangey red."

"Oh shit oh shit oh shit."

"I take it you know her?" Ul said quietly.

Kevin swallowed heavily, his Adam's apple bobbing. "I'm afraid I do."

Somewhere else in the mall, one of its large population of feral cats crouched, green eyes intent on a piece of movement off in the shadows of an abandoned storefront. Stealthily, it moved another inch, its tabby tail twitching ever so slightly. The smell of the quarry was odd, but tempting, and the shape had mouse written all over the hunter's predator perceptions.

Food! the cat thought.

The scuffling little movements grew nearer. The twitches stopped, and the cat crouched, salt-and-pepper vibrassae trembling.

The movements came withing three feet of the animal.

The cat sprang.

In the next second, it was yowling as claws came down on nothing, and traction on the slick surface sent it caroming into the entranceway. Stunned, it lay there for a second.

Eventually, it shook its head, nothing but its pride abused. Giving a quick glance to make certain nobody or nothing had been watching, it began to hurriedly wash its head.

Behind it, there was little yelps as what looked like a ball of white lint trotted happily further into the base interior.

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

DANDELIONS

CHAPTER FIVE

"No!" Shkud hissed. "That is my final word on the subject."

His petitioner stared at him, perhaps a trace of frustration beginning to rise to her normally glacial surface. "If you do not wish her in your command anymore, then why--"

"There is no why!" he spat. "Since you are obviously so intent on circumventing my rightful punishment for her, then there is no discussion! You are not going to have this Sulagi for your own purposes, Asaav. Do I make myself clear?"

"Quite clear." She began to gnaw on her lower lip. "Quite clear that you are wasteful with personnel and valuable evolved resources, Shkud."

He whirled back on her, his eyes two blazing slits. "More can always be evolved."

Asaav's temper had already frayed; now it visibly snapped. "Our resources are finite, brother! We were alotted them for a specific purpose: to convey what we need back to Our Mother. How will she see the way you obviously discard our brothers and sisters? YOU are obviously unfit to lead! How you were chosen to become Kulagi defies all logic!"

He froze, eyes wide, then made a noise that could only be characterized as half-growl, half-hiss. Suddenly, a bar of searing white light was in his hand, and swinging toward her. She stood as it whizzed toward her, the only visible reaction a slight widening of the silvery eyes.

A matter of inches before it made contact, Shkud made a spitting sound of disgust, and the blade of psionic energy disintegrated into random crackles of energy. He dropped his now-open right hand and turned away.

She had called his bluff and he knew it. Although there was no hive-loyalty lost between the two, the one immutable fact remained that Kulagi never fought Kulagi.

"No." he bit out. "Your Taf Gamun is refueled and waiting." Without another word or thought, he strode through the organic-looking doorway and out of the audience chamber of his orbital hive. She looked after him for a minute, then turned and left out of the opposite doorway toward the docking bay, her plans unborn.

Oryo'i had finished with that lunar cycle's protoculture inventory and shipment to the Orbital Hives and was leaving the shuttle bay when the vaguely familliar mindvoice contacted her through Living Computer.

Sulagi Oryo'i...I regret to inform you that despite all my proposals and entreaties, Shkud is steadfast in his refusal to allow you to be transferred to my authority. He was quite...obstinate. I could do nothing, for which I offer my apologies.

Oryo'i paused in her progress for a second, the only external expression a momentary pulling back of her lips.

I understand, Lady Asaav. It is of no great consequence. All for the Hive.

Yes. I will see what I can do.

The connection was broken.

Oryo'i continued onward

In my case, it doesn't matter, does it?

Promises are always insubstantial, especially if you have the power over keeping them.

All for the Hive, and all for the Kulagi and Mother. Nothing new in that, really, and nothing ever new in anything. At any rate, I have work to do, at least until Shkud finds a good reason to rid himself of me.

Shrugging her shoulders with an entirely new fatalism, Oryo'i continued onward.

August 2045

"Well, look, if we keep the policy on p-weapon usage tight, we ought to cut the energy-clip usage by about 20% percent..." Lieutenant Zinnert insisted. "Same ought to go for the protoculture usage of the Cyclones. I'm all for the idea of stricter frameworks for battle usage..."

Ulm groaned privately to himself. It was this sort of interplay between himself and Dennis that was alternately a vital and productive means of leadership and management and more often like now one of the banes of his existence. Ulm knew full well his flaws and his tendency toward un-millitary laxity, which was part of the reason he felt between himself and Zinnert a viable synthesis that worked in the command structure. On a personal level, however, it seemed to accelerate the disappearance of his already-fading hair.

Not to mention it was getting near three. He religiously checked up on any happenings related over the communications setup in the former video store and monitored the Invid encounters and other details the other local resistance groups related every three hours during the day. Monitoring such patterns had helped predict Invid purges before, despite the sharp and unexplained rise in the enemy's unpredictability in behavior. Unfortunately, Ulm could not very well ignore Dennis' nattering; this meeting on protoculture and ammo inventories had been long overdue. As Zinnert had rightfully pointed out, the stuff hardly grew on trees.

Matthew fought down the thought of the various sarcastic comments Kevin would have made about that remark. The last think he needed was to be seen smirking.

He managed to steal a look at his watch. *Damn*--it was 2:55.

While nodding, he looked mentally around the garage/mecha bay trying to find a good substitute for himself.

No, no--not Gerald, he'd just gotten back from his annual "trip" along with Kev as his escort, and was

exhausted. Not Sherry or Miranda...both were occupied with a jacked-up Samson they were fixing. He heard a clatter from another direction...that would be Amanda, fine-toothing her millitary hardware with the quasi-paranoia so her these days. Fred was two-thirds along with a perimeter that was part of a high security guard "shell" that they had begun to construct last month in order to isolate the inner work centers of the base from the rest of the mall, so he couldn't be spared. *Damn...*

He called Amanda over, gesturing to Dennis to hold it for a second.

"Pierson, could you do a favor for me? Sorry to bother you with your overhaul and all, but I need the comm reports checked on."

She nodded shortly, her green eyes watchful. "Sure. Where's the clipboard, Lieutenant?"

"Hmm... the table in my barracks. Let me know if anything unusual's popped up." She nodded and left, trying to cool herself by flipping the bottom of her sweat-drenched T-shirt in the airless heat of the lower garage as she did so.

I'm a man without conviction
I'm a man who doesn't know
How to sell a contradiction
You come and go
You come and go...

--*Culture Club*, **"Karma Chameleon"**

Amanda was actually relieved to be back up in the mall level. While it certainly was not the most strategically secure base left in the world, it was definitely the best air-conditioned. Of course, that never played much of a part with how the enemy dealt with it.

I've got news for you..., she thought bitterly.

Since their arrival, the Elms had made continuous efforts to compromise for the place's obvious strategic liabilities; not only was there an outpost a couple miles south in the abandoned belowground library that had originally atttracted Zinnert's attention, there was now a tightly monitored perimeter about a hundred yards in radius that contained the lower level and garage, with the communications center at the dead center and quarters surrounding it in the zone. To create the barrier, a lot of the old mall furnishings had been ripped up, forever destroying the old Wonderland aspect. Amanda wondered if she were the only one who mourned that loss, a small one in a world filled with worse tragedies.

With the population boom, the old sleeping arrangements had also been altered. Amanda, as one of the

elder members, now slept in a back room with four new recruits. Similar had happened with most of the other members. Of the lot, only Matthew and Kevin still slept together in the same room as before.

A twisted smile touched her thin lips.

The others assumed it was because of their personal relationship and preferences. As Amanda knew full well by now, it was considerably more...involved than that. She had found out that it was responsible for the fact that they were still alive and not dead along with the Quincy base.

"Kevin," it seemed, could detect an enemy attack coming in before the actual incident.

Takes one to know one, eh? she thought.

Clipboard under one arm and pencil in the other hand, she slouched into the communications center, where the schedule said a recruit by the name of Mark MacNamara was on duty. The place had originally been the TV room, but it seemed Matthew had had other plans on mind. However, it didn't preclude off-duty personnel from still utilizing it for entertainment purposes, as the noise of movie dialogue and the figure slumped in front of it proved.

Abruptly, the watcher shot to his feet and whirled on her.

"Whaddaya want?" Kevin snapped, his face angry. Mandy gasped.

Strangely, his eyes seemed to be focused on a point some inches above her head. Suddenly he blinked and looked confused. They tracked downward and found her face.

"Urk," he said, his feet beginning to shuffle. The expression on his face could be characterized only as scorching embarassment. He did not blush. He couldn't. It was not a matter of control, Amanda had found out; it was a matter of complete physiological incapability. It was all a matter of blood flow, Matt had said, and that considering the color of Kevin's it could not show without revealing Kevin's true self. The only rosiness that tinted Kevin's complexion was an opaque capillary pigmentation.

It did not take any petty blood flow for her to detect that he looked ready to crawl under a rug and die there.

"Uh..." he fumbled. "Sorry. I thought you were somebody else." His eyes shifted away from her astonished gaze.

"Who?" she asked unthinkingly. Mark had turned from his comm monitoring and was looking on with interest; a filthy look from Kevin made him change his mind.

"Matt. I got a bone to pick with him. Sorry."

Amanda nibbled on the pencil eraser, stretching her face into the protective, glassy smile that she had used around him for nearly three months. "Oh, well, then, that's okay. If you'll excuse me..." She turned and began her move over to the communications array, hearing out of the corner of her perception a sudden intake of breath, a huff, and silence. She took a step, then gulped suddenly.

Kevin tightened his grip on her elbow, his eyes narrowed. While the hold was gentle, he made it perfectly clear he was not about to let her go. It felt completely human. It scared her out of her wits.

"Matt can wait. Speaking of bones, you're another one."

"I've got to monitor the calls--"

Kevin made an obscene suggestion regarding the calls. Before she knew it, she was halfway up the stairs, towed by the scout.

"Let me go!"

"Like hell." Kevin made a perfunctory salute to the gawking guard at the perimeter and dragged her further down the hall. Thirty seconds later they were fifty yards outside. Only then did he let go of her arm.

"Look, Ishmael, I can't say the whole business with the Kraken didn't foul you up a tiny bit. But for three months?"

"What did you call me?" she screeched.

"Moby Dick, dammit! The guy on the whaler!" Amanda got the context and only got angrier.

"Because the Invid--you KNOW what happened!"

"Do I?" He smacked the side of his head. "I haven't intentionally touched the Hivemind in six years and I'm not going to start now!"

"Oh yeah?"

"Yeah!" Even in the blazing glare of the August sun and under his sweat-blackened headband, his eyes were dilated in vented emotion. She stepped back and prepared to make a run back inside, the hive reference not having made things any easier for her.

He sagged suddenly, the anger gone.

"Oh God. Mandy...please..." The misery was so apparent that she halted. She turned back and saw him suddenly on his rear in the middle of the roasting afternoon parking lot, forehead on his hands, mindless of the heat. She stopped and stared.

After a couple of seconds, "Isn't that--hot on there?"

He shrugged. "What the hell matters anyway?"

She paused. "C'mon. At least the grass is cooler than that."

Kevin plopped down again in the open weeds after they had gone out past the trees lining the parking lot. After some internal debate, Mandy sat and looked at the utterly dispirited black head on the green denim knees.

"Sorry about that," he mumured finally.

"Hope they didn't hear us screaming at each other," she offered. He shook his head.

"Who cares anyway?" He sighed. "Right now, I'd rather be lynched than spend another six years like this. You're not...the only Ishmael here, Mandy."

She made a noise.

He continued. "Mandy--I've spent years pretending to be everything but- -before the Elms, I was posing as Matt's "nephew," even before I got the concept down. The last other...person...like me I met was Sera. That was two years ago. I could be the only Terran sympathsizer left in the entire contingent of bloody glorious Optera. I'm alone, Mandy."

"Kevin, I--"

"Mandy, it wouldn't be so bad if--I don't know. If I wasn't in constant danger of being found and killed by Invid, by my own people, mind you. If I didn't have to worry about whether I get a paper cut in front of Gerald, or worse, Fred. You seen how his eyes change if Invid are brought up? That's not an entirely sane person. At least if you're a hemophiliac you don't get people trying to murder you if you start bleeding." He admitted softly. "Yeah, and if only...you'd understand."

Amanda swallowed. "Kevin. I can't."

He lifted his grayed features. "I know. Sorry, for thinking..."

"Kev, what was I supposed to think? I--trusted you. And then--Kevin, you don't understand what it was

like to--to--" Suddenly, the memory, nine months old, was raw in her mind. "to see your friends rounded up, like animals, and my sister... I don't know what it's like, being you. But I know what it was like, being me. And finding out that..."

After a minute, he handed over a fairly clean square of cloth. She wiped her eyes and blew her nose gratefully.

"So that was it." he said. She nodded fitfully. He looked down at the ground, then back up at her, his gaze frank.

"Mandy, if it's any consolation at all, I spent weeks after that being literally eaten up with guilt. I'm ashamed to even admit I used to be that." He pulled up a blade of foxtail and studied it, the color of the leaves a couple shades lighter than Invid blood, then began to munch it ferociously. "And lying like a Persian rug to you the entire time didn't help much either."

She sniffled and blew her nose again. At last, she asked, "Kevin?"

He made an inquiring noise.

"What are you?"

He froze in mid-chew, eyes wide.

Oh mother. That was The Question that had haunted him for so long it seemed to be its own answer.

It took him a couple minutes before he looked over at her.

"Proof that Darwin was not up to it, I guess, Amanda.

"I look human, but bleed another color. I have psionic abilities to detect Invid, yet I think my own thoughts, make my own loyalities. And I'm still classified as an Invid." He started gnawing on his lip, face pained. "Invid don't fear, don't worry about dying, have a greater racial purpose to work for, have no selfishness, and complete, total harmony, something which I don't think humanity will ever attain without losing its nature.

"On the other hand, Invid don't feel. Invid don't laugh, Invid don't weep, were never able to laugh at absurdity." He looked off over her shoulder. "Except for maybe one case, an Invid never found a capacity to love. Everything's so wrapped up in hive-loyalty there's nothing left over." He sighed. "But I do that. And a lot more, as you know. And not much of what Invid are supposed to do at all.

"So what am I? I heard Marlene theorized we're something else now, both and neither, and not even the Regis knew what she was doing when she started to change us. We were evolved to replace you, you

know."

"What?!" He nodded.

"Yep. Got into her head the human form was the most adaptable for this planet, so wipe out the natives and replace them with her own kids, just like those bad 1950's movies." A grin flitted across his face. "But whether we'd've been what she wanted is really in doubt, considering how the first batch turned out. Mandy--if you ever find something out about what I actually am, I want to know, because I just don't know at all what's talking to you."

She did not know how to answer that and sat there, her eyes reddened.

"So when I froze you out, it hurt you."

"Ripped my guts out and stomped on them."

"Kev, I'm sorry."

He gave her a tentative wink. "It's all right. I keep forgetting that although I've had a lot of time being like you, you--don't know what it's like to be what I was. Amanda--do you know what you are?"

She blinked at his question incredulously. "Of course I am. I'm Amanda Pierson, a human being."

He grunted. "Why Amanda? What makes you Amanda?"

She opened her mouth to answer, shut it incredulously and wiped a tangle of yellow sweaty strands out of her face. Kevin looked knowing.

"See? It's a hundred times worse for me."

"Uhmmm."

He sighed. "It wasn't just that that threw me off. I took a trip with Gerald yesterday. Found out some unnerving facts about him and his home life." He hesitated. "Swore he'd kick my teeth in if I yapped it around but you may as well know, considering you're already acquaintanced with somebody evolved from a slug."

She managed a smile.

"His mother's a grand lady. His father's dead. As it happened, his name was Utan Shul-Marduk."

Her jaw dropped.

"My god. He's--"

"The son of a defector from the Botoru Battalion. Our Gerry's half-Zentraedi."

Mandy frantically scrambled through her memory of history taught to her in school regarding the events leading to the Robotech Wars. "Good god, you mean he's your enemy!"

Kevin looked peeved. "My verde-blooded ass he is. Yes, the Zentraedi defoliated Optera, but since I defected I've realized they were just as much abused by the Masters as the Invid were. My only argument with Gerald is he's a homophobe who knows more dirty lyrics to "Look Up" than any other being alive, not anything with his genes. The same goes for his father." Kevin's tone was wistful. "He seemed to be a good person, actually. No, my being annoyed's with Matt."

"Yes, you did, ah mention..."

"Talk about an insult to my intelligence!" he burst out. "Does he think I'm that stupid, that I need to go out with Gerald on the chance I'd find out his background? What's he trying to do, foster Peace and Brotherhood singlehandedly? He had to have been the one to stick me with him." He began massacring another grass stem. "I've heard of preaching to the already converted but this is the first time I know what it means."

"Kevin, will you calm down? What happened?"

"Blazing Tzuptum toasting marshmallows, I've known Wilson for six years now. If he thinks that finding out--hell. Sorry. Basically, he's had this yearly trip he makes, for his mother. I didn't know until now for what. His mother had an abusive drunken idiot of a husband before she met and fell in love with Gerald's father and divorced the first. Amazingly enough they consider it an obligation to check up on him, despite the fact he pickles himself in alcohol and is going to be dead of cirrhosis in a couple years from the look of things. Gerald had to go tell his mother about his condition, and I had to follow to make sure he didn't get hosed on the way. That's where I found out. Actually, Gerald wasn't all that enthused either about my knowing. And he doesn't even know my history."

Two minutes passed. A hot breeze sprang up, blowing dust and thinning dandelion parachutes into the air.

"It occurs to me," Mandy said distantly, "that the Elms racial mixture is absolutely nuts."

Kevin began to laugh uproariously, then cut off as a sudden shrill beep cut the air. Amanda's eyes widened as he ripped the pager/ communicator off his belt and gave a hasty acknowlegement to Mark's voice on the other end. Suddenly, he stiffened as though electrocuted.

The next second, he was dragging Amanda by the arm again, this time back inside the base. Panting, she heard the klaxon come to blatting life and saw chaos as loiterers poured through the cracked glass doors towards the interior.

"It's urgent! They're trying to take Rantoul!"

She screamed a curse.

Kevin let go and was pressing his right hand against his side where the Kraken wound lingered; although healed, it still pained him occasionally. "I'll see you in the Cyclone bay!" In a second, he was gone in the scrambling crowds; Mandy spun and headed for the garage, where her CVR armor and equipment waited.

It was to be the first engagement she fought in as an active member, and she was very aware it could also be her last.

<hr>

There was a wedge of them heading directly towards the besieged town some ten miles from their base, eight Cyclones of varying make in all. Still others were circling around so as to not allow the aliens a fix on the location they were coming from. Fortunately, the enemy was already engaged by another group, which had called it in to the Elms and had allowed the residents time to get to shelter, but considering varying strengths in forces, they would be in serious trouble without quick reenforcement. Amanda, Kevin, and Miranda were among the first wave.

A couple miles away and the war was loud and visually clear, Cyclones dodging and juking with Attack Scouts; harrying Combat Troopers like grackles did hawks. The Apocalypse Riders were badly outnimbered, but many of them had relatives in the town and were not about to let the Invid ship them off to a slave camp without a fight.

Even as they raced toward the locale, they could see a plasma blast go home, and one of the small armored figures erupted into a blaze of gas. Miranda said something foul.

"Bastards! Okay, kids, you know the drill. Buddy each other, watch out for your butts and your partner's, and keep 'em busy until the rest arrive. Good luck, and let's all meet this side of the valley of the shadow! Go!"

"Hail Mary mother of grace be with us now and at the hour of our death..." Kevin's voice fervently chanted over the tacnet. Mandy spared a second to be bemused by the fact that the Catholicism said by the rogue alien seemed to be sincere, and then the wedge split.

Miranda, Kevin, and two others shot foward, exploding upward and beginning the shift to Battloid, and the rest went off the road to the sides to come in from the ground, fusion engines still on to avoid

detection.

Mandy was in company with Raymond Thieu, a skinny kid from the north who had come in June with tales of a crashed Shadow Alpha somewhere in the bombarded prairie and dreams of fighting Invid. The Elms had located and were trying to repair the first and had complied in giving him the second. He was now shadowing Mandy. Personally, she would have felt better with Kevin--even Kevin. Ray was too trigger happy.

"You know the spot we're to dive in, Ray!"

"Yeah!" he grinned verbally. "I'll buy the vodka!"

"Look, keep your mind on things. This is serious, Ray."

Abruptly, an annihilation disc fhwahmed in from nowhere, nearly dismounting them as it detonated a matter of yards away.

"I told you so."

"Yeah," he said, shaken.

A litlle more...A little more...please god if there was one, daddy if he was still able to listen, please help her, no more death marches for anyone. I want to live want to live let me live--

"NOW!"

She flicked the switch, in the last few seconds before the immediate conflict, with Thieu following.

She stood as the cycle erupted skyward, months of practice coming into play as the farings split and rose, shocks attaching to forearms, wheels sliding, and jets coming alive. As soon as the Forager encased her in battlesuit, she was back on the ground on fusion, Thieu following, and running toward what a sane person would have fled like mad.

An armored figure loomed out of the smoke at them, humanoid but far too large to be a Cyclone Battloid. Amanda barely had a split second to see the overdeveloped arms and shoulders that distinguished a Sentinel before a radiant blast obliterated its sensor eye in green steam. Amanda was reassured by the accuracy of Thieu's aim.

From what she knew from instruction, it was more likely that the troops actually used to round up Rantoul would be on the ground, which meant she and Raymond would have to deal with the Sentinels and Enforcers. This was good and bad: although the enemy's manuverability was limited, the castes occupying the Sentinel and Enforcer suits were a good deal more intelligent and autonomous than either

Scout or Trooper, according to Kevin. Plus, there was the possiblity the airborne troops might make a potshot at one or both of them from above.

And one decision could mean the difference between being alive and being a corpse, she remembered.

Her reasoning was immediately destroyed when a red clawed arm whipped out of the turmoil at her, the rest of the Scout following after. Acting on raw instinct, reliving her first confrontation, Amanda rolled under the deadly swing and the following plasma blasts, raised her H-90, and fired.

They keep calling me...

--*Nine Inch Nails* **"Dead Souls"**

The Scout's eye erupted as the missile plunged through it and into the iigaari's compartment, killing it instantly. The mecha shell had only begun to fall when the fragmentation missile completed its work and the mecha erupted into a glowing ball, spraying ceramic.

The Ferret whipped away and over to its next confrontation, the last cry of the Attack Scout still shrilling in its pilot's mind.

Forgive me, brother, he said. He began to target a Combat Trooper harassing a few Riders, trying to ignore how his eyes blurred.

The Invid think I'm dead as far as they know. Please send me out against the lower ranks if you can. If the Malarosm or the Sulagi pick up on my thoughts and realize I'm alive and working for humans, I am dead. So are you. That had been the rationale for his explaining to Matthew back in '40 why he wanted to target the lower castes. Of course it was true, but the other half had been that murdering iigaari and gurab'pa was all he could handle at the time. Even after all these years, the silent chant rang through his mind every time he extinguished yet another part of the Hive.

Forgive me, forgive me, forgive me.

He aimed and loosed another missile.

Miranda heaved, the plunge driven by her thrusters pulling black edges over her vision as she dove toward a clutch of Enforcers with Sentinels. After the rising retaliation of the human resistance to the slave roundups, the Invid had intensified their forces occupying towns. What had been only a dozen or so

Enforcers in Amanda's case was now six Enforcers, eight Sentinels, four Troopers and twenty Scouts.

Miranda did not care. All she could think was that the Invid had gone entirely too far now, in their recent history of breaking every vow of noninterference in the book. She growled within her helmet, targeting an Enforcer even as they started to take notice of her.

One exploded outright, one's sensor shattered, and one's firing arm exploded in green blood and alloy. Miranda hadn't been as long in the combatant game as her brother, but there was no sign of it in the strike that ended with half of the Enforcers dead or disabled as she reached for the air again.

She knew how risky the move had been and several Sentinels had to be aiming up her rear at that moment. She made a hairpin turn, only to see the hulk of a Combat Trooper plow into the ground with a shattering crash, flattening a building, a couple Sentinels, and the wounded Enforcer.

She could see the perpetrator weave around in midair and detected the acid-green armor. "Thanks for the assist, Kev!"

"You're welcome." He sounded strained. "Where's Gendt?"

"No idea. Lost him tangling with some Scouts. Yours?"

"Same. It's insane. You can't keep str--RANDA LOOK OUT!"

She cut out the thrusters, dropped, fired, and waxed the Enforcer she saw just then aiming, lifting again with a neck-wrenching jerk a couple dozen feet before she hit the ground. Kevin's quick eyes had saved her yet again.

"We gotta get the others." she said shortly.

The Scouts were beginning to regroup, presumably under the direction of the two remaining Enforcers. Miranda bit back a groan of horror. There were still twelve left. She didn't know about the casualties her side had sustained, but under no means was this a pretty picture.

The first Scout began to dive toward them, folded up in its clamlike attack configuration. The two Elms scrambled and blasted away from each other like repelled magnets as the Invid mecha screamed toward them.

In an instant, there was a screech and it exploded.

Miranda heard Gwen's voice over the tac net, froze, and began a whoop of elation.

The rest had arrived.

Round here we talk like lions
But sacrifice like lambs...

--*Counting Crows* **"Round Here"**

Mandy pushed back her visor, looking over the scene as the rest of the Elms dove into the fray, this time with the heavy weaponry that it had taken this long to set up. Behind her, she could hear the thump as Thieu landed behind her.

She shifted her position on the bank of the watering hole, and watched the general chaos over to the west. Matt had told her and her companion to withdraw, as both their payloads were nearly expended and it was now a matter of helping the Riders to mop up the mess. If the Invid were to take Rantoul, this day would not be the time.

She recalled with some misgiving the icy, remorseless accuracy she had dispatched three Scouts. Thieu had accounted for three others.

Thieu unhelmeted, his black hair dripping stringily onto his self- confessed quarter-Asian countenance. "Not a bad day's work, huh? You want a orange-drink screwdriver when we get back?"

"Ack." Amanda's face twisted. "Get your helmet on, Ray."

With puppy insolence, he teased, "Why, sweetie? We're done for the day."

"It's not safe, Ray. I've got the scars to prove it. Just do it." She with horror realized her own words; Raymond was no older than herself, and she was talking like Gerald or Dennis. What the heck?

"Oh all right, if you say so. Really, don't you?"

"Most disgusting thing I've ever dreamt of drinking. Flirt later, Ray, we've got--" There was a strangled choke behind her, and a wet noise. She whirled. And screamed.

Thieu was staring with blank astonishment. The crimson-slicked spike impaling his neck withdrew, a viscous gout of red fountaining out. The battloid suit and the figure inside stood for a second more, then crumpled to the ground, watering it vermillion.

The red optic of the Kraken Inorganic focused on her. The bloody tapewormlike tentacle arched like a cobra, and lashed forward.

Amanda tried to lift, was forced to stumble back by the strike, rolled down the slope and splashed into the rancid water, switching to public channel in her panic. "Pierson to Elms--Kraken, waterhole! We've been--"

The tentacle whipped and spat.

For a millisecond, Amanda's body arched in agony. Then there was an infinite void of time as completely beyond her control, her body began its slump, her eyes open on the hovering Inorganic as she folded into the water of the man-made pond. Then, there was only the lukewarm touch of the water as her armor dragged her into the shallow depths.

She realized as she sank that it had not been electricity it had been firing, but a sort of paralyzing bolt that shut down voluntary muscles. While it was not fatal of itself, she couldn't move a hair.

She wondered how long it would take for her to drown.

Targets eliminated, the Kraken's computer rasped to its guiding Brain. The Inorganic withdrew its tentacles and whooshed silently away from the bubbling water and the scarlet patch of ground with the still-warm meat at its center.

"Is that it?" Matt asked worriedly. "If even one gets away we're in deep crap. And we're close by here."

"I think so," Kevin whispered to him in private communication. "I can't 'hear' any others." Ulm's helmeted head nodded over to him in recognition.

The Riders' CO made a thoughtful noise. "I think you guys have 'em cleaned up," she said, her visor peering over the landscape as her first- generation Saber Cyclone battlesuit hovered above them. She gave a huge sigh of relief. "I can't tell you how grateful we are, Lieutenant Ulm. We're going to have to stay in the underground shelters for a good long while, but it beats having Rantoul enslaved." She added quietly, "My sister and my nephews and niece live here."

"I understand, Giraldi."

There was a sudden shout. The ground seemed to open up as the Rider CO yelped and lifted away.

"Shit, Matt, I was wrong," Kevin gulped.

The Scout was missing a claw and leaking fluid heavily, but somehow it still lived. The red sensor focused, as the crippled mecha lurched upward.

Before the three could move, another Saber had leapt foward, CADS humming, and ended the Scout's break with fluid ease. Kevin watched, sourness rising in his thoat.

"First time for everyone," Ulm said on their private channel.

"I think," the stranger commented, "that's the last one."

Kevin was badly shaken. "I certainly hope so. God." He panted, feeling the adrenalin spit into his system.

"It is," the other assured them. There was something vaguely familiar about the melodic tenor or baritone, Kevin couldn't remember which. "I counted when we went in. Experience, I guess."

"Saved us this time," Commander Giraldi said, relieved. "I suppose we now--"

The scream pierced their eardrums even over the radio, the soprano in such an extremety of terror it did not sound human. It seemed to drive a ice spike into Kevin's soul, for he knew whose it was.

"MANDY!" he cried. Even as the voice gasped its few words, he was in the air, rocketing toward the only body of water he'd seen.

"O'Shea!" Ulm barked in shock. "What--" The terrified voice on the other end cut off short. The second Saber was already gone. He and Giraldi followed after.

Kevin's Ferret ripped the air as he plunged toward the hole, unaware of the fact that the two Cyclones behind him had split off to pursue a retreating disturbance in the grass. The only thing he was aware of was the glassy surface of the watering hole, seemingly undisturbed but for the vicious bloodstain at one end in which Thieu was sprawled. And deeply rutted grass and earth just beyond that...

Mother, mother, how long? How long since the gasping voice cut off in bubbles?

"I'll take him!" the Saber shouted. Kevin gave a distracted acknowledgement, and plummeted, cutting out the engines as he hit the surface and sank, his armor filling as he did so .

Dark, murky, opaque water was all he could see. *Where?* He whipped out a hand, felt on the bottom, the gauntlet searching the way his eyes could not. It hit something solid, he could feel...

Frantically, he dragged the arm to him, got the body, thank Mother his helmet was halfway water-sealed, and lunged for the bank.

Liquid flooded out of the cyclone as he peeled it away from him, out of the still body's as he triggered the transformation sequence. He peeled the armor away. Her lungs had to be full of water... He picked her up, tilted her so it ran out of her, wrapped his arms around her torso, and lunged upward. Water poured out of the nose and mouth. How many minutes? How long did he have?... There was still a thready pulse. Praying to whatever deity would listen, he laid her out flat, pinched her nostrils, and began to administer artificial respiration.

Several cycles of eternity as he breathed for her, and he continued even after her chest began to rise and fall on its own. It was only after she began to cough that he stopped, panting, looking and not quite believing. Her eyes blinked.

"Mandy! Can you hear me?"

The light emerald irises focused on him, beginning to widen in terror. She was breathing, with liquid gurgles, her eyes were blinking, but the rest remained completely immobile.

The Saber shadowed them. "Is she--"

"Is Thieu--" Kevin began, remembering Amanda's partner at last. His heart sank when the helmet moved from side to side.

"Too late. His neck--was impaled. It hit the aorta. He was probably dead in a couple of minutes." Nausea shuddered the voice. The frantic green eyes below them closed in utter pain.

"She can't move. It's as though she were paralyzed."

The Saber pilot removed his helmet. "Can you understand us, Mandy? Blink once for yes."

The eyelids fluttered closed and opened.

The blue eyes, a couple shades darker than Kevin's own, glanced over at him, then down. "Do you know what attacked you? Blink twice if you don't." Another single blink. "Do you think it used electricity? Stun chemicals? Some other paralysis agent?" Two blinks for each of the first two questions, and one for the last.

"It was a Kraken Inorganic," Kevin supplied. "We've had a--tangle with one before. But I thought it was electricity at the time."

The other nodded. "It could be both. I have no idea who's creating them, but I've seen some--variety in

attacks. This and other types."

"No." the barely audible whisper came from below. Both men gaped. "Paralyze bolt." Amanda's throat worked, emitting another gurgling cough.

"It's wearing off!" Kevin said hopefully. "At least it's not permanent, Mr.--"

"Belmont," the other supplied, his dyed hair plastered with perspiration. "Probably long enough for the Inorganic to take prey." He helped Kevin to strip the remaining armor off her body, the water trickling out as they did so. "I've seen the Invid use enough combat techniques to give me nightmares for a lifetime. Funny, considering..." He trailed off.

"Isn't it though," Kevin answered shortly. "Watch my back." He proceeded to remove his torso armor and slung Mandy over his shoulder, trying to get the remaining water out of her with gravity and whacks on the back. By the time he was finished, she was breathing more normally and her hands had begun to twitch. He got her back down, holding her awkwardly as he crouched on the ground, shaking and not about to loose his hold on her. She lay quietly, the only indication of her internal state of mind the spasmodic twitches and her dilated eyes.

In another couple of minutes, the two officers arrived back, mounted on their Cyclones.

"Yep, it was a Kraken. WAS a Kraken," Giraldi said grimly, patting her H-90 rifle. "The last time that son-of-a-bitch will--jesusmaryandjoseph." She began to heave as her eyes lit on the corpse of Thieu. "So--that's..."

Ulm saw as well and groaned. "God, I knew I shouldn't have let him operate that soon..."

"No, Lieutenant," Belmont answered frankly, "It's always too soon to start fighting. He just was on the losing side. But the other's going to be okay, I think." Mandy's head began to move a little. There was still a bit of foul water inside her lungs interfering with her breathing, but she was breathing. She was slightly surprised by that.

Giraldi demurred. "I don't know, to be honest. We're thankful for your help, but I know damn well what happens with animals drinking and wading in that water and God only knows what's in there in the middle of summer. She needs antibiotics as fast as she can. As soon as the Hos-Box gets here and it's free I'm injecting her." Ulm whistled. The hospital sidecars the Icarus had dropped were only wishful thinking for the Elms.

Kevin realized belatedly he was wet, filthy and smelt like a slurry tank, but that was minor compared to the knowledge whom he had gotten into it for was still breathing and now beginning to move her legs. Hearing soft wordless complaints, he adjusted his hold and supported her head, catching her eyes as he did so.

"You're going to be okay, Mandy. You better be okay, because I went to all this work--you understand me?"

She nodded, incapable of the strength to form words. She looked into Kevin's face, mustering all the understanding attitude she could.

Kevin blinked, and continued staring at her further, fear and confusion in his eyes. She did not quite know what was going on, but suddenly she felt completely safe, as long as he held on. Green eyes stlil fixed on the blue, her eyelids dropped and she felt only quiet.

Amanda had fallen asleep. He looked down at her face, blinking in black exhaustion.

What had happened? What feeling had been passed to him in that look that made him feel so strange and defied all words? Kevin fumbled for an explanation, and it felt like nailing fog. That single moment had transcended all human language and every elaborate mental-and-vocal construct the Invid had.

"Okay, thanks, Commander, Belmont. Let me know when the Hos-Box is free to treat mine. I've no words to thank you for that."

"Lieutenant," Giraldi said firmly, "You don't need to waste words. Saving Rantoul was more than enough."

"Yeah. And I've got to radio mine so we can--take care of--Thieu." He ended it bleakly. "C'mon, Kev, let's get her back to rondezvous."

Shakily, he got to his feet with his burden, the confusion slipping his mind as he began to occupy himself with the gritty business of cleaning up.

"Hey, Mandy," Miranda said, sticking her wooden-beaded cornrowed head in, "You got a house caller."

Amanda sat further up in her bed in her living suite. "I do?" She winced as her still-balky muscles did not quite cooperate. "Who is it?"

Miranda made a face, her dark skin shiny with the heat from outside. "Wouldn't say except he helped with saving your butt, sweetie. You think you want to see him?"

Mandy shrugged. "Sure. It's been a couple days. I need to get active tomorrow." Miranda smiled and left, leaving Mandy in the darkened and empty room. Everyone else was out, leaving her with throbbing pains from the antibiotic injections and the residues of her paralysis slowing her responses, and occasionally,

the company of the other walking wounded. Except for that and the grief and nightmares over Thieu's death, it had been a dull time.

Her caller cautiously entered the room. Amanda recognized him from the disaster at the waterhole, but he was obscured in the gloom she preferred at the time.

"You want the lights up?" she asked. He smiled and shook his head.

"No, that's fine. But thanks for asking." He held out a store vase and its contents, which she slowly took and placed on the table. "Just a gift."

She looked and smiled. "Where did you get them?"

He chuckled. "A lot of roses seem to have gone wild in the area. I hope you don't mind the color. It's for friendship. Turns out it's also a nice match to your hair. I've always been fond of yellow," he said with a wistful tone.

"They're beautiful. Thank you. I didn't think you'd come, Mr. Belmont, what with you being with the Riders and all."

"Mnnh," Belmont said, sucking on a lip. "Actually, that was the reason why, Amanda. To be honest, I'm not a part of the Apocalypse Riders. I was passing on the way through and was staying with them for a couple days when the Invid attacked. Naturally I tried to help out. I'm going to be leaving tomorrow, so I'm paying my respects to you now. I'm glad to see you're doing fine, especially," he added slyly, "since you're a cute girl and the Earth needs a few more." Amanda grinned, blushing.

"Amazing you can think that after I took a swim in a cow spit resevoir. It wasn't the drowning so much as finding out what I'd inhaled," she shuddered in disgust. He laughed.

"Happens. I have a friend of mine I haven't seen for a few years now. She's about your age. I wonder what she's like now." He sighed and went silent.

"So why are you--passing through, then?" she asked.

"I'm...looking for people I know," he said at last. "They're scattered all over the continent. Besides...the Invid has taken an intense disliking to me."

"Ah," she said. "Should I ask why?"

"Better not. I want to leave as light a trail behind me as I can. Sorry."

"No matter," she affirmed, lapsing into an awkward silence. Belmont broke it after a couple of moments.

"Your friend is extremely brave," he said softly. "I don't think you realize how brave."

"W-who? Kevin?"

There was a nod. "Anyone who'd go into a body of water of unknown depth in full battloid is either courageous beyond belief or stupid. Maybe both. Or..." he trailed off meaningfully.

"Or what?"

"Or he thought your life was much more important than his own. You'll have to look out for him, Amanda. If he places that much value in you..."

Amanda was beginning to understand the implications and did not want to. Belmont rose from his seat and shook her hand. "I've got to leave now, because I need to get away before the Invid start seeing connections in the assault. I don't know if I'll be back in the area any time soon, so take care, and maybe we'll meet again."

She squeezed back, her mind racing. "Will you be all right? It's not a pretty world out there anymore."

He managed a chuckle. "I've crossed some hostile land in my time, so I don't think you ought to worry on that score." He went serious again. "You'd be better to keep an eye on your own affairs. Also," he rubbed his forehead under his chevroned headband, "keep in mind what I said about Kevin. People like him aren't liked by the enemy. Especially now--there's a marked rise in the rate of purges, and resistance is attacked first."

"Are you implying something?" she asked blandly, removing her hand from his.

His voice dropped to a whisper. "Nothing more than what you already know." Her intake of breath was met with an eyeglint and a knowing nod as he leaned in. "I've--been around--enough to see the signs, Amanda, although in his case it took a long time for me to realize it. The way he responds to attacks so much more quickly than a normal person, the way he doesn't flush in this heat after fighting that long--it's there. You don't realize how dangerous his position is now. I don't think he does either.

"Amanda, he's not the only one to object to this occupation. I've known a few--others. Over half of them are dead now."

Despite herself she gulped again.

"I don't mean to scare you, but if you at all care for him, you have to realize that you make him vulnerable in a way that makes things even more hazardous for him. It's a warning I'm giving you, because like it or not, it's the truth."

She was trembling. "Who the heck are you?"

"Me?" Belmont said, rising. "Just another fighter in this war, Mandy. That's all I am. Get better. People need you too."

Before she could protest, he was out in the hall. Rattled by his cryptic statements, she stared at the yellow roses in the vase and fought a losing battle with trying not to understand what he meant.

"Fucking tires!" Gerald growled, attempting to find a leak to no avail. Malcolm, helping keep the Super Saber steady on the jack as Gerald looked and exercised his vocabulary, raised his eyes to the concrete heavens in plea.

Kevin, kibtizing nearby, said, "Hey, look now, tires don't reproduce. You never can even get them together long enough even if they did." He followed this profound statement up with a glass of water upturned on his head, flooding his already sweat-soaked white undershirt and turning his hair into dribbling stringlets. The entire garage smelt like an unhygenic armpit, thanks to the 90-plus degree heat filtering in from the outside.

"Oh aren't you the genius--" A shattering crash followed. "My hand! The son of a bitch almost fell on my hand!" Gerald bawled. "Kevin, you twinky bastard, you broke my concentration!"

Malcolm was still snickering. "Nope, he broke mine." Gerald gave him a slow, gray-hot glare of indignation.

"'Look down, your pants are falling!'" Kevin yodeled back derisively. Gerald turned the look times two on him, and was answered with a sweet smile.

A repressed snigger burst out into a snort that was not from either of the three. The visitor looked apologetic and stepped out.

Now really, Kevin thought, *I know I seen the guy before... Is this what they call deja vu?*

"Could I speak to you for a second, Mr. O'Shea?" he asked him, still trying to hold in laughter. Kevin shrugged and complied, leaving the others to their work.

The air outside was thick with insects and cicada noise and was stifling, but at least there was a breeze. Kevin was thankful for that.

"Nice dye job," he commented.

"What? Oh, yes, thanks. I try and keep it up, although the ingredients are hard to get these days. Had to cut the length down," he said with some regret.

"Understand. What you want me for? Presume Matt wanted me to give you the recent moves over in this area. I've got a folder inside that I keep up in my glorious tradition as scout."

"Yes, that'd be nice. I'm going to pass the information on to the next group I meet and keep spreading it. It'll give us a way of comparing things regionally." Belmont looked over at the other. "With the way things seem to be going, there's been sometimes abrupt differences in how the Invid are running their campaigns in certain areas of the continent. What we need to know is why."

Kevin shook his head. "I haven't the faintest clue."

"Hmm," his companion said. Absently, he began to trace on the hot concrete of the garage entrance. "Do you realize that the Kraken Inorganic has only appeared in the area east of the Missisippi and north and west of the Shenandoahs and Appalachians?"

Kevin stared, stunned, and shook his head again.

"That's not normal behavior for distributing an Invid mecha."

"No it wasn't--in the last war. But then again, nor was cooperating with EBSIS factions, new mecha popping up all of a sudden, sudden enslavement operations, or weird hybrid mecha. This isn't the only case, Mr. O'Shea. Several other unique types of unpiloted mecha have shown up in other sections of the continent too, confined to certain areas. I don't know what's going on, but this is very worrisome behavior." His finger began to tap, then trace again. "If I were you, I'd watch out for new improvisations. A really nasty type popped up in an adjacent area, a little probe-spy droid. I gave its specifics to Lieutenant Ulm, but keep your eyes open."

Mouth a line, Kevin nodded.

That tapping and tracing was really annoying, he thought. Half against his will, his eyes were drawn to Belmont's finger.

"To be frank, I haven't understood what's been going on since '43, since the new mecha started to show up..." Kevin trailed off, trying to keep his train of thought with that tapping distracting him. Suddenly his eyes widened as comprehension hit him.

Belmont's index finger, now tracing again, was doing it in a specific manner.

Kevin glanced up, around, and listened in on the conversation sifting from inside the garage. There seemed to be no notice of them. He looked around for any hypothetical probe droids. He already knew for a fact there were no living Invid in the area, present self excepted of course.

"I'm a Friend," he said softly, emphasis on the capital letter. Belmont's eyes widened, and he nodded.

"I figured you would be," he said. "There was evidence."

"Any other Friends you've seen in the last six months?"

Belmont said, "I've seen only one, but heard of two others. They--had to leave."

Kevin inhaled, closing his eyes, and let out a breath that was half sob. "That many?"

"Yes. I'm sorry. They didn't leave easily, though." Kevin nodded.

"What about the other friend of ours?"

"Still alive, but hiding. Their family doesn't like them. Have you seen any?"

"Two years ago my elder sister came by."

A spark lit in the other man's care-aged eyes. "Which one?"

"The third one."

Belmont's face went so still that Kevin had a shock. At last, he said, "At least her family won't know where she is, if that's the most recent report."

"I haven't seen any other Friends of mine. Sorry, Belmont."

"It's just as well. The two that left were closely involved with each other. How many 'other' friends here do you have?"

Kevin's brows hiked. "Two. The second one was an accident, but she's not fair-weather."

"That's good news. Any other friends you got from elsewhere that came around? I'm looking for a couple for a reunion." Kevin shook his head, leaving his questioner looking disappointed.

"Hope you find them, though. Good friends are hard to find these days."

The intent look was gone as Belmont's eyes rolled up to the heavens. "Tell me about it." Kevin snickered. "Well, take care. I'm always glad to hear about the family. I've got problems of my own with them, and don't want to visit some on you. Show me your information and then I'll be on my way."

"Sure." They shook hands, leaving Kevin standing alone by the wall, watching the other's lavender-tinted head disappear down the ramp.

"Tell me about it," Kevin said flatly to himself, shaking his head. He then came back to himself and dashed down the ramp and back inside.

Six months had passed, long enough for the glassy hole in the ground to gain the first few tentative holds of plant life sprouting from the caved-in walls and passageways. A tangle of weeds straggled in the brooding heat of late summer over the blasted, hundred-yard wide depression, assuming strange and bizarre shapes in the gathering gloom of an August evening, lurching in the sporadic hiss of breeze. Except for the flitter of bats awakening overhead and the day's-ending complaints of robins and other feathered life settling in, there was no other sign of living movement.

Humans, despite everything, are poor observers, and it would have taken one a couple minutes to realize the strangeness in the atmosphere was the complete cessation of that movement, leaving nothing but the wind.

The breeze shifted, and shifted again, into strange and unnatural directions, as though struggling to escape. It became omnidirectional, began to blow into the clearings from all angles. Then it began to blow outward in the same manner, carrying a hot breeze that stank like ozone and cooked dust and metal, the focus a section of space near the collapsed complex.

There was a sudden hidden rush as all the small nocturnal life in the area scrambled away, and then the sound began.

Or rather, it had already been there, in the sullen cyclical depths shared by earthquake vibrations and thunder, but had finally decided to rise to a point where limited human hearing could understand it, if only as a dull rumble. The creatures of the night, though, had made it out much earlier, and ingrained genetic memory classified it immediately as Bad News.

The rumble grew, in pitch and volume, so a low roar filled the clearing.

And then, there was light.

It split in a jagged rip, suspended and described in a manner that even if it was not so bright to blind, it would have caused nausea to try and understand; it was not the normal dimensions of height, depth, and

width it was occupying. Reality was being torn apart like a piece of tissue, and it was not so neat.

The tear grew, and widened, until a second sun seemed to occupy the river-valley woods. In the middle of it, something dark and more understandable moved, walked, and somehow identified with the space the reality-rip had entered. The roar grew to a freight-train pitch.

And then, there was silence.

To describe the lack of noise after an overwhelming quantity of it is not possible. Silence gonged with aftervibrations as though the air molecules themselves hadn't gotten used to it. The same, perhaps, could be described of the darkness.

Some wind came up. Tree leaves rustled.

There was suddenly a crash, and yipes of pain. Then, human language filled the clearing:

"Aw shit, who turned out the lights?"

There were more collisions. At length, there were a few grunts and the source of the noises heaved itself out of the collapsed passageway into which it had tripped, whimpering.

Then light sprouted agian, this time reduced a hundredfold. It came from a small sphere that hovered, disregarding gravity and conventional means of production. There was a sharp intake of breath.

"Toto," the voice said, "I don't think we're in San Francisco anymore."

Limping, the figure began to wander around, making bemused noises at the wreckage. "Not only there's a big lack of streetlights, everything's had a nasty meltdown, and somebody's really been into a reforestation project. Either that, or--" There was a dull chunk, and another filthy word, breaking off the sarcastic monologue.

"And the trolleys they make were really interesting in design. In fact- -" It bent to study the source of the toe-stubbing.

There were no noises at all.

A minute passed.

"Oh. My. God." A sudden rise in breathing. "Don't tell me I, oh no, curse you, you little fool, you've you yourself into a fine pickle now..." There was a grunt, and then a stumble. "Have to get out, if they've picked up..." A pant, and then the lightsphere was gone, and there were crashes and gasps that distanced themselves into the woods..

Behind, the claw lifelessly dug itself into the ground, as the night covered all.

THIRD INVID WAR: DANDELIONS

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu
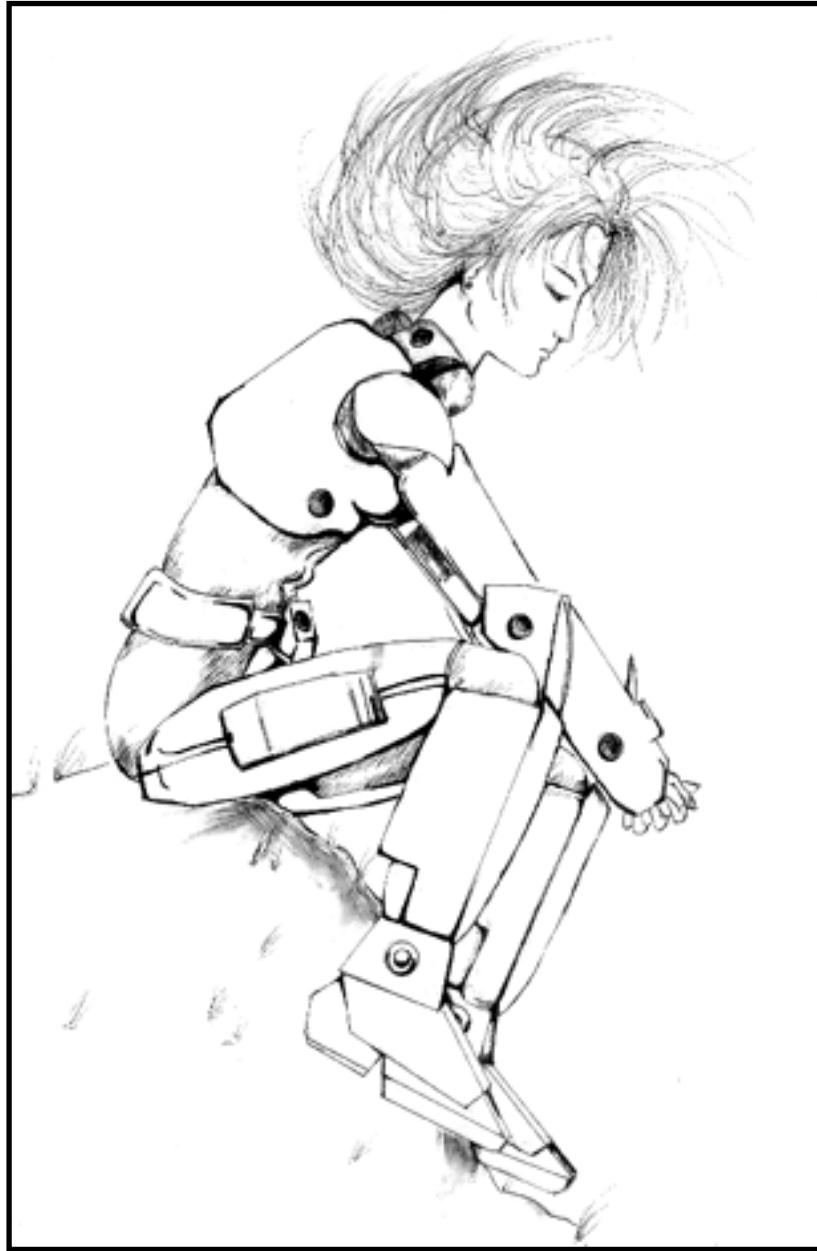
DANDELIONS

CHAPTER FOUR

The dawn was turning the beaten parking lot and the east facade of the ancient shopping mall a molten coral by six a.m. Figures were beginning to move inside the building's lower level, and wafting from the inside was the faint scent of cooking grease as Malcolm prepared the day's breakfast. From the ramp that led down below the lot and building to the parking garage, the rattles of Gerald and Sherry's efforts on the

mecha was already starting. When operations began again, having the Cyclones working at top form was a major priority. The problem was that the population had now grown to thirty-nine, which obviously was far more than the arsenal of eighteen Cyclones that the Elms core had arrived here with, even despite any equipment the arrivees came with.

More mecha had been procured through some adept wheeling and dealing with the Terre Haute underground and careful bargaining with their load of goods, but not all of them had been in very good shape. Furthermore, most of them were the old-line variety of the first Invid occupation that could run only on gasoline or Protoculture, the former which the group did not have in any large amount and the latter which was a veritable magnet for Invid. While they didn't want to use them, the logic was that repaired, they could make wonderful bartering material. So Sherry and Gerald had elected themselves to fix them all in preparation for the fights that had to come.

The best news of the two months since the arrival was that down south, below the old university campus, a cache of Icarus Mission supplies had been found. Although it had been a year since the LaGrange Massacre had put an end to the equipment drops the Icarus had executed, the mecha were in excellent condition, and gave them an additional fifteen Cyclones to work with, among them a much-needed Samson. This brought the deficit to only six, which was not quite as dire.

However, the two had their work cut out for them.

To the east, in the yellowing light of the rising sun, a plume of dust rose, turning copper in the glow.

Facing the orange misty tail, outside the east lower entrance on the bench, a young woman in battered REF coveralls sat, the sun turning her porcelain features into fire to match with her long hair and wide eyes.

Her face was carefully immobile, her eyes fixed on the disappearing dust trail until a voice inside called her within.

Malcolm cracked the shell of the egg and laid it into the pan, the white and unbroken yolk sizzling as it contacted the grease. He looked over his shoulder to Gwen. The air was already stifling inside the revamped store which served as the Elms kitchen.

"You can start in on making the pancakes if you like. We're going to need about seventy or about. Gerald eats enough for the rest of them." Silently, Gwen nodded and turned to get the flour and butter. She passed a couple of the new arrivals whom Malcolm had also conscripted, returning with a tupperware bowl, and began the process of mixing the ingredients up. Her continued silence was not unnoticed by Malcolm.

"You okay?"

"Yeah. Just hot." She brushed damp-dark hair out of her eyes and bent to her work, her gaze averted. Eventually, with the same precision as she used in her marksmanship, she carefully poured out several identical-sized pancakes onto the searing griddle. Malcolm concentrated on the eggs but kept her within the corner of his eye as he did so. The interior was a constant din of frying foods, clattering dishware, conversation, and the blast of an old Pink Floyd CD playing in the background. It was difficult to converse, but finally Malcolm felt he had to try and break the frosty wall Rutherford had erected around herself.

"You're pissed because they took Mandy and not you, aren't you?"

She jerked up her head, her eyes simmering, then bent it back down. "'S'none of your business, Malcolm. Anyway, I had kitchen duty slated for this week."

"Kid's not that great a fighter yet. She's going to be better off hiding later, so I s'pose she may as well get her part done while she can. It's nothing against you, Gwen."

She wrinkled her nose--admittedly a very delicate and pretty nose, Malcolm thought to himself. The look in her eyes, however, was anything but.

Oh-oh, Malcolm thought. *She doesn't like the mention.*

Gerald stomped in then, running a hand though his sweat-damp brown mop. "When d'you think it's going to be done?"

Malcolm groaned. "Keep a leash on the stomach, will you? It's not going to be for another thirty minutes at least. What's our wonderful leader have planned for the day?"

The big man snorted. "Mentioned something along the line of rewiring the security systems to tighten surveillance of the area we're living in. Plus he asked me and Sherry to try to fine-tune the reception in the communications array. You guys, I'm not as sure. I think a supply run to Rantoul is in order for Gwen and Miranda, though, and a tatical review on the current occupation situation for the rest of us in preparation for our return to strikes."

"Oh, fine," Gwen muttered. She gave a vicious slosh to the batter, splashing some onto the heating coils.

Malcolm wrinkled his nose as the smoke wafted up. "What's eating at you?"

Gerald snickered. "Oh, the fact that Loverboy's out where she can't back him into a--oouufff!"

Gwen's foot rocked back down from its lash into Gerald's stomach as the three other cooks' heads

whipped up in shock. "Shut up," she hissed, as he curled up in pain. The fair skin was shifting from dead white to red and back, and she was breathing far too hard. "Shut the hell up or by God I'll nail you lower, I swear."

"Gwen!" Malcolm yelped. He tried to grab her arm, but her foot came whipping back and he thought better of it. Suddenly she hopped helplessly on one foot, as the other--the offending foot--was grabbed in a viselike grip.

Gerald's eyes were almost white with fury. For a second, Gwen looked down, and her own affront and frustration drained away in the heat of his rage. He did not seem--human.

Suddenly, he whipped his head against the floor with a bonk. He winced, and his eyes, when they opened again, were sane.

"God fucking damn, woman, that hurt."

Malcolm could only look at the two and realize that there seemed to be things at work that he could not see and probably never would.

"Are you two gonna...?"

Gwen hugged herself. "No. Nah. Don't tell the Lieutenant. Sorry, Gerald. But if you make fun of me like that again--"

Gerald grunted, hauling himself to his feet. "Christ, you've got a foot like an anvil."

Malcolm looked over to the others. "You didn't see this." There were vigorous nods.

Now we're fighting ourselves. We're screwed. Malcolm continued with his eggs and felt Gerald leave and Gwen resume cooking with a leaden heart.

If Gwen's gonna go resent Mandy for 'taking' Kev away, and Gerald's going to do that, we're in deep shit. If it spreads to the rest, we ought to just advertise ourself to the nearest hive and say 'Come and Get It!'...

And with the way Gerald gets sometime...Jesus, that was only the tip of the iceberg. Sometimes I wonder-- he really what he says he is?

It was much later.

It was somewhere in that indefinite portion between late night and early morning, when the full moon high overhead blanched the mall and the land around to a greasy silvered blue-black, the world alive with crickets and the occasional rasping cry of a nighthawk fluttering in the star-splattered skies. The night was filled with the life-drenched, timeless silence unique to spring.

Overhead, the slowly moving sparks of the Invid Orbital Hives drifted in malevolent counterpoint, nearly drowned out by the lunar radiance.

It was far past normal curfew for the Elms, but still inside, the flicker of a lantern could be seen as the sentries on duty continued their endless vigilance against attack. Someone with sharp eyes could also see the occasional movement of a figure, still up after all this time, and a fitful light left on within.

More than a quarter-mile away, completely contemptuous of the possibility of ambush, a small figure half-sat, half-crouched on a rise in the ground, surrounded by prairie growth and young trees, looking out over the direction of the forest and the ruined city. The soft night breeze lifted hair untrimmed and tangled, the moonlight turning it to platinum and glinting off the metal of cyclone armor. Barely over the breeze, an observer might have heard soft, trembling sobs.

Amanda Pierson sat, her eyes staring ahead unseeingly, her hands constantly wringing and rubbing themselves, her entire frame shuddering as to break apart.

Please. Tell me it never happened. Please tell me it can't have happened...

They had made good time out of base, and by eight a.m. they were twenty miles away, deep into the forests of the old Indiana border. Ulm said the environment here was as good as any for deer and rabbit hunting, and he was planning on getting some fish in as well.

"Oh course, it's going to be non-radioactive fish. Dennis is gonna love that." Kevin snickered, his Ferret taking the bumps with ease. "Doesn't have to worry about waking up with extra limbs anymore."

Matthew groaned and tried to hit him. Kevin cheerfully veered his Cyclone out of the way.

"Yeah, but we need more along the lines of venison and whatnot. The problem with this time of year's going to be that we need to identify and avoid the does. Bound to have fawns with them." Ulm shrugged. "I just don't like the idea of killing deer period."

Mandy had to agree. While like any other person growing up in a rural area post-Rain she had had to deal with plucking chickens and help with butchering hogs, they were not tasks she had ever liked. Sometimes she wished she had been back in the last century when one could get it off a shelf.

Matthew clunked along the old, shattered pavement of the roadway, the carrier jouncing awkwardly behind him with its cargo of a battery-operated freezer, their intended method of getting the kills back home in the May heat without their spoiling. Fortunately the Super Saber was not complaining about the extra weight, and the weather promised to be delightful. All three travelers had their jackets and armor off and were feeling the wind of their passage with relish. Amanda readjusted her goggles and raked her hair back, feeling it whip around in tangles where it hadn't been braided to keep out of her face.

Even over the engine rumble, she began to pick up a discordant noise. Eyes widening in horror, she realized what it was.

"Oh, shit, Matthew. Stop it! Not again!"

"Stop what?"

Amanda cringed as a discordant yowl destroyed the pastoral mood.

> *"Immanuel Kant was a real pissant who was very rarely stable,*
> *Heidigger, Heidigger was a boozy beggar who could think you under the table,*
> *David Hume could out-consume Shopenhauer and Hegel*
> *And Wittgenstein was a beery swine who was just as shloshed as Shlegel..."*

It was a matter of common knowledge among the Elms that compared to all the horrific singers known to mankind, Kevin O'Shea could make them sound good. Amanda howled in theatrical pain as with a free arm swinging and his bright green jacket waving at the end of it like a demented pennant, he broke into the chorus.

> *"There's nothing Neitzche couldn't teach ya about the raisng of the wrist*
> *Socrates himself was permanently pissed..."*

"Kevin, shuddup!" Mandy yelled at him. He stuck his tongue out and continued in the mistaken belief that volume would make up for talent.

> *"John Stuart Mill of his own free will*
> *on half a pint of shandy was particularly ill*
> *Plato they say could stick it away*
> *half a pint of whiskey every day*
> *Aristotle, Aristole was a bugger for the bottle*
> *Hobbes was fond of his dram*
> *And Rene Descartes was a drunken fart*
> *'I drink therefore I am!'*
> *Yes Socrates himself is particularly missed*
> *A lovely little thinker but a bugger when he's pissed!"*

There was a blissful silence at the end.

"Is it over?" Mandy asked. Matthew hunched over his Cyclone, shaking in silent hilarity. "That--that was horrible. Gee, Lieutenant, glad you're laughing."

"N-never mind." Ulm gulped, then burst out hooting again. "I've got to make him stop watching those tapes at one in the morning," he said, sniffling.

"And getting into the liquor store, too. There was a whole liter bottle of vodka missing last week."

Ulm wiped his eyes, replaced the goggles, and took a bounce from the road. "No, in my opinon, I think that was Sherry who stole that."

"Then what's gonna explain the fact that this idiot was wandering around last Saturday, smelling like a still and trying to do the Agincourt speech from Henry V? Miranda spent two days making me read that, and I don't think Henry'd do it hanging over the bannister, slobbering and--and unable to remember the next line."

"Ah, but I stole the Smirnoff's from her," Kevin interjected smugly, pulling up behind her and reaching over to swat her on the rear. There was a momentary tussle before he got away, waggling his eyebrows. She glared. "Interesting experience, but I guess I could have done without barfing up lunch the following day. Personally, I think the Branagh version was better."

"Dincha read it?"

"Oh yeah; that and Comedy of Errors, Midsummer Night's Dream, Romeo and Juliet, you name it. '39 was a great reading year for me."

"Then the Invid blew my library up. Damn, well, such is life." Matthew commented, dragging behind.

"A library?" Amanda said in astonishment. "A personal library?"

Matthew shrugged. "Managed to save it after the Second Robotech War. It wasn't much, really. Lots of Shakespeare."

"When do we stop?" Kevin asked him.

"Mmmf. Another mile or so. We're going to have to walk at least another mile in order to find a spot that hasn't been disturbed by our passage before we start in on the hunting."

"Or disturbed by that noise Kevin's been making. Yuch."

"That wasn't noise!" Kevin complained.

"Yeah, and I'm the Invid Regis. The only thing worse might have been you doing the 'Lumberjack Song.'"

"Hmmm..."

"Don't even think it."

Ulm rubbed his bearded chin, his eyes sparkling. "Yep, definitely time for you to boycott Live At the Hollywood Bowl, I'd say."

Kevin looked martyred.

Amanda lay on her belly in the tall grass, barely able to see over the top and into the small meadow they'd staked out. The lieutenant was lying next to her, both of their faces smeared with mottled greasepaint and feeling sticky and hot in the May sun. The camoflauging musk smelt terrible, but Ulm had said it was second-to-none for hiding human scent. They had been this way for the past half hour, their hunting rifles held before them in a ready position.

Above them, a killdeer cried. There was no other signs of life in the area.

Suddenly Matthew tensed. He carefully raised the comset to his ear and listened to the barely audible noise coming out of it. He nodded, whispered an affirmative, then cut the connection. He raised his index finger so Mandy could see.

Kevin had managed to locate a buck, and was preparing to flush it towards them.

Matthew carefully rose to his knees, followed by Amanda, guns raised.

Suddenly, a crack rang out, and Ulm and Mandy clicked off the safeties on their weapons. Almost before it was done, a brown form exploded out of the woods margin at them.

Amanda got a fragmentary vision of flashing, delicate hooves, small velveted antlers, and a snorting, foam-flecked black muzzle as her perception narrowed and she tracked the onrushing body with the gunsight. There was an isolate, crystalline moment of unity, then her finger contracted on the trigger.

Boom.

Her body jerked as it absorbed the kickback, then the animal twisted and plunged toward the ground as if

diving. There was a stunning silence, and the human predator became sentient once more.

Even as they were less than halfway toward where the buck had fallen, Kevin had made his way out of the woods. He managed to reach them as Amanda was staring down at her trophy.

The bullet had taken it in the heart, killing it instantly. The huge eyes were open, not having yet glazed over in death, and a little trickle of blood had mixed with the foam still on its muzzle. It had been a young animal, probably less than two years old. Amanda tried to look for any sense of triumph in her accomplishment and only felt a little grayness.

Kevin knelt and put his hand on the dead animal's head, then inspected the bullet's entry hole. "Good shot, Mandy," he finally said.

"Yeh, I suppose it was." She rubbed at her forehead, getting a smear of gray-green on her fingers. "Guess we need to go butcher it now."

"And get it back to the freezer," Ulm said. "We seem to be making pretty good progress."

Somewhere in the woods, something whirred.

A large bundle of what looked like a bird's nest in the forest canopy shivered, then spat forth a flexible tube, on the top of which pivoted a red glowing sensor, staring blankly.

As it did four times every twenty-four hours, it pivoted on search, doing a routine scan of the area. Suddenly it halted, clicking and focusing in a specific area, where it saw movement of a particular kind.

It stayed that way for a long time, attention on that movement, the tube supporting the sensor array occasionally swaying.

Soon, the rest of the bundle shuddered.

Amanda tried to wipe her bloody hands off on the ground with little success. The butchering was an especially messy business, and she had not especially enjoyed watching the carcass hang by its hind legs in order to bleed it. The remainng business of viscera, skinning, quartering and storing she had liked even less. Although it was now near lunchtime, she had little appetite.

Ulm walked over to her. "You okay?"

"Yeah," she said shortly.

Ulm snorted. "I don't think so. You've been green the whole time." He poured some of the water supply over her hands to get the blood off. "Sorry," he said, apologetically. "I didn't know you were squeamish about it, or I've--"

Mandy shook her head. "No, it isn't that, really. I'm a country girl, remember? Just that--" she made a face.

"What?"

"Well, it sounds stupid, but what's the difference between the Invid and us, if we both go around killing things? I don't feel much better about doing this and what the Invid are doing."

Ulm sighed. "What's the difference indeed. Welcome to moral debating, hon. If I had an easy answer to that I'd tell you right off. Do you still want to help?"

"Yeah...I guess so. Sorry."

The Elms leader gave her a quick-one armed hug. "Must've been all that philosphy Miranda tries to stuff into your noggin."

"Where's Kevin?"

"Doing his lunchtime meditation thing. Don't bug him. He likes some peace of mind, believe it or not."

"Hmm. Are there any more of those muffins Malcolm stocked us with around?"

"I think so."

The twigs were almost completely shaken off onto the ground by now. What they revealed hung there on the branch for a minute, then began to silently drop.

Kevin knelt on a little rise twenty feet away, his eyes closed and his breathing slowed. Although the fresh breeze occasionally lifted the shoulder-length black hair underneath his headband and ruffled through his black shirt, his expression was completely blank, and for once, at peace. When the torrent of his usual facial expressiveness was switched off, the fine features were undeniably attractive. His hands, limp on

his green-denimed thighs, still had traces of deer blood under their fingernails. He'd been that way for over five minutes now. Zazen was good at stilling qualms of doubt, the inner voices of worry that tagged the trails of so many people these particular days.

He let out a deep breath, and then abruptly, his eyes flew open, dilated in worry. Was it his imagination he'd heard something out of the ordinary, or wasn't it?...

Kevin O'Shea had not spent almost six years alive in combat doubting his senses.

Mandy almost bit through her muffin and her tongue, when Kevin abruptly caromed up from his position and said suddenly, "Get your armor on."

"What? Are you--"

"Get it on!" he nearly shouted. Matthew looked up, eyes wide, then dove for his Super Saber. Amanda never doubted Ulm's judgement, and she followed suit.

"Forget the damned undersuit, you don't need it!" Kevin snarled as she fumbled for it, then threw the outer armor at her. She slammed it on, but even as she was finishing, Kevin was already fully armored and straddling the Ferret and Ulm had disconnected the trailer from the Saber. Mandy went for her Forager too, and with the two men waited, engines off.

Three minutes passed, and nothing happened.

Mandy was taking in a breath to second-guess Kevin's alarm. She was tugging at her braid, rolling her eyes, and feeling quite annoyed about the entire situation.

Kevin drew in an abrupt breath, and gasped, his voice so distorted with fear that it wasn't recognizable: "Oh sh--"

And then horror itself was flying straight at them.

Mandy was screaming her head off, suddenly reliving her nightmare flight from the Enforcer, but this was a thousand times worse. She jammed on the ignition and reversed like the damned.

Oh, my GOD!!!

The--thing coming at them was dull gray, a maniac's dream of jointed tentacles snapping, ended with pincers, blunt tips and vicious prongs at their free ends and ended on the other in a bulbous body about

four feet long and two feet wide, hovering off the ground as it rushed toward them in dead silence. Out of the center of the body a nozzle-like stalk swayed, ended in the characteristic red sensor eye of Invid mecha.

One of the tentacles at either end, flattened and ended with a spiked bulb so that it looked like a mutant tapeworm, whipped about and aimed directly at Amanda. She slammed on the power, her hair rising on the back of her neck as the huge electric bolt the spike suddenly spat grounded itself where she had been a fraction of a second earlier.

"Turn!" Ulm was roaring over the com net. "Turn and get the hell out of here!"

Although it was one of the hardest things she had ever done to turn her back on the tentacled monstrosity, Amanda complied and attempted the Earth's most extreme 180, her knee scraping the ground and the ceramic armor raising sparks as she did so. She caught a fragmented glimpse of Ulm's and O'Shea's brown and green mecha in front of her, and then beside her as she poured on the momentum.

"What was that?" she screamed.

"That was a Kraken Inorganic!" Ulm panted over the net. "It's a personnel hunter/killer unit. Silent and damned hard to locate. If Kevin hadn't heard it coming through the brush, we'd've been charbroil by now!"

"Let's get out of here!"

"No can do!" Kevin answered. "Love to, but that thing has a lock on our energy output signals now, even fusion. It won't quit following us--you want to bring that home with us?"

"What are we going to do?" Amanda cried.

"The only thing we can do--destroy it, before it gets us!"

Amanda fought down her fear, tried to rationalize how to get rid of the terror following them, and failed. "How?"

"Good question, " Ulm muttered. Her heart, already overtaxed, plummeted.

"We're dead we're dead we're dead..." she chanted in a horrified litany.

"--like hell we are!" Kevin growled. "Matthew, I've got an idea. Remember a couple years ago, when we met some of the James Gang? They were attacked by one and lived."

"Yeah--" Ulm said. "Are you planning to do what they did?"

O'Shea grunted an affirmative.

"You're going to get your ass killed!"

"It's a chance, dammit! The Ferret's the fastest Cyclone here! I turn on the protoculture engine and lead in on in a circle, you two wait for me to come back around, and you waste it with the missiles. Right?"

"Oh God... Kevin?"

Kevin's voice dropped. "Yeah, Matt?"

"If you don't make it, and we do...it--was good to know you."

Kevin sighed. "Yeah, you too. Mandy...I'm sorry."

"Wait!" she shouted at him.

"I can't! It'll be on us in a minute! Meet me back at the campsite, in ten minutes!"

"Turn off the road, Mandy!" Ulm ordered. "Now!"

He flung the Super Saber off the road, and Amanda followed, crashing into the underbrush.

At that same moment, the characteristic noise of Kevin's fusion engine quit, replaced by the thrum of the protoculture drive. It was a sound Amanda had only heard a few times before among the protoculture-paranoid Elms, during Cyclone-pilot practice.

She shut off the engine along with Ulm, and watched the retreating Ferret. Suddenly, it exploded foward with power it did not have with only fusion propulsion, broadcasting a spectacular radiation as it did so. It was lost in a second.

"Get down!" Ulm hissed.

They dove; in seconds a shadow passed overhead, writhing a Medusa's head of tentacles. It rushed by, following the magnet of O'Shea's output.

A silent eternity passed, then Ulm whispered. "It's taken the bait. It's so busy concentrating on Kevin's engines it won't notice ours on fusion. We've got to get back to the site as soon as possible to prepare the ambush."

Please be okay, Amanda thought. *I can't lose you too...*

Come on, you gruesome son of a bitch....

Kevin could feel the wind ripping through his unprotected midsection and through the hair trailing out of the helmet as he raced down the ancient highway at full speed, free of the handicap of fusion. He glanced behind him; the Inorganic was hot on his trail, having partially retracted its tentacles for speed. However, it wasn't as fast as he over a flat surface. Good...

Now if he could get enough of a lead-time over the thing, it would be more difficult for it to catch up with him once he got into the trees: there the Kraken would have an advantage. Its design seemed to have been made for close quarter ambush in crowded environments.

My, they've definitely gotten creative recently, haven't they?

Of course, it already had some advantages; unlike him, it wouldn't grow tired, it had no sense of self-preservation, it had no worries about damaging itself, it was remorselessly accurate, and it would never, ever give up.

The only good thing about the entire situation was that he could probably blast the protoculture output quite a lot without getting any extra attention. If the Invid had installed such an Inorganic here, they were either confident it could take care of any disturbances by itself or they didn't come by very often and put this here instead. *Well, count your blessings and all that...*

He found the trail he was looking for at last. Engines screaming, he went off the road so hard he was actually airborne for a second and came down with a crash, the shocks taking it with enough force to break necks. He went limp in order to take the shock, then crouched over the Ferret like a jockey, urging it on to maximum speed.

A patch of underbrush to his side evaporated, and then he was past.

Shit!

He dared a look down at his watch. Four minutes had passed.

I've got to give them enough time to get set up...

He began to weave, in order to keep the Kraken's targeting system from getting a fix on him, gritting his teeth as he did so. He was, in rough relation, about northwest of where the campsite was supposed to be. He was doing fine so far, but the next part was the extremely dangerous section--he would have to go into

the woods itself. He would need every bit of piloting skill he had in order to make it though--even if the Kraken didn't fry or electrocute him, he could end up wrapped around a tree, which would make him every bit as dead as if the Inorganic had done the honors, and it was at any rate its core objective. It would no longer need to worry about him...

And then would go after Matt and Mandy...

NO! He swallowed at the thought and accelerated as much as he dared.

He really wished he'd never seen that old movie with the speeders and the primeval woods.

Third arc, here we go...

Then the underbrush was shattering against his bright green armor, and the scent of the forest clashed with the sour stink of fear and sweat that was reaching him even in extremety. Gouts of mulch rained behind him as the Ferret's wheels dug into the loam. He narrowly escaped crashing against a silver maple only to nearly wipe out against a black oak still scarred with the fires resulting from the Rain of Death...he had to slow down.

His left hand twisted slickly against the clutch as he rutted in a large turn against the soft earth, veering madly against the onrushing black trunks, balancing on the very edge of losing control. His momentum sailed him over a narrow creek and landed him on the far side. Fortunately, here in the shade the underbrush was lighter and less apt to be an obstruction. He snapped over a sapling, only to have another blast sear into a trunk.

Oh, fuck, it's gaining on me! Where am I? Moaning, Kevin silently invoked the deities of several pantheons as he tried to remember on what leg of this hellish race he was on. If he had forgotten the immediate lay of the land, he was very shortly dead... The fine hairs on his hands rose as electricity crackled across his armor--too, too close.

Then bushes smacked against him again, and he was out in the open in a meadow.

Yes! He jammed the throttle as far open as it would go, shooting across the grass as though catapulted. He dared a glance behind him, and saw the hole he had made widen further as the Kraken's body hurtled through it after him across the same clearing they had shot a deer in only two-and-a-half hours ago. Two minutes late already for the rondezvous, two minutes of infinity.

Insects splattered against his faceplate and his armor as he plunged back into the woods again, but this time he knew where the openings were, and exactly where he was going. Kevin's teeth were bared in a primeval grimace as he began the last and most terrible arc, the one that would decide his fate and two other people's with him.

He opened the communication link and managed, "Here I come--it's right after me. Three minutes ETA. Godspeed."

He let go of the clutch and left no room left in his mind other than for survival, not even prayers.

"Here he comes! Get ready!"

The two Battloid suits crouched, tan and olive-green. Mandy could barely think, her mouth dust-dry, her pulse beating in her throat and temples. This quarter hour had seemed to stretch in agonizing leaps and bounds and yet seemed only momentary.

"You take this side of the clearing," Ulm advised. "I'll take the other. He's going to be coming in from the east from all appearances. Go for the eye if you can't get the main body. If you can't get that, try those flat tentacles at either end. Good luck, hon."

"You too, Matt." They took their positions, Matthew finishing fitting the rifle stock to his H-90 for full damage capacity. Then there was only the wait.

And you too, Kevin...

Amanda heard it, a low thrum in the suddenly deathly quiet woods, growing rapidly in volume. Quietly, she armed the GR-103 launchers and their payload of armor-piercers.

The thrum built to a roar.

Amanda tensed.

Then a green shape erupted from the eastern end, wheels blurring for all they had, the armored form on top flattened as though all Hell rode on his heels.

Amanda rocketed to her feet, shouting out the spoken codes to ready the missiles for launch.

And Hell itself exploded into the clearing, a nightmare of tubes lashing and aiming for the prey barely five yards ahead of it. Amanda targeted the staring red eye and the organic gray body, hating in that split second it and everything it stood for.

"FIRE!" she shouted.

"God--NO!" Ulm screamed, as the missiles whooshed away.

Even as she had cried the command, Mandy could see Kevin's Ferret begin to rocket upward and he begin to rise up in his seat in mode transition, and she knew she'd done something drastically wrong...

Kevin knew he had cut things too close for comfort--in the last couple of minutes, he had gained at least two scorch marks on his Cyclone and the Inorganic had been at times a hairs-breadth from having him a shish-kebab on the thing's leading tentacle spike. However, his plan had managed to remain intact--to change modes and rocket away while his teammates took care of the thing.

Unfortunately in the heat of things, he had forgotten to tell the others.

All he could think of when he heard the armor-piercers leave Amanda's launchers, even as he rose and the front farings began their rise to attach to his chest, was: *Oops...*

The missiles sailed home.

The Kraken's side exploded.

Shrapnel blasted out, one large piece ripping into Kevin's side and hip, where the armor did not protect him. His scream of agony was drowned out in the roar of the Inorganic's combustion, and he lost his seat from the partially-altered Ferret, dashing violently against the ground twelve feet down, where he did not move. The Ferret landed some distance away, its transformation sequence aborted.

Mandy heard nothing of it over her own screams.

Although critically damaged, the Kraken was still doing a grotesque parody of floating, its tentacles lashing around like wounded serpents, sparking random discharges of energy. Fluid was leaking out of the gaping hole in its side. Above it, the eye dunkenly swayed, and for a moment, focused on Amanda.

Ulm pulled the trigger, three times, and the remains exploded into shards.

In the present, Amanda covered her face with her hands, trying not to be sick--she had vomited so many times already that her guts ached.

Oh, but it wasn't that that had done it, not that...

Blood on the grass
And it changed my life

Seal, "I'm Alive"

"KEVIN!" she shrieked. The world tunneled, the only thing that she perceived not the crumbling remains of the Inorganic, but the figure in the green CVR armor sprawled like a dropped doll. She lunged forward.

"Amanda! NO!" Ulm shouted. She heard his tread coming up behind, but she ignored it.

Oh please oh please no.... I'm sorry Kevin I'm sorry. Don't die!

She was beside his side before Ulm could stop her, loosing the Cyclone from her armor, and crawling forward on her hands and knees to him, crying. He wasn't moving...

"Kevin..." she sobbed. To think his eyes closed forever was too much... She froze, her heart pounding and the sobs choked back in her throat.

One hand began to twitch. A tiny whimper, barely audible, was coming from the form.

"Kevin!" she gasped. After that fall, he was still alive--but there had to be a huge wound from that shard that hit him, maybe from others as well. She slapped out the first aid kit in her boot, and frantically opened it.

"AMANDA, FOR GOD'S SAKE GET AWAY!" Ulm roared. Good--he'd gone to shut off the Ferret's protoculture radiation, it would take him a bit, she thought distantly.

Kevin's head moved. Then, his right leg twitched, prompting a renewed scream of pain from him.

"Wait, Kevin, I'm getting the morphine!"

Her voice seemed to rouse him. Gasping in torment, he managed, "No, Mandy, don't--touch me! Please!" His hands spasmed helplessly on the ground.

"No, I'm trying to help you. You're gonna bleed to death if I don't!" She finally managed to get the ampoule in the needle, then reached down for his arm. Despite his feeble struggles, it was the matter of a second to find the big vein on the inside of his elbow below his shirt sleeve and to inject the morphine.

She did not see Ulm dash up behind, then halt, his shoulders slumping in despair.

Kevin was gasping, the quivers of agony lessening as the morphine kicked in. Amanda gently removed

the helmet, wiping the hair out of his eyes. They focused on her, as he moved his head a little, gritting his teeth.

"Amanda," he said deliberately. "Matt's got paramedic training. Get away from me. Let him take care of it. Please..."

"Don't move," she said in response, unwinding the roll of sterile gauze. His injured side was facing upward, good, at least dirt and worse hadn't been ground into it. Hopefully no shrapnel or Inorganic bits were lodged in there. But from the way the black cloth of his T-shirt was growing wet and dark, he was losing blood fast. She had to do something about it before it got any worse. She grabbed hold of the shirt, preparing to slit it with the knife in order to get at the wound. It was wet, warm, and slippery with Kevin's blood, and she shuddered at the touch. However, she managed to get it open and expose his side.

"Oh, no..." he whispered, shivering.

For a few blank seconds, Amanda thought that the dye from his pants had gotten onto her hands. She kept mechanically trying to wipe the wound clean of the stuff, wrinkling her nose at the pungent, odd smell, and finally exposing the seven-inch-long but luckily fairly shallow gouge in his side. She lifted the gauze pad she had perpared to put it on the wound, trying to use her other hand to press the damage closed.

Then she saw the color of the pad where her hands had touched it.

She blinked, then looked back down again.

The substance she had thought had been dye was not only on her hands and smeared on his skin, but on the pad, on the gauze, and she saw it beginning to puddle underneath Kevin's body and trickle out of the shrapnel tears. She lifted her eyes to the tiny needle wound she had made.

It had beaded there too.

Her eyes locked blankly on it, she began to breathe hard, and slid her gaze up to his face.

The blue eyes were wide with anguish that not even the morphine could remove, and fastened on her.

Amanda put her face down in her green-smeared hands, and blessedly the world went away.

Not him...

Her hands were covering her eyes, feeling the tears slide between them, and she shook.

It can't be him...

The same color; the same smell, like warm compost. The same stuff that had burst out of the Enforcer when Ulm had shot it, the same fluid that had leaked out of the remains of the Scout's eye when she had shattered it at Quincy. It had been coming out of Kevin's wounds as well.

Alone in the moonlight, Amanda wept brokenly.

She had blacked out most of the time following that. She remembered fragmented pictures of Ulm finishing the stitiching and bandaging, bracing Kevin's neck and spine; the harried radio to base. Matthew splattering what Kevin had spilled over the rest of his armor and exposed skin, then taking chilled deer blood out of the freezer and soaking that into the bandages. A shattered memory of the lieutenant gently shaking her, begging her to tell a story of a Scout and Kevin's proximity to its destruction.

Somehow, she had gone along with it.

She remembered very little after that; Miranda and a couple of new Elms arriving, Ulm murmuring something about "shock" and "trauma" to them, and the others hooking up the freezer and Kevin to their Cyclones. Kevin had passed out in the meantime, probably from blood loss, probably for the best. Disconnected pieces of the long, agonizingly slow ride back to base, while the afternoon whiled on, and an arrival amid an uproar. A rush of activity, questions asked while she droned out the answer Ulm had given her, and a dinner which, shortly after, she had rushed to the bathroom and wrenchingly thrown up, several times.

They had left her alone after that.

And now she was out here.

Kevin was a...

[His hands, gentle on her damaged ankle, as he and Matthew wrapped it up]

was a...

[Another time, fingers on her brow, as she burned up inside with fever]

can't have been...

["John Stuart Mill of his own free will..."]

Kevin was...

[His eyes hollowed with inner worry, hiding secrets he wouldn't share]

[The terrible agony on his face, emerald fluid on her hands]

*Kevin was one of **them.***

———

She didn't hear the thud of boots behind her until their owner was almost upon her. She jumped, giving a shriek.

"Shhh, Mandy, it's me." Matthew's voice. She was hunched up in a semi-fetal position, shaking, hands over her eyes. She convulsed away from his touch. He ignored it and began to gently stroke her hair as though she were a frightened animal. In time, her shakes slowed, and her posture loosened.

"God...if only you'd stayed away." he said, sighing. "But you cared too much... When did that become a sin?"

"W-why?" she choked out.

Matthew sighed again. "At least everybody else is asleep." he croaked. He sounded exhausted. "What a day."

As though an afterthought, he added, "He's going to be all right. He lost a lot of blood, and he's smashed and gashed up pretty good, but he'll recover just fine."

She shuddered. Ulm put an arm around her shoulders, leaving an arm free to stroke her hair.

"Why? God, this is going to be a story."

Amanda's face was on her knees, her shakes almost gone. He continued the gentle, impersonal strokes.

"It was all a front, you know. Only way we could explain why I had to get to him first when he got hurt. Our culture doesn't allow a lot of male/male interest in each other. Not outside that. We're no more homosexual than you're a man."

"But why?" Ulm could detect the multitude of questions in that one word.

"Lots of reasons, sweetie. Lots of them. Not the least being that some of us might kill him first chance they get if they knew what he was." He stopped, then said softly. "But he's on our side. Believe me. I've known him for six years...and he would no more betray us than I would, or Miranda, or Dennis..."

"Then--then how..."

Ulm sighed. "For that, you're going to have to ask him. That's why I'm out here. He wants to talk to you."

She began to shake again, wringing her hands, trying to get off the alien blood that still coated them in her mind. "No!"

"Mandy, he begged me to."

"I'm not going." The thought of confronting Kevin--whatever he was--was completely unthinkable.

Ulm's voice grew firm. "If you don't, I've been given authority to drag you there if I have to. I'm your commanding officer, remember."

"NO!" she repeated again, spitting out the words as the full force of the betrayal hit her. "He lied to me! You lied to me! Why the HELL should I care what you want of me???"

Ulm winced at that statement.

"And don't you think that those lies killed us every day we used them?" he asked, his voice filled with pain.

"No--I can't....Don't make me."

Matthew waited silently, for the inevitable reaction to the veiled threat, the If you try I'll tell... It failed to come.

Make the gamble, Ulm, he thought. If you win, you might have another person who understands... He tossed the dice.

He rose to his feet. "Come on." He started back toward the mall, not looking back. In a few seconds, he heard the thud of boot armor behind him.

All sixes. Not bad, old man.

The infirmirary was a storeroom in back of the TV room, still filled in spots with tape and laserdisc shipments that had never been bought. Although it looked as though it could be chilly winters, fortunately it had not progressed to that point yet. The best part, considering the situation, was that it was fairly soundproof.

Ulm quietly slipped inside, Amanda behind him, and he slowly turned up the light on the halogen lantern by the bed. Even with its golden radiance, the sleeping countenance it illuminated looked dead white and sunken. One of the arms lying on top of the covers was bandaged, and both bore the marks of ugly blackish bruises up to his bare shoulders, relics of his fall.

Amanda looked down, frozen. Somehow, the issue of Kevin's alabaster pallor had never seemed more important than now. Was it just his current condition that made it seem more pronounced, or had it always been like that? With a slipping sense of fear, she realized she could not remember. No wonder he had gotten away with it so long.

And she'd even allowed him to touch her... God...

Matthew bent down by the bed. "Kevin...Kevin, wake up."

It took another urge or so, but at last he prompted a muffled noise from the figure on the bed. Grudgingly, the eyes opened. It took them a second or two to focus.

"Muh-Matthew?" the breathy whisper asked. Ulm nodded.

"Feel like...Shock Trooper...stomped on me," Kevin muttered, his voice coming more strongly. "Where's a morphine when you need one?"

"Kev, I got her with me." The blue eyes popped more widely open, and managed to find the ashen-faced blond girl in her CVR armor.

"Mandy?" he asked.

She nodded, no warmth on her face. "Yes."

A shadow of the pain he'd felt that terrible moment when he knew that she knew brushed his features again. It cleared, leaving the face as carefully neutral as hers.

"Sorry about getting Matt to drag you here," he said. "I guess you'd want to know who...what...I am. And why I'm in here. And all that other garbage."

She nodded.

"Chair over there." He tried to gesture with his head and was transfixed with a spasm of pain. The coldness on Amanda's face was momentarily replaced with worry.

"Kev, you're not in any condition to do this," Ulm insisted. Kevin's eyes met his with an ironic expression.

"Matt, after all the b.s.ing we've done, s' the least I can do. T'hell with the stonewalling." Kevin gritted his teeth and tried to settle himself. Amanda found a chair while wearing a preoccupied look, and sat. "Anyway, I drop dead, one less burden you got to carry."

Amanda's brows furrowed, listening to the exchange.

"Mandy, listen up. Wanted to say this months ago. Should have said this months ago. Any rate, everything back to 2038 is more or less true. Before that--gets..."

"Kevin." Her voice was worn. "What are you? I want to know for sure. No lies. After all--you promised."

He stiffened, evidently fighting himself, then went limp.

He sighed, closing his eyes. After a minute, he began.

"I am Kayagh of the Invid race, Sulagi and prince of the upper rank, and far as I know one of the last evolved to the human form before the Ascension. About one or two days before the final battle, I recall." He swallowed.

"There it is, what you asked for. Unfortunately, you can't pass off my circulatory 'problem' as some hallucination from Malcolm spiking those muffins."

Mandy choked, host to the most bizarre composite of shock, horror, and hilarity. The debate on whether to scream, cry or laugh was causing a deadlock.

Kevin--Kayagh was looking at her with concern. "You all right?" He made a disgusted face. "Of course you aren't. Ha, for obvious reasons."

Mandy slowly recovered. "So why are you--"

"Long story. Has to do with the end of the war, Mandy. And a lot else as well."

Softly, with pauses, he began, remembering himself as he spoke.

The Gosu roared high above the lansdcape, heading east at twice the speed of sound, the light glittering off of the black and dark red trim of its metal exterior, brand new and formed by the Regis in order to protect the chosen ones that used them. It was in a rush; it had been called by the Queen-Mother to the main hive in defense from the invading forces of humans that now joined it in battle.

Its occupant looked out through the canopy, squinting a little and occasionally examining the pale-skinned, five-fingered hands he held up to his face and the black, red, and pale gray dermasuited body they were joined to. He had been transmuted to this form by the Queen-Mother less than a day ago and was still trying to get used to it. The hands, body and hair on his head was unsettling enough, but the color vision was unnerving. No more comforting red haze--the grasslands and woods below him were so--green.

Is that what it was? he wondered. *Color... So this was how the humans saw everything. Was it compensation, in exchange for being born mind-blind?*

Perhaps they had something there.

He rolled over the thought in his mind. Something about its character both disturbed and interested him. Another idea was following on its trail, something about the veracity of challenging the humans for this world... Was it he actually thinking these things?

He?

What was the matter with him? Why was there a sudden resistance to the idea of exterminating these creatures? Was it not his Mother that had stated the necessity for such an action?

And why was he being called to the Refles Point? He was a scientist by his role in the Hive, not one of the warriors, not like Kharoth, Sera, Lihra or Corg--

He shuddered. Only a matter of minutes ago, he had felt the agony through the Hivesong, as human missiles had shattered a Gosu battloid and the strangely irrational, changed hivebrother inside it to atoms. Corg was no more... And Lihra was missing...

He whipped over a human town, and for a second, he could see thorugh his sensors two small humans in the street, with a four-legged furry creature jumping between them. He could actually see the shock and the beginnings of terror on their small faces, so like his own now, before he was past and roaring into the distance.

No, little ones, my quarrel isn't with you. Go in peace... He felt strangely warm toward them. His brows

knitted as he began to realize the full magnitude of what changes were going on within himself.

Great mother, what is happening to me?

Why?

Is it this body? It must be...

Is it something more?

Please help me!

Moisture was trickling off his forehead. *No, nothing the Hive can do will help me--look at what happend to Corg! I don't want to end that way...the humans might be able to understand this madness...*

The humans?

But how will I ask one? They've no reasons to love us...

Because we've killed them! Why are we hurting them? They don't need the Flowers, we do, so why are we trying to displace them? Blazing Tzuptum, why have I never asked this before???

For the first time in his physical existence, he was fighting a terrible war of self-doubt. Outside, the mecha was showing it, pitching and bouncing in the airstream in tune with the struggles of its pilot. It was a good thing that nearly all Terran airpower in the continent was concentrated on the battle over the Invid central hive, for the Gosu would have been easy pickings, its stupendous firepower nonwithstanding. It was, in fact, only a matter of minutes from crashing, for the terror of its pilot--an unknown feeling compounding the mental oscillations he was experiencing--was nearly causing him to cut out the engines.

And then the fear ceased, as he felt his being taken control of by a Will far greater than his own.

In the horizon toward which he headed, a false sun began to blaze.

"You see," Kevin said softly, "the Regis had decided to leave. Bernard's group had gotten through to her exactly what she was doing to humanity, that it was no better than what the Masters had done to her. So, time to tell the Invid to pack up its suitcases..."

An eerie calm suffused his being, as the Motherpresence put aside all doubts and gave him Her direction.

His eyes were fastened on that sunrise, as the first prominences of the Invid hivemind's energy transition began to rise skyward. The voice of the Regis rang through his mind and soul, and through that of every Invid still alive and fighting.

> "Hear me, my children. When we sensed the first faint indications of the Protoculture resources on this planet, we thought that at last, we had found the world for which we have sought for so long. We called together all our people scattered throughout the Galaxy to begin life anew on this planet. We began to rebuild a world that had been destroyed by evil. And we constructed the Genesis Pits, in order to pursue the path of enlightened evolution.
>
> "The Earth is gradually reviving, and will eventually regain its balance, in accordance with the laws of Nature. However, the humans have been influenced too strongly by the shadow of the Robotech Masters, and are intent only on the destruction of their race. It shall not be!" The light reached out for the human cruisers that even now had released the weapons that would doom the planet, consumed them and what they had fired, and began to rise further
>
> "Nor shall the Invid be responsible for perpetuating any more of the misery that has been visited on both it and humanity. It will merely mire us both further in the evil the Robotech Masters have begun, twisting us in their dark image. Follow me, my children. We shall pursue our evolution elsewhere. Another world awaits us, for this one is humanity's to hold!"

By now, the light had become a searing column of radiance, pulling all Invid toward it to join with that transcendent fire, and he along with it. He increased his speed, sucked along helplessly in the current. It felt right to do it, to fall back in the old pattern of obedience. But with the last shreds of his volition, something cried against it.

He certainly could go with the great tide of exodus he was rushing toward, to whatever place the Queen-Mother had designated for them. But what would happen to him once they arrived? Would he resume this terrifying train of thought, only to go Corg's way in the end? Was that what had happened to Lihra? Would he never understand what had happened? Madness would be a pleasant alternative...

And somewhere, far in the back of his mind, he found the emerald fields and forests he had flown over to be unutterably beautiful, even pocked with bombardment craters. He had so wished to find out more of them., and was he going to have that opportunity ripped from him now? What if they didn't have any such thing where the Invid was going?

And he did not know how to eunciate or even admit all of this happening to him. The only thing he understood, coming in a rising scream from his heart as the light became blinding was:

I don't want to go!!!

Something deep inside dug in its heels, refused to move, even as the racial pull tore at him. For the first time, that something, seeded the instant he had taken on the human genetic code, fully came to life.

The blissful relaxation was gone, replaced by a war. He had not had practice exerting his will; he was clumsy, frantic and frightened, and the Gosu cockpit rang with his groans as he fought the drag, giving reluctantly inch by mental inch, as he tasted the sweat running into his mouth.

And then, the pull was gone, and he felt nothing in his mind but silence.

There was a long, screeching boom, a blow, and darkness.

Far above, the Invid Pheonix unfurled its wings and flew.

"It crashed," Kevin said, embarassed. "Don't do that sort of thing in midair."

It was deep into the night, the last-quarter moon shining unmoved onto the great rut of crushed trees and the heap of inert alloys that lay half on its back, all the land behind it devoid of plantlife for a half-mile. The local wildlife had just stopped feeling jumpy about what had happened.

There was a dull thunping noise, and after several minutes the cockpit popped open.

A head protruded from the opening. There was a pained grunt, a couple of failed heaves, and then a figure was sitting on the edge of the opening.

It was--or looked to be--a handsome, dark-haired human male early into his second decade, clad in an alien-looking flightsuit of black, dark red, and silvery gray panels that were bleached in the moonlight.

He also looked like he had seen better days. He swayed a bit, had a nasty black eye, and looked as though he could use a lot of rest and a few compresses to his bruised visage. He licked his lips, made a face, and put a finger up to his mouth. It came away dark. He winced and left off.

Carefully, he slid down, clumsily hit the ground, and passed out.

He woke a few minutes later, moaning, and sat up. Looking around, he could see nothing except the vague outlines of trees. Automatically, he reached out to summon an escort.

Nothing.

He began to panic. What happened?

He remembered, then began to panic further.

Alone... Forever. No minds to echo the Hivesong, alone with a bunch of primitives...

What on Optera had he been thinking?

Before the panic became full-blown, a cold clear thought made its way through.

You made your choice. Now do something about it.

There was a shaky sigh, then he began to look around. It was obvious that his mecha would never fly again. If it had ended up front down, he could have starved to death in there...He fought down that train of thought. He would have to walk. There. He would have to find a human trail or habitation sometime--and then? He would leave that for then. Now was more important.

He achily got to his feet, and looked around. Which way?

The moon was still near the horizon, lending enough radiance that he could see tree silhouettes and make his way in that direction.

That would have to do for now.

Stiffly, Kayagh turned and walked away from his old life and to whatever lay in his future.

"That's basically how I ended up staying behind," the Invid Amanda had known as Kevin O'Shea finished. It was, although he hadn't said so in so many words to her. What he had relived had been for himself only. "Come to think of it, I was one confused bastard." He stopped, and coughed. His tale had taken agreat deal out of him.

Amanda did not say anything for a long time, as she tried to absorb the information.

"So how did you meet Matthew, then?"

Matthew spoke up from where he'd been perched on the bed. "I can take this bit. He's talked himself half

to laryngitis on top of everything else. This was about three days after the Battle of Reflex Point. I'd left right after the battle, since there wasn't much for me to do there. It was actually pretty bloodless on she ground.

"Rolled into some putzy little hamlet on the way home to Springfield and had to take a nap. I didn't want to spend the money or goods on an inn, especially the fleahole they had there, so I dumped my crap by the road and expected to take a wink. I woke up and found my change of clothes was gone. I started looking around and saw some guy, bold as brass, sneaking around with my jacket on and some real funny bulges underneath it. I followed him and ended up seeing him inhaling a pie he'd stolen."

"Hey, I knew I had to wear something else if I knew what was good for me! You think anybody'd think I was Joe Average in what I was wearing?"

"Shut up. So I sneak up behind him, lay a hand on his shoulder, and he goes transatmospheric. Starts choking too, so I had to Heimlich him. I look under my jacket and shirt and sure enough, see a uniform that doesn't look like anything earthly I've ever seen.. I'd met one of the humanoid Invid the Regis had created at the battle site--Marlene I think, she was a redhead--so I had a sneaking suspicion. He was so damn scared he couldn't move. Bruised and starving, too."

"Three days with nothing to eat. No shit, Sherlock."

"So---what did--"

"Only thing I could've." Ulm looked over at Kevin, and smiled. "Paid for the pie, fed him, and got something decent for him to wear. Then I took him home. Everything goes from there more or less like you've heard it."

"I liked the Shakespeare," Kevin whispered wistfully. "Pissed to no end when it got destroyed."

"Rear-line desk job." Mandy said icily. His eyes met hers, looked away in shame.

"That's what I was, basically. I wasn't one of the Malar--the Enforcers--that did the sort of thing like--like--your village... Oh God, Mandy... I was only a scientist... I really can't remember...that life is like a ghost. Kayagh died so long ago he doesn't even smell anymore... " Face tight with pain, he closed his eyes. She looked on, her eyes green ice, the scar on her left cheek white against her flush.

Part of her wanted to hate him, to shriek insults and curses, to run outside and scream at the rest what was among them and to be the first one in the lynch party. The betrayal was overwhelming, and screaming inside of her for release, for vengance. Oh, God, she hated him. She wanted to see him bleed that green blood into the ground like she'd seen Grace's corpse bleed.

But there was a still, small voice inside, that remembered six months of friendship. And somehow, she

knew that love him or hate him, she could not be indifferent to him; she simply cared about him too much.

Oh, damn. She cared what happened. That was the worst part of it all.

And he cared too.

Or he would not have helped her on the rough path of becoming another warrior in the front lines of this war, would not have talked to her while she had wheezed in pain from her illness, would not have said "They loved that land so much they were willing to die for it..." Would not have enabled her to destroy his own race...

Ulm watched helpless from the sidelines, impotent in influencing what would win that inner war and knowing it.

"Ah..." It was half sigh, half sob.

"To hell with it," Amanda said. She reached over, mindful of his wounds.

Kevin gulped, then painfully reached up an arm to put around her back. He then realized what she was doing; the knowledge brought tears to his eyes.

Matthew watched, his shoulders slumped in exhaustion and his own relief.

All sixes. Hot damn.

After a minute, Kevin let go, sniffling. "Shit."

She didn't laugh. "It's all right. Past day's put us all through the wringer." She rubbed her eyes, which wer noticeably blue underneath. "Uh, Kayagh..."

"KEVIN. Same as always."

"Excuse me. Kevin, the Invid came back not all that long afterward. Why didn't you join them again?"

She jumped as he stiffened.

"Do you think I didn't care what happened to Matthew? I may not be human in the strict sense, Mandy, but I'll tell you I'm not that kind of traitor. Big difference between seeing humans as targets and seeing Ernest who likes dogs and tomatoes. And I've really gotten to like Ernest a lot, if you know what I mean.

"And another thing--"

The kind azure eyes went hard and terrible.

"Because she lied."

They left Kevin's room, leaving him to sleep off his pain. Matthew looked down at his watch and started. It was very nearly six. Had it been that long? God, Kevin needed his rest to heal.

Twenty-four hours, he thought. At this time then, we'd been two guys with a bad secret and a girl who'd come along for the ride. Now the equation had been forever changed. For better? For worse? Only time could tell.

"Mandy." She looked up, eyes glazed from exhaustion. "Go and get some sleep. You get the day off--I don't think even Dennis is going to argue you've had it bad yesterday, although," he whispered, "not for the reason he thinks. But basket cases make bad soldiers."

"What about you?" she asked. Bless her.

"I've done on worse than this. Besides, being CO means I do everything everybody else does and then again anyway. I'll live. Get to bed. That's an order."

And so began the inclusion of Amanda into the conspiracy.

Lord Shkud, the Living Computer said silently.

"What?" he snapped out loud, as he paced back and forth within the inner chambers of the hive, mentally ordering the Malar on their tasks. "I'm busy."

Something has happened in the Southeastern sector of your domain on the planet.

"Ah yes, the dead area. What's so exciting about it? Absolutely nothing in that area's ever made Flowers or labor grow there."

The mass of floating protoplasm elsewhere in the hive bobbed gently and paused.

Several lunar cycles ago, you set one of the Gitamma mecha out there to provide extra coverage.

"Yes?

The Living Computer monitoring that area has just reported its destruction.

"WHAT?" Shkud barked. A few of the Malar pivoted to look at him incuriously.

The transmission ceased, but not before the Gitamma managed to convey some images of the agents of its destruction to it. It has spent the intervening time trying to process the images for your consumption.

"I was to have been informed immediately!"

It begs your pardon. It wished you to have all information on the destruction when you were informed.

Shkud grunted, his eyes narrowed balefully.

"Send me the images."

Yes, lord.

Within a couple of seconds, images and perceptions began to flicker behind the Invid lord's mind, coming in a steady flow that stored itself in his memory. It stopped after a minute.

Shkud played the transmissions from the Gitamma back in his mind, looking thoughtful. Three resistance in human armor and small mecha had played a part. He was grudgingly impressed with the strategy they had used and forced himself to admit that the Invid dependence on tracking via protoculture had its faults. It would have to be addressed the next convergence with his fellows. The Inorganics had benefits, but obviously needed improvment.

Something...bothered him about the scenario. The mecha's silent movement should have had the targets eliminated before they even knew what had happened. Might it be possible? Pfah. No, of course not.

Thinking over the fine nuances would have to wait until later on.

"Transmission received. Very well. I want the forces patrolling the area increased and searches conducted within that radius."

Confirmed, the Living Computer answered.

Shkud began to leave the room. "Oh, by the way."

Yes lord?

"That laggard Brain?"

Yes?

"Have it... replaced."

Confirmed.

Satisfied, Shkud left.

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

DANDELIONS

CHAPTER THREE

Interlude

"SHOWERS! HOT showers! Thank you, God, I believe in you again!"

"Hmm, soap that isn't sweat-scented."

"Water water everywhere. I love you, water..."

"Definitely an improvement."

"Improvement? IMPROVEMENT?? My god, Zinnert, how you understate."

"Been a while, huh, Gerald?"

"Stop smiling. Fuck you, Altman."

"Nope, that's Sherry's job. You can stop throwin' the soap at me, Kevin."

"The Invid are barbarians! They don't believe in showers! Shit, what do they do, wallow in that green shit all day? How can they stand it?"

"I love you water, hydrogen hydroxide baby. You're my fave."

"You definitely haven't gotten laid recently. Well, yeah, recent conditions..."

"Nope, just going orgasmic over cleanliness. Burblelblrubble blruubelble."

"Get your face out of the shower head, O'Shea. God, you're weird."

"Took you this long to find that out? I thought it was obvious before. I've worked at it. I haven't anything to lose, what with being a faggot already."

"What???"

"Just stating something already mentioned, Matt. And you're one too."

"Frederick?? Have you--"

"Just stating an established fact, I think. Lieutenant. The weirdnesss, not the other. I'll be in here until the crack of doom, if you don't mind. Send a bar of soap in every so often."

"Sorry, Fred, no can do. We've got a war going on."

"Yes, master. Any time, master."

"Burbleburbleburble burble."

Drip, drip, drip, drip.

"Look at this, man. What's a Sealy Posturepedic?"

"Whatever it is--" a bounce onto the plastic-wrapped package, "Ohhh-- this is to die for."

"And electric lamps. Where's those VCR machines Sherry's been talkin' about?"

"Over in the Hardware section. It's not going to go anywhere, Gwen. Besides, whenever the guys get out, I won't care if they spontaneously disappear."

"Oh, to be clean again..."

"Yeah, and look at what I found."

"What? Oh, god, Sherry. Flourescent pink dye? Are you gonna..."

"YES." A happy squeak of rapture.

"Christ, Sherry, the Invid will see you from ten miles off!"

"Don't swear, Miranda."

"Ah-ha, little Miss Toiletmouth telling me? And it's thirty-four years old! Do you have any idea what it's going to be like now?"

"Extra concentrated?"

"Well, it's her hair. Besides, we can all laugh at her later."

"Mandy, you're cruel."

"But honest." Giggle.

"Not going to be the only color."

"Uh-oh, what is it, you crazy wench?"

"Wench yourself, Miranda."

"Well, what is it?"

"Blue."

"Oh, no no no no no..."

"Why don't we hit a clothing store, girls?"

"You go ahead, Gwen, I'll stay right here. This is my mattress."

"Yeah. And these are our clothes, and the guys' clothes, dryin' on some cord we found. And those are our Cyclones..."

"Sarcasm isn't you, Gwen."

"Wake up, Mandy, I think the guys are done."

"I wasn't sleeping anyway."

"Look at what we found."

"Yes! Mattresses that aren't cut off in the middle. Where?"

"Ooof--over in that one department store. The JCPenney's. Those were the demonstration mattresses, stupid."

"Excuuuse me."

"We found the storage area. Not too roachy, all things considered."

"Now where did El Lieutenante say we were shackin' up?"

"Bottom floor. In the one store, next to the video and LD store. I think Sherry's turning Suncoast Pictures into our TV room. I saw her with the pallet, leaving the store same time we were. Huge-ass TV. What the hell is she intending on watching on it?"

"Knowing Sherry, I don't think I want to know. This is a woman who has Scouts for breakfast and then decides to curl up with a King novel. Speaking of which, that Waldenbooks up on the upper level..."

"Miranda went in there at nine. Hasn't come out since. Zinnert's thinkin' of organizing a search party."

"Aw, let her have her fun. You know, she used to be an English doctoral canididate."

"Anyway--really? Not bad. Where?"

"Some university out east. In Pennsylvania. Yeah?"

"Is there gonna be something where we girls can sleep and you guys can sleep elsewhere? Ain't gonna let any of you guys see my underthingies... "

"Oh yeah, but Kevin's got a free pass, doesn't he?"

"SHUT UP."

"Hmmm, I wonder what you were doing in that Victoria's Secret place."

"I am not listenin' to this." Aggrieved bootfalls faded.

"Hmm, you seem to have pissed her off over to the showers."

"Well, it's not like she's going to get into his pants anyway, no matter what she thinks. Have you ever seen O'Shea without Matt?" There was a thoughtful pause.

"Nope. And Ulm always insists on being the first to see to him when he gets banged up. Definitely queer, those two."

"Yeah. Help me get these damn mattresses downstairs. We still need to get three more."

A week later

Things had become more organized. Two stores, one on either side of a discarded video store, had become host to the respective male and female halves of the Elms. The racks and other paraphenelia that had formerly inhabited them had been moved out into the main corridor, and in some cases, were now being worn by the resistance. Considering the vast glut of still-usable products inside the old shopping center, it was decided that some of it would be used for barter with other resistance factions and towns in order to get food, ammunition and protoculture. The lighting and security systems had at last been found somewhere in the bowels of the place, and light, for the first time in three decades, illuminated their segment of the territory.

A population of cats had been found to be haunting the distant corners of the building, which most likely accounted for the lack of rodent damage to the goods. At first, Amanda assumed that they had been escapees from a pet store within the confines, but search had uncovered nothing of the sort. After Ulm had gently pointed out the fate of any animals caged and abandoned here, Amanda was just as glad there were not. The felines had apparently come from outside, looking for prey. They were wild, but Amanda had covertly seen Gerald and even Dennis set out food for them. She added her contributions as well.

They had become the most comfortably-equipped they had been since the war had started/re-started, and in some cases for the first time in their lives. Dennis seriously considered going on a barter trip to either nearby Danville or Terre Haute, two towns that had managed to survive the Robotech Wars somewhat intact and which were reputed to have caches of protoculture and ammunition. Miranda offered to go along. Amanda was privately unhappy at the thought of temporarily losing one of her closest confidantes, but made no mention. Kevin, though, seemed affected by it as well, if only exhibiting it by redoubling his snatch-and-infuriate attacks on the elder Altman.

Shiroikiku at last managed to hook up power and a video and laser player to an enormous television she had pilfered. She'd gathered together a stock of old movies she judged were "absolutely must-sees, got me?" and was planning to subject her teammates to an entire day of it--at least.

Ulm gave his blessing. This set off another conflict between him and Zinnert. Zinnert pointed out it was not millitarily correct. Ulm pointed out what the team had been through in the past month had not been millitarily correct. Zinnert said that it left them open to the Invid. Ulm said the Invid would find them when they were good and ready at any rate. Zinnert said they had better things to which to dedicate their energy. Ulm scowled and agreed, and then pointed out that Zinnert and Miranda were to leave very shortly, the others had some sick teamates to find again, the Elms had been through some very trying times recently, and Shiroikiku's improvisational film-fest might recover their battered morale. All of those things were quite energetic. Death and fighting could always wait.

Zinnert threw one last salvo regarding his ten years of experience in the REF and the Sentinel War and how the Admirals Hunter would have never allowed something so anti-regulations to be done. Ulm's soft hazel eyes went agate and he pointed out that if Zinnert hadn't noticed, this wasn't exactly the REF anymore, regulations had died about two years ago regarding the Invid War, and furthermore Ulm would very much like to meet the Hunters and discuss their cinematic tastes with them.

It was in fact the first time the two co-leaders had actually come to something like blows in Mandy's memory. As she watched the exchange, she raised her eyes and suddenly encountered Kevin's ironic blue stare. He rolled his eyes to the heaven and left the two to patch things up.

The filmfest went through.

"Check me out!" Miranda declared, strutting into the room. Gerald looked up and whistled raucously.

"Looking hot, babe! Arrooo." She smacked him. She actually was quite striking in a dark purple sweater (Bergner's) stirrup pants (the Gap), and a blazing collection of brass beads studding her redone cornrows. The heavy military field boots rather detracted from the rest.

"Where'd you get the couch, lumphead?"

"Penney's. Carrying it down the elevator was a bitch. But here it is."

"So I see. Where's--Oh, there's Amanda." He nodded and smiled at the newcomer, the past few months having eroded some of the distrust and reserve. She answered it. "Nice civvies. They look good."

"Thank you. I hoped they would." She looked down at loose khaki slacks, thick wool socks and beige suede boots. On top she had a spring-green sweater over a coral blouse and quite a lot of costume jewelry. Malcolm had also contributed a trim and french braid . "Guess we're dressing up for it."

"And why not? It is a party of some kind."

Miranda snorted lustily. "Plus I was really gettin' to hate those damned coveralls. Whichever Reefer designed them went into the Gunny Sack school of fashion, I swear."

"Yeah, I'll agree, 'Randa. Only good thing about 'em is that you can rip 'em on for an attack. Don't mind telling you what things vomit olive does for me." Gerald rolled his eyes.

"Well, yeah, does make you look washed out."

"I don't believe this," Mandy grumped. "The muscles of the Elms, and he's worried about color coordination?"

"Twerp, just because I have muscles doesn't mean I don't have a fashion sense." He yanked at his sweater haughtily. Not much could be found to fit him even here, but dilligent effort had turned up a few things.

"Shut up, Gerald."

"YEEEEEEEHAAAWWWW!" Gerald ducked as a screaming red, green and black blur dove out of nowhere and ricocheted off the couch.

"Kevin, you twinky son of a bitch!" Gerald roared. The two women, astonished, poked their heads up and got a impression of a body imploded into several of the beanbags also accquired for the day. Indistinct, mocking barking sounds could be heard emitting from the locale. Gerald settled back into his couch, steaming. Mandy had to bite down on an eruption of giggles.

In a huff of offended dignity, the Elms equipment manager turned back to Amanda. "See you finally got the stitches out."

She nodded, touched her face. "Yeah."

He examined her face a little more closely. "Hmm, not a bad job of healing at all. No puckering. Main problem with the big one is that it's a distinct straight trench in your cheek and they all tend to be a bit on the white side." One big finger traced a two-and-a-half inch healed slash in her cheek.

'It's not gonna go away, is it?"

Gerald shook his head. "I think you're stuck with it, unless you can get some fancy REF cosmetic surgery." Her shoulders sagged. "I've got plenty of my own to prove it. But hey, yours was a neat mess. It healed neatly. Gives you character, and you're still pretty even with it. Malcolm did a terrific job in the circumstances."

Kevin examined it too, ignoring Gerald's suspicious movement away from him. "He's right. Accept it, okay?"

She reluctantly complied.

"YOU look like Christmas," Miranda snorted.

The younger man grinned and bowed, showing off his red-shirted, green-jacketed finery to full advantage. "I try hard."

"What's with that stupid green bandanna around your head?"

"I'm going Japanese. Sherry explained it all to me. I'm gonna be the Cyclone Samurai. She started yammering something about Planet Ten and then I decided to get the hell out of there."

"Yep sounds like her. How Malcolm stands her is beyond me. I take this goes in with your Zen fetish?"

"Yup, and my kendo fetish, and my rice fetish. Nothing like whacking the crap out of each other with bamboo and then sitting down to dinner."

Gerald snorted, sinking into the couch.

"How Matt puts up with you is beyond me."

"He's a masochist. A very tolerant one."

"I've gotta be with your stealing other people's well-deserved food, like a certain lunch yesterday." O'Shea grinned ingenously at Miranda's glare.

Amanda, smiling at the verbal feud, perked up. "Hey guys, I can hear the others coming."

"About time, too," Kevin said. "Let's go see what this stuff is all about."

"That...Wow."

"Yeah, cool, ain't it?" Shiroikiku said proudly. "My favorite."

"Uh, what's the deal with the little gray bunny turning into...uhm..."

"Oh. Well, makes a cute ship, no?"

"But I mean, the mass conservation..."

"Hey, it's anime."

"Uh, well, the girl is a bit of a, um, babe I guess... Wouldn't want to be the guy, though. She seems pretty pissed about something."

"Okay, now explain why the guy turns into a girl when he..."

"It's a curse. See."

"Now it's cold water. He, uh, whatever, turns back when she gets hot water."

"Yep."

"So what if she gets into lukewarm water? She become a hemaphrodite?"

"Better yet, what if he, er, she gets pregnant?"

"Oh, for Kwannon's sake, dincha ever hear of suspension of disbelief?"

"Why is this funny?"

"Hee hee. I don't know. It just is."

"Pleased to meet you, Bruce."

"You too, Bruce."

"Ex-parrot, anyone?"

"Not at all a well cat, to come back from the trip and find a dead cat would be so--anticlimatic."

"Yes, yes."

"Oh, god, don't get me started," strained giggles, "on the huge," titter "soiled," tee hee, "BUDGIES!" Apoleptic laughter.

"He's going to piss his pants, he is."

"Those blonde and brunettes between 16 and 19 and a half can spank me anytime."

"Pervert."

"Oh, yuck, I'm not going to sit next to you."

"Hey, you come here."

"No."

"Hmm, anyone know about the flight speed of an African versus a European Cyclone?"

"Nope. Coconuts were good."

"Could it carry a coconut?"

"Help, I'm being repressed! Maybe we ought to start yelling that next fight."

"Yep."

"Any idea on whether the Regis was a hamster and the Regent smelt of elderberries?"

"You seem like a decent fellow, I'd hate to kill you??"

"Sure. Zentraedi turned out to be okay, didn't they? Even the Robotech Masters people, even though you can never really tell what gender they are."

"I resemble that statement."

"You would. You're not a clone."

"They'd resent it."

"Shut up. I'm watching the fight. You keeled my father, prepare to die."

"S'all right. I like those shrieking eels."

"What's with all this political analysis anyway? We're guerrillas, not Marx."

"Shut UP! I'm watching the fight! That's an order!"

"Ooo, testy, Lieutenant."

"You betcha, Rutherford."

"Aux armes, citoyens--"

"Oh, that. I think it follows with something like the enemy hiding in the underbrush and snorting and grunting or something."

"How would you know that, Kevin?"

"I speak pretty good French. Sort of like the literal translation."

"Will you shut up??? This is a classic we're watching!"

Some time later brought on some fascinated observation.

"Wow, is he doing what I think he's doing?"

"I think he's doing what you think he's doing."

"Aww, Gerald's crying."

Sniffle. "Shut up, Malcolm, or I'll kick your teeth in." More sentimental noises came from the mass on the couch. "It's so damned sad. Rick's still in love with the girl, but he can't let her husband get caught and so now he's..." Sniff. "God, I loved this movie. We used to play all the old ones at home all the time. Nothing like an old black-and-white."

"Bogey, that was the dude. Knew you'd like it."

They staggered out in the late night into the mall corridor, much later.

"That...that was really bad for my mind." Miranda blinked glazed eyes at the tiles.

"Yeah, great, wasn't it?" Sherry said cheerfully.

"Uh, Kevin's still in there. I think he's trying to replay the British comedy tapes." Malcolm nudged his lover in her shoulder.

"Really? Ah, let him. Which ones?"

"I think the one with the penguin."

"Let him."

"What, you mean you want him ever weirder than already?"

"Weird is good. I like him weird. I like everyone weird. If we were all weird, the Invid could never figure us out."

"It's two a.m. If he wants to be exhausted for hunting detail tomorrow, that's his business. I'm going to bed." Gerald stomped past them to the men's side.

"Has Dennis been on security watch all this time?"

"Yeah, I think so. He's been sulking. Gave him something to do besides whine about our unprofessionalism."

"Oh, well," Miranda yawned. "Hey, Gwen, let's go to bed."

Rutherford, bedecked in a black sweater that showed off her cleavage and heightened her flaming hair, sighed and followed them into the curtained entrance of the women's half.

"Uh, Kev, you want that button." Matthew yawned deeply and covered his mouth.

O'Shea's eyes widened. "So that's the play button. Thanks."

One month later, late April 2045

And these are the days when our work has come asunder And these are the days when we look for something other

U2, "Lemon"

First Lieutenant Matthew Ulm looked down at the message on the transported glass cafe table, the all too-familiar sour taste of fear in his throat. He sighed.

Second Lieutenant Dennis Zinnert regarded him steadily over the surface. "Let me guess."

Ulm nodded. "Invid got a town near Danville. Only reason we know it is that the resistance came in and found the place stripped of all human life. More, three other towns nearby had the same thing happen to them. One anti-Invid town was levelled. The rest in the area are running to the millitary, hoping they're going to protect them. Only thing it's doing is making it easier for the Invid to find resistance."

"Guilty party is either that damn great big stilt hive thirty miles east of Hannibal or that dome near Lafayette. Invid takeovers have been in a pretty rough radius from those spots."

Ulm nodded and took in another breath. "I take it you knew Major Catharine Howell."

Dennis nodded. "She was one of the Icarus team that managed to suvive the LaGrange Massacre. I got the new Cyclones from her. Good leader."

"She was killed two weeks ago." Dennis dropped his sassafras tea, the liquid sloshing out of the mug onto the surface of the table.

"God. What..."

Matthew sighed. "Looks like her group was caught by the Invid. Her Legioss was dismembered and crushed. What was left wasn't...recognizable."

Dennis went white. "You know what that means."

"Oh yes. I heard about the Viper's Nest as well as you. Somebody important in the enemy ranks really didn't like Major Howell. At least the rest were only just killed. Howell was tortured."

Dennis rubbed his forehead.

"At least we've managed to keep low since Quincy was wiped. Nobody seems to know we're still around. We haven't seen any major action or attacks since then. Once we begin anti-Invid operations again, that's going to change."

"You're right, though, Dennis. We can't hide forever. The old Niemoller saying."

"'And then they came for me, and there was no one left to speak out.'" Zinnert quoted. "We need to get back up to strength, though. Even with our seven former invalids and a couple new guys we're only a little over half our old manpower. I've seen them practicing though, getting back their skills. God, I wish we had a combat simulator."

"Sorry, us hicks lack a few necessities." Dennis scowled. Matthew's bearded face grinned. "So damn much fun making fun of you it hurts sometimes."

"I can imagine," Dennis drawled, annoyed.

Matt sobered. "Because there's not much left on the planet that's fun anymore."

A muffled rumble increased in volume over their heads. Both officers startled, then shrugged. The rumble became a boom, a screech and a sudden silence, broken by shouts and swearing.

"Must be Pierson's turn at Cyclone training." Dennis sighed. "Not the most gifted mecha pilot under the sun, for certain. Good markswoman though." Matthew nodded. "That lover of yours seems to have done a fair job of that at least."

"She's only had the ability to try the conversion process for a couple weeks. This," Ulm tapped the missive, covertly handed to him on a supply trip to neutral Rantoul by a contact, "is the first news we've gotten since you returned. A comset would've been nice."

"On my list."

"Do it. Yesterday, if you can. We need one."

Dennis nodded.

The engines on the upper level roared again, with similar cacophonic results. Ulm winced.

"I don't know about you, but that noise is beginning to give me a migraine. Let's get outside."

Dennis rose from his seat. "Best idea I've heard yet."

"Doubt the Invid have found any reason to go around here recently. Good reason to go fishing anyway."

Dennis made a face, as he wandered toward the garage exit. "Radioactive fish. Nice."

"No, crater's clean, so's the fish. Toximetered it. It's edible, and a damn good excuse for goofing off. I do wonder about Invid activity. No such animal here in this area. Don't know if that's a good or bad sign for us."

"Let's not get ridiculous. No Flowers," Dennis snorted. "No resistance activity. No detectable Protoculture activity. No population to enslave. Let's get the hell outside."

iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii......

*vhki-**kiv!hki vthgu* ee-iiiiiiiiii * ki!ki!chqu' iiiiiiiiiiii kvth* iwqu- h*kiiiiiiiiiiiiii....*vhki-**kiv!h...*

The litany trilled through her mind as the Iigiai and Torab to either side of her bounced response to response to response, a constant survey of the Earthen terrain they went over, quick as sound. It could be described as language only by the most extreme definition. It conveyed primitive impressions and decisions from one to the other neurons of the Hive, and as for the rest, it did not even touch the ears. Only the Malorosm and above were capable of the full range of expression. The rest did not need it. The Hive was one, and knew all a neuron knew.

Or had been, Oryo'i thought to herself, for once certain there was no secret observer of her thoughts. In the background of her mind, the high, monotone trill of the iigaari continued, countered by the slightly deeper protoconcepts of the gurab'pa. Of the entire seven Iigiai and four Torab, only she was able to observe as well as be part of the Hivesong.

Below her lay flyspecks of human dwellings, which she passed over in a instant. She knew the town already: she had been part of the division that had monitored the redirection of the humans within to a opredti farm. Shkud, for once, had been pleased with the results.

Two lunar cycles, she thought. She had been working that long to renew her image in Shkud's eyes, trying to escape this benighted, filthy world and its even more benighted, filthy populace with its occasional injections of T'sentrati and Tiresian foulness. From the time she had dropped from the Orbital Hive to the planetary surface and her new station, she had hated every nanosecond.

Ah, hate. Now that was an interesting if unpleasant feeling. Perhaps if she got the chance she ought to discuss it with her cohorts Miragai and Iagur, the other Sulagi in her hive. They did not seem to be seeking her company, however. Perhaps Shkud had given them directions on her demotion via the Brain.

Clouds swirled around the dark-gray and vermillion Gamun, and for the slightest time her front viewport was sheathed in opaque white. It then dropped away as Oryo'i and her command burst out of it, trailing wisps behind them.

Far below, the land unscrolled. She scanned over it visually, noting the raw new green tint to the foliage that had erupted over the past half-lunar cycle. In the distance, to her right, a small round lake lay, reflecting the sun like a silvery optic.

Her pale brows suddenly crimped. *What was that?* Deferentially, she allowed the alien hail to her to enter her mind.

Hail, she murmured.

Greetings, Oryo'i. It wasn't Shkud, for certain. She ignored the thought and concentrated on her visitor. It was smooth and controlled as metal; that alone told her it wasn't her superior.

And to you, Kulagi Asaav. What do you wish?

To speak with you.

Oryo'i was surprised. A Kulagi ordinarily did not show an interest in a Sulagi not under his or her command. *For what, my lady?*

I wish to tell you that not all of my bretheren agree with Shkud's verdict. You made a mistake but it was a mistake with good intentions as regarding the Hive. Furthermore, my brother tends to...be presumptuous. I see devolving or demoting a subordinate with your particular talents to be unecessarily wasteful.

I was demoted, Lady Asaav. With good reason, your pardon.

Perhaps. Perhaps not. I wish to negotiate your return to your former station.

Oryo'i was so surprised by this sudden proposal that the Gamun rocked a bit, prompting a brief change in the Hivesong around her. *What? Your pardon.*

This has gone on long enough. You have learned a lesson, if lesson it was, Sulagi. The appropiate thing now is to resume your status. However, if I do negoitiate your return to the Orbital Hives, I wish an exchange.

Yes?

You will, of course, deem it appropiate to do something that I want. I will see about your transfer as soon as I can. Please consider. Farewell.

The connection was broken, leaving Oryo'i to return to her hive bemused.

iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii.....

"Oh, shit, Invid! Stop everything!" Fred's voice boomed out of the newly functioning intercom, nearly scaring them out of their wits. Amanda screamed to a stop, leaving a smoking trail of rubber down the mall tiles. Gerald ran over and helped her switch the protoculture radiation off. They crouched down for several minutes of deathly quiet eternity, Gerald swearing in something that wasn't English. Back where Mandy's run had started, Kevin was down on the ground, his eyes closed in tension.

Finally, Fred said, "They passed overhead. It's all right, Gwen says. The bugs were in high-altitude and apparently on their way somewhere else. Too far away to detect anything." Gerald sagged in relief and got back up.

"God, I hate it when that happens." He rummaged around in the thigh pocket of his coveralls, his off-color hair glinting in the muggy light coming through the skylights. "Hope I didn't break it."

Amanda got for the briefest second a glimpse of something gold. "What the heck was that you were saying?"

"Good ol' Zentraedi, Zentran dialect. What it was you don't want to know. Learned it from someone I knew. Real bathroom mouth, but a great guy."

Kevin shakily got up. "Almost messed my pants when Fred started yelling like that. Worse than when Mandy tries to change modes."

Mandy gave him a raspberry, and the tension was broken.

And you don't know if it's fear or desire Danger the drug that takes you higher

U2, "So Cruel"

Kevin wandered back towards the showers, intent on cleaning up and getting ready for dinner. Trying to teach Amanda how to change modes was an exhausting job, and having that patrol pass overhead had not helped his mental stamina. Amanda seemed to think the Cyclone was out to eat her when the process started. She always forgot to stand up, which made for a pretty mess when the thing got snagged in between modes--not to mention all the bruises she accumulated.

Weariness aside, he kept an eye out, and his posture distinctly evolved a slink. Maybe he would be lucky.

He wasn't.

"Oh, hello, Kevin," Gwen said casually. There was the ever so slight suggestion of a purr to her voice. It reminded Kevin of the local cats when they had something to eat. "Nice to see you."

"Hi Gwen." He continued past her, looking for the shower door. He twitched when he felt the pressure of her hand on his shoulder. It seemed to burn all the way to the skin.

"Scary bit, wasn't it, hon?" she whispered.

"Uh...Yeah," he managed, trying not to let his breathing go too fast. He wanted out. Last time, she'd gotten far with him, way too far. How he'd managed to get out before--He wasn't supposed to be like that, he wasn't... But the sweat was already beginning to trickle down his back. So was her hand.

He whirled to push her away and actually found her up against him, which was triggering an entirely alarming and compelling set of instincts in his flesh.

"D--don't y-you k-know when to leave...me...alone?" He gulped, losing the fight with his breath and his rampaging heart. His will was beginning to go too.

"Why, Kevin?" The huge amber eyes gazed into the blue. "You can't really be gay, can you?" Her lips, five inches from his, parted and moved upward.

He stared at them, maddened. With a surge, he shoved her violently away and rear-first onto the floor, and dashed into the shower room. His body slammed against the other side, barricading it.

Gwen panted on the floor, wiping sweaty red hair out of her face, miserable. So much for trying, she thought. But the way he'd reacted, Gwen had seen before, usually in more successful and pleasurable scenarios.

"Maybe he's bi or something," she muttered. "Why hasn't he told his boyfriend yet, if he wants me gone?"

Limping, she got up, deciding that her infatuation aside it might be good to leave off. As she knew intimately well, jilted lovers in positions of power were a Bad Thing to cross. One of these days Kevin would spill the beans, and she'd be an ex-Elm pretty damn quick. No matter her shooting skills.

Her fist slammed down on her thigh. But she had been so danged close! Tears of frustration beaded in her eyes as she left.

Back behind the door, Kevin crouched on the floor, one shaking hand before his own.

The next day, Mandy wearily unhelmeted. It had been a long day. First, she had drawn PK detail and had to help Malcolm take care of breakfast for the increasing population of the mall, then she had spent another two hours doing target practice with a UV-light practice H-90, then after some of the newcomers were done, had spent a few more hours roaring up and down the mall corridors, trying to learn how to cleanly switch modes on her Forager. Nonetheless, her soul was singing with triumph.

I did it! I DID it!

She remembered what it'd been like; how at long last she'd not panicked and managed to stand just as the Cyclone suddenly rocketed upward toward the ceiling and as the front farings had whipped up and connected with her CVR chest plating. She had almost wet her pants when she felt the shift in weight as the wheels and seat had locked into position on her back almost instantaneously. Before Amanda had hit the ground, she had gone from riding a motorcycle to wearing one.

The sensation was like being painlessly eaten alive by a metal origami--origami something-or-other, anyway. She couldn't decide which of Shiroikiku's collection suited.

Gerald had made her do it several more times after that. And she had. Successfully. Within an hour she was doing some low-grade hovering and flying within the center court of the mall. He had sucked on his lip, shook his shaggy head, and smiled a bit bemusedly.

"I don't believe it, but you seem to've gotten the knack. Guess it all decided to fall in place at once."

She laughed in delight, hovering ten feet above his head.

"Come down now and get out of that thing. You might attract the Invid if you go for much longer."

I have got to tell Matthew about this! She half-ran down to the women's room, disarmoring and unzipping the suit to reveal her sweat-soaked coveralls on the way.

Shiroikiku had just gotten off security duty and was lounging on her bed, wading through the pages of a Glenn Cook paperback. She looked up as Amanda entered; the contrast between her scalding blue-and-pink hairdye and the dead black of the spread she had found was a thing to behold.

"Sherry, where's Matt? I've just managed to shift modes. I need to tell him I wasn't a total loss."

Sherry grinned and gave her a thumbs up. "We'll make a good little soldier out of you one of these days. I think he's out fishing at the hole in the ground."

"The crater? Okay. You think it's safe enough to go after him?" She began shuffling through a chest of drawers for her clothing.

"Should be if he went down there, the Invid scare yesterday regardless. His intuition's pretty good on this sort of thing, no matter what El Anallo thinks." She winked. "Be back by dogfood time."

Mandy was already out of her dirty coverall and into a clean one, and was transferring various precious objects to the numerous pockets on it. "Gotcha. I want to actually get outside." Sherry grinned and watched her

"I know. It's gorgeous." Amanda groaned in a-don't-remind-me tone and was out the doorway. Sherry noticed in passing how even the filthy coverall was folded neatly and placed on a chair, and the millitary neatness of Mandy's green-and-yellow bedspread. She found it amusing. During her short tenure with the Robotech Expeditionary Force Jupiter Group, Sherry had been continually upbraided for living conditions that had looked at best like something a Karbarran might have liked--that is, if the Karbarran had acted as beastial as he had looked. At worst, Shiroikiku Evelyn Doi's quarters were nothing short of catastrophic.

A couple of minutes later, Malcolm poked his head inside. "Hey babe." She batted her eyes coyly at him. "Didn't I see Hell's Daffodil just run for the hills?"

"Yep. She went to see the Lieutenant." Malcolm sucked in a breath.

"Uh-oh."

"What?"

"O'Shea went after him too." Sherry sucked on her lips as the implications became clear.

"Oopsie. You think they might be doing a little tete-a-tete?" Malcolm shrugged.

"Maybe, maybe not. She might be in for a shock, though."

"Well, it's not like it's not anything unlike what she knows we've been doing." She winked and wriggled against the covers provocatively. Malcolm wolf-whistled, then tutted.

"No no no, Dinner's cooking, no distracting the chef."

"Damn!"

"Maybe tonight."

"Certainly hope they're not up to anything. She's not that openminded."

Mandy wheeled her Cyclone through the phantasmagoria of spring vegetation mixed with building shells, a huge grin on her face as she sniffed the air. She tilted her head as she heard birdsong and recognized it. Dolza's devastation and the wars nonwithstanding, the common robin seemed indestructible.

Her smile faded and she touched the scar on her cheek and felt the wobbliness in one ankle. So had her

home, her baby sister, her father. The feeling had been in the town of her birth that if they were inoffensive enough, the Invid would ignore them. Although the Invid had arrived for the first time when she was eight, for most of her life they had been distant monsters, the stuff of bedtime nightmares. It had all changed that horrible day last November. Now the fact that this time last year they had begun to tear up the garden to prepare for planting was as dead as her former life.

She sighed and looked up, green eyes blinking, The spring cerulean sky of afternoon, still beautiful, was now poignantly sad.

Up ahead was Ulm's favorite fishing spot, and through the newly leaved shrubbery of the margin she could see the metallic glint of water. She hadn't thought a body of water that new could contain life, but Ulm said it was surprising what waterfowl brought in on their feet, especially over thirty-four years.

She could also hear soft voices. She was upon them before she realized who they were. At that same time, her CVR boot smacked against a hidden piece of rubble.

The conversers whirled or sat up, eyes wide, then relaxed.

"Hey, there," Matthew said. "Come join the party."

"I was going to ask that," she said sheepishly. She made her way through the last glassy ruins and into the clearing. "Is it safe?"

"Er, what do you--" Matthew began, then began to chuckle as the pink tint washed up her cheeks. "No, nothing of the sort is going on, I assure you."

Kevin, lying on the ruins of a wall, looked up, smiled and waved.

Matthew was seated Indian-fashion next to a young maple, attention on his fishing rod, and he was in a prime position to see the young woman walk into their spot.

And that was what she was, he realized with a bit of surprise. Looking at the stride, the posture, the gaze, and the face, it was obvious she'd matured over the past few months. He had found a frightened girl. Perhaps he'd only found the last dying shreds of a child that had been torn apart by the massacre and that had run, mortally wounded. Or perhaps her experience with the Elms had altered her, but she had crossed that breath-thin, indefinable line that had separated child from adult.

Now, he thought, *I've got to see that the young woman can make it through this war.*

Out loud, he said, "Have a seat."

"Sure." She propped her mecha and sat down on the wall, looking out over the lake.

"Sun," Kevin sighed. "God I missed it. I need a tan. I'm so pale I look damn near dead." Mandy nodded.

"I just get more freckles. It's disgusting."

"It's cute," Matthew said.

"No it isn't." Matthew rolled his eyes and grinned, his russet hair standing up in spikes thanks to the breeze, except for the bald spot on top.

"Hey, you know what?" Mandy suddenly said. "I finally changed modes without splattering myself all over the Bergner's storefront. That's what I came out here for, actually. I thought you guys needed to know the time wasn't wasted on me."

"I'll get the champagne."

"Matt, you yourself said that after three decades it was going to taste like cat--"

"Figuratively, Kev. Congraulations, Mandy. If you keep up, you'll probably in the front line with the rest in August. Whether that's a reward is up to debate."

"Maybe sooner. I've got the bit on flying."

"Quick. But as Kevin will tell you and as you probably found out at Quincy, practice isn't exactly like the real thing. You have room for error in practice, but in battle one decision can mean the difference between being alive and being a corpse. Believe it or not, I've got an interest in keeping you and the others alive."

"Yeah. I know, Matt. Thanks." She sat a while, braiding the hair out of her face, feeling the breeze from over the lake lift the rest into a sunny mess. For all that it had been conceived in horror, fire, and disaster, it was a somber, peacefully quiet place, and with two people she trusted the feeling was amplified. A thought hit her. "Matthew--uh, Lieutenant Ulm?"

"Hmm?"

"Why--why do you run the Elms ah, well, why don't you--"

"Turn the place into a little Gestapo gang the way all good millitary outposts should be?" he asked wryly. She was embarassed, but he looked thoughtful and after a second said, "You know, that's a very good question. Why do I?...

"I suppose a lot of it has to do with my experiences in the Southern Cross, to be frank." He tried to smooth down his hair with little success. "That army was so hierarchical, and so corrupt, it virtually had the seeds of its own destruction in it. I was a Valk flier, and I saw far too much of the crap that went down there. Between Leonard needlessly sacrificing troops to satisfy his hate for aliens, the personal agendas each segment of the army had out for other segments, the bureaucracy, and the total inflexibility of the command structure--well, small wonder there wasn't anything left after the Masters. We couldn't have thrown spitballs against the Invid to save our lives." He sighed. "The only leader in the lot worth anything was Emerson. If he'd survived, who knows?..."

"Dennis said something like this can't work."

"Dennis is full of it," Kevin snapped.

"Easy, she's asking a legit question. And never mind Lieutenant Zinnert, he simply comes from a different school of belief and thought than I do. In his own mind, he thinks he's doing things correctly.

"But the bit about the running things... Actually, it can and had worked. The German Bundeswehr--the People's Army--of the late twentieth century granted quite a lot of personal initative to soldiers in an effort to avoid the kind of mistakes they made with the Nazis earlier. And they did it effectively. So it isn't impossible to do. And that's why I'm still here. I supose I could've rejoined the REF and the Icarus mission, but I see too much of exactly the same thing there, and all the weaknesses they have. I think our way has a better chance against the occupying forces."

Matthew often made references that her limited education had not prepared her for, but she knew full well her limits and managed to get the gist.

"So it can work, you mean?"

"That's what I said. I personally believe that if you respect the intelligence of your suobordinates--they can help you in ways a hierarchical command structure won't let its soldiers help. Plus, they'll respect you the more for it. And frankly, none of you are stupid."

"Speak for youself," she sighed. "I feel stupid, most of the time."

"You ain't," Kevin murmured, his heavy field boots hanging over the end of the wall. "Trust me on that. Just because you never got past the sixth grade's got nothing to do with not having any brains to work with. And you've got lots. Heck, you could ask Miranda and she'd probably be glad to teach you."

"You know," Ulm said, "that sounds like a pretty good idea...." He slowly reeled the line back in and prepared for another cast.

Mandy looked down the wall towards Kevin's end. Her forehead crimped. "Kevin, are you all right?"

"Wha--? Sure I am. Why do you ask?"

Amanda was visually getting a different story. Something was drastically changed with his attitude. He did not at all look or act well, and the usual irrepressible demeanor was gone.

"Look, are you sure? You look awful. How much sleep did you get last night, and were you buried and dug up somewhere in there?"

"Mandy, I'm fine."

Amanda sighed, reached over, and patted what portion of his head she could reach. "I'm just worried about you, Kevin. You don't look so good. Besides, it's been half a year and I've never seen you like this before." Kevin shrugged as much as he could lying down.

"It's personal problems, Mandy," Ulm quietly told her. "Nothing that can't be taken care of on his own. He's just going through a rough spot."

"Ah," Mandy said quietly. "Sorry."

"It's all right," Kevin said.

"Can I ask what?" He shook his head. The light shattered off the lakewater and glistened off his black hair.

"It's kind of private. The only person that really needs to know is Matthew."

"Oh--" she started, putting two and two together. "I can leave--"

"Oh, sit down. You're not interrupting anything that can't be later resumed. Besides, we like you."

Mandy sighed in relief. For a long while, nothing was said, as the sun slipped towards their backs and the light gradually grew yellower. She inspected the newly sprouting plants by her armored feet .

"Heyyy, look at that."

Kevin's head popped up. "Look at what?"

"Oh, just the first dandelions I've seen this year. You don't need to get up. I just kind of like them."

Kevin's head had dropped back down but he rotated it towards the direction she was facing. "Huh, you're

right. There's a few little yellow flowers there."

"Dad always used to say they were weeds. But I liked them anyway." Her voice grew dreamy. "They looked so pretty on spring mornings, and when they went white I always liked blowing them around as a little kid."

Ulm made a grunt. "Who didn't?" He concentrated on his line. A couple of ducks whirred overhead, quacking noisily.

"My elementary school had a bunch of old books, printed in the '80s or '90s, and I read how dandelion roots could go down twenty feet and grow in the darndest places. You could try and rip them up, but they'd always grow back, and then they'd spread all over the place and never be completely wiped out." She smoothed down her hair, looking over the lake whose creation had killed thousands of living beings. She continued. "It probably sounds really goofy, but I always kind of thought that they were kind of like the people here, on this planet. It sounds completely conceited. We almost did get wiped out, after all."

There was no immediate answer from the two men, then Ulm said slowly, "No, I don't think so, hon. I've seen some amazing things happen in my life, and your metaphor seems to fit.

"Although I don't know about this time around."

"Er, what time is it?" Kevin mumbled all of a sudden.

Matthew looked down at his watch and snorted. "1720. I think we need to get back. Damn, no bites today."

Three weeks later, May 2045

"Hunting detail again," Matthew sighed, examining his lures. "I hate it," he muttered, rolling his eyes. Kevin groaned.

"Welllll, it does say on the chart we're next up. Guess Zinnert doens't trust the lake fish all that much."

"True. And, of course, he's right when he notes that in the next couple of weeks we're beginning operations again. It's just gotten too hairy recently for us to keep low any longer."

Kevin sighed, and keeled over on his bed, with its arrangement of almost unreally clashing sheets and spread. He stuck the pillow over his head.

"Any more news?" he asked, his voice muffled.

"The radius of attacked towns is growing. Too fast. They managed to free the people of Paducah at last, but the Shenandoah Boyz, the Sluggers, and the James Gang took pretty heavy losses. We've gotten back up to better than the strength we were before Quincy, so we're going to have to take up some of the slack the other gangs left and keep hitting at the enemy for them until they recover. God forbid that the Invid start thinking we're not going to scream if they decide to march in... And to do that, we need enough venison jerky, pemmican, and other rations to get out onto the field with." Ulm paused. "I truly wish to God I knew why of all times, the Invid are deciding to start in on us now. In a perverse way, I'm hoping it's because they got scared from us, but with those hives orbiting? Yeah, right."

Kevin had removed the pillow, and he was staring up at the ceiling. "I've no idea. Doesn't at all seem like the usual M.O. And I've been wondering about it for years. The fact that only now they're starting in on the prior occupation stuff makes it only the more bizarre."

Matthew slumped over on his chair. "And here I thought you'd have some bright ideas." He looked down at his flies, then shoved them back into his tackle box, then shut and pushed it underneath his drum-tight dark-blue bed.

"Nope. Afraid not. I'm as in the dark as you, mon freur."

Kevin rolled over and picked up one of the miscellaneous items he'd collected on his bedside drawers, then began idly toying with it. He stared down at the gleaming red and white stripes of the die-cast Valkyrie as he began to shift it through to Gerwalk mode. Once done, he set it back on the table, where the lamplight glinted off the five-inch high model, and stared at it for a long while.

"You got that in the toy store last week, didn't you?"

Kevin roused himself, then nodded. "As I told you sixteen hundred times earlier. This is a first-generation model, right?"

Matthew stared down at the ground, then nodded. "Yeah...it was. It was." He sighed heavily.

"That was the commemorative model made to celebrate the SDF-1's launch. I remember begging my mother and bawling my eyes out because she wouldn't buy that same toy for me. I especially remember it because two days later I saw on the news the launch--and the Zentraedi arriving." He paused then for a very long time, as he watched the agile hands of the younger man reconfigure it back into the shape of a foot-high red-and-white robot. "So much water under the bridge since then...and now I see you of all people messing with it. That's what started me thinking..."

"Lieutenant?" Kevin asked quietly. Matthew startled; Kevin very rarely used his title. The scout's blue eyes were gray with worry as he looked over. Matthew smiled, and gently punched him on the shoulder.

"Don't worry, Kevin, just the recollections of a middle-aged going on old fart going here." He rose to his feet. "We've got to get our equipment together. D'you know of anyone free we can bring for some extra firepower?"

Kevin grinned hugely, as he rose, setting the model back to its old home. "Well, let's see, according to the list, there's... What about our favorite mascot?"

"Mandy again?"

"Hey, the girl can shoot, and she's more or less free duty-wise that slot. Thank heaven we've got some more people to share the work. I can think of less suitable people--if you know what I mean." The grin dribbled away and his voice dropped. "Speaking of which, I think the interest has dropped off."

"Good."

"Well, let's go outside and get some food and pop the question."

"Yes! I get to go with you two?"

Matthew smiled. "Oh course."

Mandy certainly didn't seem annoyed by the prospect. Kevin smiled and dug into his serving of fish and ramen noodles as he watched the other two talk in the day's unofficial mess area. Due to the glorious weather outside, they were seated near one entrance on the benches there, with the doors flung wide to the outside and letting in the fresh air. One of the local cats stalked nearby and past them. While not tolerating human contact, the animals had pulled something of a truce with the Elms, what with all the food and whatnot.

Somebody'd also brought their new/thirty-five year-old stereo player into the entranceway, and something from a classic CD, The Downward Spiral, was vibrating the glass. It had to be Shiroikiku's choice--only she played music like that at that sort of volume. He could catch her psychedelic hair out of the corner of one eye and her loud hoot as she shared a joke with Gerald. Yep, something about "--baka didn't even get through her thick skull the pig was actually a guy. Imagine what her reaction's gonna be like later..." Gerald was laughing uproariously. She'd apparently managed to convert him to her personal anime cult of three.

Several of the other Elms that were not on duty were also there, enjoying the breeze and eating lunch. One of them was Gwen. She studiously ignored him and the Lieutenant.

Hmmm, he thought. *Very interesting. She's kept clear of me recently. I think maybe that veiled remark*

Matt dropped her a couple weeks ago told her to ease off. He said she turned dead white and right after that kept away.

He sighed. He could feel another emotion contrasting a little with the generalized sensation of relief. He prodded at it.

Regret? Uh-oh...

The terrible feeling was that what she'd almost accomplished with him had done things to him that still...burned.

No. I can't be like that. No... Biting his lip, he turned his attention back on the others.

"...Well, you know the situation with us and why we need it, so we need to get a lot of meat fairly soon so we can start operations by the appointed time. We've already taken a lot of time to get back on our feet, Mandy. Maybe too much, I'll grant Dennis that. Your arrival was only the beginning of the current situation. Once we start making hits again...we will no longer have the luxuries we've had here before. So it's now or never."

Mandy tucked up her knees and looked thoughtful. "How long will this take?"

"No more than three days. Everything on fusion, and we'll be using conventional weapons to hunt with. Of course, we're going to be taking along the H-90s and a full payload for the Cyclones--that recent Invid flyover may mean we might get surprises both here and where we'll be. If not Invid, maybe Inorganics."

"Yike."

"Yep. Believe it or not, you're one of the more competent markspersons, so we're going to make you useful. I don't know when you're going to be fully functional on the Forager yet, so this is your chance to shine."

Mandy nodded and yanked on a braid. "Gotcha, Matthew. We're going tomorrow?

Ulm nodded.

"Zinnert's in command then. The rest will be able to hold down the fort for a lousy couple days."

Amanda finished off the last scraps of her food, then said slowly, "Lieutenant--what if we do get 'surprises'?"

Kevin shrugged and answered for him. "Not very likely. How much attention do you think a couple or

three humans running on fusion is going to draw?"

She looked thoughtful. "Putting it logically, as Miranda likes to say when she grills me on my readings on philosophy, not a whole lot. But you've got to understand," she said, looking from one to the other earnestly, "I know firsthand that logic said the Invid wouldn't take interest in a lousy little neutral town either." She looked down. "Well, you both know logic lied, or I wouldn't be here."

"I know, hon. But it's not that likely. Start packing your goodies--we're probably going to leave at 0600 tomorow."

And I sure hope logic stays truthful this time, Kevin thought. *Because everything else logical is going down in flames.*

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu
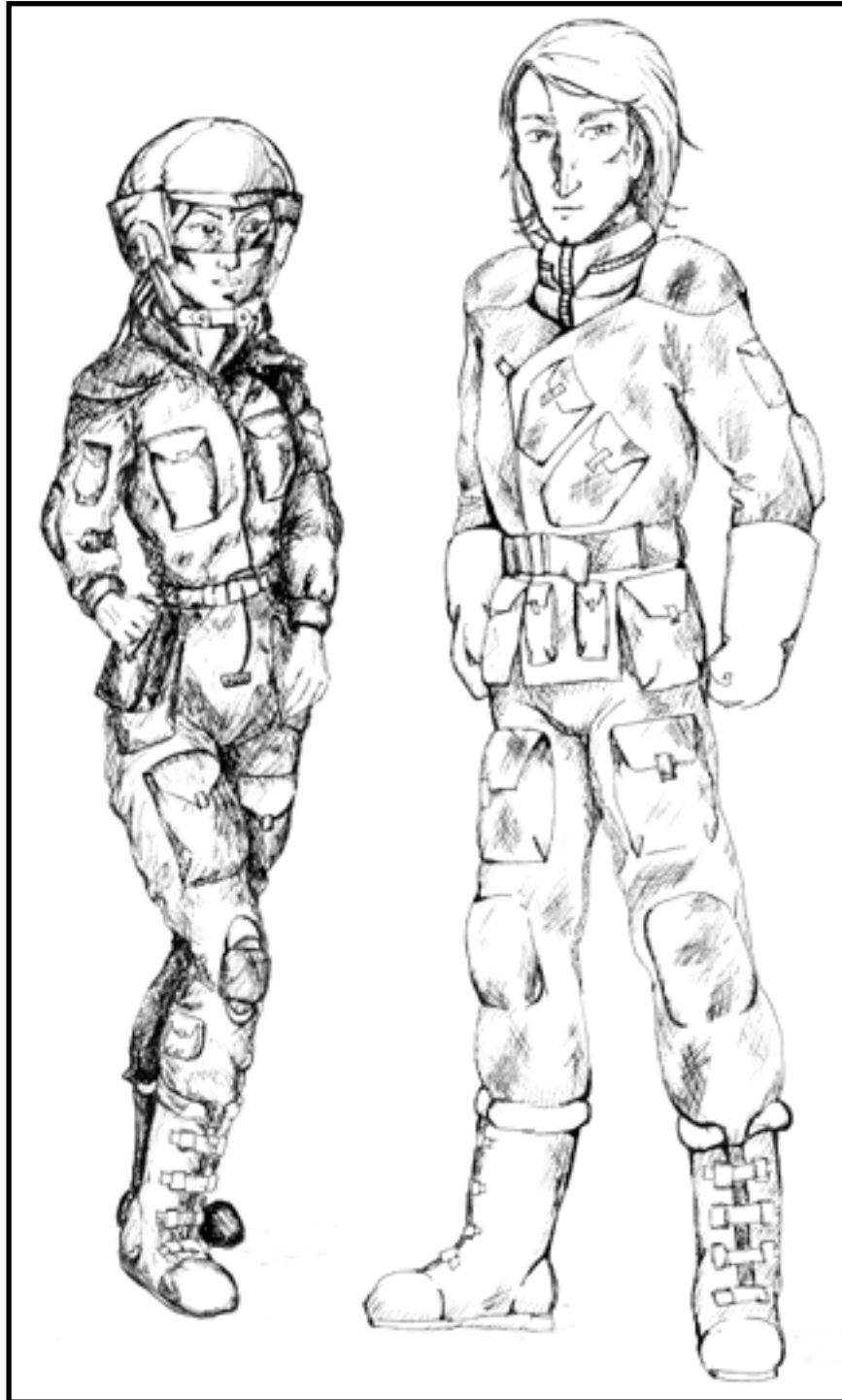
DANDELIONS

CHAPTER TWO

Mid-March, 2045

Two weeks ago, they had been a thriving band of resistance fighters. Now they were merely refugees.

There were only ten of them left now: after the destruction of the Quincy base, two had become deathly ill from pneumonia after an unexpected plunge into a creek and had to be left in a village to recuperate, others had to stop at towns on the way because of illness, and still others had deserted in the middle of the night, going back to wherever their homes were. Neither Ulm nor Dennis Zinnert made an effort to stop them, but they did leave them only the early-line Cyclones to take. The rest were closely guarded by either Ulm, Zinnert, Wilson, or O'Shea. The other mecha had been gleaned from the REF Icarus Mission that Second Lieutenant Dennis Zinnert, a Jupiter survivor, had met with, and were extremely difficult to find.

Travel had proceeded at a crawl. They had decided to go eastward for no good reason other than it was the direction they had started travel in; one of those days, they harbored a hope that they could find another spot in which to restart the Elms. The hope was growing thinner by the day; the attack had cracked morale and was part of the reason why they were now only ten.

The tenth they had picked up on the way. She was a slim girl with ivory skin, blazing red hair and amber eyes. She also had a dazzling ability with weaponry, which she said she'd gotten from a survivor of the Jupiter Group. It had saved their lives when they had been ambushed by a trio of Attack Scouts. Suddenly, she'd been there, accounting for two with Annie Oakley-like precision and leaving the third for Fred to pick off. After the obligatory blood screening, they had let her in. It was not as though there was much left for her to betray if she'd been a spy. Besides, Gwendolyn Rutherford was one more gun in a contingent that desperately needed them.

Many of the rest were too ill to fight well. Amanda was among them.

Even more than thirty years after the fact, dust thrown up in the Rain of Death still floated in the Earth's atmosphere, rebolstered by both Invid invasions and to a lesser degree by the Robotech Masters. All this contributed to a climate still frigid within days of the technical beginning of spring, due to a cold snap. Snow had just fallen a couple of days before and the ice had resolidified after an early thaw.

Out on a river, a figure knelt, fixing a line through a hole just chipped through the three-inch-thick ice. Finally, it was completed to satisfaction, and he rocked back on a stool. His breath came out in a pale cloud as he surveyed his surroundings.

"Ecch," Kevin O'Shea muttered. "Cold as me mother's heart, it is." He could barely see out of his hood, thanks to the fur lining it. What little of his face emerged was pinched with cold. He rubbed his nose for a

second, making certain it was all there.

He felt a vibration on the ice. "Watch it. You'll scare the fish, you--oh, Matthew!" The formerly guarded pale blue eyes lit up as he turned his head and saw the stocky figure of Lieutenant Ulm, similarly bundled against the cold.

"Hey there. How're you doing?"

"Pretty good, all things considering. Stupid hole took me almost half an hour to chip out. Hope you were right about this being a good perch stream."

"Positive." The lieutenant's bearded face parted in a chuckle. "Didn't you learn anything from the fishing trip back in '39?" Ulm chided. O'Shea snorted.

"Me? I slept. Most boring two weeks of my life. And that's saying something, mon freur." Ulm snorted and pushed at the younger man. Kevin shoved back and then leaned against his leg, letting out a deep sigh.

He opened his eyes again. squinting against the glare of the ice. "How's she doing?"

Ulm's voice dropped. "Fairly well, considering. Miranda shoves more antibiotics down her throat every two hours. Poor girl's so weak she can't walk more than ten yards. I doubt it'll become pneumonia, though."

"I hope not," Kevin said bitterly. "I'm damn near the only sound one left. We wouldn't put up a fight for a retarded Scout." Behind him, Kevin could hear Ulm snuffle. The Elm leader had had a cold for the past week. Kevin had been kept up nights hearing his incessant sneezing.

Matthew's voice was thoughtful. "You like Mandy, don't you?"

Kevin grunted something affirmative.

"Don't like her too much," Ulm warned.

Kevin barked laughter, which bounced off the ice in bitter echoes. His eyes were fixed on the line and the hole in the ice. "Oh, come on! Are you that jealous? It's not like I... Look, if we don't find a decent place to stay in a couple of days, it's going to be a completely moot point." He chafed his half-frozen face. "Like it or not, that attack crippled us."

Matthew crouched down by him. "I know. Saw exactly the same thing in a larger scale with the Southern Cross Army. Idiot Leonard didn't leave enough to defend Earth with after all was said and done."

"Any hope for us? Can we find a town that'll suffer us or some old ruin to shelter us, Matt? I'm really wondering."

Ulm inhaled, then started to sneeze again, while his companion rolled his eyes up to the brutal cerulean heavens. When Ulm had gotten it under control, he continued, "Sure, I hope. It's kept me alive through four invasions and the holocaust. When you despair, you die. Enough said."

"You're so optimistic sometimes it's disgusting."

Ulm grinned.

Kevin's eyes went back to the hole, then popped open as he saw a sharp, telltale jerk. In the next moment his nimble hands were on the line and tugging away, while Matthew occupied himself with reeling it in. In a minute, they produced a fat, sluggish fish that flopped freezing water onto Kevin's pale, exultant face.

"Peerrrrrcchh!" he yodeled.

"Told you so," Ulm drawled.

———

"Have some more, sweetie." Miranda said coaxingly.

"I hate that stuff," Amanda managed to wheeze, then barked a deep, liquid cough, trying to clear her lungs. "Tastes like hell." She slumped further into the bag, shivering despite the presence of the heater a scant two feet away. She had an impression one of the tortures of hell was either catching bronchitis in the first place or the medication used to fight it. Her throat felt like a cheese grater had been taken to it.

Miranda's incessant solicitude came close too.

"Well, you've got to take it so you don't get any secondary infections. Pneumonia is nothing to play with, Amanda."

Amanda shuddered but grudgingly took the syrup she proffered, making a horrific face as she swallowed. She looked up at Miranda, her viridian eyes bright with misery and her freckles standing out sharply against the chalkiness of her skin even in the dimness of the tent. Unthinkingly, she reached up and fingered the stitched wound on her left cheek. Unlike the rest of her, it and the smaller cuts were doing nicely and healing with a minimum of fuss, although Matthew's diagnosis had been that she would carry a scar for the rest of her life.

"Now what?"

"Here's some pills for the congestion." Mandy groaned.

"D'you think we'll try and make some more miles tomorrow?" she asked, shuddering. The last time had been two days ago, when the illness was setting in, and was not among her fondest memories. Miranda's full lips narrowed in thought, then she shrugged.

"Probably. I don't know. We can't stay in one spot too long, or so Matt tells us. Might attract unwelcome attention among the locals, or to the locals, if you know what I mean. Still a lot of Invid symps out there."

"Why are we still going east?" Mandy tugged up the bag, ignoring the proffered pills. "If we keep this up, we'll end up in Reflex Point."

"Where Reflex Point was. There's not much left there now. Few hives but that's it, Mandy. Whoever's or whatever's running this occupation is up in those orbiting hives. Besides, If there's anything that was following us, it might get thrown off if we go in the direction least expected. Trust what Matt and Dennis is doing." When there was a lapse in Amanda's concentration, the other woman shoved a pill between her lips. Outraged, Amanda swallowed it. Grudgingly, she took the second pill the older resistance fighter offered and a drink of water to wash it down.

"Besides, Dennis tells me that out that way is a Protected Zone from the SCA days. Entire area was hit during Dolza's Rain of Death."

"We're going there?" As a child of the post-Rain period, Mandy had had it drummed into her from infancy never to go in certain areas because of the lingering radiation of the countless blasts of the wars and of the Rain. She was appalled. "What's wonderful about dying from cancer?"

Miranda snorted. "Dennis' guess is that the background radioactivity has died down by now. It's been thirty years, mind you, and the radiation had a short half-life. It should be safe." She grunted as a followup note. "Besides, I never trusted anything the SCA said after finding out the entire bit about the Macross mounds being radioactive was a bureaucratic mixup. Maybe all this time..." She trailed off.

Mandy went into some more experimental, futile hacking. After coughing, she noted, "D'you mean there might be a place to start again?" She blinked woozily.

"Out there? Maybe. I hope so. Plus weaponry, goods left behind, who knows? We've got little to lose at this point."

A scratch came from the tent flap. Kevin poked his hooded head in, letting in a gust that forced Mandy to wrap the bag around her more tightly. He eased inside, sealing the entrance behind himself.

"Just caught dinner. Malcolm's cooking it right now."

"What is it?" Miranda asked.

"Fish. Few perches, plus a rabbit our new friend Gwen got."

Fish. Fresh fish, warm, salty, hot fish... Mandy shuddered in horror as her raw throat lived through the idea.

"How're you doing?" Kevin asked, taking his hood down to run fingers through his unwashed hair with a grimace.

"Fish. My throat will curse you." Amanda made a face at him. He looked contrite.

"I've got some anaesthetic for it," Miranda supplied helpfully. Mandy gave her a dirty look.

"Any more medicine and I'm going to bleed it." Mandy shrugged however.

"Malcolm's cooking. I can bully him into making it bland for you." Miranda's brother, younger by three years, was the de facto chef of the Elms and liked it that way. Unlike many millitary cooks, he could actually make good food, a point of great pride to him.

Mandy shuddered. She privately thought that even water would have gone down like sandpaper.

"You have to eat. Keep up your strength." Kevin nodded in confirmation.

"Yeah. Matt swears by fresh fish. Of course, this is a man who thinks Nirvana is a hundred pound test line." He snickered privately.

Mandy subsided into her pillow, blinking in exhaustion. She coughed again, too tired to do else except accept the medicine Miranda gave her with a little nod. Miranda then slithered out the tent entrance, on her personal agenda to browbeat her brother.

"I wish people would quit drafting in all this cold," she chattered, muttering querlously.

"Sorry about that," Kevin sighed, rubbing his hands against the heater. "You've got the best heater, like it or not. Then again, you're one of the sickest." After getting the feeling back to extremeties to his satisfaction, the Elms scout sat by her, feeling her brow. "Ye gods, you're hotter than six-alarm chili."

"Knew it was going to be a doozy when I almost fell off the Cyc a couple days ago. What'd you expect?" Kevin chuckled.

"Yeah. I got to ride it and carry you. I miss my Forager," he added a bit wistfully. Kevin's favorite mecha had been a casualty of the Invid attack back at Quincy. He had been forced in the heat of the moment to take the only Ferret instead. While a more heavily armed mecha, as well as a much faster one, he still had not properly adjusted to it. The Forager was one of the most easily maintainable pieces of Terran Robotechnology around. Kevin, as a self-described mechanical moron, had liked that more than arms or speed.

Amanda sighed, not entirely in weariness. Even after three months, the sour taste of thwartedness was still there. The comforting, casual touch heightened it as well as soothed her aching, fevered head.

Lieutenant, you're such a lucky scum...

"When I get better...D'you think I could get a little more practice in? I still think that Scout was a fluke. Plus, I'm not certain if I'm comfortable with the idea of shifting modes on the Cyc yet. And you said that being able to do it on a cinch and navigate it was important."

"It is. It's vital. This isn't the place or time to do it though. And you're not up to it. But I don't," he paused, "think the Scout was a fluke. I knew what I was doing, to be conceited here."

Mandy sighed again. "I'm gonna get you sick if you stick around."

"Naaaaah. Positive you won't. Legendary O'Shea constitution. Great-Aunt Fiona lived to eighty. Through the Rain too. Nice knack."

"Sherry's hacking her lungs out and she said she hadn't gotten sick since she was eight."

"Them's the breaks. But what the hell? I can stay here until Malcolm's done with dinner. Shouldn't be more than twenty minutes, and I can take yours back to you. Want to hear how my day was? I know how yours went." He rolled his eyes theatrically.

Mandy gave a wheezing giggle, then let him segue into his story, tired and relieved.

"Hold the salt on Mandy's," Miranda suggested.

Malcolm Jones Altman grunted abstractedly, his eyes fixed on the hissing skillet over the small campfire. In it was some rabbit meat and a fillet that had two hours ago comprised part of the perch Kevin had caught.

"Like we have any seasonings left," he grumbled after a minute, flipping the fish. "But yeah, your

highness." He grinned and dodged his elder sister's swat. Proceeding to ignore her, he stared into the fire, blunt fingers scraping the kinky stubble he had finally let grow on his chin. Malcolm often suffered from razor bumps, one of the great curses of the male of African descent, and without a decent razor he did not feel the frigid air tormenting his face was worth the trouble of being clean-shaven. After a second, he considered, carefully opened a sealed plastic container, and sprinkled some of his dwindling supply of dried parsley on the browning fillet. He lifted his face and studied the three people across the fire, some ten feet away.

Matthew and Dennis were in conference with the newest member of the depleted Elms, sitting on two felled logs, their breath steaming into the air. They were deep in conversation.

"...As we see it, there's growing indications that the Invid seem to be doing a concerted crackdown on both the organized resistance and on settled towns and enslaving the civilian population for work. We told you about what happened to the Quincy base, and about the refugee we got some months ago. Her arrival was the first unsettling indication, and the attack was just icing on the cake. With what you say happened to Cairo, and Paducah...." Matthew's voice trailed off into a silence that said more eloquently of the carnage envisioned than any mere noise could.

The slender, strong hands, muffled by heavy wool gloves, wrung a moment. Their owner looked over both at Matt and then at Dennis. The second-in-command of the Elms was silent, his brown eyes moving from Lieutenant to woman and then took them both in.

"I did say that," Gwen Rutherford confirmed in a lazy Kentucky drawl. "The bugs came for 'em one day, and the Enforcers started roundin' up the populace. Naturally, the resistance came to rescue them, and they were pounded into roadkill." Her formerly unaffected voice paused. "At least, this time they didn't kill the kids like your girl said happened to hers."

Dennis paused. "So they captured both towns?"

"Most of them, yeah, honey. The resistance did mess em' up enough that some of both managed to escape. But those Terminators--," by which she meant the Invid Sentinel, a near constant bodyguard to the Enforcer, "did for 'em right enough before the linebackers moved in."

Dennis sighed, rubbed at his eyes, then looked back up. He was one of those sorts whose appearance was average to the point of invisibility, but those blue-shadowed, creased brown eyes had looked on the landscapes of half-a-dozen worlds. Matthew had never even left Earth.

"Wish I could say that was done out of mercy, Gwen, but I have a bad suspicion the children were taken as ransom and a blackmail to keep the parents obedient. That's just what the Invid Regent did on Karbarra to the native people there."

Gwen's pale, oval face with its large, almost exotically slanted amber eyes twitched. "Yeah, I figured that

was it, although I didn't need no big horned bears to remind me." Zinnert ignored the dig. "I dropped some pretty important information to the surviving resistance on how to get 'em out of the farms and hives, though." A slow, slightly self-satisfied smile crossed her face. "Wouldn't ya know, it worked for Cairo at least. Still figuring out how they'd get Paducah without hurting the kids before I left."

Matthew's eyebrows rose. "Oh? How do you know?" His lips narrowed.

"Needn't give me dirty looks, leader-man. I'm not a symp any more than you are. I was prisoner on a protoculture farm and then in a hive near the end of the last war. Got me up close and personal to the ugly suckers." A shadow crossed her face. "Still remember too much."

Matthew reached out and patted her hand. "Experimentation?"

"Yeah. Sort of. They took blood and skin samples, but nothin' else. I know I'm among the lucky." Matthew looked mollified, although a trace of suspicion lingered on Dennis' face.

"Well, at least we know enough to expect some nasty things in the near future." He sighed. "We're not exactly in the shape to do anything at the moment, but we need to keep low."

"Continue east?" Ulm asked.

Zinnert nodded. "And go a bit north. We need to avoid open roads like the plague, and keep everything on fusion. Using snares instead of the Gallants to snag game is preferable. The one thing that seems to stay the same no matter the scenario is that you can stand in the open stock-still, with no Protoculture radiation, and they'll go right over you. Unless..." His mouth thinned, keeping in mind that there were those among the Invid now that no longer relied on protoculture to track and kill...

"Bad," he murmured. Having served in the Sentinels campaign, he had some basis of comparison. "Any way we can get the word out?"

Matthew thought. "There's ways. I've got contacts, so I can help spread the word. But you're right," his voice softened, "there's something very dark at work here."

Gerald stomped back into camp, and Malcolm's attention was diverted, just in time to see Frederick's retreating back head out to take over sentry duty. Masochistically enough, the man's medium-blond head was bare in the freezing temperatures, even though Malcolm could hear him snuffle a bit with what he presumed was the cold being passed around the remaining Elms.

He really didn't know much about Fred or his past. He held a silence and aloofness about matters, which precluded conversation and which Malcolm nervously considered a prime characteristic of mass murderers of the last century. The main thing Malcolm remembered was that every time the Invid were mentioned, Fred's gray eyes would glaze over into a quiet hate that trickled coldness down Malcolm's

spine.

I wonder what makes him like that. Then again, maybe I don't want to know...

Gerald began to stomp over to the fire, all three hundred pounds of him making themselves felt while he slapped feeling back into his hands and cheeks. He jerked to a halt when he saw Kevin slither out of Amanda's tent and make his way over to the fire, as Malcolm was dishing out the now-cooked fish. Quite deliberately, Gerald turned his back toward the other man; Kevin did not notice except for a slight shrug of green-clad shoulders. He knew full well the big man had only cordial dislike for him at the best of times and had so for five years.

"Here it is, unsalted." Malcolm passed the plate into O'Shea's waiting hands. Kevin gave him a thankful smile, prompting a return grin from Malcolm. As opposed to Gerald's sulleness or Fred's quiet fury, Malcolm liked the man, his sexuality nonwithstanding. He appreciated anyone who managed to keep a light mood in the misery of this filthy war.

"Thanks a lot, Malcolm. It's almost a pity to give it to her now--she's gone and fallen asleep, she's so tired. Poor thing." Kevin sighed, letting out a blast of steam.

"Either that, or let it get cold. She needs the nutrition." Malcolm spoke it with a little affection. He'd come to see Amanda as a bit of a pet in the months since she had arrived. She had certainly made a great deal of progress in the arts of war. He suspected Kevin had something to do with the fact that Malcolm could now trust her in training with an H-90 without inadverdently blowing off her foot. And that Scout... Malcolm shrugged. Amazing what a little puppy love can do, he thought, remembering certain events of his youth and smiling while remembering the same attitude Mandy sometimes had toward Kevin.

Damn, this place is a soap opera... He rolled his eyes as the thought and laid on the next fillet as Kevin went back into Amanda's tent with her food.

She lay asleep on the floor, swaddled up to the neck, the heater going full blast and not making much of a dent in the chill of the interior. Kevin stood and looked down at her thoughtfully, the fish steaming in the frigid air. She turned and sighed, a bit wheezily.

Kevin knew he was going to hate himself for waking her up; she needed the sleep just as much as she needed the food, and she'd been miserable the past couple days from her bronchial infection and unable to rest. This was the first sign it was getting a bit better. Since there was talk of another move east tomorrow, she needed her energy.

Kevin studied her features, noting that even the healing slashes across her face and the ravages of privation, grief, and illness hadn't taken away the heart-shaped farmgirl prettiness of the face in its

straight mane of blond hair and the slightly tilted eyes. Sleeping, she looked her age again.

Sighing, he squatted and moved a hand to wake her, but hesitated as her eyelids fluttered and she stirred a little.

"Gracie?" she murmured. "Here..." The weak light illuminated a little moisture coming from under her lashes.

The food forgotten, he swallowed and leaned back, staring into space and choked by a heavy sick emotion he knew the name of but did not want to admit..

Bow down before the one you serve
you're going to get what you deserve

Nine Inch Nails*, "Head Like a Hole"*

ORYO'I!

The recipient winced at the telepathic bellow.

It seemed her lord was going into another of his fits. After shaking her head in a futile effort to clear it, she reached out and answered, her mind carefully neutral.

Yes? You called?

What do you think I was doing, you little fool? I want you in the Hive command center immediately.

"I hear and follow, Lord Shkud." she said out loud in High Opteran. She quickly clamped down on any emotions. He was able to feel any of the Hive to a far greater extent than she, and Mother help her if he knew how she felt. Shkud was notoriously bad-tempered, and tended to relish his subordinates' discomfiture.

Shoulders twitching, Oryo'i turned and began to walk inward toward the Orbital Hive's core, her long white hair stirring in the air convection.

This was the first time since she had returned from planetside that he had deigned to contact her. The intervening time had been, had the Invid understood the concept, a hell of ignorance. A cold sensation was crawling up her vitals.

She was unarmored, not expecting any human attacks on the hive, and her paneled flightsuit with its identifying colors of dark gray, carmine, and orange nearly blended into the dimly-lit, dull red organic tunnel of the hive. Above it, her pale hair seemed to glow in comparison, her skin almost as fair as it and tightly covering a face ferally thin and delicate in appearance. After all, Oryo'i was one of the Queen-Mother's prize children, evolved into something entirely unlike lower Invid.

As she made her swift way into the interior, not wishing her lord's irate thoughts to break into her mind again, Oryo'i passed.several of the Malarosm, armored and unarmored, and their attendant Gamir, going about the business of maintaining the hive. All genuflected as she went, which she acknowledged with a nod. Internally, all she felt was a hollow feeling as they did so. It was not her orders they followed, not any more.

She and her bretheren had been the pinnacle of evolution.

Then came Shkud and the others...

Just as the contact with Shkud's mind was beginning to grow even more irate, she entered into the command room. Oryo'i breathed a quiet sigh of relief. She knew she been very lucky when Shkud had decided not to devolve her for the debacle of half a lunar orbit ago, and she did not want to provoke him further. After getting a glimpse of the tall figure and the way it paced around in the room, she was glad she had arrived when she had.

Shkud whirled on her even before she was entirely inside. It was fairly dim inside the center, so at first all Oryo'i could see of the hivelord was a vague impression of a lean, predatory silhouette, the Kulagi-type dermasuit patterned in black, dark red and neon green, his face framed by past shoulder-length hair the color of bloody flame.

"What took you so long?" he snapped.

Oryo'i, choking down a very un-Invid response, knelt and lowered her orange eyes submissively. "Forgive me. I had to walk, and came as quickly as I could."

"Well," he sniffed. He stared down at the top of her bowed head in distaste. "I am still not--pleased--at the stupidity you took upon." His eyes, a perfect match to the green portions of his rainment, narrowed. "And without my approval.

"You are quite lucky, little Sulagi. Some of my brethren apparently think slightly better of your worthless reputation than I do. Personally, I very much wished at the time to order you to the Genesis Pits." The subordinate Invid could not quite hide a shudder, which the commander took in with a thin smile of enjoyment. "However, some decided to think otherwise. And one must follow the dictates of the Hive." It was his way of saying he had given in without actually admitting it, as Oryo'i knew and tried to keep from the forefront of her mind. Struggling, she tried to explain.

"But they should not have been notified! I have no idea how..."

"I know. Most interesting. Which is why I have decided to relocate you on the planet, in one of the local hives under my command. Perhaps you can indulge your curiosity on the subject there."

What he meant was that he was demoting her. Back into the fighting, back most likely into an agonizing, messy death by some human mecha. Unlike most of the Kulagi overlords and many of her fellow Sulagi, Oryo'i was willing to admit humans were very much capable of damage, and that she could be on the receiving end of it.

The evolution of the Invid by the Queen-Mother into the dominant life form of the planet they were occupying had had unexpected effects on their mental processes; triggering reactions, perceptions and feelings previously unknown and often terrifying to those experiencing them. It had shattered the Invid unity, turning what used to be the One into the Many. One of those new feelings was currently making itself known to Oryo'i.

She didn't want to die.

It was all very well for the unevolved to give themselves up for the survival of the hive, but Oryo'i had found since her transmutation into this alien body that there was an Oryo'i whose continued existence she valued. But that was not the Invid way. One did as one was told, no second-guessing or questions asked, for the Hive was all.

All this passed through her mind in a microsecond, as she rose to her feet and looked foward unblinkingly, intentionally not seeing Shkud's gaze on her face.

"You may get your Gamun refueled before you leave and get the hive coordinates logged into your mecha. I wish you restationed by the next time that area enters the sun. Do not fail me or the Invid again, or you will certainly have the Genesis Pit in your future."

"Do I at least get a guard of Torab to the surface?" she dared.

"I think not. Getting to the surface by yourself will be an educational experience for you, Sulagi. Perhaps the next time you will not be so quick to defy my orders."

And if she got killed on the way down, he'd have his hands washed of her. Unblinkingly, she genuflected, pivoted, and made her way past the crowd of monitoring Malar, hardly noticing the second figure behind Shkud as she did so. Perhaps an observer might have noticed just before she entered the shadows of the outside a slight shudder that might have been fear.

Shkud turned back to his companion. "Well, then, now that I have that slight distasteful business taken

care of, what were you telling me about the Flower shipments, sister?"

There was a slight contralto "hmm," of consideration from the slim figure in the brown, burgundy and aqua scheme. Shagged, shoulder-length pale green hair luffed foward as she inclined her head, her eyes the unnerving brightness of brushed aluminum.

"In actuality, brother, there has been a marked increase since we altered our policy these past few lunar cycles as regarding the planet. The humans seem to respond quite--well to a show of force." She paused. "I believe, to digress, that your treatment of your subordinate was a bit--extreme."

"She defied orders!" Shkud snarled. "Would you value one who not only executed an operation on a minor human resistance base without your permission, but ALSO managed to get her entire unit destroyed by some puny mecha piloted by punier monkeys, Lady Asaav? I said once and I said again that that type of behavior can not be tolerated among our ranks. You know full well that many of the Sulagi are not obedient. We cannot encourage subversion."

Asaav gave him a hard stare. "Unlike those you speak of, Oryo'i has always been loyal to the cause, and unlike many of those loyal to the cause, she has a marked gift for taking initiative. Personally, I believe that the action that you find foolish, while not normal, shows an admirable talent for improvisation on her part. Furthermore, her plan seemed to be sound. Events simply did not humor it."

"Destroyed by a tiny resistance base is not humoring by events? How new!" Shkud said sarcastically. Asaav's lips narrowed for a second, before she continued.

"She did destroy the base, brother. The humans would be adrift without one. And do you not remember, it was a 'tiny' resistance force that convinced Our Mother that this would not be the world to gain our enlightenment on? I think that teeth can be found in the strangest places."

"Think what you like then. I wish to hear no more of it." Shkud turned away.

I take it, Shkud, you do not like to hear of things you cannot have control over, or admit there are such things? Asaav thought, behind her mental shields.

Quietly, her mind went out and momentarily touched one of the Malar overseeing Oryo'i's departure for Earth. She ascertained that while the Invid had not yet left, she was in the full swing of preparations. Asaav decided to add her own features to it.

See that she gets two Torab to go with her, she ordered, then broke the connection before Shkud noticed, her silver eyes bright with satisfaction.

There, what will you think of that, Shkud?

Three days later

"Oof," Mandy grunted, as Sherry's Forager came down after a lurch into the air thanks to an inconvenient log. She was beginning to feel quite ill. She had started to regret choosing to ride pillon with the other woman about two minutes after the beginning of the day's trek: Shiroikiku might have more Invid kills than anyone save Gerald, Matthew, and Dennis, but she most certainly did not know the meaning of taking the path of least resistance when riding on a Cyclone.

Mandy's tailbone slammed hard on the seat. She winced in pain.

Well, maybe the good thing is that it'll shake the garbage out of my windpipe, she thought. She coughed deeply, to no success. The worst of the illness seemed to be behind her, thanks to the antibiotics and decongestants. The mucus it had produced remained behind to clog the breathing and to get nauseatingly coughed up, causing a quaint phenomenon that Sherry, a fellow sufferer, ever-so-tactfully called "harvesting lung potatoes." The rest also didn't trust her on her own Cyclone yet, after the near-disaster of five days ago. Her Forager, along with the rest of the unpiloted Cyclones, was being towed in a carrier by the Elms' only Samson, driven by Gerald.

Sherry found another boulder to flip off of, and Amanda swore. Any more of this and she would get her face torn open again. Time to ask Matthew if she could have her mecha back...

All of a sudden, Dennis, at the point position, slowed and halted. The rest followed suit, leaving Amanda to rub her smarting rear and to clear the lingering misery from her head.

She belatedly noticed there was a barrier in front of them, a dirt tumulus stretching out to either side and disappearing in the bare underbrush, some ten feet tall and topped by rusted electrical wire that had obviously been dead for years.

Dennis dismounted and scrambled up the earthen wall's sloping side. At the top, he seemed to search, eventually uncovering a fallen sign off to the side. It was almost illegible, but at long last he stood up and gave a nod.

"This is it."

They'd reached the Protected Zone barrier.

"You'd think it would be...better sealed," Amanda murmured.

Shiroikiku grunted. "Perimeter used to be patrolled by the SCA before the Invid. And the RDF before

that. Didn't want anybody fucking around inside and getting radiation poisoning." She barked a cough.

"What about since?"

"Can't hurt to try and see. Looters can't have gotten everything. And there may still be buildings left standing."

Dennis came back down. "Checked the radiation levels. There's nothing unusual so far, but if it gets about a healthy level of millirem we're not going any further. Let's go."

He cut the wire, leaving an opening wide enough for the rest to scramble up the side of the wall, pushing their Cyclones, and then to slide over into the mess caused by the remelt of the snow. The cold spell had snapped, and this time it seemed spring might have a tenative toe in the door. There was some swearwords as the traction went thanks to the slippery slope and people ended up slithering on their rears, almost having their mecha fall on them on the way down. Dennis widened the opening for Gerald and his towed equipment, and the rest watched carefully as the massive, blocky Samson slowly grumbled down, the trailer's wheels partially braked so it and its load of eight Cylones and miscellaneous millitary weaponry and ammo would not slide on top of either man or mecha. Malcolm followed, his combat Cyclone towing a slightly lighter load of food and supplies. Then...

"That's it," Dennis noted.

There was still a rough track on this side, although it had been grown over in the intervening three decades since the Rain of Death. Fortunately, the late winter still left the area reasonably free of undergrowth To Amanda's eyes, the locale this side looked no different than what was on the other, thirty years having covered the scars of the hasty barricading efforts. In the distance, the track disappeared into the naked trees.

They remounted, muddy and grumbling, and continued on, going slowly on fusion. A few muttered complaints by Amanda had Shiroikiku grouch a response, but at least from that point on, the little Asian-descent controlled her driving habits.

They drove on for some two or three miles, in a deceptively bright if chill day, with no noticable changes. Even so, the knowledge of what they were entering gave Amanda sweaty palms. Ingrained habits were hard to break.

Then, the patchy woods began to give way to buildings.

"My God..." she murmured.

"It doesn't look like it's been touched at all," Sherry said distantly.

True, thirty years of neglect had caused pavement to crack and shatter, trees to sprout in the strangest places, and structures to sag, buckle and warp, but there was no sign of bombing or air strikes. There was also no sign of human presence. There was the infrequent chirp of sparrows, numerous squirrels and rabbits looking at them in animal interest, but other than that, the Cyclone motors hummed on in a deathly silence.

Amanda and Sherry stared around them, haunted looks on their faces. They were not the only ones. In back, Gerald crossed himself, Fred looked on in stony silence, Gwen's lips narrowed, and Kevin swallowed convulsively. The Altman siblings murmured quietly amongst themselves as Miranda rode next to Malcolm. Matthew's face was set grimly at the sight. Of them all, only Dennis seemed somewhat unaffected.

"Perhaps we ought to case the area," he began.

"Uh, if it's all right with you," Gwen said for once diffidently, "I'd rather stick together. No tellin'--you know." There was a murmured chorus of assent from the others.

Dennis shrugged. "East?" Matthew nodded. They continued onward.

The buildings began to grow taller, congregating around a street which still had a mangled sign marked "NE-- -T." on a corner. They passed and it began to taper off again, although the buildings still had the look of an urban area. They had to dodge potholes, shattered pavement, and once or twice, thriving, thirty year-old maples cracking the roadway. It continued on this way for a few miles. Suddenly, Dennis held up a hand.

"I'm detecting radiation. It's weak, though; just a notice." They went on.

Almost as one, a chorus of gasps, curses and exclamations rose as the sight suddenly hit them. Before them, they saw the reason why the city had been abandoned.

Half of it no longer existed.

The crater was a mile and a half of fused rock and glass that stretched into a round bowl before them. Rains had turned it into a lake that glittered with deceptive purity in the sunlight and cloudless sky, and undergrowth had managed to spring up around the margins. Only the lake's shape and the partially melted buildings around its perimeter indicated its true nature. From the age of the thing, it looked to be a direct result of one of the blasts of Dolza's attempt to wipe out life on the Earth.

While the rest of them looked numbly on, Dennis drove the remaining two hundred and fifty yards to the margin of the crater/lake, then crouched and measured both the ambient radiation and tested the water in the toximeter he had with him. It was a good five minutes before he made his way back.

"There's radiation, but Matthew and I were right; it's an isotope with a short half-life, and the radioactivity isn't likely to give us problems. Actually, the water has even less radiation than suspected; it's drinkable, but I'd strongly say we run it through a purifier first. And it wouldn't be a smart idea to stay here for extended periods." Matthew nodded in assent, then looked thoughtful, scraping a hand through a week's worth of stubble.

"Obviously, going on this way is out of the question. Do we go around, south, back, or north?"

Dennis shrugged. "No opinion. Wish we had an Alpha, though; we might have been able to get a look then. We don't and we can't, however."

Ulm made a face, his features wrinkling across fault lines of past stress. His hazel eyes were cautious. "At least, I think there's no nearby hives. We haven't seen any Invid activity for eight days now, so I doubt there's any out here. And there's no sign of the Flower of Life, either."

"Plus the bloody things stand out like zits," Gerald mumbled in response. Matthew startled, then grinned at the big man.

"Yeahhh... Let's put it to a vote."

The results were four north, one back, two around and three south. Ulm hemmed.

"About equal for north and south. Let's divide by who voted. I'll take north, Dennis south. Miranda, Gwen, Fred, you go with him. Kev, Mandy, Gerald, go with me. Malcolm, Sherry, you're going to have to find a place to stay with the garbage. When do we meet?"

"Let's say 1600 hours. It's 1100 now, and it ought to give us enough time to look around and then find a place to stay for the night. Check in every half-hour on the net, and holler if help is needed." Zinnert looked questioningly at Matthew, who nodded agreement.

After a quick meal, the Elms divided, leaving Gerald and Malcolm to their devices in a building away from the crater. Amanda managed to beg back her Forager, and gratefully remounted, falling in with the rest.

It was still a bit jouncy due to the ravages of time on pavement, but far better than the open fields and woodland they'd traversed in the last three weeks. They made fairly good time down the streets, even with a stop every once in a while to scan the area for goods or potential habitation. It was disappointingly sparse. The surviving residents had obviously been rapidly evacuated by what remained of the UEG after the Rain, but they had made a thorough job of taking their belongings with them.

Kevin dropped back down by Amanda after an hour or so, when the buildings were beginning to get sparse. "How're you doing?" he said over the engine grumble.

"Pretty good, all things considering. Like I was still wondering about the use of living twenty-four hours ago." Kevin grinned.

"Yeah. I know the feeling. I remember my first hangover." Mandy chuckled.

"Thought you'd be up there with the Lieutenant." Kevin's smile dimmed a little, and he gestured with his chin at Gerald's broad back. "Oh."

He pulled his Ferret over another foot, dropping his voice as much as possible. "With him giving dirty looks at me? Fat chance." Mandy was a bit chastened to realize that although she knew full well of Gerald's attitude toward Kevin and his relationship with Matthew, she'd never thought Kevin might have had a similar antipathy toward Gerald.

Kevin's voice was thoughtful. "I just wish that he'd be a little more...accepting. I'm not asking any special treatment, you know." Amanda nodded. "Just because Matthew's my...friend...doesn't mean I'm getting favors."

"Always did think he was kind of grouchy."

"Can't help what he is, which is terminally grouchy." He paused, as the buildings began to drop away. They saw the other two turn left, and they followed suit. "I care about Matthew very much, and he does for me, which is kind of amazing. Actually, I think the entire Elms is his family." His voice grew soft. "It really hit him hard when Dalby, Blume and the others were killed and the rest left because they gave up. They--and we--are the only kids he has."

Mandy racked her brains, getting only mangled images of the hellish first days after they were forced to flee. "He didn't show it. He kept on leading, just like always."

"He puts on a good facade. I know."

"Does he have any brothers or sisters that he told you?"

Kevin thought about it. "One brother, who was a Jesuit priest, and a married sister. Both died when the Invid invaded the first time." He sighed. "Probably why he took such a liking to you. He knew what it was like." Mandy nodded, remembering her family.

And I alone am escaped to tell thee...

"Then there's Dennis," He snorted.

"Yup. Never met a man more dull in my life." Mandy muttered. He chuckled.

"Yup, his objection to me is the age differential. My objection to him is that apparently the last time he showed any emotion was when Malcolm mistook him for the furniture. Gad! But what really annoys me is--oops, watch it," as they nearly missed the others turning on what used to be an old highway, dividing the wrecks of what used to be department stores and restauraunts, "is his indifference to the planet."

Her brows furrowed, she turned on him. "What?"

Kevin made a sour face. "He was born on Earth, grew up on Mars, went from there to the REF, went over half the Fourth Quadrant playing Lone Ranger to the Sentinels races and their pets, so guess what happens? No connection to any world. The joker's more Tirolian than Terran. Earth," he said in disgust, "is just another job for him. And this is the world he came from." He spat over to the side of the road.

"But certainly his combat experience means something, Kevin."

"What experience? Matthew fought his ass off during the last war, and was in the SCA before that. He has just as much if not more combat experience than Zinnert, and he outranks him too. Zinnert also gives him a more cosmopolitan-than-thou attitude every so often. Makes me want to kick his teeth in. 'Course, I'm being loyal."

"Where were you stationed, then?"

"Cushy rear-line desk job, is how I'd put it."

She paused a few minutes, as the buildings began to drop away again to young woods and open countryside and they turned, and turned again.

"Uh, what does Matt's fighting on Earth have to do with anything?"

Kevin made a face and shrugged under his CVR armor. "To paraphrase Earth history, why did the colonists fight on in the American Revolution and win? Why did the Vietnamese manage to eject a force that was vastly more powerful than it? Why did the Afghanis manage to kick out the old Soviets?" He paused. "Two facts: All of 'em knew the territory and the enemy didn't, and all of 'em loved that land so much they were willing to die for it. Dennis is gonna get his ass killed if he doesn't understand the meaning of those two little facts in his heart." His voice grew from peeved to angry. "Hell, even I..." He broke off, looking alarmed.

"Huh? What were you saying?"

Instead of answering, he let out a long, drawn-out whistle.

She followed his gaze, and her eyes widened at the brick monolith they were pulling towards. She stared and kept on staring as the four pulled to a halt just outside it.

"What is it?" she whispered, as the engines went off.

"If Matt told me right," Kevin said, "it's an old shopping mall."

Mandy shoved back her visor, and stared further. "You mean...one of those big closed buildings with all those little shops they had way back when?"

Kevin nodded. Mandy puffed breath in awe.

Matthew motioned them over, and they dismounted and complied.

"Okay, folks. We may have something here. We'll have to case the area to make certain it hasn't been broken into, and then we'll see if we can get inside and see if there's anything we can salvage." Gerald raised a gauntleted hand.

"Probability of goods?" he asked.

Ulm thinned his lips. "When Dolza bombarded the planet, it was nighttime here, thus the 'Night of Fire' that we remember here. I ought to know; I was ten at the time. This means that every major business here had to be closed then, including this. From the looks of things, people were so hot to get out after the local blast they didn't stop to loot anything inconvenient. Furthermore, there still doesn't seem to be any marks of civilization or human presence since then, this place included. All of this, and the only conclusion I can draw is we may be looking at the single biggest resevoir of goods in the entire Midwest of this continent."

Gerald mumbled a slightly disbelieving profanity. Matthew shrugged.

"Can't hurt to look." He wandered over to the the entranceway in front of them, an absurdly small set of four glass swinging doors compared to the huge sunken brick awning they were under. He prodded at them experimentally.

Mandy wet her lips. "Matthew--Lieutenant--is this what you and Dennis were looking for?"

He looked up, a bit surprised. "Not exactly, hon, but I knew of a few towns in the protected area--or that used to be there before. This was the largest. And it wasn't just this building. We knew of other possible sources in the area. But this baby--" he patted the door he was examining--"was the consumer paradise of the twentieth century. Hey Kevin, got any picks on you? The damn thing's locked." He looked up at the

other two. "You guys, take off and have a look around the other entranceways. See you in half an hour."

"Oh, my god," Miranda Altman whispered.

As the others began to file in and search the shell of what had once been a room, she fell to her knees, surrounded by books. Rotting, molding, roach-eaten books. She was in a morgue containing the corpses of centuries of human learning.

"Oh, man, the waste..."

It hadn't taken them long to find, a half-mile or so from the crater, the shells of university buildings and within them what they had once contained. Fortunately, they had not yet found any human remains yet, but the paper and silicon remains were almost as bad in Miranda's eyes. Once upon a time, in a more hopeful year, she had pursued a doctorate. And then the Masters came, with the Invid hot on their heels....

"What's the matter?" Gwen asked.

"Look at this. All ruined," Miranda told the redhead flatly.

"So were human lives. That's more important." Gwen said finally.

Miranda bit her lips, her brown face showing the strain. "Okay, but you can replace human lives, Gwen. But this--" She waved a helpless hand around the dark, mildew-reeking room. "You...you can't replace knowledge."

She still did not look like she totally understood. Yet another post-Rain kid, happy in her ignorance, Miranda thought bitterly. God damn the stupid fucking Robotech wars, God damn them. They've put us all the way back into the seventeenth century. And where was the God-damned REF when we needed them most? At least Miranda herself had managed to keep her curiousity alive, despite her upbringing.

Miranda picked up a fallen title, the type barely legible from water stains, and managed to make out a fragmented title: -he Orig-n of Spe--es. She was thankful. If it had been Shakespeare she probably would have started crying.

Malcolm had never had the kind of intellectual drive his elder sister had, although he was no slouch mentally. Miranda knew full well that he and Shiroikiku had probably managed to find...other diversions by now. They had been an item for the past several months. Somehow, it only made her angrier. When Dennis came up behind her, it was all she could do not to turn and snarl at the REF veteran.

"Yeah, what do you want?" Her voice still came out harshly, and his eyes widened. He had remarkable compusure, though.

"We're going to go further south. If we're going to use any of these places for habitation, we need to find a spot that's more stable and drier." Miranda premptority nodded and dropped the ruined text where she found it, squeaking to her feet in her armor.

She sucked in the fresh wind when they emerged. The mildew inside had begun to make her eyes run. Grabbing hold of her Cyclone's handlebars, she proposed, "Let's walk."

Dennis shrugged, and Miranda was seconded by Gwen, and surprisingly enough, even Fred nodded as well. They began to wheel their mecha down the cracked pavement, past a couple of building shells.

"Not a bad day," Miranda offered, despite her upset. Fred grunted something affirmative.

"Nope. It is getting a little warmer. I'd say forty-five Farenheit." He brushed his hair out of his eyes. "Kind of amazing, considering a few days ago what it was like."

"Hell, the Midwest weather was always a bit psychotic, and the wars didn't help none." Miranda responded, astonished she'd actually gotten an answer from the normally taciturn man. She ventured a question, one of very few she'd tried around his uncertain temper. "Fred, where did you come from? I know you told me, but..."

"New York. The city. Or at least what's left of it. Probably you wouldn't have remembered. I'm not very talky." His long face glimmered with something that might have been humor. "I know some insulting names your roomie gave me. Just because I'm shut makes her think I'm deaf."

"Which--Oh, Sherry. Huh," she grunted. "I'm not surprised."

A thin smile. "I don't like talking about it much. Some nasty things happened there. In fact, the reason I'm with the Elms has a lot to do with it."

"The Invid?"

The look that passed his features momentarily was frightening. "Oh, yes...

"First time around, when the bastards occupied, they were either stomping down the streets or trying to wipe us out. I guess you know about what some asshole in the enemy command tried to do to Manhattan." His hands wrung around the handlebars. "Believe me, hearing about it is a hell of a far cry from being in it...."

"Sorry, Fred." She was beginning to wish she hadn't opened up the conversation.

He glanced over at her, and calmed a bit. "I could have taken that. It was when they decided to come back the second time..." His voice trailed off.

They investigated a few more buildings as the afternoon progressed, with similarly depressing results. Miranda managed to salvage a couple of texts, which she stored in her Cyclone's carriers. About two o'clock, she found herself strolling next to Gwen, who was enjoying the unusually clement weather.

"Pretty nice day," Gwen thought out loud, combing back her radiant red hair. "Maybe it'll stay this way now. Definitely could've been worse." She gave a sidelong smile at Miranda, who was examining with disgust her own unravelling cornrows. Time to have Malcolm rebraid it... Noticing the younger woman's gaze on her, she looked up and gave a sheepish grin.

"How's life with this illustrious band of merry human persons thus far?" she drawled. The Kentuckian chuckled.

"Oh, pretty grand, 'cept for the nasty lil' bit about getting stuck in the thumb, and here I saved you puppies." Miranda hooted. "Survived all this nastiness, become the best little target fiend I can, and that's my reward?"

"Well, there is this bit about possible Simulagents that might infiltrate us. We had to check. The bit about Bernard's group never guessing the girl they picked up was Invid warned Matt. One of the first rules the Elm core group put in was that. Haven't had any yet."

Gwen furrowed her brows. "What if..."

Miranda hemmed. "I have no idea. Our gut instinct might be to wipe 'em, but that's not completely fair. We'd either eject them or put 'em under quarantine for a while, depending on how we voted and the evidence. I think killing them would be out of the question." She shrugged. "After all, from what I hear, quite a few humanoid Invid have given us most of the information on the Earth occupation that we have. And I know at least one group was actually headed by one. Sera, I think her name was."

"Huh, I think that's the one that defected near the end of the last war." Miranda nodded, suddenly remembering.

"Any rate, that was one of the other core rules we put in. I think my brother, Matt, Kevin and Gerald overruled Dennis to put that in."

"Ohh, Kevin now, that's a sweet babe!" Gwen growled huskily. Miranda gave her a sharp look.

"Hands off, girl. He's taken, and he's not your preference anyway."

Gwen gave her a coy look. "Might not hurt to try."

"You do and he might nail you to the wall."

Gwne waggled her eyebrows. "With the way he looks, he can nail me any dang time he wants."

The double entendre was not lost on her companion, who groaned. She was worse than Sherry, and she was screwing Miranda's sibling. ("Don't you two ever do something else?" she'd shouted in exasperation when finding them slouching around the passages of the old base, arms slung around each other and with punch-drunk expressions on their faces that hinted what they'd just been up to outside.

(With one hugely grinning voice, they'd said, "Nope." Miranda had courted the idea of slugging her baby brother then and there, but Sherry probably would have gotten her then.)

"Hmmph, well, he kind of likes that little blond twit anyway." Gwen muttered.

"Gwen darlin', Mandy is not a twit, I know from personal experience. Anyone who runs a marathon to escape an Enforcer doens't deserve the title."

Dennis glanced back at them with exasperation. "Will you two stop that and come up here? I think we've got a couple promising buildings."

"Sure," Miranda said. Privately she thought, What, one that isn't half-fallen in? Be a miracle. The entire world does a pretty good job of it, some days.

"Found nothing," Gerald said, his bulk looking absurd above the Forager he'd borrowed. He dismounted and wandered over to where Mandy was sitting, watching Kevin and Matthew fiddle with a second door. One had already been picked and was propped open to reveal a dusty inner entrance containing several plastic seats, in which the two men were working.

"Yeah Gerald, Mandy said as much." He murmured a suggestion to his companion, who nodded. "We're almost done. Took longer than we thought, because this place may still have live alarm systems."

Gerald's brows hiked. "After almost thirty-three years?"

"Sure. Watch it," he warned Kevin. "A lot of major businesses had converted to fusion or perpetual-motion generators by then. I've got the feeling this is the latter, since it was the cheaper and cleaner source."

Kevin was sucking air through his teeth. "Just about--almost--got it." There was a snick, and the door squealed open as he pushed on it.

"You first," he told Ulm. The lieutenant rolled his eyes. The rest followed him tenatively into the darkness beyond. Kevin propped open the second door, then followed them in, switching on a halogen flashlight.

Amanda gawked.

"Wow..." Kevin whistled. "They sure didn't make 'em small."

The wing they were in could have easily had an Alpha or one of the smaller Destroids stand up inside. Besides a very fine layer of dust, the tile and benches looked as unaffected by time and just as they were the day the mall closed for the last time. Matthew had more than half expected the air to be stale, but it was moving and fresh. It was still very dark, outside the gently wavereing circle of the lantern, and deathly quiet.

"The venilation's still working," he murmured. "Which means, maybe, that the lights..." he trailed off.

They moved on inside. Mandy was slightly boggled. The hallway alone was higher and wider than anything she'd experienced in her life, and the entrances that the lantern light hinted at meant even more space inside.

Futher on, five minutes later, they came to a center court. Here, the time passed was a little more apparent. It was dimly lit by a glass skylight, mostly obscured by grime. The fountains were clogged, leaving only a foul-looking residue at the bottom, verdigrised with ancient coins. Skeletons of dead trees filled earthen depressions in the center of the walkway.

"Must've been pretty when it was open." Mandy said.

"Oh, it was." Ulm assured. "They all were."

Gerald started. "Hey, look over there."

Ulm walked in the direction of his pointing finger. "Aha. Steps. Let's go down."

Shrugging, the other man complied. "Aren't you going to explore the top floor first?"

"Ensign, it's not the top floor I'm interested in as much as the bottom ones. I'm looking for a spot where Protoculture radiations might be shielded, preferably as much by the ground as possible. That's why the old base was designed the way it was."

"Are you saying what I think you're saying, Lieutenant?" Kevin and Amanda, following them downward, looked at each other and shrugged.

"Yep."

"This place is wide out in the open, for Chrissakes!"

Ulm reached the floor. "Well, we'll have to see what Dennis' group brings back. Look at it this way, Gerald. We're not likely to find a better spot. Look at how far and how long we had to travel to find this."

Gerald sighed unhappily. Kevin cleared his throat. "Your pardon, but from experience the average Invid doesn't have the intelligence to look for obvious bases. If it doesn't move too conspicously like a millitary outfit, and it doesn't radiate Protoculture, it doesn't matter. If we find an adequate way to shield the stores, we ought to be halfway safe."

Gerald's lantern-lit visage scowled at him. "What do you know about it, O'Shea?"

Kevin shrugged. "At least as much as you do. We've fought the same battles for five years now."

"We're running out of Protoculture, energy clips and ammo," Gerald pointed out. "Where're we supposed to get more?"

"I'm going to tackle that problem next, Ensign. We've got to crawl before we can walk. I think there's a depository over in Terre Haute." Ulm looked down at his watch and swore. "It's almost 1500. Come on, we've got maybe a half-hour before roundezvous to check this place out."

An hour later found them back at their starting point, waiting with Sherry and Malcolm, watching the second group come in. Sherry and Malcolm seemed unusually content, but Mandy dismissed it with a roll of her eyes. She'd experienced Shiroikiku's semi-quiet sneaking out in the middle of the night countless times.

Privately she couldn't help but wonder how Sherry could ride her Cyclone in the spine-crunching, semi-suicidal way she had, and... She shied away from the thought.

Instead, she was regaleing Sherry with a involved tale of what they'd found north of town.

"You know what, there's even working lasercdisc players in there, and laser discs, and maybe there's electricity we can use. Let's not even get into those televisions we found in this one big store."

Sherry whistled, running her hand through the bleached strip she wore down the center of her hair. "Sounds nifty. My parents always were big into the old animes, dingbat pseudo-Nipponese they were. I'm good with wiring. Maaayyybeee..."

Amanda's light green eyes lit up and she smiled, as the second team pulled up.

"Bonjour, o lost ones! What news do you bring to us?" Kevin gave a fiendish grin. Dennis shrugged, his mouth twitching upward, Miranda grinned almost as hugely as Kevin, Fred rolled his eyes, and Gwen smiled and batted hers.

"Uh-oh," Sherry muttered. "Trouble."

"Huh?"

"You blind? You notice she's been after him for the past week?"

Amanda was miffed. "How could I, what with coughing up glop and considering how much you and Malcolm--" Sherry hit her.

Amanda kept a closer look on the Southerner. Something about the way Gwen paid especially hard attention to her friend raised her hackles.

Yep, I'm jealous, she admitted.

"Good news. We found university ruins down south, complete with a few intact buildings. At least two of them are very large paper libraries, and one's underground and with power. With some work, we could make it into a perfectly good base." Dennis smiled and saluted. Matthew nodded back.

Miranda grinned, her teeth white against her face, and she swatted her bike carriers, which Mandy belatedly noticed were bulging with books. "And guess what I did?"

Amanda laughed. "I'm happy for you! You were ready to go bonkers after you lost your old library. You've hit the grand prize, hmm?"

"And how!"

The lieutenant's wry voice cut through the chatter. "Ahem... This is all well and good, but could we tell our side?"

He began talking about their findings, with periodic interruption by Gerald, Kevin, and Amanda to clarify points. A stunned silence began to spread, as the implications of the wealth uncovered began to sink in.

Fred whistled, once.

Dennis broke in. "This is great, Lieutenant, and I'm very glad this was found, but have you considered the strategic factors yet?"

Ulm ran his hands through his untrimmed hair. "Yes, I have. There's nothing wrong with the center's location that a little care in entering and leaving can't cure. There's an underground parking garage that Protoculture and mecha can be stored in, there's running water from a tank and from the PM generator's byproducts, and there's an enormous amount of space for us to live in. We have to keep in mind future base growth."

"True. But still, considering how bad the crackdowns seem to be getting, according to the grapevine... We're not talking stupid Invid running the franchise anymore. And they've ways of finding out, even if there weren't humanoid pilots. On Spheris, they used the Cougars to sniff out potential resistance enclaves."

Kevin was beginning to look annoyed. Amanda was wondering if this was part of Dennis' behavior that bothered him. He did tend to go into his offworld exploits rather much.

"As I recall, those tended to be a few miles underground. It won't make a difference in the end if we end up at the mall or your library." Matthew pointed it out with a sigh.

"The Invid army here doesn't even have Cougars," Kevin said. He rubbed his forehead, frustrated.

Matthew held up finger. "They've got other Inorganics--Ferrets, Krakens, God knows what. But the mall--has got a working security system, or one we can get going with a little work. That's why we spent a while trying to break in the nice way and not set it off or disable it."

"But do you consider it safe enough?" Dennis insisted.

"I don't know, ask them. They're the firepower. We're just the stupid leaders."

There was a brief silence, and then a babble of voices broke out. Dennis' contradictions were overwhelmed.

"Ah, democracy," Ulm murmured. "Not exactly millitary, but satisfying anyway."

Kevin looked over at Ulm with a grin.

"Got a sneaking suspicion what the results are going to be?"

"Oh, I don't know. Want to bet on it?"

"Hell no. I'm not that stupid. Sneaky move to pull on him."

"I'm not as stupid as I look. Take some pointers."

Kevin sniggered.

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

DANDELIONS

CHAPTER ONE

November, 2044

You better
run all day, run all night
Keep your guilty feelings deep inside

Pink Floyd, "Run Like Hell"

Brush popped and shattered in the freezing air, tinder-dry and desiccated in the onset of winter. The source of the sounds was too big to be a deer; too clumsy, far too noisy, and the rhythm of the smashing through the woods bespoke a creature that ran on two legs, not four. It crashed closer and closer to the margin of the naked trees and undergrowth, and under the beat of footfalls, snapping branches and crushed leaves, the wheeze of tortured breathing rose steadily and insistently.

Whatever it was was close to the end of its endurance.

With a final shattering crack that took off an inch-thick brittle maple branch, the source burst far into the open, oak-dotted field in what had once been the American Midwest.

The figure staggered reelingly and blindly onward, hacking from oxygen debt, too exhausted to outright run. It almost paused near a rock outcropping; but whatever it heard in the temporary silence as the crows and starlings fled made it whimper in terror and resume its stumbling exodus.

The field was approximately two hundred yards wide from woods margin to next woods margin. For five minutes, the solitary refugee dashed from tree to tree, gasping, nearing bit by agonizing bit to the other side. At the last black oak, fifteen yards from the margin, it paused, preparing for the final dash. The hooded head glanced back the way it had come in renewed fear.

Then the trees exploded.

It was called in the terminology of the oppressed race the Enforcer; in its native tongue it was termed the Malar. To an unarmed inhabitant of the planet its race had harried nearly continuously for almost ten years, it was merely Death.

It had pursued its quarry for almost twenty miles now, since its object had had the ill grace to flee from the roundups that sent this planet's native people to work to further the pursuer's own species. Normally, the Malar would not have bothered with a solitary creature this inoffensive, but its lords had deemed that any possible extra labor was necessary, and when ordered, the Malar's pilot followed as had been the way time out of mind. The other castes did not have the initiative to search for a single body, but the pilot of the Malar had sufficiently evolved, and had comittedly sought over the miles of this alien world to fulfill its duty, even though it was not well-suited for the terrain.

The creature squealed like a trapped rabbit, then bolted. Ankles and legs already overtaxed no longer bore weight or responded to commands; a foot came down aslant on a boulder, and the ankle folded, sending the body crashing down with a scream of agony. Clutching at the damaged ankle, the refugee struggled upward in a last-ditch effort, then collapsed, sobbing in despair. Methodically, the Malar made its way across the field, the overcast of the day glinting off the dull gray of its armor, the garnet of its sensor eye fixed on the collapsed figure before it as it strode over. Eyes glazed, the prisoner watched the treaded feet step over the brown terrain toward her.

Inside the protective snout of the suit, the Malar pilot's own opaque black orbs narrowed in a clinical survey of the situation. It had traveled far afield in search of its prey, with no rapid method of getting back to its home base with its trophy. The sensor antennae at the end of its snout twitched. Most likely, it would have to call up one of the Iigiai patrols, or a Torab, even one of the Piraq units if all else failed.

While considering the possibilities, the three blunt claws the end of the unarmed arm opened, and descended toward the prone figure as a high whistle sliced the air.

The red eye exploded in a spray of fragments, the long head of the pilot inside evaporating into a mist of hydraulics, nutrients and blood that expanded outward in a fetid emerald cloud that splattered the refugee with green splotches.

Then the missile that had sailed to home detonated, and the shell that had once been the Malar burst into an incandescent cloud of flame.

Amanda Pierson lay there, singed and in a gray void in a vacuum of no reaction.

Maybe if I just close my eyes it'll all go away...

She could hear shouting, but ignored it. She had endured too much for one human body to take in the past thirty-six hours, and had decided reality had heaped one too many indignity on her now.

It wasn't fair, she thought ridiculously. *I'd gotten used to the idea of the Invid catching me and these idiots save me? What the hell's wrong with this picture?*

There was rapid heavy footsteps, then a gauntleted hand shaking her shoulder. After a couple of repetitions, she numbly shook her head and decided to take note. "No--" she rasped before her voice caught. "No, he didn't touch me. I don't think so." Irrational panic. "Don't let them get me!" She collapsed in a weak fit of coughing.

The heavy male baritone was compassionate. "Easy, honey, easy. You're safe. We won't let them get

you."

Amanda suddenly felt herself lifted in a pair of metallic arms, then carried rapidly to the margin of the trees. She was set down, back to a trunk, and her vision reoriented to include her savior.

Wow, she thought. *An actual Cyclone.*

The visor of the mottled-green battlesuit turned down to look at her. "Just a second, honey, I've got to switch modes."

As she watched numbly, the suit folded away, wheels rotating down and armor peeling away, until the battlesuit was a dull-green motorcycle and a man in CVR-4 armor dismounting from it. He quickly bent down and rifled through a pack on the armor of his leg.

"My ankle..." she said.

"I know. Saw you fall. Had to wait to plug the bastard." He bent down to squat by her side. "Lieutenant Matthew Ulm, by the way." He gently grasped the shoe. "Can't take too long at it. Your friend might have had a few buddies with him." Any response she might have made was drowned out in a squawk of pain as he peeled away her shoe, exposing a swollen, blistered, and now swelling-further foot. He bent to tend to it, pushing off the helmet to take a better look.

He was about five-ten, very solidly built under the armor, and getting well into early middle age. His graying reddish hair was fading at both hairline and crown, and from the length of his whiskers he was badly in need of a shave. The blocky face was lined from too much exhaustion and fighting, but both it and the clear hazel eyes it contained looked neither cruel nor inclined to cruelty when he had more sleep than he'd apparently recently gotten.

"What made an Enforcer decide it had to go after you?" he queried, spreading ointment on some of the blisters. She whimpered. His eyes darted up, looked away.

"Bad time. Sorry hon." He probed the ankle, prompting a cry. "Dammit. I'm sorry. You've got a beaut of a sprain on the way." Cautiously, he adjusted the injured ankle, and searched through the first aid kit. "Dammit, no elastic bandage. Right, right, Miranda had her wrist fucked when the Cyc wheel fell on it. Have to wait for Kev, then. Hope he didn't get any fun surprises casing the area ." He looked up and grinned. "Hon, you look like nine miles of death served up, but anybody tell you you've got the prettiest green eyes I've seen in a face?"

The green eyes in question, unnaturally bright in contrast to the purpled hollows of her sockets, widened in leafy confusion. "Unh?" They were beginning to glaze over in shock and exhaustion.

The man called Matthew Ulm suddenly jerked up his head, freezing, then relaxed. A quiet rumble grew

in volume from within the trees. Squeaking, Amanda jerked her head up, the hood falling back to reveal tangled daffodil-colored hair and a haggard but young visage. Matthew shook his head in reassurance.

"It's just Kevin, my partner. We were scouting the area; he ought to have some medical goodies for you." He gently pushed back the girl and rose as the engine roar filled the clearing. Abruptly, another Cyclone heaved into view, this one painted in olive and acid green. It braked to a jarring halt as its rider dismounted.

"Matt? You okay?"

Matthew snorted. "Barring no wash for four days, never been better. Can't say the same for our new friend here."

The cracked reflections of the bare tree branches slid across the transparent surface of the other's helmet visor as he turned to look at the figure seated by the tree. He jerked in surprise; then his light tenor said in clear surprise, "I see... What's with her, Matt?"

"Ankle. Got any Ace bandages on you? We've got to make tracks in minutes before we get more company, and I don't want the Cycs jouncing it around too much."

"Yes indeedy I do." Kevin went back over to the Cyclone, rifled around in the back for a second, before producing a first aid kit. He and Matthew squatted back down by her.

"What's the deal, Matthew?"

"Just sent another Enforcer to the big hive in the sky. Don't know if it fired off anything to any other Invid before it bit it, and I'm not gonna gamble on it."

"Enforcer? What the hell's an Enforcer doing out twenty miles from the nearest hive, Matthew?" Kevin's hands gently lifted the injured ankle, then began to unwrap the elastic as Amanda stiffened in pain.

"After her." Matthew began to carefully wrap the bandage snugly around the damaged ankle. "At least that's what it looked like."

Kevin took a hissing intake of breath, muffled through the visor. "What'd she do, blow up the hive or something? You don't find hive guards tromping out this far for one person. What's her name?"

"Haven't asked her yet." Matthew was surprisingly sheepish.

The second fighter's eyes, light blue under the protective visor, squinted in incredulity. "You haven't asked her yet?? Matt you numbskull, you go through all this and you don't even ask her?"

Matt finished wrapping the injury as tightly as he could. "Okay, wisenheimer, you ask--"

"Amanda Pierson," she managed. They looked up, having forgotten her in their exchange. "Most people call me Mandy--or at least they did--" Her face froze, the eyes looking into a vista better not thought of.

"They--they came for the town. Rounded us up--everybody--like we were cattle, made us walk..." The exhausted eyes pooled, ran over onto freckled cheeks. "The Enforcers watched us--the little kids...they shot them..." The emerald eyes widened, radiant with a terrible light. "They shot my little sister, and we couldn't even stop to pick her up..."

"Daddy lost it then. Late last night, when we stopped to rest, he shoved me into the trees, told me to run. I ran...and when I ran--I could--could hear the gun blasts behind me...my father... The Enforcer followed me--all this way..."

"'And I alone am escaped to tell thee,'" Kevin finished with soft finality.

Amanda Pierson nodded, her face contorting, and raised her hands to shield her quiet sobs.

"What's going on?" Kevin asked softly, as Matthew took her into his arms.

Matthew's eyes were stony gray and grim. "I don't know, Kev. But I sure as hell would love to find out."

Hush now don't you cry,
Wipe away the teardrops from your eyes
You're lying safe in bed
It was all a bad dream spinning through your head...

Queensryche, "Silent Lucidity"

Mandy awoke to the rattle of a shower on a corrugated tin roof. She stared in confusion for the briefest of moments, then her face froze as she remembered, choking the tears back into the black, hard place inside of her.

There's nothing I can do anymore...

She made the briefest of motions, then hissed in pain as she jostled the ankle. A quick glance down at her feet proved both that she was lying on a cot in a rather ramshackle shelter and that both of her feet were bandaged up and her ankle wrapped barely this side of gangrene. She began to tremble as she remembered how it had gotten that way, and the infinite gray hell beforehand of being prey run into the

ground.

But I'm safe. I think somebody saved me.

Am I?

As her sleep-dulled perception widened to include the area, she could hear footsteps, voices and activity outside the ill-fitting door. But it seemed to be friendly activity.

Where am I?

She vaguely remembered disconnected pictures of tipping one way and another between consciousness and unconsciousness as she was jostled on a motorcycle, her arms wrapped around the waist of a burly, kindly man--Matthew--her cheek pressed hard against the armor of his upper back in a waking dream. Another cycle riding by them....she had no idea how long it had taken or how far they had gone, but at last they had stopped, and then they had been nothing but gentle and loving darkness...

And then here...

Where was here? It was dark, lit only by the dark, grudging orange of a small fire in an improvised hearth and chimney made out of two fifty-year-old oil drums in a corner.

Her head flopped back onto a hard pillow, her eyes glazing over and trying not to remember too much.

An indeterminate time later, a voice rose outside the door, saying something to the effect "I'll go check on her now." Mandy rose her head toward the door as it opened, admitting a flood of pallid November daylight and a figure.

The woman pushed her beaded cornrows back, the pearly light shining momentarily on a face dark as fine ebony before she shut the door. She went over to the hearth and adjusted the air intake on it, raising the light level in the tiny little room, before pulling a homemade chair over to sit by Mandy's cot.

"Hi there, kid. Looks like you're awake." She opened a satchel and dug through it.

"Yeah..."

The woman took out a plastic container and peeled it open. Chicken-scented steam wafted out, hitting Mandy with an almost physical blow to the gut The newcomer saw the crazed look in her eyes and smiled compassionately.

"It's for you, trust me. When's the last time you've et?"

"Don't know...Two days ago..."

Her father had cooked up carrots and brown sugar, using the fat from some of the bacon in storage to fry up some pancakes for her and Grace... Suddenly, she was weeping helplessly.

The woman held her, letting her cry into her jacketed shoulder for a long time. "Hush, sweetie, it's all right, let it out..." It was several minutes before Mandy lifted her blotchy face away.

"They--they..."

"I know. Lots of us have gone through it. No wrong in feeling that sort of pain." Carefully, so as not to dislodge her grasp, she managed to bring up a tin spoon from her package and lifted the soup into Mandy's lap. The girl noticed that she winced a little from moving her right wrist, which had elastic binding it up. Though her throat was tight from emotion, the entire container was the work of only a couple minutes for Amanda to eat.

"I know your name is Amanda. Mine's Miranda Rosa Altman, call me Miranda. You're in a friendly place, which means any Invid that shows its claws around here is going to find out how many missiles a Forager can spit."

"Where's here?"

"Mmhh." Miranda's dark eyes slanted at her thoughtfully. "Since I suppose you make a hell of a shitty Simulagent--we took a blood sample while you were out, by the way--you're in what passes for the headquarters of Ulm's Elms, our little way of flipping the big middle at our friends the crab lice on steroids. You met Matthew and Kevin--Matt's the leader of the outfit. Let's say--geographically-wise we're about five or so miles from where Quincy used to be before the Invid hit it the first time around, back in '35."

"That far... I was only about eight then."

"You're eighteen?"

"Gonna be. In three months." Mandy grimly fought back the idea of what that birthday party would have been like only five days ago.

A knock on the door interrupted them, along with a vaguely familiar, diffident voice. "Uh, can I come in?"

"Yeah, Kev." Miranda took back the soup container. "You want a refill?" Amanda nodded vigorously. Miranda shuffled around inside her pack, producing a loaf of bread and a butter container as the door

opened and another visitor slid in.

"Hey there," Kevin said cheerfully. "How you doing?"

Mandy stared, grief, injury and exhaustion notwithstanding.

The second man who had saved her was about in his early- to mid-twenties, about six feet even and possessed a fair, clear complexion over slightly thin, well-formed features under the last vestiges of a summer tan. Slightly waved dark hair brushed the nape of his neck and contrasted startlingly with light, gentle blue eyes. For a girl raised in a village of less than seven hundred people, he was easily the best thing she'd seen.

He slid over and snatched the bread from Miranda's hands, prompting a yelp and then a swat from her.

"Kevin! Behave! It's for her!"

A drippingly sad whipped-puppy expression crossed his face. "Mirandaaaaa--I was only going to have a bit--"

"The whole damn loaf, knowing you! You're a damn human vacuum on two feet!"

Mandy was completely oblivious, trying to see how much of his physique his olive-drab t-shirt, baggy gray denim pants and bright green jacket hinted at. What it was hinting at her she liked so far.

In mid-mock fight, Miranda caught her intent stare in his direction, rolled her eyes and sighed. Kevin followed her eyes in time to see a ferocious red tide wash up Amanda's neck and looked sheepish. He handed the bread back to Miranda, who proceeded to slice it as he sat Indian-style on the dirt floor.

He coughed. "Hi, Amanda. We--sort of met. I'm Kevin O'Shea. No rank. This isn't an official REF resistance force, so... " He shrugged. "Take it you heard about Bernard's group."

"Who didn't? We're practically within spitting distance of where the main Invid hive used to be."

Kevin nodded. "Anyway, we're an irregular group like his. Only larger. Thirty, you think, 'Randa?"

Miranda shrugged. "About. A little less. Small is fine with me."

"I remember when the entire Elms consisted of Matthew, me, Dennis, Gerald and your brother. That's small."

Miranda snorted resoundingly. "Considering how the damn regulars have been hit to death by the Invid

lately, no wonder we've grown. The damned bugs can't put a pin on us as quickly."

Kevin suddenly grabbed a slice, the knife and the butter container.

"Kevin!" Miranda screeched. He gave her an evil grin, then proceeded to spread butter on the slice.

"Now now, Miranda, don't have a fit." He finished, dodging her attempts to grab the butter all the while, then proffered the result to Amanda. She took it, blushing.

"I was just going to go and help you out, here. See? She's got it, not me."

Miranda huffed in annoyance. "Kevin, you are impossible."

"That's me for you, the walking impossibility. What're you staring at?" he asked Mandy, grinning. "Eat, that, will you? I put lots of time into that."

Suddenly, Mandy was interrupted in mid-chew by a muffled voice outside, calling Kevin's name. His handsome features curdled in a resigned scowl.

"Damn, Matt needs me." He went to his feet, dusting off his rear. "Oh, duty calls. But, as a twentieth-century movie put it, Ah'll be bahk. See you in a bit, 'Randa." He slid out the door, closing it softly behind himself.

Mandy flushed again when she noted Miranda's dark eyes resting on her intent gaze on the door. Miranda sighed, and adjusted her heavy denim jacket over her olive coveralls.

"Nice to see that what you've been through hasn't put water on your libido."

"I thought he was nice," Mandy challenged, angry with embarassment and not certain what a "libido" was.

Miranda patted her pale, freckled arm with her oil-dark, callused hand, wincing as her wounded wrist was jogged.

"Oh, yeah, he is. Nice as hell, charming as the devil, even if his fingers are a bit too fast. He'd gladly give you the skin off his back if it'd save your life. Doesn't hurt that he ain't hard to lay eyes on either." She sighed wearily. "But I advise you not to get your hopes up, despite all that."

Amanda stopped chewing on her bread. "Uh...why, Miranda?"

"He's not...well, to put it this way, girl, it's not women he's interested in."

Amanda halted in midchew, as the information slowly sunk in. Somewhere, in some more refined plane of existence, one might have heard the tinkling of half-formed desires shatter to dust.

She swallowed, the bread all of a sudden tasteless. "Oh."

"I'm sorry, Amanda, but better you knew right off instead of later."

"Yeah." I guess, Amanda said bitterly to herself.

Miranda sharply punctuated the sudden silence with a smack to her thigh with her good hand.

"Well, besides that, why don't we get you to some better shelter?"

"Say?"

"This is a staging area for new incomees. Since you're not an Invid plant, and I'll bet good odds along with Matthew that you're not an Invid symp either, I'm here to help you into the main compound. It's going to get damn cold by nightfall." Miranda indicated that Mandy should get up, bodily supporting the girl on her bad side. "Between my wrist and your ankle," Miranda laughed a bit, "we ought to make a functional human being."

Mandy asked, "So what happened to your wrist?" The two began an awkward hop over to the door.

"Oh, that? You know how heavy a Forager is?"

"What's that?"

"Sorry. I forget. A Forager Survival Cyclone. It's well over two hundred pounds. Which leads to my second bit."

"Yeah?" Mandy asked in interest, holding on to the older woman's shoulder.

"When you got one jacked up, first, you always make sure to make certain the jack is holding before you change the wheel. Second, never put your wrist between the ground and the wheel in case the jack doesn't hold."

Mandy giggled a little bit. Strained as it was, it had been the first laughter she had made in more than three days. Miranda shifted her hold on her to grab for the door. She muttered disparagingly. "A lousy Forager... Geez, could've been a Samson, I suppose.."

Mandy was tittering as Miranda helped her out the door into the tepid gray daylight.

Mandy woke up later that night, fully clothed, her ankle throbbing. She started, then realized she was in a clammy room dug out of the loam of the Midwest. The room was also shared by Miranda, who was snoring discreetly on another narrow cot, and a small space heater that grudgingly warmed the immediate area.

Although the place was reinforced by cinder blocks and plasteel beams, it smelt like a damp cave, which came as no surprise. The entire base for Ulm's Elms was underground. Maybe it had been started as a tornado or bomb shelter in the last century, or maybe it had all been created wholesale. Either way, it had been expanded on a great deal in the years since the Invid's return. Mandy still did not know how much, but it was large enough to hide some thirty resistance fighters and an alarming lot of Cyclones and weaponry.

Her bladder ached; gingerly, trying not to awake Miranda, she hopped over to the door curtain, trying to remember where the privies were in the area.

There were voices further down the hall. As she limped past a loosely bolted door, she could hear voices raised in heated debate inside. Almost involuntarily, she halted and had to catch herself.

"--bad development," a black male voice said inside. "From what you said the new girl told you, the Invid are apparently beginning to grab people to use for work in the farms again. So far, they haven't screwed with the population like they did the first time around, but this--"

"Bad development my ass!" a woman's voice interrupted sarcastically. "What did you call the new mecha? The hives the REF said are orbiting us? They beat the shit out of the REF forces that came back, for Chrissakes! The god-damned bugs coming back? My point is, the damned Invid existing are a bad development."

A sigh. Kevin's voice spoke up, prompting Mandy's ears to perk.

"Sherry, the point Malcolm's making is that so far the Invid was halfway passive in its new occupation. They didn't bite back until we bit first. But this..." He trailed off meaningfully.

The deep voice that Mandy identified as Matthew took up. "The fact is, as we all know, is that the REF has been hit harder and harder in the last months, and a hell of a lot of mecha and people are now out of action. Now that the civilians are being attacked--to put in in precise military terms, we're up in it to our ears."

There were a few acquisent grunts.

"So what do we do?" someone else inquired in a bass.

"Go take a piss," someone else answered. "I'm leaking at the eyeballs."

"Cute, Fred."

"You said it ,Gerald, not me."

Mandy heard no more, for she was lurching up the hallway as fast as her good ankle would let her.

Through some miracle, she got there before Fred did, and he had to wait outside the door as she made use of the portable chemical toilets that passed for sanitary facilities in the place. As she left, she caught a fleeting glimpse of an ascetic face and medium-blond hair. She went back to her room, mightily embarassed and hoping nobody had noticed her listening in.

Days passed, and Amanda's ankle slowly healed until she could bear weight on it gingerly. Some six days after she had fled out of the forest, she limped down the hall, up the stairs in a pair of Miranda's old boots and back into bright daylight, wincing in pain.

There was the largest man she had ever seen, sitting beside the sunken doorway and cleaning the insides to an old-line Gallant. He looked up as she pushed up and slammed the door back to. He had blocky, carved features, bland in meditation as he lovingly greased the firing pin to the pistol. They sharpened as he squinted up at her under a mop of brown hair with an assessing gray gaze.

"Hey there. You the girl Matthew picked up?"

"Yeah."

"Gerald Wilson."

"Amanda Pierson. Are you the Gerald Kevin said was one of the original Elms?"

He nodded. He was not fat, but through sheer muscle and bone he seemed to take up much more space than he should have. His broad shoulders shrugged a bit. There was something faintly odd about the way his hair caught the weak sunlight.

"Last I checked." He snorted. "Wish he'd shut his mouth."

She sat down, gingerly, and felt the wind ruffle her now-clean and detangled fair hair. "Not to offend but

what's wrong with his saying--"

Gerald grunted. "Don't like the fact being known to everyone. Especially not new people, your pardon." He made a noise. "There was--confirmation you were what said you were, so..." He shrugged. "Besides, I don't feel real comfortable about him. That bugger's slicker than greased shit, and weird to boot."

Amanda was taken aback.

"D'you mean because he's--"

"Gay? Hell yes. I'm a homophobe and damn proud of it," he stated baldly. "But at least they're human, no matter which way they swing, and they've got it too by the Invid. It isn't all that though. Something about that guy gives me bad vibes. I'd've kicked him out, except he's got a bit a hold on Fearless Leader and he and Dennis wouldn't let me." A bitter snort and a sidelong glance. "You may as well know that he and Matthew are--" He made a limp-wristed gesture that was worth a thousand words.

"Oh." she said blankly. "Matthew's... He didn't seem like the type."

Gerald sighed and resumed putting the Gallant's firing pin back in its place. "Maybe I was too harsh. Matt's an okay guy, and a helluva leader. He's put his ass on the line for me a couple times. And...I'm not exactly normal myself." He looked out into the distance between the trees in which the base was hidden. The countryside rolled a little in dried prairieland, grown back in the time since Dolza's Rain of Death and the first Invid invasion, with a few crows flapping in the distance. Somewhere, a red-tailed hawk screamed piercingly.

It was some minutes before Mandy moved again.

"Why did you--join?"

"Before my dad died he asked me to fight to make sure the Invid didn't do the same number on us again."

Mandy swallowed a bit, remembering her own. She suspected the pain would never quite go away.

"Anyway, I knew Matt from when we were both at Reflex Point. We were both there the first time the Invid left. Got to say this for the Regis: she may be the original bitch from hell, but she sure put on a show."

"I know..." Mandy said distantly.

Her mother had died the year before, so it was her father who shook her awake and practically dragged Amanda and her baby sister to their shelter. In the clear spring evening, he had seen a burst of light from

the direction of Reflex Point, more than four hundred miles away. Terrified that a nuclear or neutron bomb had been detonated, he had run up to get his daughters to safety.

No sooner than they had rounded the corner of the house, it had been obvious that quite the opposite had happened.

As they watched in awe, a curl of fire blazed up from the horizon. Blindingly, the conflagration unsheathed into sheets of amber aurora as it cleared the stratosphere; a neck and head and wings of transcendent blaze. As the night turned to day, the flaming wings stroked the solar winds, and their very minds and souls reverberated with the cry as the Pheonix leaped towards a new home...

"Though to tell the truth, I didn't think he liked other guys at the time," Gerald continued bemusedly. Mandy had to shake her head before she realized he was talking about Matthew.

"Guess it goes to show you never can judge people by appearance," she murmured, half to herself.

Gerald snorted and snapped the pistol closed. "You telling me?" He stood up, seeming to block out the light. He was even bigger standing, near seven feet tall and with biceps thicker than Amanda's thighs. The gray eyes looked down at the girl with veiled irony.

"What's that supposed to mean?"

"Any damn thing you like." He flipped the Gallant and turned toward the bunker entrance. He hesitated.

"Some of us may take a trip to see if we can find any relatives of yours in the next few days. This is, to be blunt, kid, an establishment to kick crabs' asses, not a RGF refugee station. The crabs have been on our cases recently, and we can't get pinned down, or we're dead. This place might get hit at any time, and you don't want to be here when it is. So..." He opened the door. "I'll see you in an hour. Malcolm's going to have dinner done by then." The door shut with a premptory click.

Mandy glared at it, her leaf-green eyes hardening to something like emerald as she did.

"That jerk," she said angrily, when she thought he was out of earshot. Helplessly, as they had so many times over the past few days, the tears began to leak out again. Why did she never run dry of them?.... "I know damn well I have no relatives. He just wants me out of here."

She swallowed tightly. She had to admit she was a bit of a deadweight, having no experience of weapons, weaponry, or mecha. As she currently was, she was a liability, not an asset. Cold logic stated the truth of Wilson's statement, no matter how callously put.

She ought to do what he suggested and find a nice farming community somewhere, get hired as cleaning help or a hired worker. But which would be the next place to hear the tread of Invid Enforcers in its

streets? And the next time, she wouldn't be so lucky. Her father's sacrifice and her sister's murder would have meant nothing.

And she kept remembering the care of Matthew as he lifted her in the arms of his battlesuit, and Miranda's calm compassionate dark face...

They might be dead the next time she heard of them. So would be more of herself.

"Well," she said to the chilly wind, "looks like I'm going to have to learn to be an Elm real quick."

Three and a half months later, 2045

The attack siren screamed like a damned soul, propelling Amanda out of her cot and onto the floor of the room she shared with Miranda and Corporal Shiroikiku Doi.

"Oh Christ!" Miranda screamed to confirm her fears. "We're being hit!"

Even as she hurtled out the door, carrying her worldly goods in one tiny canvas bag, Amanda was still zipping up her field coveralls, REF issue that Matthew Ulm and Dennis Zinnert had procured for the Elms.

"How many?"

Miranda dashed with her, exchanging heated information in the chaos over the tac net. "Shitloads. At least ten clams, two linebackers. Somebody doesn't like us."

Ten or more Attack Scouts and two Combat Troopers. God help them.

Since 2043, new and deadlier types of Invid mecha had appeared on Earth, all but eclipsing the older, more predictable versions that had come before them. The Attack Scouts and Combat Troopers had come from the common Invid Scout and Shock Trooper. They were the bane of every resistance group--those that survived to relate them to the rest, that was.

Mandy gritted her teeth, stiffening her ankle as they turned a corner. It had never been quite the same since the injury; Miranda had said the ligaments in her ankle had been permanently loosened. The damn thing was always trying to reinjure itself, and right now would be the kiss of death.

Tiny Sherry Doi shouted to Miranda, "Get to the staging area! Kevin and Matt are saying that if this

place goes, we're going to remove what mecha we can." The diminutive Oriental woman led the way, her legs pumping, as the other two followed in her wake.

The tunnel branched into a warren-like tangled nightmare, dimly lit by flickering halogen lights, slippery in some places, damp and cold as a corpse. Over the pounding of their footfalls, the klaxon howled. It reminded Amanda not so much of Hell as the countless other times the town siren had screamed upon an impending Invid attack or enslavement attempt. After they had left, the officials had turned it off. It was the worst mistake they had ever made...

Although Hell was making a very close second.

The staging area suddenly opened before them, filled with ranks of Cyclones flickering in ancient flourescent lights. Suddenly, an explosion shook the place, nearly knocking them off their feet. Through the dust cracking from the loosened foundations, they could see the dim forms of Lieutenant Ulm and Kevin O'Shea stagger.

Shiroikiku was the first to regain her balance, and her compact figure bolted across to the two men. Ulm shoved what looked to be a bundle of CVR armor into her hands, and she was already half equipped by the time the other two women made it across.

Amanda felt a blow to her ribcage and blinked when she saw she was also grasping armor, CVR-4 type from the look of it.

"Put it on!" Kevin screamed at her. He was already fully armored except for the helmet. The flickering of the lights gave him a nightmarish strobe effect as it flared across the metal of his chestpiece. The tan had worn off during the winter and he looked dead-white in the unhealthy illumination. Mandy could see a bead of sweat drip off his nose.

"What?"

"Get it on!" he repeated. He grabbed her by the shoulders, eyes wild. "Those were annihilation discs that just hit us. It's minutes before this place goes. You've got to get as much of the mecha out as you can before it does! Got me?"

She nodded frantically.

"Dammit. Hoped to give you a better combat situation than this." Black hair flying, he pivoted and began to slam more armor into arrivals as they came.

Amanda quickly learned that armoring oneself in war was quite different from when in a quiet situation, especially when your hands were slick with terror, somebody had just told you the base's days were numbered, and two more explosions slammed into another segment of the base as you did so. Somehow,

she managed, most likely thanks to the private timing sessions Kevin had given her.

Ulm started up his Super Saber. "Fred, Kev, Sherry, Gerald, you're going to help me and Dennis cover everybody else's butts as we get this crap out. Everyone else, get as much garbage as you can and take it with you. GO!"

"Shit," Amanda could hear Frederick Bohms mutter.

"Take the Forager!" Miranda shouted. She half pushed the Cyclone at Amanda, who numbly took it, and the old-line H-90 Mars Gallant slapped into her hands so hard it stung. She helped load various pieces of equipment into the carrier attached to the back and shoved the pack in as an afterthought.

"Whatever you do, girl, keep it on fusion! Use protoculture in this situation and you're dead!"

"I know! I know!" Mandy screamed back.

"That way!" Kevin pointed, "Emergency exit. Hopefully the Invid haven't found it yet."

Wheeling the cycles, they dashed toward the narrow exit, Miranda's brother Malcolm manhandling the door open.

Within was little more than a propped dirt tunnel barely lit by phosphorescent tape and small incandescent bulbs. It forced them to go one by one, Miranda first, Amanda close behind, the rest coming up as they shoved the mecha through. It was a matter of seconds, it was an eternity; Amanda could not tell, although later she assumed over a quarter mile of darkness, stench of fear, sweat, grunts, prayers, and explosions from where they had come.

Strangely, at one of the latter Miranda perked up.

"Sounds like your basic Cyc missile to me, not an Invid one or an anni disc. They must've gotten out and are decoying 'em," she whispered.

Then, there was another heavy metal door.

Malcolm dashed foward, revealed a small panel, and pressed a sequence in. He then shoved the door open, letting in a blast of frigid but fresh March air. Moaning, they began to pile out into the predawn night. Miranda began to count heads

"I've gotta help the others," he said.

"Be careful," his sister returned. Nodding his helmeted head, he started the engine and ran his Battler

back toward the main bunker. A flare from that direction momentarily blinded them.

"Shouldn't we--" one of the others spoke up.

Miranda shook her head. "No. This is just to make sure we get out alive. The more we fight at this stage, the better our chances of getting killed. Tatically, the bugs have us by the short hairs." Her eyes, black under the visor, were emotionless. "We have no base anymore. Okay, Salwicki, Walters, Chen, Dalby-- where's Dalby? And Heisner?"

"What do you mean, we have no--" Mandy began.

Night turned into day, an orange, sick sun sprouting, consuming trees under which the base had once been. Silhouetted against it, Amanda could make out outlines that bore nothing in relationship to anything on this earth, that she had only seen in the extreme distance over the past couple months. Combat Troopers. There were far smaller dots darting against the conflagration, that bore the outline of Battloid Cyclones, spitting missiles.

"They took care of it for us." Miranda noted laconically.

"Blume was still in there," Salwicki said quietly. Evan Blume had been wounded on a raid three weeks ago, and had been recuperating in what passed for their medic ward.

Miranda's face stilled, and she mouthed a curse, as she bowed her head. Amanda swallowed the sudden lump in her throat.

"Hear o Israel, the Lord our God, the Lord is One." Miranda said softly. There were assenting murmurs. "That was in case he didn't get the She'ma Ysorel out in time." Blume had been a practicing Conservative Jew. She stirred. "But I know Dalby got out. Where'd she--"

There was a horrific, animal scream, suddenly cut short in a liquid gurgle. Amanda whirled, suddenly knocked down in the ensuing panic, as CVR-clad resistance fled.

"Oh, God!" she choked.

The bisected remains of Henrietta Dalby dropped five feet to land heavily on the ground, where her brown eyes stared glassily. Her blood followed, dribbling from the arching claws that loomed above her.

It was black in the night, save where the bloody orange flames from the crater touched it. The single red sensor of the Attack Scout stared blankly down at them, then it moved a step foward, insectile legs jointing strangely. Another chorus of shouts from where the rest had fled heralded the presence of another.

"Shit," Miranda moaned. "They've boxed us in. They knew."

Amanda paid them no note, her eyes fixed on the black silhouette of the Scout. In a fasincated sort of horror, she reviewed the final seconds of her life from on her behind. The sensor eye of the Invid glared down at her in mindless aminosity, then it took another step foward. Mandy knew full well than in a matter of a minute she would be joining Henrietta in whatever place it was that agnostic resistance fighters went, thanks to those bloody claws.

She realized she still had the Gallant clutched in one slick hand.

"Sure, I can teach you," Kevin had said. "Heaven knows I don't want Gerry tossing you out on your ear because you can't fight. But keep in mind--Matt said no actual p-fire. We can't attract the Invid."

"Which means I--"

"Have to pretend."

The claws began to drop.

This wasn't pretend.

Mandy breathed in, breathed out, tried to ignore the descending blades over her head, She sighted the Gallant on that spot of glowing red, and pressed the trigger.

A dazzling blast caused images to go off in her retinas. She caught a fragmented image of the eye literally exploding in ruby shards and green blood before she threw up an arm to protect her eyes. She felt a sudden pain along one cheek, and more portions began to smart. She had not thought to put down her visor.

The Scout began to topple onto her, and Amanda barely managed to roll out of the way before the mecha collapsed where she had been, fluid leaking out of its shattered eye. She caught a clear, disconnected image of the claws that had killed Henrietta jerking in tune to whatever firings there were in what remained of the pilot's brain. The image was fighting with the knowledge that there was at least one other Scout back there preparing to cut down the rest of the Elms.

She pivoted; there was the second clam, slashing its claws at the others. Apparently, the Scouts had relied on surprise to eliminate the refugees; Henrietta's last scream had prevented that, and the Invid pilot's limited intellect was unable to come up with a new strategy. It looked as though it were trying to kill what it could and then confine the rest until its fellows or the Combat Troopers came to finish the job. Every time one of the Elms tried to bolt, the claws would whip down, and addled with fright, the fighter would abort it. The sudden ambush had thrown them into complete disarray, but Amanda could make out

shufflings that looked like Gallants being pulled. Whether they would take care of the Scout before it called the Combat Troopers was another matter. Swallowing, she took aim again, but the adrenalin had kicked in, and the shot was going to go wild...

The Scout exploded.

The Elms managed to hit the dirt as searing pieces of ceramic alloy rained onto them. Something wih rockets blazing set down a moment later, then another. The wreck was eclipsed by a dark form as Amanda sat, staring blankly. Her shoulder was suddenly shaken, and she started with a sharp cry.

"Mandy! You okay?"

Shiroikiku's face came into her field of vision, hidden by the Battloid visor of her Cyclone. The other woman peered closer at her, then mouthed a curse.

"Jesus Christ and Kwannon! Look at your face! It's all blood!" The tiny gold ankh that studded Sherry's right nostril flared with light as she spoke.

"What?" Mandy realized belatedly that the stinging had not gone away. She put up a hand and realized there was a wet stickiness there.

"I think the eye bits of the clam I killed sliced my face," she said blankly. "What happened?"

"We took care of the linebackers. A few good GR-215s in the right spots, and ptewh--no more Troopers. Look, you've got to take care of that or you're gonna look like Capone for life. You did WHAT?"

"I offed a Scout. I think." Sherry whistled.

"Give you a gold star." Sherry dragged her to her feet. "We've got to get what we can from what's left, bury the dead, and get out of here before daylight. No way we're going to let the crabs have another shot at us."

Amanda nodded, then began to shake.

Two miles away, a silhouette stood, defined only by the half-set constellation of Orion, the Dog Star, and a sliver of last-quarter moon in the east. The general outline was humanoid, but some three times larger, and metallic.

A red sensor array between the metal giant's shoulders whirred and focused on the glowing spot in the

distance.

Inside, a gloved hand dropped on a ceramic-clad thigh in frustration.

The plan had been to drive the humans out, then keep enough alive--for a time, at any rate--in order to ferret from them information on such establishments and find an effective method to put them down in the future. The humans' expeditionary force (curse them!) was being largely taken care of at this point and was a known quantity. But the small resistance groups...they had made the occupation difficult with their damnable secrecy.

It was a cause for nervousness.

It had been an airtight plan, originally--ambush them at near Earth-dawn, when they would be at their most addled and sleep-ridden, drive them out with a few carefully placed annihilation discs, then a quick capture and a look down to see the kind of warren in which rats lived.

But something had tipped them off...

Now the squadron had been cut to pieces, the humans were free and the battloid's occupant dare not go after them...it had to look like an isolated attack, not coordinated. With this catastrophic failure, she would be very lucky if her superiors didn not devolve her...

The Invid had no swear words as other races knew them, not having until recently evolved life-forms that needed them. But the pilot made a very fair try at one as the rockets on the Gamun roared to life and it soared towards the stars.

To the east, unknowing of the Invid Assault Battloid, the exhausted remnants of the Elms buried their five dead, gathered what food they could from their emergency cache off from the base, and began a convoy to the southeast, running on fusion, beaten but not broken.

Frederick Bohms looked up to the greying sky, his gold-blond hair blowing in the hot breeze blowing from the remnants of the base, his bony, saturinely handsome face planed in the weak glow from the still-blazingly hot crater.

Even with the onset of dawn, one could still see stars, cold and far in the late-winter sky. There were other spots up there, bright as stars, but unwinking and slowly moving against the background. They were not stars.

Bohms stared up at them, his face tightening into an expression that nobody else saw.

It was of raw hatred.

THIRD INVID WAR: DANDELIONS   Next Previous Top Index

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

DANDELIONS
A STORY OF
THE THIRD INVID WAR

STORY AND
ARTWORK BY
AMY BORDEN

This story is based in the post-Robotech future timeline of **THE THIRD INVID WAR**, a supplement created by **Dave Deitrich** (**deitrich@mcs.net**) and **Chris Meadows** (**robotech@eyrie.org**) to the Palladium Robotech role-playing games . As such, it is only a "possible" or potential future to the Robotech series and should not be an impediment to the creation of other possible futures after the end of the series as stated in the show.

ROBOTECH is the property of and copyrighted by Harmony Gold, whoever else, blah blah blah, and the Palladium RPG games are the property of and copyrighted by Kevin Siembeida and Palladium as well as Harmony Gold. THE THIRD INVID WAR is the creation of Dave Deitrich and Chris Meadows, and is strictly a not for profit RPG fan supplement, so the above two organizations don't go after them. Likewise, this fanfiction is also not for profit, so the above two organizations don't go after me. None of the events or persons contained within this fanfiction are meant to have any relation to existing persons, organizations, or events, and any resemblance is completely coincidental. If you think otherwise, that's your problem, not mine. ^_^ Music quotes and lyrics are likewise copyrighted to their respective creators.

The characters Lihra and Kharoth are from Peter Walker's fanfiction novel Objective: Reflex Point and should be given due recognition as his. If you haven't read it yet, what planet have you--uh. No, I suggest you the reader should check it out.

UNDER NO MEANS is this fanfiction to be copied for personal profit. I have nothing at all against copying the work for public enjoyment--in fact I'd be honored--but for somebody to make money off this I will not tolerate. If I find out somebody is profiting off this without my knowledge, not only will I sic the law on 'em, but I'll sic H.G. on 'em too. On top of that, I'll do

my damndest to have them flayed alive, hung by the ankles in a saline bath, quartered, and then finally flung into that pit with that thingy--what was it? The big mouth thing in Return of the Jedi. Oh yeah, the Sarlacc. Flung into the Sarlacc to suffer in digestive agony for a millennium or two. Sounds extreme, but death'll be too good for them. Any bits left over I'll ship to the Kulagi to experiment on. If I can't profit off of this because of copyright laws, sure as hell nobody else will be able to either.

Enough ranting on that. ^_^

ACKNOWLEDGEMENTS

Tremendous thanks to Dave and Chris for creating TIW and tying up all the fiddly little bits about the RPG "Return of the Invid" plotline--especially Dave for sending all the goodies that he did so I could write this fanfic, taking the time to drop by my dorm so I could dump my art for TIW on him, and for supplying thoughts and ideas on plot, characters, motivation and timeline and sparking off the ideas for the fanfic in the vacuum that passes for my mind. Thanks also goes to **Jason Juta** for the illustration of the mecha and other goodies of TIW. More thanks goes to **Peter Walker** (pww@spacsun.rice.edu.) for putting up with my brainless yapping and being a sounding board on Invid customs and mentality (and sending me the written bits of Objective: Reflex Point ^_^) and more; **Aubry Thonon** (ess6alt@qed.qld.gov.au) for engaging me in ridicuolous lines of conversation, and the products of my tiny demented mind (think of the first line of Nirvana's "Lithium" and you'll get the idea) for making all the boredom of my class lectures amusing.

Lastly but most certainly not leastly, this fanfic is dedicated to the legacy of the **White Rose**, who obeyed their consciences instead of the dictates of their government, and who paid the ultimate price as a result. The 21st century White Rose is dedicated to their memory.

Enough brainfarting, let's go!!

DANDELIONS BOOK ONE

NOTE: Also be sure to check out **The Reunion**, a short story of the Third Invid War by Amy Borden!

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

NOTE: This story is based in the post-Robotech future timeline of **The Third Invid War**, a supplement created by Dave Deitrich and Chris Meadows to the Palladium Robotech role-playing games. As such, it is only a "possible" or potential future to the Robotech series and should not be an impediment to the creation of other possible futures after the end of the series as stated in the show.

ROBOTECH is the property of and copyrighted by Harmony Gold, whoever else, blah blah blah, and the Palladium RPG games are the property of and copyrighted by Kevin Siembeida and Palladium as well as Harmony Gold. **The Third Invid War** is the creation of Dave Deitrich and Chris Meadows, and is strictly a not for profit RPG fan supplement, so the above two organizations don't go after them. Likewise, this fanfiction is also not for profit, so the above two organizations don't go after me. None of the events or persons contained within this fanfiction are meant to have any relation to existing persons, organizations, or events, and any resemblance is completely coincidental. If you think otherwise, that's your problem, not mine. ^_^ Music quotes and lyrics are likewise copyrighted to their respective creators.

UNDER NO MEANS is this fanfiction to be copied for personal profit. I have nothing at all against copying the work for public enjoyment--in fact I'd be honored--but for somebody to make money off this I will not tolerate. If I find out somebody is profiting off this without my knowledge, not only will I sic the law on 'em, but I'll sic Harmony Gold on 'em too. On top of that, I'll do my damndest to have them flayed alive, hung by the ankles in a saline bath, quartered, and then finally flung into that pit with that thingy--what was it? The big mouth thing in Return of the Jedi. Oh yeah, the Sarlacc. Flung into the Sarlacc to suffer in digestive agony for a millennium or two. Sounds extreme, but death'll be too good for them. Any bits left over I'll ship to the Kulagi to experiment on. If I can't profit off of this because of copyright laws, sure as hell nobody else will be able to either. Enough ranting on that. ^_^

THE REUNION

A Story of
the Third Invid War by

Amy Borden

The Attack Scout plummeted.

One claw lashed out, attempting to gut the figure harrying it in midair. The attacker side-slipped, its jets roaring, and then dropped for the ground, some five hundred feet away. The Scout, employing its simple rationale of attack and pursuit, followed, seemingly pinning the harrier between it and its sibling scout roaring up to deal with the armored, flying gadfly.

The Invid Attack Scout never came in patrols of less than three mecha. However, the third, having been precipitately made into shards of alloy and atomized plasma by a well-placed GR missile, was currently decorating several hundred square feet of landscape and was in no further condition to fight.

The rising Scout's plasma cannons began to glow. At that moment, the object it intended to blaze into free elements was abruptly no longer there.

The VR-135 battlesuit gunned to full power, squirting out through the converging mecha like a grapeseed. The plasma blasts, instead of obliterating it, were unleashed on its own patrolmate.

The Invid pilot's wailing deathscream was heard by the other Scout's mind for only a second before the Scout was turned into a hail of raining ceramic debris. The remaining Scout whipped up through the remnants of the blast, charring its armor as it flipped through the air, temporarily unmade by the telempathatic sensations of the other Invid's destruction.

Above it, the occupant of the Cyclone armor hovered, one arm tracking it with remorseless precision. It was only a matter of a couple seconds before the Scout recovered its senses and whipped back toward the mecha-clad human figure, single-mindedly intent on the obliteration of its companion's killer.

The vulnerable sensor eye of the mecha became open for only the fraction of a second, but it was long enough for the Forager pilot.

The blast spat home, hammering through crystal, flesh, blood and alloy.

For the eighty-fourth time since 2039 Sera, former Princess Royal of the Invid, killed her own kind.

The sun had worked its way significantly further west before a figure appeared on the dirt track leading into a collection of accumulated clapboard, plywood, old mecha plating and occasional sound construction housing three or so dozen human souls.

It was wheeling an olive-drab patterned vehicle that looked to the untrained eye like a motorcycle of the last century, and was walled off from the outer world by armor plating and helmet of the same shade. It was obviously not enjoying the experience; the slender figure's steps dragged and in the summery heat a fine rain of sweat was dripping off its hands and neck, spattering the red Arkansas dust with dark, bloody splotches in its wake. Behind the cycle, several bundles hunched in the capacious carriers attached to the back.

Slowly, as if reluctant to relinquish its momentum, the figure stopped and looked at the vista before it, sighing from underneath the lowered visor of its helmet.

"Water?" it asked of no one in particular.

It crossed some intangible line into the area, and it abruptly gained attention from numerous eyes within

the shacks, eating their sparse dinners and trying to hide from the sun's lowering hammer. There was some movement.

A scrawny dog paced the trudging alloy boots of the newcomer, waiting for a moment's opening to lift its leg on the pristine wheels of the vehicle, but then lost hope as the armored figure pushing it resumed its metronome trudge further into the hamlet.

Here, there was some more activity, particularly around a rare brick building that in some obscure way immediately identified itself as a bar.

The figure stopped, its posture picking up for a brief second, then wheeled itself over. After proceeding to install the necessary anti-theft precautions, the cycle's owner seemed to brace itself, and reached hands up to remove the helmet.

Drops literally flew as it shook its head like a dog upon slurping the helmet off its soaked hair, and then the head resolved itself.

The hair was brown, brushing the shoulders, and even laden with sweat had a tendency to style itself into an odd upsweep at the end. Inexplicably, something about the hairstyle indicated that it was completely natural and not any concession to vanity. However, the glimpses of suspicious brown stains on forehead and cheeks attested to otherwise for its color.

The person underneath it sighed in relief, then fumbled around until it found a pair of sunglasses. Slipping on the slightly scratched lenses, the figure heaved another sigh of relief, and then lifted its face to the pitiless yellowing gaze of Sol.

Underneath the glasses, the face was oval and indisputably female, as was the slender body that clumsily fumbled out of its torso armor and forearm shields and dripped all over the ground even despite the CVR bodysuit. An H-90 Gallant was produced with the intention of caution. Then, after the upper half of the CVR was secured to the bike, the young woman squared her shoulders again and walked inside.

"You want who?" The bartender used his rag to wipe perspiration off of his forehead and looked at the entrant dubiously before using the same rag to wipe the bar. She looked down with a lip slightly curled in disgust. She was also being considered to various degrees of lust, curiosity, boredom, and hostility by the three or four other patrons that had decided to brave the airless heat of the interior. She knew it, and didn't like it very much, but the obvious questioning couldn't be helped. In her time on the road, she had discovered the common drinking establishment was the single best means of getting gossip.

Sighing, she began to explain again.

"Thank you so very much," the grateful mother beamed. The little boy sniffled, his tears lessening as the anaesthetic kicked in. He had protested in ear-piercing terms against the lancing of his foot to drain the infection that had come on the heels of cutting his instep with a broken bottle. Only now was he beginning to realize that the week-old hurt felt better.

The medic smiled as she found a clean piece of gauze and began to wrap the small appendage. "You don't need to thank me. Just make sure he doesn't walk around on that foot for a couple of days, and use the antiseptic and antibiotic I gave you. You're very lucky it wasn't any worse." The other woman nodded fervently, remembering her son had refused to let her know he had been walking around barefoot in the road until the pain was too great.

After mother and child left, the remaining woman's shoulders sagged, the heat inside oppressive even with the wheezing help of the twenty-year-old fan sitting in the small room. Making a face, she began to clean up her ad hoc operation--it had been a messy business--and thought longingly of showers. Nice cool showers, with a lot of water, enough to last a week. She cut off that train of thought when the logistics got too impossible.

When done, she raked wisps of dark red hair out of her face and thought about redoing the french braid that seemed to be coming undone as she wandered from the room into the darkening main room of her place in the village's only boarding house. She knew full well she was one of the more fortunate dwellers in the place, but it still felt like a furnace. Maybe she could get away with opening a few windows and the door...

She had to fight one open, grunting against a couple years worth of rust. Exhausted, she moved to the door, carrying a brick with her as she did to prop it open.

She squealed the door open, and the brick dropped onto the wooden floor with a boom from her nerveless fingers.

"I have this tendency to arrive when you least want it, don't I?" the newcomer in the entrance asked wearily.

"What?" the medic asked blankly. "Am I hearing right?"

The figure seated opposite her at her tiny table sighed. "If you mean that I said that it's vitally important that you come with me, yes I said that. I know it sounds ridiculous, but yes, I did say that."

"It sounds ridiculous. I'll grant that."

The other sighed again. "Why do you think I covered more than a hundred miles in three days? A-- Marlene, I truly think your life is in serious danger."

"It's very nice you finally remembered my name, Sera, but as I recall a few years ago you also thought it was vitally important to save me from myself." Marlene's tone was dry, but she regretted it as soon as she saw the partially armored figure wince.

"It backfired, didn't it?" Sera surveyed her lap. Marlene gave her the grace of not answering the rhetorical question.

"Sera, I haven't seen anyone I've known for three years now until you, and I haven't done anything to attract attention. I've been doing what I can to help people, but I've done nothing to directly fight them. Are you certain?"

The other woman sighed. "Can I remove these filthy glasses? I can't see in here." When Marlene nodded, the other brought up her hands took the tinted lenses off, blinked, and rubbed her eyes.

The uncovered eyes that looked back up were the color of new rubies, a color that suggested an overexposed photograph but was the actual pigment of the iris. Somehow, it did not look demonic on her. It was not a color that had ever been in the Terran gene pool.

She looks terrible, Marlene thought. Although Sera retained the appearance of an athletic human female in her early twenties, the years of war since the second Invid occupation had taken their toll. While she retained her exotic, otherworldly beauty, it was blurred and worn. The eyes were puffed with fatigue and not near enough sleep, and there were fine lines evident around her eyes and mouth that no aging had carved.

She had the hunted look that was the communal expression of every resistance fighter these days; it was impossible to resent her sudden appearance when Marlene knew Sera had embraced the very agenda she had once tried to repress.

And furthermore, she seemed completely sincere.

"I swear, Sera, I've done nothing to get the Invid after me. Are you suggesting that I should just drop everything and follow you on some wild goose chase so I can get shot at by Attack Scouts? What if it's only a false alarm of yours?"

The red eyes flashed.

"Face it, Marlene. How many times in the past couple years has the Invid followed you? Any patterns of

attacks or Invid mecha in your path?"

Marlene's eyes went wide. There was a knowing nod from the other.

"I thought it was only me," Marlene said weakly.

Sera shook her head. "Don't think so. I've had my share of encounters. Do the locals know what you are?"

Marlene shook her head. Sera looked over, and her features softened.

"Ariel, I know how much you want to forget, to ignore that portion of yourself. But you can't. The Invid won't. And you may cause perfectly innocent people to suffer for it.

"I have a great deal of reason to think that the Invid are past just ignoring us even if we leave well alone. In the past year or so--attacks followed me wherever I went. It was months before I realized it was systematic. I've been on the run for more than a year now. And I don't think you ought to risk the lives of these people gambling. But--it's your choice. I just thought you should have known."

The other woman's soft brown eyes glanced down.

"I've--wandered a lot, Sera. And occasionally--there were close calls. I suppose--I was trying to ignore the facts--I'm very good at doing that, you know."

Sera looked at her, then shook her head. "You're not the only one, Ariel."

The fragilely lovely face framed by the deep copper hair stiffened, eyes wounded.

"Sera," she said with finality, "my name is Marlene."

"I still don't know why I'm doing this."

"Because you know that for once I'm right, that's why. Plus nobody wants to be responsible for a massacre." Sera took out the harshness of the words with a self-deprecating chuckle pitched above the rumble of her Forager Cyclone. She'd removed her helmet to take advantage of the wind of their passage, and her dyed hair, washed and dried, whipped in the wind. Sera had grown it a lot since the beginning of the war, but somehow, Marlene was tickled to admit, it resolutely kept to the upsweep of Sera's old hair length to what degree it could. Marlene, arms around her waist, could see at least half a centimeter of light green at the roots.

The air in her face below the protective goggles felt like the heat from an oven. Even though it was at least ninety degrees Fahrenheit in the humming Arkansas countryside, she wore the old orange jacket given to her by Rook Bartley years ago in order to protect herself from the bugs and nettles that whipped into them as they roared through the scrubby meadows and flying red dust of high summer.

They were now several hours out from where they had met. Somehow, Sera had convinced her; after Sera had thankfully accepted a cold bath and dinner, and a fitful sleep in the hot, sticky darkness (the single thing Marlene was grateful to her genes for was that mosquitoes somehow knew Invid blood wasn't useful), Marlene had quietly packed what useful belongings she could take in the predawn and stowed them in the VR-135's carrier. The rest she had written a note for and left on the table, hopefully delegating her belongings among those of the village that needed them the most.

And now, here they were. She tried to lick grit from her teeth and not think about the memories conjured up by Sera's sudden appearance on her doorstep.

They hadn't spoken much, and Marlene suspected Sera was feeling guilty about disrupting her peace. In an effort to start conversation, Marlene ticked over numerous topics, forcing a compromise between what she really wanted to find out and the possibility of hurting Sera's feelings.

"Sera--do you know how Lunk and Annie are doing?" she shouted.

The other woman startled. "What?" Then it sank in, and she began to chuckle. "Oh, them. Well, when I last saw them, they were still very much alive, and that was about a year ago. When did you see them last?"

"Three years. I went off on my own when they wanted to work more closely with the resistance. I figured I might put them--at risk. I'm not very good at fighting."

She could feel Sera's grin. "Well, you ought to know Lunk's done a fine job of regaining his self-respect. Mostly thanks to me reaching up and hanging from his collar while screaming in his face that he hadn't much to go on, considering I was doing precisely the same thing he was and I had some embarrassing personal questions to ask myself on top of it. That, and Annie was doing a share with me, playing little sister and all." Sera's voice turned as thoughtful as it could over the engine noise. "You know, she's really fairly attractive as an adult, as humans go. Plus, she's a good rabble-rouser. I suspect that's part of the reason we had to split up. We were just too tempting a target to the loyalists."

"Well, Annie was always good at running her mouth," Marlene conceded, getting another laugh from the front seat.

"And flinging snowballs. Never have let her live that down ever since. As for anyone else...

"Rook and Rand--rumors only. Ever since that business with Kosmas, may his hide be flayed in his Hell, I haven't seen anything of those two. I understand , though, that that explosion marked Rook up. She-- WE--were lucky to get out alive, and that's the plain fact.

"That's discounting the--ungh" the Cyclone lumped over a ravine--causing a terrified scream from Marlene-- "fact that the Invid methods..." She trailed off.

"The Invid methods?"

"A sudden taste for randomly attacking towns. Unsettling types of mecha. Actively consorting with humans and using them as mercenaries. I could go into an entire list, Ariel--"

"Marlene."

"That's not the behavior I know, and you know that I ought to know."

"Sera." The other woman's head nodded. "Tell me--you haven't felt her either. Have you?"

There was a lengthy silence, as they jounced on.

"No," the once-Princess of the Invid admitted. "No I haven't. In the whole six years, I haven't felt the Regis."

Marlene didn't elaborate on the staggering pain she felt when she attempted to find the Invid collective mind, which made it near impossible for her to find out that fact.

It wasn't that she still rejected the fact she had come to awareness full-grown and nude in a wrecked house, completely ignorant that she was the very race and blood she was taught to fear--although that was certainly part of it. It was that she simply could not do it without experiencing tortures she would not have visited on anyone, regardless of race.

Sera had once posited that the precipitateness of the birth of the Invid Simulagent Ariel had had something to do with the telltale seizures she had experienced when Invid came near. It was possible that the ability that allowed an individual Invid to act as a portion of the whole Invid was damaged as she'd come to life. Somehow, the ability to detect others of the race had not only been shoved perpetually open, but was so malformed, the act of hearing Invid thoughts was like an intolerable noise.

Ever since then, the presence of Invid telepathic output literally sent Marlene to her knees in agony

Sometimes, she wondered if what she had accomplished in the skies above Reflex Point had been the act of a woman driven to the edge of desperation and beyond, or perhaps just an illusion. Never since had

she been able to duplicate that act. And nor had she wanted to. Doing something so patently inhuman had robbed her of the man she had come to love, perhaps forever.

Scott... Marlene thought, the word a lament.

"No, I haven't," Sera repeated as though to herself. "Whatever part She has in the current occupation, She is not doing it directly. And I haven't the faintest idea who or what is actually coordinating the Invid." She trailed off. "But whomever has control is...uncommonly good at... locating the rebels."

"Have you felt anything, Sera?"

The dyed head shook. "Not...as such."

"As such?"

"Nothing more than the others."

"The White Rose?" Sera snorted at the name.

"Whichever Sulagi coined that term read a little too much Earth history. Probably that Kayagh character over in Illinois. But yes. The renegades."

"Nothing more than..."

"What you probably know. We'd know the Queen-Mother from a parsec off. What's running things....isn't her. There's no single individual. But the glimpses I sometimes get, late at night, in bed..." Sera's voice faltered, and a shiver transmitted itself to the red-headed woman even through Sera's combat armor and the Cyclone's jouncing, "are wrong."

"I know, Sera. Trust me, I know already."

Sera chewed on the biscuit, her eyebrows jumping up.

"These are pretty good. I didn't know you'd learned to cook."

"I did. It helps with getting things if people like what goods you have to make." Marlene tucked up her legs underneath her, her eyes surveying the scene they were in. In the intervening time, they had come north, for no other reason than it had been the direction Sera had been going in when she had picked up Marlene. Besides, the high rolling hills made it difficult for Invid sensors to penetrate.

Sera grunted, licking crumbs off her fingers. "Good for you. Lunk can cook, Rook could cook, even RAND of all people could cook. I never seemed to get the knack. I thought it was a human thing. Did marvels on making edible things metamorphosize into carbon, but other than that..." Sera shrugged, scarlet eyes twinkling. "At least you can. I'd probably starve otherwise."

Marlene smiled, letting her dust-laden hair down in order to brush the worst of the dirt out and to rebraid it more neatly. She then sombered, her serious face still pale underneath a superficial tan. "Sera, where are we going now?"

The ex-princess did not answer for a minute or so. "I...really haven't thought of that just yet. I think I had in the back of my mind a stay with a resistance group up north called the James Gang. They'd be able to house us for a few days or so. But after that..." Sera trailed off, seeing Marlene's glare.

"So do you mean we'll have to wander around scared of the Invid for whatever period it takes until they get tired of it, if ever?" Marlene asked, incredulous. "I'd rather wait for them with a roof over my head. I've had too much running in my life..."

"Maybe we could find a group--one that's so securely ensconced that you and I could stay there for a long time. The area north of here, up by the Mississippi, is hollow with caves..." Sera fumbled. "As I know, humans in areas like that are very difficult to find." Sera poured some of her water supply into a collapsible cup. "Certainly a couple Sulagi can hide too. If they'll take us. Perhaps...but what if we draw too much attention from the loyalists?"

"Maybe--maybe that's why, Sera. Maybe..." Marlene looked off into the middle distance, her knuckles rising to her lips. "Sera--do you know what we are?"

"Ariel, I've been asking that question for the better part of the decade. Charles Darwin would have a fit with us."

"Marlene!" the simulagent snapped, waving a hand in frustration. "No, no, Sera! What WE are. What we represent to the resistance. To the population as a whole. Us two."

The other Sulagi stared at her, her eyes wide. "Spirit of Light...that's right. What we are."

"We're symbols, Sera."

The Invid nodded blankly. "We're symbols. We're proof we can transcend prejudices. That Human and Invid can...cooperate. Because of what we did during the last occupation...and this one...we've become a rallying point for the entire resistance movement." Sera's hands were trembling as she folded them around her cup. "What do you want to suppose that we're the single biggest reason so many other Sulagi defected?" Her eyes closed. "And what do you do to something that powerful a rallying point if it gets in

your way? You eliminate it." Her voice shook. "I had years to think that. Why did I never?"

Marlene looked solemnly at her. "For the same reason I refused to believe I wasn't like my friends, until I saw the evidence on my fingers, Sera. It's that simple."

They sat for a while, Sera trying to absorb the information.

Marlene looked on, knowing that amid the numerous hurts Sera was already suffering, one was still open and bleeding; not just the fact Sera had become fratricide and traitor to her kind, not just the constant grind of fear, not the burden of this new knowledge. She was willing to touch on all that, but the biggest pain hurt too much to get near.

Not once had Sera mentioned Lancer.

Marlene rubbed her temples, trying to eliminate the ugly dull throb there all this was giving her.

It was an exceptionally nasty specimen, thanks to all the moral thought going on, and getting worse too. In fact, it almost felt like...

She groaned, and then wailed as she clutched her head, doubling over.

Sera was already up. "Ariel! What..."

"Get the Cyclone! QUICK!" the simulagent choked out. Had she been capable of going any paler, Sera would have. In two seconds flat, she was helmeted and on the mecha, dragging Marlene after her.

Never before had Sera been so glad that the Forager was capable of running on fusion; the engines came alive and the two women were rocketed away from their stopping point, spurting a cloud of ocher dust behind.

Marlene gritted her teeth against the agony of the Invid hivesong so hard that a small trickle of green appeared on an otherwise perfectly human lip as the Cyclone jarred over stones and slashed through underbrush, the armor on Sera sparing Marlene the worst of the branch-whipping, but raising welts all the same.

Sera for her own part concentrated on nothing but clean, pure intent; the sheer strength of emotional thought sometimes involuntarily gave her position away to patrols. As she was, there was nothing for the Invid to latch on even had it or they been able to telepathically find the Sulagi's thoughts without her consent. Lancer had taught her well...

Pain there. She brutally shoved the memory of him aside and twisted the gas handle. Marlene's arms

around her tightened as the mecha leapt like a fish down an embankment.

Behind them, a tree erupted into ash and flames, and an Attack Scout plummeted through.

Sera gritted her teeth. No hope for it now...

"Get off!" she shouted at her passenger, and activated the protoculture engines.

Sera slowed for a fraction of a second, and Marlene leapt.

She landed hard, knocking the wind out, her hand scraped, her body bruised from the rock she'd partially landed on, but otherwise unharmed. She rolled into the underbrush as the other two Scouts of the detachment whipped past with a slap of hot wind, their entire attention on the allure of Sera's protoculture output.

Sera was already several hundred yards away, with enough clearance, and she flipped on the transmode switch.

She lurched into the air: the lightning reflexes of a chosen daughter of the Regis and alteration to the Forager's mechamorph controls enabled the motorcycle to shift and enfold the humanoid Invid's form in only two-and-a-half seconds instead of the usual five. It was barely in time; the Cyclone battloid shot upward as the Scout blasted through the area where she had been, the plasma cannons siding its eye roaring. Its brethren followed and blasted past, folded in attack configuration. They whipped past the Cyclone, than began to turn back toward it, evidently intending to catch Sera in between them.

Sera snorted in detached contempt. Did they never learn? Of course, they were only iigaari...

The last Scout most likely did not anticipate Sera's actual blasting for it at the last moment. Fumbling, it reached up a claw to protect its vulnerable eye, but the GR missile had already found its mark. A spurt of foul-smelling emerald blood, a last telepathic cry, and the mecha obliged gravity, erupting in a lurid fireball as it impacted the ground.

The others were marginally cleverer; they broke off their run and spun away, seeming to slow with distance. Then, imperceptibly, their speed picked up as they completed their arc and began to come back at her.

"Kara YAR!" Sera growled, and gunned her jets. Although she did not notice it, her cheeks were slick with her tears.

Below, Marlene rubbed at the dark green droplets beading where her skin had torn, beads of sweat trickling down her high forehead as she tried to cope with the intolerable shrilling in her head.

Sera twisted around, matador to a pair of surrealistic bulls, as the Attack Scouts slashed by so close the impact of their passing was like a body blow. Grunting from the slap of air, she gunned the rockets and shot up, the ground whirling crazily below like a vast lumpy carousel.

Somehow, the Scouts' simple minds were still convinced their tearing speed could deal with their tormentor; the reality was that their inertia kept them from achieving the same maneuverability as the far slower Cyclone. The balance of abilities kept either side from scoring an actual hit. Sera knew that she was able to deal with the next few passes if their tactics didn't change but once she got tired, one slip, and she would probably be joining her twin in whatever unlovely afterlife there was for their chimerical kind. And considering her late brother and her recent lifestyle choices, meeting Corg was something she definitely could put off.

She had no realistic resort except to use a tactic that she hated above all words. It almost always worked-- but the filthiness she felt afterward almost made her wonder whether it was worth it.

The Scouts had circled back for another run at her. Taking in a breath, she concentrated.

One jerked in shock, wavering in flight. It had been happily concentrating on obliterating a human in human mecha; the last thing it had expected was a member of the Royals, out of nowhere, telepathically ordering otherwise. While it tried to cope with the conflicting information and was in its way struggling with the reasons why this might be, its attention momentarily left the hovering Cyclone Battloid. That confusion transmitted some of itself to its mate via the hive-bond, which similarly drew its focus..

They had a very short time to deliberate.

Two explosions roared through the Southern countryside, and the discussion ended. Below, Marlene sighed in overwhelming relief, as peace renewed its hold in her skull.

Sera looked on the raining pieces of her kindred, clammy-skinned and nauseated.

Eighty-five. Eighty-six. Eighty-seven...

Marlene ran up to the Battloid as it lit on the ground and peeled away, revealing a sagging figure within. Sera bent down and quickly shut off the Protoculture radiation to prevent it from attracting other patrols, then folded, gasping from the adrenalin drop after the skirmish.

"Sera! Are you..."

"I'm fine. I'm fine," Sera said blankly, her eyes glazed, the interior of her own mind telling her another

story. Her coverall and hair was wringing wet, and she shivered as the last of the battle-fever dribbled away to be replaced by exhaustion. "We've got to move before too long...but...I have to...rest. Just a second." With shaking fingers, she removed her armor. "Probably need to get the things back at the stop site, wherever that is..."

"We have to move."

"Not just yet, Ariel."

"Mar*LEEEENNEE!"* the simualgent screeched, her patience exhausted. Sera winced.

"Ooops. They didn't send anything back to the hive, and patrols are pretty infrequent in areas like this. Please." The armored boots came off next, as Sera ignored Marlene's indignant look. Mother, she was too Human by far--how would she be able to understand what Sera had done to save their lives was like bathing her insides in filth... Protected only by a dull-green jumpsuit and a light pair of shoes, Sera began to stave off cramps by walking around like a colicky horse. Her steps were slow, mechanical.

Despite herself, Sera was deeply grateful that Marlene's lover had executed their brother above Reflex Point. Corg would have had such a field day gloating over how far Sera had sunk she'd probably have murdered the Motherless bastard herself.

There was a sudden thin sound, as a sharp pain shot up into Sera's calf. Half-dazed, she didn't notice it at first.

Marlene looked down and screamed, a noise of such utter revulsion that Sera was taken aback, even as a numbness began to spread up her leg.

Then the simualgent, her eyes wide, teeth bared in revulsion, picked up one of the CVR boots Sera had been wearing and smashed it down at Sera's calf.

The gigantic timber rattlesnake released its hold and struck, but the boot came down again and again, as it writhed.

Sera watched, the realization coldly sinking in, her leg beginning to cramp, as the arm-thick reptile futilely tried to get out from underneath Sera's foot, rattling all the while.

Then the armor came down one more time, and the viper's head exploded in a splatter of blood, bone and brains.

"Oh sh--" Marlene whimpered, forcing Sera down and making a dry retching noise as she violently kicked away the still squirming headless corpse of the snake. She jerked up Sera's pant leg. "God god god--"

Sera stared down, her heart thumping, as Marlene's attention revealed two puncture holes on her ivory skin, leaking green fluid. The rattler had hit her just above the ankle, and had had several seconds to envenom the bite. "That thing was huge. How much poison did it have?" She produced a small Swiss Army knife she had kept around for such purposes, snapping out the blade.

"What?" Sera gasped. Marlene did not even bother to respond; ripping off the bottom of her shirt with her penknife, she wrapped the tourniquet just below the Sulagi's knee. Then she began.

Sera gritted in pain not from Marlene's knife incising her skin. Already, agony was flaring from the wound as the poison began to work its way in. Then the x-shaped slices in the bite marks were completed, and Marlene bent her head.

It was all she could do not to gag; Invid blood at the best of times smelt like rotting vegetation, and the taste was indescribable. Still, she sucked and spat, working with ruthless vigor on the wound. Marlene did not know how rattlesnake toxin would affect a Sulagi Invid, but with a human and a snake that size (*good god, it looked like a python!* Marlene thought. *How couldn't have we seen it?*), the bite was very bad news indeed.

It might not kill her, but it was quite possible that without treatment Sera could lose her leg.

Marlene prayed to various deities as she continued to spit the vile stuff of Sera's blood out over and over. At length, she stopped, feeling that she could do no more. Already, Sera was gritting her teeth against the pain as the venom Marlene hadn't been able to remove worked its way out from the entry point.

Marlene sprang up and dashed over to the Cyclone. Both of her prayers were answered; not only had Sera secured its cargo well, but in a couple minutes of frantic searching through her belongings, she found what she needed. However, the amount of antivenin left in the vial was hair-raisingly low.

I just hope it's enough.

Sera whimpered as the simulagent injected the remaining antivenin into her. Other than that, she made no response. She was already gone into the world of agony her careless move had brought her.

Night had fallen like a wet blanket, the only shining the tiny glow that Marlene permitted the lamp to emit. It fell on a bundle of blankets and the shivering form therein.

The antitoxin wasn't enough, Marlene thought. *If only that hunter hadn't gotten himself bitten two weeks ago...*

Marlene knew that even with the antivenin that there would be still some reaction; that much poison simply wasn't welcomed by the body. But in the current situation, and considering her current patient, she was gravely worried, going on terrified.

Maybe the venom had a different effect on Sulagi after all, or the toxin had been more than anticipated, or she hadn't had enough of rattlesnake antivenin in her supplies to counteract it.

Sera had shown promising signs at first. The swelling hadn't been great, and although the bite had been excruciating, it wasn't unendurable. But in the time since, the ankle had ballooned, and Sera had lapsed into delirium.

Now she lay shaking in blankets, muttering snatches of phrases in English, High Opteran, Zentraedi, and occasionally names; some that Marlene knew, and some she didn't. Currently, Sera seemed to be under the impression that she was lying wounded on a battlefield fought some years ago when she'd been in command of a human group.

Marlene herself was in pain. In terror that in her ravings her companion might attempt to contact loyalist patrols, Marlene had telepathically attempted to monitor Sera's mind to prevent such instances. Now she herself had beads of clammy sweat dewing her forehead.

I can't keep this up much longer. I can't. If only there was a decent shelter, I could check up on Sera regularly, keep her comfortable. But there isn't.

What if I sleep? Oh god, what if she takes a turn for the worse... The possibility was more than she could bear.

The thought of another Invid patrol she couldn't even contemplate.

If only there was a shelter, and help...

Cicadas screeched in their head-throbbing drone, and there was a hoot from within the woods--anyone's guess what that was. There was the thick, heavy feeling of an incoming front in the air.

Please don't let it storm. Not on top of everything else...

Hopelessly, she scanned the woods and paused, her eyes going wide.

No--it can't be.

Far off in the trees, about a mile or two--a small, yellow light.

It was undeniable. The skies had gone overcast and there was no chance that it might be the moon or stars.

Marlene feverishly debated the pros and cons--she had no idea what the light was or who was making it, but the silence in her head proved that it was not Invid, or at least not loyalist. She couldn't leave Sera, but at least she was showing no immediate change. It could be Invid sympathizers, it could be friendly types, it could be Invid haters. She might get lost en route, she might find important help.

At length, Marlene said a word Scott Bernard and her old companions would have found utterly shocking from her, and stood up. Tucking the blankets around the fevered Sera, she picked up the lantern and began to make her way toward that tentative beacon.

Marlene staggered at last out of the margin of the backwoods and into the edge of the yard, exhausted. It had taken at least forty-five minutes for her to work her way through the thick growth, her eyes perpetually on that light; even despite the care she had taken, she had gained her share of scratches, most of them on her hands and spots on her face smarted as well. There had also been areas that without the lantern Marlene could have easily broken her ankle or a leg in.

In addition, she had had to orient herself using Sera's position. The hurt from that combined with the chaos of Sera's hallucinations had made her into an automaton; but without, she would have become hopelessly lost. Still, she was shaking and coated with clammy sweat from the experience.

But that was nothing compared to what she had yet to do.

Swallowing, she walked up to the porch of the small, unwhite-washed edifice, and set one booted foot on the boards. They gave a chilling groan.

Immediately, the night erupted with the hysterical baying of a watchdog. Marlene shrieked in terror, reflexively turned to run, and tripped. Lying there in the damp grass, she waited for a set of salivating fangs to descend.

They did not come, although the racket continued from the other side of the house. Blinking incredulously, Marlene looked up into the light. She then realized the animal must have been chained in the back, and began to giggle hysterically. She stopped as she realized that the dog's uproar had made the house's occupant or occupants stir. Remembering herself, she got back to her feet, remembering at the last moment potential scratches, and raked hair over what might be the areas. About that time, there was movement from downstairs, and a door banging open. It was the back one.

"King, quiet!" The voice was female, and melodious despite its firm tone, but the dog shut up. Biting her lip, the simulagent limped back toward the porch as the back door slammed. About the time she'd reached the top, the door there had cracked open, revealing a figure with a flashlight.

"What?--who?" the occupant murmured. Marlene licked her lips and thought of something to say with no success. The door came open wider, and she blinked as the flashlight burned into her retinas. There was a murmured apology, and the light was lowered.

"Hello? I'm sorry about that. I--good God." The woman's voice trailed off in shock. Marlene swayed, trying to decide if it was my god-she's-bleeding-green shock or not. She realized the light wasn't quite that strong yet.

Marlene tried to see it from the other's perspective: a pallid waif of a young woman in a threadbare orange canvas jacket, clothing dirty, tattered, and torn, wide amber eyes glazed and staring, long red hair all over kingdom come. She must look like she'd been assaulted by a gang of thugs.

Yes, there'd probably be a bit of sympathetic horror there.

"Are you hurt?" the other gasped, the sincerity of her tone removing the remainders of Marlene's apprehension. Marlene, her eyes adjusted by now, could vaguely see a pretty and concerned face and short brown hair mussed with sleep. She reminded her of somebody, somehow.

Marlene swallowed. "No, not me--I don't need help. But I've got a friend out there, who does..."

"He's really a big sweetie," her companion said. "Once King gets to know you, he's very affectionate." The gigantic Newfoundland-Doberman mutt perked up his ears at his name and whined, then resumed his pacing alongside them. "I live alone most of the time, so..." She trailed off, as she followed Marlene's path. "A ferocious dog usually scares off the majority. And for the more unsavory types, such as frags, well, nobody knows I live out here anyway unless I let them."

"That's dangerous," Marlene commented abstractly, hoping this was the right way. "Don't you have anyone nearby?"

She said, "I had a husband, once..." trailing off. "And believe me, King knows when there's a real threat."

"I'm sorry."

"It's been a few years. It's nothing different from what anyone else has experienced."

Scott, Marlene said to herself, but kept private.

"Do you know where your friend is?"

Actually, Marlene did, but she hedged to allay suspicion. "I think...Over there. You're sure this is a better route?"

Her companion nodded, swatting at mosquitoes. King was snuffling vigorously at the air, then whined and set off. "King seems to have smelt her."

"Yes... I hope we don't endanger you."

The wavy brown hair drifted with her headshake. "I heard a bit of a clash earlier this afternoon. I didn't know it was you two--I'd taken the dog down into the shelter with me. It was over quickly however. It's a good thing those types of Invid can't or don't understand human habitation."

Marlene nodded. At least the dog hadn't taken any exception to smelling Invid humanoids or Invid blood, or things would have been uncomfortable indeed. They might still--she had no idea how she was going to explain Sera's bite wounds.

Maybe she's already seen my scratches. But if she has--then why hasn't she...

Could she be a Rose member? Should I--no, I can't risk it...

"There it is!" she exclaimed, suddenly jerked back from her disconnected imaginings. She stepped forward.

The dog sniffed the bundle of blankets, which moaned.

She paced nervously through the hive corridor, trying to figure out what was wrong. Or was it a fallout shelter? She couldn't make up her mind; it seemed to shift whenever she tried to concentrate on it. But she was fairly certain that directional signs in English didn't hang in Invid hives, nor should water pipes protrude from dark red, organic walls. She stared around, confused and worried. Her leg seemed to be aching in a glassy way, and she shook her head in an effort to make things fall into place.

Wait--what was with her hair?

She couldn't feel the now familliar weight of the upsweep on her scalp. Somehow, it seemed to be undyed, its native apple green color in a short, spiky affair save for the lengths in front of her ears that

came to her chin. And down there--she made a sound of disbelief at the pink, black and purple swathes of not-quite-cloth that clung to her slender body.

What was going on, that time had been reversed on her? And yet again she kinesthetically felt a nape-length bob and the weight of CVR armor. You couldn't feel both at the same time, could you? And there was that pain distantly throbbing like a white-hot poker in her ankle and naked confusion muddling her thoughts.

A scornful, unknown, but familliar laugh behind her. She whirled and saw nothing, the place going dark around her.

"Who's there?" she asked, her eyes darting around. There was no answer. "I'd like to know the people making fun of me. I can't say I enjoy the situation myself."

"What? No greetings to the family?" She went into a crouch, breathing hard, still finding it strangely hard to concentrate. "I'd have thought better from you, seeing how noble you were at Refles Point for the sake of a few humans."

"My friends now," she shot back. "I suppose you don't know the concept, whoever you are. The Invid never believed in much outside Hive-loyalty. Pity. It might have saved some needless identity conflicts."

Frankly she wouldn't have minded the voice's owner being her Mother, if only for the sake of giving Her a piece of her mind. Her impression, though, was that the mocker seemed to be the wrong gender. Gritting her teeth in frustration, she sat Indian-style on the floor, ignoring the voice with vigor. In order to occupy herself, and perhaps annoy the taunter, she thought of things from the intervening years. Rook and Rand's marriage, Annie's first attempt at a garden (rabbits ate the carrots), the hundred and one facets from leading a group of resistance in Colorado, the night she and Lancer had...(no not that, what had been joy then was only rending pain now in its place).

"You chose to be human," the voice pointed out, directly behind her. She flinched but did not move. "What you see with those pathetic ape-descents is beyond my comprehension, but the Hive was there for you. You chose to reject the Invid. It rejects you, if you're that fond of them."

"After seeing what the Invid's done to them these days, I have to think Humanity has a point." She gnawed on a finger, tormented by that naggingly-familliar and unpleasantly-related voice. She could not bring herself to turn around, though, and give her tormentor the satisfaction of reacting.

"How about what you've done to the Invid, eh, sister?"

"This world has taken enough abuse!" she snarled back at last. "Optera may have been turned into a wasteland, but these people have had to endure in all innocence four invasions now and have their planet raped because they were in the way." She never liked guilt, but it was raising its ugly head again; she

knew she was partly culpable for both races' suffering.

She forged ahead nonetheless. "And I can't say I precisely appreciate the Regis' convenient amnesia about leaving the Earth alone when it didn't suit Her. There are some things that need to have justice delivered for, and some people that deserve protection, even if," her voice caught, "the price is that high."

"Eighty-seven Invid worth? Quite high, I have to say."

She stiffened as though electrified. "How do you know?"

"How shouldn't I?" There was a hand placed on her shoulder, the shoulder that alternated between flightsuit and CVR-4 alloy at will, and she could stand it no more. She turned.

And gasped in disbelief.

The green-uniformed, cerulean-haired young man there grinned wolfishly; his narrow, sharp features predatory in aspect, his eyes nowhere near human or humane.

"Surprised, sister?"

"COOOOORRRRRRRRRGGG!!!"

Sera's scream of rage caused the dog, crouched near the door, to leap up and go into a frenzy of barking. His mistress snapped at him and he shut up, whining, his tail wagging in worry. The two women stared at each other over the prone Invid's body, their hearts still galloping with the shock. They then came back and tried to pin down Sera, who had decided to start struggling against whatever had caused that incredible fury. Her voice came loud and clear.

"Bernard killed you, you bastard! I felt you die! Why don't you stay dead, Mother damn you?! I'll bloody well finish the job!"

Marlene gritted her teeth, trying to deal with the writhing Sera's arms and upper body, which bucked in her waking dream. For a woman of her light build, Sera was strong. On the other end, Mrs. Maxwell was gritting her teeth as she dealt with Sera's jacknifing legs.

"Great!" Marlene gasped. "Now she turns violent!"

"Who's she--"

Marlene shook her head. "Considering who he was, I think she's got reason to turn violent."

Panting, Sera eventually subsided. "You motherless son... You've got the nerve to haunt me?" The crimson eyes were open, causing Maxwell to gasp in shock. However, the irises were tracking nothing in the room. Weakened by the venom and her earlier fight against the Scouts, Sera's fight had run out quickly. "Speaking of making your own bed, Corg, I'd hoped you ROTTED." Her head fell back as she dropped back into the deeps of hallucination.

Maxwell was still staring down at the body on the bed, the whites visible around her green eyes.

"Is she--"

"She is. But she's on our side," Marlene said, pleading. "She's hurt--we're hurt, and they're after us."

Maxwell stared at her, then, before Marlene could react, swept aside a concealing strand of red hair, revealing one of the smarting places on her face. "You're one too."

"I didn't enjoy knowing about it!" the simulagent shot back. In that moment of fear, Marlene hadn't realized until a couple seconds later that there was no loathing on the other woman's pretty but sorrow-worn face. She blinked, confounded, and was answered with a tired smile.

"Do you think I'd kick out you when you needed help, just because of your blood color?" Her savior shook her head. "You're not the first I've met, Marlene, and neither is Sarah down there." Her eyes indicated the softly moaning figure on the bed, whom Marlene had gifted with a quick pseudonym. "She's hurt, you're both exhausted, and I used to work with the resistance back in the last war. Besides, this war seems to have created quite a few conscientous objectors among your race." She bent back down to place on Sera's leg the first of several ice-packs she had brought from the cellar. "Now help me do something about the swelling in her leg before it gets damaged any further. "

Marlene nodded and went into the other room to get the supplies they'd gathered, leaving the patient and her nurse together.

She sucked on her lip and looked down at the puffy, swollen leg, the puncture marks an ugly blackish-green. "Well, let's see if icing it helps keep it down, Sarah..."

The patient whimpered something. Brows puckering, she bent down to comfort the woman, her fingers touching her clammy forehead. There was a trace of tears on Sera's lashes, and she murmured again, one word becoming coherent.

"...Lancer?" she whispered.

The fingers dropped, the face above it gone still and white.

"You done burning it yet?" Annie teased. Sticking a finger in the water, she playfully flicked it in the direction of the big, thickly-sideburned man making pork barbecue in a large kettle. He grinned and continued stirring. Over near him a wide-band radio was hissing out crackly communication.

Lunk? What was Jim doing in a hive, Sera thought, dazed. Wait, it wasn't in a hive, and her dead twin's ghost had quit tormenting her. Too, her clothing seemed to have settled down. She looked down, seeing a knit top and jeans. Something about the colors was ringing alarm bells--she remembered it, knew something dreadful about it, but she seemed to be confused and couldn't remember.

Over at the sink, Rook, Rand and Ariel seemed to be tormenting each other unmercifully on their vegetable-washing skills, or rather it was Rook and Rand torturing each other (humans had such STRANGE courtship rituals sometimes) and Ariel looking on and giggling like an idiot.

(Actually, the High Opteran name was closer pronounced as **Ar'yuel**, a title denoting stealth and reconnaisance as well as numerous other telepathic connotations attached to it. The humans had misinterpreted it as the name of a spirit in one of their plays. It was a moot point, though, since the subject had insisted loudly and at length she should be called that human name, Marlene. Sera kept forgetting, though.)

I remember this, don't I? Sera thought. *What's going on?*

"Hmph, what's taking Tomato God so long out in the garden?" Rand wondered loudly.

"Tomatoes, stupid." Rook elbowed him in the side, while Marlene raised her eyes in plea. "You seen how many those damn plants are putting out? Must be that Montana soil."

"Coming!" a new entrant singsonged, grunting as a bushel filled to the brim was navigated around the door. Sera looked on, smiling. "Oi, my back." The man who had once posed as the Americas' most popular female singer winced and grinned at the gathering, his lavender-tinted hair in his eyes. "I suppose nobody's thrilled by the idea of cooking up some tomato paste?" The blue eyes met the red over the table in unspoken intimacy.

Ignoring the warmth in her face, Sera said, "Not unless we love the idea of doing it for a week, thank you, Lancer." He grinned.

"Touche."

"Taken. Any corn?"

"Past peak, I'm afraid." Sera shrugged. He got a chair and sat. After a moment, she wandered over and leaned on the back of it.

She genuinely felt much better about her state of exile when he was around; she remembered just why she had elected to leave the collective, why she no longer could remain purely Invid. She hadn't been able to from the moment he'd dragged her by the ankles into three feet of water.

Although in the past couple of months their relationship had gone to an entirely new level--she felt her face heat again invisibly under her capillary coloration--it had a gentleness and companionableness to it. Lancer knew full well she still wasn't completely comfortable with the alien flesh and urges she'd been given, and had treated her accordingly. The wonderful--and frightening--realization was that she could no longer conceive of life without him somewhere in it...

But something was wrong. She'd experienced this before, hadn't she? And there was this pain in her ankle... but the play kept on, even as she was an unwilling player.

"I heard that, Rand," Lancer drawled. "You want to be appointed Dead Mammal God, I suppose, o great rabbit hunter?" Rand bronx-cheered back at him, and Rook punched him on the arm.

"Dead Rotted Mouse God, Lancer," she snorted. "He found that nice putrid one up in the flue, didn't he? The one that was stinking up the place?"

"Ewwwwww!" Annie interjected. "Totally gross. I mean, I wouldn't have wanted to touch that with a..."

There was a crash from the stove. Lunk was standing stock still, the ladle dribbling onto the heating coil and stinking. He didn't notice.

When Marlene moved at him, he hissed, "Shut up!" A deathly quiet fell over the gathering, broken only by the staticky hiss of the ham radio.

"...it was found on the margins of a farm in the area. We observed it for an hour or so, before it was done with whatever it was doing and took off. When we inspected the area where it'd been, we found Flowers of Life had somehow sprouted there. They were about a couple weeks old."

"You mean you saw an Invid Shock Trooper in the area?"

"Affirmative. God help us..."

A fork clashed onto the ground, as Rand forgot his grip. No one seemed able to speak, save for Marlene's whimper of fear.

Sera and Lancer stared at each other in horror, as the implications sank in, and as Sera-the-observer finally realized at last, the implications.

No! Not that again! She ran from the memory, through disconnected images and memories, some of them containing the ancient racial memory of the Invid, some from her time on Earth. Then the scene settled at last as something she'd rather forget.

"No," she said. "You're just a memory. Maybe not a dead memory, but a memory all the same."

The tall, lavender-haired man looked like her lover, but with one important difference. The fire, the spark of life that had buoyed him though years of devastation, and that had made Lancer Lancer was gone. They stood alone on blankness, wearing CVR, and she watched the slump-shouldered automaton look down at the ground, avoiding her gaze.

"No, damn you! Fight!" she cried. "You convinced me, didn't you? There has to be another way out of this too!"

He heaved a sigh, his hollowed eyes glazed. "Sorry, Sera...I can't...I'm so tired, and nothing seems to make a difference anymore..."

"It used to!" she hissed. "Curse you, if you roll over and die, Lancer, you'll be obliging the Invid anyway. At least you can make them choke, can't you?!"

"It didn't make a difference with Kosmas, did it?" He shuddered. "The Invid have got human help anyway... We're too self-interested a race, Sera, can't you see? They'll just look out for their own best interest, and if it means cooperating with the Invid, so be it. They never realize that it could be different, and they don't care, anyway. Are we even worth saving?"

"I thought so," Sera insisted. "Dammit, Lancer, I love you. That's the plain truth of it. If you leave, are you going to leave me to fight alone after you changed me like this? Because that's just what I'm going to do. I love you, you idiot, but I can't join you if you choose lying down. Make up your mind."

"...make up your mind..." she whispered.

Her face sunken with affliction, Sera had nonetheless calmed down. Mrs. Maxwell checked her leg and noticed the puffiness from the venom going down at last. Whatever was in Sera's hybrid biology had begun to retaliate against the substance damaging it. From the look of things, Sera was now on the edge of a peaceful rest and out of danger.

Marlene had sat down on a blanket to rest and had ended up curled up on it, in the comatose sleep of the exhausted. Their host had not awakened her, deeming it the kindest course.

Maxwell stood up, stretching, and sighed. The packs ought to keep at least until morning, and she herself was blank with fatigue.

She walked over to a window and looked out into the lightning-flickered darkness, seeing King pace on his chain and the fitful whooshes of the wind as the storm advanced.

As the lightning flashed again, it illuminated her face as she bit on her finger, her eyes silvered with tears.

The storm roared through that night and dawn with an elemental savagery not rivaled by anything else of Earth, shuddering the suddenly-fragile walls, making the dog cringe in his dry kennel. Even the Invid in the hives on the storm front hid; the gusts were so ferocious that they could smash Scout and Trooper carapaces like eggshells into the ground. The Invid controlled the world, but there were powers in nature even they knew well enough to bow to.

Neither the two Invid nor the one human, insensible in sleep, noticed it.

The storm's brutality was also hand-in-hand with its abruptness. In the space of three and a half-hours, it had blasted through, leaving at the end only tattered, patchy clouds and the suggestions of the far-distant stars blinking though the open areas.

When the skies lightened with dawn, the apricot light of the new sun was able to squeeze through the clouds, and off the droplets on the wet grass.

The eyelids fluttered and opened, the gentle copper of the early day lying across them and striking fire from the carmine irises they had hid.

"Ugh," she grunted as she felt the unfamiliar cushion. "Where'm I?"

She tried to lift her head and found that while she could do it, it took a great effort. She felt like she had been put though a mangle. Her eyes flicked down and noticed her numbed foot.

"Goddess of th' friggn' Hive," she murmured, as the memory hit her. Her head plopped back down.

She attempted to fork through a muddle of images and lost. Where had she been? Some of the things she remembered were murky, didn't fit...

While thinking, the doorhandle turned and opened.

"There you are! Morning."

"Ugh?" Sera inquired intelligently, dragging an arm up to wipe away sleep.

The attractive young human woman smiled at her, eyes warm. Sera remembered her from a couple of disconnected lucid moments last night. "I didn't think you'd awaken that early, considering what you'd been through, but just as well. I've been cooking breakfast."

"Mnnh." The smell suddenly hit Sera's olfactory nerves in one concerted blast and it was all she could do not to disgrace herself by drooling.

"Your foot's obviously been better, but it looks like it's recuperating nicely despite that venom. You'll definitely keep it in fine condition. Whatever else your race has, a sound constitution seems to be one of them."

The implications hit the other woman and she darted a horrified glance down at the iced appendage and then at her hostess, who shook her head, smiling. Sera looked flustered.

"Well, frankly, Sarah--if that's your actual name--it doesn't take a look at that bite to see what you really are. Those eyes aren't common even among Zentraedi. And your friend admitted both of you were Invid."

"Well, you can't believe everything the conventional wisdom says," Sera said a bit sharply. "That and I'm amazed Marlene even admitted to it. She's got a hangup in that area." She shook her head. "Ow." Half remembered pictures picked at the corners of her mind, causing severe upset. How much had she been ranting last night?... *Please don't let her know everything, for mother's sake...if she knows about my relationship to the others, my own role in the last war, then it's another lead for the Invid to wipe us out with.*

Her concentration, already spotty with hunger, finally switched to the problem of appeasing it. Unthinkingly, Sera rolled off the bed and tried to stand up, her leg almost buckling under her before she was supported by her arm slung around the other woman's shoulder. She blinked, clad in little else save a shirt and underwear and a bit confused.

"Watch it! What are you thinking to get up this quickly?"

"Hungry." Sera said shortly. "Sorry about that, my gut got in the way."

"Well, it should be about ready. Before it burns, let's take care of it."

Sera hopped awkwardly over with Mrs. Maxwell's support to the door. "Marlene?"

"Still asleep. She was just as exhausted as you. Do you realize what she risked to save you?"

The Invid winced. "No. I do now." A flush of embarassment hit her; it was her own stupidity, after all, that had led them to this pass. "Let her have some rest. She deserves some after all the dragging around I've been giving her." She quit hopping and put the foot down; considering what had happened to it, it was taking her weight suprisingly well.

"Don't do that!" Maxwell said. "Tissue damage."

"It'll live." Sera grinned, liking this woman, who'd been more concerned with injury to her patient than the race of the patient herself. Pity to have to leave here so soon, but the loyalists wouldn't be that understanding...

"Well, that's surprising good news," the sweet voice countered with some asperity, "considering there were a few points last night when I had my doubts about the rest of you."

Sera was chuckling ruefully as she closed the door behind.

"No, really, Marlene, what was I saying last night?" Sera leaned foward, her foot propped up, a cup of hot green tea between her hands. It had been Lancer's favorite kind; Sera was gratified to find a stock of it. Over the steam, she gave a pleading glance over at the other.

The simulagent sniffed in mock-disgust. "You actually got my name right." She shook her head, her fine, waist-length auburn hair flowing unbound in the breeze.

"Please. I'm concerned. I don't want her to pay the price for our loose lips."

The two were seated on the large back porch of the house. The ex-princess royal had coopted the swing and a stool for her foot; the simulagent was percariously perched on the walls encircling the area. Beyond, in the yard, the bent-over figure of their helper could be seen puttering in the garden.

Marlene looked at her and shugged. "All right. You might not like it."

"I remember enough to know what I'll probably not like. Out with it."

"You were screaming your head off about Corg. We had to pin you until you calmed down."

Sera looked grim. "Figures. I remember something about an intense desire to rearrange his face. Odd that I didn't have that urge back when he was available."

"And Lancer."

Sera looked grimmer. "How symnetrical. My demon on my left, my angel on the right, as the humans say, even though he gave up the position."

"Sera, he went through more than many people do in his life. Even he couldn't keep doing it forever." Unspoken, Marlene's own constant hurt, the pain of Contact, her identity unknown and her love missing...

Sera blinked rapidly. "I know. I know. But I don't feel it, that's my problem."

Marlene placed a hand on hers. "Sera. You do feel. Or else you wouldn't be as angry at him." Sera started, her eyes on Marlene's sincere amber ones. Marlene nodded. "Maybe that's why I keep...denying...myself. Because deep down..."

Sera shook her head, the fake brown fluffing out. "Yes and no. You taught me that, years ago--we can choose. We're what we want ourselves to be." Marlene nodded, reluctantly. "Do you remember anyone else?"

"Not that I knew. Well, pieces of your leading that resistance group, but nothing of the others besides Lancer."

"Thank Spirit of Light for small favors."

"So what do you think we need to do? We can't stay here very long, of course, but your ankle..."

"Actually, I was planning to leave here later today, tomorrow at the most."

"Sera, you got bitten by the largest snake I'd ever seen in my life yesterday! Are you insane?"

"No, just being me. Bad enough. But just because I was a fool doens't mean the loyalists have stopped looking for us. If we've got to get killed, let's not take her with us. At least the James Gang further up in the Ozarks has signed on for the slaughter. We have to move. That's all there is to it."

Marlene's pale, delicate face froze in shock, and she slowly nodded.

"Besides..." Sera trailed off, but Marlene could follow her thoughts even without telepathy. Perhaps we could find the others. Perhaps...there had been that mess out in the West Coast a couple years ago, with rumors of it coordinated by a lavender-haired man, grayer and sadder than before, but with spine-tingling familliarity to his description. Could Lancer have regained that fire?... Only looking and running would help confirm the guesses and the rumors--and perhaps together with their comrades, they could find the key to end this dirty sibling to the last Invid occupation...

"Do you think her knowing what she does about us'll make her vulnerable?" Sera spoke again after a few minutes.

Marlene looked over at the woman in the garden.

"I don't think so. I certainly hope not."

"Thank so much. But I don't think it'll give me too much trouble. I'm not walking on it, understand."

"Well, for goodness sake, at least take some supplies." King paced snuffling around Mrs. Maxwell's feet as she imposed a large bundle of goods on Sera, who'd obviously seen better days. Sera looked befuddled, but accepted and stowed it in the carrier when the human woman started to look obstinate. "This will keep you two from haivng to go into any unfriendly towns for at least several days."

Sera stared at her, ruby eyes blinking rapidly. "Just one question--why?"

The human's eyes flicked downward, then back up. "Why? Just because. Some things you can't rationalize."

Marlene left the house then, and moved over to them. As she passed their hostess, her fine brows puckered and she began to stare intently. The other woman blinked back, then began herself to stare very hard at Marlene.

Sera looked on, completely confused.

Is there something I'm missing on here? she thought.

"Um..." Marlene thought after a second. "Do I know you? You look..."

Mrs. Maxwell answered quickly, flushing. "What? No, I don't think so. You could be confusing me with somebody else."

Marlene blinked, then shook her head. "Probably. Heaven knows my memories aren't that good."

"Well..." Sera said at last, "I suppose you should take care. Perhaps we'll meet after all this is over without this ridiculousness. Our relatives might make a house call--" lopsided grin, Marlene making a face, "which is bad for all involved. And don't worry, I WON'T walk on it."

"I'll make sure of that," Marlene challenged. The two Sulagi glared at each other.

There was a final round of farewells. Sera gunned the engines on the Forager as Marlene seated herself and put on her goggles, and the two pulled down the overgrown track; lost to sight at the first turn, and to hearing within minutes.

King shoved at the limp hand with his nose and whined; automatically, it began to scratch behind his ears.

In the lightened breeze of the cooler post-storm weather, the brown waves of her hair stirred, held back by a simple headband. Still, for several minutes, the woman's slender figure stood motionless, staring in a direction, the afternoon sunlight shining off finally-shed tears that weren't entirely regret.

She knew why she'd seen that deceptively fragile-looking redhaired young woman before. And that gallant, conflict-stricken Invid shared a kinship with her that fates willing she would never discover.

I know why, Lancer, Carla Maxwell thought. *I know why.*

Turning, she went back inside the house.

GLOSSARY

ANTON KOSMAS

An ex-officer of the E.B.S.I.S. (Eastern Bloc Soviet Independent State) who became the first human to ally himself with the returning Invid during the Third Invid War. As part of his agreement with the Invid, he betrayed Rook, Lancer, and their friends and led them into an ambush. The heroes survived the attack, but agreed to break up and go their separate ways afterwards for a variety of reasons. Kosmas was later killed by resistance fighters after he fell into disfavor with the Invid.

ATTACK SCOUT

A new mecha used by the Invid that replaced the older Scout and Armored Scout designs used during the Third Robotech War. The new mecha design puts an emphasis on speed and heavier armor while sacrificing agility. Attack Scouts are piloted by *Iigaari*, the least evolutionary

advanced drone in the Invid hive race.

FRAGS

A slang term for humans who are working for the Invid, for personal profit, power, protection, or any number of other reasons. Frags are notorious for rooting out members of the terran resistance and their allies and handing them over to the Invid for extermination (or worse).

SULAGI

The Invid name for members of their race that have been evolved into a humanoid form. Many Sulagi are unhappy with the second Invid invasion of Earth, and some have even defected to join the humans in their struggle.

VR-135 FORAGER

A second generation cyclone design, developed on Tirol after the Third Robotech War and shipped to Earth in large numbers after the Invid returned. The most impressive aspect of the new cyclone designs is the replacement of the backup internal combustion engine with a fusion generator, which provides dramatic increases in the power available when the protoculture cells are shut off. Designed specifically for Veritech pilots shot down during combat, the Forager is highly sought after by the resistance for its durability and ease of repair.

THE WHITE ROSE

A secret network of Sulagi (humanoid Invid) that have defected from the Invid forces, and the humans that protect them. The White Rose works to help the terran resistance by keeping human fighters informed on new developments and troop movements among the Invid occupation forces. However, members of the Rose are in constant danger, as the Invid forces have begun a vicious campaign to root out and exterminate the renegades at any cost. The name of the resistance group has historical significance; the original White Rose was a group of German students who circulated anti-Nazi propoganda, and who eventually paid for it with their lives.

AMY BORDEN
University of Illinois, Champaign
Graduate School of Library and Information Science
borden@alexia.lis.uiuc.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

Mecha design and illustration by **AMY BORDEN** *(borden@alexia.lis.uiuc.edu)*.

THE LEVIATHAN INORGANIC
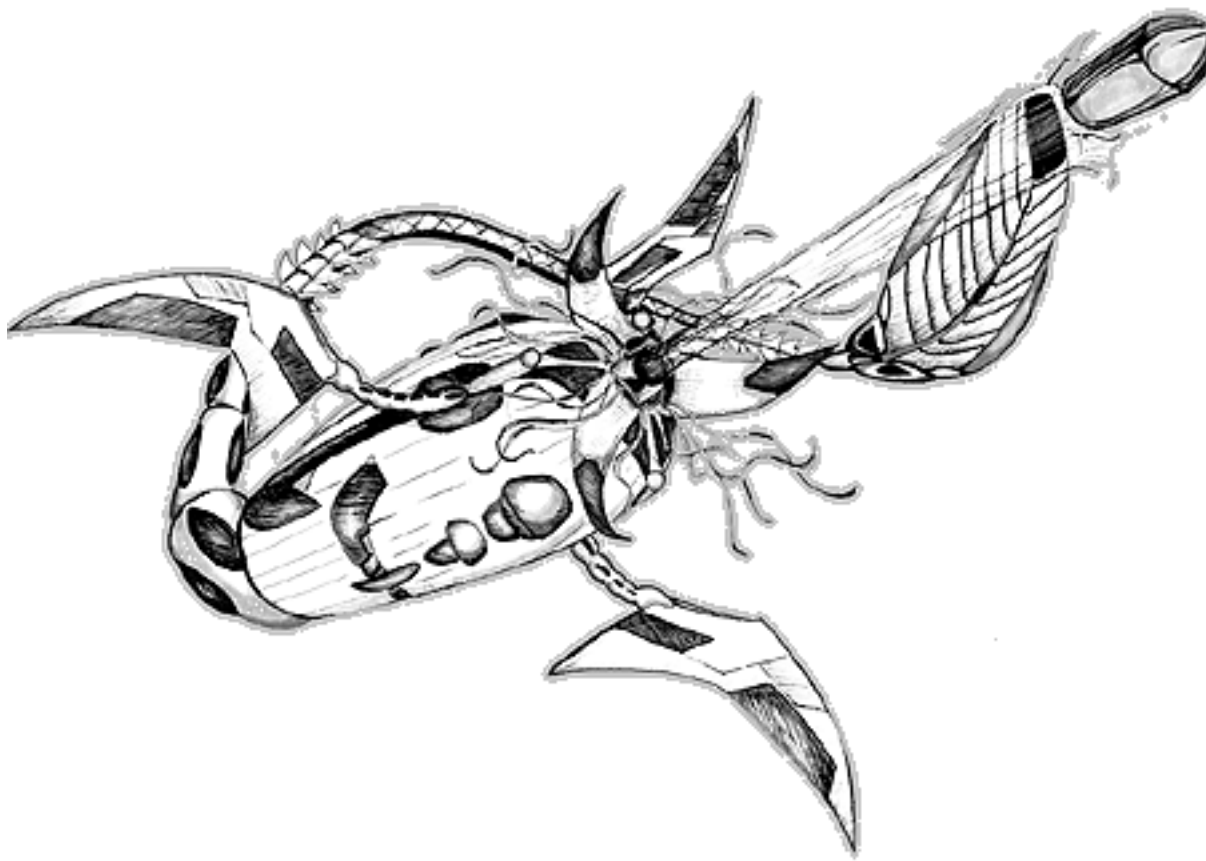
BACKGROUND

Prior to the Third Invid War the high seas had traditionally been a safe haven and refuge for resistance fighters. Since the flower of life will not grow underwater the Invid have had little interest in the Earth's seas and failed to patrol them with any great frequency. Therefore any resistance group who was lucky enough to find a stable base in the ocean or a large lake could escape pursuit and detection by fleeing out to sea. A number of resistance factions operated this way during the Second and early Third Invid Wars, working from abandoned oil rigs, old supertankers or even the occasional submersible military ship.

Such groups were extremely successful even though they were limited to attacking targets not far inland from the shoreline.

In late 2044 this changed with the introduction of the Leviathan Inorganic into Earth's oceans. Initially little was known about this new Invid weapon, except that it was seaborne and VERY powerful. Entire resistance bases on the ocean were destroyed in minutes with no survivors, giving the resistance and the REF very little information to go on regarding this new threat. It wasn't until 2045 when a Leviathan was successfully destroyed and the wreckage examined did the resistance finally learn about the new inorganic.

The Leviathan is a monstrous creation. Over 350 ft (106.7 m) long, the inorganic resembles a giant segmented worm with fins and a large, flat tail. When preparing to attack, however, the "fins" extend into large vibro-blade scythes, and numerous tentacles extend around an ultra-sharp beak-like mouth concealing a large torpedo launcher in the center of the beast. In combat the Leviathan acts like an enraged whale, constantly slamming into its target while using its scythes and tail to tear the ship or base apart. The tentacles and beak are primarily used for grabbing smaller boats and mecha, which are dragged underwater and quickly torn to pieces. If distance attacks are necessary, the Leviathan can respond with a trio of blue-green laser cannons (attuned for underwater firing) surrounding the beak of the mecha, or by firing torpedoes out of its mouth. If attacked by multiple enemies underwater, the inorganic has one final attack it can rely on. The tail of the mecha can generate an extremely powerful electric shock that can overload and disable mecha underwater, as well as possibly killing the pilots.

The Leviathan is propelled by a magneto-hydrodynamic drive that uses superconducting materials to propel water through itself, thus being able to achieve impressive speeds while being virtually silent underwater. The tail and body styling of the mecha is designed to create perfect laminar flow around the Leviathan's body, allowing it to reduce water resistance against its body when travelling at high speeds. The inorganic is equipped with both active and passive sonar for tracking targets, as well as normal vision and protoculture sensors for combat. Like all of the second generation inorganics, the Leviathan does not rely on an Invid brain for direction. In fact, the monstrous creation was designed specifically to operate for extended periods of time in large bodies of water without any communication or direction from an Invid base. The Leviathan possesses a moderate degree of intelligence, and if it encounters an ocean-borne force that it feels is superior to itself it will stalk the prey and look for signs of weakness, while calling out for other Leviathans to help it destory the target. Leviathans will also follow orders given by Stage 6 Invid and are occasionally called in to help in assaults against ocean targets.

Leviathans were first introduced by the Stage 6 Invid in late 2044 in the South Pacific, where they proved very effective and were quickly put into action in other locations as well. By 2045 they were found in all the oceans of the world, as well as in other large bodies of water such as the Great Lakes in North America. Most of the time the monsters operated alone, occasionally joining together in packs for brief periods of time or returning to base for repair and resupply after long battles. Leviathans can operate for years without support, and several surviving inorganics continued to strike at ships years after the Third Invid War ended. The last known Leviathan on Earth was destroyed by a USNA naval fleet with RGF assistance in 2057.

RPG STATS

Invid Name: "Gorstanna" **REF Nickname:** "Leviathan"
Vehicle Type: Submersible Anti-Naval Robot
Crew: None.

M.D.C. BY LOCATION

```
    Front Beak Blade (3)              100 each
    Front Tentacles (21)              35 each
    Blue-Green Laser Cannons (3)      75 each
[1] Torpedo Launcher                 120
[2] Main Body Segment                750
    Forward 1/2 Tail                 550
    Rear 1/2 Tail                    350
[3] Flat Tail End                    500
    Vibro-Scythes (3)                350 each
    Scythe Arms (3)                  150 each
```

NOTES:

[1]

Destroying the Torpedo Launcher signifies that the exit port for the torpedoes has been sufficiently damaged to the point where the Leviathan can no longer launch torpedoes. The actual torpedo mechanism and the torpedoes themselves are in the center of the inorganic and cannot be attacked without destroying the main body of the mecha.

[2]

This is the main body for the Leviathan, which contains the brain, engines, sensors, and most of the weapons of the inorganic. Depleting the MDC of the main body segment will cause the Leviathan to self- destruct, doing 5D6x10 M.D. to everyone in a 400 ft (120 m) radius around the mecha.

[3]

Destroying the flat tail end of the Leviathan will deprive it of its shock attack and reduce the overall speed of the creature by 35% due to problems with stability. Destroying the front or rear halves of the tail of the Leviathan will reduce the mecha's speed by 55%.

SPECIFICATIONS

Swimming:

The Leviathan can propel itself under water at speeds up to 70 knots (81 mph/130 kmph) and can

dive up to 10 miles below the surface.

Land/Air/Space:

The Leviathan is specifically designed for underwater operation and cannot perform effectively in any other environment. On land the inorganic will be unable to move, and in space it will merely flail about with no means of propulsion.

Width:

40 ft (12 m) with fins/scythes retracted into main body. 150 ft (45 m) with scythes at maximum extension.

Length:

365 ft (109.5 m) from beak to tail.

Weight:

350 tons

Cargo:

None, though the Leviathan can capture and tow over 350 tons of weight if necessary.

Abilities:

- Swimming - 95%
- Tracking: Humanoid, Mecha, or Sea Vehicle - 60%
- Tracking: Protoculture Powered Mechanism - 85%
- Navigation: Air, Land, Water - 90%
- Detect Ambush - 45%
- Detect Concealment - 50%
- Protoculture Sensor - Range: 3 miles (4.8 km)
- Passive Sonar - Range: 40 miles (64 km)
- Active Sonar - Range: 10 miles (16 km)
- Thermal (passive infrared sight) - Range: 1000 ft (305 m)
- Nightvision (passive night sight) - Range: 4000 ft (1220 m)
- External Audio Pickup (above water) - Range: 1200 ft (366 m)
- Audio/Video Communications - Range: 200 miles

WEAPON SYSTEMS

1. **VIBRO-SCYTHES:** The main weapon of the Leviathan are the three huge vibro-blade scythes that are connected to the main body of the inorganic. In travel mode the scythes are drawn into the body, but in combat they can extend up to 50 feet away from the inorganic in order to swipe at attackers.

   - **Primary Purpose**: Physical Assault
   - **Secondary Purpose**: Defense
   - **Damage**: 6D6 M.D. when vibro blades are not active, 6D6x10 M.D. when active.

❍ **Rate of Fire**: The Leviathan can attack up to three times per round with the vibro-scythes (once per blade).
  ❍ **Bonuses to Strike**: Protoculture targeting bonuses only.

2. **BLUE-GREEN LASER CANNONS (3):** Arranged around the central mouth of the Leviathan are three large laser cannons for energy attacks above or under water. The cannons are limited in range under water, but are still powerful enough to provide effective weapons in a fight. Above water the laser cannons are devastating, and the Leviathan will often surface during a raid to fire at ships or mecha trying to attack from above. The beams generated by these lasers are tuned to the blue-green area of the spectrum to increase their range and effectiveness underwater.

  ❍ **Primary Purpose**: Assault
  ❍ **Secondary Purpose**: Anti-Surface, Anti-Aircraft
  ❍ **Range**: 5,000 ft (1,515 m) above water, 1,000 ft (305 m) under water.
  ❍ **Damage**: 6D10 M.D. per shot.
  ❍ **Rate of Fire**: Up to three shots per laser, per melee round.
  ❍ **Payload**: Unlimited
  ❍ **Bonuses to Strike**: +1 to strike, plus protoculture targeting bonuses.

3. **TORPEDO LAUNCHER:** For underwater attacks the Leviathan is armed with a torpedo launcher mounted along the center of its body. The torpedo launcher fires underwater missiles guided by a sophisticated sonar and protoculture targeting system, making them difficult to avoid once a lock-on has been achieved. Fortunately the missiles are only moderately fast and can be shot out of the water if the target is lucky. Furthermore the Leviathan carries only a limited number of missiles, and once depleted must return to base for resupply.

  ❍ **Primary Purpose**: Anti-Warship, Anti-Submarine
  ❍ **Secondary Purpose**: Demolition
  ❍ **Range**: 3 miles (4.8 km)
  ❍ **Speed**: 55 knots (64 mph/102 kmph) underwater
  ❍ **M.D.C. of Missile**: 15
  ❍ **Damage**: 1D4x100 M.D.
  ❍ **Rate of Fire**: Once per round
  ❍ **Payload**: 12 torpedoes
  ❍ **Bonuses**: +4 to strike, plus protoculture targeting bonuses. +2 to dodge.

4. **ELECTRIC SHOCK:** If desperate the Leviathan can generate a strong electric shock from its body that can damage and incapacitate mecha and other attackers around the inorganic. The shock causes damage to mecha by overloading electrical systems and burning out sensors and computers, and can occasionally even penetrate armor and devliver a nasty shock to the pilot. Unprotected persons in the water are usually killed instantly by the shock. Due to the drain this attack causes on the Leviathan's own systems, it will use this ability only in desperation.

❍ **Primary Purpose**: Defense
  ❍ **Range**: 300 ft (90 m) radius
  ❍ **Damage**: 1D6x10 M.D. to everything within the radius of the shock. In addition every target mecha must roll 1D6 and consult the table below for possible additional damage from the electric shock.

    1. no additional effect.
    2. no additional effect.
    3. Sensors and targeting systems short out. Pilot must rely on visual displays only and loses any combat bonuses from tracking systems.
    4. Servo motors in mecha limbs short out. 1D4 limbs (determined by GM) becomes immobilized and unusable due to loss of motor control.
    5. Onboard computer crashes. Cyclones may still move normally, but Veritechs and other larger mecha are immobilized for 1D6 melee rounds while the computer reboots itself. The pilot may make no attacks or defend himself during these rounds.
    6. Pilot takes 6D6 S.D.C. damage from electric overload (armor does not help)

  ❍ **Rate of Fire**: Once. After generating a shock the Leviathan will be unable to use its laser cannons for 1D6+4 minutes after the attack. The inorganic will not be able build up enough power for an additional shock for 30 minutes after an attack.
  ❍ **Payload**: Essentially unlimited
  ❍ **Bonuses to Strike**: Instantly affects all mecha in target area. Parry/Dodge is NOT possible.

5. **HAND-TO-HAND COMBAT**. The Leviathan has a number of physical "hand-to-hand" attacks available to it for use in close combat. In addition to the three vibro-scythes, the inorganic may use its tentacles and beak to capture and tear apart mecha and small boats, or it may use its body as a weapon to ram a target. Resistance fighters who are foolish enough to engage a Leviathan in close combat rarely survive. The smaller tentacles have an effective P.S. of 55, and the beak has a P.S. of 75.

  ❍ **Attacks Per Melee**: 5
  ❍ **Hand to Hand Bonuses**: +2 to strike, +3 to parry, +2 to dodge when moving at speeds above 40 mph (64 kmph), +1 to roll with impact.
  ❍ **Damage:**
    ▪ Crush/tear with tentacles: 1D4 M.D. per tentacle used.
    ▪ Tear with beak: 5D6 M.D.
    ▪ Tail Slap: 4D6 M.D.
    ▪ Body Slam: 6D6 M.D.
    ▪ Charge: 4D6 M.D.
    ▪ Full-speed charge (takes 1 full round to get up to speed): 2D6x10 M.D.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE ODEON MARK II
HEAVY COMBAT INORGANIC
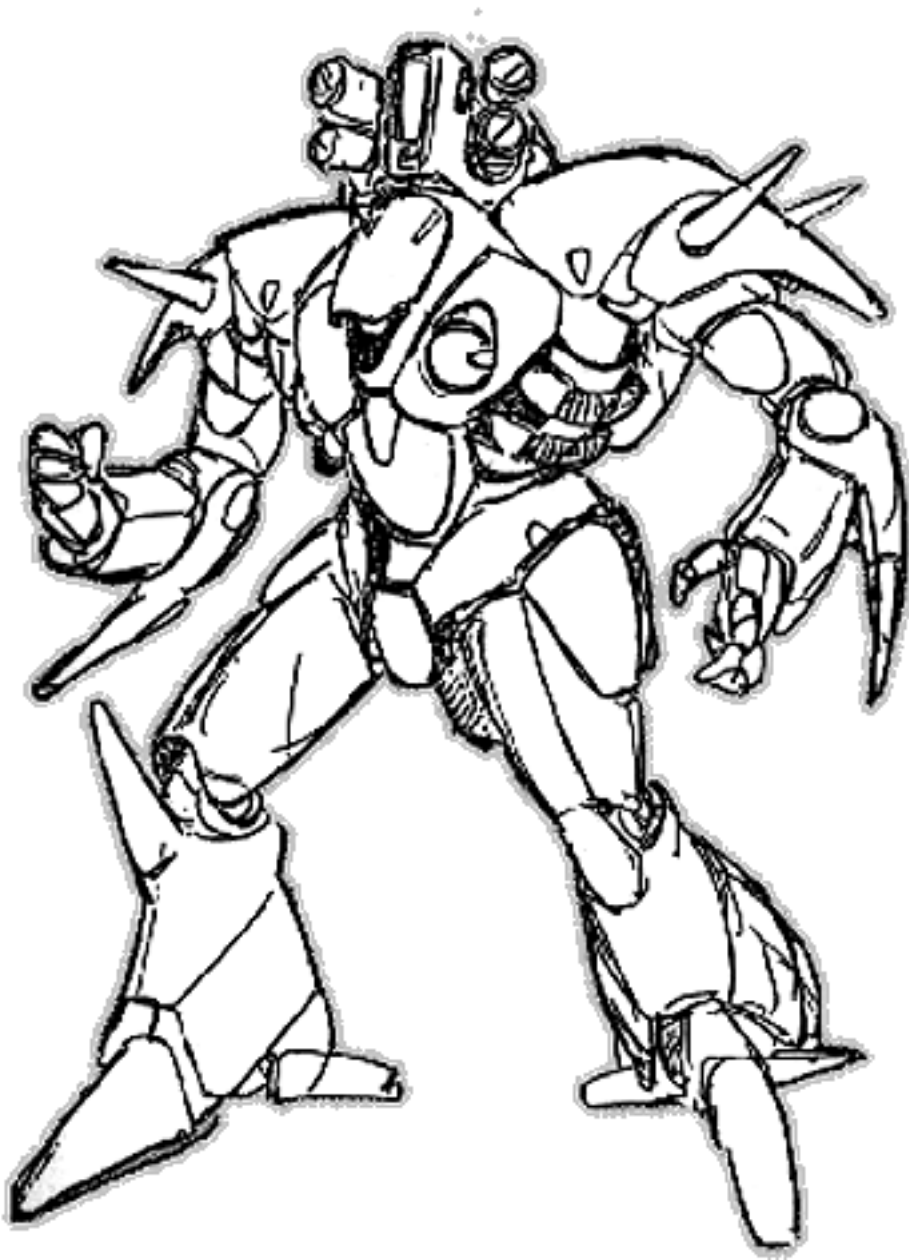
BACKGROUND

One of the earliest goals of the Stage 6 Invid in their weapons research and experiments was to find a way to supplement their limited combat forces. It is therefore no surprise that one of the first new generation Inorganic designs perfected was the **Odeon Mark II** (or **Brawler**) **Heavy Combat Inorganic**, designed and built to fight alongside the [Combat Trooper](#) as the Invid's first line of offense/defense. The name "Odeon 2" is actually a misnomer given to the inorganic by a young REF Intelligence Agent who was among the first resistance fighters to spot the new design. Although the Odeon 2 does bear a moderate resemblance to its distant cousin from the Regent's forces, the Brawler (as it is also called) is a completely different design with no relationship between the two mecha.

The Odeon Mk. II is an enormous inorganic, standing over 41 feet (12.5 meters) tall and equal in size to even the massive new VBF-3 Beta Fighters. The mecha's body is designed to intimidate and frighten an opponent as it slowly and unstoppably advances across the battlefield towards its target. The Odeon 2 is also equipped with a jet thruster backpack, which allows it to fly at moderate speeds and thus keep up with Combat Troopers and other Invid mecha. Like the old Odeon, the amount of damage the Odeon 2 can endure is truly staggering. In addition to its great strength and devastating hand-to-hand attacks, the Odeon 2 is also equipped with a number of distance attack weapon systems. The main weapons of the inorganic are two lance-like laser cannons mounted on the arms of the mecha, which can be used to strafe targets from a distance as well as slice through enemy fortifications. In addition, some Odeon 2s are armed with an external missile launcher that holds 4 heavy-warhead missiles, ideal for smashing through fortifications and knocking out enemy defenses. The launcher does have a disadvantage in that the missiles can be detonated prematurely if resistance fighters can get close enough to shoot them before they are fired, however. Finally, the Odeon 2 is armed with a devastating plasma cannon on its left breast, which vaguely resembles the old plasma generators seen on EBSIS Battloids during the period of the Second Robotech War. The napalm-like plasma streams fired from this weapon stick to targets hit by the Odeon 2 and continue to do damage until the plasma is scraped off or neutralized. The plasma cannon is thought to be a legacy weapon left to the Invid from the time ex-EBSIS Lieutenant Anton Kosmos worked with them to build the Annihilator and SH-AT combat mecha.

The Odeon Mk. II was encountered in two variants; as a worker and as a heavy combat unit. In its worker configuration both the missile launchers and the laser cannons were removed from the inorganic, leaving only the plasma launcher as a distance attack weapon. Not all combat units were equipped with missile launcher units; usually only 25% of Odeons (3 out of a typical squad of 12) were equipped with launchers to provide support while their teammates advanced. Although the inorganics possessed independent intelligence and were not directly linked to Invid Brains like older inorganics, they required guidance and leadership from more evolved Invid to be of maximum effectiveness in combat. A Brawler without leadership will mindlessly attack an opponent until either it or the opponent is destroyed. Odeon 2 inorganics became very common after 2044 and could be found at virtually every Invid Hive, base, and slave camp around the world. No Odeon Mk. IIs are known to have survived the final battles of the Third Invid War.

RPG STATS

Invid Name: "Orotyug"; **REF Nicknames:** "Brawler", "Odeon 2"
Vehicle Type: Heavy Combat Inorganic
Crew: None.

M.D.C. BY LOCATION

```
[1]   Sensor Eye/Head                    250
      Armored shoulders (2)              350  each
      Arms (2)                           150  each
      Arm Lasers (2)                      85  each
      Hands                               75  each
      Legs (2)                           350  each
[2]   Main Body                          700
      Plasma Cannon                       80
      Jet Backpack                       400
[3]   Top Missile Launcher (optional)    150
```

NOTES:

1. Destroying the protected sensor eye of the Odeon 2 will deprive it of its main sensor systems, but backup sensors will provide it with limited vision and allow it to remain in a fight. The Odeon 2 has a penalty of -4 to strike, parry, and dodge if the main sensor eye is destroyed.
2. Destroying the main body will completely destroy the Inorganic. The smoking remains will fall to the ground and crumble into scrap metal.
3. Destroying the top missile launcher will NOT detonate any remaining missiles, but will prevent the missiles from being fired. The missiles must be individually targeted to detonate them (see below).

SPECIFICATIONS

Running: 55 mph (88 kmph)
Climbing: Good; equal to a skill of 70%, reduce speed by 1/3.
Leaping: 30 ft (9 m) high or lengthwise without thruster assistance.
Flying:
Stationary hover to 200 mph/321 kmph, with a maximum altitude of about 4000 ft (1220 m).
Swimming:
Cannot swim, but can travel along the bottom of any lake, river, or ocean at 1/4 max land speed.
Space:
The Odeon 2 can operate in space or without air. It has full maneuvering capabilities in zero gravity so long as its jet backpack remains intact.

Height:

36 ft (11 m) at the shoulders, 41 ft (12.5 m) including missile launcher.

Width:

25.2 ft (7.7 m)

Length:

12.5 ft (3.8 m)

Weight:

11,500 lbs (5,218 kg)

Cargo:

The Odeon 2 can carry/drag up to 20 tons (40,000 lbs/18,150 kg) of weight with proper bracing.

Abilities: Standard invid sensors and capabilities, plus:

- Land Navigation - 70%
- Detect Ambush - 40%
- Detect Concealment - 50%

- Thermal (passive infrared sight) - Range: 1500 ft (458 m)
- Nightvision (passive night sight) - Range: 2500 ft (761 m)
- External Audio Pickup - Range: 300 ft (91.5 m)

WEAPON SYSTEMS

1. **LASER CANNONS (2):** When equipped for combat, each arm of the Odeon 2 is equipped with a lance-like laser cannon, mounted at the elbow and pointing forward. These lasers are aimed by moving the Odeon's arms and can be fired to the front or sides of the inorganic. The cannons can also be used to generate a continuous laser beam for cutting and demolition purposes.

   - **Primary Purpose**: Assault
   - **Secondary Purpose**: Defense
   - **Range**: 3000 ft (905 m)
   - **Damage**: 2D6 M.D., 4D6 M.D., or 1D6x10 M.D. per blast. Bursts are not possible, but the laser can be fired in a continuous stream for cutting/demolition if necessary (does 4D6x10 M.D. per round).
   - **Rate of Fire**: Four attacks per cannon, per melee. Both cannons can be fired simultaneously at the same target; counts as one attack. The cannons can also be fired in a full melee continuous beam, but suffer a -6 to strike a moving target.
   - **Payload**: Unlimited
   - **Bonuses to Strike**: Protoculture targeting bonuses only.

2. **PLASMA CANNON:** This weapon is roughly based on the devastating plasma generator/ejector weapon that was a favorite mecha armament of the Eastern Bloc Soviet Independent State

(EBSIS). On the left side of the chest of the Odeon is a plasma generator that can "squirt" a stream of high-temperature plasma at an enemy directly in front of the Odeon. This napalm-like plasma is devastating as it clings to its target and continues to do damage until scraped off, cooled, or the mecha is destroyed. Fortunately the plasma cannon has a short range and can ONLY be fired at targets directly in front of the Odeon; aiming at other targets requires the Odeon to twist its entire torso.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Demolition
- ❍ **Range**: 300 ft (90.5 m)
- ❍ **Damage**: 5D6 M.D. per round. The plasma will continue to do damage to any target it hits until it is neutralized. The plasma can be neutralized in one of three ways:

  1. **Scraped Off**: The covered mecha can attempt to scrape the plasma off itself with its hands. This takes 1D6 melee rounds, during which time the plasma does 2D6 M.D. to the mecha's hands and 3D6 M.D. to the covered area per round. Additional mecha can help scrape plasma off the target; subtract 1 melee round per mecha helping, but the helping mecha receives 2D6 M.D. damage to its hands.
  2. **Cooling**: If the covered mecha is near snow or water, it can dive into the liquid to attempt to cool itself off rapidly. Cooling the plasma in this way takes 2 melee rounds. After the first round the mecha will receive only 2D6 damage, and after the second it will take no additional damage.
  3. **Extinguishing**: If a friendly mecha nearby is loaded with fire-retardant missiles it can fire these missiles at the affected mecha in an attempt to neutralize the plasma. It takes two fire-retardant mini-missiles or one fire-retardant SRM to completely neutralize the plasma.

  The plasma will eventually cool and neutralize itself, but this will take 5D6 minutes, by which time the affected target is usually severely damaged or destroyed. If a limb is struck with the plasma stream (the arm, for example) the target ceases to take damage once the limb is destroyed.
- ❍ **Rate of Fire**: Limited to once every other round to prevent overheating.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses to Strike**: Protoculture targeting bonuses only.

3. **SHORT-RANGE MEDIUM-WARHEAD MISSILES:** As an optional weapon system, the Odeon 2 can be mounted with a missile launcher on top of the inorganic's jet backpack. This launcher contains 4 short-range medium- warhead missiles that can be used for assault, destruction of fortifications, or even anti-aircraft weapons. The disadvantage of the system is that the missiles are mounted externally and can be targeted and detonated prematurely before they are launched. Each missile has 5 M.D.C. and is a small target (-4 to strike). Hitting a missile before it is launched instantly detonates all remaining missiles and does full damage to the main body of the Odeon 2. For this reason an Odeon 2 equipped with missiles will usually fire them within the

first few rounds of combat.

- ○ **Primary Purpose**: Assault
- ○ **Secondary Purpose**: Anti-aircraft, anti-mecha
- ○ **Range**: 2 miles (3.2 km)
- ○ **Damage**: By missile type:

  - ■ **High Explosive**: 2D6x10 M.D., 30 ft (9.1 m) blast radius.
  - ■ **Fragmentation**: 2D4x10 M.D., 40 ft (12.2 m) blast radius.
  - ■ **Armor Piercing**: 4D4x10 M.D., 10 ft (3.0 m) blast radius.
  - ■ **Plasma/Heat**: 2D6x10 M.D., 40 ft (12.2 m) blast radius.

- ○ **Rate of Fire**: One missile per attack, volleys are not possible. All four missiles can be fired in a single melee round by expending all four attacks.
- ○ **Payload**: 4 missiles total.
- ○ **Bonuses to Strike**: Each missile is equipped with a protoculture sensor. The missiles have a +3 bonus to strike an active protoculture source, otherwise they are treated as unguided missiles (no bonuses or penalties).

4. **HAND-TO-HAND COMBAT:** The Odeon 2 is incredibly strong and can do massive hand-to-hand damage if allowed to get into melee combat range. Smart resistance fighters will try to stay out of the reach of the Odeon 2 and engage it at a distance.

- ○ **Attacks Per Melee**: 4
- ○ **Hand to Hand Bonuses**: +2 to strike, +2 to parry, +2 to roll or fall with an impact.
- ○ **Damage:**
  - ■ Swatting Punch: 2D6 M.D.
  - ■ Full Strength Punch: 2D4x10 M.D.
  - ■ Crush: 3D6 M.D. per round
  - ■ Tear/Pry: 2D6 M.D. per round
  - ■ Kick: 4D6 M.D.
  - ■ Stomp: 3D6 M.D.; effective only against objects 14 feet (4.2 m) or smaller.
  - ■ Charge: 6D6 M.D.
  - ■ Flying Tackle: (counts as all four attacks) 2D6x10 M.D.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

Mecha design and illustration by **AMY BORDEN** *(borden@alexia.lis.uiuc.edu)*.

THE KRAKEN INORGANIC
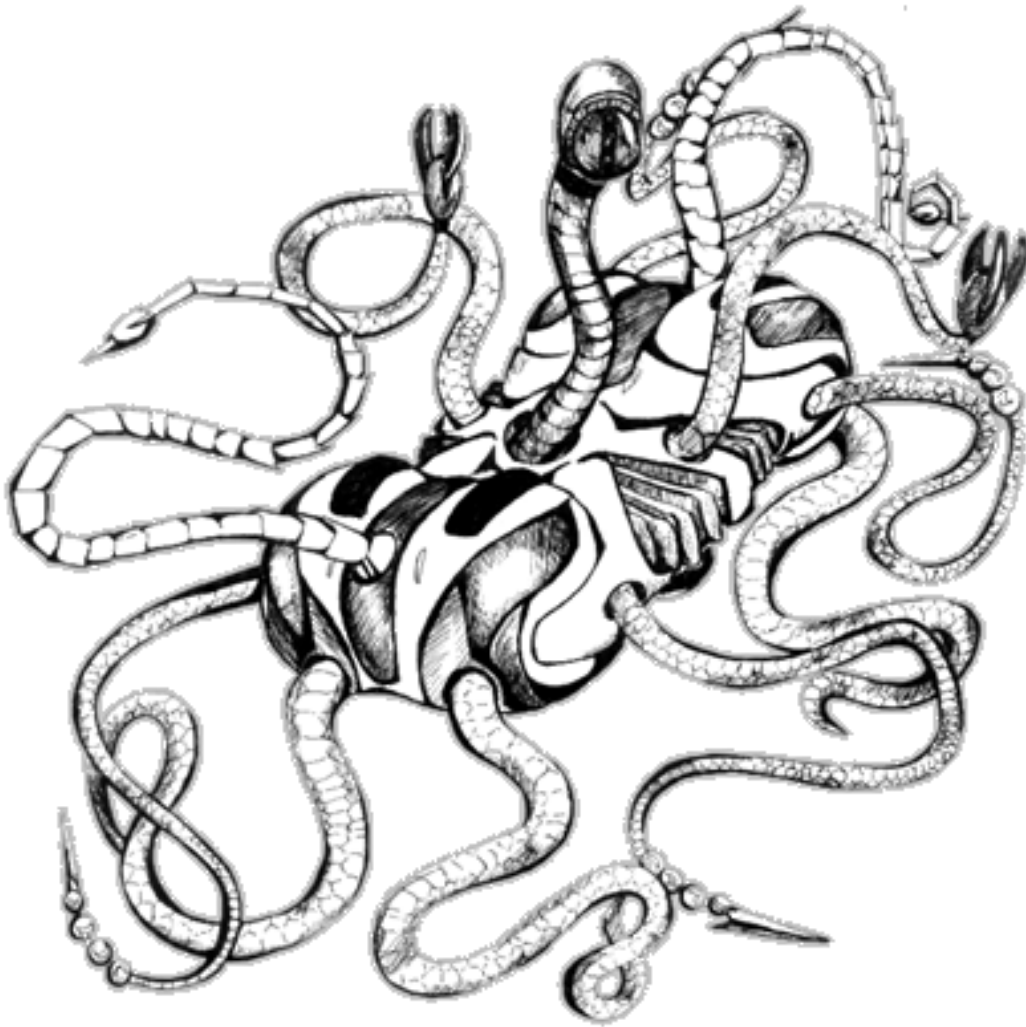
BACKGROUND

One of the first new Inorganic designs ever seen on Earth, the Kraken is a testimony to the ingenuity and cruelty of the Stage 6 Invid. The Kraken is designed to be an anti-personel weapon, able to quietly move

around the countryside and pick off any lone wanderers or resistance fighters it encounters. The basic design for the body is loosely based on the Invid Retrieval Drone reported seen in some hives (see Invid Invasion page 88). The cylindrical body of the inorganic is propelled by an antigravity field that allows the robot to move rapidly and with great agility. 13 different tentacles are connected to this central body, and can be extended up to an average distance of 15 feet (4.7 m) away from the main body or retracted completely into it. These tentacles end in a variety of different weapons, including vibro-blades, claws, lasers, and even paralysis beams. The central tentacle of the body contains an eye sensor that gathers visual and sensor data for the robot.

The most dangerous aspect of the Kraken is its stealthiness. The antigravity generator that propels the inorganic is virtually silent, allowing the robot to approach and attack its victim without making a sound. Krakens can lay hidden in trees, streams, rubble, etc. for days, weeks, months, or even years, and only pop out to attack when a potential target draws near. Unlike the Inorganics constructed by the Regent, the Kraken does NOT need an Invid brain to control it, and can operate on its own without any outside help or control. The inorganic does possess a limited amount of intelligence; for example, it will know enough to not attack a large heavily-armed party of resistance fighters since it would almost definitely be destroyed. Instead, the Kraken may track the resistance fighters at a distance and try to pick them off one by one while they are resting. Whenever a Kraken encounters a target it will communicate the location and type of contact to the nearest hive within its communication range, and the hive brain may give it special instructions at that time, if necessary (i.e. "capture a prisoner" instead of "kill the entire party").

The Kraken Inorganic was first encountered in the central United States area in early 2044. Distribution of the robot has been restricted mostly to the eastern half of North America, though some have been reported in Europe. They are most commonly found in the central plains/great lakes region (Kansas, Illinois, Indiana, Ohio) but it is likely that the design shall spread to other sectors if deemed successful by the Stage 6 Invid.

RPG STATS

Invid Name: "Gitamma"; **REF Nickname:** "Kraken"
Vehicle Type: Anti-personel Robot
Crew: None.

M.D.C. BY LOCATION

```
[1]  Main Body                        150
[2]  Eye Tentacle (1)                  45
     Claw Tentacles (2)                35 each
     Spike Tentacles (4)               35 each
     Heavy-Duty Tentacles (4)          50 each
     Laser Tentacles (2)               35 each
```

NOTES:

[1]

Destroying the main body will completely destroy the Inorganic. The smoking remains will fall to the ground and crumble into scrap metal.

[2]

Destroying the eye tentacle will deprive the Kraken of its main sensor capabilities. It will not be able to see its targets and will flail its tentacles around rapidly trying to strike anything close to it (-5 to strike). If the eye tentacle is destroyed the Kraken will usually try to retreat and return to base for repairs (it can find its way back without sensors). The eye tentacle is a small target and imposes a **-4 penalty** to hit for attackers.

SPECIFICATIONS

Flight:

Stationary hover to 400 mph (640 kmph) in open air. Cruising speed near ground level is usually 100 mph (160 kmph) or less. The Kraken can use its antigravity generator to lift itself up to 300 ft (91.5 m) above any surface.

Swimming:

The Kraken can propel itself under water at speeds up to 75 mph (120 kmph) and can dive up to 2 miles below the surface.

Space:

The Kraken can operate in space or without air. However, without nearby mass to push against with its antigravity generator it will drift helplessly in zero gravity.

Height:

Main Body: 2.5 ft (0.75 m)

Width:

Main Body: 7 ft (2.1 m)

Length:

Main Body: 4.5 ft (1.3 m)

NOTE: The tentacles on the Kraken can extend up to 15 ft (4.7 m) in any direction from the main body. They can also retract completely into the body when not needed.

Weight:

2 tons

Cargo:

The antigravity generator (which was designed for speed and stealth instead of strength) can carry up to 5 tons.

Abilities:

- Flight - 85%
- Tracking: Humanoid, Mecha, or Land Vehicle - 70%
- Tracking: Protoculture Powered Mechanism - 88%
- Navigation: Air, Land, Water - 90%
- Prowl - 70%
- Detect Ambush - 55%
- Detect Concealment - 65%

- Thermal (passive infrared sight) - Range: 1000 ft (305 m)
- Nightvision (passive night sight) - Range: 2000 ft (609 m)
- External Audio Pickup - Range: 300 ft (91.5 m)
- Audio/Video Communications - Range: 25 miles

WEAPON SYSTEMS

1. **LASERS:** Two of the Kraken's tentacles end in high powered lasers that serve as the inorganic's main weapons. Since they are mounted on tentacles they can be fired in virtually any direction and can even fire around corners while the Kraken remains hidden.

   - **Primary Purpose**: Assault
   - **Secondary Purpose**: Defense
   - **Range**: 4000 ft (1200 m)
   - **Damage**: 3D6 M.D. per laser blast. Bursts are not possible, but the laser can be fired in a continuous stream for cutting/demolition if necessary (2D6x10 M.D. per round).
   - **Rate of Fire**: Four attacks per melee. Can also be fired in a full melee continuous beam, but suffers a -4 to strike a moving target.
   - **Payload**: Unlimited
   - **Bonuses to Strike**: +1 to strike, plus protoculture targeting bonuses.

2. **PARALYSIS BEAM:** The two clawed tentacles on the Kraken contain an experimental paralysis beam built into the center of the claw. This beam temporarily overloads the nervous system of a humanoid target, effectively paralyzing him or her. Involuntary reflexes (breathing, heartbeat) are USUALLY not affected, but there have been a few reported cases where the paralysis beam has been fatal. The beam can even work through high-tech body armor, but has an extremely short range.

   - **Primary Purpose**: Capture
   - **Range**: 30 ft (9 m)
   - **Damage**: None, but the victim must roll under his (P.E. - 12) or be paralyzed for 1D6x10 minutes. The character gets a +1 to his roll for every 25 points of MDC between him and the beam, including body armor and mecha. Characters with over 200 MDC are automatically immune to the beam. If the character rolls a 20 on his P.E. roll, he also goes

into shock and takes 4D6 S.D.C. damage, directly from hit points.

- ❍ **Rate of Fire**: One shot per tentacle, per round.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses to Strike**: +1 to strike, plus protoculture targeting bonuses.

3. **HAND-TO-HAND COMBAT**. The tentacles of the Kraken make it a deadly hand-to-hand combatant. Four of the inorganic's arms end in vibro-blade spikes that can cut through high-tech armor easily. The other four tentacles are powerful constrictors that can crush a human to death even through body armor (P.S. of 50).

- ❍ **Attacks Per Melee**: 4
- ❍ **Hand to Hand Bonuses**: +1 to strike, +3 to parry, +6 (!)to dodge in flight, +3 to roll with impact.
- ❍ **Damage:**
    - Vibro-spike slash: 2D6 M.D.
    - Vibro-spike jab: 3D6 M.D.
    - Vibro-spike power jab (counts as two attacks): 1D4x10 M.D.
    - Claw Jab: 1D6 M.D.
    - Claw Crush: 1D6 M.D. per round.
    - Strong Tentacle Slap: 1D4 M.D.
    - Strong Tentacle Constrict: 2D6 M.D. per round.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

Mecha design and illustration by **AMY BORDEN** *(borden@alexia.lis.uiuc.edu).*

THE HELLCAT MARK II

BACKGROUND

The original Hellcat (a.k.a. Cougar) inorganic was probably the most successful robotic design of the Invid Regent. The inorganic was inspired by a predatory feline the Regent observed on Praxis after conquering the world prior to the arrival of the REF and the First Invid War. Once the Praxian cat had detected the scent of its prey, it would follow the scent relentlessly for hours or even days, eventually attacking the startled target when it least expected it. Impressed, the Regent designed a similar robot that could sense and track both protoculture emissions and trails left behind by humanoid life forms and then follow them back to their source. Fast, silent, and deadly, the hellcat was the perfect scout/exterminator mecha, and was widely distributed on all worlds under control of the Regent. However, the Hellcat was unarmed and lightly armored, which were great liabilities when facing armored or mecha-sized opponents. Although the Hellcat's claws could carve through the hardest of metals, the inorganic first had to approach the mecha and was usually cut down by defensive fire long before it could engage in melee combat. Usually the only time Hellcats ever won against organized REF forces were when they were encountered in superior numbers and could overwhelm their opponents.

Although most of the original Hellcats were destroyed when the Invid Regent was defeated at the end of the First Invid War, the original concept of the inorganic impressed some of the Stage 6 Invid on Earth. Several leader Invid tried to improve on the design themselves, since an independent mecha design that could track resistance fighters back to their bases was an ideal weapon to use against human rebels that hid in the many ruined cities and bases of Earth. They initially started with an in-depth study of fast open-land Earth mammals such as cheetahs, antelopes, and pronghorns, which led to radical redesigns of the old Hellcat design, especially in the feet and head area. The resulting inorganic is a synthesis of the best observed traits of both Earth and Praxian predatory mammals.

The feet of the Hellcat Mark II are specially designed to provide the robot with superb speed, traction, and shock absorption characteristics. The basic foot is a cloven hoof surrounded by four hook-shaped claws (two front, two back) for gripping and breaking. When not in use the claws retract upward into the feet so that they do not interfere with running or climbing, but when needed for extra traction or gripping they can be instantly deployed. All of the claws have built-in vibro blades which allow them to slice through steel and high-tech alloys.

The head of the Hellcat has also been extensively redesigned. The most notable facial feature of the new inorganic is the large black eyes that curve around the head almost to the neck. The eyes provide both excellent stereoscopic vision for precision tracking and aiming, as well as near-360-degree vision making it extremely difficult to sneak up and surprise the Hellcat. The eyes of the Hellcat can see both the infrared and ultraviolet spectrum, allowing it to see heat emissions and colors outside of normal human vision. In addition its eyes, the Hellcat also has multiple sensors that provide it with highly detailed senses of hearing and smell. Finally, the Hellcat has an echo-location system which allows it to use sound waves to determine its surroundings, similar to sonar. With this system the Hellcat can see in total blackness, sense movement, and even locate hidden doors and passages.

The Hellcat Mk. II design does not have the mouth or fangs of the older Hellcat. Instead, the head of the mecha is equipped with two vibro-blade tusks that are constructed out of super-hard materials. In addition, the Hellcat 2 has two blaster cannons mounted on extendible arms providing it with a long-

distance attack. The arms the cannon are mounted on can pivot and rotate in any direction, allowing the Hellcat to fire to either side or directly behind itself. When not in use these cannons are folded away in compartment on either side of the torso, near the shoulder blades. The Hellcat's advanced sensors combined with the cannons wide range of motion makes the inorganic *deadly* accurate in a firefight.

The overall structure of the Hellcat 2 gives it a very thin, almost emancipated appearance, somewhat resembling a skeleton of one of the great predatory cats of Africa. The large black eyes, tusks, and claws give the inorganic a devastating psychological impression, and resistance fighters who have survived being stalked by these creatures report having nightmares about them even months after their encounter. The new Hellcats are usually released in packs of 5 initially into the countryside, although they may split up and operate solo, or combine with other Hellcat groups to form larger packs during their travels. The Hellcat Mk. II was initially developed and released in central Africa, though it quickly spread to the jungles of Asia and South America, as well as the forests and plains of North America. Designed to operate independently for years, the Hellcats continued to plague resistance fighters throughout the latter half of the Third Invid War, and even for decades after the war ended. The last known Hellcat Mk. II was hunted down and destroyed in 2049 in the Rocky Mountains of North America, but it is unknown if more are lurking in the wastelands and jungles of post-Invid Earth.

RPG STATS

Invid Name: "Iiutyug"; **REF Nicknames:** "Seeker", "Hellcat 2", "Cougar 2"
Vehicle Type: Reconnaissance/Combat Inorganic
Crew: None.

M.D.C. BY LOCATION

```
[1]   Head                          60
      Legs (4)                      45 each
      Blaster Arms (2)              25 each
      Tail                          30
[2]   Main Body                     120
```

NOTES:

1. Destroying the head will knock out all major sensor systems of the inorganic. The creature will thrash about blindly and wildly for 2D6 rounds before suffering major system failures and "dying".
2. Destroying the main body will completely destroy the Inorganic. The smoking remains will fall to the ground and crumble into scrap metal.

SPECIFICATIONS

Running: 200 mph (320 kmph)
Climbing: Excellent; equal to a skill of 90%, reduce speed by 1/3.
Leaping: 100 ft (30.5 m) high or lengthwise
Swimming: 50 mph (80 kmph)
Space:

> The Hellcat can operate in space or without air. However, it has no means of propulsion, and if knocked loose it will drift helplessly in zero gravity.

Height:

> 4 ft (1.2 m) at the shoulders, 7 ft (2.1 m) with shoulder cannons.

Width:

> 3 ft (0.9 m)

Length:

> 8 ft (2.4 m)

Weight:

> 1,000 lbs (453 kg)

Cargo:

> The Hellcat can drag up to 3,200 lbs (1,452 kg) of weight if necessary.

Abilities:

Standard invid sensors and capabilities, plus:

- Tracking: Humanoid, Mecha, or Land Vehicle - 80%
- Tracking: Protoculture Powered Mechanism - 90%
- Land Navigation - 90%
- Prowl - 75%
- Detect Ambush - 60%
- Detect Concealment - 70%

- Thermal (passive infrared sight) - Range: 1000 ft (305 m)
- Nightvision (passive night sight) - Range: 2000 ft (609 m)
- External Audio Pickup - Range: 300 ft (91.5 m)
- Echo-location - Range: 500 ft (153 m)

WEAPON SYSTEMS

1. **BLASTER CANNONS (2):** The main offensive weapons of the Hellcat are a pair of cannons mounted on extendable arms on the shoulders of the inorganic. These cannons can pivot to fire in any direction around the mecha. The Hellcat's advanced sensors make it extremely accurate when firing its blasters.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Defense
- ❍ **Range**: 2000 ft (609 m)
- ❍ **Damage**: 4D6 M.D. per blast. Bursts are not possible, but the laser can be fired in a continuous stream for cutting/demolition if necessary (3D6x10 M.D. per round).
- ❍ **Rate of Fire**: Five attacks per cannon, per melee. Both cannons can be fired simultaneously at the same target; counts as one attack. The cannons can also be fired in a full melee continuous beam, but suffer a -4 to strike a moving target.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses to Strike**: +3 to strike, plus protoculture targeting bonuses.

2. **HAND-TO-HAND COMBAT:** The Hellcat is of course well-designed to engage in hand-to-hand combat, even against armored and mecha-sized opponents. In combat the Hellcat will try and rush its target and use its vibro-claws to tear the target to pieces. If attacking a mecha, the Hellcat will try to claw its way into the cockpit and kill the pilot.

- ❍ **Attacks Per Melee**: 5
- ❍ **Hand to Hand Bonuses**: +5 to strike, +5 to parry, +7 to dodge, +4 on initiative, +3 to roll with impact.
- ❍ **Damage:**
  - ■ Vibro-claw Swatting Blow: 2D6 M.D.
  - ■ Vibro-claw Jab: 3D6 M.D.
  - ■ Vibro-claw Power Jab (counts as two attacks): 1D4x10 M.D.
  - ■ Leap attack, clawing with all 4 claws (counts as four attacks): 2D6x10 M.D.
  - ■ Skewer with Vibro-tusks: 4D4 M.D.
  - ■ Charge & Ram: 2D6 M.D.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

FRAGS (Invid Sympathizers)
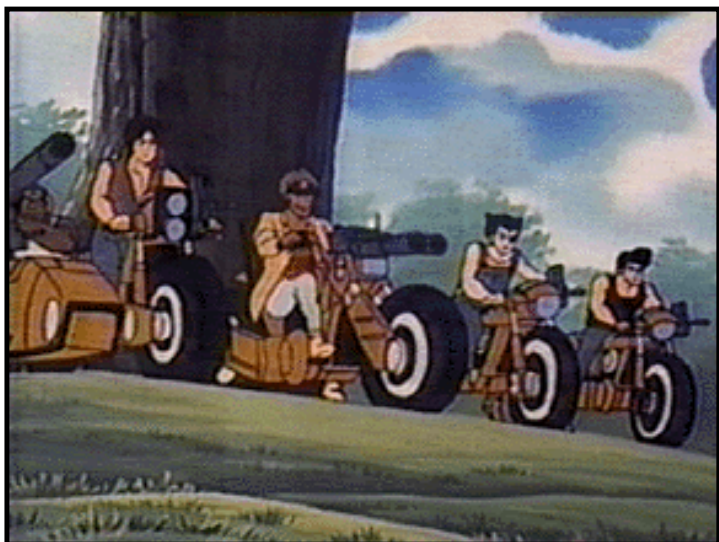
In every war in human history there have been people who turned against their fellow citizens and worked for the "enemy". The reasons for their defection vary, ranging from a belief in the cause or virtues of the opponent, to the promise of wealth or power in exchange for their services, to the simple desire to survive at any cost. This is especially true in the post-apocalypse Earth of the Invid Wars, where "might makes right" and "survival of the fittest" are the laws of the land.

During the Second Invid War and the Regis' occupation of Earth, human allies were tolerated by the Invid but neither encouraged nor discouraged. The Invid, being a hive-mind society, had practically no experience with treason or greed, and were not sure what to do about these terrans who claimed to be obedient to them. Eventually in some cases human traitors and Invid worked out agreements with each other, exchanging information and captured resistance fighters for supplies and preferential treatment. The cases of Jonathan Wolff and the lake cities are good examples of this. However, the Regis never put much faith in either the loyalty or the ability of the sympathizers, and largely ignored them throughout the course of the war.

The policy towards Invid sympathizers changed radically during the Third Invid War, thanks mostly in part to **Lieutenant Anton Kosmos**, formerly of the Eastern Block Soviet Independent State (EBSIS) and leader of the **Krugatch** mercenary group. Lt. Kosmos was one of the first people to notice a difference in the actions and behavior of the new Invid invaders compared to the Regis' troops of the previous war. Unlike that war, the Invid did not seem interested in the domination of the Earth, but rather were concentrating on harvesting large amounts of the Flower of Life. The deployment of Invid mecha was mostly to defend their bases, and they only reacted to attacks by resistance fighters instead of actively seeking them out for extermination. It was obvious that the new Invid were interested only in the Flower of Life and not the Earth itself, and Kosmos saw a great opportunity for himself and his forces.

Anton Kosmos approached the Invid with a proposal. He explained that the Invid were putting themselves in jeopardy by not taking a more active stance against the terran resistance forces. By ignoring the rebellious humans instead of actively seeking out and exterminating them, they were just giving the humans more time to devise a way to defeat them once and for all. In order to ensure the safety of their harvesting, the Invid would need to strike quickly and decisively, shattering humanity's ability to resist and thus ending the threats to the Invid occupation. Kosmos further argued that the best way to defeat a human was using another human, since only a human could fully understand human tendencies and strategies. He proposed that his troops, together with Invid support and

technology, could root out and destroy all resistance in North America, and unite it into one state completely loyal to the Invid and their goals.

The [stage 6 Invid] were intrigued by Kosmos' plan; elimination of the rebel threat would certainly increase the speed and efficiency of their harvesting and food shipments to New Optera. They decided to form an alliance with Kosmos and the Krugatch, and ordered the forces of several hives in western and centralNorth America to cooperate with them fully. Krugatch scientists worked together with the Invid, developing new weapons and mecha such as the **Annihilator** and **SH-AT** combat mecha. (for stats on these mecha, see the Robotech RPG supplement *LANCER'S ROCKERS*) At first, the new alliance worked; Kosmos succeed in disabling or destroying several major pockets of resistance, including the *Detroit Underground* and the *VIPER-3* resistance base. However, instead of pacifying the resistance, these defeats seemed only to strengthen their determination and resolve. The resistance became a tougher and tougher opponent, and the stage 6 Invid began to be displeased with Lt. Kosmos' performance. In a last-ditch effort to save his dream, Kosmos conceived and constructed the **I-K Mobile Sonic Cannon**, a monstrous mecha equipped with a new sonic weapon that could level cities. However, the I-K was defeated by the famous freedom fighter *Lancer* and the troops of the *California Freedom League* during its first actual combat. The Invid, now totally dissatisfied with Lt. Kosmos, withdrew all support for the Krugatch, which was then destroyed in short order by the California Freedom League.

Although Lt. Kosmos was now gone, his dark legacy continued. While the method had failed, the theory behind Kosmos' actions still made sense to the stage 6 Invid; the only way to guarantee the safety of their crucial harvest mission was the complete domination of the Earth. While the orbiting ring of [Invid Space Hives] was being completed, the stage 6 Invid reconsidered their entire plan for their mission, which led to a complete reworking of their strategies, tactics, and mecha designs (for more details, see the essay **"The New Invid"** (still being written)). Some stage 6 Invid also saw wisdom in Kosmos' words about human nature, *"the best way to defeat a human was using another human,"* and acted on that advice.

Lt. Kosmos and his Krugatch are considered the first examples of FRAGS, a new breed of Invid sympathizers and human traitors. The term **"frag"** comes from the phrases *"fragments of society"* or *"fragments of the EBSIS and Southern Cross"*, which are both good descriptions of the typical makeup of frag groups. Frags are tough, ruthless people who have given up their freedom and sworn to serve the Invid in exchange for safety, supplies, and power. They range in size from biker gangs of a dozen individuals to small armies of hundreds who help to manage the **Invid slave labor camps**. Although most frags are criminals and social outcasts, a sizable percentage of them are trained soldiers from the EBSIS or Southern Cross who are tired of fighting the Invid and wish to join the (currently) winning side. Regardless of

origin, all frags are brutal and immoral, and usually are only interested in themselves.

Not all stage 6 Invid use frags; many believe that humanity is good only for slave labor or extermination. And even those who use frags don't trust them completely. When frags are recruited, the Invid implant a cybernetic transmitter in the base of their neck, where it attaches itself to the frag's spinal column. The Invid explain that they need this transmitter in order to identify the frags and tell them apart from the rest of humanity, but in reality they are tracking devices that allow the Invid to keep constant track of where the frags are. Most frags consider it a small price to pay for preferential treatment from the Invid.

> **NOTE:** the transmitter can be extracted from a dead frag and used by a resistance fighter to infiltrate an Invid base, but the Invid will become suspicious if the impostor does not follow his normal procedure or go places he normally shouldn't. Frags don't like impostors much either; they threaten their good standings with their Invid bosses.

Frags are usually used as an extension of the Invid forces in areas that don't warrant a full force of Invid mecha. They are given supplies and weapons, and then are told to follow simple orders such as "Keep the inhabitants of this town peaceful. Kill any resistance fighters or dissidents who speak out against the Invid." As long as they keep the inhabitants in line, frags are pretty much allowed to do as they please with the town.

Another major use of frags are in Invid slave camps. The stage 6 Invid have found that frags make excellent slave-masters, and are usually very creative in finding ways to encourage maximum efficiency from the slaves. However, in a way the frags themselves are prisoners of the camps, since they are restricted from certain areas (like the spaceport) and are not allowed to leave the camps. Frags are NEVER allowed in Invid hives of any kind; no stage 6 Invid will ever trust a human enough to let him into a major Invid base.

Frags usually interact with the Invid via an Invid representative (a stage 4 or 5 Invid) or by a special Invid communicator provided by their Invid sponsors. Frags NEVER meet directly with the stage 6 Invid that sponsor them; indeed, most frags aren't even aware of the existence of stage 6 Invid. Frags don't question orders; when an Invid tells them to do something, they do it without question. They know that they will continue to have power and the Invid's support so long as they do so, and to oppose their Invid overlords is asking for death. In exchange for their services, the Invid provide frags with supplies, armor, weapons, and mecha (mostly from captured resistance bases) as well as support and occasional protection. The Invid do NOT supply things like food, water, servants, etc.; it is up to the frags themselves to procure their own living supplies. Frags are somewhat sparse in North America; the concentration of the Flower of Life is so great there that the Invid prefer to keep control of that section of the Earth for themselves. They are more common in Africa and South America, or the wastelands of Europe and Russia, where there are few flowers to harvest and many sectors of land to patrol. Frags don't move around much; they know that not all Invid like them, and if they move around much they may find themselves in the territory of an unsympathetic Invid overlord.
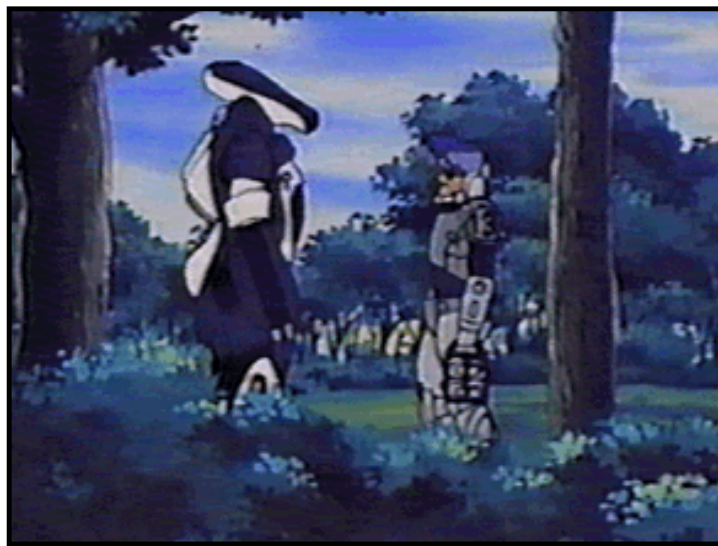
RANDOM GENERATION OF FRAG GROUPS

Frag groups provide an interesting alternative for GMs as opponents for players in a TIW campaign. Characters may run across small gangs of frags on the road, or a medium sized group holding a town hostage. Or they may be forced to match wits with a large group of frags AND Invid while trying to free prisoners or steal supplies from an Invid slave camp.

Below is a step-by-step process for creating frag groups. It is based on the mercenary creation rules from *Rifts Mercenaries*, but is slightly different in several aspects (the Invid don't like large, well-armed groups of frags, and don't pay their servants anything).

1. **SIZE**

   First, decide on a size for your frag group. A small group of frags is appropriate for a chance encounter on the road, while a medium group is typical of a town occupation force set up by the Invid. Large frag groups are usually reserved for Invid slave camps or major occupied cities. **NOTE:** Invid will generally not allow a frag gang to grow larger than 150 members; at that point they become hard to control and potentially dangerous.

   - ❍ **SMALL GROUP:** A small gang, 10-30 members.
   - ❍ **MEDIUM GROUP:** A large gang/small mercenary force, 30-60 members.
   - ❍ **LARGE GROUP:** A large mercenary force, 60-150 members.

2. **COMPOSITION**

   Each member of a frag group may have a different occupation. The **Ganger OCC** was created to provide GMs with a generic set of stats for frags, but they may want to customize their group by assigning different OCCs to key members of the frag group. Roll percentile on the table below to randomly determine a frag OCC.

   FRAG OCC TABLE

   ```
   01-15   Ganger O.C.C. (TIW)
   16-30   Nonmilitary Personnel O.C.C. (Invid Invasion page 14)
   31-45   Mercenary O.C.C. (Invid Invasion page 13)
   46-55   Nomad Scout O.C.C. (Invid Invasion page 12)
   56-65   EBSIS Military Personnel O.C.C. (Lancer's Rockers page 8)
   66-75   SC Tactical Corp O.C.C. (Southern Cross page 22)
   76-85   SC Civil Defense Unit O.C.C. (Southern Cross page 33)
   86-90   SC Desert Squad O.C.C. (Southern Cross page 40)
   91-95   SC Recon Escort Patrol O.C.C. (Southern Cross page 30)
   96-00   Special O.C.C. (Roll on table below)
   ```

SPECIAL FRAG OCCs

```
01-30   SC Alpha Tactical Armored Corp O.C.C. (Southern Cross page 28)
31-60   SC Humid Climate Offensive Squad O.C.C. (Southern Cross Page 38)
61-80   Mecha Su-Dai Gladiator O.C.C. (Return of the Masters page 25)
81-00   REF Intelligence Agent O.C.C. * (Lancer's Rockers page 8)
```

```
* The NPC is not actually a frag, but an REF Intelligence Agent
  posing as a frag to get a closer look at Invid installations
  and operations.  If the PCs get into trouble while tangling
  with frags (s)he MAY lend a hand, but his/her first priority
  will be to remain undercover and gather information for the REF.
```

3. WEAPONRY

The Invid provide frags with their choice of weapons captured during raids on resistance fighters, as well as ammo, power packs, etc. It is up to the frags themselves to maintain the weapons; the Invid have no practical knowledge of the guns or their workings. All they provide to the frags is access to captured weapon caches and ammo dumps.

First roll 1D4 to determine how many weapons each special frag has, then roll on the table below to determine each weapon the frag owns. The frag will have 1D6 spare clips for each weapon he rolls on the table below.

FRAG WEAPON TABLE

```
00-11   RDF 9mm "Wolf" Auto-pistol (Invid Invasion page 59)
12-19   SAL-9 Single Shot Laser Pistol (Invid Invasion page 58)
20-25   PPL-12 Panther Pulse Laser (Southern Cross page 89)
26-30   P-20 Pulse Laser (Southern Cross page 89)
31-35   Lancer Laser Pistol (Southern Cross page 89)
36-39   L.P. Nightstalker (Southern Cross page 89)
40-49   Gallant H-90 Multi-Weapon System (Invid Invasion page 58)
50-54   Gallant H-95 Multi-Weapon System (TIW)
55-58   RFL-100 Rapid-Fire Pulse Laser (Southern Cross page 58)
59-61   Tri-Laser (Southern Cross page 89)
62-70   M-35 "Wolverine" Infantry Assault Rifle (Invid Invasion page 60)
71-75   FAL-2 Automatic Pulse Laser Rifle (Invid Invasion page 58)
76-79   LR-20 Laser Rifle (Southern Cross page 90)
86-80   Krugatch NM-30 Pulse Rifle (Lancer's Rockers page 38)
87-90   PR-30 Pulse Rifle (Southern Cross page 90)
91-94   LR-30 Laser Assault Rifle (Southern Cross page 90)
95-97   Gallant 1000 Multi-Weapon System (TIW)
98-00   RL-6 Heavy Rocket Cannon (Invid Invasion page 41)
```

4. BODY ARMOR

Frags are also provided with human body armor captured from resistance fighters. However, the supply of armor is lower than weapons since most captured body armor is destroyed when the rebel inside the armor is killed. Due to this shortage not all frags get body armor. Roll on the table below to see if the frag has a suit of body armor, and if so which type.

```
FRAG BODY ARMOR

01-30  No Armor
31-50  CVR-3 Body Armor (Invid Invasion page 43)
51-70  EBSIS Field Plate Body Armor (Lancer's Rockers page 38)
71-72  Southern Cross Body Armor-GMP Style (Southern Cross page 21, 85)
73-74  Southern Cross Body Armor-TC Style (Southern Cross page 23, 85)
75-76  Southern Cross Body Armor-ATAC Style (Southern Cross page 29, 85)
77-78  Southern Cross Body Armor-REP Style (Southern Cross page 30, 85)
79-80  Southern Cross Body Armor-CDU Style (Southern Cross page 33, 85)
81-82  Southern Cross Body Armor-CWOS Style (Southern Cross page 36, 85)
83-84  Southern Cross Body Armor-HCOS Style (Southern Cross page 37, 85)
85-86  Southern Cross Body Armor-MOS Style (Southern Cross page 39, 85)
87-88  Southern Cross Body Armor-DS Style (Southern Cross page 40, 85)
89-90  Southern Cross Body Armor-JS Style (Southern Cross page 41, 85)
90-97  CVR-4 Body Armor (TIW)
98-00  CVR-4C Body Armor (TIW)
```

5. **MECHA**

Larger groups of frags are sometimes given captured mecha to help them with their duties. Frags who are given mecha are naturally watched VERY closely, and any suspicious behavior by the pilot will usually be countered with a "shoot first, ask questions later" response by the Invid. Only Cyclones and small battloids are given to frags; absolutely NO functioning Veritechs or heavily armed mecha are provided, as the stage 6 Invid are not stupid enough to trust the resistance with these types of weaponry. Also, frags will not be allowed to own more than 1 mecha per every 10 members or so the group has.

```
FRAG MECHA

01-40  No Mecha
41-50  VR-038 Light Cyclone (Invid Invasion page 41)
51-60  VR-052 Battler Cyclone (Invid Invasion page 37)
61-70  VR-041 Saber Cyclone (Invid Invasion page 39)
71-75  VR-135 Forager Cyclone (TIW)
76-80  Civil Defense Corps Light Battloid (Southern Cross page 70)
81-85  EBSIS Soldier Battloid (Southern Cross page 72)
86-90  Tactical Corps Reconnaissance Battloid (Southern Cross page 66)
91-95  Veritech Hover Tank (Southern Cross page 62) - This mecha
       has been seriously damaged in the past and is now permanently
       stuck in battloid mode.  The hover thrusters are destroyed and
       the main cannon is missing.  However, the MDC values are at
       full strength, and the EU-11 and triple-barreled autocannon
```

```
              are both functional.
96-00   VAF-6 Veritech Alpha Fighter (Invid Invasion page 47) - This
        mecha has been seriously damaged in the past and is now
        permanently stuck in battloid mode.  The jet engines are ruined
        and only 6D6 missiles remain in the MM-60.  However, the MDC
        values are at full strength, and the mecha has a fully
        functional GU-XX with 2 spare clips.
```

6. VEHICLES

If a frag group does not own mecha it will usually be provided with several captured vehicles for ground transportation. In general a frag group will have one vehicle per every 1-5 members, not counting those members who are lucky enough to have mecha. Roll on the table below to determine which vehicle(s) the frag group owns.

```
FRAG VEHICLES

01-10   Small Motorcycle (Invid Invasion page 62)
11-20   Medium Motorcycle (Invid Invasion page 62)
21-30   Dirt Bike (Invid Invasion page 62)
31-40   Hog (Motorcycle) (Invid Invasion page 62)
41-50   Three-Wheeled (Invid Invasion page 62)
51-55   Blitzkrieg Battle Bike (Lancer's Rockers page 37)
56-60   Hover Cycle (Southern Cross page 77)
61-65   RV-B Dune Buggy (Robotech RPG page 76)
66-70   RDF Land Rover (Robotech RPG page 75)
71-75   RDF Armored Assault Transport AAT-30 (Invid Invasion page 61)
76-80   EBSIS Command Car (Lancer's Rockers page 35)
81-85   GMP Land Rover (Southern Cross page 78)
86-90   Hover Cargo Hauler (Southern Cross page 79)
91-95   APT Tank Carrier (Southern Cross page 80)
96-00   Krugatch Urban Assault Vehicle (Lancer's Rockers page 36)
```

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

THE THIRD INVID WAR
NEW INVID EXPERIMENTS
(Cyborgs and Inorganics)

WARNING!
CLASSIFIED MATERIAL!

The following information is for the Game Master's eyes only! You will ruin much of your enjoyment of TIW as a player if you continue to read this page. If you plan on playing TIW as a PC, STOP READING NOW!

When the Regis sent the stage 6 Invid to Earth she gave them instructions to hold the planet at **ANY** cost, ensuring that the vital supplies of the Flower of Life continued to flow to New Optera until the new home of the Invid became self sufficient. This gave the Leader Invid considerable latitude, and as the war continued they began to exploit this freedom to come up with crueler and more elaborate strategies. At first the stage 6 Invid worked together, completely reworking the tactics and mecha of their forces, but as time continued they began to diverge and explore different ways to augment their personal forces. This led to the development of a number of *test weapons* by various stage 6 Invid, which were deployed within their domains for field testing. Some designs proved inadequate and were quickly withdrawn from service, while others were extremely effective and were eventually distributed all over the Earth.

A large concern among the stage 6 Invid was to find a way to augment their limited forces. Although the numbers of Invid on Earth during the Third Invid War were higher than initially estimated by resistance fighters (around 5 million compared to early estimates of 2 million), Invid forces were still spread fairly thin in some areas, especially considering the enormous amounts of troops it took to operate the orbiting Invid Space Hives. In order to ensure their domination of Earth and prevent interference with their mission, the stage 6 Invid needed new soldiers to supplement their own forces on the Earth.

Independent stage 6 Invid came up with three different approaches to solving this problem. The first was to actively recruit humans to work for the Invid in securing their planet. The stage 6 Invid discovered that they could quickly build up an army of followers with promises of supplies and preferential treatment, and that humans made very effective troops for maintaining order in towns and managing slave camps.

The Invid never really trusted the humans working for them, however, and so always kept a wary eye on them and used them only in positions of low importance.
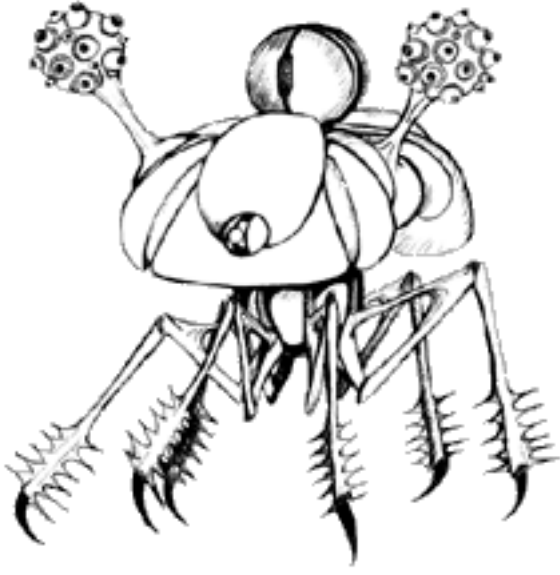
Other stage 6 Invid tried to ressurect the Inorganic technology used by the Regent during the First Invid War on Tirol and the Sentinels worlds. In some ways Inorganics were ideal for the type of warfare being conducted on Earth; remote units that could be sent out into the field for weeks or months (or years) at a time and wander around the countryside searching for resistance fighters. Inorganics were also used as heavy combat units, supplementing the Combat Troopers as the first line of Invid offense. The stage 6 Invid did improve on the technology, however. Unlike the Regent's mecha, the new Inorganics were completely independent and did not rely on Invid brains for direction and animation. Also, the Inorganics were designed and armed more for special-purpose missions rather than the older general-purpose Scrimm, Crann, and Odeon, which tried to fulfill a number of roles and were successful in none.

Other stage 6 Invid moved along a darker path. They realized that in a sense they were literally sitting on top of a possible home-grown army; humanity itself. The Regis had for a time experimented in biological and cybernetic augmentation of humans, and the stage 6 Invid reopened that research with the goal of turning humans into useful tools for their purposes. Some Invid tried to use cybernetic humans discreetly as spies or saboteurs, while others tried to turn them into unfeeling workers or monstrous killing machines that could be used as disposable troops. Fortunately the cybernetic experiments were never widely distributed before the Third Invid War ended, but where they were used they caused widespread havoc among terran resistance forces. Had the Third Invid War continued for a few more years humanity may have found itself in a civil war against helpless victim of the stage 6 Invid's cruelty.

Invid Sympathizers

- "Frags"

New Invid Inorganics

- Stalker Reconnaissance Inorganic
- Hellcat Mk. II Reconnaissance/Combat Inorganic
- Kraken Anti-Personel Inorganic
- Odeon Mk. II Heavy Combat Inorganic

- [Leviathan Sea Combat Inorganic](#)

New Invid Cyborgs

- Invid Infiltrator
- Invid Bio-Drones

RGF

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID SPACE HIVE

BACKGROUND

The tide of Third Invid War seemed to turn against the resistance in early 2040 when reports started coming in of dozens of new lights appearing in the night sky. Further investigation revealed that these "lights" were some sort of space stations being constructed by the Invid all around the Earth. What was even more disturbing was that initial reports showed that over half of the Invid occupation force was involved in the construction of the space stations. (This would also explain why the size of the Invid occupation force was so small during the first few years of the Third Invid War) This massive Invid construction effort would continue for two more years before their project was complete.

INVID SPACE HIVE

It would later be revealed that the Invid were constructing a series of Orbiting Hives, specifically constructed for anti-starship operations. The Stage Six Invid in charge had analyzed the results of the Second Invid War, and concluded that the humans' victory was for the most part due to the supplies and personnel they managed to get from the REF at Tirol. The Stage Six Invid decided that the best way to prevent a repeat of history was to prevent any REF ships or troops from reaching Earth. To this end, they constructed a series of "Space Hives" armed with powerful anti-starship weaponry and defended by a modified hive shield. These orbiting hives would also be able to serve as bases for the Invid space forces, which made up roughly 40% of the Invid occupation forces.

Invid Space Hives look somewhat similar to stilt hives, except that instead of stilts, the central hive has 6 large spikes sticking out of them, equally spaced along all of the sphere's axes. These spikes contain the massive anti-starship cannons that make up the main armament for the hive, as well as the shield generators that protect it. The cannons have no nozzle or any other feature that give them away, except for the fact that they're colored differently than the rest of the hive. The central globe of the hive consists mostly of docking bays, where the various space Invid can land to refuel and rearm. The major docking bays on the station are big enough to hold multiple Troop Transports or Cargo Transports. All docking bays are protected by force fields that keep atmosphere in while allowing ships and mecha to pass through them freely. These force fields can be strengthened in intensity to keep invaders out of the hive (though they are still vulnerable to Destabilizer cannons). At the center of the central hive is the massive power core that powers the entire station. The power cores of Space Hives are 30% larger than those typically found in Earth hives. This is due to the tremendous

amount of power that the anti-starship cannons and the defense shield require.

At the height of the Third Invid War there were 92 Space Hives orbiting the Earth. 24 of these hives were **Sector Command Space Hives**, which served as command and control bases for the [Stage 6 Invid](#) during the war. The sector command hives were 25% larger than standard hives and contained significantly more troops. Below is a rough map of the locations of the orbiting hives during the war. However, it is important to note that while the hives spent most of their time in geosynchronous orbit over their assigned location, they can and often did alter their orbit to circle over trouble spots when necessary.
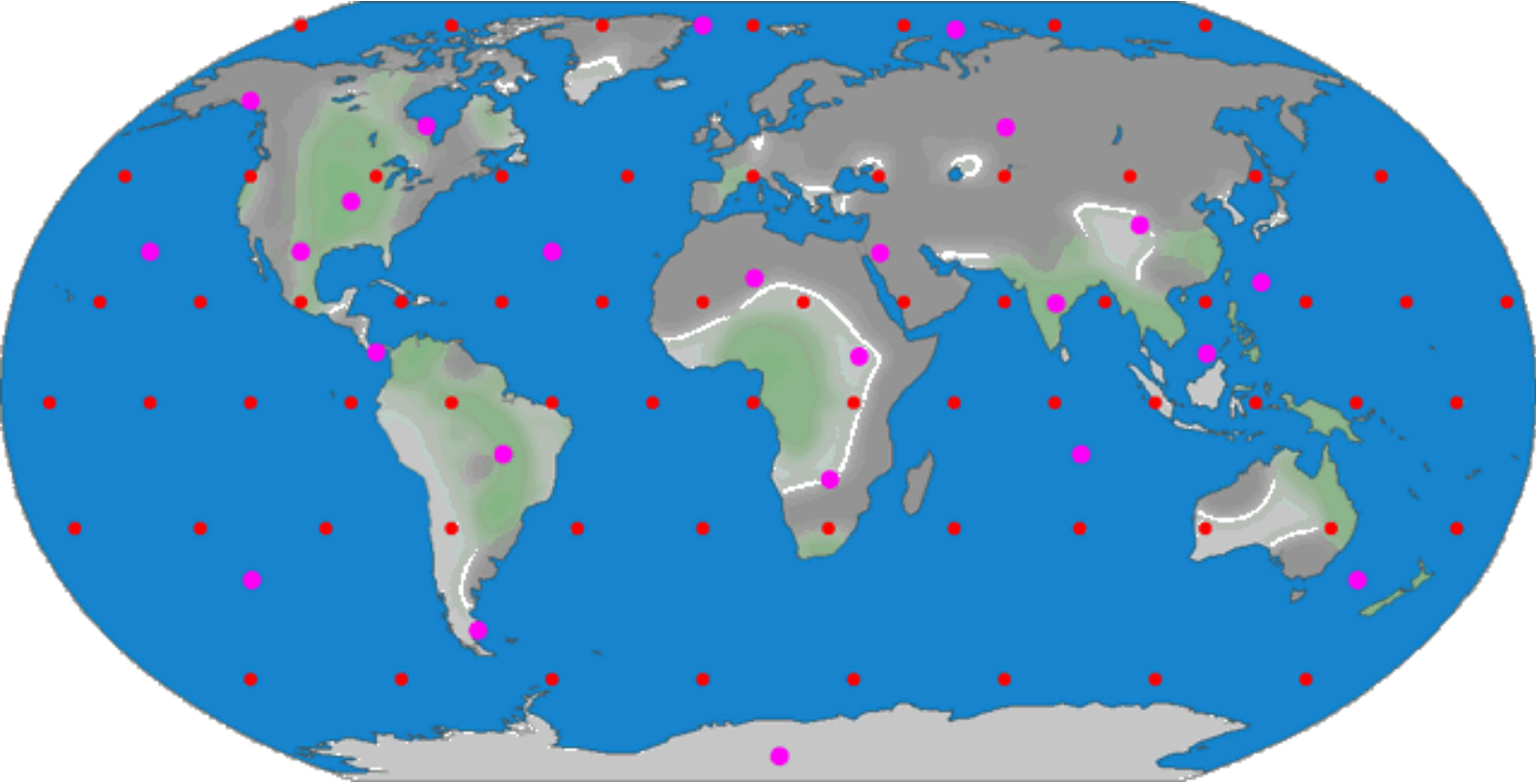
Rough Orbital Placement of Space Hives, Circa 2045
● Standard Space Hive ● Sector Command Space Hive

SCHEMATICS
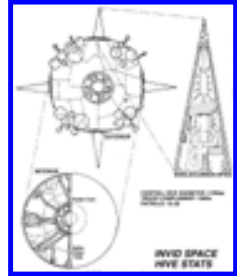
Click on the icon to the left to view the schematics of the Space Hive, based on data collected by REF Intelligence.

RPG STATS

REF Nickname: "Death Stars"

Size:

 4 miles long, wide, and high. The central hive sphere is usually 3 miles in diameter. Sector Command Space Hives are 5 miles in diameter (including spikes).

Typical Number of Troops: ~1000

- 150 Armored Scouts w/ Space Boosters
- 300 Space Troopers
- 300 Attack Scouts
- 100 Sentinels
- 75 Enforcers
- 50 Combat Troopers
- 30 Troopers (Workers)
- 25 Strike Units
- 15 Pincer Command Units
- 15 Retrieval Drones
- 1 Brain
- 0-5 Assault Battloids w/ Stage Five pilots

NOTE: Increase the above numbers by 25% for a sector command space hive. Also include 1 Warlord Battloid w/ Stage Six pilot and 2 Brains in addition to the above troops.

Perimeter Defense: 10-20 patrols of 2D4 Space Troopers accompanied by 4D4 Armored Scouts or 4D4 Attack Scouts. Mixed patrols of other Invid mecha are also possible at the GM's discretion.

M.D.C. BY LOCATION

```
(1)   Weapons Spike (6):                      10,000 each
      Anti-Starship Cannons (6):              2,000 each
      Outer Wall (10 ft area):                400
      Inner Wall (10 ft area):                200
      Antigravity Domes (50):                 300 each
      Energy Barriers of outer portals (40):  300 each
      Spherical Energy Force Field:           1,000,000
(2)   Power Core (1):                         2,000
(3)   Main Hive:                              20,000
```

NOTE: Increase all the above values (except for the Force Field) by 25% for a sector command space hive.

1. Depleting the MDC of a weapon spike will effectively destroy it. This will also completely destroy the anti-starship cannon inside (the other 5 will still function, though). However, the best news of all is that destruction of even ONE weapon spike will completely destroy the force field generator! NOTE: the force field must be down/damaged before the weapon spike may be attacked.
2. Depleting the MDC of the central power core will cause an explosion that effectively destroy the station. The Invid Brain will automatically be killed, in addition to (1D10x10)% of all Invid still remaining on the

station. The burning hulk of the space hive will fall out of orbit and burn up in the atmosphere within 1D6 days.

3. Depleting the MDC of the main hive will effectively destroy the station. 100% of all Invid left on the station are killed. The burning hulk of the space hive will fall out of orbit and burn up in the atmosphere within 1D6 days.

SPECIFICATIONS

Flight:

The Antigravity Domes are mainly for station-keeping purposes only. If necessary, the space hive can adjust its orbit, or even travel to the moon's orbit or beyond. It will take a space hive 24 hours to transfer from Earth orbit to Moon orbit. Space Hives do NOT have fold generators!

WEAPON SYSTEMS

1. ANTI-STARSHIP CANNONS. The main armament of the Space Hive are six massive anti-starship cannons that are even more powerful than the main gun of an Ikazuchi starship! The cannons are spaced equidistant around the hive so as to leave no arc undefended. In fact, most times 3-5 cannons can be brought to bear on a single target. Each cannon has an effectively unlimited arc of fire (except when blocked by the station itself).

   - **Primary Purpose**: Anti-spacecraft/assault
   - **Range**: 300,000 miles (480,000 km)
   - **Mega-Damage**: 1D6x1000 M.D.
   - **Rate of Fire**: Each cannon may fire ONCE every other melee.
   - **Payload**: Effectively Unlimited.
   - **Note**: These cannons are meant for use against spacecraft only. All bonuses/penalties for target size apply. See the table on page 53 of the Sentinels RPG.

2. FORCE FIELD. The weapon spikes on the hive can also generate a force field to protect the hive from harm. When this field is activated, the shield extends from each spike to all the other spikes surrounding it, effectively making the station look like it is encased in a diamond. NOTE: The Anti-Starship Cannons CAN still fire when the force field is up. HOWEVER, no mecha or ships may be launched from the hive when the shield is up. A Destabilizer cannon will penetrate this shield just like a normal hive shield.

   - **Primary Purpose**: Defense
   - **Mega-Damage Capacity**: 1,000,000 MDC
   - **Note**: Can regenerate at a rate of 10,000 MDC per hour.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

This document was originally converted to HTML by Joshua Megerman

megermjs@newton.physics.drexel.edu

st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID CARGO TRANSPORT

INVID CARGO TRANSPORTS
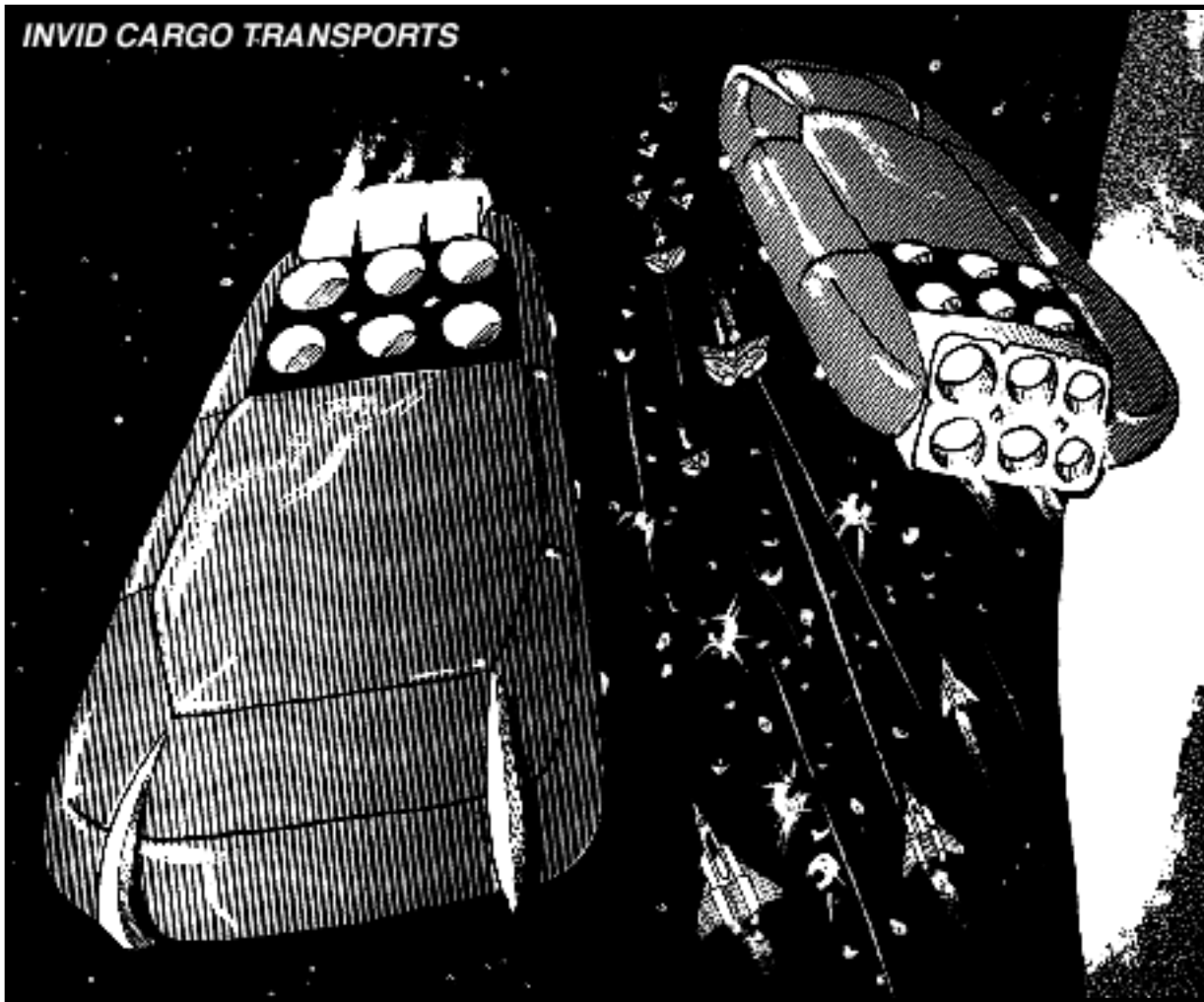
BACKGROUND

The Invid Cargo Transport is a new Invid starship designed to transport harvested flowers and protoculture from Earth to the Regis' new base of operations in an undisclosed system. Stylistically, it somewhat resembles the Invid Troop Carrier ("Clam Ship"). However, there are a number of differences. The basic shape of the Cargo Transport is a large flat oval with rounded edges. Six large thrusters and six antigravity domes are located on the back of one of the short edges, and look very similar to those of the Troop Transport. Unlike the Troop Transport, the Cargo Transport can NOT open up like a clam. This is not a design flaw; the Cargo Transport was never intended to carry troops or engage in combat.

The Cargo Transport is large and mostly hollow inside. The only compartmentalized area on the ship is near the rear, where the bridge and engines are located. The interior of the front of the ship is largely filled with frameworks and scaffolding, which hold hundreds of large containers, all carrying Protoculture or the Flower of Life. Any mecha larger than an Invid Trooper (16.6 ft high by 13 ft wide) will have a lot of trouble moving around inside the Transport. This includes all forms of Veritechs and Destroids. Anything smaller than a Trooper (e.g. a Cyclone) will have no problem hiding among all the containers, provided that their protoculture emissions don't give them away.

SCHEMATICS
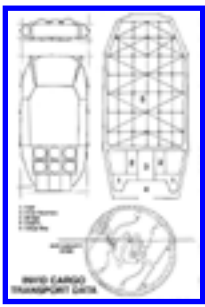
 Click on the icon to the left to view the schematics of the Cargo Transport, based on data collected by REF Intelligence.

RPG STATS

REF Nickname: "Egg Ship"
Vehicle Type: Cargo Transport.
Crew: 4 Invid Enforcers (1 pilot plus 3 backups), 12 Invid Sentinels, 4 Invid Troopers (workers), 4 Invid Retrieval Drones. (*Note:* only one pilot is needed to fly the spacecraft. All the other Invid are either Guards, Workers, or Backups.)

M.D.C. BY LOCATION

```
        Maneuvering Jets (24 small)                            100 each
        Maneuvering Jets (6 large; bottom)                     200 each
*       Main Thrusters (6 rear)                                500 each
**      Antigravity Domes (6)                                  300 each
***     Power Core/Fold System                                 300
        Outer Walls (per 40 ft area)                           80
        Interior Walls (per 20 ft area; rear only)             40
        Interior Scaffolding (per 20 ft area; front only)      5
****    Cargo Section (front 2/3 of craft)                     3000
*****   Engineering Section (rear 1/3 of craft)                2000
```

Note: No reinforced pilot's compartment.

*

     Each Antigravity Dome destroyed will reduce speed by 5%. Destruction of all AG Domes will restrict the transport to forward motion only.

**

     Each main thruster destroyed will reduce speed by 10%.

***

     Depleting the MDC of the power core will instantly cause an explosion that will totally destroy the spacecraft, along with anything and everything in it.

****

     Depleting the MDC of the cargo section will fatally wound the spacecraft. In an atmosphere, the ship will collapse in on itself like a punctured blimp, and in outer space the hull will simply burst apart at the seams. The entire craft will explode in 1D6 melee rounds.

*****

     Depleting the MDC of the engineering section will instantly cause an explosion that will totally destroy the spacecraft, along with anything and everything in it.

SPECIFICATIONS

Flight Speed:

     Stationary hover to Mach 5. Has full transatmospheric capabilities. Cruising speed is about Mach 1.

Space Fold:

     A hyperspace system that catapults the vessel through space and time. The space fold system is used for traveling from one system to another quickly. Range: Unknown, presumably limitless. Note : When a Cargo Transport makes a space fold, it will also transport all vessels within one mile.

Height:

     150 ft (45 m)

Width:

     600 ft (180 m)

Length:

     1200 ft (360 m)

Weight:

     180 tons unloaded.

Cargo:

     Up to 2000 tons fully loaded.

WEAPON SYSTEMS

NONE. However, Cargo Transports are usually escorted by 2-4 fully loaded Invid Troop Carriers. These

carriers will actually accompany the Cargo Transport on its voyage to New Optera and back. Cargo Transports will never stray too far out of the range of the Invid Space Hives' main cannons, for fear of attack from REF starships.

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu
st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE THIRD INVID WAR
NEW INVID EQUIPMENT

CONTENTS:

- Invid Body Armor
- Invid Type II Energy Pistol
- Invid Energy Rifle
- Invid Personal Energy Shield

INVID BODY ARMOR

STAGE 5 INVID BODY ARMOR

STAGE 6 INVID BODY ARMOR
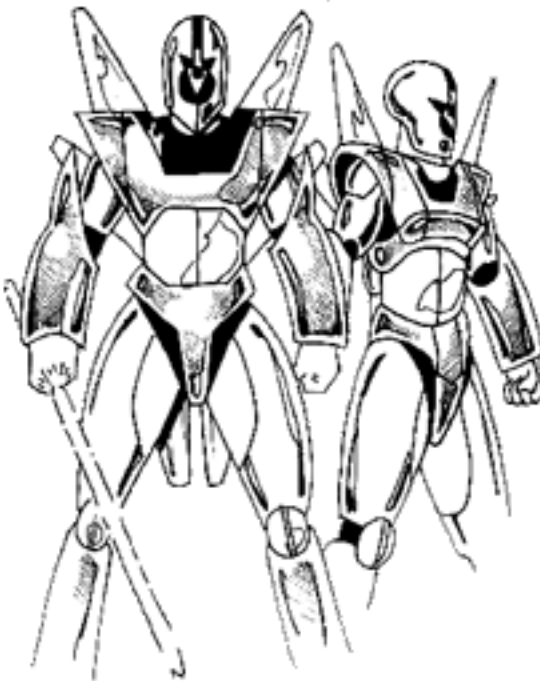
Early on during the Third Invid War the stage 6 Invid began examining the mecha and tactics of REF personnel and freedom fighters that were fighting them. Inevitably the leader Invid started to emulate the resistance, building their own versions of some of the tools and equipment commonly used by the humans. One of the earliest pieces of human technology to be copied was the CVR-3 Cyclone Body Armor, which resulted in a new type of Invid Body Armor for use by stage 5 and stage 6 Invid.

Like the CVR-3 Armor, the Invid Body Armor is a durable and lightweight containment suit that covers the entire body. However, the Invid Armor is made up mostly of chitin-like ceramic alloys and plates instead of the metal and kevlar of the REF version. There are two different versions of the body armor, one for the stage 5 Invid and one for the stage 6 Invid. The stage 6 version is slightly stronger and offers better protection than the stage 5 version, but otherwise the suits are identical. There are also slightly different version for male and female Invid. Note that unlike the Invid Enforcer and Sentinel mecha, the body armors are NOT powered exoskeletons and do not increase the strength of the wearer. Like their REF counterparts, humanoid Invid pilots often wear body armor while piloting their mecha in order to have an additional level of protection from damage.

Invid Body Armors provides the following benefits:

MDC protection by location:

Stage 5 Version		Stage 6 Version	
Helmet	40	Helmet	60
Main Torso	50	Main Torso	70
Arms (2)	20	Arms (2)	40
Legs (2)	30	Legs (2)	50

*(**Note:** If you prefer the older rules for MDC body armor, use the MDC value of the **Main Torso** as the overall value for the armor)*

Standard Features (Both Versions):

- The ceramic plates of the armor are laser resistant; lasers do 1/2 damage.
- Complete Environmental Battle Armor suitable for use in space or other hostile environments.
- Automatic life support system that maintains atmosphere, temperature, and humidity for the wearer. The armor has an organic filter system that will allow it to provide air indefinitely in polluted or contaminated atmospheres. There is also a backup air supply that can supply atmosphere for 8 hours in a vacuum.
- Fire resistant up to 300 degrees centigrade. Normal fires do no damage, but plasma and nuclear fires have full effect.
- Radiation shielded.

- Helmet has light-sensitive irises that automatically adjust in bright light to prevent blindness. The organic optical system can also provide low-light and infrared viewing upon request.

Invid Body Armor CAN be worn by a human or humanoid, providing the wearer with all of the advantages listed above. However, the wearer will NOT be able to fool other Invid into believing that he is a stage 5 or stage 6 Invid. Invid communicate by telepathy and will be able to quickly detect if the wearer is not Invid.

INVID TYPE II ENERGY PISTOL

Like the CVR-3 Body Armor, the stage 6 Invid also emulated some of the hand weapons of the resistance fighters. Although they already had a simple energy pistol for use by humanoid Invid, the leader Invid came up with additional weapons for use in the field or outside of their mecha.

 The Type II Pistol is a more compact version of the older Invid energy blaster (see Invid Invasion page 77), designed to be the new standard handgun for humanoid Invid. Most stage 5 and stage 6 Invid will have a pistol of this type on them at all times. Like the Gallant H90, this pistol can be converted from an SDC weapon to an MDC weapon with a simple flick of a switch. The Energy Pistol is powered by a special protoculture cell and is NOT compatible with energy clips.

Weight: 1.5 lbs
Damage:
> **SDC Mode:** 3D6 S.D.
> **MDC Mode:** 1D4 M.D.

Rate of Fire:
> Aimed, Burst or Wild. Maximum of 10 blasts per melee on Wild.

Effective Range: 500 ft (150 m)
Payload:
> **SDC Mode:** Unlimited.
> **MDC Mode:** 50 blasts.

INVID ENERGY RIFLE

A heavier weapon used by stage 4 (unarmored), stage 5, and stage 6 Invid. Like the Type II Pistol, this energy rifle can also do varying amounts of damage. However, more power levels are offered, including a stun version for the capture of live specimens/prisoners. The Energy Rifle is powered by a special protoculture cell and is NOT compatible with energy clips.

Weight: 12 lbs

Damage:

> **Stun Mode:** No Damage; target must roll under his (P.E. - 10) or fall unconscious for 6+1D6 hours.
> **SDC Mode:** 5D6 S.D.
> **MDC Mode 1:** 1D4 M.D.
> **MDC Mode 2:** 3D4 M.D.

Rate of Fire:

> Aimed, Burst or Wild. Maximum of 12 blasts per melee on Wild.

Effective Range: 1500 ft (450 m)

Payload:

> **Stun Mode:** Unlimited.
> **SDC Mode:** Unlimited.
> **MDC Mode 1:** 80 blasts.
> **MDC Mode 2:** 20 blasts (1 Mode 2 blast = 4 Mode 1 blasts).

INVID PERSONAL ENERGY SHIELD

This is a smaller version of the energy shield carried by the Invid Enforcer and Sentinel mecha. The shield is oval in shape and is 3 feet long by 1 foot wide. The shield resembles some of the shields used by Southern Cross troops. Like the pistol and the rifle, the Energy Shield is powered by a special protoculture cell and is NOT compatible with energy clips.

Weight: 10 lbs
Protection:
    Unpowered: 5 M.D.C.
    Powered: 50 M.D.C.; can regenerate at a rate of 5 M.D.C. per melee round.
Payload:
    The protoculture cell can provide enough power for 24 hours of continuous use before requiring replacement.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE STAGE SIX INVID NPC

When the Regis decided to send an occupation force back to Earth, she was faced with a serious problem; it was simply impossible for her to be in two places at once. Her "enlightened evolution" experiments demanded her full attention, but the food supply problems on New Optera were critical enough that she had to ensure that the temporary re-occupation of Earth was successful. Plus her forces on Earth would need some way to rebuild all the Hives and fortifications that were destroyed during the Third Robotech War.

Finally, she reached a decision. She called together the best of the Stage 5 Invid that had survived the previous war with the humans. These Invid were the strongest, smartest, and most loyal followers of the Regis, who had proven themselves time and time again on the battlefields of Earth. These humanoid Invid would be the leaders of the Earth re-occupation forces, and to this end the Regis evolved them into a higher form of life, granting each of them a small amount of her powers. These elite Invid became the ultimate stage in Invid evolution; the Stage Six Invid.

The stage six Invid is completely humanoid in appearance, like the stage 5 Invid, but are usually taller and slightly more agile. The biggest difference is their eyes, which are slitted and catlike. They are always very attractive and have the same light Caucasian skin/complexion and long hair as their less-developed brethren.

But the greatest difference in these new Invid is the presence of psychic powers, similar to those of the Regis herself. In essence, the stage six Invid can be considered mini-Regents and mini-Regis of the Invid race. Individually, their powers are not incredibly impressive, but together they can perform acts equal to those of the Regis, including transmutation of Invid and mecha, and the alchemical ability to create Invid

hives and power cores. These new Invid were also the most intelligent and the most devious since the Regent. They were the ones who came up with the idea of the Invid space hives and the new Invid mecha designs. And they are constantly at work thinking up new plans to prevent the humans from interfering in their work.

Unfortunately, the evolution of the Stage Six Invid has had some unexpected effects on their mental stability. Most of the new Invid consider themselves far superior to lower stage Invid, especially the Stage Five Invid. This has led to a great deal of friction between the two Invid "races", to the point where some stage 5 Invid might consider betraying their superiors if they thought they could get away with it. This superiority complex borders on psychosis when it comes to humans. At best, stage 6 Invid consider humans a lesser race, who do not deserve the rights of freedom or self-rule. At worst, some stage 6 Invid see humans as vermin, suitable only for hard labor, laboratory tests, and extermination.

Stage 6 Invid are ALWAYS snobbish and overbearing. They care little for the concerns of others, and are often inconsiderate and outright rude to anyone who is not a fellow stage 6 Invid. They are loyal only to themselves, other stage 6 Invid, and the Regis. Temperament among leader Invid tends to vary; some are quite emotional, easily giving into bloodlust and berserker tendencies during battle, while others are analytical and emotionless, carrying out their plans and attacks with cold, calculated efficiency. However, no stage 6 Invid will ever allow his/her emotions to interfere with the occupation force mission.

NOTE: There are maybe only two dozen stage 6 Invid on Earth, including those stationed in the orbital hives. Gamemasters should not indiscriminately throw them at PCs, but instead save these characters for recurring villains and enemy masterminds. Combat with stage 6 Invid should only come after a long series of other adventures and battles, perhaps even saved for the final climactic battle of a multi-part adventure.

Pilot: [Warlord Battloid](#)
Hit Points: 24 + 1D6
S.D.C.:6D6
Alignments: Anarchist, Miscreant, Aberrant, or Diabolic

ATTRIBUTES

- **I.Q.** 10 + 2D6
- **M.E.** 10 + 3D6
- **M.A.** 10 + 2D6
- **P.S.** 10 + 1D6
- **P.P.** 10 + 2D6
- **P.E.** 10 + 1D6
- **P.B.** 10 + 2D6
- **I.S.P.** 2 x **M.E.**

NOTE: Any attribute of 16 or more (except ISP) gets to roll another 1D6 and add it to that specific attribute score.

Attacks per Melee: Four hand-to-hand, Six with Mecha Combat Training. Damage from punch or kick is 1D6.

Bonuses: +1 to strike, +3 to parry or dodge, +3 on initiative.

SKILLS

```
Basic Mechanics (general):                60%
Detect Ambush:                            65%
Detect Concealment:                       55%
Intelligence:                             55%
Interrogation:                            65%
Invid Mecha Mechanics:                    90%
Knowledge of Protoculture/Flower of Life: 70%
Navigation (air, land, water):            80%
Navigation (space):                       75%
Pilot Invid Battloids (all):              90%
Protoculture Alchemy/Transmutation:       70%
Tracking:                                 60%
W.P. Energy Pistol (+2 to strike)
W.P. Energy Rifle (+1 to strike)
W.P. Sword (+2 to strike)
```

All skills are equivalent to Earth skills. In addition, choose 2D4 skills from the *Medical*, *Physical*, *Science*, or *Technical* categories.

PSIONIC ABILITIES

- **TELEPATHIC/EMPATHIC COMMUNICATION WITH INVID:** Stage 6 Invid have full telepathic/empathic powers with all Invid. This power does not include reading minds or mental probes. Range is about 5 miles without assistance. I.S.P. 1 per 5 minutes of communication.

- **EMPATHIC COMMUNICATION WITH NON-INVID:** Stage 6 Invid can sense the presence and emotional state of non-Invid beings, but not as reliably as with true Invid. Empathic range is only around 100 feet. I.S.P. 5 per 1 minute of communication.

- **PRESENCE SENSE:** Leader Invid can sense the presence of intelligent life forms around them. This sense is not exact; only direction and relative distance can be detected. It is this "sixth sense" that is responsible for the stage 6 Invid's high initiative bonuses. I.S.P. None; a natural function

that requires no effort on the Invid's part.

- **SENSE PROTOCULTURE ENERGY:** Stage 6 Invid can psychically feel the presence of protoculture energy being used anywhere near them (within a 1 mile range). They can also detect the presence of living Flowers of Life within 1/2 mile. Exact number and location of protoculture sources can only be detected within about 300 feet. I.S.P. None; a natural function that requires no effort on the Invid's part.

- **LEVITATION (SELF):** The leader Invid can lift and suspend themselves into the air. Limited to up and down movement only. I.S.P. 2 per minute of levitation.

- **BIO-REGENERATION (SELF):** Stage 6 Invid can regenerate 2D6 hit points, or 3D6 physical SDC points per melee. This power does not include the regeneration of lost limbs. I.S.P. 6 per healing.

- **BIO-REGENERATION (OTHER INVID):** Stage 6 Invid can restore 1D8 hit points, or 2D6 physical SDC points per melee to other Invid. They must physically touch the wounded Invid in order to heal them. I.S.P. 6 per healing.

- **MIND BLOCK (SELF):** Leader Invid can erect a mental wall that prevents the penetration of telepathy, empathy, and other mind probes. I.S.P. 4 per 10 minute duration.

- **PSI-SWORD:** The most powerful mental ability of the Stage 6 Invid is the ability to form a mega-damage energy weapon from their own mental powers. This weapon appears to be a shimmering blade of energy that looks almost like a glowing sword. The Invid can form and dissipate the psi-sword at will. The blade can do up to 1D6 M.D. to anything it touches, but damage can be lessened if the Invid desires. I.S.P. 20 per 5 minutes.

SPECIAL ABILITIES

When the Regis created the stage 6 Invid, she imparted each of them with a small percentage of her powers. Individually, these powers don't amount to much, providing the leader Invid with a few low-key psychic abilities. However, when multiple stage 6 Invid work together, they are capable of transmutation feats equal to those of the Regis herself. These powers allowed the Invid occupation force to rebuild their fortifications upon their return to Earth, and for the stage 6 Invid to create the new mecha designs and orbiting hives later on during the war.

By gathering together and combining their powers, the stage 6 Invid are able to perform the following feats. Each leader Invid can only participate in one such transmutation per day. All powers are identical to those described for the Regis on pages 75-76 of the Invid Invasion book.

- **Transmutation of Invids:** Requires 6 Leader Invids.

- **Transmutation of Mecha:** Requires 4 Leader Invids.
- **Transmutation of Power Core (for Hive):** Requires 12 Leader Invids.
- **Transmutation to Warp Speed:** Requires 24 Leader Invids.
- **Stasis Bubble:** Requires 2 Leader Invids.

Some stage 6 Invid have been able to augment their powers for short periods of time using other means, such as special Invid brain computers and genesis pits. These plot devices and their effects are left up to the imagination of the game master.

THE THIRD INVID WAR
NEW INVID NPCs, BASES, SPACECRAFT, AND EQUIPMENT

As the Third Invid War dragged on, it became clear to resistance fighters that the new Invid forces occupying Earth were definitely **NOT** the same as those that had invaded it during the Second Invid War. At first the Invid used the same mecha designs and tactics as the Regis did, but eventually new designs started appearing along with new, innovative strategies that took the rebels by surprise. It was almost as if whoever was leading these new invaders was becoming more imaginative (and more deadly) as time went on.

The first divergence from typical Invid strategy appeared in 2041, when new lights were noticed in the night sky by the resistance. Later reconnaissance revealed that these lights were in fact powerful orbiting **Space Hives**, heavily armed and armored, and designed specifically for anti-spacecraft warfare. Apparently the Invid had learned from their defeat at the *Battle of Reflex Point* in the Second Invid War, and were trying to make sure that the Earth was isolated from REF fleets returning from Tirol. Then, in 2043 as the Invid Space Hives were nearing completion, the first new Invid mecha designs began to appear on Earth. This took the resistance completely by surprise, and many rebels were lost while trying to adjust to the deadlier mecha.
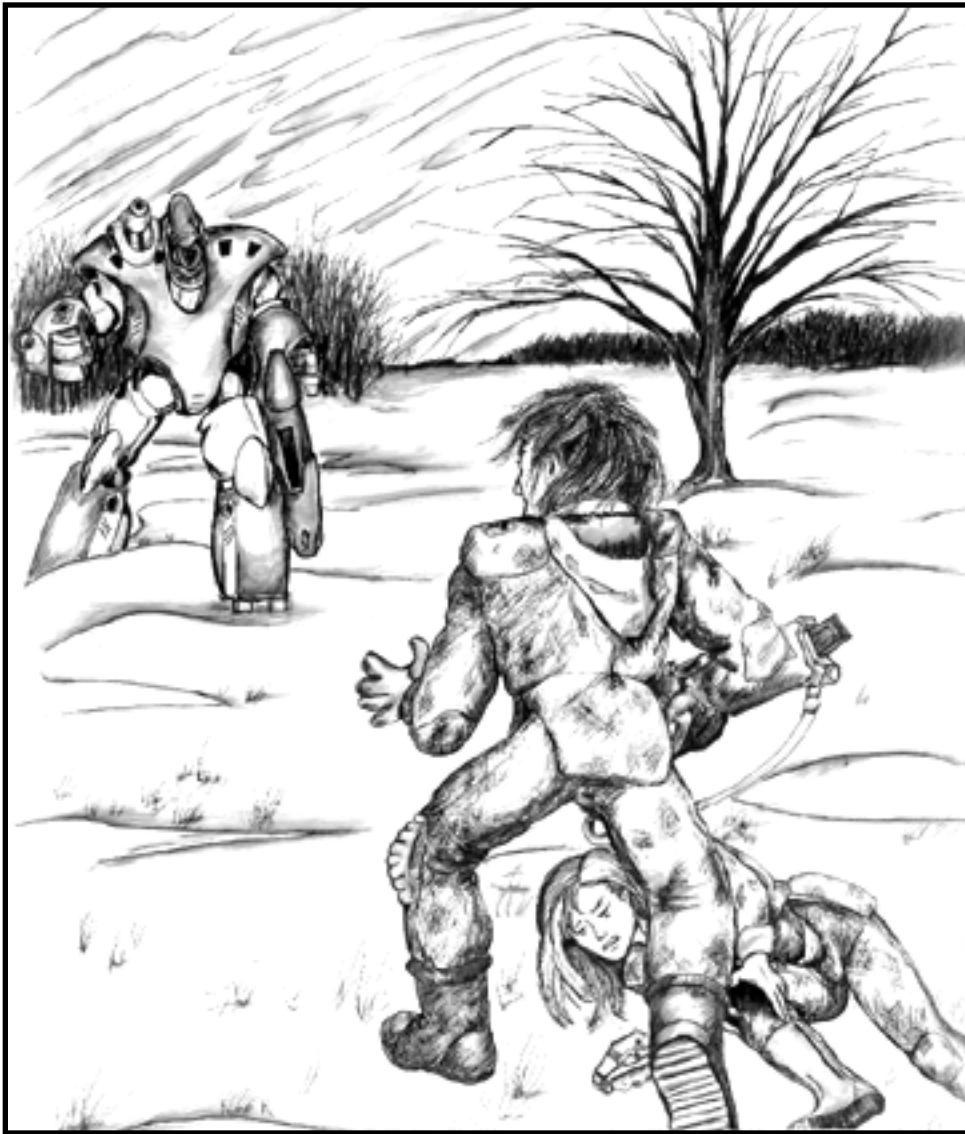
Changes were also becoming apparent in the Invid's behaviour towards humanity. Before 2043, the Invid mostly ignored the civilian population of Earth. So long as terrans did not take up arms and attack the Invid, they were content to leave them alone. In early 2044 some Invid began actively recruiting gangs of dissident humans to work for them. These invid sympathizers, called **FRAGS**, were used to pacify towns and hunt down rebels, and generally supplement the forces of the Invid in areas of lower value. The Invid also started stepping up their attacks against the resistance during this time, conducting organized sweeps and strikes against towns suspected of housing or aiding resistance fighters, as well as attacking small towns to try and draw the resistance out of hiding.

However, even these increases in savagery by the new Invid paled compared to what was to come. In 2045 (known as the start of **"The Dark Years"**) the Invid began rounding up civilians from surrounding towns and herding them into massive **Slave Camps**, where they were forced to harvest massive amounts of the Flower of Life for shipment to places unknown (to the humans). After harvest, the flower was stored on huge **Cargo Transports**, which then took off from the farms and headed into Earth orbit.

These changes led to a decrease in morale among terran resistance, as more and more people died and the

Invid continued to gain power despite their best efforts. Unless something was done soon, there would be no hope left for those fighting for freedom during the *Third Invid War*...

WARNING! CLASSIFIED MATERIAL!

The following information is for the Game Master's eyes only! You will ruin much of your enjoyment of TIW as a player if you continue to read this page. If you plan on playing TIW as a PC, STOP READING NOW!

New Invid Player/Non-Player Characters

- Stage 5 Invid PC/NPC
- Stage 6 Invid NPC

New Invid Equipment

- Invid Body Armor and Hand Weapons

New Invid Bases

- Invid Slave Camp
- Invid Communications Tower

New Invid Spacecraft and Space Hives

- Invid Cargo Transport
- Invid Space Hive

DAVE DEITRICH

RGF

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID WARLORD BATTLOID

BACKGROUND

On January 4th, 2044, several resistance bases in the northwest quadrant of North America received a chilling radio transmission from the Viper-3 Silo Base in Cheyenne, Wyoming. The message, though heavily broken up by static, indicated that a powerful new threat now faced freedom fighters.

INVID WARLORD BATTLOID

*"This is Jack Halloran, commanding officer... Viper-3 Resistance Base. Have been attacked... by a large force of Invid. 20 Linebackers (*Combat Troopers*)... 5 or 6 Commandoes (*Strike Units*)... and... and... some sort of new battloid. Looks like a demon from hell, complete with wings and fire. Bastard took out... all 6 of our Alphas by itself. Far more powerful than... anything we've encountered so far. Almost everyone... is dead. I've ordered anyone still... alive... to make a run for it. The Viper's Nest is gone. Will try to transmit... all data on the demon before I buy it. Give 'em hell..."*

Several groups of resistance fighters tried to assist Viper-3, but they arrived far too late to be of any help. The base was totally destroyed, and no survivors were ever found. What little data Commander Halloran was able to transmit before the signal stopped completely was garbled and of little aid to REF analysts. What was perhaps most terrifying of all was the condition in which the fallen REF mecha were found. Many had been literally dismembered and torn apart; their pilots crushed to death inside their own cockpits. Although the Invid were never known for their gentleness, the amount of carnage indicated an opponent who enjoyed making his enemies suffer.

Over the next month, a dozen other bases around the world reported encountering a new type of Invid Battloid. However, all 12 bases were totally destroyed before they could transmit any useful data. Then,

in mid-February of that year, resistance Wilderness Scouts discovered a survivor from one of the attacks. Corporal Steve White, an REF Intelligence Agent, had managed to escape detection by abandoning his Cyclone and hiding in a forest while his base was destroyed. More importantly, he had captured the new Invid battloid on film while it sadistically killed his teammates. Corporal White survived alone in the forest for seven days before he was eventually found. All the information the REF has on what was then named the Invid Warlord Battloid is due mostly to Corporal White's heroic efforts. Corporal White died of battle wounds 24 hours after being discovered.

The Invid Warlord Battloid is by far the deadliest mecha currently fielded by the Invid. Although the new mecha is obviously descended from the old Royal Command Battloid, and perhaps from the new Assault Battloid as well, this new mecha represents a quantum increase in firepower for Invid mecha. In addition, the Warlord Battloid seems to include brand-new Invid technologies never before encountered, including remote drones and portable force-field barriers.

The Warlord Battloid is human shaped and stands upright, similar to the old RCB. The head of the mecha is larger, and has a number of fins sprouting out of the top, making the mecha look like it's wearing a headdress. These fins are swept back, giving the mecha an almost hawk- like appearance. Two large fins are connected to the sides of the back pack, almost resembling wings. The function of these wings are unknown, but may have something to do with the remote-control drones.

The main body of the mecha has been redesigned. The cockpit of the mecha is higher and provides the pilot with more protection. The legs are similar to those on the RCB and Assault Battloid, but are broader and have a different foot design. The arms of the mecha have plasma cannons built directly into them, similar to the Assault Battloid. Instead of arm shields, however, the Warlord Battloid can generate a force field similar to the force field of an Invid hive. This force field resembles a disk from the old pinpoint barrier system on the SDF- 1, and acts as a hand-held shield for the Warlord Battloid. Both arms of the mecha can generate shields simultaneously. The energy shield does not seem to be movable; the Warlord Battloid must move its arm in order to reposition it.

The other new weapon that is unique to the Warlord is a set of 6 small remote-control drones. These drones are little more than plasma cannons connected to a maneuvering engine, but are very fast and fairly powerful. The Warlord Battloid can use these drones to swarm enemy mecha and attack from all sides at once. When not in use, the drones are housed in the back of the mecha, between the two backpack nacelles.

In addition to the force fields and drones, the Warlord Battloid has a number of other weapons systems. There is of course a plasma cannon located in each arm, but there are also two small plasma cannons located in the head of the mecha, on either side of the sensor eye. The missile bays have been moved from the backpack to the shoulders and legs of the mecha. Presumably the backpack now contains the massive engines needed to power all of the Warlord's weaponry. Each shoulder launcher contains 15 missiles, and the pop-up launchers on each side of the leg (similar to those on the Invid Strike Unit) contain ten missiles per leg.

Warlord Battloids are rarely encountered alone; they are usually accompanied by an "honor guard" of Assault Battloids or Strike Units. They are always the highest-ranking units on the battlefield.

> **NOTE**: Warlord Battloids are incredibly rare; there may be as few as two dozen on the entire planet throughout the Third Invid War. Gamemasters should save these mecha for extremely important battles, such as the climactic final battle of a multi-session adventure. See the notes on the new Stage 6 Invid for more details.

SCHEMATICS
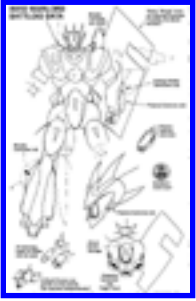
Click on the icon to the left to view the schematics of the Warlord Battloid, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Taf Gamun"; **REF Nickname:** "Demon"
Vehicle Type: All-purpose combat commander and director of operations.
Crew: One; Stage Six Invid Pilot

M.D.C. BY LOCATION

```
    Hands (2)                               60 each
*   Forearm/Plasma Cannon/Shield (2)    250 each
&   Energy Shields (2)                   100 each/200 combined
    Upper Arms (2)                       150 each
    Shoulders/Missile Pods               200 each
    Legs & Feet (2)                      250 each
    Jet Thruster Backpack                180 each
    Wings (2)                            100 each
**  Head Sensor Unit                     75
    Head Plasma Cannons                  20
*** Main Body                            450
    Pilot's Compartment                  200
    Drones (6)                           50 each
```

Notes:

*

Destroying the Forearm will knock out the Plasma Cannon and Energy Shield. The Plasma Cannons and Energy Shields CANNOT be targeted separately; the forearms must be destroyed to get rid of these systems.

**

This head sensor is not like the eye sensor. Its destruction will knockout all sensor systems, leaving the pilot to rely only on visuals. The head plasma cannons will also be destroyed. The head's destruction will not destroy the mecha nor hurt the pilot.

***

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

&

The Energy Shields can regenerate at a rate of 50 MDC (each) per round. See the entry under 'Weaponry' below for a full list of stats.

SPECIFICATIONS

Flight:

Stationary hover to 2010 mph (Mach 3) maximum, with a maximum altitude of about 50,000 ft. Cruising speed for reconnaissance is 60 to 150 mph (96 to 240 kmph). Stationary hover and low speeds can be maintained at any altitude.

Running:

70 mph (112 kmph).

Jumping:

50 ft (15.2 m) up or across without boosters, or 300 ft (91.5 m) with booster assistance.

Height:

36 ft (10.9 m)

Width:

24 ft (7.4 m)

Length:

12 ft (3.6 m)

Weight:

34 tons

Cargo:

Can carry up to 6 tons

Abilities:

Pilot Mecha - 98%

Recognize Human Machinery - 70%

Navigation - 80%
Navigation: Space - 85%
Prowl - 75%
Detect Ambush - 98%
Detect Concealment - 85%
Track - 75%

WEAPON SYSTEMS

1. **HEAD PLASMA CANNONS**. Two small Invid beam cannons are mounted in the head of the mecha, just to either side of the sensor eye. The weapons are fixed forward, and must be aimed by moving the head. The head of the Warlord Battloid can rotate 40 degrees from side to side and 60 degrees up or down.

   - ❍ **Primary Purpose**: Close Range Assault/Defense
   - ❍ **Range**: 4000 ft (1200 m)
   - ❍ **Damage**: One single blast (rare) does 2D6 M.D., dual blasts (simultaneous shots, same target) do 4D6 M.D. and a burst (6 blasts, all at same target) does 6D6 M.D.
   - ❍ **Rate of Fire**: Six attacks per melee. Dual blasts and bursts both count as ONE attack.
   - ❍ **Payload**: Unlimited
   - ❍ **Bonuses to Strike**: +2 to strike, plus protoculture targeting bonuses.

2. **IMPROVED PLASMA CANNONS**. The shielded plasma cannon of the older RCB design has been replaced with two newer plasma cannons, one mounted on each arm. These cannons CANNOT be ejected like the older designs. The only way to remove/destroy the cannons is to destroy the forearms of the Warlord Battloid.

   - ❍ **Primary Purpose**: Assault
   - ❍ **Range**: 4000 ft (1200 m)
   - ❍ **Damage**: Single shot does 4D6 M.D., and dual single shots do 1D6x10 M.D. A single burst does 1D6x10 M.D., and dual bursts do 2D6x10 M.D. (Single shots, dual shots, single bursts, and dual bursts all count as one attack) A strafing, continuous full melee burst (shooting wild), does 2D6 M.D. for each item or area hit if one arm cannon is used, or 4D6 M.D. if both arm cannons are used. Shooting wild counts as ALL attacks, regardless if one or both arms are used.
   - ❍ **Rate of Fire**: Equal to hand to hand attacks (6 single shots or 6 bursts).
   - ❍ **Payload**: Unlimited.
   - ❍ **Bonuses to Strike**: +3 to strike, plus protoculture targeting bonuses.

3. **SHOULDER MISSILE LAUNCHERS**. Two missile launchers are built into the shoulders of the mecha. These launchers are normally protected by an armored plate that pops open when firing.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft
- ❍ **Range**: Short range, 2 to 5 miles (3.2 to 8 km)
- ❍ **Damage**: Plasma missiles, doing 1D6x10 M.D. per hit.
- ❍ **Rate of Fire**: One at a time, in volleys of 2-15 missiles. All missiles from both launchers (30 total) can be fired as a single volley if necessary. Remember, one volley counts as one attack regardless of the number of missiles.
- ❍ **Payload**: 15 short range missiles in each shoulder for a total of 30.
- ❍ **Bonuses to Strike**: +3 to strike, but no protoculture targeting bonuses.

4. **LEG MISSILE LAUNCHERS**. Two missile launchers are built into each leg of the mecha. These launchers are normally concealed in the legs but pop open when ready to fire. Each launcher holds 5 missiles for a total of 10 missiles per leg (20 total).

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft
- ❍ **Range**: Short range, 2 to 5 miles (3.2 to 8 km)
- ❍ **Damage**: Plasma missiles, doing 1D6x10 M.D. per hit.
- ❍ **Rate of Fire**: One at a time, in volleys of 2, 4, 6, 8, or 10 missiles. All missiles from both legs (20 total) can be fired as a single volley if necessary. Remember, one volley counts as one attack regardless of the number of missiles.
- ❍ **Payload**: 5 short range missiles in each launcher. 10 missiles per leg, 20 total.
- ❍ **Bonuses to Strike**: +3 to strike, but no protoculture targeting bonuses.

5. **ENERGY SHIELDS**. The Warlord Battloid can generate a portable energy shield from each arm. This circular force field resembles the old pinpoint barrier system on the SDF-1, and is primarily used to block incoming fire from enemy units. Each arm can generate an individual shield of 100 MDC, or the two generators can work together to create a more powerful shield that has 200 MDC. An energy shield regenerates at 50 MDC per melee round. If the shield receives more damage than its MDC value, the additional damage is transferred to the mecha normally.

EXAMPLE : A Warlord Battloid intercepts a volley of 3 missiles with its energy shield. The missiles do 30, 30, and 50 MD in damage, respectively, for a total of 110 MD to the shield. 10 MD get through and damage the main body of the mecha. Any other attacks that strike the Battloid in THE SAME MELEE ROUND will do full damage to the mecha. The Warlord Battloid's energy shield will have 50 MDC starting next melee round.

A hit from a Destabilizer cannon will totally eliminate the energy shield's MDC, regardless of how much damage it does. However, the shield will regenerate normally at a rate of 50 MDC/melee after that.

- ❍ **Primary Purpose**: Defense

o **Mega-Damage Capacity**: 100 MDC for one arm, or 200 MDC for both arms.
o **Note**: Can regenerate at a rate of 50 MDC per melee round (15 seconds).

6. **ATTACK DRONES**. The Warlord Battloid carries a complement of 6 attack drones in its backpack. When engaged in combat, the Battloid will launch these drones, which will then dart around the mecha in a seemingly random pattern. Each Attack Drone is armed with a high-powered plasma cannon. The Stage 6 Invid pilot can control these drones telepathically, and direct them to attack one or multiple targets. The Attack Drones will always stay near the Warlord Battloid, and if the Battloid is destroyed then the Drones will also self-destruct. NOTE: If the Warlord Battloid is heavily damaged, the drones will usually collide with an opponent to give the Battloid time to escape.

   o **Primary Purpose**: Assault
   o **Secondary Purpose**: Defense
   o **Range**: 6000 feet (1800 m) max
   o **Mega Damage**: 1D6x10 per blast. Bursts are not possible. Collision Damage: 6D6 MDC per hit.
   o **Rate of Fire**: Each Drone can fire up to 3 times per melee round.

   The stage 6 Invid can combine the attacks of the drones with his or her own attacks. In this case, the simultaneous attacks from one or more drones count as part of the pilot's melee actions/attacks and fire at the very instant that he or she fires.

   For example: A Warlord Battloid is accompanied by three drones, who all fire at the exact same moment and at the exact same target the Battloid is shooting at. If the Battloid was using blasts from both Plasma Cannons, then the combined damage from the volley would be 5D6x10 MD (50-300 MD) from that single attack!!

   If the stage 6 Invid is not controlling the drones, then they will randomly circle the Warlord Battloid and attack the nearest target that is in range. Roll initiative and to-hit rolls separately for each drone.

   o **Bonus to Strike**: +3 to hit, NO protoculture bonuses (except in simultaneous attacks with the Warlord Battloid).
   o **Payload**: Unlimited.
   o **Size**: 5 feet (1.8 m) long.
   o **Weight**: 2 tons.
   o **Speed**: Equal to the Warlord Battloid; about Mach 3 (2010 mph).
   o **Main Body of the Drone**: 50 MDC. Attackers are at -4 to strike because the drones are so small.

7. **INITIATIVE BONUS**. Due to the telepathic/empathic powers of the Stage 6 Invid, the pilot can

often sense an attacker's presence as he approaches. Because of this, Warlord Battloids get a special bonus when rolling initiative. It is IMPOSSIBLE to surprise a Warlord Battloid, and the Battloid gets a bonus of +3 to all initiative rolls.

SPECIAL CASE: If the Warlord Battloid is attacked by a Shadow Fighter, then during the first round of combat the Warlord Battloid and the Shadow Fighter both roll a contest with a D20. Whoever has the higher number gets the first attack, and the loser goes the second attack. The rest of the combatants roll initiative normally.

For a complete listing of telepathic/empathic powers exclusive to the stage 6 Invid, see the stage 6 Invid stats.

8. **HAND-TO-HAND COMBAT**.
    - **Attacks Per Melee**: Six
    - **Hand to Hand Bonuses**: +5 to strike, +6 to parry, +3 to dodge on the ground, +5 automatic dodge when flying at any speed (an automatic dodge works like a parry and does not forfeit an attack), +5 to roll with a punch, fall, or impact, +3 on initiative (plus special bonuses; see above).
    - **Types of Attacks**: Punch: 3D6 M.D. Crush with Hand: 2D4 M.D. per melee round. Kick: 2D6 M.D. Leap Kick: 3D6 M.D. Body Flip: 2D4 M.D. Body Block/Ram: 3D6 M.D., counts as two attacks. Stomp: 2D6 M.D., target must be 15 ft (4.5 m) or smaller.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID ASSAULT BATTLOID

BACKGROUND

When it appeared in early 2043, the Invid Assault Battloid was quickly identified as an obvious upgrade of the old Royal Command Battloid design. However, REF field scientists also noted with much curiosity that it was also the least changed of all the redesigned Invid mecha encountered so far. It seemed clear that far more development had gone into some of the other designs, such as the Combat Trooper and Space Trooper, than the Assault Battloid. The mystery further deepened later that year when a FAR more powerful Invid battloid design, the Warlord Battloid, appeared on Earth. Judging on the data obtained from both designs so far, REF analysts have come up with two possible explanations for the different battloid designs. Either the Assault Battloid is a prototype version of the new Warlord battloid, or the two different mecha represent some new social stratification among Stage 5 Invid.

Despite it's seeming lack of development, the Invid Assault Battloid should not be underestimated. The basic body design of the mecha is very similar to the older Royal Command Battloid. In fact, the legs, main body, and head of the mecha are almost identical! The backpack unit for the mecha is also similar, and still contains the main jets and missile bays for the mecha. However, the new battloid is equipped with a much more powerful engine system which makes the unit faster and very powerful.

The big change in the Assault Battloid is a dramatic increase in the mecha's firepower. Two large particle beam cannons are now mounted on each shoulder of the mecha. These cannons are similar in style to the one on the Invid Sentinel; the cannons are mounted on a ball-joint system and can swivel 90 degrees upward, 20 degrees downward, or 30 degrees from side to side, measured from the front of the mecha. In

addition to the shoulder-mounted PBCs, the old shielded plasma weapon in the forearm has been redesigned. A new plasma cannon is now mounted on each arm, and is an integral part of the lower arm unit. The forearms are no longer protected by a detachable shield, and the plasma cannons cannot be detached from the arms. The Assault Battloid also has the same missile launchers as the older RCB design.

Resistance fighters and REF soldiers have had extensive battlefield contact with Assault Battloids. The mecha's higher firepower and maneuverability coupled with the unpredictability of the stage 5 Invid pilot make it a dangerous opponent, despite its lack of redesign. All troops are warned not to underestimate the new Assault Battloid in combat.

> **GM NOTE:** the reason for the two different mecha is that the Assault Battloid is intended for stage 5 Invid, while the Warlord Battloid is intended for stage 6 Invid. REF analysts are currently unaware that the Regis has become dissatisfied with the performance of the stage 5 Invid, and has "created" a new race of Invid to replace them. This is one of the reasons that stage 5 Invid aren't terribly fond of stage 6 Invid.

SCHEMATICS
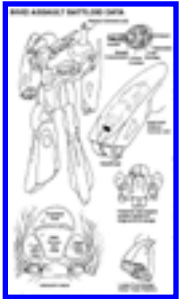
Click on the icon to the left to view the schematics of the Combat Trooper, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Gamun"; **REF Nickname:** "Marauder"
Vehicle Type: All-purpose combat battloid.
Crew: One; Stage Five Invid Pilot

M.D.C. BY LOCATION

```
*     Forearm/Plasma Cannon (2)          200
      Upper Arms (2)                      100 each
      Hands (2)                           50 each
      Particle Beam Cannons (2)           60 each
      Legs & Feet (2)                     200 each
      Jet Thrusters/Missile Pods (2)      120 each
```

```
**      Head Sensor Unit                  50
***     Main Body                        350
        Pilot's Compartment              150
```

Notes:

*

Destroying the Forearm will knock out the Plasma Cannon. The Plasma Cannons CANNOT be targeted separately; the forearms must be destroyed to get rid of the cannons.

**

This head sensor is not like the eye sensor. Its destruction will knockout all sensor systems, leaving the pilot to rely only on visuals. Its destruction will not destroy the mecha nor hurt the pilot.

***

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

SPECIFICATIONS

Flight:

Stationary hover to 1340 mph (Mach 2) maximum, with a maximum altitude of about 50,000 ft. Cruising speed for reconnaissance is 60 to 150 mph (96 to 240 kmph). Stationary hover and low speeds can be maintained at any altitude.

Running:

70 mph (112 kmph).

Jumping:

50 ft (15.2 m) up or across without boosters, or 300 ft (91.5 m) with booster assistance.

Height:

30 ft (9.1 m) with cannons lowered, 36 ft (10.9 m) with cannons raised.

Width:

13 ft (4 m)

Length:

12 ft (3.6 m)

Weight:

26 tons

Cargo:

Can carry up to 6 tons

Abilities:

Pilot Mecha - 90%

Recognize Human Machinery - 50%

Navigation - 80%
Navigation: Space - 85%
Prowl - 60%
Detect Ambush - 60%
Detect Concealment - 50%
Track - 65%

WEAPON SYSTEMS

1. **PARTICLE BEAM CANNONS**. The main weapons of the Assault Battloid are a pair of powerful particle beam cannon mounted on each shoulder. The cannons are mounted on a ball turret, and can move 20 degrees downward, 90 degrees upward, and 30 degrees to either side. They cannot point behind the mecha.

   - ❍ **Primary Purpose**: Heavy Assault
   - ❍ **Range**: 6000 ft (1800 m)
   - ❍ **Damage**: 4D10 M.D. per single blast. 8D10 M.D. per dual blast (counts as one attack). Bursts are not possible.
   - ❍ **Rate of Fire**: Due to an automatic cool-down cycle, the PBC can fire a maximum of THREE TIMES per melee round.
   - ❍ **Payload**: Unlimited
   - ❍ **Bonuses to Strike**: +2 to strike, plus protoculture targeting bonuses.

2. **IMPROVED PLASMA CANNONS**. The shielded plasma cannon of the older RCB design has been replaced with two newer plasma cannons, one mounted on each arm. These cannons CANNOT be ejected like the older designs. The only way to remove/destroy the cannons is to destroy the forearms of the Assault Battloid.

   - ❍ **Primary Purpose**: Assault
   - ❍ **Range**: 4000 ft (1200 m)
   - ❍ **Damage**: Single shot does 4D6 M.D., and dual single shots do 1D6x10 M.D. A single burst does 1D6x10 M.D., and dual bursts do 2D6x10 M.D. (Single shots, dual shots, single bursts, and dual bursts all count as one attack) A strafing, continuous full melee burst (shooting wild), does 2D6 M.D. for each item or area hit if one arm cannon is used, or 4D6 M.D. if both arm cannons are used. Shooting wild counts as ALL attacks, regardless if one or both arms are used.
   - ❍ **Rate of Fire**: Equal to hand to hand attacks (5 single shots or 5 bursts).
   - ❍ **Payload**: Unlimited.
   - ❍ **Bonuses to Strike**: +3 to strike, plus protoculture targeting bonuses.

3. **BACKPACK MISSILE LAUNCHERS**. Two missile launchers are built into the back section that connects with the jet thrusters, exactly like the old RCB design.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft
- ❍ **Range**: Short range, 2 to 5 miles (3.2 to 8 km)
- ❍ **Damage**: Plasma missiles, doing 1D6x10 M.D. per hit.
- ❍ **Rate of Fire**: One at a time, or in volleys of 2, 4, 6, 12, or all (48). Remember, one volley counts as one attack regardless of the number of missiles.
- ❍ **Payload**: 24 short range missiles in each launcher pod for a total of 48.
- ❍ **Bonuses to Strike**: +3 to strike, but no protoculture targeting bonuses.

4. **HAND-TO-HAND COMBAT**.

- ❍ **Attacks Per Melee**: Five
- ❍ **Hand to Hand Bonuses**: +4 to strike, +5 to parry, +2 to dodge on the ground, +4 automatic dodge when flying at any speed (an automatic dodge works like a parry and does not forfeit an attack), +4 to roll with a punch, fall, or impact, +2 on initiative.
- ❍ **Types of Attacks**: Punch: 2D6 M.D. Crush with Hand: 1D4 M.D. per melee round. Kick: 1D6 M.D. Leap Kick: 2D6 M.D. Body Flip: 1D4 M.D. Body Block/Ram: 2D6 M.D., counts as two attacks. Stomp: 1D6 M.D., target must be 15 ft (4.5 m) or smaller.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu
st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID SENTINEL

BACKGROUND

The Invid Sentinel is unique among the new Invid mecha, because unlike the other new mecha designs the Sentinel seems to have been created to complement an existing mecha instead of replace it. The Sentinel appears to be designed specifically to work alongside the original Invid Enforcer. Appearing in late 2043, the Invid Sentinel seemed to take over the job as "Hive Guard", freeing the more advanced Enforcers for more delicate and detailed work. Invid Sentinels soon became the standard guard unit for all of the Invid's strongholds, working in Hives, Slave Farms, Genesis Pits, etc. Sentinels are commonly found with Enforcers, with the latter usually in command of the former.

INVID SENTINEL

The Invid Sentinel is human-sized and human-shaped, much like the Enforcer. However, the Sentinel design appears much more combat- oriented than the older Enforcer design. The Sentinel is far bulkier than its cousin, and seems to have much thicker armor than the Enforcer. The increased armor has done nothing to slow the mecha down; in fact, the Sentinel is actually faster than the old Enforcer! This is due to a much larger thruster on the back of the mecha, and the addition of several concealed vernier jets at strategic locations on the outside of the armor. The Sentinel also has powerful legs that are slightly longer than the Enforcer's, allowing it to run faster and jump farther than the older mecha.

The head and sensor eye of the mecha is shaped like a snout, similar to the Enforcer's head. However, the snout is smaller and more concealed. The arms of the mecha look almost identical to those of the Enforcer. One new addition is a large cannon located on the right shoulder. This cannon appears to be a particle-beam cannon and is the main weapon of the new mecha. The cannon swings upward when not in use, and rotates downward when about to be fired. The cannon is mounted on a swiveling turret, and can
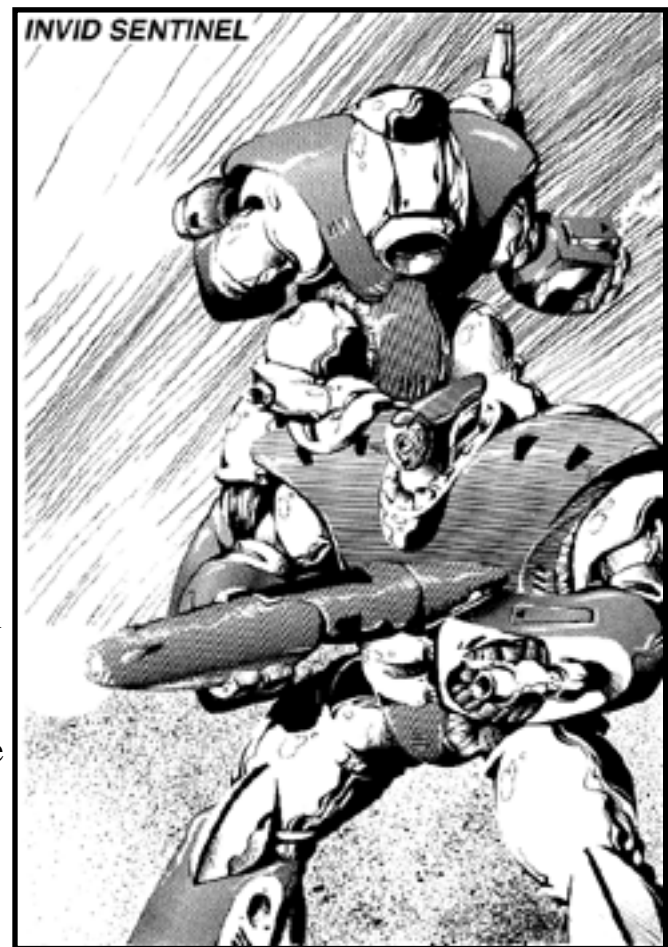
move 45 degrees downward, 90 degrees upward, and 45 degrees to either side. It apparently cannot point behind the mecha.

The main weapon of the Sentinel is the new PBC on the shoulder, but it also has the same weaponry as the Enforcer. There is a concealed laser in each forearm (identical to the Enforcer's) and the Sentinel can use the same energy rifle and energy shield that the Enforcer does. Another new weapon is a pair of concealed mini-missile launchers on each arm. Each mini-missile launcher holds one missile (for a total of 4) and pops open when the Sentinel is about to fire. These launchers are located on the sides of the arms, while the concealed laser is located on the tops of the arms.

Invid Sentinels are piloted by Stage Three Invid, and are thus NOT capable of independent thought. While they are capable of doing simple tasks by themselves (such as patrolling the hive and guarding prisoners), they require a Stage Four or higher Invid to command them in complex tasks. Their first instinct in a battle will be to protect their commander.

SCHEMATICS

Click on the icon to the left to view the schematics of the Invid Sentinel, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Gamir"; **REF Nickname:** "Terminators"
Vehicle Type: Power Armor
Crew: One; Stage Three Invid Pilot

M.D.C. BY LOCATION

```
Hands (2)                   10 each
Forearms/Lasers (2)     35 each
Missile Launchers (4)  20 each
Upper Arms (2)             40 each
Legs & Feet (2)            60 each
Jet Thruster (rear)      40 each
Particle Beam Cannon    45
Energy Rifle              10
```

```
     Energy Shield          150
*    Head & Sensor Eye        20
**   Main Body               150
```

Note: No Reinforced Pilot's Compartment

Notes:

*

The sensor eye is the most vulnerable place on the Invid's mecha body. Destruction of the sensor eye will kill/destroy the mecha and pilot (goes right through crew compartment). However, it is a small target protected by surrounding shielding, thus, to hit it the player/character must make a called shot and is at -3 to strike.

**

Depleting the M.D.C. of the main body will shut the mecha down completely. There is no reinforced pilot's compartment in the power armor, so the Invid pilot inside will be blown to pieces.

SPECIFICATIONS

Flight:
Hover to 250 mph (400 kmph) with an altitude of 6000 ft (1828 m). Cruising Speed is usually about 100 mph.
Running:
60 mph (96 kmph) maximum.
Jumping:
35 ft (10.6 m) up or across without jet boosters, 150 ft (45.8 m) with thruster boost.

Height:
9 ft (2.7 m)
Width:
5 ft (1.4 m)
Length:
3 ft (0.9 m) with PBC raised, 4 ft (1.2 m) with PBC lowered.

Weight:
750 lbs (339 kg)
Cargo:
Can carry up to 1.5 tons.

Abilities:
Pilot Mecha - 75%

Recognize Human Machinery - 40%
Prowl - 45%
Detect Ambush - 45%
Detect Concealment - 55%
Track - 55%

WEAPON SYSTEMS

1. **PARTICLE BEAM CANNON**. The main weapon of the Invid Sentinel is a compact but powerful particle beam cannon mounted on the right shoulder. The cannon is mounted on a swiveling turret, and can move 45 degrees downward, 90 degrees upward, and 45 degrees to either side. It cannot point behind the mecha.

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Defense
   ❍ **Range**: 3000 ft (900 m)
   ❍ **Damage**: Blast does 1D6x10 M.D. Bursts are not possible.
   ❍ **Rate of Fire**: Due to an automatic cool-down cycle, the PBC can fire a maximum of TWICE per melee round. med shot. (see Modern Weapon Proficiencies)
   ❍ **Payload**: Unlimited
   ❍ **Bonuses to Strike**: +2 to strike, plus protoculture targeting bonuses.

2. **FOREARM LASERS**. The Sentinel has a laser cannon built into each arm. The design is similar to those on the Enforcer, but is slightly more powerful. Both are fixed forward, and can only shoot in the direction that the arm is pointed. Destruction of the forearm also destroys the laser.

   ❍ **Primary Purpose**: Defense
   ❍ **Range**: 600 ft (182 m)
   ❍ **Damage**: A single blast does 3D6 M.D. A burst does 4D6 M.D.
   ❍ **Rate of Fire**: Equal to hand-to-hand attacks (four per melee). A burst is considered to be one attack, but is not as accurate as a single aimed shot. (see Modern Weapon Proficiencies)
   ❍ **Payload**: Unlimited
   ❍ **Bonuses to Strike**: +2 to strike, plus protoculture targeting bonuses.

3. **MINI-MISSILE LAUNCHER**. Two concealed mini-missile launchers are built into each arm of the Sentinel. The launchers are normally concealed when not in use, and pop open when ready to fire.

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Cyclone
   ❍ **Missile Type**: Almost always Plasma Mini-Missiles.

- ❍ **Range**: 1 mile (1.6 km)
- ❍ **Mega-Damage**: 1D6x10 M.D.
- ❍ **Rate of Fire**: One at a time or in volleys of 2, 3, or 4 (all).
- ❍ **Payload**: 4 missiles.
- ❍ **Bonuses to Strike**: +3 to strike (but no protoculture bonuses)

4. **(OPTIONAL) ENERGY RIFLE**. This hand-held energy rifle is identical to the one used by the old Enforcer mecha. When held, it patches into the Sentinel's energy supply for power. The rifle can be attached to the back of the mecha when not in use.

- ❍ **Primary Purpose**: Assault/Defense
- ❍ **Range**: 2000 ft (609 m)
- ❍ **Mega-Damage**: 4D6 M.D. per blast or 5D6 M.D. per burst.
- ❍ **Rate of Fire**: Equal to hand to hand melee attacks (four per melee). A burst is considered one attack, but is not as accurate as a single shot.
- ❍ **Payload**: Unlimited.
- ❍ **Bonuses to Strike**: +2 to strike, plus protoculture targeting bonuses.

5. **(OPTIONAL) ENERGY SHIELD**. This large, round energy shield is identical to the one used by the old Enforcer mecha. It can be stowed on the back or held in hand (usually the left hand).

- ❍ **Primary Purpose**: Defense
- ❍ **Range**: Self/hand to hand
- ❍ **Mega-Damage**: Can be used to hit or ram an opponent. Damage is same as hand-to-hand.
- ❍ **Special Features**: M.D.C. of shield is 150. Adds a bonus of +3 to parry and can be used to parry/block energy blasts and mini- missiles. Size: 4 ft (1.2 m) round. M.D.C. capability (150 M.D.C.) can be recharged at a rate of 20 M.D.C. per hour.
- ❍ **Note**: The shield can NOT function unless attached to the body armor. The Sentinel armor can NOT be modified for human use.

6. **HAND-TO-HAND COMBAT**. The mecha's powerful reflexes makes the Sentinel a good hand-to-hand combatant.

- ❍ **Attacks Per Melee**: Four
- ❍ **Hand to Hand Bonuses**: +2 to strike, +2 to parry (+5 with shield), +3 to dodge on the ground, +4 to dodge when flying at any speed, +4 to roll with a punch, fall, or impact.
- ❍ **Types of Attacks**: Punch: 1D6 M.D. Power Punch: 2D6 M.D. (counts as two attacks). Crush with Hand: 1D4 M.D. per melee round. Kick: 1D6 M.D. Leap Kick: 2D4 M.D. Body Flip: 1D4 M.D. Body Block/Ram: 2D4 M.D., counts as two attacks.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu
st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID STRIKE UNIT

BACKGROUND

Perhaps the most radical new Invid mecha design is the Strike Unit. Although clearly related to the older Pincer Command Unit, the design has been changed so much that the result is an almost totally new mecha. Since its appearance in 2043 the Strike Unit has been seen in a variety of roles. Like its predecessor, it can commonly be found as the "squadron leader" for a patrol of Attack Scouts or Combat Troopers. It is also common for groups of four or five Strike Units to accompany Assault Battloids or Warlord Battloids as a sort of honor guard. The Strike Unit also accompanies Invid Sentinels in "resistance hunter" groups, tirelessly seeking out rebels for capture or extermination. The fact that the Strike Unit has almost as much power as an Invid Combat Trooper but is smaller in size makes it a perfect match for the new Invid Sentinels.

The Invid Strike Unit stands upright, and is vaguely humanoid-shaped like the older Royal Command Battloid. In fact, the long thin legs of the Strike Unit are identical to those of the RCB, leading to speculation that the Strike Unit is

INVID STRIKE UNIT

more of a modified RCB design than a PCU variation. However, there are a number of differences from the RCB design. The shoulders of the Strike Units are much larger and somewhat more rounded than the RCBs. The mecha has no head; instead, the standard Invid sensor eye is set into a small bulge between the shoulders where normally a neck would be. The arms are curved and "popeye-shaped," somewhat like the arms on the old EBSIS soldier battloid. Each arm ends in a 4-clawed circular hand, with the claws being evenly spaced among the circumference of the hand. There are two large thrusters on the back of the mecha that resemble the main engine of the Invid Enforcer. The humanoid shape and redesigned thrusters make the Strike Unit much faster than its predecessors. It is very agile and has lightning-quick reflexes, making it a deadly opponent in close range combat. Strike Units are usually light and dark blue, like the old PCU color scheme.

The main armament of the Strike Unit are two large HEAT CANNONS, very similar in design to those on the old Pincer Command Units. These cannons extend from the shoulders of the mecha like giant caterpillars, and end in a rotating inner nozzle, like the old design. The cannons can rotate anywhere from 60 degrees down to 80 degrees up, and from 30 degrees left to 30 degrees right.

A secondary weapon system on the Strike Unit are 8 MINI-PLASMA WEAPONS, almost identical to those that used to be found on the Pincer Command Unit. Four of these weapons are located on each hand, equally spaced around the wrist. When they fire, all four weapons on each hand shoot at once.

The final weapon of the Strike Unit are a set of concealed missile launchers on the legs of the mecha. There are four missile launchers on each leg (two on each side) and each can 2 short-range missiles, for a total volley of 16 missiles. Each missile launcher holds 4 missiles (2 in the launcher and 2 reloads), giving the Strike Unit 32 missiles total. These launchers pop out of the legs to fire, and retract back into the legs when not in use.

SCHEMATICS
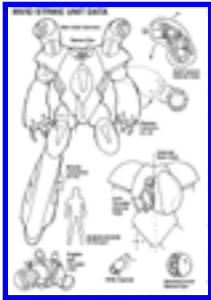
Click on the icon to the left to view the schematics of the Strike Unit, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Piraq"; **REF Nickname:** "Cyclops Commando"
Vehicle Type: Squad Leader/Special Assault Unit
Crew: One; Stage Three Invid Pilot

M.D.C. BY LOCATION

```
Heat Cannons (2)            120 each
Mini Plasma Weapons (8)     15 each
Hands (2)                   30 each
Arms (2)                    100 each
Shoulders (2)               200 each
Legs & Feet (2)             200 each
Jet Thrusters (rear) (2)    100 each
```

```
*    Sensor Eye                    20
**   Main Body                     280
     Pilot's Compartment           100
```

Notes:

*

The sensor eye is the most vulnerable place on the Invid's mecha body. Destruction of the sensor eye will kill/destroy the mecha and pilot (goes right through crew compartment). However, it is a small target protected by surrounding shielding, thus, to hit it the player/character must make a called shot and is at -3 to strike.

**

Depleting the M.D.C. of the main body will shut the mecha down completely. Depleting the main body M.D.C. and crew compartment M.D.C. will blow the Invid to pieces.

SPECIFICATIONS

Flight:
Stationary hover to 1340 mph (Mach 2) maximum, with a ceiling of 50,000 ft. Cruising speed is about 150 mph.

Running:
100 mph (160 kmph).

Jumping:
50 ft (15.2 m) up or across without jet boosters, 300 ft (91.5 m) with a boost from jet thrusters.

Height:
25 ft (7.5 m)

Width:
13 ft (3.9 m)

Length:
7 ft (2.1 m)

Weight:
16 tons

Cargo:
Can carry up to six tons.

Abilities:
Pilot Mecha - 85%
Recognize Human Machinery - 50%
Prowl - 65%
Detect Ambush - 65%

Detect Concealment - 65%
Track - 75%

WEAPON SYSTEMS

1. **HEAT CANNONS**. The main weapon of the Invid Strike Unit is a pair of heat cannons, similar to those mounted on the pincer command unit but slightly more powerful. Both cannons fire simultaneously, though if one cannon is destroyed the other can still fire. Both cannons must fire at the same target.

   Although fixed in a forward position, the rotating inner nozzles of the cannons can adjust to about a 30 degree angle. To shoot in a different direction or greater angle, the Strike Unit must move its entire body. A favorite tactic is to fly several hundred feet (200 to 1000 ft) above the ground and blast opposing ground units.

   ❍ **Primary Purpose**: Assault
   ❍ **Range**: 4000 ft (1200 m)
   ❍ **Damage**: Single cannon blast does 4D6 M.D., and a dual cannon blast does 1D6x10 M.D. A Long Blast (counts as two attacks) does 3D4x10 M.D. A concentrated blast (both cannons, focused at same target all melee) does 4D6x10 M.D. A continuous-beam strafing run does 4D6 M.D. to everything it hits.
   ❍ **Rate of Fire**: Five attacks per melee. Dual blasts count as ONE attack.
   ❍ **Payload**: Unlimited
   ❍ **Bonuses to Strike**: +1 to strike at all times, against any target. Add in protoculture targeting bonuses for targets that use protoculture.
   ❍ **Note**: the mouths of the heat cannons glow white just before they fire, just like their predecessors.

2. **PULSE BEAM CANNONS**. Four small beam cannons are mounted in each hand, circling the wrist of the mecha, for a total of 8 cannons. The cannons are fixed-forward and cannot move in any direction; the cannons are aimed by moving the arms of the mecha. All four cannons on each hand fire in unison, but the cannons can fire independently if one or more of them are destroyed.

   NOTE: Since all four cannons fire at once, the Strike Unit only makes one roll to hit. If successful, the GM rolls 1D4 to determine the number of blasts/bursts that hit. Anyone trying to parry/dodge receives a -4 penalty due to the large number of blasts.

   ❍ **Primary Purpose**: Defense
   ❍ **Secondary Purpose**: Close-range assault
   ❍ **Range**: 3000 ft (900 m)
   ❍ **Damage**: A single cannon blast does 2D6 M.D. A burst (3 single shots) does 6D6 M.D.,

but counts as two attacks. Make sure to roll damage for each blast/burst that strikes the target.

- ❍ **Rate of Fire**: Five attacks per melee. A single blast from all four cannons counts as ONE attack. A burst from all four cannons counts as TWO attacks.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses**: +1 to strike, plus protoculture targeting bonuses. Targets have a -4 penalty to dodge. Roll 1D4 to determine number of blasts/bursts that strike.

3. **SRM MISSILE LAUNCHER**. Four small missile launchers are built into each leg of the mecha. The launchers are normally recessed into the mecha, and pops out to fire.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Cyclone
- ❍ **Missile Type**: Almost always Plasma SRMs.
- ❍ **Range**: 5 miles (8 km)
- ❍ **Mega-Damage**: 1D6x10 M.D.
- ❍ **Rate of Fire**: One at a time or in volleys of 2, 4, 8, or 16 missiles. Can only fire a maximum of 16 missiles at a time!
- ❍ **Payload**: 32 missiles.
- ❍ **Bonuses to Strike**: +3 to strike (but no protoculture bonuses)

4. **HAND-TO-HAND COMBAT**. The mecha's high speed makes the Strike Unit an excellent hand-to-hand combatant.

- ❍ **Attacks Per Melee**: Five
- ❍ **Hand to Hand Bonuses**: +4 to strike, +5 to parry, +3 to dodge on the ground, +4 automatic dodge when flying at any speed (an automatic dodge works like a parry and does not forfeit an attack), +4 to roll with a punch, fall, or impact. +2 on initiative.
- ❍ **Types of Attacks**: Punch: 2D6 M.D. Crush with Hand: 1D4 M.D. per melee round. Kick: 1D6 M.D. Leap Kick: 2D6 M.D. Body Flip: 1D4 M.D. Body Block/Ram: 2D6 M.D., counts as two attacks. Stomp: 1D6 M.D., target must be 10 ft (3 m) or smaller.

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu

st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID SPACE TROOPER

BACKGROUND

The Invid Space Trooper was the hardest of the new Invid designs to analyze during the Third Invid War. The reason for this was simple; pilots who encountered the new mecha seldom lived to report their observations. Long range sensors had revealed that the Invid had a new space mecha as early as mid-2042, but data on the new design was sketchy at best. It was not until the summer of 2043 when the new **VAF-8R Reconnaissance Veritechs** began to arrive on Earth that the Resistance was finally able to get some hard data on the Space Trooper.

INVID SPACE TROOPER

In its element, the Invid Space Trooper is a deadly design almost without peer. The basic design for the mecha is large and flat, and laid out much like a Manta Ray, or "Devilfish". There are two large wings on either side of the main body, which can fold up to 80 degrees up or down in order to adjust the center of gravity for the mecha; a very important ability in zero-gee combat which allows for tight-radius turns. There is also a long, thin tail extending behind the main body of the mecha, ending in a sharp barb. This tail is fully dexterous and can actually strike at mecha around the Trooper, like a scorpion. There are also two arms on the front of the mecha that end in a LARGE claw, designed especially for melee combat. Each hand also has a smaller claw for use in grappling. The Space Trooper does have six small insect-like feet underneath the main body, but these are normally retracted when in flight. The legs are very thin and small, and end in points instead of actual feet, making the mecha very poor at walking and jumping. However, the legs are very strong and the feet have retractable barbs, which make them perfect for digging into enemy spacecraft and holding the mecha in place. In combat with smaller starships and shuttles, the Space Trooper will often attach itself to the hull of the ship, and then use its claws, tail, and energy weapons to literally rip the shuttle apart.

The firepower of this new mecha is equally as deadly as its hand-to-hand abilities. The main armament of the mecha is a pair of Heavy Plasma Cannons, identical to those on the new Combat Trooper design. These cannons are mounted on either side of a small rotating turret on the back of the mecha. This gives the cannons a superior firing arc, as they can rotate 360 degrees around the mecha. The secondary armament of the Space Trooper is a set of SIX mini plasma weapons; three on either side of the sensor eye. These cannons are likewise very similar to those on the Combat Trooper. Also, there are two small missile launchers, one on the front of each wing. These missile launchers are normally retracted into the wings when not in use, and pop up when ready to fire. Each launcher can fire 5 missiles at once and can hold 15 missiles total (including reloads). Finally, there is a high powered laser on the tip of the tail of the mecha. While not really suited to combat, this cutting laser is perfect for the Space Trooper's favorite tactic of cutting open spacecraft and larger mecha.

Perhaps the most impressive features of this new enemy mecha is the propulsion system. There are actually THREE main engines on the Space Trooper. The largest is mounted on the belly of the mecha, between the legs and just in front of the joint where the tail meets the main body. There are also two only slightly less powerful engines; one on each wing of the mecha. By varying the thrust of these three engines and combining them with wing movements, the Space Trooper can make sharp turns even at high speeds. There are also banks of maneuvering thrusters located all over the body of the mecha (mostly in the wings) which help to give the Space Trooper superior mobility.

An intriguing weakness about this new mecha is that some of the same features that make the Space Trooper a superior space combatant greatly decrease its performance in a planetary atmosphere. The turret, claws, and tail create so much aerodynamic drag that the mecha's airspeed is greatly decreased in atmosphere. Plus the engines of the mecha are designed such that the Trooper CANNOT hover in gravity greater than 0.5 G. The legs of the mecha are poorly designed for movement on land, and the mecha's movement is greatly slowed by Earth's high gravity (compared to outer space). It is probably for this reason that Space Troopers RARELY venture below the highest layers of Earth's atmosphere. There have been documented incidents where REF pilots have escaped pursuit by Space Troopers by rapidly diving into the atmosphere. 4 out of 5 times the Space Troopers will break off rather than risk being caught in Earth's atmosphere.

Space Troopers rarely operate alone. They are usually encountered in groups of 5 or more, and are often accompanied by either Attack Scouts or Armored Scouts with space boosters. REF pilots and resistance fighters are warned to avoid contact with Space Troopers whenever possible.

SCHEMATICS
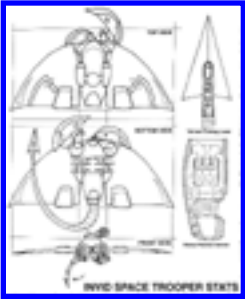
Click on the icon to the left to view the schematics of the Space Trooper, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Varrab"; **REF Nickname:** "Devilfish"
Vehicle Type: Space Combat Unit
Crew: One; Stage Two Invid Pilot

M.D.C. BY LOCATION

```
        Large Claws (1 per Forearm)           75 each
        Small Claws (1 per Forearm)           25 each
        Forearms (2)                          150 each
        Upper Arms (2)                        75 each
*       Legs & Feet (6)                       50 each
        Main Engine Thruster (lower rear)     100
        Wings/Secondary Thrusters (2)         120 each
        Tail                                  75
        Tail Laser                            50
        Heavy Plasma Cannons (2)              150 each
**      Plasma Cannon Turret                  100
        SRM Launchers (1 per wing)            100
***     Pulse Beam Cannons (6)                20 each
****    Sensor Eye                            25
*****   Main Body                             240
        Pilot's Compartment                   100
```

Notes:

*

The legs of the Space Trooper can retract into the main body. When they are retracted they are effectively immune from attack; attackers must destroy the main body to get at them.

**

Destroying the Plasma Cannon Turret will disable both Plasma Cannons. However, the turret is a difficult target to hit (being low on the back and between both cannons); -3 penalty.

***

The pulse beam cannons are slightly difficult to hit; -2 penalty.

****

The sensor eye is the most vulnerable place on the Invid's mecha body. Destruction of the sensor eye will kill/destroy the mecha and pilot (goes right through crew compartment). However, it is a small target protected by surrounding shielding, thus, to hit it the player/character must make a called shot and is at -3 to strike.

*****

Depleting the M.D.C. of the main body will shut the mecha down completely. Depleting the pilot compartment M.D.C. will blow the Invid to pieces.

SPECIFICATIONS

Flight:

Can accelerate up to a maximum speed of 5360 mph (Mach 8) outside of an atmosphere. However, due to its poor aerodynamic design the maximum speed drops to 2010 mph (Mach 3) in an atmosphere. Also, the Space Trooper CANNOT HOVER while in an atmosphere; minimum airspeed to remain aloft is 200 mph (320 kmph).

NOTE: I KNOW there's no such thing as a "maximum speed" in space. This junk was added to make the mecha fully compatible with the Robotech RPG. If you have a vector-based space combat system that can use thrust instead of velocity, then by all means please ignore these stats.

Thrust:

[To be calculated]

Running:

20 mph (32 kmph). Rarely runs.

Jumping:

10 ft (3 m) up or across. Rarely jumps.

Height:

16 ft (4.8 m) with legs extended. 10 ft (3 m) with legs retracted.

Width:

25.5 ft (7.8 m) with "wings" fully extended.

Length:

40 ft (12 m)

Weight:

25 tons fully loaded.

Cargo:

Can carry up to 6 tons (in Earth gravity).

Abilities:

Pilot Mecha - 75%

Recognize Human Machinery - 50%
Navigation: Space - 85%
Prowl - 45%
Detect Ambush - 45%
Detect Concealment - 45%
Track - 55%

WEAPON SYSTEMS

1. **HEAVY PLASMA CANNONS**. These large plasma cannons are updated versions of those originally found on the old Invid Shock Trooper. However, they are much more powerful and have a far greater range than the older models. The cannons are mounted on a "turret" on the back of the mecha, which allow them to rotate 80 degrees up, 40 degrees down, or 360 degrees around the unit. Both cannons can fire independently or simultaneously. The plasma energy is still released in Frisbee-like "annihilation discs," just like the older models.

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Space Fighter
   ❍ **Range**: 6000 ft (1800 m)
   ❍ **Damage**: One single blast does 4D6 M.D., dual blasts do 8D6 M.D. and simultaneous bursts do 2D4x10 M.D. A continuous stream, lasting one full melee and directed at a single target, does 3D6x10 M.D.!! A strafing run (wild shooting) does 4D6 M.D. per hit.
   ❍ **Rate of Fire**: Five attacks per melee. Dual blasts and bursts both count as ONE attack.
   ❍ **Payload**: Unlimited
   ❍ **Bonuses to Strike**: Protoculture targeting bonuses only.
   ❍ **Note**: the mouths of the plasma cannons glow white just before they fire, just like their predecessors.

2. **PULSE BEAM CANNONS**. Six small Invid beam cannons are mounted in the main body of the mecha, three on either side of the sensor eye. The weapons can rotate to a maximum of 30 degrees in any direction. All six cannons can fire in unison or independently of one another.

   ❍ **Primary Purpose**: Defense
   ❍ **Secondary Purpose**: Close-range assault
   ❍ **Range**: 3000 ft (900 m)
   ❍ **Damage**: One single blast (rare) does 2D6 M.D., dual blasts (simultaneous shots, same target) do 4D6 M.D., quad blasts (all four cannons aimed at same target) do 6D6 M.D, and sextuple blasts (all six at one target) do 8D6 M.D. A six-cannon burst (18 blasts, all at same target) does 1D6x10+10 M.D.
   ❍ **Rate of Fire**: Five attacks per melee. Dual, quad, and sextuple blasts and bursts count as ONE attack.
   ❍ **Payload**: Unlimited

○ **Bonuses to Strike**: +1 to strike, plus protoculture targeting bonuses.

3. **SRM MISSILE LAUNCHER**. A small missile launcher is built into each wing of the mecha, near the front. They are normally recessed into the mecha, and pop out to fire.

○ **Primary Purpose**: Assault
○ **Secondary Purpose**: Anti-Space Fighter
○ **Missile Type**: Almost always Plasma SRMs.
○ **Range**: 5 miles (8 km)
○ **Mega-Damage**: 1D6x10 M.D.
○ **Rate of Fire**: One at a time or in volleys of 2, 4, 6, 8, or 10 missiles. Can only fire a maximum of 10 missiles at a time (each launcher can only fire 5 missiles at a time).
○ **Payload**: 30 missiles.
○ **Bonuses to Strike**: +3 to strike (but no protoculture bonuses)

4. **TAIL LASER**. The Invid Space Trooper has a high-powered laser mounted on the tail. However, the laser seems to be designed more for cutting than as an offensive weapon. In combat, the Space Trooper will often attach itself to a mecha or the hull of a starship with its legs and then used the tail laser to literally cut into its prey. The laser is powerful enough to cut through starship hull in less than 30 seconds (2 melee rounds).

○ **Primary Purpose**: Demolition/Sabotage
○ **Secondary Purpose**: Close-range defense
○ **Range**: 1000 ft (300 m)
○ **Damage**: Quick shot (less than a full melee) does only 2D4 M.D. However, a continuous beam against a non-moving or immobilized target can do as much as 2D4x10 M.D. per melee round (!!).
○ **Rate of Fire**: The Space Trooper can fire the laser continuously without need to stop. However, for game purposes the laser is limited to 5 attacks per round against a moving target.
○ **Payload**: Unlimited
○ **Bonuses to Strike**: Protoculture targeting bonuses only.

5. **HAND-TO-HAND COMBAT**. The Space Trooper has been specially designed to do lots of damage in hand-to-hand combat. This fact combined with its high speed make it a deadly combatant in space. However, in an atmosphere the Space Trooper is a mediocre combatant.

○ **Attacks Per Melee**: Five (Three in Atmosphere)
○ **Hand to Hand Bonuses *IN SPACE***: +4 to strike, +5 to parry, +5 automatic dodge when flying at any speed (an automatic dodge works like a parry and does not forfeit an attack), +4 to roll with a punch, fall, or impact.
○ **Hand to Hand Bonuses *IN ATMOSPHERE***: No bonus to strike, +2 to parry, no bonus to

dodge on the ground, +3 to dodge when in flight, +1 to roll with a punch, fall, or impact.

- ❍ **Types of Attacks**: Punch/Claw: 6D6 M.D. Crush with Pincer: 2D6 M.D. per melee round. Full Body Crush: (Trooper grapples target in a bear hug while the smaller claws and barbed legs attack the victim) 4D6 M.D. per melee round. A variation is the "Scorpion Strike" in which the Space Trooper attacks with its tail while grappling the opponent. 1D6x10 M.D. per round. High-Speed Claw: (Trooper swipes at target with large claw while passing at high speed) 1D6x10 M.D., counts as two attacks. Body Block/Ram: 6D6 M.D., counts as two attacks. Stomp: 3D6 M.D. from barbed legs.

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu
st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID COMBAT TROOPER

BACKGROUND

The first new Invid mecha design to appear on Earth was the Combat Trooper in 2043. The new trooper mecha seemed to suddenly appear all over the Earth simultaneously, completely replacing the older Shock Trooper design wherever it was found. Within a month reports of Shock Troopers had dwindled to almost nothing, while the deadly new Combat Trooper became the main front-line battle mecha for the Invid forces.

INVID COMBAT TROOPER

Stylistically, the Combat Trooper design is so close to the old Shock Trooper mecha that the two could almost be mistaken for each other at a quick glance. The Combat Trooper has the same long broad legs, large forearm shields with three-fingered claws, and compact central body design as the old Shock Trooper did. However, the similarities end there. First off, the Combat Trooper stands 32.2 feet tall; almost twice the size of the Shock Trooper and larger than a VAF-6 Alpha in battloid mode! The twin plasma cannons on the back of the mecha are now longer and more powerful than their predecessors. These cannons are modular and can be replaced with other weapon systems for specialized attacks. Two common weapon packages are a pair of heat cannons (like the ones on the old Invid Command Unit) and a pair of heavy missile launchers. In addition, the Combat Trooper has four pulse beam cannon, similar to those of the Attack Scout. Two cannons are located on either side of the central sensor eye. A Short-range missile launcher on the back of the mecha between the plasma cannons completes the new armaments. Invid Combat Troopers are dark green and grey in color.

As a ground combatant, the Invid Combat Trooper is far superior to the old Shock Trooper mecha. It does have one major weakness, though; its slow speed. The Combat Trooper's air and ground speeds are approximately equal to those of the Shock Trooper, which means that REF mecha are much faster and

more agile than the Invid units. REF pilots must still be careful, though; the Combat Trooper can do devastating damage if any of its weapons ever manage to connect...

SCHEMATICS
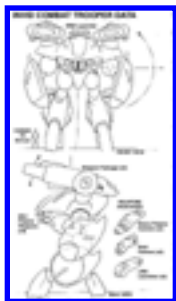
Click on the icon to the left to view the schematics of the Combat Trooper, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Torab"; **REF Nickname:** "Linebackers"
Vehicle Type: Mainline Combat Unit
Crew: One; Stage Two Invid Pilot

M.D.C. BY LOCATION

```
      Claws (3 per Forearm)          25 each
      Forearms (2)                   200 each
      Upper Arms (2)                 100 each
      Legs & Feet (2)                175 each
      Main Engine Thruster (rear)    100
+     Heavy Plasma Cannons (2)       150 each
+     Heat Cannons (2)               120 each
+     Heavy Missile Launchers (2)    120 each
      SRM Launcher (top)             100
&     Pulse Beam Cannons (4)         20 each
*     Sensor Eye                     25
**    Main Body                      250
      Pilot's Compartment            100
```

Notes:

+

      The combat trooper will only have ONE pair of main weapons. Choose one weapon type for each combat trooper. Heavy plasma cannons are the most common type of weapon for the mecha.

&

The pulse beam cannons are slightly difficult to hit; -2 penalty.

*

The sensor eye is the most vulnerable place on the Invid's mecha body. Destruction of the sensor eye will kill/destroy the mecha and pilot (goes right through crew compartment). However, it is a small target protected by surrounding shielding, thus, to hit it the player/character must make a called shot and is at -3 to strike.

**

Depleting the M.D.C. of the main body will shut the mecha down completely. Depleting the pilot compartment M.D.C. will blow the Invid to pieces.

SPECIFICATIONS

Flight:
Stationary hover to 300 mph (482 kmph) maximum, with a ceiling of 10,000 ft (3048 m).
Running:
60 mph (96 kmph).
Jumping:
30 ft (9.1 m) up or across.

Height:
32.2 ft (9.9 m)
Width:
25.5 ft (7.8 m)
Length:
25.5 ft (7.8 m)

Weight:
24 tons
Cargo:
Can carry up to twelve tons.

Abilities:
Pilot Mecha - 45%
Recognize Human Machinery - 20%
Prowl - 40%
Detect Ambush - 30%
Detect Concealment - 30%
Track - 35%

WEAPON SYSTEMS

1. **HEAVY PLASMA CANNONS**. These large plasma cannons are updated versions of those

originally found on the old Invid Shock Trooper. However, they are much more powerful and have a far greater range than the older models. One cannon is mounted over each shoulder, and both cannons can fire independently or simultaneously. The plasma energy is still released in Frisbee-like "annihilation discs," just like the older model. The cannons can point up or down in a 90 degree arc.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft
- ❍ **Range**: 6000 ft (1800 m)
- ❍ **Damage**: One single blast does 4D6 M.D., dual blasts do 8D6 M.D. and simultaneous bursts do 2D4x10 M.D. A continuous stream, lasting one full melee and directed at a single target, does 3D6x10 M.D.(!!) A strafing run (wild shooting) does 4D6 M.D. per hit.
- ❍ **Rate of Fire**: Four attacks per melee. Dual blasts and bursts both count as ONE attack.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses to Strike**: Protoculture targeting bonuses only.
- ❍ **Note**: the mouths of the plasma cannons glow white just before they fire, just like their predecessors.

2. **(OPTIONAL) HEAT CANNONS**. The Combat Trooper can also be mounted with heat cannons, similar to those mounted on the pincer command unit. Both cannons fire simultaneously, though if one cannon is destroyed the other can still fire. Both cannons must fire at the same target.

Although fixed in a forward position, the rotating inner nozzles of the cannons can adjust to about a 30 degree angle. To shoot in a different direction or greater angle, the Combat Trooper must move its entire body. A favorite tactic is to fly several hundred feet (200 to 1000 ft) above the ground and blast opposing ground units.

- ❍ **Primary Purpose**: Assault
- ❍ **Range**: 4000 ft (1200 m)
- ❍ **Damage**: Single cannon blast does 3D6 M.D., and a dual cannon blast does 6D6 M.D. A Long Blast (counts as two attacks) does 2D4x10 M.D. A concentrated blast (both cannons, focused at same target all melee) does 3D6x10 M.D. A continuous-beam strafing run does 3D6 M.D. to everything it hits.
- ❍ **Rate of Fire**: Four attacks per melee. Dual blasts count as ONE attack.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses to Strike**: +1 to strike at all times, against any target. Add in protoculture targeting bonuses for targets that use protoculture.
- ❍ **Note**: the mouths of the heat cannons glow white just before they fire, just like their predecessors.

3. **(OPTIONAL) LONG-RANGE MISSILE LAUNCHERS**. A third optional weapons package for the Combat trooper is a pair of long-range missile launchers. Each launcher can hold 4

missiles, and all missiles can be fired independently or in volleys. This weapons package is typically only used in siege operations.

NOTE: There is only one type of Invid long-range missile. It is a combination plasma/high explosive missile that seemed to be designed with fortification destruction in mind. Although extremely powerful, it is an UNGUIDED missile and gets no bonuses to strike.

- ❍ **Primary Purpose**: Heavy Assault
- ❍ **Secondary Purpose**: Destruction of fortifications
- ❍ **Maximum Range**: 200 miles (320 km)
- ❍ **Speed**: 1400 mph (2251 kmph)
- ❍ **Damage**: 3D6x10 M.D. per missile.
- ❍ **Rate of Fire**: One at a time, or in volleys of 2, 4, 6, or 8 (all).
- ❍ **Payload**: 4 missiles per launcher, 8 missiles total.
- ❍ **M.D.C. of Missile**: 20
- ❍ **Bonuses to Strike**: **NO** bonuses to strike.

4. **PULSE BEAM CANNONS**. Four small Invid beam cannons are mounted in the main body of the mecha, two on either side of the sensor eye. The weapons can rotate to a maximum of 30 degrees in any direction. All four cannons can fire in unison or independently of one another.

- ❍ **Primary Purpose**: Defense
- ❍ **Secondary Purpose**: Close-range assault
- ❍ **Range**: 3000 ft (900 m)
- ❍ **Damage**: One single blast (rare) does 2D6 M.D., dual blasts (simultaneous shots, same target) do 4D6 M.D., and quad blasts (all four cannons aimed at same target) do 6D6 M.D. A four-cannon burst (12 blasts, all at same target) does 8D6 M.D.
- ❍ **Rate of Fire**: Four attacks per melee. Dual and quad blasts and bursts count as ONE attack.
- ❍ **Payload**: Unlimited
- ❍ **Bonuses to Strike**: +1 to strike, plus protoculture targeting bonuses.

5. **SRM MISSILE LAUNCHER**. A small missile launcher is built into the top of the mecha, in between the shoulders and plasma cannons. It is normally recessed into the mecha, and pops up to fire.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Cyclone
- ❍ **Missile Type**: Almost always Plasma SRMs.
- ❍ **Range**: 5 miles (8 km)
- ❍ **Mega-Damage**: 1D6x10 M.D.
- ❍ **Rate of Fire**: One at a time or in volleys of 2-5 missiles. Can only fire a maximum of 5

missiles at a time!

- ❍ **Payload**: 20 missiles.
- ❍ **Bonuses to Strike**: +3 to strike (but no protoculture bonuses)

6. **HAND-TO-HAND COMBAT**. Though a slow combatant, the Combat Trooper can do lots of damage if it manages to hit!

- ❍ **Attacks Per Melee**: Four
- ❍ **Hand to Hand Bonuses**: No bonus to strike, +2 to parry, no bonus to dodge on the ground, +1 to dodge when in flight, +1 to roll with a punch, fall, or impact.
- ❍ **Types of Attacks**: Punch/Claw: 6D6 M.D. Crush with Hand: 2D6 M.D. per melee round. Body Block/Ram: 4D6 M.D., counts as two attacks. Stomp: 4D6 M.D., target must be 15 ft (4.5 m) or smaller.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE INVID ATTACK SCOUT

BACKGROUND

The Attack Scout first appeared in late 2043 in the skies over North America, but soon spread to areas throughout the globe. This new high-speed mecha quickly became a feared aerial combatant, as it was faster and more maneuverable than a VAF-6 Alpha Fighter. The design also had heavier armor and more powerful plasma cannons than its predecessors, making it an even more dangerous threat to older REF mecha. By the winter of 2043 the Attack Scout became the most common Invid mecha around, constantly conducting high-speed patrols in search of resistance fighters.

INVID ATTACK SCOUT

At first appearance, the Attack Scout looks very similar to the old Armored Scout. However, a close examination will reveal many differences. The upper body of the mecha is a single super-hard metal plate that curves around the rear of the mecha and ends about halfway underneath it. There is a single slit in the rear of this plate where the main engine thruster is located. The engine itself seems to be a combination thruster/antigravity unit. It is tremendously efficient, allowing the Attack Scout to achieve very high speeds with little thrust. The sensor eye is identical to the old Scout, but new plasma cannons are located on either side of it, just under the edge of the plate. The forearm shields of the mecha are much larger, though the legs are skinnier. The Attack Scout is red in color, just like its cousins.

The most unique feature about the new scout is that it can "convert" into a special configuration for high-speed aerial attacks. The legs fold into the main body and the claw units retract into the forearm shields. The scout then pulls up its forearm shields, completely covering the legs and weak areas on the lower front main body. At this point the scout looks like a jet-propelled arrow head. By rotating the forearm shields down slightly the scout can form a small "gunsight" in the front of the armor, allowing the Invid

to use its protoculture sensor and plasma cannons. (The effect is something like a cartoon oyster opening its shell slightly to peek outside) The shields can quickly rotate back to protect these vulnerable systems if necessary.

Attack Scouts are NEVER encountered alone. The smallest number they are ever found in is a trio, though they can often be encountered in FAR greater numbers. The scout is much weaker on the ground, so if it is ever necessary for a patrol to investigate something on land, ONE mecha will descend and look around while the other two remain in the air to cover it. The landed scout will quickly take off if it is attacked or startled. Attack Scouts will seldom explore caves or underground structures. They will instead call in a patrol of Invid Sentinels to investigate while they remain above to attack anyone who emerges.

SCHEMATICS
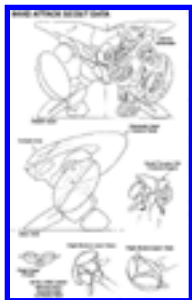
Click on the icon to the left to view the schematics of the Attack Scout, based on data collected by REF Intelligence.

RPG STATS

Invid Name: "Igiai"; **REF Nickname:** "Kamikaze Clams"
Vehicle Type: Fast Attack Mecha
Crew: One; Stage One Invid Pilot

M.D.C. BY LOCATION

```
+       Hand/Claw (2)                    10 each
        Forearm Shields (2)              150 each
+       Upper Arms (2)                   25 each
+       Legs & Feet (2)                  25 each
&       Main Engine Thruster (rear)   30
+       Pulse Beam Cannons (2)           20 each
+*      Sensor Eye                       25
+**     Lower Front Main Body            50
***     Upper/Rear Main Body             200
+       Pilot's Compartment              20
```

Notes:

+

These areas are fully protected when the mecha is flying (the forearm shields are pulled in and form a flush surface with the upper main body). If the Invid lowers the forearms to fire at an enemy or simply take a quick look around, then the beam cannons and the sensor eye may be targeted, but this is an **EXTREMELY** difficult shot; -5 to strike in addition to normal penalties.

*

The sensor eye is the most vulnerable place on the Invid's mecha body. Destruction of the sensor eye will kill/destroy the mecha and pilot (goes right through crew compartment). However, it is a small target protected by surrounding shielding, thus, to hit it the player/character must make a called shot and is at -3 to strike.

**

Depleting the M.D.C. of the lower front main body will shut the mecha down completely. Depleting the lower front main body M.D.C. and crew compartment M.D.C. will blow the Invid to pieces.

***

Depleting the M.D.C. of the upper/rear main body will NOT shut the mecha down. Instead, any damage to the main body will go directly to the pilot's compartment. (!!) Once the pilot's compartment is destroyed the mecha will effectively be dead.

&

The Main Engine Thruster is NOT protected by the Upper Main Body and is thus always vulnerable to attack. However, the engine is recessed into the mecha, so the only way to hit it is to make a called shot **AS THE MECHA PASSES!** -4 to strike in addition to normal penalties.

SPECIFICATIONS

Flight:

Stationary hover to 4690 mph (Mach 7.0) maximum, making the attack scout effectively transatmospheric (able to blast into outer space under its own power). However, at speeds greater than Mach 4.0 (2680 mph) the mecha becomes effectively unmaneuverable and can only travel in a straight line (-3 to hit due to speed, but the Invid cannot dodge). Cruising speed for reconnaissance is 120 to 300 mph (192 to 480 kmph).

Running:

30 mph (48 kmph). Rarely runs.

Jumping:

100 ft (30.5 m) up or across. Rarely jumps.

Height:

8.3 ft (2.5 m) with legs extended. 5 ft (1.5 m) retracted.

Width:

12.3 ft (3.75 m)

Length:
10.7 ft (3.25 m)

Weight:
4.75 tons

Cargo:
Can carry up to one ton.

Abilities:
Pilot Mecha - 85%
Recognize Human Machinery - 25%
Prowl - 45%
Detect Ambush - 45%
Detect Concealment - 45%
Track - 45%

WEAPON SYSTEMS

1. **DUAL PULSE BEAM CANNONS**. Two small Invid beam cannons are mounted in the main body of the mecha, just to either side of the sensor eye. The weapons are fixed forward, but the inner nozzle of each cannon can rotate to a maximum of 30 degrees in any direction. Though both cannons fire in unison, one cannon will still function if the other is destroyed.

   These weapons are blocked and cannot when the forearm shields are retracted. However, the Invid can "crack" the shields by leaning them down slightly, forming a gap large enough to fire through.

   - ❍ **Primary Purpose**: Assault
   - ❍ **Range**: 5000 ft (1500 m)
   - ❍ **Damage**: One single blast (rare) does 2D6 M.D., dual blasts (simultaneous shots, same target) do 4D6 M.D. and a burst (6 blasts, all at same target) does 6D6 M.D.
   - ❍ **Rate of Fire**: Four attacks per melee. Dual blasts and bursts both count as ONE attack.
   - ❍ **Payload**: Unlimited
   - ❍ **Bonuses to Strike**: +1 to strike, plus protoculture targeting bonuses.

2. **HAND-TO-HAND COMBAT**. The Attack Scout can engage in hand-to-hand combat if necessary. This is rare, though, as the Invid must lower its forearm shields in order to strike.

   - ❍ **Attacks Per Melee**: 4
   - ❍ **Hand to Hand Bonuses**: +1 to strike, +3 to parry, +1 to dodge on the ground, +5 to dodge in flight, +7 to dodge at speeds between Mach 3 and Mach 4, +1 to roll with impact.

3. **RAMMING ATTACK**. The Attack Scout will sometimes launch a "suicide" attack on an enemy by accelerating as fast as possible and then ramming the enemy mecha. This attack is especially likely if the scout is badly damaged or surrounded, with no chance of escape. This attack is very likely to destroy the scout as well, so it is usually used only in desperation.

   ○ **Bonuses to Strike**: +2
   ○ **Damage**: 1D4x100 M.D. (!!) to the target. The **SAME** amount of damage is inflicted on the upper main body of the scout. The scout is automatically destroyed if it receives 200 M.D. or more of damage.

NEW INVID MECHA OF
THE THIRD INVID WAR

When the **Third Invid War** first began, the new Invid occupation army used the exact same mecha and tactics as the Regis' orginal troops did. This was a boon to the resistance fighters, as most of them had fought the same Invid mecha during the First and Second Invid Wars and thus knew their weaknesses. The lack of originality of the Invid during the first months of the war led to several major victories for the Earth resistance, and people began to believe that the new conflict would soon be over. However, the Invid's superior numbers of mecha combined with a lack of supplies and support for the REF caused the war to drag on.

The predictability of the Invid started to change in early 2043. The first new Invid mecha that appeared were highly experimental units, largely inspired by ex-EBSIS engineers who had decided to work for the Invid. These mecha were never deployed in large numbers and usually operated only in conjunction with Invid-sponsored EBSIS strike forces. The most radical of these experimental mecha was the **Kurgatch I-K Mobile Sonic Cannon**, a 200-foot-tall man-shaped mecha with an experimental sonic cannon as its main weapon. The MSC was destroyed in Los Angeles by the California Freedom League in the summer of '43. No other MSCs were ever constructed. *(NOTE: The stats for the mecha mentioned above can be found in the Robotech RPG supplement [LANCER'S ROCKERS](#))*

Invid Combat Trooper

After the destruction of the MSC the Invid seemed to return to their traditional tactics for several months. Then, in late 2043 new mecha designs began to appear in North America, replacing and phasing out the older standard units that had been used until now. The first new mecha design to appear was the Attack Scout, a revamped version of the standard Invid Scout mecha that was faster, stronger, and **DEADLIER** than its predecessors. The Attack Scout was quickly accompanied by the Combat Trooper and Strike Unit, also obvious upgrades to the older Shock Trooper and Pincer Command Unit designs, respectively. Unlike the earlier Krugatch mecha, these new designs did not seem to have any human influence, and were deployed in large numbers very quickly around the globe. The tactics used by the Invid changed along with the mecha designs; the new Invid seemed smarter and sneakier than their predecessors, even though examination of destroyed mecha by resistance fighters revealed they were being piloted by the same types of organic beings. The invid seemed to have rapidly learned the arts of deception and subtlety, and were using them to the fullest effect possible.
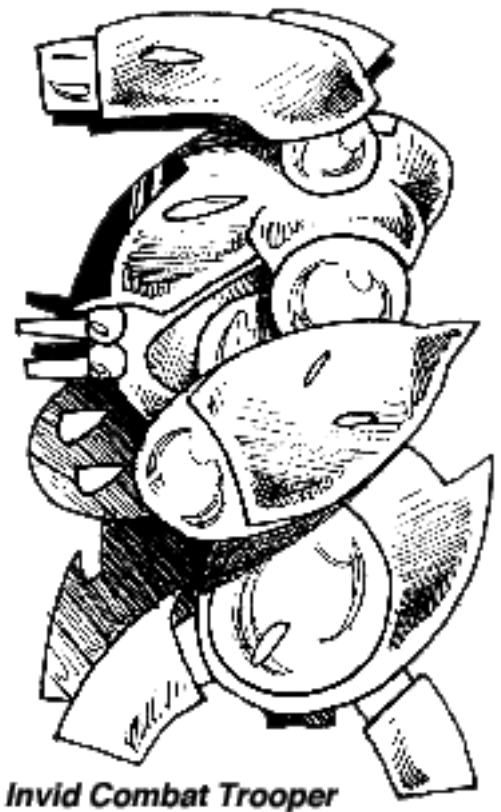
These new mecha designs were the primary reason for the rapid decline of the terran resistance in late 2043 / early 2044. The new mecha and tactics came as a complete surprise to the resistance fighters, and many were eliminated before they could adapt, or even realize what was happening. Although new mecha from the REF forces at Tirol also began to arrive during 2044, the newly-operational **Invid Space Hives** made the availability of these mecha rare. The new mecha quickly made the humans realize that these invaders were NOT the same Invid that had invaded them before, and that there was a real possibility that the new opponents may win the Third Invid War.

WARNING! CLASSIFIED MATERIAL!

The following information is for the Game Master's eyes only! You will ruin much of your enjoyment of TIW as a player if you continue to read this page. If you plan on playing TIW as a PC, STOP READING NOW!

New Invid Mecha Designs

- Invid Attack Scout
- Invid Combat Trooper
- Invid Space Trooper
- Invid Strike Unit
- Invid Sentinel
- Invid Assault Battloid
- Invid Warlord Battloid

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE THIRD INVID WAR
NEW REF WEAPONS AND BODY ARMOR

CONTENTS:

GALLANT 1000 MULTI-WEAPON SYSTEM

Power Interface for optional Shoulder Stock/Rifle Energy Clip

Targeting Computer Interface for optional Sighting Attachments

Weapon Muzzle

TWR GALLANT 1000

Built-In Laser Sight

High-Density Protoculture Clip

Tirolian Weapons Research
GALLANT 1000
Multi-Weapon System

The **Gallant 1000 Multi-Weapon System** first began production in 2038 shortly before the beginning of the Third Invid War. The Gallant 1000 was the first weapon system designed by **Tirolian Weapons Research (TWR)**, a new company recently started on Tirol by several ex-REF weapons researchers who retired from the service and started their own production company. Despite accusations of favoritism from several rival production firms (most notably the **Kabarran National Weapons Factory**), the Gallant 1000 proved to be an excellent weapon and quickly became the standard sidearm for the REF, replacing the aging Gallant H-90 system.

The Gallant 1000 is an extremely durable weapon, requiring minimal maintenance and functioning well in any type of environment. The most notable feature of the system remains its versatility; being able to vary power levels with the flick of a switch. The Gallant 1000 has 4 weapon settings, with various ranges and damage for each setting. All four settings can be used without the additional rifle stock (an improvement over the original H-90), although using setting 4 without the stock will exhaust the energy cell in only four shots. The Gallant itself is shaped somewhat like the original, with a complete circular housing instead of the traditional handle design. However, the top of the gun nozzle is higher and completely flat to make the gun easier to aim. The Gallant 1000 comes with several detachable options, including a electronic sight with computer targeting interface, a flash suppressor, and a shoulder stock which can also hold additional e-clips. Like the older Gallant H-90, the Gallant 1000 can be used as a pistol, submachine gun, or a rifle depending on what options are attached.

The success of Gallant 1000 allowed TWR to land several lucrative contracts with the Robotech Expeditionary Force, including the design of the energy weapon systems on the new VAF-8 and VAF-9 veritech fighters. The Gallant 1000 remained the standard sidearm of the REF until 2055. Although somewhat rare compared to the Gallant H-90, the Gallant 1000 can still be found often on Earth, a legacy to the violence of the Third Invid War.

GALLANT 1000
with optional Shoulder Stock,
Computer Targeting Sight,
and Flash Suppressor attached
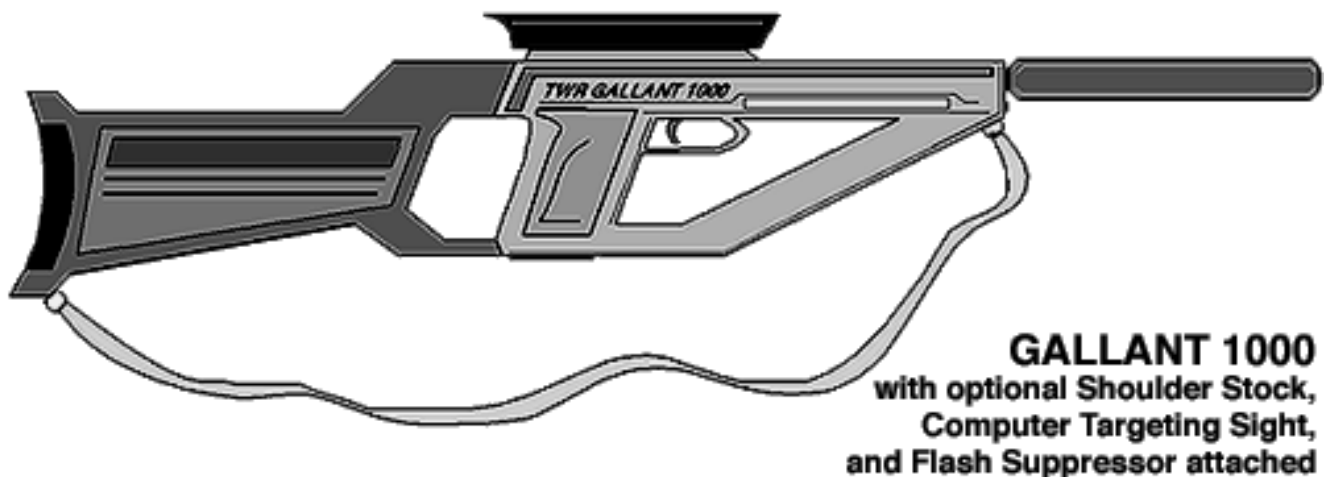
Weight: 2.5 lbs (1.1 kg) without stock, 6.0 lbs (2.7 kg) with stock.
Damage: By Setting:
- Setting 1: 5D6 S.D. per shot.
- Setting 2: 1D6 M.D. per shot.
- Setting 3: 3D6 M.D. per shot.

- ❍ Setting 4: 5D6 M.D. per shot.

Range: By Setting:
- ❍ Setting 1: 800 ft (244 m)
- ❍ Setting 2: 1200 ft (366 m)
- ❍ Setting 3: 1600 ft (488 m)
- ❍ Setting 4: 2000 ft (610 m)

Rate of Fire:

Settings 1 and 2 can be fired as aimed, burst, or wild shots. (see modern weapon proficiencies, *Sentinels* page 47) Settings 3 and 4 are automatically limited to semi-automatic shots (equal to the character's combined number of attacks) to prevent overheating of the firing mechanism.

Payload: By Setting:
- ❍ Setting 1: The SDC laser draws so little power that it is effectively unlimited. (1500 shots estimate)
- ❍ Setting 2: 40 shots, or 120 with Rifle Stock.
- ❍ Setting 3: 20 shots, or 60 with Rifle Stock. (1 setting 3 shot = 2 setting 2 shots)
- ❍ Setting 4: 4 shots, or 12 with Rifle Stock. (1 setting 4 shot = 10 setting 2 shots)

Features:

Automatic Laser Targeting (+1 to strike). Optional Computer Targeting Sight provides passive IR and nightvision targeting, as well as an additional +2 to strike.

NOTE: The Gallant 1000 still uses protoculture energy.

GALLANT H-95 MULTI-WEAPON SYSTEM

The **Gallant H-95** was developed by Tirolian Weapons Research in response to a request for a smaller version of the standard H-90. Although rugged, reliable, and versatile, the Gallant H-90 was somewhat bulky and difficult to conceal. This was especially inconvenient for REF mecha pilots who already had very little space to work with in their cockpits. The Gallant H-95 was therefore designed with pilots in mind, packing the power and versatility of the H-90 in a much smaller frame that could be more easily concealed in a flight suit or in CVR-series armor.
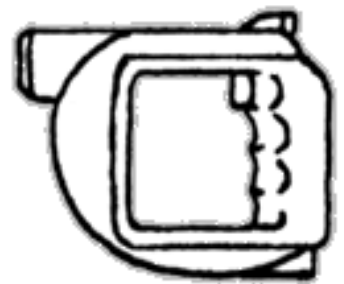
GALLANT H-95
Tirolian Weapons Research

Like the H-90, the basic design of the Gallant H-95 is circular, with the handle being at the back and the firing mechanism curving forward around the holder's knuckles. However the H-95 compacts this design significantly so that the gun resembles a "D". This has resulted in the H-95 being given the nickname "brass knuckles" among REF soldiers. Because of recent advances in power systems and accellerator barrel design TWR engineers were able to increase the number of shots the H-95 could deliver while keeping power levels and damage capacity about the same. The H-95 still uses standard protoculture cells for power; despite the risk of detection by Invid protoculture sensors, protoculture cells still remain the most compact and efficient type of energy cells available.

The H-95 is 100% compatible with the H-90's systems, meaning that the weapon can use the same suppression barrel and stock that the H-90 does for increased power and range. The H-95 is now standard issue for all REF mecha pilots, while the newer Gallant 1000 is reserved for ground soldiers, cyclone riders, and others that need greater firepower. The Gallant H-90 is no longer manufactured, although many thousands still remain in service both on Earth and in the REF fleet.

Weight: 1.0 lbs (0.46 kg) without stock, 5.0 lbs (2.31 kg) with stock.
Damage: By Setting:
- Setting 1: 4D6 S.D. per shot.
- Setting 2: 1D6 M.D. per shot.
- Setting 3: 4D6 M.D. per shot.

Range: By Setting:
- Setting 1: 200 ft (61 m)
- Setting 2: 500 ft (152 m)
- Setting 3: 1400 ft (427 m)

Rate of Fire:
Settings 1 and 2 can be fired as aimed, burst, or wild shots. (see modern weapon proficiencies, *Sentinels* page 47) Setting 3 is automatically limited to semi-automatic shots (equal to the character's combined number of attacks) to prevent overheating of the firing mechanism.

Payload: By Setting:
- Setting 1: The SDC laser draws so little power that it is effectively unlimited. (1500 shots estimate)
- Setting 2: 30 shots, or 180 with Rifle Stock.
- Setting 3: 10 shots, or 60 with Rifle Stock. (1 setting 3 shot = 3 setting 2 shots)

Features:
Automatic Laser Targeting (+1 to strike).

NOTE: The Gallant H-95 still uses protoculture energy.

GALLANT H-95 with FLASH SUPPRESSOR and RIFLE STOCK

MARK IX "PARASITE"

RIFLE-LAUNCHED MAGNETIC CLUSTER MINE
Written by the Armyman (armymaniii@aol.com)

The Parasite was developed initally during the first few years after the Malcontent Uprisings, around 2021. Though it is unknown where the weapon originated from, it is believed that it was first produced either by the Merchant Republic or by state factories in the E.B.S.I.S. Regardless, it has become widely copied by many black marketeers, as well at least four other major arms manufacturers in the Congo Quadrant, the former Zentraedi Control Zone and North America.

Employed successfully by the R.D.F. and other forces against the larger Zentraedi and their Regult combat pods, the weapon found itself shelved during the Robotech Masters assault on Earth in the intervening years before the coming of the Invid. This is due in part because of the Master's tactics and their equipment rather than any shortcoming in the weapon itself. However, with the resurgence of Invid activity after the assault on Reflex Point and the Invid's new willingness to "duke-it-out" on the human's level, the Parasite has once again found a place in the resistance's arsenal.

The Parasite is a rifle-launched munition of considerable size. To fire, one places a parasite over the suppression barrel of a Gallant H-90, H-95 or Gallant 1000 laser rifle. The **lowest S.D.C. setting** is used to ignite the Parasite's own propulsion system and the mine leaves the barrel with explosive force (a good, steady firing position is a must), while small nozzles at the base of the warhead impart a stabilizing spin to the whole projectile. Within range of a target and using its radar proximity probe, the mine detonates a small, core explosive that spreads up to twenty-five of the tiny M21 submunitions in a controlled pattern. Each submunition is highly magnetic and will adhere to any ferro-magnetic objects within a 30 foot (9.1 m) blast radius. Once an internal chip in the submunition detects that it is settled (2-4 seconds after the initial blast), it activates a highly sensitive motion sensing device that will detonate at the slightest movement (more than .5m/second is sufficient for detonation). Additionally, the M21's casing is pressure sensitive meaning that it will detonate if squeezed or stepped on, so even the munitions that fail to find a target are still dangerous.

As a separate feature, the Parasite can also be used as a area denial mine as evidenced by the four folding legs arranged around the base propulsion module. In this capacity, the mine is set in position by hand and a priming pin is pulled inside the bottom propusion module. After the pin is pulled, the mine has a short, fifteen second delay before it is armed and begins scanning the area with its radar proximity probe. Anything coming within the 20 foot (6.1 m) blast radius will activate the mine, spreading its M21 submunitions in a circular pattern. Targets in the blast radius will be struck by 1D6+1 submunitions. This
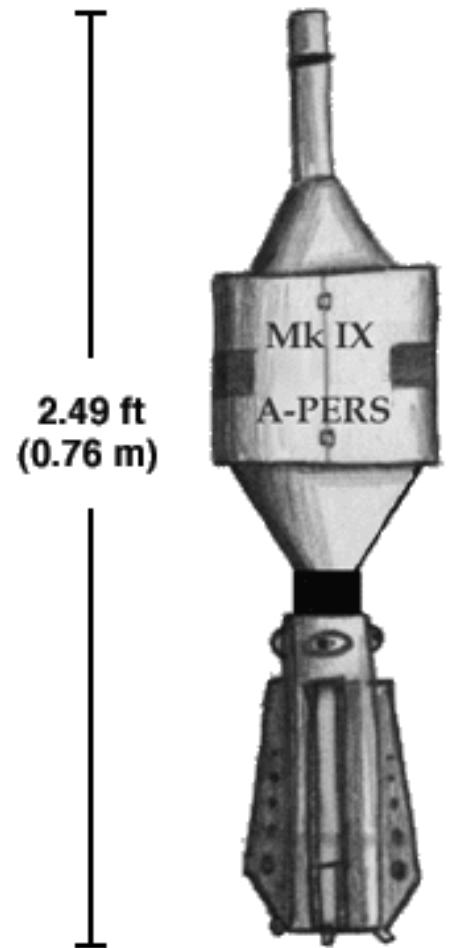
feature is not used often for obvious reasons: though most Invid will walk right up on the mine, humans and stage four (or higher) Invid will recognize the weapon and either avoid or destroy it.

Weight: 24 lbs (10.9 kg)
Damage:

2 points of M.D. per submunition. To determine the number of submunitions that strike a target, the firer takes his attack roll (without modifiers) and adds one (1). A *natural 20* means all 25 have struck and the target suffers maximum damage (50 M.D.).

Range:

500 ft/1150 ft (150 m/350 m), if fired from a flat or ballistic trajectory. Though firing it ballistically (an arced trajectory, called "lobbing") has greater range, most weapons have no provision for a special ranged sight. Additionally, the extreme weight of the projectile makes firing the mine difficult at best. Regardless of the method used to aim, for every 50 meters beyond the initial 50 meter mark, the firer suffers a cumulative -1 to strike.

For Example: a Freedom Fighter spots an Invid Attack Scout 200 meters away and readies his Parasite from a concealed position. He will need at least an 8 to strike because he will suffer a penalty of -3 to strike his target (50 meters [no modifier] +150 meters [-1 to strike per additional 50 meters]).

Radar Proximity Probe
Primary Warhead
Base Propulsion Module With Folding Legs (4)
M21 Submunition (25)
3.5 in (9 cm)
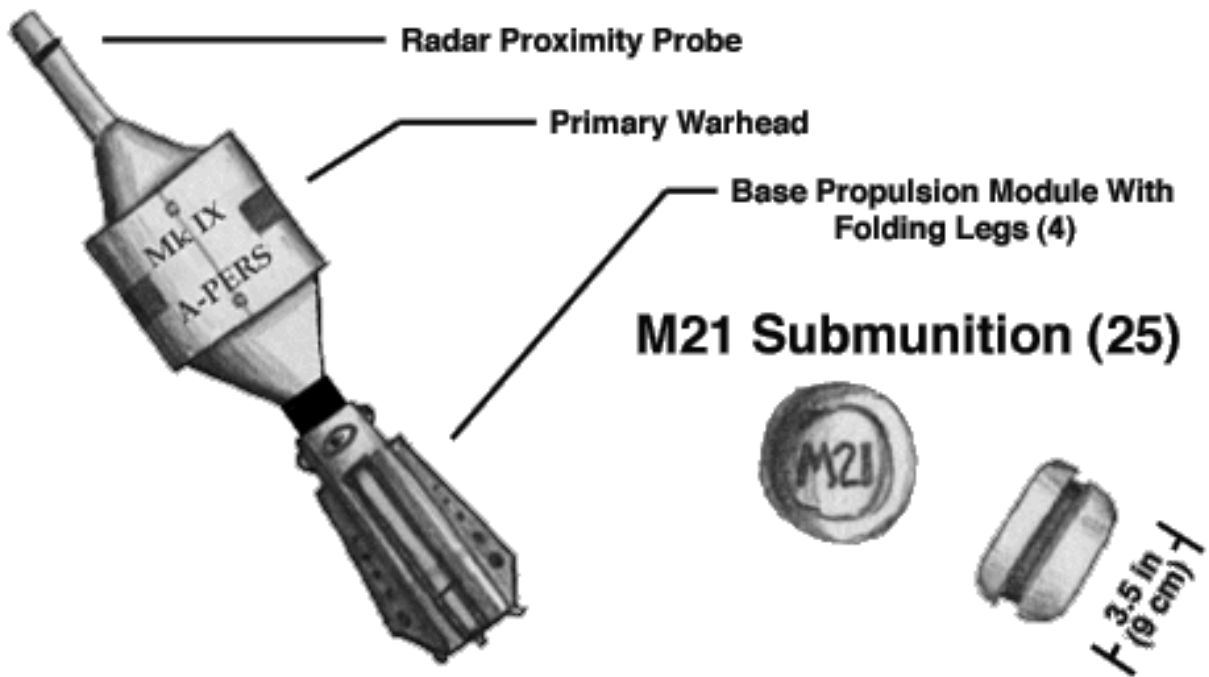
REF COMBAT BODY ARMOR (Old Style)

The REF Combat Body Armor was the immediate predecessor to the now-legendary CVR-3 Cyclone Body Armor. First produced in 2021 during the final planning stages for the SDF-3 Pioneer mission, the armor provided REF personnel and foot soldiers with better protection than the standard REF flightsuits of the time. The CBA was constructed out of new (at the time) high-strength ceramic and laminate materials that provided better protection than the RDF Heavy Combat Armor while only minimally restricting movement. Although not quite suited for Veritech or Destroid pilots who required a wide range of motion, the armor proved excellent for crews of ground vehicle such as the AAT-30 and the MTA Titan. The Southern Cross also adopted the CBA and used it with the [Garland-series transformable motorcycles](). Eventually both the REF and the Southern Cross improved on the CBA's design, resulting in the CVR-3 and SC series body armors respectively. During the Second and Third Invid Wars CBA became extremely rare on Earth, only occasionally being found in long-forgotten Southern Cross weapons caches and abandoned bases.

The REF Combat Body Armor is <u>NOT</u> compatible with REF Cyclones. The Cyclone program was in the earliest planning stages when the CBA was produced.

MDC protection by location

```
Helmet              35
Main Torso          40
Arms (2)            15
Legs (2)            30
```

*(**Note:** If you prefer the older rules for MDC body armor, use the MDC value of the **Main Torso** as the overall value for the armor)*

- Complete Environmental Battle Armor (EBA) suitable for use in space and other hostile environments.
- Includes helmet with removable face plate and a tinted, light sensitive visor. A short range tactical radio and a flashlight are also built into helmet. Radio range is 3 miles (4.8 km).
- Gas filtering and artificial circulation system, with an independent oxygen supply for use in low oxygen or polluted environments. The system can supply oxygen to the wearer for up to four hours maximum.
- Insulated, high temperature resistant weave of nylon, synthetic fibers, and metal mesh that is fire resistant up to 245 degrees centigrade. Normal fires do no damage, but plasma and nuclear fires have full effect.
- Radiation-shielded.
- Includes utility belt/holster.

REF CVR-3 BODY ARMOR (New Rules)

*Note: This description uses the new armor section MDC value rules for personal body armor introduced in recent Palladium **RIFTS** supplements, which I prefer to the "one-value-covers-all" versions in the original Robotech RPG. If you like the older rules please feel free to ignore these numbers.*
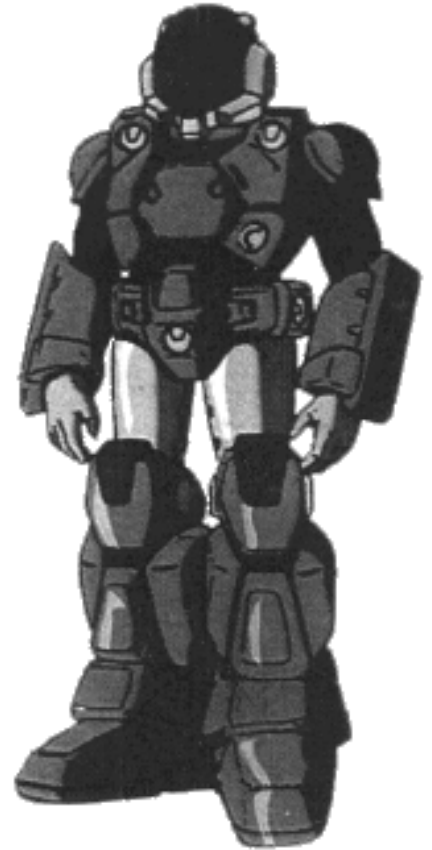
The CVR-3 series armor was the standard REF body armor during the Third Robotech War/Second Invid War (2035-2038). Developed in the early 2030s near the end of the Sentinels War the CVR-3 was a total redesign of the outdated and obsolete combat body armor that had served the REF since the launch of the SDF-3 Pioneer. The CVR-3 was a durable blend of metal alloys and ceramics that was lighter and far stronger than earlier armors, and allowed for the inclusion of many additional features such as an environmental control computer, an independent oxygen supply, and a more powerful tactical radio. The CVR-3 became an integral part of subsequent weapon systems, most notably the Cyclone Veritech Ride Armors. Thousands of suits of CVR-3 armor made it to Earth during the Second and Third Invid Wars, and the CVR-3 became a popular symbol of the terran resistance. Although no longer in use by the RGF military CVR-3 armor is still very popular among police and civilian defense forces.

MDC protection by location:

```
Helmet              50
Main Torso          50
Arms (2)            25
Legs (2)            40
```

Standard Features:

- Complete Environmental Battle Armor (EBA) suitable for use in space and other hostile environments.
- Chemically coated to be laser resistant; lasers do 1/2 damage.
- Includes helmet with removable face plate and a tinted, light sensitive visor. A short range tactical

radio is also built into helmet. Range is 4 miles (6.4 km).
- Computer controlled life support system with humidifier, internal cooling and temperature control.
- Gas filtering and artificial circulation system, with an independent oxygen supply for use in low oxygen or polluted environments. The system can supply oxygen to the wearer for up to eight hours maximum. The system automatically engages when necessary.
- Insulated, high temperature resistant weave of nylon, synthetic fibers, and metal mesh that is fire resistant up to 300 degrees centigrade. Normal fires do no damage, but plasma and nuclear fires have full effect.
- Radiation-shielded.
- Includes utility belt/holster.

REF CVR-4 BODY ARMOR

In 2038 the REF command approved a proposal to update the CVR-3 series body armor with new technology. The alliance with the sentinels races following the First Invid War led to an exchange of technical knowlege and many new discoveries that could be used to improve the military designs used by the REF. One of the most dramatic new discoveries was molecular aligned metallic alloys taught to REF engineers by the Spherians. MA alloys were chains of molecules arranged in interlocking geometric patterns which eliminated material flaws and dramatically increased alloy strength. The procedure was similar to how turbine blades for jet fighters were produced in the late 20th and early 21st centuries but was far cheaper and could be manufactured on a much greater scale. MA alloys were used as the basis for the new CVR-4 body armors that would replace the older CVR-3 armors currently in service.
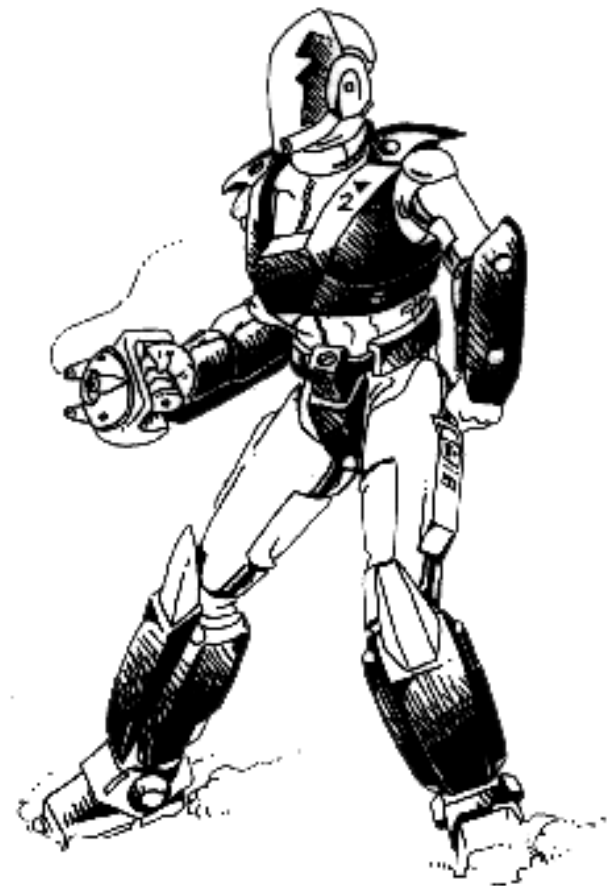
CVR-4 body armor comes in two different versions, a standard version and a CVR-4C heavy combat version which features increased strength at the cost of some flexibility and agility. CVR-3 and CVR-4 armor is interchangeable, meaning that a CVR-4 armor will work with older VR-0XX cyclones (and CVR-3 armor will work with the VR-1XX second generation cyclones). CVR-4C armor is specifically designed for the VR-152 Battler II and the VR-112 Samson and will not work with other cyclone models. Like CVR-3 armor, CVR-4 armor is available in separate styles for men and women.

MDC protection by location:

CVR-4 Standard Version   **CVR-4C Heavy Combat Version**

Helmet	60	Helmet	70
Main Torso	70	Main Torso	90
Arms (2)	40	Arms (2)	50
Legs (2)	60	Legs (2)	70

*(**Note:** If you prefer the older rules for MDC body armor, use the MDC value of the **Main Torso** as the overall value for the armor)*

Standard Features (Both Versions):

- Complete Environmental Battle Armor (EBA) suitable for use in space and other hostile environments.
- Chemically coated to be laser resistant; lasers do 1/2 damage.
- Includes helmet with removable face plate and a tinted, light sensitive visor. A short range tactical radio is also built into helmet. Range is 4 miles (6.4 km).
- Computer-generated HUD (heads-up display) overlays on inside of tinted visor. Can be used to display sensor displays and status readings when linked to the onboard computer in a Cyclone or other REF mecha.
- Computer controlled life support system with humidifier, internal cooling and temperature control.
- Built-in medical sensors that monitor the life signs of the wearer. The computer can transmit the readings to other REF mecha or a command center.
- Gas filtering and artificial circulation system, with an independent oxygen supply for use in low oxygen or polluted environments. The system can supply oxygen to the wearer for up to eight hours maximum. The system automatically engages when necessary.
- Insulated, high temperature resistant weave of nylon, synthetic fibers, and metal mesh that is fire resistant up to 400 degrees centigrade. Normal fires do no damage, but plasma and nuclear fires have full effect.
- Radiation-shielded.
- Includes utility belt/holster.

The following material was written by Nathan Babcook (hellcat@computerland.net) and is used in **THE THIRD INVID WAR** with permission. Please feel free to use, copy, and distribute it as you see fit, but please give proper credit to the author and do not claim that it is your own work. Comments and suggestions are welcome.

THUNDERER-CLASS BATTLE FORTRESS

RPG Stats by ***NATHAN BABCOOK*** (*hellcat@computerland.com*)
Background info provided by the ***ROBOTECH TECHNICAL FILES***

BACKGROUND

The *SDF-4 Thunderer* was one of the first new starships built following the end of the Sentinels War (First Invid War). The design for the new battle fortress had actually been developed during the height of the war, but difficulties experienced during the repair and refit of the Fantoma Orbiting Shipyards prevented construction on the warship from beginning until late 2031. The Thunderer was finally launched in 2034, two years after the fall of the Invid Regent. However the *Thunderer* and her sister ships would play an important role in the Second and Third Invid Wars.
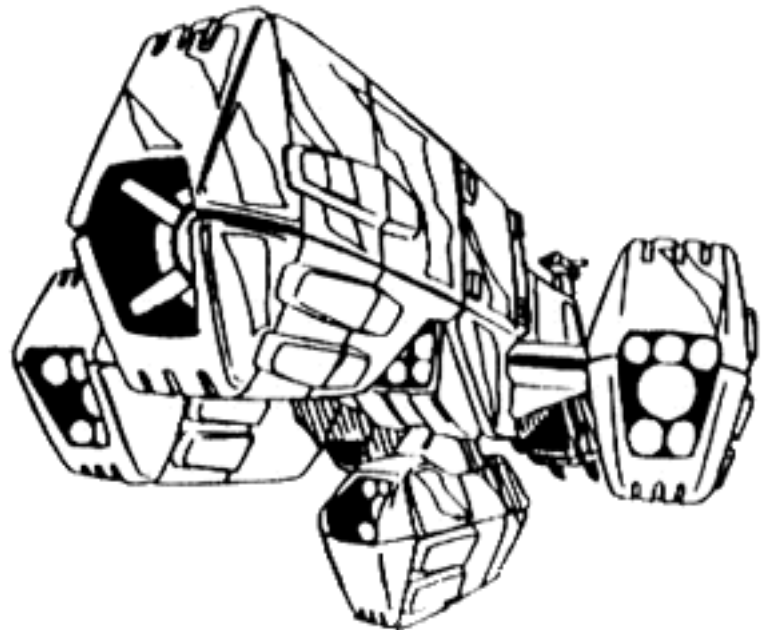
The Thunderer class drew heavily on the design studies of the Ikazuchi class command carriers, but was expanded to include more reflex weaponry and a larger mecha complement. The main body of the vessel retains the 'brick on its side' shape for much of its length, though it can be divided into three sub-sections: A narrow, downsloping aft central section, an enlarged and heightened forward cannon section, and a wide and low engine block aft. In addition, three additional modules are attached; two connecting by a passage to the two sides of the central body and directly to the engine block, and one to the keel. At the front of the side bodies the heavy particle cannons are mounted, which, in concert with the main reflex cannon in the main body, can bring an enormous amount of fire to bear on the forward arc. In addition, the forward subsection of the main body shields much of the vessel from return fire, and the side bodies shield the aft main body and the engine block from flanking maneuvers. At normal battle

attitudes, the Thunderer's vital aft central body is usually only exposed on its top and bottom sides, and only in a very limited way forward of the engine blocks. This all combines (because of the ships' attitude) to make the central section the least vulnerable section of the ship.

Hangar decks and crew spaces are distributed through the vessel, including eight quick-launch bays first used on the Ikazuchi command carriers. There is a large Horizont bay located in the lower body, capable of a high turn-around rate on the shuttles. The lower body also contains Destroid hangars, to facilitate unloading. The Air Group hangars are all in the main and side bodies. There is no command citadel, though there is a command tower that rises above the main hull, shortly before the deck begins its aft downslope. The flag bridge is located in this tower.

The *SDF-4 Thunderer* and the *SDF-5 Izumo* were both destroyed in the final battle of the Second Invid War when the Regis and her forces fled from Earth. The *SDF-6 Prometheus*, named in honor of the Prometheus Attack Group and intended to be the flagship for the fleet, was completed and launched in 2042. Two more Thunderer battle fortresses were under construction at the end of the Third Invid War, but both were converted into newer **Olympus-class Battle Fortresses** prior to completion. The *SDF-6 Prometheus* is the only surviving example of this starship class, and still serves proudly as the flagship of the 2nd RGF Starfleet. The *Thunderer*, *Izumo* and *Prometheus* were all built at the Fantoma Orbiting Shipyard.

RPG STATS

Government: Robotech Expeditionary Force, later Sentinels Alliance
Ship Type: Super Dimensional (Space Fold) Battle Fortress
Class: *Thunderer SDF*
Manufacturer: Tirol (Fantoma Orbiting Shipyard)

Crew: 7,850 total
       Officers: 420
       Main Crew: 4,150
       Flight Crew: 2,800
       Mecha Pilots:
       Troops: 1,800

Notable Ships of Class:

SDF-4 Thunderer	launched 2034, first new battle fortress constructed at Tirol, assigned as flagship of REF Jupiter Attack Group #2 in 2038, destroyed above Earth by Invid Regis same year
SDF-5 Izumo	launched 2037, assigned as flagship of REF Jupiter Attack Group #3 in 2038, attempted to destroy the surface of the Earth using Neutron-S missiles, destroyed above Earth by Invid Regis same year

SDF-6 Prometheus launched 2042, assigned as flagship of the REF Prometheus Attack Fleet in 2046, survived final battle of Third Invid War, assigned to Robotech Guardian Forces in 2051, assigned as flagship of the 2nd RGF Starfleet in 2054, still in service circa 2080

MDC BY LOCATION:

```
(1) Forward Primary Hull (forward 1/3 of ship)       60,000
(2) Rear Primary Hull (rear 2/3 of ship)             55,000
(3) Port Secondary Hull                              45,000
(3) Starboard Secondary Hull                         45,000
    Hull Nacelle Connectors (2)                      20,000
(4) Dorsal Secondary Hull (main hangar bay)          30,000
(5) Command Tower                                    10,000
(6) Alpha Launch Bays (8)                             1,200 each
(7) Main Engines (3)                                 15,000 each
(7) Auxiliary Engines (14 total)
    - Side Body (6)                                   3,000 each
    - Central Front Body (4)                          3,000 each
    - Central Aft Body (4)                            3,000 each
    Guidance Thrusters (60)                             200 each

    Forward Reflex Cannon (in nose)                   5,000
    Particle Beam Cannons (2)                         2,000 each
    Zentraedi-Style Laser Cannons (17)                  150 each
    Zentraedi-Style Missile Launchers (12)              150 each
    Point Defense Turrets (12)                          100 each
(8) DS-2 Full Barrier Shield System                  80,000
(8) DS-1 Pin Point Barrier System (4)                 5,000 each

    Main Hangars Doors (2)                            1,000 each
    Alpha Launch Bays Hangar Doors (8)                  800 each
    Secondary Hangar Doors (14)                         500 each
    Main Airlocks (15)                                  500 each
    Small Airlocks/Access Hatches (200)                100 each
    Outer Hull (per 40ft area)                          200
    Interior walls (per 20ft area)                       40
```

NOTES:

1. Depleting the MDC of the forward primary hull will knock out forward reflex cannon, 5 of the laser cannons and 4 of the main missile launchers. Crew casualties will be heavy; 30+(6D6)% of the crew will be killed instantly when the forward section is destroyed.

2. Depleting the MDC of the rear primary hull will essentially destroy the battle fortress. All power systems, the main engines and the auxiliary engines will be eliminated (see below). Crew losses will be heavy; (8D6)% of the crew will be instantly killed. In addition, all internal systems will shut down due to lack of power, including life support and internal gravity. Finally, there is a 50% chance that the reflex furnace will overload and explode, doing 6D6x1,000 M.D. to everything in a 5,000 ft (1,525 m) radius.
3. Depleting the MDC of either the port or starboard secondary hulls will knock out one of the particle beam cannons, 4 of the laser cannons and 2 of the missile launchers. Four of the eight Alpha launch bays will also be destroyed. Crew losses will be significant; (6D6)% of the crew will be killed (primarily mecha pilots and flight crew).
4. Depleting the MDC of the dorsal secondary hulls will kill (6D6)% of the crew (primarily horizont pilots and flight crew). In addition, the battle fortress' ability to recover mecha will be greatly reduced due to the loss of the main hangar bay Under normal circumstances a Thunderer SDF can launch or recover 30 mecha or small ships per turn excluding the Alphas in their launch bays. For every 1,000 points of damage the flight deck takes reduce this number by 1. If the flight deck reaches 0 MDC then it is *destroyed*; no mecha can be launched or recovered, 40+(1D6x10)% of the flight crew will be killed, and any mecha that have already been launched will need to find another place to land (this includes the Alphas in the launch bays).
5. Destroying the command tower will instantly kill anyone on the bridge, as well as (2D6)% of the overall crew. Radar and primary communications will be knocked out. There are two auxiliary bridges in the main body of the ship that the surviving crew can take command from. However if the command tower is lost then the ship will be at -5 initiative and -3 to dodge due to loss of sensors.
6. Destroying the Alpha launch bays will greatly impair the carrier's ability to rapidly deploy mecha. For every launch bay destroyed 24 Alphas will be eliminated, along with their pilots and support crews.
7. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting the MDC of the main engines AND auxiliary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
8. The DS-2 Barrier System regenerates at a rate of 40 MDC per melee round, and the Pinpoint Barriers regenerate at a rate of 2,500 MD per melee round. If destroyed, both barrier systems will eventually completely regenerate themselves. See the DS-2 Barrier System and the DS-1 Pinpoint Barrier entries for details.

SPEEDS:

Speed (sublight): 0.18 speed of light (25,600 miles/41,200 km per second)
Speed (conventional): equvalent to 5,360 mph (1,635 kmph)
Space Fold:
Range unlimited (1 light year every 6 minutes). The Thunderer's spacefold drive will transport all vessels within a three mile (4.5 km) radius with it when it executes a fold. Up to 100 smaller craft

can be transported with the command carrier when it folds.

Planet bound:

The Thunderer has atmospheric capabilities through its thrusters and anti-gravity system. The maximum hover time on the anti-gravity systems is limited only by the protoculture supplies and maintenance requirements. Due to the ship's design, it cannot land on open ground without crushing the lower body, the use of the anti-gravity system will enable the ship to attempt a landing, however, while landed, the battlefortress must operate her antigravs at -99% local g at all times to prevent damage to the lower body. The Thunderer will float in an ocean, and this is the preferred landing method for planetary operations.

Maximum Range: Unlimited (powered by a protoculture reactor with an estimated life span of 40 years)

STATISTICAL DATA:

Length: 5,310 ft (1,618 m)
Width: 2,832 ft (864 m)
Height: 1,915 ft (583 m)
Weight: 30,000,000 metric tons (standard)

Main Power System:

RRG mk 15 protoculture-fueled Reflex furnace, Mk8 Fusion-Plasma Reaction Thrusters with protoculture energizer. Mk-3 Fusion-Plasma Emergency Reaction Thrusters with protoculture energizer.

Fold System:

Robotech Research Group (RRG) Mk. 4 fold system cluster

Sublight Drive:

REF Naval Engineering Class XXIV macro nozzle cluster

Gravity Control System:

Thurian internal gravitic field system

Auxiliary Engine:

REF Naval Engineering Class XXII mass-conservation thrust system

Radar System:

RRG Type XX Alpha Hyperspace Sensor Cluster
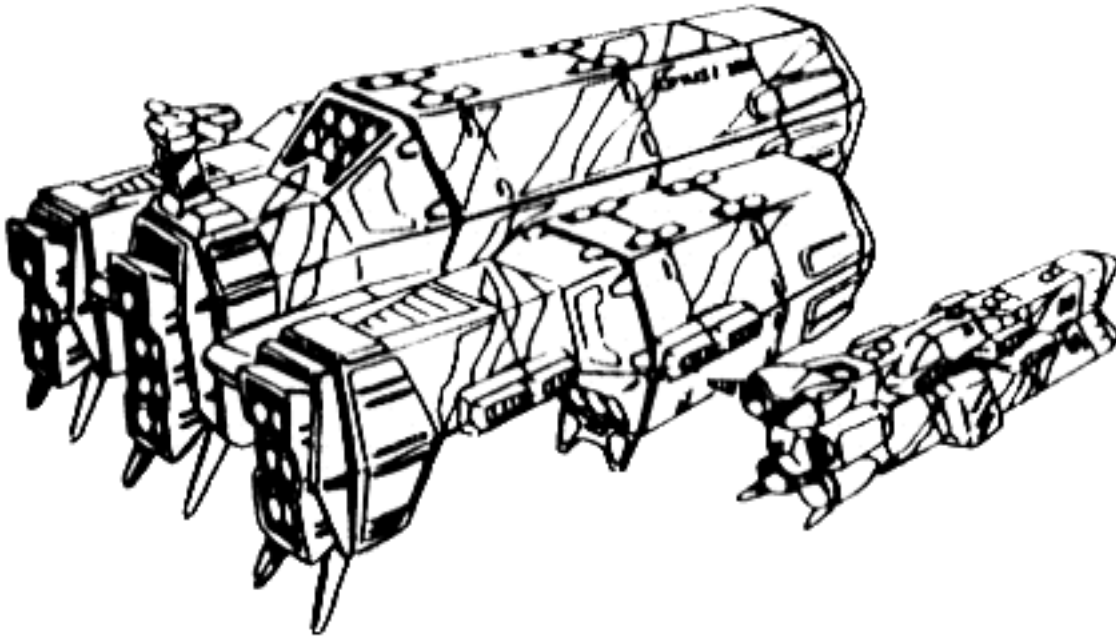
WEAPON SYSTEMS:

1. **REFLEX CANNON:** This is the heaviest of the ship-borne weapons, at full power it has the effective yield of a 14 MT fusion weapon, approximately equivalent to the firepower of a fully-powered Zentraedi Monitor. Unlike the Zentraedi Monitor and Flagship as well as the SDF-1, this weapon does not require a split-boom firing design. The weapon is located in an aperture in the center forward body and is concealed much like the mega-laser on the Ikazuchi and Icarus-class command carriers.

   - **Primary Purpose:** Anti-Warship/Anti-Planet
   - **Range:** 300,000 km
   - **Mega Damage:** Destoys everything in its path. Fires a 2 mile wide beam of destruction.
   - **Rate of Fire:** Once every 20 Melees (5 Minutes)
   - **Payload:** Effectively Unlimted

2. **PARTICLE BEAM CANNONS (2):** Located in the forward Port and Starboard Hulls These weapons can fire 2.5 TJ of particle energy per shot once every fifteen seconds. The cannons can fire separately at different targets or fire coaxially (by themselves, or with the main Reflex Cannon) at a single target.

   - **Primary Purpose:** Assault/Anti-Warship
   - **Range:** 100,000 Miles in an atmosphere, 200,000 miles in space.
   - **Mega Damage:** 1D4X1000
   - **Rate of Fire:** each may fire once per melee.
   - **Payload:** Effectively Unlimted

3. **ZENTRAEDI-STYLE PARTICLE GUN TURRETS (17):** Each turret is capable of delivering 3000 MJ of particle energy. These weapons are mounted on the upper central hull, aft (2) and forward (3), on top of the side bodies (2 each), under the side bodies (2), and under the central bodies aft (2) and forward (2).

   o **Primary Purpose:** Anti-Spaceship.
   o **Range:** 50,000 Miles in an atmosphere, 100,000 miles in space.
   o **Mega Damage:** 1D4X100
   o **Rate of Fire:** 5 shots per melee
   o **Payload:** Effectivly Unlimted

4. **ZENTRAEDI-STYLE MISSILE LAUNCHERS (12):** Four launchers are located near the engines, two others near the bridge, two on the side bodies, and the remaining four are located forward.

   o **Primary Purpose:** Defense/Anti-Missile, Anti-Ship
   o **Range:** Varies with Missile Type
   o **Mega Damage:** Typically 4D6X100
   o **Rate of Fire:** twice per melee, in volley of 2 or 4
   o **Payload:** 350 missile per launcher

5. **PL-2A POINT DEFENSE TURRETS (12):** Mounted behind movable panels in the side bodies (4) and the central bodies (8), these standard REF weapons can fire 56 MJ of particle energy four times per second.

   o **Primary Purpose:** Anti-Mecha
   o **Range:** 30 miles in an atmosphere, 60 miles in space
   o **Mega Damage:** 2D6X20
   o **Rate of Fire:** five shots per melee
   o **Payload:** effectively unlimited

6. **DS-2 FULL BARRIER DEFENSE SYSTEM:** The Thunderer battle fortresses are equipped with a full barrier system similar to the one fitted on the SDF-3. When activated the force field encompasses the entire ship, which prevents the launch of mecha, firing of weapons or even using the main thrusters while the shield is up. The shield can be erected or dropped in 5 seconds; in game terms, the shield can be dropped, mecha recovered, weapons fired and the shield raised in the same melee round, but the rate of fire for all weapons and the number of mecha that can be launched/recovered is reduced by 2/3. The DS-2 can regenerate its MDC at a rate of 10,000 MDC per hour (40 MDC per round).

7. **DS-1 PINPOINT BARRIER DEFENSE SYSTEM:** The Pinpoint Barrier System generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles,

energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within 30 seconds (2 melee attacks). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually). The DS-1 is considered a backup system for the DS-2 Full Barrier System.s

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command tower, (2) main engines, (3) flight deck, and (4) weapons systems in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the battle fortress to the Veritechs and retractible weapon systems.

- ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
- ❍ **RANGE:** Up to 100 feet (30.5 m) from the surface of the vessel.
- ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the carrier to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by Zentraedi or Robotech Master warships. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
  - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
  - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
  - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
  - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
  - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
  - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
  - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
  - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

ENDURANCE NOTES:

The dry stores endurance is limited to about 20 years, as the on board recycling installations are very extensive, and only incidental biomass losses need to be replenished. Water stores are recycled almost completely. The hydroponics installations on board will provide the crew with a steady supply of fresh foods, and some can even be 'exported' to smaller ships in the fleet.

The mecha consumables supplies (mainly missiles) are very extensive, and can sustain continuous combat operations for over twenty-five days against the Invid. However, battles against the Zentraedi or other powers with capital ships will exhaust the anti-ship missile supplies at a faster rate, and the Thunderer-class cannot sustain those operations for more than two or three days. The ship launched missile magazines should suffice for three large battles or five or more skirmishes.

Several small Robotech Factories are located in the ship which are designed to produce spare parts and ammunition for the Thunderer's mecha complement. If necessary, they can be used to construct complete mecha, however the rate of production is fairly low. The factories can produce roughly 10 Cyclone-sized mecha per day or 3 Veritech-sized mecha per week.

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Thunderer battle fortresses are equipped with anti-gravity propulsion systems which are used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** Thunderer SDFs are equipped with hyperspace communications relays which allows faster-than-light communication between the ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The Thunderer SDFs have sufficient life support to provide breathable air and comfortable temperatures for 12,000 people for up to 20 years (air is recycled). In an emergency the life support system can support up to 16,000 people at one time, though living conditions onboard will get extremely cramped at that point.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the SDF can communicate with up to 1,000 craft simultaneously at ranges of up to 1,200 miles (1,920 km). This range can be boosted indefinitely by using satellites or other spacecraft to relay communications.
- **LONG-RANGE RADAR:** The radar array of the Thunderer can track and identify up to 800

craft simultaneously. The radar system has a 3,000 mile/4,800 km range.

- **SPACE FOLD SYSTEM:** Thunderer SDFs are equipped with a Robotech Research Group fold drive, capable of propelling the ship through hyperspace at speeds up to 3.28x10^10 mps (5.25x10^10 kmps), or 1 light year per 6 minutes. When executing a space fold the cruiser will transport any ships within a 3 mile (4.8 km) radius with it, allowing it to transport up to about 100 smaller ships with it, if necessary. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the battle fortress is equipped with sublight engines that can propel the ship at speeds up to 0.18 speed of light (28,800 miles/46,350 km per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems.
- **SUBSPACE MASS SENSORS:** Thunderer SDFs are equipped with subspace sensors which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most veritechs and Invid mecha).

MECHA COMPLEMENT:

The immense landing bays of the Thunderer SDFs can hold and support a grand total of 1,218 veritechs/destroids of any type, in addition to the 192 Alpha fighters in the 8 Alpha launch bays, as long as the mecha are smaller than 50 ft (15.2 m) and weigh less than 40 tons each. In addition, there are 18 special berths for larger mecha up to 100 ft (30.4 m) tall and 300 tons in weight (i.e. Mac II or III). Below are some typical mecha complements, though changes may be made if required by a particular mission.

RSS Thunderer Mecha Complement (circa 2038)

- 192 VAF-6 Alpha Fighters housed in 8 Alpha launch bays (*Sentinels* pg. 82)

- 258 VAF-6 Alpha Fighters (*Sentinels* pg. 82)
- 40 VAF-6R Reconaissance Alpha Fighters (*Sentinels* pg. 82)
- 290 VBF-1 Beta Fighters (*Sentinels* pg. 87)
- 24 VF-1V Vindicators
- 96 VF-1 Veritech Fighters (*Robotech RPG* pg. XX)

- 3500 VR-052 Battler Cyclones (*Sentinels* pg. Z)
- 600 VR-041 Sabre Cyclones (*Sentinels* pg. Z)
- 900 VR-038 Light Cyclones (*Sentinels* pg. Z)
- 50 VR-055 Devastator Cyclones

- 40 Mk III Gladiator Destroids (*Sentinels* pg. 63)
- 40 Mk II Gladiator Destroids (*Robotech RPG* pg. Q)
- 50 Mk VII Excaliber Destroids (*Sentinels* pg. 61)
- 100 Mk VI Excaliber Destroids (*Robotech RPG* pg. Q)
- 70 Mk XIII Spartan Destroids (*Sentinels* pg. 68)
- 30 Mk XII Spartan Destroids (*Robotech RPG* pg. Q)
- 50 Mk XI Raidar X Destroids (*Sentinels* pg. 66)
- 50 Mk X Raidar X Destroids (*Robotech RPG* pg. Q)
- 12 M.A.C. III Destroids (*Sentinels* pg. 65)
- 6 M.A.C. II Destroids (*Robotech RPG* pg. Q)

- 60 TBP-Z1 Tactical Battle Pods (*Sentinels* pg. 70)
- 20 OBP-Z2 Officer's Battle Pods (*Sentinels* pg. 72)
- 4 CRP-Z3 Cyclops Theatre Scouts (*Sentinels* pg. 73)

- 40 AAT-40 Assault Transports (*Sentinels* pg. 107)
- 60 AAT-30 Assault Transports (*Sentinels* pg. 107)
- 36 ARRAV Rocket Launchers (*Sentinels* pg. 108)
- 3 MTA Titans (*Sentinels* pg. 114)

- 12 Cat's Eye Recon Planes (*Robotech RPG* pg. R)
- 9 T.A.S.C. Pegasus Assault Shuttles (*Southern Cross* pg. S)
- 20 Horizont Transatmospheric Shuttle (three are modified to carry MTA Titans, *Sentinels* pg. 94)

RSS Prometheus Mecha Complement (circa 2047)

- *(to be written)*

In addition the Icarus carries 100 TCH-4 Tractor-Haulers, 200+ ML-3 Forklifts, 30 MOV Moles, 12 AMR-10 Mecha Retrieval Transport Vehicles, 24 REF Personnel Shuttles and 16 REF Cargo Shuttles onboard.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

REF *ICARUS*-CLASS COMMAND CARRIER
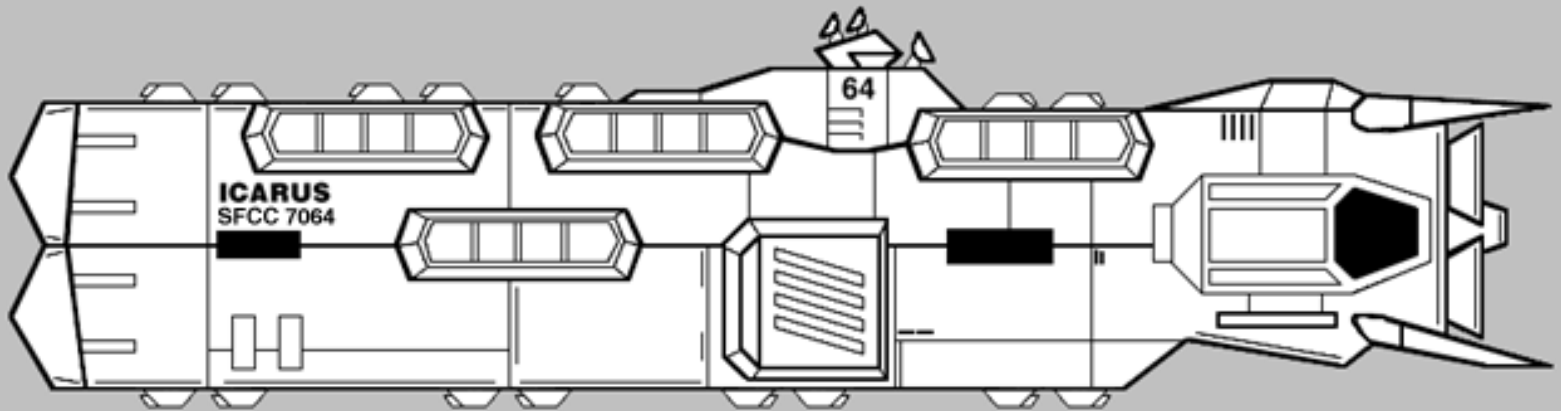
BACKGROUND

On August 12, 2037 the *Starlift*-class transport *RSS Cipolla* suffered a severe thruster malfunction while resupplying the *Ikazuchi*-class command cruiser *RSS Icarus*. The Cipolla lost control during docking maneuvers and slammed into the Icarus' docking bay, exploding on impact. The explosion caused massive damage to the interior of the Icarus and ignited raging fires within the ship that took 38 hours for emergency repair crews to bring under control. Over 800 people on the Icarus and the entire crew of the Cipolla lost their lives in the disaster. Following the incident the burnt-out hulk of the Icarus was towed back to the Fantoma Orbiting Shipyards for repairs. Unfortunately the massive damage meant that the command cruiser would not be available for the REF Jupiter Mission, which was being sent to retake Earth from the Invid Regis in 2038. The Icarus was left alone in drydock for approximately 11 months while all resources were directed towards preparing the Jupiter Attack Fleet. Finally, in August of 2038 following the end of the Second Invid War work resumed on the broken hull of the ship.

REF engineers decided to extensively redesign the Icarus and equip the ship with newer technology discovered following the Sentinels War. The hull was lengthened by 210 feet (64 m) in order to accommodate more powerful engines and larger hangar bays. Two additional Alpha fighter launch bays were added near the bow of the vessel providing the Icarus with 48 more rapid-launch fighters than the standard Ikazuchi design. The weaponry was also augmented with the addition of two more dual-barrel heavy laser turrets on the top of the vessel and two heavy missile bays on the rear of the ship. The main laser cannon on the bow of the ship was replaced with a newer design that provided more power and greater range than its predecessor. Finally, several dozen anti-mecha cannons were distributed across the Icarus' hull to increase the ship's defenses against Invid mecha.

The extensive modifications to the Icarus took almost 3 years to complete. When Colonels John Korcheck and Roger Harris receive approval for an Earth reconnaisance mission in 2042 the Icarus was chosen as the flagship for the mission, and subsequently the new recon force was named the **REF Icarus Recon Group**. The Icarus was then further modified to include enhanced tactical and subspace sensors, as well as an improved hyperspace communications suite. REF engineers felt that these improvements would greatly enhance the Icarus' role in the recon mission. Work also began on three more *Icarus*-class command carriers; the *Excelsior*, *Endeavor* and *Defiant*. Unfortunately these ships would not be ready for the Icarus mission, but instead would be included in the Prometheus Attack Group in 2047.

The Icarus performed well as the flagship for the Icarus Recon Fleet during 2044. Unfortunately the mission was betrayed by an unwilling double-agent planted among the fleet by the leader Invid Varron. During a rescue mission the Icarus and her escorts were ambushed by a large force of Invid, and within minutes all ships except the Icarus had been destroyed by concentrated Invid fire. In a last-minute decision Col. Harris took command of the Icarus' mecha forces and made a diversionary run for Earth, while Col. Korcheck took the heavily-damaged Icarus out of orbit and executed a space fold back to Tirol. Korcheck and the Icarus managed to escape back to Tirol with reconnaissance data from the Icarus mission that would prove invaluable to the Prometheus Fleet's assault on Earth. Harris and his forces managed to rendezvous with resistance leaders on Earth, although he was later killed in action while leading an evacuation from a compromised resistance safehouse.
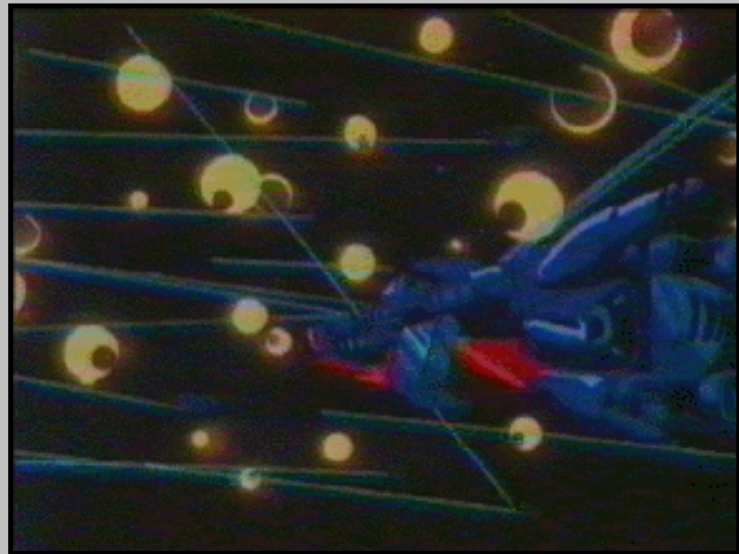
Following the end of the Third Invid War Icarus-class command cruisers became the standard cruiser design of the REF (and later the RGF) until the introduction of the *Lexington SFC-7500* class command carriers in 2057. Many Icarus and Ikazuchi carriers are still in active service with the RGF fleet and remain a common sight in the Sentinels Alliance. Icarus carriers were produced at the Fantoma Orbiting Shipyards, and later also at the REF Factory Satellite. At their height the command ships were manufactured at a rate of 3 per year.

RPG STATS

Government: Robotech Expeditionary Force, later Sentinels Alliance
Ship Type: Super Dimensional (Space Fold) Command Carrier
Class: *Icarus SFCC-7200*
Manufacturer: Tirol (Fantoma Orbiting Shipyard, REF Factory Satellite)

Crew: 7,850 total
      Officers: 300
      Main Crew: 2,970
      Flight Crew: 2,000
      Mecha Pilots: 1,340
      Troops: 1,240

Notable Ships of Class:

SFCC-7064 Icarus originally launched 2033 as _Ikazuchi_-class, assigned to REF Mercury Defense Fleet same year, severly damaged in collision with _RSS Cipolla_ in 2037, refit as _Icarus_-class 2038-2041, relaunched 2041, assigned as flagship of REF Icarus Recon Group in 2042, severly damaged by Invid during rescue mission in 2044, repairs completed in 2045, assigned to REF Prometheus Attack Fleet in 2047, survived final battle of Third Invid War, assigned to Robotech Guardian Forces in 2051, still in service circa 2080

SFCC-7202 Excelsior first original construction (non-refit) ship of class, launched 2044, assigned to REF Prometheus Attack Fleet in 2046, destroyed above Earth by Invid Space Hives in 2047

SFCC-7203 Endeavor launched 2045, assigned to REF Prometheus Attack Fleet in 2046, destroyed above Earth by Invid Space Hives in 2047

SFCC-7204 Defiant launched 2045, assigned to REF Prometheus Attack Fleet in 2046, survived final battle of Third Invid War, assigned to Robotech Guardian Forces in 2051, still in service circa 2080

MDC BY LOCATION:

```
(1) Main Body                                    24,000
(2) Command Tower                                 4,800
(2) Communications Arrays (3)                       100 each
(3) Bow (forward 1/3 of ship)                    20,000
(4) Engineering (rear 1/3 of ship)              28,000
(5) Main Hangar Bay                               8,000
(5) Alpha Launch Bays (8)                         1,200 each
(6) Main Engines (4)                              6,000 each
(6) Auxiliary Engines (2)                         2,500 each
    Guidance Thrusters (80)                         200 each

    Forward Mega-Laser (in nose)                  1,000
    Laser Turrets (18 - 10 top and 8 bottom)        150 each
    Heavy Missile Bays (10 - 8 forward and 2 rear)  100 each
    Retractable Laser Turrets (48)                  100 each
    Retractable Missile Launchers (12)              100 each
(7) Pin Point Barriers (4)                        5,000 each

    Main Hangars Sliding Shields (2)              3,000 each
    Alpha Launch Bays Hangar Doors (8)              800 each
    Secondary Hangar Doors (10)                     500 each
    Main Airlocks (12)                              500 each
    Small Airlocks/Access Hatches (60)              100 each
    Outer Hull (per 40ft area)                      200
    Interior walls (per 20ft area)                   40
```

NOTES:

1. Depleting the MDC of the main body will destroy the Icarus carrier. The ship will be literally broken in two. All internal systems will shut down, including life support and internal gravity. In addition, there is a 45% chance that the power systems will overload and the ship will explode, doing 8D6x1,000 M.D. to everything in a 5,000 ft (1,525 m) radius. Regardless of whether it explodes or not, the ship itself will be an unsalvageable floating wreck.
2. Destroying the command tower will instantly kill anyone on the bridge, as well as (2D6)% of the overall crew. Radar and primary communications will be knocked out. There are two auxiliary bridges in the main body of the ship that the surviving crew can take command from. However if the command tower is lost then the ship will be at -5 initiative and -3 to dodge due to loss of sensors. Destroying all three communications arrays will have the same effect without the loss of the bridge crew.
3. Depleting the MDC of the bow will knock out forward mega-laser, 8 of the heavy missile bays, and 4 of the laser turrets. The forward two Alpha launch bays will also be destroyed. Crew casualties will be heavy; (6D6)% of the crew will be killed instantly when the forward section is destroyed.
4. Depleting the MDC of the engineering section will essentially destroy the carrier. All power systems, the main engines and the auxiliary engines will be eliminated (see below). Crew losses will be heavy; (8D6)% of the crew will be instantly killed. In addition, all internal systems will shut down due to lack of power, including life support and internal gravity. Finally, there is a 50% chance that the reflex furnace will overload and explode, doing 4D6x1,000 M.D. to everything in a 5,000 ft (1,525 m) radius.
5. Destroying the Alpha launch bays will greatly impair the carrier's ability to rapidly deploy mecha. For every launch bay destroyed 24 Alphas will be eliminated, along with their pilots and support crews. If the main hangar bays are lost it will be even more disasterous. Under normal circumstances the Icarus can launch or recover 16 mecha or small ships per turn excluding the Alphas in their launch bays. For every 500 points of damage the flight deck takes reduce this number by 1. If the flight deck reaches 0 MDC then it is *destroyed*; no mecha can be launched or recovered, 40+(1D6x10)% of the flight crew will be killed, and any mecha that have already been launched will need to find another place to land (this includes the Alphas in the launch bays).
6. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting the MDC of the main engines AND auxiliary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
7. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.

SPEEDS:

Speed (sublight): 0.18 speed of light (28,800 miles/46,350 km per second)
Speed (Auxiliary Drives): Mach 10
Space Fold:
>Range unlimited (1 light year every 6 minutes). The Icarus' spacefold drive will transport all vessels within a three mile (4.5 km) radius with it when it executes a fold. Up to 100 smaller craft can be transported with the command carrier when it folds.

Planet bound:

> Has vertical take off and landing (VTOL) capability via antigravity drives. Can reach speeds of up to Mach 2 in an upper planetary atmosphere, but not designed for extended flight or maneuvering. Can land underwater but cannot travel (does not float on an ocean surface).

Maximum Range: Unlimited (powered by a protoculture reactor with an estimated life span of 40 years)

STATISTICAL DATA:

Length: 3,042 ft (927 m)
Width: 495 ft (151 m)
Height: 788 ft (240 m)
Weight: 29,800,000 tons (standard)

Fold System:
> Robotech Research Group (RRG) Mk. 3F fold system cluster

Sublight Drive:
> REF Naval Engineering Class XVII macro nozzle cluster

Gravity Control System:
> REF Naval Engineering Class XII internal gravity control system

Auxiliary Engine:
> REF Naval Engineering Class XXII mass-conservation thrust system

Radar System:
> RRG Type XX Alpha Hyperspace Sensor Cluster

WEAPON SYSTEMS:

1. **MAIN LASER CANNON (a.k.a. MEGA-LASER):** Like its predecessor, the Ikazuchi, the main weapon of the Icarus-class command carriers is a spinal mounted heavy laser/particle cannon combination commonly referred to as the "Mega-Laser". This weapon is built into the nose of the carrier, with no apparent appendage, nozzle or opening to give away its location. The mega-laser used by the Icarus is an improved version with greater range and more power the cannon used on the Ikazuchi carriers.

    - **PRIMARY PURPOSE:** Anti-Spacecraft
    - **SECONDARY PURPOSE:** Orbital Bombardment
    - **RANGE:** 150,000 miles (240,000 km) in an atmosphere, 300,000 miles (480,000 km) in space
    - **DAMAGE:** 1D6x1000 M.D.
    - **RATE OF FIRE:** Once every other melee
    - **PAYLOAD:** Effectively Unlimited

2. **DUAL-BARREL HEAVY LASER TURRETS (18):** In addition to the mega-laser, Icarus carriers are armed with 18 heavy laser cannons that are based on Zentraedi technology. 10 cannons are located on the top of the ship and 8 are located on the bottom. Each turret can rotate 360 degrees and has a 180 degree arc of fire.

   - **PRIMARY PURPOSE:** Anti-Warship
   - **SECONDARY PURPOSE:** Heavy Assault
   - **RANGE:** 100,000 miles (160,000 km) in an atmosphere, 200,000 miles (320,000 km) in space
   - **DAMAGE:** 1D6x100 M.D. per shot, 2D6x100 M.D. per dual blast
   - **RATE OF FIRE:** Each laser can fire twice per melee round
   - **PAYLOAD:** Unlimited

3. **HEAVY MISSILE LAUNCHER BAYS (10):** To further augment their anti-warship firepower, Icarus carriers are equipped with torpedo-like missile tubes. The command cruisers have 10 tubes, 8 pointing forward and 2 pointing rearward. The launch bays contain long-range nuclear missiles and are intended for use in heavy combat only.

   - **PRIMARY PURPOSE:** Heavy Assault
   - **SECONDARY PURPOSE:** Anti-Warship
   - **RANGE:** 2,000 miles (3,216 km)
   - **SPEED:** Mach 2+ (1,340 mph/2,140 kmph) in an atmosphere.
   - **DAMAGE:** 6D6x100 M.D.
   - **BLAST RADIUS:** 2,000 feet (610 m)
   - **RATE OF FIRE:** Each launcher tube holds one missile and must be reloaded after firing. Reloading a launcher tube takes 30 seconds (2 melee rounds). If loaded, all 10 tubes can fire at once for a volley of 10 nuclear missiles (!).
   - **PAYLOAD:** A typical carrier carries 80 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however.
   - **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately 12 ft (3.6 m) long, about twice the size of a VR-152 Battler II cyclone.

4. **RETRACTABLE LASER TURRETS (48):** During her redesign retractable laser turrets were added to the Icarus to provide better protection against attacks from Invid mecha. These lasers were placed at strategic positions along the hull and were primarily intended for anti-mecha defense, but can do moderate damage against any enemy spacecraft that get too close. When not in use the gun turrets are concealed within the hull underneath a sliding hatch. At most 24 lasers can be brought to bear on a single target.

   - **PRIMARY PURPOSE:** Defense
   - **SECONDARY PURPOSE:** Anti-Mecha
   - **RANGE:** 30 miles (48.3 km) in an atmosphere, 60 miles (96.6 km) in space

- o **DAMAGE:** 1D6x20 M.D. each. Several lasers can be directed to fire in volleys of 3 or more. A volley of 3 beams does 3D6x20 M.D., a volley of 6 beams does 6D6x20 M.D., and so on. A full volley of 24 beams aimed at a single target does 4D6x120 M.D. (!) if it hits.
- o **RATE OF FIRE:** Each laser can fire once per melee, and can be combined in any volley combination of 3 or more lasers, up to 24 lasers. Volleys can be directed at different targets.
- o **PAYLOAD:** Unlimited.
- o **NOTE:** The lasers can be set on automatic during combat, during which time they have a +2 to strike due to their advanced tracking systems. The lasers tracking systems will target incoming missiles first and attacking mecha/aircraft second.

5. **RETRACTABLE MEDIUM MISSILE LAUNCHERS (12):** Along with the retractable laser turrets, medium-range missile turrets were added to the Icarus carriers to further augment their anti-mecha defenses. Each launcher contains 8 missile tubes allowing volleys of up to 8 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 8 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

- o **PRIMARY PURPOSE:** Anti-Aircraft
- o **SECONDARY PURPOSE:** Anti-Warship
- o **MISSILE TYPES:** Any type of REF Medium Range Missile can be used. Smart missiles are commonly used to avoid hitting friendly aircraft.
- o **RANGE:** Varies, typically 60 miles (80.4 km).
- o **SPEED:** Varies, typically 1600mph (2571kmph) in an atmosphere.
- o **DAMAGE:** Varies, typically 2D4x10 M.D.
- o **BLAST RADIUS:** Varies, typically 15 feet.
- o **RATE OF FIRE:** Volleys of 2, 4, 6, or 8 missiles per launcher.
- o **PAYLOAD:** Each launcher holds 8 missiles. Once the missiles are expended the launcher is reloaded within 1 round via an automated system. The reload system holds 48 missiles per launcher.

6. **DS-1 PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by Dr. Emil Lang onboard the SDF-1 during the First Robotech War, the Pinpoint Barrier System is a standard defense system on board most REF starships, including the Icarus carriers. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within 30 seconds (2 melee attacks). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command tower, (2) main engines, (3) flight deck, and (4) weapons systems in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the carrier to the Veritechs and retractible weapon systems.

- o **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)

- ○ **RANGE:** Up to 100 feet (30.5 m) from the surface of the vessel.
- ○ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ○ **RADIUS:** 200 ft (61 m)
- ○ **DEFENSIVE MOVEMENT:** Can move from one end of the carrier to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ○ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ○ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by Zentraedi or Robotech Master warships. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
  - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
  - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
  - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
  - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
  - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
  - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
  - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
  - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Icarus carriers are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** Icarus carriers are equipped with hyperspace communications relays which allows faster-than-light communication between the ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive. The Icarus carriers are equipped with three separate hyperspace communications systems, allowing the carriers full communications capabilities even if two of the three systems are destroyed.
- **LIFE SUPPORT SYSTEMS:** The Icarus carriers have sufficient life support to provide breathable air and comfortable temperatures for 8,000 people for up to 15 years (air is recycled). In an emergency the life support system can support up to 12,000 people at one time, though living conditions onboard will get extremely cramped at that point. The cruiser also holds sufficient food and water to support 8,000 people for up to 6 months.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive

communications array of the carrier can communicate with up to 1,000 craft simultaneously at ranges of up to 1,200 miles (1,920 km). This range can be boosted indefinitely by using satellites or other spacecraft to relay communications.

- **LONG-RANGE RADAR:** The radar array of the Icarus carriers can track and identify up to 1,000 craft simultaneously. The radar system has a 3,000 mile/4,800 km range.
- **SPACE FOLD SYSTEM:** Icarus carriers are equipped with a Robotech Research Group fold drive, capable of propelling the ship through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. When executing a space fold the cruiser will transport any ships within a 3 mile (4.8 km) radius with it, allowing it to transport up to about 100 smaller ships with it, if necessary. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the cruiser is equipped with sublight engines that can propel the ship at speeds up to 0.18 speed of light (28,800 miles/46,350 km per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 1 at low altitudes or Mach 2 at high altitudes due to hull stress.
- **SUBSPACE MASS SENSORS:** The Icarus cruisers are equipped with subspace sensors which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most veritechs and Invid mecha).

MECHA COMPLEMENT:

The landing bay can hold and support a grand total of 560 veritechs/destroids of any type, in addition to the 192 Alpha fighters in the 8 Alpha launch bays, as long as the mecha are smaller than 50 ft (15.2 m) and weigh less than 40 tons each. In addition, there are 5 special berths for larger mecha up to 100 ft (30.4 m) tall and 300 tons in weight (i.e. Mac II or III). Listed below is the mecha complement of the *RSS Icarus* during the Icarus Recon Mission. Other Icarus-class carriers will have similar complements, though changes may be made if required by the mission.

RSS Icarus Mecha Complement (circa 2044)

- 96 VAF-6 Alpha Fighters housed in 4 Alpha launch bays (*Sentinels* pg. 82)
- 96 VAF-8 Alpha Fighters housed in 4 Alpha launch bays (48 have SF-10 Cloaking Devices)

- 36 VAF-6 Alpha Fighters (*Sentinels* pg. 82)
- 24 VAF-7A Shadow Alphas (*Sentinels* pg. 92)
- 48 VAF-8 Alpha Fighters (24 have SF-10 Cloaking Devices)
- 40 VAF-8R Recon Alpha Fighters (all have SF-10 Cloaking Devices)
- 12 VAF-9 Alpha Fighters
- 36 VBF-1 Beta Fighters (*Sentinels* pg. 87)

- 12 VBF-1S Shadow Betas (*Sentinels* pg. 87)
- 48 [VBF-2 Beta Fighters](#) (24 have SF-10 Cloaking Devices)
- 40 [VBF-2R Recon Beta Fighters](#) (all have SF-10 Cloaking Devices)
- 12 [VBF-3 Beta Fighters](#)
- 4 [VF-1V Vindicators](#)

- 3000 Cyclones (assorted types, mostly [Second Generation Cyclones](#))

- 60 Veritech Hover Tanks (*Sentinels* pg. 93)
- 24 Mk VII Excalibers (*Sentinels* pg. 61)
- 24 Mk III Gladiators (*Sentinels* pg. 63)
- 24 Mk XI Raidar X (*Sentinels* pg. 66)
- 24 Mk XIII Spartans (*Sentinels* pg. 68)
- 5 M.A.C. IIIs (*Sentinels* pg. 65)
- 44 TBP-Z1 Tactical Battle Pods (*Sentinels* pg. 70)
- 4 OBP-Z2 Officer's Battle Pods (*Sentinels* pg. 72)
- 4 CRP-Z3 Cyclops Theatre Scouts (*Sentinels* pg. 73)

- 24 AAT-40 Assault Transports (*Sentinels* pg. 107)
- 24 AAT-30 Assault Transports (*Sentinels* pg. 107)
- 10 ARRAV Rocket Launchers (*Sentinels* pg. 108)
- 4 MTA Titans (*Sentinels* pg. 114)
- 4 Horizont Transatmospheric Shuttle (two are modified to carry MTA Titans, *Sentinels* pg. 94)

In addition the Icarus carries 60 TCH-4 Tractor-Haulers, 120 ML-3 Forklifts, 12 AMR-10 Mecha Retrieval Transport Vehicles, 12 REF Personnel Shuttles and 8 REF Cargo Shuttles onboard.

RGF

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

REF *TOKUGAWA*-CLASS CRUISER
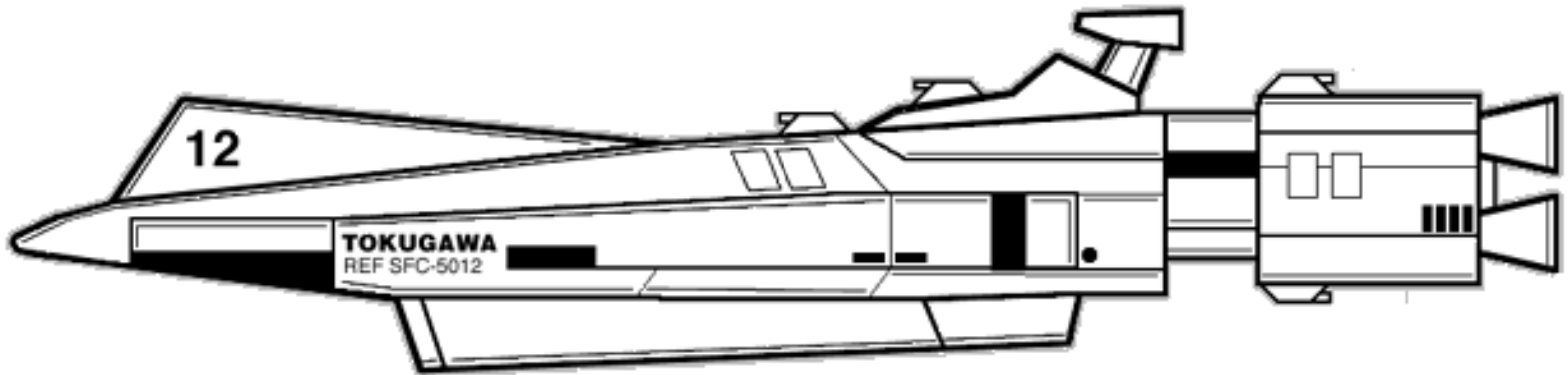
BACKGROUND

The ***Tokugawa*-class Cruiser** is the oldest terran capital ship design still in service. Initially designed in 2015 following the end of the First Robotech War, the cruisers were intended to augment the RDF's minuscule fleet of captured Zentraedi warships and provide greater protection for the Sol system. A total of 8 Tokugawa cruisers had been constructed at the RDF Robotech Factory Satellite by the time of the *SDF-3 Pioneer*'s departure in 2022. 5 cruisers and a number of Zentraedi vessels were assigned to the Pioneer mission, while the other 3 were left behind in service to the Tactical Armored Space Corps of the Southern Cross. Due to their high cost of operation only two additional Tokugawa cruisers were constructed following the Pioneer mission's departure. Unfortunately all 5 Tokugawa cruisers that stayed behind were destroyed by the Robotech Masters in the Second Robotech War (2031-2032).

Meanwhile at Tirol the Tokugawa cruisers suffered from the same weaknesses that the *SDF-3 Pioneer* did. Anticipating combat with a large number of Zentraedi warships, the cruisers were woefully unprepared for the sheer number of Invid mecha they faced during the battle of Tirol. Two of the five ships were destroyed during the first battle of the Sentinels War (First Invid War), and a third was destroyed during an Invid counterattack on Tirol in 2023. The remaining two ships, the *Tokugawa* and the *Hannibal*, underwent an extensive refit at the Fantoma Orbiting Shipyards, and additional Tokugawa cruisers began construction in 2024.

Initially the Tokugawa-class cruisers were armed with 4 dual-barrel heavy laser turrets (2 forward, 2 rear), 12 concealed Zentraedi-style laser cannons in the front bow, and 4 heavy missile launcher tubes (2 forward, 2 rear). Following their conversions in 2024 the REF Tokugawas were upgraded to 6 heavy laser turrets (4 forward, 2 rear), 16 concealed forward laser cannons, and 8 heavy missile launcher tubes (6 forward, 2 rear).

In addition badly-needed anti-mecha weaponry was added in the form of 30 retractable laser cannons and 6 retractable missile turrets. Finally hyperspace communications and a fold drive system were added, making the vessel capable of travelling beyond a planetary system and commanding an interstellar fleet.

The Tokugawa cruisers served well during the First Invid War as command ships for REF fleets. In 2032 the cruiser *Hannibal* under the command of Major John Carpenter was dispatched to Earth to warn the United Earth Government about the Robotech Masters. Unfortunately by this time the Masters were already at war with the Armies of the Southern Cross. Alone and without support, the *Hannibal* engaged two Robotech Master motherships in Earth orbit and managed to destroy one by colliding with it after being mortally wounded in battle. Meanwhile back near Tirol the cruisers *Tokugawa*, *Rutland* and *Jutland* joined the haydonite cruiser *Ark Angel* and several other Sentinels vessels in the final assault on the Invid Regent at Optera. Unfortuantely that same year General T.R. Edwards attempted a coup against the REF command and siezed control of the Tokugawa cruisers *Saratoga* and *Ticonderoga*. The *Ticonderoga* was eventually recaptured by loyal REF troops, but the *Saratoga* was destroyed along with the *Tokugawa* when the two ships collided above Optera. More tragedy struck when the cruisers *Farragut* and *Challenger*, both assigned to Jonathan Wolff's **REF Venus Attack Group**, failed to emerge from hyperspace when the fleet folded to the Sol system. These two ships are still listed as missing in the REF fleet roster. During the Third Invid War several Tokugawa cruisers were assigned to the **REF Icarus Recon Mission**. Unfortunately all of these cruisers were destroyed by the Invid Space Hive network during recon missions and while attempting to get badly needed supplies to resistance fighters on Earth.

Production rates for the Tokugawa cruisers fell as newer command cruisers such as the *Ikazuchi* and *Icarus* classes were introduced. Production of Tokugawa cruisers finally ceased in 2054 with the commissioning of the *RSS Endeavor*. Although some Tokugawa cruisers have been scrapped, many are still in service with the RGF fleet. One of the most famous (or infamous) of these is the *RSS Griffon*, a Tokugawa cruiser which has been permanently assigned to Robotech Guardian Forces Intelligence (RGFI). The *Griffon* is painted all black and is rumored to have sensor and weapons capabilities greater than any other ship in the RGF fleet. Her exact specifications and missions are closely-guarded RGFI secrets, but most RGF personnel regard her presence as an extremely bad omen.

Tokugawa cruisers were first produced at the RDF Factory Satellite in orbit above Earth. After 2024 they were produced at the Fantoma Orbiting Shipyards near Tirol, and later at the Karbarran Space Works and the REF Factory Satellite. At their height Tokugawas were manufactured at a rate of 4 per year.

RPG STATS

Government: Tactical Armored Space Corps (Southern Cross), Robotech Expeditionary Force, later Sentinels Alliance
Ship Type: Super Dimensional (Space Fold) Cruiser
Class: *Tokugawa SFC-5000*

Manufacturer: Earth (RDF Factory Satellite), Tirol (Fantoma Orbiting Shipyard, REF Factory Satellite), Karbarra (Karbarran Space Works).

Crew: 2,155 total
        Officers: 85
        Main Crew: 840
        Flight Crew: 500
        Mecha Pilots: 380
        Troops: 350

Notable Ships of Class:

SFC-5012 Tokugawa	launched 2015, assigned to REF Pioneer Mission in 2022, severly damaged in 1st Battle for Tirol same year, refit 2023, participated in final assault on Optera in 2032, destroyed in collision with cruiser *Saratoga* during T.R. Edwards' coup attempt same year
SFC-5015 Hannibal	launched 2016, assigned to REF Pioneer Mission in 2022, severly damaged in 1st Battle for Tirol same year, refit 2023, dispatched to Earth with warning about Robotech Masters in 2032, destroyed shortly after arrival by collision with Robtech Masters mothership
SFC-5024 Jutland	launched 2024, participated in final assault on Optera in 2032, assigned to REF Icarus Recon Mission in 2043, destroyed above Earth by Invid Space Hives in 2044
SFC-5025 Rutland	launched 2024, participated in final assault on Optera in 2032, assigned to REF Prometheus Attack Group in 2045, assigned to Robotech Guardian Forces in 2048, retired from service in 2055, moored at RGF Naval Museum orbiting Tirol in 2060
SFC-5028 Saratoga	launched 2025, captured by forces loyal to T.R. Edwards in 2032, destroyed in collision with *Tokugawa* above Optera same year
SFC-5030 Ticonderoga	launched 2025, captured by forces loyal to T.R. Edwards in 2032, recaptured by REF forces same year, assigned to REF Icarus Recon Mission in 2043, destroyed above Earth by Invid Space Hives in 2044
SFC-5034 Farragut	launched 2027, assigned to REF Venus Attack Group in 2033, failed to materialize from hyperspace following fold to Sol system same year, listed as missing 2034
SFC-5037 Challenger	launched 2028, assigned to REF Venus Attack Group in 2033, failed to materialize from hyperspace following fold to Sol system same year, listed as missing 2034
SFC-5048 Griffon	launched 2032, assigned to REF Prometheus Attack Group in 2045, assigned to Robotech Guardian Forces in 2048, assigned special service to Robotech Guardian Forces Intelligence in 2070, still in service circa 2080

MDC BY LOCATION:

```
(1) Main Body                                        15,000
(2) Command Tower                                      2,000
    Bow (forward 1/4 of ship)                         10,000
(3) Engineering (rear 1/4 of ship)                     8,000
(4) Flight Deck (bottom)                               5,000
(5) Main Engines (8)                                   1,000 each
(5) Auxiliary Engines (4)                                750 each
    Guidance Thrusters (50)                              200 each

    Laser Turrets (6)                                    150 each
    Forward Laser Cannons (16)                           100 each
    Heavy Missile Launcher Tubes (8)                     150 each
    Retractable Laser Turrets (30)                       100 each
    Retractable Missile Launchers (6)                    100 each
(6) Pin Point Barriers (4)                             5,000 each

    Small Airlocks/Access Hatches (40)                   250 each
    Main Airlocks (8)                                    500 each
    Outer Hull (per 40ft area)                           200
    Interior walls (per 20ft area)                        20
    Main Hangar Door (1)                                 800
    Secondary Hangar Doors (4)                           500 each
```

NOTES:

1. Depleting the MDC of the main body will eliminate the cruiser. All internal systems will shut down, including life support and internal gravity. In addition, there is a 30% chance that the power systems will overload and the destroyer will explode, doing 4D6x1,000 M.D. to everything in a 5,000 ft (1,525 m) radius. Regardless of whether it explodes or not, the ship itself will be an unsalvageable floating wreck.

2. Destroying the command tower will instantly kill anyone on the bridge, as well as knock out radar and primary communications. There are two auxiliary bridges in the main body of the ship that the surviving crew can take command from. However if the command tower is lost then the ship will be at -5 initiative and -3 to dodge due to loss of sensors.

3. Depleting the MDC of the engineering section will essentially destroy the cruiser. All power systems, the main engines and the auxiliary engines will be eliminated (see below). In addition, all internal systems will shut down due to lack of power, including life support and internal gravity. Finally, there is a 50% chance that the reflex furnace will overload and explode, doing 4D6x1,000 M.D. to everything in a 5,000 ft (1,525 m) radius.

4. Destroying the flight decks will greatly impair the cruiser's ability to deploy and recover mecha. Under normal circumstances the destroyer can launch or recover 10 mecha per turn. For every 500 points of damage the flight deck takes reduce this number by 1. If the flight deck reaches 0 MDC then it is *destroyed*; no mecha can be launched or recovered, 40+(1D6x10)% of the flight crew will be killed, and any mecha that have already been launched will need to find another place to land.

5. Depleting the MDC of the main engines will force the ship to rely on its auxiliary engines. Depleting

the MDC of the main engines AND auxiliary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).

6. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the [Pinpoint Barrier System](#) entry for details.

SPEEDS:

Speed (sublight): 0.16 speed of light (25,600 miles/41,200 km per second)
Speed (Auxiliary Drives): Mach 10
Space Fold: Not equipped with space fold drives prior to 2023. After 2023 range unlimited (1 light year every 6 minutes).
Planet bound:
> Has vertical take off and landing (VTOL) capability. Can reach speeds of up to Mach 6 in an upper planetary atmosphere, but not designed for extended flight or maneuvering. Cannot travel underwater (but will float on an ocean surface).

Maximum Range: Unlimited (powered by a protoculture reactor with an estimated life span of 30 years)

STATISTICAL DATA:

Length: 2475 ft (754 m)
Width: 950 ft (290 m)
Height: 790 ft (241 m)
Weight: 16,000,000 tons (standard)

Fold System:
> Initially none
> After 2023 equipped with Robotech Research Group (RRG) Mk. 2R fold system cluster

Sublight Drive:
> Initially Workl-Quatafilla macro nozzle cluster (RRG-modified)
> After 2023 equipped with REF Naval Engineering Class XI macro nozzle cluster

Gravity Control System:
> Geteulmaqulla-Zollia internal gravity control system (RRG-modified)

Auxiliary Engine:
> Initially Macross Engineering Mk. 48 nuclear thrust system
> After 2023 equipped with REF Naval Engineering Class XV mass-conservation thrust system

Radar System:
> Initially RRG Type VI Standard Sensor Cluster
> After 2023 equipped with RRG Type XIV Hyperspace Sensor Cluster

WEAPON SYSTEMS:

1. **DUAL-BARREL HEAVY LASER TURRETS (4 initially, 6 after 2023):** The main weapons of the Tokugawa cruisers are zentraedi-style turreted heavy laser cannons. Originally the cruisers mounted four turrets (two near the center above the main body, two on the rear engineering section) but following the 2023 refit two additional turrets were added (one on either side of the command tower). Each turret can rotate 360 degrees and has a 180 degree arc of fire.
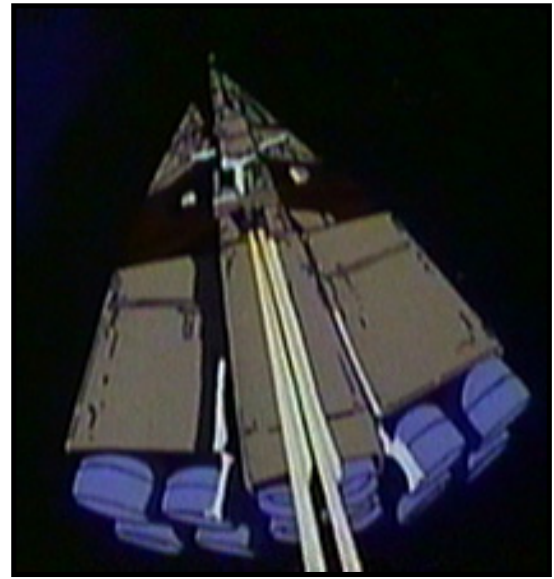
   ○ **PRIMARY PURPOSE:** Anti-Warship
   ○ **SECONDARY PURPOSE:** Heavy Assault
   ○ **RANGE:** 100,000 miles (160,000 km) in an atmosphere, 200,000 miles (320,000 km) in space
   ○ **DAMAGE:** 1D6x100 M.D. per shot, 2D6x100 M.D. per dual blast
   ○ **RATE OF FIRE:** Each laser can fire twice per melee round
   ○ **PAYLOAD:** Unlimited

2. **CONCEALED ZENTRAEDI-STYLE LASER CANNONS (12 initially, 16 after 2023):** As a backup to the main laser cannons and useful for heavy assaults, the Tokugawa cruisers are equipped with concealed lasers on the bow of the ship, similar to those used on Zentraedi cruisers. These lasers have a limited range of motion; they can be adjusted 30 degrees to the left, right, above or below the centerline of the ship. Initially 12 lasers were mounted on the bow of the Tokugawa, but after the 2023 refit this number was raised to 16.

   ○ **PRIMARY PURPOSE:** Anti-Warship
   ○ **SECONDARY PURPOSE:** Heavy Assault
   ○ **RANGE:** 300 miles (483 km) in an atmosphere, 600 miles (966 km) in space
   ○ **DAMAGE:** 2D6x20 M.D. per blast
   ○ **RATE OF FIRE:** Each laser can fire once per round, and can be combined with other lasers to form a single volley (counts as one attack).
   ○ **PAYLOAD:** Unlimited

3. **HEAVY MISSILE LAUNCHERS (4 initially, 8 after 2023):** To further augment their anti-warship firepower, the Tokugawa cruisers are equipped with torpedo-like missile tubes. Initially the cruisers had two tubes pointing forward and two pointing rearward, but after the 2023 refit an additional 4 forward-pointing tubes were added. The launchers contain long-range nuclear missiles and are intended for use in heavy combat only.

   ○ **PRIMARY PURPOSE:** Heavy Assault
   ○ **SECONDARY PURPOSE:** Anti-Warship
   ○ **RANGE:** 2,000 miles (3,216 km)
   ○ **SPEED:** Mach 2+ (1,340 mph/2,140 kmph) in an atmosphere.
   ○ **DAMAGE:** 6D6x100 M.D.
   ○ **BLAST RADIUS:** 2,000 feet (610 m)

- ❍ **RATE OF FIRE:** Each launcher tube holds one missile and must be reloaded after firing. Reloading a launcher tube takes 30 seconds (2 melee rounds). If loaded, all 8 tubes can fire at once for a volley of 6 nuclear missiles (!).
- ❍ **PAYLOAD:** A typical cruiser carries 48 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however.
- ❍ **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately 12 ft (3.6 m) long, about twice the size of a [VR-152 Battler II](#) cyclone.

4. **RETRACTABLE LASER TURRETS (30, not added until after 2023):** During the 2023 refit retractable laser turrets were added to the Tokugawa cruisers to provide better protection from Invid mecha attacks. These lasers were placed at strategic positions along the hull and were primarily intended for anti-mecha defense, but can do moderate damage against enemy spacecraft that get too close. When not in use gun turrets are concealed within the hull underneath a sliding hatch. At most 15 lasers can be brought to bear on a single target.

- ❍ **PRIMARY PURPOSE:** Defense
- ❍ **SECONDARY PURPOSE:** Anti-Mecha
- ❍ **RANGE:** 30 miles (48.3 km) in an atmosphere, 60 miles (96.6 km) in space
- ❍ **DAMAGE:** 1D6x20 M.D. each. Several lasers can be directed to fire in volleys of 3 or more. A volley of 3 beams does 3D6x20 M.D., a volley of 6 beams does 6D6x20 M.D., and so on. A full volley of 10 beams aimed at a single target does 1D6x200 M.D. (!) if it hits.
- ❍ **RATE OF FIRE:** Each laser can fire once per melee, and can be combined in any volley combination of 3 or more lasers, up to 10 lasers. Volleys can be directed at different targets.
- ❍ **PAYLOAD:** Unlimited.
- ❍ **NOTE:** The lasers can be set on automatic during combat, during which time they have a +2 to strike due to their advanced tracking systems. The lasers tracking systems will target incoming missiles first and attacking mecha/aircraft second.

5. **RETRACTABLE MEDIUM MISSILE LAUNCHERS (6, not added until after 2023):** Along with the retractable laser turrets medium-range missile turrets were added to the Tokugawa cruisers in 2023 to further augment their anti-mecha defenses. Each launcher contains 8 missile tubes allowing volleys of up to 8 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 8 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

- ❍ **PRIMARY PURPOSE:** Anti-Aircraft
- ❍ **SECONDARY PURPOSE:** Anti-Warship
- ❍ **MISSILE TYPES:** Any type of REF Medium Range Missile can be used. Smart missiles are commonly used to avoid hitting friendly aircraft.
- ❍ **RANGE:** Varies, typically 60 miles (80.4 km).
- ❍ **SPEED:** Varies, typically 1600mph (2571kmph) in an atmosphere.
- ❍ **DAMAGE:** Varies, typically 2D4x10 M.D.
- ❍ **BLAST RADIUS:** Varies, typically 15 feet.
- ❍ **RATE OF FIRE:** Volleys of 2, 4, 6, or 8 missiles per launcher.

- o **PAYLOAD:** Each launcher holds 8 missiles. Once the missiles are expended the launcher is reloaded within 1 round via an automated system. The reload system holds 48 missiles per launcher.

6. **DS-1 PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by Dr. Emil Lang onboard the SDF-1 during the First Robotech War, the Pinpoint Barrier System is a standard defense system on board most REF starships, including the Tokugawa cruisers. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within five seconds (3 melee attacks). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command tower, (2) main engines, (3) flight deck, and (4) weapons systems in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the destroyer to the Veritechs and retractible weapon systems.

- o **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
- o **RANGE:** Up to 100 feet (30.5 m) from the surface of the vessel.
- o **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- o **RADIUS:** 200 ft (61 m)
- o **DEFENSIVE MOVEMENT:** Can move from one end of the destroyer to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- o **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- o **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by Zentraedi or Robotech Master warships. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
    - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
    - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
    - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
    - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
    - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
    - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
    - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
    - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Tokugawa cruisers are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** The cruiser is equipped with a hyperspace communications relay which allows faster-than-light communication between the ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The Tokugawa cruisers have sufficient life support to provide breathable air and comfortable temperatures for 2,500 people for up to 15 years (air is recycled). In an emergency the life support system can support up to 5,000 people at one time, though living conditions onboard will get extremely cramped at that point. The cruiser also holds sufficient food and water to support 2,500 people for up to 6 months.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the cruiser can communicate with up to 500 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft to relay communications.
- **LONG-RANGE RADAR:** The radar array of the Tokugawa cruisers can track and identify up to 500 craft simultaneously. The radar system has a 2,000 mile/3,200 km range.
- **SPACE FOLD SYSTEM:** Following 2023 the Tokugawa cruiser was equipped with a Robotech Research Group fold drive, capable of propelling the ship through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. When executing a space fold the cruiser will transport any ships within a 2 mile (3.2 km) radius with it, allowing it to transport up to about 100 smaller ships with it, if necessary. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the cruiser is equipped with sublight engines that can propel the ship at speeds up to 0.16 speed of light (25,600 miles/41,200 km per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 6 at low altitudes or Mach 10 at high altitudes due to hull stress.
- **SUBSPACE MASS SENSORS:** The Tokugawa cruisers are equipped with subspace sensors which

are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most variable fighters).

MECHA COMPLEMENT:

The landing bay can hold and support a grand total of 350 veritechs/destroids of any type, as long as the mecha are smaller than 50 ft (15.2 m) and weigh less than 40 tons each. In addition, there are 3 special berths for larger mecha up to 100 ft (30.4 m) tall and 300 tons in weight (i.e. Mac II or III). Below are some typical mecha complements, though changes may be made if required by the mission.
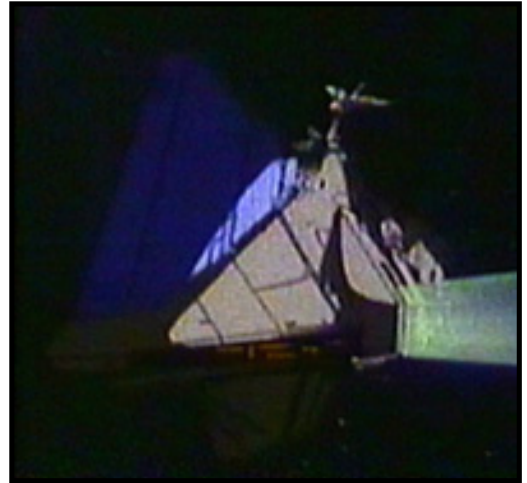
Southern Cross Tokugawa cruiser (circa 2028)

- 92 Corsair III non-transformable fighters (*Southern Cross* pg. 80)
- 48 Logan Veritechs (*Southern Cross* pg. 57)
- 60 AJACS Veritech Attack Copters (*Southern Cross* pg. 59)
- 24 VAF-6 Alpha Veritechs (*Sentinels* pg. 83)
- 48 VF-11 Thunderbolt Veritechs

- 12 Veritech Hover Tanks (*Southern Cross* pg. 62)
- 48 Cosmic Unit Space Battloids (*Southern Cross* pg. 67)
- 6 GMP Multi-Purpose Battloids (*Southern Cross* pg. 64)
- 12 GMP Security Robots (*Southern Cross* pg. 76)

- 2 TASC Assault Shuttles (*Southern Cross* pg. 83)

REF Tokugawa cruiser (circa 2030)

- 144 VAF-6 Alpha Fighters (*Sentinels* pg. 82)
- 72 VBF-1 Beta Fighters (*Sentinels* pg. 87)
- 20 VF-1 Veritechs (*Robotech RPG* pg. 47)
- 6 VF-1V Vindicators

- 500 Cyclones (assorted types, *Sentinels* pg. 75)

- 12 Veritech Hover Tanks (*Sentinels* pg. 93)
- 24 Mk VII Excalibers (*Sentinels* pg. 61)
- 24 Mk III Gladiators (*Sentinels* pg. 63)
- 6 Mk XI Raidar X (*Sentinels* pg. 66)
- 6 Mk XIII Spartans (*Sentinels* pg. 68)
- 3 M.A.C. IIIs (*Sentinels* pg. 65)
- 33 TBP-Z1 Tactical Battle Pods (*Sentinels* pg. 70)
- 3 OBP-Z2 Officer's Battle Pods (*Sentinels* pg. 72)

- 12 AAT-40 Assault Transports (*Sentinels* pg. 107)
- 12 AAT-30 Assault Transports (*Sentinels* pg. 107)
- 4 ARRAV Rocket Launchers (*Sentinels* pg. 108)
- 1 MTA Titan (*Sentinels* pg. 114)
- 1 Horizont Transatmospheric Shuttle (modified to carry MTA Titan, *Sentinels* pg. 94)

REF Tokugawa cruiser (circa 2043)

- 48 VAF-6 Alpha Fighters (*Sentinels* pg. 82)
- 80 [VAF-8 Alpha Fighters](#) (32 have SF-10 Cloaking Devices)
- 6 [VAF-8R Recon Alpha Fighters](#)
- 6 [VAF-9 Alpha Fighters](#)
- 24 VBF-1 Beta Fighters (*Sentinels* pg. 87)
- 54 [VBF-2 Beta Fighters](#) (22 have SF-10 Cloaking Devices)
- 6 [VBF-2R Beta Fighters](#)
- 6 [VBF-3 Beta Fighters](#)
- 6 [VF-1V Vindicators](#)

- 500 Cyclones (assorted types, mostly [Second Generation Cyclones](#))

- 24 Veritech Hover Tanks (*Sentinels* pg. 93)
- 18 Mk VII Excalibers (*Sentinels* pg. 61)
- 18 Mk III Gladiators (*Sentinels* pg. 63)
- 12 Mk XI Raidar X (*Sentinels* pg. 66)
- 6 Mk XIII Spartans (*Sentinels* pg. 68)
- 3 M.A.C. IIIs (*Sentinels* pg. 65)
- 33 TBP-Z1 Tactical Battle Pods (*Sentinels* pg. 70)
- 3 OBP-Z2 Officer's Battle Pods (*Sentinels* pg. 72)

- 12 AAT-40 Assault Transports (*Sentinels* pg. 107)
- 12 AAT-30 Assault Transports (*Sentinels* pg. 107)
- 4 ARRAV Rocket Launchers (*Sentinels* pg. 108)
- 1 MTA Titan (*Sentinels* pg. 114)
- 1 Horizont Transatmospheric Shuttle (modified to carry MTA Titan, *Sentinels* pg. 94)

In all three examples a Tokugawa cruiser will also have 16 TCH-4 Tractor-Haulers, 30 ML-3 Forklifts, 6 AMR-10 Mecha Retrieval Transport Vehicles, 8 REF Personnel Shuttles and 4 REF Cargo Shuttles onboard.

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

REF *WARRIOR*-CLASS DESTROYERS

Based on an original starship design by **BILL SPANGLER, TIM ELDRED** *and* **FRED PERRY**
Published in **Eternity Comics'** **Robotech Invid War** *comic books.*
RPG Stats by **DAVE DEITRICH** (*deitrich@mcs.net*)
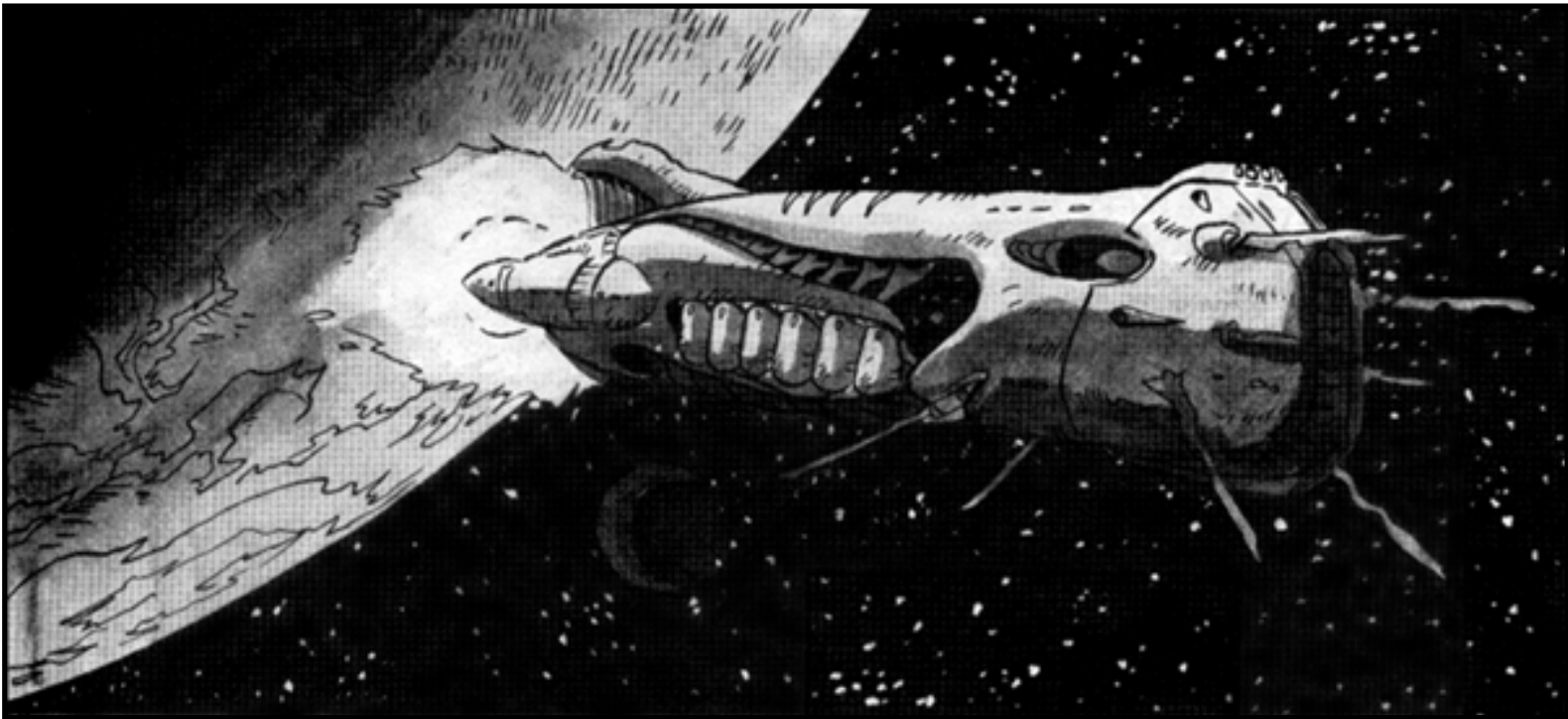
BACKGROUND

The *Warrior*-**class Destroyer** was designed and built by the Robotech Expeditionary Force (REF) in 2024, during the early part of the Sentinels War (First Invid War). Along with the *Exeter*-class Escorts, the Warriors were designed to defend REF bases as well as escort larger capital ships to protect against Invid strike forces. The destroyers were also designed for reconnaissance, and contain both powerful sensor systems and subspace transmitters/receivers for their size. The Warrior class has a definite Zentraedi look and feel to it, mostly due to the fact that a large number of its systems were taken directly from the Zentraedi *Salan* scout ship design. The use of Zentraedi technology greatly reduced the development time necessary for the destroyers, as well as lowering the cost of their manufacture since the Valivarre shipyards

were already geared for manufacturing these systems and did not require extensive retooling.

The armament of the Warrior-class destroyer is impressive for its size. The main weaponry consists of two forward-mounted main laser cannons along with 8 concealed particle beam cannons. The destroyer also has six heavy missile launchers (4 forward, 2 reverse) capable of launching nuclear or reflex weaponry. As with all REF starships designed following the near-defeat at the battle of Tirol, the Warrior also has 20 retractable laser turrets and 4 retractable medium-range missile launchers for anti-mecha defense. In addition, the destroyer's modest landing bay can support up to 30 mecha of various types, along with 3 shuttles and other support craft. The Warrior also contains a pinpoint barrier system, as well as its own independent fold drive.

Although not as glamorous as other REF starships, the Warriors played an important part during the First Invid War providing valuable reconnaissance and defending REF bases against counterattacks as the Sentinels recaptured local group planets from the Regent's forces. During the final push to Optera near the end of the war many Warriors took part in border raids to disrupt Invid supply lines as well as diversionary skirmishes to keep Invid forces away from the main fleet. Many Warriors were destroyed during the final battles of the war, though their sacrifices led to the Sentinels' triumph and the death of the Invid Regent in 2032.

The Warrior-class destroyers were extremely popular with REF Zentraedi forces and even some important non-Zentraedi REF commanders. Following the end of the Sentinels War **Colonel Jonathan Wolff** took command of the *RSS Wolfpack* and made it the flagship of the REF Venus Attack Group, which was the first and only time a starship smaller than a cruiser has been made flagship of an entire REF fleet. However, the *Wolfpack* was hijacked by **Dana Sterling** and the 15th ATAC shortly after Wolff's arrival at Earth and returned to Tirol with refugees from the Second Robotech War. Dana Sterling was court-martialed for her actions and the *Wolfpack* was reassigned to the REF Mercury Defense Group to protect Tirol. In 2042 the *Wolfpack* was assigned to the Icarus Reconnaissance Mission and returned to the Sol system once again. Unfortunately the ship was destroyed shortly after arrival by the Invid Space Hive ring while trying to regain contact with REF Moon Base Copernicus.

The Warrior class served until 2057 when the class was retired in favor of newer RGF starship designs. Most of the destroyers that survived the Invid Wars were scrapped and recycled, although a few have been preserved. The *RSS Archer* is the most notable surviving example of this class, and is currently on display in the RGF Naval Museum orbiting Tirol. Warriors were originally manufactured at the Fantoma Orbiting Shipyards, though later they were also manufactured under contract at the Karbarran Space Works. At their height Warriors were manufactured at a rate of 15-20 per year.
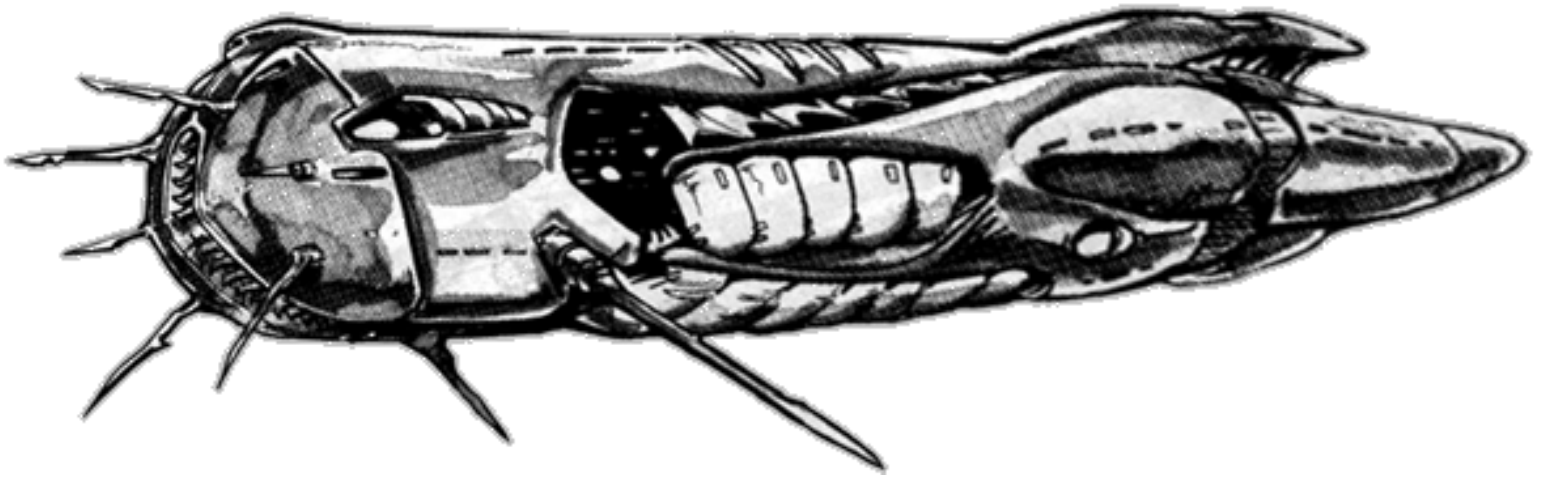
RPG STATS

Government: Robotech Expeditionary Force, later Sentinels Alliance
Ship Type: Super Dimensional (Space Fold) Reconnaissance Destroyer
Class: *Warrior SFD-3000*
Manufacturer: Tirol (Fantoma Orbiting Shipyard), Karbarra (Karbarran Space Works).

Crew: 400 total
      Officers: 25
      Main Crew: 235
      Flight Crew: 60
      Mecha Pilots: 30
      Troops: 50

Notable Ships of Class:

SFD-3064 Wolfpack launched 2028, made flagship of REF Venus Attack Group in 2033, hijacked by Dana Sterling same year, assigned to REF Icarus Reconnaissance Mission in 2042, destroyed by [Invid Space Hive](#) same year

SFD-3087 Archer launched 2030, survived all three Invid wars, retired in 2057, moored at RGF Naval Museum orbiting Tirol in 2061

MDC BY LOCATION:

```
(1) Main Body                             8,500
(2) Forward Bridge                          750
(3) Flight Deck (bottom)                  1,200
(4) Main Engines (3)                      2,000 each
(4) Auxiliary Engines (2)                   800 each
    Guidance Thrusters (24)                 200 each
```

```
      Main Lasers (2)                                    300 each
      Particle Beam Cannons (8)                           75 each
      Missile Launcher Tubes (6)                         150 each
      Retractable Laser Turrets (20)                     100 each
      Retractable Missile Launchers (8)                  100 each
(5) Pin Point Barriers (4)                             5,000 each

(6) Forward Antennae (6)                                  50 each
(6) Main Antennae (2)                                    200 each
      Small Airlocks/Access Hatches (20)                 250 each
      Main Airlocks (4)                                   500 each
      Outer Hull (per 40ft area)                         200
      Interior walls (per 20ft area)                      20
```

NOTES:

1. Depleting the MDC of the main body will eliminate the destroyer. All internal systems will shut down, including life support and internal gravity. In addition, there is a 40% chance that the power systems will overload and the destroyer will explode, doing 1D6x1,000 M.D. to everything in a 2,000 ft (610 m) radius. Regardless of whether it explodes or not, the ship itself will be an unsalvageable floating wreck.
2. Destroying the forward bridge will instantly kill anyone on the command deck. However, there is an auxiliary bridge near the center of the ship that the surviving crew can take command from. If the main bridge is lost the ship will be operating at -2 initiative due to having to rely on backup systems.
3. Destroying the flight decks will greatly impair the destroyer's ability to deploy and recover mecha. Under normal circumstances the destroyer can launch or recover 4 mecha per turn. For every 300 points of damage the flight deck takes reduce this number by 1. If the flight deck reaches 0 MDC then it is *destroyed*; no mecha can be launched or recovered, 40+(1D6x10)% of the flight crew will be killed, and any mecha that have already been launched will need to find another place to land.
4. Depleting the MDC of the main engines will force the ship to rely on its secondary engines. Depleting the MDC of the main engines AND secondary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power).
5. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.
6. Destruction of the 6 forward antennae will knock out most of the destroyer's sensor systems. Main radar will be limited to only 20 miles (32 km), and subspace sensors will be offline. Destruction of the 2 main antennae will knock out hyperspace communications.

SPEEDS:

Speed (sublight): 0.20 speed of light (32,000 miles/51,500 km per second)

Speed (Auxiliary Drives): Mach 14
Space Fold: Range Unlimited (1 light year every 6 minutes).
Planet bound:
> Has vertical take off and landing (VTOL) capability. Can reach speeds of up to Mach 8 in an upper planetary atmosphere, but not designed for extended flight or maneuvering. Can also travel underwater at up to 100mph (160 kmph) if absolutely necessary.

Maximum Range: Unlimited (powered by a protoculture reactor with an estimated life span of 20 years)

STATISTICAL DATA:

Length: 750 ft (250 m)
Width: 180 ft (55 m)
Height: 165 ft (50 m
Weight: 40,000 tons (standard)

Fold System: Robotech Research Group (RRG)-modified Shik-Telnekulla fold system cluster
Sublight Drive: Workl-Quatafilla macro nozzle cluster (RRG-modified)
Gravity Control System: Geteulmaqulla-Zollia internal gravity control system (RRG-modified)
Auxiliary Engine: REF Naval Engineering Class IX mass-conservation thrust system
Radar System: RRG Type XIV Hyperspace Sensor Cluster

R.S.S. WOLFPACK
In orbit above Earth circa 2034 AD. Note the RDF Robotech Factory in the background.
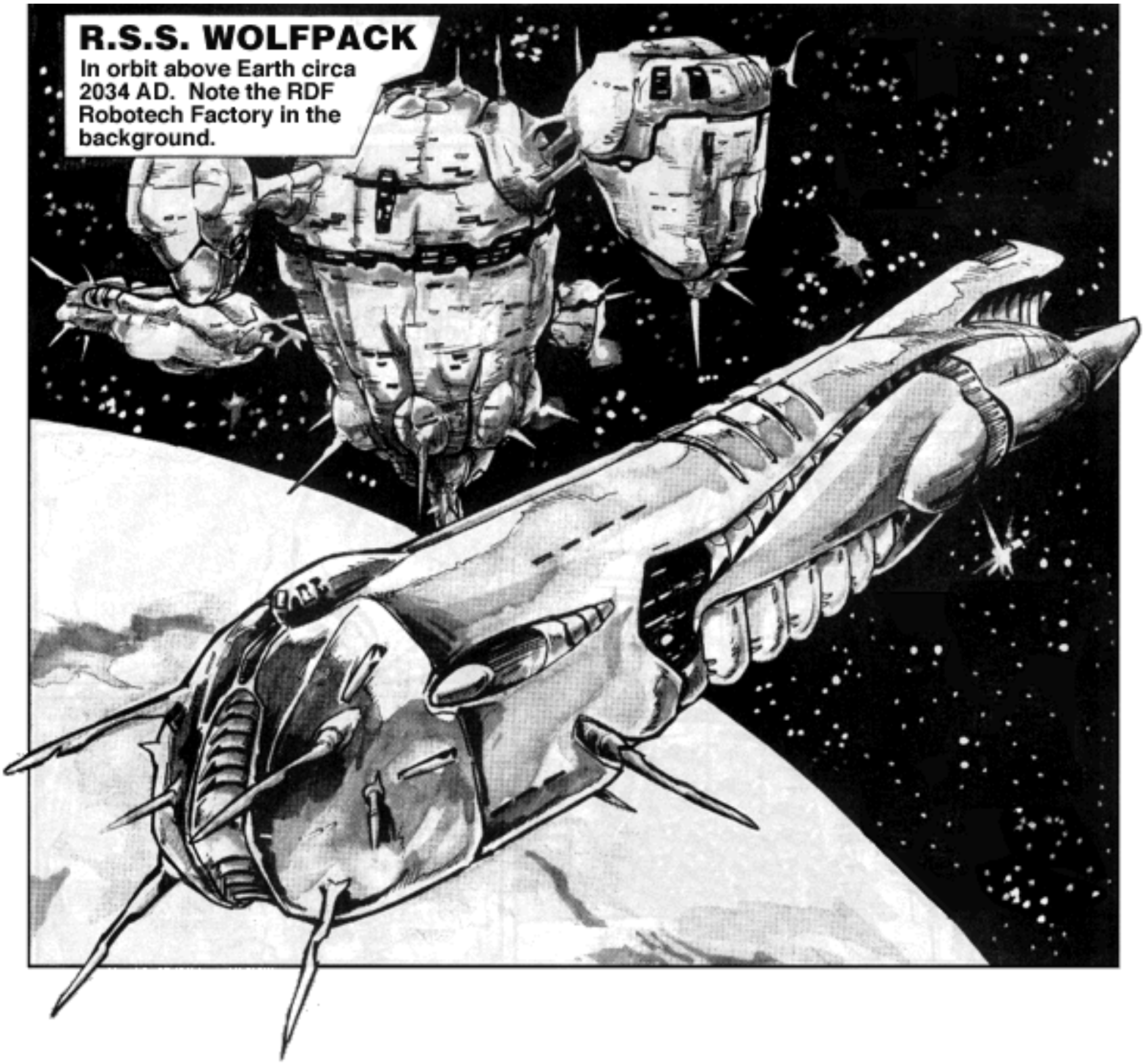
WEAPON SYSTEMS:

1. **MAIN LASER CANNONS (2):** The main anti-starship weapons of the *Warrior*-class Destroyers are two zentraedi-style heavy laser cannons mounted below and to the rear on each side of the main bridge. These lasers are fixed forward and can only fire at targets directly in front of the destroyer. The lasers can be fired individually or at the same time; most commanders alternate between the two cannons to compensate for the lasers' recharge delay.

   ○ **PRIMARY PURPOSE:** Anti-Warship

- ❍ **SECONDARY PURPOSE:** Heavy Assault
  - ❍ **RANGE:** 500 miles (805 km) in an atmosphere, 1000 miles (1609 km) in space
  - ❍ **DAMAGE:** 4D6x100 M.D. per blast
  - ❍ **RATE OF FIRE:** Each laser can fire once every other round
  - ❍ **PAYLOAD:** Unlimited

2. **PARTICLE BEAM CANNONS (8):** As a backup to the main laser cannons, The *Warrior* destroyers are equipped with 8 heavy particle beam cannons mounted in concealed hardpoints on the bow of the ship. These cannons have a limited range of motion; they can be adjusted 30 degrees to the left, right, above or below the centerline of the ship. The cannons are similar to the PBC-12 cannons used on the Mk VII Excalibur destroids, but have a longer range and greater power.

   - ❍ **PRIMARY PURPOSE:** Anti-Warship
   - ❍ **SECONDARY PURPOSE:** Heavy Assault
   - ❍ **RANGE:** 100 miles (161 km) in an atmosphere, 200 miles (322 km) in space
   - ❍ **DAMAGE:** 5D10+50 M.D. per blast
   - ❍ **RATE OF FIRE:** Each PBC can fire once per round
   - ❍ **PAYLOAD:** Unlimited

3. **HEAVY MISSILE LAUNCHERS (6):** To further augment their anti-warship firepower, the *Warrior* destroyers are equipped with 6 torpedo-like missile tubes. Four of these tubes are aimed forward while two are mounted to the rear. The launchers contain long-range nuclear missiles and are intended for use heavy combat only.

   - ❍ **PRIMARY PURPOSE:** Heavy Assault
   - ❍ **SECONDARY PURPOSE:** Anti-Warship
   - ❍ **RANGE:** 2,000 miles (3,216 km)
   - ❍ **SPEED:** Mach 2+ (1,340 mph/2,140 kmph) in an atmosphere.
   - ❍ **DAMAGE:** 6D6x100 M.D.
   - ❍ **BLAST RADIUS:** 2,000 feet (610 m)
   - ❍ **RATE OF FIRE:** Each launcher tube holds one missile and must be reloaded after firing. Reloading a launcher tube takes 30 seconds (2 melee rounds). If loaded, all 6 tubes can fire at once for a volley of 6 nuclear missiles (!).
   - ❍ **PAYLOAD:** A typical destroyer carries 30 missiles in storage that can be readied for firing in about 30 minutes. Additional missiles can be carried if deemed necessary, however.
   - ❍ **NOTE:** These missiles CANNOT be used by variable fighters. Each missile is approximately 12 ft (3.6 m) long, about twice the size of a [VR-152 Battler II](#) cyclone.

4. **RETRACTABLE LASER TURRETS (20):** The destroyer has 20 retractable laser turrets mounted at various strategic places along the hull. These short-range lasers are intended primarily for anti-mecha defense, but can do moderate damage against enemy spacecraft that get too close. When not in use gun turrets are concealed within the hull underneath a sliding hatch. At most 10 lasers can be brought to bear on a single target.

- ❍ **PRIMARY PURPOSE:** Defense
- ❍ **SECONDARY PURPOSE:** Anti-Mecha
- ❍ **RANGE:** 30 miles (48.3 km) in an atmosphere, 60 miles (96.6 km) in space
- ❍ **DAMAGE:** 1D6x20 M.D. each. Several lasers can be directed to fire in volleys of 3 or more. A volley of 3 beams does 3D6x20 M.D., a volley of 6 beams does 6D6x20 M.D., and so on. A full volley of 10 beams aimed at a single target does 1D6x200 M.D. (!) if it hits.
- ❍ **RATE OF FIRE:** Each laser can fire once per melee, and can be combined in any volley combination of 3 or more lasers, up to 10 lasers. Volleys can be directed at different targets.
- ❍ **PAYLOAD:** Unlimited.
- ❍ **NOTE:** The lasers can be set on automatic during combat, during which time they have a +2 to strike due to their advanced tracking systems. The lasers tracking systems will target incoming missiles first and attacking mecha/aircraft second.

5. **RETRACTABLE MEDIUM MISSILE LAUNCHERS (4):** In addition to the heavy missile launchers, the *Warrior* destroyers are armed with four medium range missile launchers which are also intended for anti-mecha defense. Each launcher contains 10 missile tubes allowing volleys of up to 10 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 10 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

- ❍ **PRIMARY PURPOSE:** Anti-Aircraft
- ❍ **SECONDARY PURPOSE:** Anti-Warship
- ❍ **MISSILE TYPES:** Any type of REF Medium Range Missile can be used. Smart missiles are commonly used to avoid hitting friendly aircraft.
- ❍ **RANGE:** Varies, typically 60 miles (80.4 km).
- ❍ **SPEED:** Varies, typically 1600mph (2571kmph) in an atmosphere.
- ❍ **DAMAGE:** Varies, typically 2D4x10 M.D.
- ❍ **BLAST RADIUS:** Varies, typically 15 feet.
- ❍ **RATE OF FIRE:** Volleys of 2, 4, 6, 8, or 10 missiles per launcher.
- ❍ **PAYLOAD:** Each launcher holds 10 missiles. Once the missiles are expended the launcher is reloaded within 1 round via an automated system. The reload system holds 50 missiles per launcher.

6. **DS-1 PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by Dr. Emil Lang onboard the SDF-1 during the First Robotech War, the Pinpoint Barrier System is a standard defense system on board most REF starships, including the *Warrior* destroyers. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within five seconds (3 melee attacks). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the forward bridge, (2) main engines, (3) main weapon systems, and (4) the flight deck, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the destroyer to the Veritechs and retractible weapon systems.

- ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
- ❍ **RANGE:** Up to 100 feet (30.5 m) from the surface of the vessel.
- ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the destroyer to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam attack, such as the one generated by Zentraedi or Robotech Master warships. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.
    - ■ **01-15:** Lucked out, system will be operational in 1D6 hours.
    - ■ **16-30:** Minor damage, system will require 4D6 hours to repair.
    - ■ **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
    - ■ **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
    - ■ **61-75:** Major damage, system will require 2D6x10 hours to repair.
    - ■ **76-90:** Minor damage, system will require 4D6 hours to repair.
    - ■ **91-95:** Lucked out, system will be operational in 1D6 hours.
    - ■ **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Warrior destroyers are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** The destroyer is equipped with a hyperspace communications relay which allows faster-than-light communication between the ships and other

vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.

- **LIFE SUPPORT SYSTEMS:** The Warrior destroyers have sufficient life support to provide breathable air and comfortable temperatures for 500 people for up to 15 years (air is recycled). In an emergency the life support system can support up to 800 people at one time, though living conditions onboard will get extremely cramped at that point. The carrier also holds sufficient food and water to support 400 people for up to 6 months.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The impressive communications array of the destroyer can communicate with up to 500 craft simultaneously at ranges of up to 900 miles (1,440 km). This range can be boosted indefinitely by using satellites or other spacecraft to relay communications.
- **LONG-RANGE RADAR:** The radar array of the Warrior destroyers can track and identify up to 1,000 craft simultaneously. The radar system has a 2,000 mile/3,200 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion, the destroyer is equipped with a modified version of a Zentraedi fold drive, capable of propelling the ship through hyperspace at speeds up to 3.28x10^10 mps (5.25x10^10 kmps), or 1 light year per 6 minutes. However, unlike larger capital ships the Warrior **CANNOT** transport other ships with it when it folds. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the destroyer is equipped with sublight engines that can propel the ship at speeds up to 0.20 speed of light (32,000 miles/51,500 km per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 3 at low altitudes or Mach 8 at high altitudes due to hull stress.
- **SUBSPACE MASS SENSORS:** The Warrior destroyers are equipped with subspace sensors which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the carrier, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most variable fighters).

MECHA COMPLEMENT:

The landing bay can hold and support a grand total of 30 veritechs/destroids of any type, as long as the mecha are smaller than 50 ft (15.2 m) and weigh less than 40 tons each. The actual complement of mecha will vary; A Warrior destroyer assigned to escort or long-range reconnaissance will usually have 12 Alphas (VAF-6 or VAF-8), 12 Betas (VBF-1 or VBF-2), and 6 Destroids (Gladiator, Excalibur, or Raidar X) aboard, while a destroyer assigned to support an invasion may have 6 Alphas and 24 Destroids. Other combinations are possible. Also included are 50 Cyclones of various types (for use by the troops on board), 6 TCH-4 Tractor-Haulers, 12 ML-3 Forklifts, and 3 REF Personnel Shuttles.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

REF *EXETER*-CLASS ESCORTS

*Based on a starship design by **JOHN WALTRIP** and **JASON WALTRIP***
*Published in **Eternity Comics' Robotech II: The Sentinels** comic books.*
*Original Artwork by **PRESLEY H. CANNADY II** (cannady@magiccarpet.com)*
*RPG Stats by **DAVE DEITRICH** (deitrich@mcs.net)*
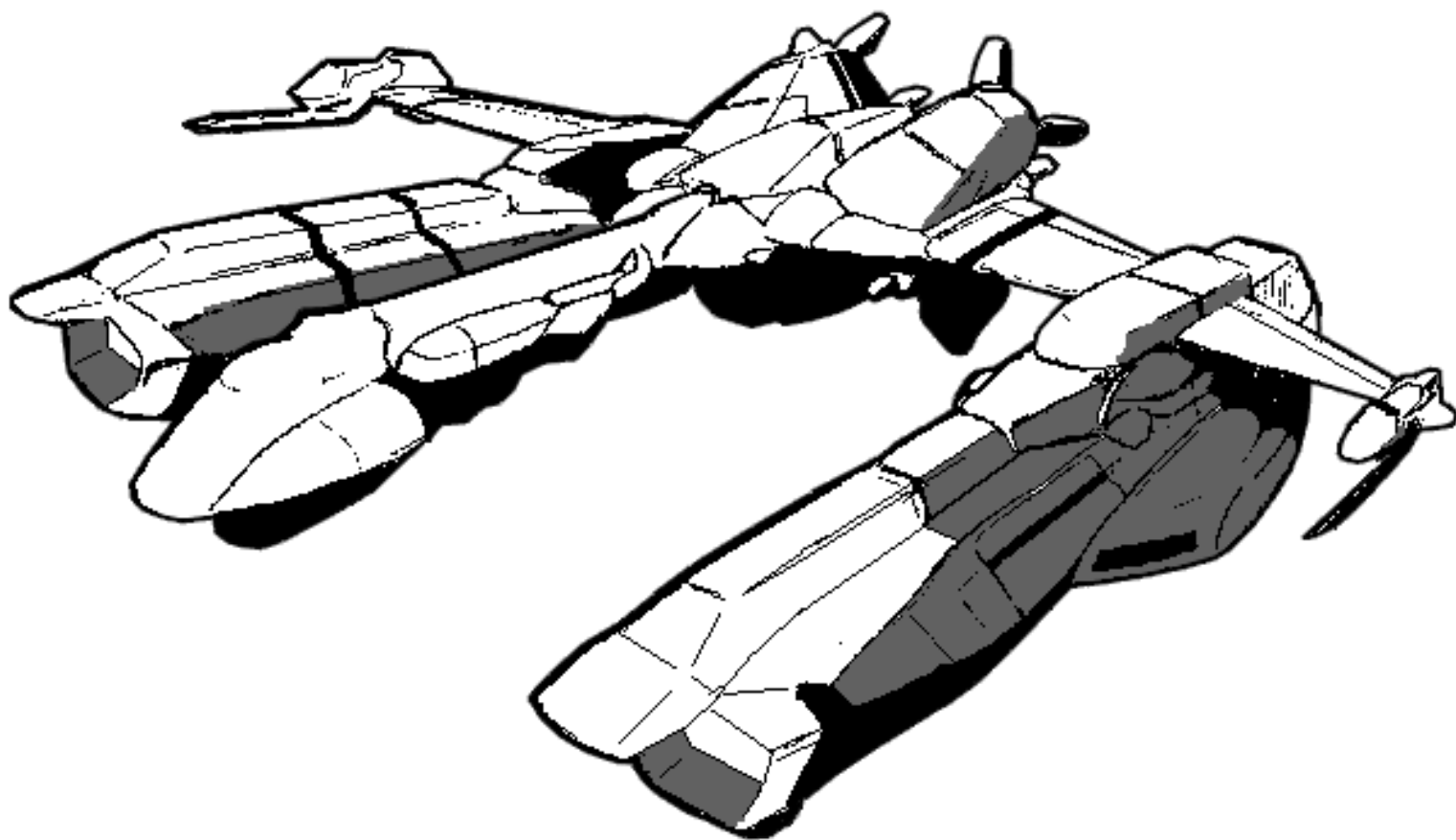
BACKGROUND

The *Exeter*-class Escort has perhaps the most intriguing background of any capital ship class in the REF fleet. Originally named the *Ark Angel*-class, the escorts were built shortly after the first REF engagement with the Invid over Tirol in 2022. During this battle enormous numbers of Invid mecha overwhelmed REF Veritech squadrons and did serious damage to the *SDF-3 Pioneer* and other REF capital ships before being forced to withdraw. This near-defeat pointed out a fundamental flaw in the REF's war strategy. Based on their experiences with the Zentraedi the REF had expected to encounter a large number of capital ships around Tirol and had built up the expeditionary force fleet accordingly. However, the forces of the Invid Regent were based on hit-and-run tactics using large numbers of smaller mecha such as Scouts and Troopers. Unprepared for assaults by large numbers of mecha, the REF fleet took heavy losses in the early battles of the Sentinels War due to inadequate anti-mecha defenses.

The Ark Angel-class escorts were designed to counteract this weakness. The ship is armed with 40 retractable laser turrets and 8 retractable missile turrets, double the anti-mecha defenses of larger capital ships such as the [Warrior-class destroyers](#) and the [Tokugawa-class cruisers](#). In addition, the escorts can carry four wings of Veritechs in their enormous launching bays located on each wing. Designed by the same engineers who built the Horizont-class troop shuttles, the escorts have the same graceful "flying swan" body style that makes them look too delicate for warship duties. However, the ships are surprisingly durable and, more importantly, agile enough to surprise many mecha pilots. The vessels are even fold-capable, allowing them to keep up with large convoys and protect them from Invid attacks. The only glaring weakness of the class is that it lacks heavy weaponry for ship-to-ship combat. Aside from a single heavy laser, the escort must rely on its fighter wings to protect itself from enemy warships.

The *RSS Ark Angel*, the prototype ship for the design, was the first starship produced by the REF at the recently captured Tirolian shipyards. However, shortly after the warship's initial test flights were completed the Ark Angel was hijacked by Colonel Jonathan Wolff and a group of officers and crew loyal to Rick Hunter and the Sentinels, who were trapped on the dying planet Praxis. After Wolff rescued the Sentinels the freedom fighters commandeered the ship and used it to defeat the Invid on Gaurda and Haydon IV. Following the Sentinels victory at Haydon the grateful Haydonites gave the heroes the last surviving Haydonite cruiser, which Admiral Hunter ironically decided to also name *Ark Angel*. Both *Ark Angels* were used by the Sentinels throughout the rest of the Sentinels War. Unfortunately the escort *Ark Angel* was destroyed above Optera during the final battle of the war.

Eventually the charges against Jonathan Wolff and his associates for stealing the original *Ark Angel* were dropped. However, not wishing to glorify the hijacking of one of their ships the REF decided to change the name of the class to *Exeter*, which was the second escort produced at Tirol. The name *Ark Angel* was officially assigned to the Sentinels' haydonite cruiser when it became part of the REF fleet in 2033.

Exeter-class escorts served as an important part of the REF fleet throughout all three Invid wars. The class was eventually retired in 2052, although escorts continued to serve in the RGF fleet until the late 2070s. Several ships have been purchased by commercial interests and are now used as cargo vessels, a job in which they perform extremely well since they have both space fold and atmospheric re-entry capabilities. Exeters were produced at the Fantoma Orbiting Shipyards, Karbarran Space Works and Peryton IV Shipyards, sometimes reaching production rates as high as 25 per year.

RPG STATS

Government: Robotech Expeditionary Force, later Sentinels Alliance
Ship Type: Super Dimensional (Space Fold) Escort
Class: *Exeter SFE-2000* (originally *Ark Angel* Class)
Manufacturer: Tirol (Fantoma Orbiting Shipyard), Karbarra (Karbarran Space Works), Peryton (Peryton IV Shipyards).

Crew: 390 total
     Officers: 20
     Main Crew: 191
     Flight Crew: 100
     Mecha Pilots: 48 + 6 reserve
     Troops: 25

Notable Ships of Class:
     SDF-07 Ark Angel launched 2024, hijacked by Jonathan Wolff same year, served with Sentinels 2024-2032, destroyed over Optera in 2032

     SFE-2002 Exeter launched 2025, assigned to **REF Venus Attack Group** in 2033, destroyed by Invid in 2035

MDC BY LOCATION:

```
(1) Main Bridge                                    500
(2) Forward Command Section                      1,200
(2) Neck Section                                   600
(3) Main Body/Engineering Section                3,200
(4) Flight Deck Nacelles (2)                     3,500 each
    Wings (2)                                      900 each

(5) Main Engines (3)                             1,500 each
(5) Auxiliary Engines (2)                          800 each
    Guidance Thrusters (30)                        200 each

    Main Laser (1, bottom)                         300
    Retractable Laser Turrets (40)                 100 each
    Retractable Missile Launchers (8)              100 each
(6) Pin Point Barriers (4)                       5,000 each

    Small Airlocks/Access Hatches (12)             250 each
    Main Airlocks (2)                              500 each
    Outer Hull (per 40ft area)                     200
    Interior walls (per 20ft area)                  20
    Hangar Doors (4)                               500 each
```

NOTES:

1. Destroying the forward bridge will instantly kill anyone on the command deck. However, there is an auxiliary bridge in the engineering section that the surviving crew can take command from. If the main bridge is lost the ship will be operating at -2 initiative due to having to rely on backup systems.
2. Depleting the MDC of the forward command section or neck section will seriously impair (practically destroy) the ship. (1D4x10)% of the crew will be killed, the main bridge will be lost (see above), the main laser will be destroyed, and 16 concealed lasers and 2 concealed missile launchers will be destroyed. The surviving crew can effectively command the ship from the engineering section, but will be at -5 initiative and -2 to dodge due to severe systems damage.
3. Depleting the MDC of the main body/engineering section will eliminate the escort. All internal systems will shut down, including life support and internal gravity. In addition, there is a 40% chance that the power systems will overload and the ship will explode, doing 1D6x1,000 M.D. to everything in a 1,500 ft (458 m) radius. Regardless of whether it explodes or not, the ship itself will be an unsalvageable floating wreck.
4. Destroying the flight deck nacelles will greatly impair the escort's ability to deploy and recover mecha. Under normal circumstances the destroyer can launch or recover 8 mecha per nacelle, per turn. For every 400 points of damage a flight deck takes reduce this number by 1. If the flight deck reaches 0 MDC then it is *destroyed*; no mecha can be launched or recovered, (1D6x10)% of the flight crew will be killed, and any mecha that have already been launched will need to find another place to land.
5. Depleting the MDC of the main engines will force the ship to rely on its secondary engines. Depleting the MDC of the main engines AND secondary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash (destruction of the main engines will render the antigravity system useless due to loss of power). The wings do not provide sufficient lift for the escort to attempt a controlled landing.
6. The Pinpoint Barriers regenerate at a rate of 1,250 MD per second (2,500 MD per melee round). If destroyed, a barrier will completely regenerate within four seconds (2 melee rounds). See the Pinpoint Barrier System entry for details.

SPEEDS:

Speed (sublight): 0.24 speed of light (38,400 miles/61,800 km per second)
Speed (Auxiliary Drives): Mach 15
Space Fold: Range Unlimited (1 light year every 6 minutes).
Planet bound:
Has vertical take off and landing (VTOL) capability. Can reach speeds of up to Mach 5 in an upper planetary atmosphere, but not designed for extended flight or maneuvering. Can also travel underwater at up to 100 mph (160 kmph) if absolutely necessary.
Maximum Range: Unlimited (powered by a protoculture reactor with an estimated life span of 20 years)

STATISTICAL DATA:

Length: 700 ft (233 m)

Width: 518 ft (158 m)
Height: 210 ft (64 m)
Weight: 19,200 tons (standard)

Fold System: Robotech Research Group (RRG) Mk. 2G fold system cluster
Sublight Drive: REF Naval Engineering Class VII macro nozzle cluster
Gravity Control System: REF Naval Engineering Class IV internal gravity control system
Auxiliary Engine: REF Naval Engineering Class VIII mass-conservation thrust system
Radar System: RRG Type X Hyperspace Sensor Cluster

WEAPON SYSTEMS:

1. **MAIN LASER CANNON (1):** The only anti-starship weapon the Exeter-class escort carries is a single heavy laser cannon mounted below the command section of the ship. The laser is fixed forward and can only fire at targets directly in front of the ship.

    o **PRIMARY PURPOSE:** Anti-Warship
    o **SECONDARY PURPOSE:** Heavy Assault
    o **RANGE:** 500 miles (805 km) in an atmosphere, 1000 miles (1609 km) in space
    o **DAMAGE:** 4D6x100 M.D. per blast
    o **RATE OF FIRE:** The laser can fire once every other round
    o **PAYLOAD:** Unlimited

2. **RETRACTABLE LASER TURRETS (40):** The escort's main anti-mecha weaponry consists of 40 retractable laser turrets mounted at various strategic places along the hull. These short-range are devastating against mecha and can do moderate damage against any enemy spacecraft that get too close. When not in use gun turrets are concealed within the hull underneath a sliding hatch. At most 20 lasers can be brought to bear on a single target.

    o **PRIMARY PURPOSE:** Anti-Mecha
    o **SECONDARY PURPOSE:** Defense
    o **RANGE:** 30 miles (48.3 km) in an atmosphere, 60 miles (96.6 km) in space
    o **DAMAGE:** 1D6x20 M.D. each. Several lasers can be directed to fire in volleys of 3 or more. A volley of 3 beams does 3D6x20 M.D., a volley of 6 beams does 6D6x20 M.D., and so on. A full volley of 20 beams aimed at a single target does 1D6x400 M.D. (!) if it hits.
    o **RATE OF FIRE:** Each laser can fire once per melee, and can be combined in any volley combination of 3 or more lasers, up to 10 lasers. Volleys can be directed at different targets.
    o **PAYLOAD:** Unlimited.
    o **NOTE:** The lasers can be set on automatic during combat, during which time they have a +3 to strike due to their advanced tracking systems. The lasers tracking systems will target incoming missiles first and attacking mecha/aircraft second.

3. **RETRACTABLE MEDIUM MISSILE LAUNCHERS (8):** In addition to the retractable lasers, the Exeter escorts carry eight medium range missile launchers which are also intended for anti-mecha

defense. Each launcher contains 10 missile tubes allowing volleys of up to 10 missiles to be fired at a single target per launcher. Once depleted, the missile launchers are reloaded by an automated loading system that takes 15 seconds (one melee round) to reload all 10 missiles. Armor-piercing smart missiles are usually used to avoid chances of friendly fighters being shot down by the missiles.

- ❍ **PRIMARY PURPOSE:** Anti-Mecha
- ❍ **SECONDARY PURPOSE:** Anti-Warship
- ❍ **MISSILE TYPES:** Any type of REF Medium Range Missile can be used. Smart missiles are commonly used to avoid hitting friendly aircraft.
- ❍ **RANGE:** Varies, typically 60 miles (80.4 km).
- ❍ **SPEED:** Varies, typically 1600mph (2571kmph) in an atmosphere.
- ❍ **DAMAGE:** Varies, typically 2D4x10 M.D.
- ❍ **BLAST RADIUS:** Varies, typically 15 feet.
- ❍ **RATE OF FIRE:** Volleys of 2, 4, 6, 8, or 10 missiles per launcher.
- ❍ **PAYLOAD:** Each launcher holds 10 missiles. Once the missiles are expended the launcher is reloaded within 1 round via an automated system. The reload system holds 60 missiles per launcher.

4. **DS-1 PINPOINT BARRIER DEFENSE SYSTEM:** Originally developed by Dr. Emil Lang onboard the SDF-1 during the First Robotech War, the Pinpoint Barrier System is a standard defense system on board most REF starships, including the *Exeter* escorts. The system generates four small disc-shaped force fields that can be positioned anywhere along the ship to deflect missiles, energy beams or projectiles. Each pinpoint barrier is about 200 ft (61 m) in length and can absorb up to 5,000 MD in damage, which then regenerates within five seconds (3 melee attacks). The barriers can also be layered on top of each other to generate a field which provides 20,000 MDC and can even deflect heavy particle beams (usually).

The four barriers are controlled by operators in the command tower of the carrier. These operators are instructed to defend (1) the command section, (2) main engines, (3) flight decks, and (4) engineering section, in that order. The operators primarily concentrate on defending the ship against larger spacecraft and leave defense against mecha attacking the destroyer to the Veritechs and retractable weapon systems.

- ❍ **PRIMARY PURPOSE:** Defense (the pinpoint barrier system cannot be used as a weapon)
- ❍ **RANGE:** Up to 100 feet (30.5 m) from the surface of the vessel.
- ❍ **DAMAGE CAPACITY:** Can sustain up to 5,000 MD per round. Regenerates at a rate of 2,500 MD per melee round.
- ❍ **RADIUS:** 200 ft (61 m)
- ❍ **DEFENSIVE MOVEMENT:** Can move from one end of the destroyer to the other in less than a single round. Trained operators can attempt to block attacks up to 8 times per melee (counts as a parry) and are at +7 to block. Untrained characters can parry up to their number of hand-to-hand attacks with their normal parry bonuses only.
- ❍ **PAYLOAD:** Nearly inexhaustible. Will work as long as system is functional (see below) and engines are intact. If main engines are destroyed, the barrier will loose power and not function.
- ❍ **NOTE:** If all four barriers are grouped in a single spot they can deflect a heavy particle beam

attack, such as the one generated by Zentraedi or Robotech Master warships. However, the beam will completely destroy all four barriers and put incredible strain on the pinpoint barrier system to the point where it may short out. After deflecting an energy beam, roll percentile dice on the table below to determine additional effects/damage.

- **01-15:** Lucked out, system will be operational in 1D6 hours.
- **16-30:** Minor damage, system will require 4D6 hours to repair.
- **31-45:** Major damage, system will require 2D6x10 hours to repair (yes, DAYS of work).
- **46-60:** Completely destroyed! System can be rebuilt, but will require new parts and 2D6 DAYS of work to replace.
- **61-75:** Major damage, system will require 2D6x10 hours to repair.
- **76-90:** Minor damage, system will require 4D6 hours to repair.
- **91-95:** Lucked out, system will be operational in 1D6 hours.
- **96-00:** It's a miracle! Trivial damage only, system will be operational again in only 4D6 melee rounds!

SYSTEMS OF NOTE:

- **ANTIGRAVITY PROPULSION SYSTEM:** The Exeter escorts are equipped with an anti-gravity propulsion system used for planetary landings and liftoffs. The system is good for vertical ascent/descent only and can lift the ship at speeds of up to 1,320 feet (400 m) per minute. The system will function so long as the main engines can supply energy to it.
- **HYPERSPACE COMMUNICATIONS:** The escort is equipped with a hyperspace communications relay which allows faster-than-light communication between the ships and other vessels or planetary bases. Hyperspace communications are still not instantaneous, however. Audio/video communication travels through hyperspace at a rate of about 5 seconds per light year, so messages communicated over vast distances can still take days, weeks, or months to arrive.
- **LIFE SUPPORT SYSTEMS:** The Exeter destroyers have sufficient life support to provide breathable air and comfortable temperatures for 500 people for up to 15 years (air is recycled). In an emergency the life support system can support up to 800 people at one time, though living conditions onboard will get extremely cramped at that point. The carrier also holds sufficient food and water to support 400 people for up to 6 months.
- **LONG-RANGE LASER/SATELLITE RELAY COMMUNICATIONS:** The communications array of the escort can communicate with up to 500 craft simultaneously at ranges of up to 600 miles (960 km). This range can be boosted indefinitely by using satellites or other spacecraft to relay communications.
- **LONG-RANGE RADAR:** The radar array of the Exeter can track and identify up to 500 craft simultaneously. The radar system has a 600 mile/960 km range.
- **SPACE FOLD SYSTEM:** For FTL propulsion the escort is equipped with a fold drive, capable of propelling the ship through hyperspace at speeds up to 3.28×10^{10} mps (5.25×10^{10} kmps), or 1 light year per 6 minutes. When executing a space fold the Exeter will transport any ships within a 1 mile (1.6 km) radius with it, allowing it to transport up to about a dozen smaller ships with it, if necessary. The range of the fold drive is theoretically unlimited except by the life expectancy of the spacecraft.
- **SUBLIGHT ENGINES:** As a backup to the Fold System, the escort is equipped with sublight engines that can propel the ship at speeds up to 0.24 speed of light (38,400 miles/61,800 km per second) in space. Note that these engines are mainly intended for rapid movement inside a planetary system and

are not suited for long voyages between star systems. In a planetary atmosphere the carrier is limited to speeds of Mach 2 at low altitudes or Mach 5 at high altitudes due to hull stress.

- **SUBSPACE MASS SENSORS:** The Exeter is equipped with subspace sensors which are based on the same principles as the hyperspace communications array. These sensors can essentially instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the ship, and the readings are used both for early warning and for navigation when travelling at sublight speeds. Readings taken with the subspace sensors are not very detailed (-25% penalty when trying to identify a detected object) and cannot detect objects of less than 60,000 kg (this includes most mecha).

MECHA COMPLEMENT:

Each landing bay nacelle can hold and support up to 24 veritechs/destroids of any type (48 total), as long as the mecha are smaller than 50 ft (15.2 m) and weigh less than 40 tons each. Destroids are rare on Exeter escorts since they are usually restricted to space duties, however the final mecha breakdown depends on the mission. A typical mecha complement for an Exeter will include:

- 24 Alpha Veritechs (VAF-6 or VAF-8)
- 12 Beta Veritechs (VBF-1 or VBF-2)
- 4 Logan Veritechs (*Southern Cross* pg. 57)
- 7 TBP-Z1 Tactical Battle Pods (*Sentinels* pg. 70)
- 1 OBP-Z2 Officer's Battle Pod (*Sentinels* pg. 72)

An Exeter will also have 25 Cyclones of various types (for use by the troops), 8 TCH-4 Tractor-Haulers, 14 ML-3 Forklifts, and 4 REF Personnel Shuttles onboard.

NEW STARSHIPS OF
THE THiRD iNViD WAR

Although [Veritechs](#) and [Cyclones](#) are widely considered to be the greatest technological marvels of the 21st century, no mecha can generate as much wonder or romanticism as the massive REF starships that were in service during the Invid Wars. The sheer size of the REF fleet is considered one of humanity's greatest achievements. In 2020 Earth's stellar fleet consisted solely of the *SDF-3 Pioneer*, a few outdated ARMD platforms, and a handful of refurbished Zentraedi warships. During the Sentinels War/First Invid War (2022-2032) the REF managed to capture the ancient Tirolian shipyards built within Fantoma's outer asteroid belt. Although moderately damaged from the Invid invasion of Tirol, REF technicians were able to repair some of the massive factories and drydocks, and by 2024 the first new-generation REF starship, the *[Exeter-class escort](#)* ***Ark Angel***, was launched. By the time the Invid Regis invaded Earth for the first time in 2035 the REF starfleet consisted of over 500 warships, manned mostly by human, tirolian, and micronized zentraedi crews.
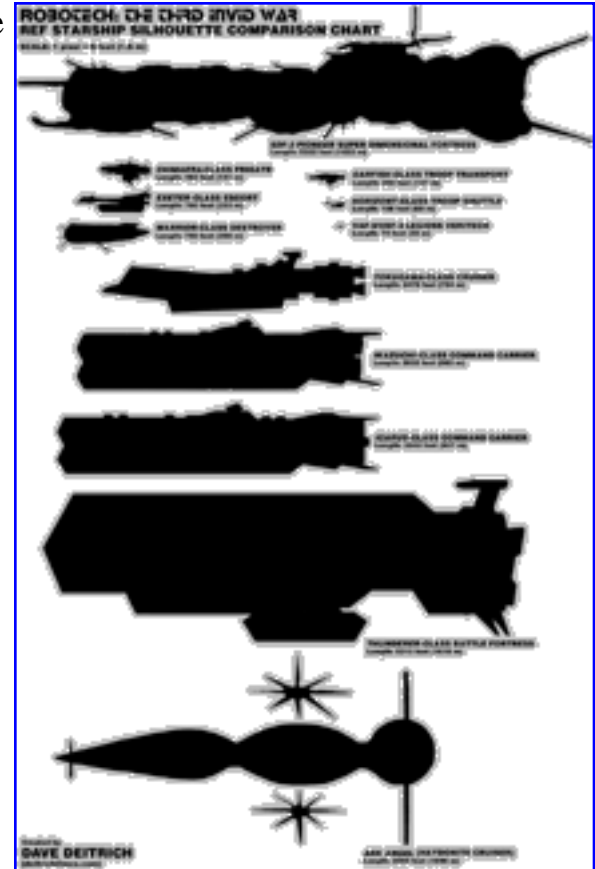
Following the end of the First Invid War and General T.R. Edwards' failed coup attempt in 2032, the surviving REF starships was reorganized into two separate fleets, initially named after planets in the Sol system to remind the REF soldiers of home. The first fleet, the **REF Mercury Defense Group**, was assigned to protect the planet Tirol, the Tirolian shipyards, and the main REF base of operations. The Mercury group remained in this role until the creation of the Robotech Guardian Forces in 2051. The second fleet was named the **REF Venus Attack Group**, and the famous war hero General Johnathan Wolff was assigned to command the fleet. Following a general refit to repair ship damage from the First Invid War the Venus group was sent to Earth to defend agains the Robotech Masters and the Invid in 2033 (the REF was unaware that the Robotech Masters had already been defeated by the Southern Cross armies in 2032).

Unfortunately the Venus group seemed to be ill-fated from the beginning. Two *[Tokugawa-class Cruisers](#)* and several escort ships failed to materialize from hyperspace when the fleet defolded in the Sol system. The loss of these ships has never been fully explained, although eventually flaws in the fold navigation systems were blamed for the loss. Then shortly after the Venus group's arrival Johnathan Wolff's flagship, the *RSS Wolfpack*, was hijacked by Dana Sterling and the 15th ATAC, who escaped and

returned to Tirol along with over 200 surviving clones from the Robotech Masters' mothership. Low morale and systems failures continue to plague the Venus group for the next two years while General Wolff made a vain attempt to re-unite the surviving Earth governments and the badly-mauled Armies of the Southern Cross in preparation for an invasion by the Invid. In 2035 the Venus group was taken by surprise and destroyed when the forces of the Invid Regis and her forces invaded Earth. According to survivors the Venus fleet was completely destroyed in less than 15 minutes of combat with the Invid.

Meanwhile back at Tirol the third REF fleet, the **REF Mars Attack Group**, was being completed at the Tirolian shipyards. The Mars group was the first fleet to use both starships constructed at the Tirolian shipyards and ships constructed under contract by the Karbarran Space Works. In addition, since most of the veteran REF soldiers had been lost with the REF Venus group the Mars group consisted mostly of fresh graduates from the newly-opened REF Academies on Tirol. Based on information gained from Dana Sterling and the 15th ATAC and the fact that all contact had been lost with the Venus fleet, the Mars attack group was dispatched to earth in 2036 with orders to help Wolff fortify Earth, or attack the Invid command center if the Venus group was already destroyed. Unfortunately despite their high morale and optomism the Mars group was severly outgunned by the Invid, and the fleet was destroyed in Earth orbit shortly after arriving in the Sol system. Only a few survivors made it to Earth, including the now-famous war hero Lt. Scott Bernard.

By now the REF high command was becoming increasingly concerned with the Invid Regis, almost to the point of panic. Even while the Mars fleet was being completed plans were under way to build the **REF Jupiter Attack Group**, the largest attack fleet ever constructed by the REF. The Jupiter group would be split into four different wings, commanded by the *SDF-3 Pioneer*, the haydonite cruiser *Ark Angel*, and the newly commissioned *Thunderer*-class battle fortresses *SDF-4 Thunderer* and *SDF-5 Izumo*. The Jupiter Attack Group would contain almost all of the remaining REF fleet, including most of the ships of the Mercury defense group. Only a few ships would be left behind to defend Tirol during the fleet's absence. The Jupiter attack group was intended to be a final drive to destroy the Invid. The REF high command even made a highly-controversial decision to include the experimental Neutron-S missiles with the fleet, to be used to destroy the surface of the Earth if defeat was imminent. On July 24, 2038 the Jupiter Attack Group folded from Tirol to Earth.

However, fate once again turned against the REF. The *SDF-3 Pioneer* failed to emerge from hyperspace when the fleet defolded in the Sol system. Rather than delay the attack to wait for the SDF-3, General

Reinhardt took command of the fleet and reorganized it into two attack wings, led by the *Thunderer* and the *Izumo*. The *Ark Angel* would remain behind with a few ships and wait for the SDF-3 to appear. The *Izumo* led the first attack wave against Reflex Point, the Invid command center, but due to poor intelligence the REF fleet greatly underestimated the strength of the Invid forces. Despite new weapons such as the VAF-7 Shadow Fighters the first wing of the Jupiter attack group was crushed. Aboard the *Thunderer* General Reinhardt led the second wing against the Invid and prepared to use the Neutron-S missiles if necessary. However, on Earth a group of freedom fighters led by Scott Bernard managed to fight their way into Reflex Point and confronted the Invid Regis. Following some tense philosophical debate the Invid simualgents Ariel and Sera convinced the Regis to abandon Earth, and as Reinhardt launched the Neutron-S missiles the Regis and the Invid left the planet. The Regis' departure completely destroyed the Neutron-S missiles, the *Thunderer*, and the remains of the first and second attack wings. Only the *Ark Angel* and the reserve forces of the Jupiter attack group survived the final battle of the Second Invid War.

Following the end of the war Scott Bernard and Vince Grant took command of the *Ark Angel* and departed on a rescue mission to try and find the lost *SDF-3 Pioneer*, while the few remaining Jupiter group ships remained behind at Earth to help rebuild the planet. Back at Tirol, news of the Jupiter group's apparent victory was greeted with elation. However, the battle had been costly; the REF starfleet was in shambles, a mere shadow of its former self. Even though new ships could be built, too many experienced officers and crews had been lost. It would take years to rebuild the fleet to anywhere near its former size.

The REF would never get the time it needed. Less than a year after the Battle of Reflex Point the Invid, motivated by food shortages on their new home planet New Optera, again invaded Earth. The few surviving ships from the Jupiter group fought valiantly but were destroyed after a short battle. A brief distress call was sent to Tirol, but no useful information regarding the numbers or strengths of the invaders gained from the transmission. The REF high command was divided on what to do about this new threat. It would take years to build up a fleet that analysts felt would even have a chance of defeating the Invid. Finally, Colonels John Korcheck and Roger Harris received approval for a reconnaissance mission to Earth, to gauge the strengths and weaknesses of the new Invid forces. The new fleet would be named the **REF Icarus Recon Group**, and Korcheck was given command of the *SS Icarus*, the first *Icarus*-class command carrier which was specifically built for this mission. The Icarus Recon Group was launched from Tirol on January 1, 2044.

The Icarus recon mission arrived safely in the Sol system and for 9 months conducted hit-and-run and valuable recon missions against the Invid. Unfortunately by this time the Invid had finished construction of their Orbital Space Hive network, which prevented the capital ships of the recon mission from getting close enough to support ground forces. Eventually the Icarus mission was destroyed from within by an unwilling traitor. An REF Intelligence Agent rescued from an Invid hive had an Infiltrator inplanted in her brain, and the Stage 6 Invid leader named Varron was able to use the unwilling agent to lead the *Icarus* into a trap. Varron allowed a resistance group to rescue several important prisoners from a hive installation on Earth, and based on false information from the compromised intelligence agent Korcheck and Harris decided to attempt a rescue. The *Icarus* was ambushed during the rescue operation and its escort forces were destroyed. Only the Icarus itself managed to escape and make an emergency fold back to Tirol.

Despite the loss of all ships except the *Icarus*, the mission was considered a success and preparations were made to launch yet another assault against the Earth. This mission would be led by the brand new Thunderer-class Fortress *RSS Prometheus*, and athough the fleet would not be as large as the Jupiter attack group the **REF Prometheus Attack Group** would be armed with the latest weapons and mecha Robotechnology had to offer. On July 4th, 2047 the Prometheus group folded to the Sol system an began a three-week siege against the Invid space hives. The battle was largely a stalemate, though most historians agree that had the siege continued the Prometheus mission would probably have lost. Fortunately the terran resistance launched Operation Emissary, a mission to covertly transport Invid sympathizers Sera and Marlene to New Optera to negotiate with the Regis herself. The plan was a success, and the Regis was so shocked by the atrocities the Stage 6 Invid had committed on Earth that she pulled out her forces from the Sol system. Deprived of their power base, the few Stage 6 Invid who remained behind were quickly defeated by the combined forces of the Prometheus mission, the terran resistance, and the Regis.

Following the end of the Third Invid War the majority of the Prometheus fleet returned to Tirol, where it became the backbone of the newly-constructed REF starfleet. In 2051 following the Local Group Galactic Conference the fleet was combined with other starfleets to form the Robotech Guardians Forces (RGF) Starfleet, the military arm of the Sentinels Alliance. Many of the surviving warships of the Prometheus mission are still in active service with the RGF fleet.

New and Updated REF Starships
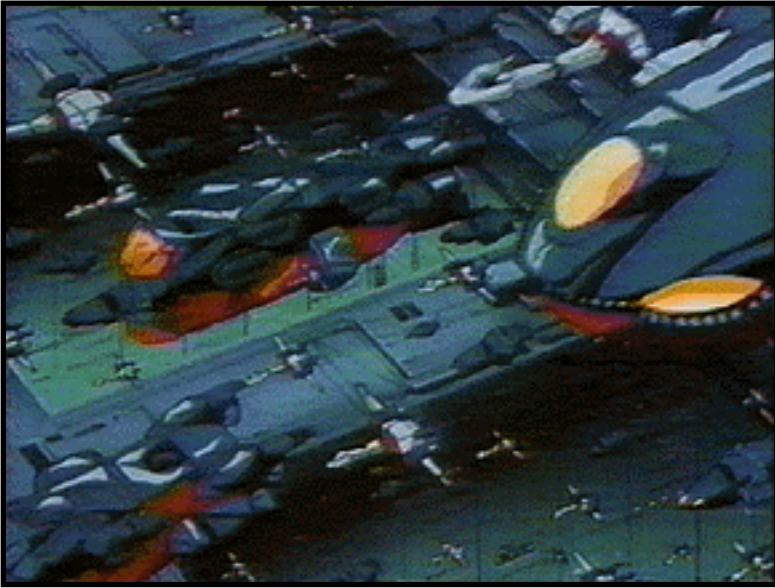
- *Horizont*-Class Troop Shuttle (background update only)
- *Garfish*-Class Troop Transport (background update only)
- *Chimaera*-Class Cruiser (courtesy of Nathan Babcook)
- *Exeter*-Class Escort
- *Warrior*-Class Destroyer
- *Tokugawa*-Class Cruiser
- *Ikazuchi*-Class Command Carrier (background update only)
- *Icarus*-Class Command Carrier
- *Thunderer*-Class Battle Fortress
- *Pioneer*-Class Battle Fortress (background update only)
- *Ark Angel* (Haydonite Cruiser)

RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

VERITECH COMBAT BONUSES

When the Robotech Expeditionary Force (REF) redesigned the Veritech they standardized and improved the cockpit design of the new fighters. The 67 various controls in the old VF-1 Veritech cockpit have been combined into several pilot-configurable monitor displays and a HOTAS (hands-on throttle and stick) control system to reduce the difficulty in controlling the aircraft. This design paradigm continued when newer Alphas and Betas were developed, which greatly reduced the time necessary to train Veritech pilots to fly the new designs. As a result, pilots trained in one particular type of Alpha or Beta fighter can fly all Alphas/Betas with no appreciable difficulty.

In order to fly an Alpha or Beta the character must have the **Pilot REF Veritechs** skill. In addition if the pilot plans to engage in combat with his veritech then he must select a combat training skill based on which VF he plans to fly. There are four skills for REF Veritech combat training, **Alpha Fighter Combat Training**, **Alpha Fighter Combat BASIC Training**, **Beta Fighter Combat Training**, and **Beta Fighter Combat BASIC Training**. Because of the similarities in design and cockpit controls for all REF Veritechs, anyone with Alpha training can pilot the VAF-6, VAF-7, VAF-8, and VAF-9 series Alphas equally well, and likewise pilots with Beta training are qualified on VBF-1, VBF-2, and VBF-3 series Betas. There is no penalty for switching between designs. The only exception to this rule is the **VF-1V Vindicator**. The Vindicator was a technical design experiment based heavily on the VF-1 series veritechs, and as such the cockpit design for the Vindicator is more reminiscent of the VF-1 series cockpits than the new Alphas. In order to get full combat bonuses for the Vindicator pilots must have either **Vindicator Combat Training** or **VF-1 Veritech Combat** Training. Characters with Alpha or Beta Combat Training get only basic bonuses when flying the Vindicator.

In order to determine the bonuses a character gets from Alpha or Beta training, consult the tables below. The first lists general bonuses that a character earns from a specific training skill regardless of which Alpha/Beta model he is piloting. Then look at the second table to get a list of the specific bonuses associated with the model of Veritech the character is piloting. All skills and bonuses for Alphas and

Betas are exclusive; a character can have Alpha Combat *or* Alpha Basic training, but not both skills to try and combine bonuses. A character can have both Alpha and Beta combat training if he plans to be flying both types of veritechs.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses, but apply ONLY when piloting a veritech. These mecha combat bonuses do not apply to the pilot's physical abilities when outside the mecha.

NOTE: Changing modes between fighter, guardian, and battloid counts as one attack/action for a melee round.

GENERAL BONUSES FROM ALPHA FIGHTER *BASIC* TRAINING

This category applies to all characters who were not officially trained by the Robotech Expeditionary Force (REF) in Alpha Figher combat.

- One (1) hand to hand attack per melee (plus those of the pilot).
- One additional hand to hand attack at level seven (7).
- One additional hand to hand attack at level twelve (12).
- Critical strike same as pilot's hand to hand.
- Maneuvers: Body flip/throw, body block/tackle/ram (counts as two attacks), kick attack, leap kick (counts as two attacks).

GENERAL BONUSES FROM BETA FIGHTER *BASIC* TRAINING

This category applies to all characters who were not officially trained by the Robotech Expeditionary Force (REF) in Beta Figher combat.

- One (1) hand to hand attack per melee (plus those of the pilot).
- One additional hand to hand attack at level seven (7).
- One additional hand to hand attack at level thirteen (13).
- Critical strike same as pilot's hand to hand.
- Maneuvers: Body flip/throw, body block/tackle/ram (counts as two attacks), kick attack, leap kick (counts as two attacks).

GENERAL BONUSES FROM ALPHA FIGHTER COMBAT TRAINING

This category applies to REF Veritech Pilots and other military personnel who were officially trained by the Expeditionary Force in Alpha Fighter combat.

- Three (3) hand to hand attacks per melee (plus those of the pilot).
- One additional hand to hand attack at level six (6).
- One additional hand to hand attack at level

GENERAL BONUSES FROM BETA FIGHTER COMBAT TRAINING

This category applies to REF Veritech Pilots and other military personnel who were officially trained by the Expeditionary Force in Beta Fighter combat.

- Two (2) hand to hand attacks per melee (plus those of the pilot).
- One additional hand to hand attack at level seven (7).
- One additional hand to hand attack at level

eleven (11).
- Critical strike same as pilot's hand to hand.
- Maneuvers: Body flip/throw, body block/tackle/ram (counts as two attacks), kick attack, leap kick (counts as two attacks).

thirteen (13).
- Critical strike same as pilot's hand to hand.
- Maneuvers: Body flip/throw, body block/tackle/ram (counts as two attacks), kick attack, leap kick (counts as two attacks).

Model	Basic Bonuses	Combat Bonuses
VAF-6 ALPHA FIGHTER	+1 to strike +1 to parry +1 to dodge in battloid/guardian +3 to dodge in fighter mode +2 to roll with punch	+2 to strike +2 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +3 to roll with punch
VAF-7 SHADOW FIGHTER	+2 to strike +1 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +2 to roll with punch +3 to initiative	+3 to strike +2 to parry +5 to dodge in battloid/guardian +7 to dodge in fighter mode +3 to roll with punch +3 to initiative
[VAF-8 SHADOW FIGHTER](#)	+2 to strike +2 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +2 to roll with punch +3 to initiative	+3 to strike +3 to parry +6 to dodge in battloid/guardian +8 to dodge in fighter mode +4 to roll with punch +3 to initiative
[VAF-9 HEAVY ASSAULT SHADOW FIGHTER](#)	+3 to strike +2 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +2 to roll with punch +3 to initiative	+4 to strike +4 to parry +6 to dodge in battloid/guardian +8 to dodge in fighter mode +4 to roll with punch +3 to initiative

Model	Basic Bonuses	Combat Bonuses
VBF-1 BETA FIGHTER	+1 to strike +2 to parry +1 to dodge in battloid/guardian +3 to dodge in fighter mode +1 to roll with punch	+1 to strike +3 to parry +2 to dodge in battloid/guardian +4 to dodge in fighter mode +2 to roll with punch

VBF-1S SHADOW BETA	+2 to strike +2 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +1 to roll with punch +3 to initiative	+2 to strike +3 to parry +4 to dodge in battloid/guardian +6 to dodge in fighter mode +2 to roll with punch +3 to initiative
VBF-2 SHADOW BETA	+2 to strike +2 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +1 to roll with punch +3 to initiative	+3 to strike +3 to parry +5 to dodge in battloid/guardian +7 to dodge in fighter mode +3 to roll with punch +3 to initiative
VBF-3 HEAVY ASSAULT SHADOW BETA	+3 to strike +2 to parry +3 to dodge in battloid/guardian +5 to dodge in fighter mode +2 to roll with punch +3 to initiative	+4 to strike +3 to parry +5 to dodge in battloid/guardian +7 to dodge in fighter mode +3 to roll with punch +3 to initiative

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE VBF-3 BETA FIGHTER

WARNING: EXTREMELY POWERFUL! This mecha is a very powerful Veritech fighter and should be handled with care by GMs. Liberal application of this design may be unbalancing to game play!

BACKGROUND

The **VBF-3 Close Combat Heavy Assault Beta Fighter** was an experimental mecha combat superiority fighter designed to be a complimentary design for the VAF-9 Heavy Assault Alpha Fighter produced during the early days of the **Third Invid War**. Both mecha designs were intended to serve as the spearhead for the Prometheus Mission liberation force being sent to Earth to liberate the world from the Invid forces. Designed to combat new invid mecha (but built with very little information on the capabilities of the invid mecha it was intended to face) the VAF-9 and VBF-3 both incorporated the most advanced mecha combat systems available to the **Project Shadowchaser** R&D engineers at the time.

Like its VAF-9 companion, the VBF-3 was built around the new FF-4000X Experimental Fusion/Protoculture Variable Turbines, dual-source protoculture engines that could supply tremendous thrust and maneuvering power both inside and outside of an atmosphere. In addition the Beta contains two new XTR-90 rocket boosters for quickly achieving orbital velocity while attached to a VAF-9 Alpha. The VBF-3 is significantly larger than the VBF-2 and VBF-1 Betas due to the size requirements of the two immense engine systems. However, the larger airframe and stronger superstructure allowed the designers to mount heavier weapons on the new fighter as well. The missile launchers in the shoulders were expanded to include an extra 10 missiles (60 total) in each

unit, while the medium-range missiles were moved from the overhead rack to the legs of the mecha and expanded in capacity to a total of 20 MRMs. Like previous Betas the VBF-3 also has two long range missiles mounted on either side of the cockpit.

Non-missile weapon systems were augmented as well. Thanks to new revisions in the GU-XX firing chamber design it was possible to mount a compressed version of the popular autocannon in each arm, giving the fighter tremendous punch at short to medium range. As backup for the GU-XXs, a modified version of the EU-16 Energy Cannon was mounted in the chest of the mecha, immediately below the pilot's compartment. These weapons could be fired in any mode, though in guardian and fighter modes they were limited to front (EU-16) and rear (GU-XX) arcs only. Eliminating the overhead MRM rack allowed designers to include a feature that had never before been mounted on a Beta veritech; a head. In addition to the advanced targeting sensors mounted in the head, two TWR-30 pulse lasers identical to the ones used by the VAF-9 Veritech were added for anti-missile and anti-personnel defense. Finally, the VBF-3 was armed with a heavy gun pod somewhat similar to those used by smaller Alpha fighters. As the new Beta was designed to augment the VAF-9 in close-range intense combat, designers felt that the veritech could benefit from a gun pod for mecha-to-mecha dogfights. The gun pod chosen for the VBF-3 was the immense EU-18, an experimental energy cannon so massive that it could not even be carried by smaller aircraft.

The design of the VBF-3 seemed to be plagued with mishaps. The initial prototype went out of control and crashed during its first test flight, killing the test pilot. Review of the wreckage traced the problem to a flaw in the flight computer's software that coordinated thrust between the two main engines. No sooner had this problem been corrected than 4 of the 5 remaining remaining prototypes were requisitioned by the REF for service in the Icarus fleet. Several engineers were asked to accompany the VBF-3s and help to service them aboard the U.S.S. Icarus. The engineers escaped in a VBF-3 to earth when the Icarus fleet was destroyed, but were captured by frags and later rescued by freedom fighters in one of the more dramatic human victories of the Third Invid War.

> **NOTE:** Due to their scarcity, encountering a VBF-3 Beta on Earth during the Third Invid War should be a VERY rare occurrance. Although all 3 VBF-3s made it to earth from the ill-fated Icarus Recon Mission, their fate is left up to the GM. Players should be required to go on a LONG adventure and face MANY dangers before they can get their hands on a VBF-3.

Meanwhile, back on Tirol work continued on perfecting the design using the last available prototype. Eventually enough VBF-3s were produced to supply the Prometheus Assault Group with several full squadrons of VAF-9/VBF-3 Legios fighters. These elite squadrons took point in the final battles of the Third Invid War and became legends in the realm of Veritech combat. However, due to the immense cost of the VBF-3 the design was never truly mass-produced. Following the end of the war only enough were built to replace those lost and to equip a handful of elite REF units. In 2059, *Vanguard Aerospace* and *Tirolian Weapons Research* tried to modernize the design as a companion to their **VAF-9 Mark II** Veritech, resulting in the devlopment of the **VBF-4 Beta**. The VBF-4 became the standard Beta fighter of the ***Robotech Guardian Forces (RGF)*** for a few years, but was itself replaced during the RGF

reorganization of 2065. Only two VBF-3s from the Third Invid War are known to have survived. One is in the Robotech War Memorial Museum in New York on Earth, while the other is on Tirol in the Robotech Guardian Forces Museum.

Like the VBF-2, the color scheme for the VBF-3 is based on where the unit is stationed, i.e. space Veritechs are usually painted flat black, desert Veritechs are painted with a light tan camouflage, etc. The Veritech was only produced in one model (the VBF-9C) and was streamlined in colors that matched the VAF-9 Alpha it was assigned to (blue for VAF-9C's, red for VAF-9J's, and green for VAF-9S's).

SCHEMATICS
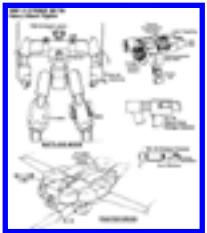
Click on the icon to the left to view some schematics from the REF VBF-3 Beta Fighter development report, document REF-A1-4432-1937, *TOP SECRET!*

RPG STATS

Vehicle Type: Heavy Assault Stealth Veritech Fighter

Models: VBF-3C (Standard Model)
Although initially planned, no other variants were ever produced.

Crew: Pilot, Gunner (optional), Communication/Sensory Equipment Operator (optional). **Note:** the VBF-3 does NOT have a bomb bay and therefore cannot carry extra passengers.

M.D.C. BY LOCATION

```
(1) Sensor Head                              75
    Head Lasers (2)                          30 each
    Hands (2)                                75 each
    Shoulders/Chest Missile Bays (2)        220 each
(2) Forearm Shields/GU-XX Guns (2)          450 each
    Upper Arms (2)                          120 each
    Upper Legs (2)                          150 each
    Lower Legs/Missile Bays (2)             210 each
    Wings (2)                               120 each
    Main Thrusters (2, in Legs)             175 each
    Secondary Thrusters (2, in Torso)       100 each
(3) Main Body                               500
    Reinforced Pilot's Compartment          220
```

```
(4)  EU-16 Gun Pod (built into chest)          75
     EU-18 Gun Pod                            150
```

1. Destruction of the sensor head will greatly reduce the pilot's sensory and targeting equipment, though backup systems prevent total sensory blindness. Long-range radar is reduced to 2 mile range. Radio and Laser communication systems are lost, but an auxiliary system provides voice-only radio with a 100 mile range. Head Spotlights, Thermo-Imager, Night vision Optics, Audio Pickup, and Head Lasers are lost. Laser targeting is also destroyed; -1 to strike.
2. The forearm shields can be used to shield the main body or body parts from damage. The character can try to block any incoming attack, even missiles, by blocking with one or both arms (missiles require both arms). Roll a parry, and if successful, only the arm shields take damage. NOTE: Destroying the forearm shields will destroy the wing connection joints and damage the wing(s), making transformation to jet or guardian modes impossible! The forearm-mounted GU-XX gun pods are also lost.
3. Depleting the M.D.C. of the main body will completely shut the mecha down.
4. The EU-16 Gun Pod is build into and protected by the main body. Because it is such a difficult target, attackers are -4 to strike it.

NOTE: The VBF-3 Beta incorporates the Southern Cross' laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

SPECIFICATIONS

Jet Mode with Jet Thrusters: Up to Mach 2.0 (1340 mph/2140.8 kmph), with a ceiling of 60 miles (96 km).

Jet Mode with Rocket Thrusters: Mach 8.5 (5800 mph/9114.5 kmph), making the mecha transatmospheric (able to blast into outer space under its own power).

Jet Mode Cruising Speed: Mach 1.0 (670 mph/1072 kmph)

Guardian Mode: Hover stationary to about Mach 1.0 (670 mph/1072 kmph), with a maximum altitude of 30,000 ft (9150 m), or about 4 miles.

Battloid Mode Flying: Hover stationary to about 500 mph/800 kmph, with a maximum altitude of 10,000 ft (3048 m).

Battloid Mode Running: 80 mph (128 kmph)

Battloid Mode Leaping: 80 ft (24.4 m) up or across without using jet boosters, 300 ft (91.5 m) with jet boosters.

Height: 42 ft (12.6 m) in battloid mode
33.6 ft (10.1 m) in guardian mode
24 ft (7.2 m) in jet mode

Width: 36.4 ft (10.9 m) at shoulders in battloid mode
83.2 ft (25 m) jet and guardian modes with wings fully swept

Length: 28.8 ft (8.6 m) in battloid mode
38.4 ft (11.5 m) in jet and guardian modes

Weight: 18.5 tons without missiles, 26.8 tons fully loaded.

Cargo: Storage space behind cockpit can hold about 300 lbs (136.2 kg) or one additional passenger. If the Cyclone is removed from its storage compartment, the compartment can hold an additional 500 lbs (226.8 kg).

Main Engine: Two FF-4000X fusion/protoculture turbine in the lower torso, plus two XTR-90 rocket boosters, one in each leg.

Secondary Engines: 3 FF-3800 nuclear fusion rocket engines.

Range: 24 protoculture cells will give the mecha an active combat life of about two years. The mecha can operate on half as many cells (12) for 12 months, but maximum speed is reduced by half and the mecha is at -1 to strike. As a last resort, the mecha can operate solely on fusion power, but maximum speed is reduced by 75%, the head lasers cease to function, the mecha is at -2 to strike and -2 to dodge, and the Beta loses it's transatmospheric capability (the main thrusters can not work on fusion power alone).

WEAPON SYSTEMS

1. **HEAD MOUNTED TWR-30 PULSE LASERS (2)**: Two Tirolian-designed pulse lasers are mounted in the head of the Veritech. They can fire individually or in tandem, and are aimed by moving the mecha's head.

   - **Primary Purpose**: Anti-personnel, Anti-aircraft
   - **Mega-Damage**: 4D6 M.D. per individual blast or 8D6 M.D. per dual blast.
   - **Payload**: Unlimited
   - **Range**: 4000ft (1200m)

2. **MM-60S SUPER MULTI-MISSILE SYSTEM:** The VBF-3 Beta has two MM-60S systems built into each chest/shoulder area in Battloid and accessible on the right and left of the cockpit in Jet or Guardian mode. The retractible systems raise their missile launchers from protective storage bays to fire volleys of short-range missiles. The two MM-60 systems can fire independently or simultaneously. The automatic reload system enables the pilot to fire his entire payload of 120 missiles in one melee (this is possible by firing both MM-60 systems simultaneously, launching

20 missiles (10 each) each melee attack up to six times. NOTE: The MM-60S can be launched in all modes.

- ❍ **Primary Purpose:** Assault
- ❍ **Secondary Purpose:** Anti-Aircraft
- ❍ **Missile Type:** Standard RDF/REF short-range missiles, usually high explosive, armor piercing, or plasma. Different types are rarely mixed, so all 40 missiles per launcher would be the same. Of course, missiles can be mixed if desired.
- ❍ **Mega-Damage:** Varies with missile type.
- ❍ **Rate of Fire:** One at a time, or in volleys of two, four, six, eight, or ten (or twenty, if both launchers are fired at the same time). One volley counts as one attack. the number of attacks per melee is equal to the pilot's combined hand to hand attacks per melee (usually 4 or 5).
- ❍ **Range:** Varies with missile type; 1 to 5 miles.
- ❍ **Payload:** 50 missiles per each launcher, for a total capacity of 100.
- ❍ **NOTE:** The war-torn world makes the availability of missiles an extremely rare event. Players should be careful not to expend all their character's missiles too soon, because it may be a long time before more are found.

3. **MEDIUM-RANGE LEG MISSILES:** Each lower leg has a medium-range missile launcher built into it. These missiles can be fired in any mode (missiles exit the bottom of the mecha in jet mode).

- ❍ **Primary Purpose:** Assault/Defense
- ❍ **Missile Type:** Standard REF medium-range missiles, usually armor-piercing or plasma.
- ❍ **Mega-Damage:** Varies with missile type.
- ❍ **Rate of Fire:** One at a time, or in volleys of two, four, six, eight, or ten (all).
- ❍ **Range:** Varies with missile type; 40 to 80 miles.
- ❍ **Payload:** Ten in each leg, for a total of 20.

4. **TWO LONG RANGE MISSILES:** These can be seen in the mid-chest area of the Beta in Battloid, or on either side of the cockpit in Jet and Guardian modes. These can be launched only from Jet or Guardian mode.

- ❍ **Primary Purpose:** Heavy Assault
- ❍ **Secondary Purpose:** Anti-Spacecraft
- ❍ **Missile Type:** Standard RDF/REF long-range missiles, usually proton, reflex heavy, and reflex multi-warhead.
- ❍ **Mega-Damage:** Varies with missile type.
- ❍ **Rate of Fire:** One at a time.
- ❍ **Payload:** Two
- ❍ **NOTE:** Surprisingly, the long-range missiles are about as rare as the short-range missiles because there are few mecha that use them. All reflex and proton missiles are extremely

rare.

5. **GU-XX 35mm ARM-MOUNTED GUN PODS:** Each arm shield has an auto-feed GU-XX built into it. This weapon is exactly like the GU-XX handgun used by the old VAF-6 Alpha Fighters, but has a greater ammunition payload. Reloading the Beta's GU-XXs requires tools, a mechanic, and 3D4x2 minutes.

- ❍ **Primary Purpose:** Assault/Defense
- ❍ **Mega-Damage:** 4D6 M.D. per short burst, 1D4x10 M.D. per medium burst and 2D4x10 M.D. for a full melee burst.
- ❍ **Rate of Fire:** Short and medium bursts count as one attack, with the number of attacks equal to the pilot's combined hand to hand melee attacks (usually 4 or 5). Both guns can be fired simultaneously at the same target, in which case both bursts count as one attack. A full melee attack takes the place of all other attacks (both guns can still be concentrated on one target).
- ❍ **Payload:** 80 short bursts, or 40 medium bursts (equal to 2 short bursts), or 20 full melee bursts (equal to 4 short bursts) PER ARM. Total of 160 short bursts, or 80 medium bursts, or 40 full melee bursts.
- ❍ **Range:** 4000 ft (1200 m)
- ❍ **Note:** Can be fired in any mode, but in Guardian and Jet modes firing arcs are limited to the rear of the mecha.

6. **EU-16 ENERGY GUN POD:** A rapid-fire energy rifle similar to the old EU-11 gun pod is built into the body of the Beta. Firing arc is limited to the front of the mecha.

- ❍ **Primary Purpose:** Assault/Defense
- ❍ **Mega-Damage:** 1D6x10 M.D. per blast (bursts are NOT possible).
- ❍ **Rate of Fire:** Equal to the pilot's combined number of hand-to-hand attacks per melee.
- ❍ **Payload:** Unlimited.
- ❍ **Range:** 6000 ft (1800 m)

7. **EU-18 ENERGY GUN POD:** This enormous and very powerful energy weapon is standard issue for VBF-3C Beta fighters. Designed for extra-heavy combat, this gun pod is so big that only the VBF-3s can effectively hold and use it (no other mecha can use it). Two EU-18 gun pods can be carried and used by the Beta, but in almost all cases only one is issued per fighter. The EU-18 is mounted on the undercarriage of the Beta in Jet and Guardian modes. It can be fired in any mode, either from it's mounted position or hand-held by the mecha.

- ❍ **Primary Purpose:** Assault
- ❍ **Mega-Damage:** 1D6x10+40 M.D. per blast (bursts are NOT possible).
- ❍ **Rate of Fire:** Equal to the pilot's combined number of hand-to-hand attacks per melee.
- ❍ **Payload:** 6 per energy clip.

❍ **Range:** 3000 ft (900 m)
   ❍ **Note:** Two EU-18 energy clips can be stored in the legs (one in each leg). It requires one full melee (15 seconds) to reload a clip. Only the biggest REF ships and bases can recharge an EU-18 energy clip.

8. **HAND TO HAND COMBAT:** The VBF-3 Beta can engage in hand-to-hand combat if necessary (in fact, it is designed for it). The Beta's powerful hands and oversized servos can do fearsome damage if it gets hold of enemy mecha.

   ❍ Punch does 3D6 M.D. in Battloid
   ❍ Kick does 3D6 M.D. in Guardian/Battloid
   ❍ Body Flip/Throw does 2D6 M.D.
   ❍ Body Block/Tackle does 2D6 M.D.
   ❍ Stomp does 2D4 M.D.

STANDARD EQUIPMENT

- **SF-10 SHADOW CLOAKING DEVICE:** All VBF-3 Beta Fighters are equipped with the SF-10 Shadow Cloaking Device. The stats for this device are the same as those for the [VAF-9 Alpha Fighter](#).
- **LASER-RESISTANT CERAMIC COATING:** Invented during the construction of Southern Cross mecha, this coating scrambles laser tracking and reduces laser damage by half (lasers ONLY).
- **RADAR:** 40 mile range. Can identify and track up to 60 targets simultaneously.
- **BACKUP RADAR:** 10 mile (16 km) range. Can identify and track up to 20 targets simultaneously.
- **RADIO COMMUNICATIONS:** Wide band and directional radio and video telecast capabilities. Range is 600 miles (945 km) or can be boosted indefinitely via satellite relay.
- **LASER COMMUNICATIONS:** Long-range, directional communication system. Effective range: 100,000 miles (157,500 km).
- **COMBAT COMPUTER:** Calculates, stores, and transmits data onto the cockpit computer screen, heads-up display (H.U.D.), or the pilot's helmet display. Patches in with the VAF-9's targeting computer when the two are docked.
- **TARGETING COMPUTER:** Assists in the tracking of enemy targets and is partly responsible for the VBF-3's high strike bonus.
- **LASER TARGETING SYSTEM:** 100 mile (160 km) range. Assists in the striking of enemy targets and is partly responsible for the VBF-3's high strike bonus.
- **MOTION DETECTOR AND COLLISION WARNING SYSTEM:** 500 ft (152.5 m) range. Sounds an alarm and red light warns pilot of impending collision and/or immediate target.
- **TELESCOPIC OPTICAL ENHANCEMENT:** 4000 ft (1218 m) range, up to 64x magnification. 20 ft (6.1 m) field of vision.
- **THERMO-IMAGER:** 4000 ft (1218 m) range. A special optical heat sensory unit that allows the

infrared radiation of warm objects to be converted into a visible image. It also enables the pilot to see in darkness, shadows and through smoke.

- **NIGHTVISION OPTICS:** 4000 ft (1812 m) range. An image intensifier that is passive, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture. Nightvision can not work in absolute darkness (but infrared and thermo-imagers can).
- **EXTERNAL AUDIO PICKUP:** 300 ft (91.5 m) range. A sound amplification listening system that can pick up a whisper 300 ft away.
- **HEAD SPOTLIGHTS:** 600 ft. (182 m) range.
- **EJECTOR SEAT:** In case of an emergency, all three crewmembers can be instantly ejected.
- **CE-1 CYCLONE EJECTOR SYSTEM:** Also in case of an emergency, all three VR-135 Forager Cyclones will also be ejected from the doomed mecha. This system is activated automatically when the pilot pulls the activation lever for his ejection seat. The cyclones will deploy parachutes once outside of the mecha and then land within 1D6x1000 feet of the pilot and crew. This system was installed to allow pilots to retrieve their cyclones even after their veritechs had been destroyed.
- **SELF-DESTRUCT:** A last ditch effort to prevent the capture of a Veritech unit (usually preceded by the pilot's ejection from the Veritech) is self-destruction. Explosive damage is fairly contained. A VBF-3 Beta without missiles (or few) does 4D6 x 10 M.D., but a Veritech with all or most of its missiles (35 or more) will do 3D6 x 100 M.D. to a 50 ft (15.2 m) radius.
- **SMOKE SCREEN SYSTEM:** The VBF-3 Beta can emit a thick cloud of smoke from its rear to create immediate cover. The smoke screen system can discharge a maximum of 4 bursts before needing replacement (smoke missiles can be converted to function in the system). Each burst will cover a 60 ft area (19.8 m).
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life-threatening heat and radiation.
- **INDEPENDANT OXYGEN AND CIRCULATORY SYSTEM:** Built-in tanks provide one (1) week of continuous oxygen. With the special recycling systems, this may be extended to four (4) weeks.
- **SURVIVAL GEAR:** The VBF-3 includes three VR-135 Forager Cyclones, six weeks' compact emergency rations, an emergency signal beacon, three first-aid kits, and a life raft. There is space for an energy rifle to be attached to each ejector seat, and the crew of course carry side-arms.

SPECIAL RULES FOR GUNNERS

NOTE: For the purposes of this section, the "gunner" is anybody who has weapon systems skill and is in the gunner's station of the Beta, whether he is the Beta Gunner, Comm Officer, or just somebody along for the ride.

The gunner receives as many attacks per melee as if he had equivalent-level Beta Basic Combat (or Expert Combat, if he has Expert Combat). He can control all the weapons in the Alpha (if the Beta is connected and the Alpha pilot allows) and Beta, or just choose certain weapons (as many as he thinks he can handle) before combat begins. When the gunner is controlling a weapon, nobody else can use it until

he releases control, even if the gunner never fires it!

Weapons to be controlled by the gunner must be declared before combat begins. It takes one full melee for the gunner to change to different weapons, and during that time he can fire no weapons, and none of the weapons he has been firing, or is about to assume control of, may be fired by anybody else until they're completely programmed in.

The gunner can control only weapons fire, not hand-to-hand combat. The gunner may control the gun pod of the Alpha when it is mounted on the plane. When the Alpha is holding it in its hand, however, he may NOT control it.

When the gunner is firing a weapon, he receives an additional +1 to hit. These bonuses do NOT apply to missiles (so missiles will probably not be among the weapons the gunner chooses to operate) but DO apply to mini-missiles.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

VAF-9 HEAVY ASSAULT VERITECH SHADOW FIGHTER

WARNING: EXTREMELY POWERFUL! This mecha is a very powerful Veritech fighter and should be handled with care by GMs. Liberal application of this design may be unbalancing to game play!
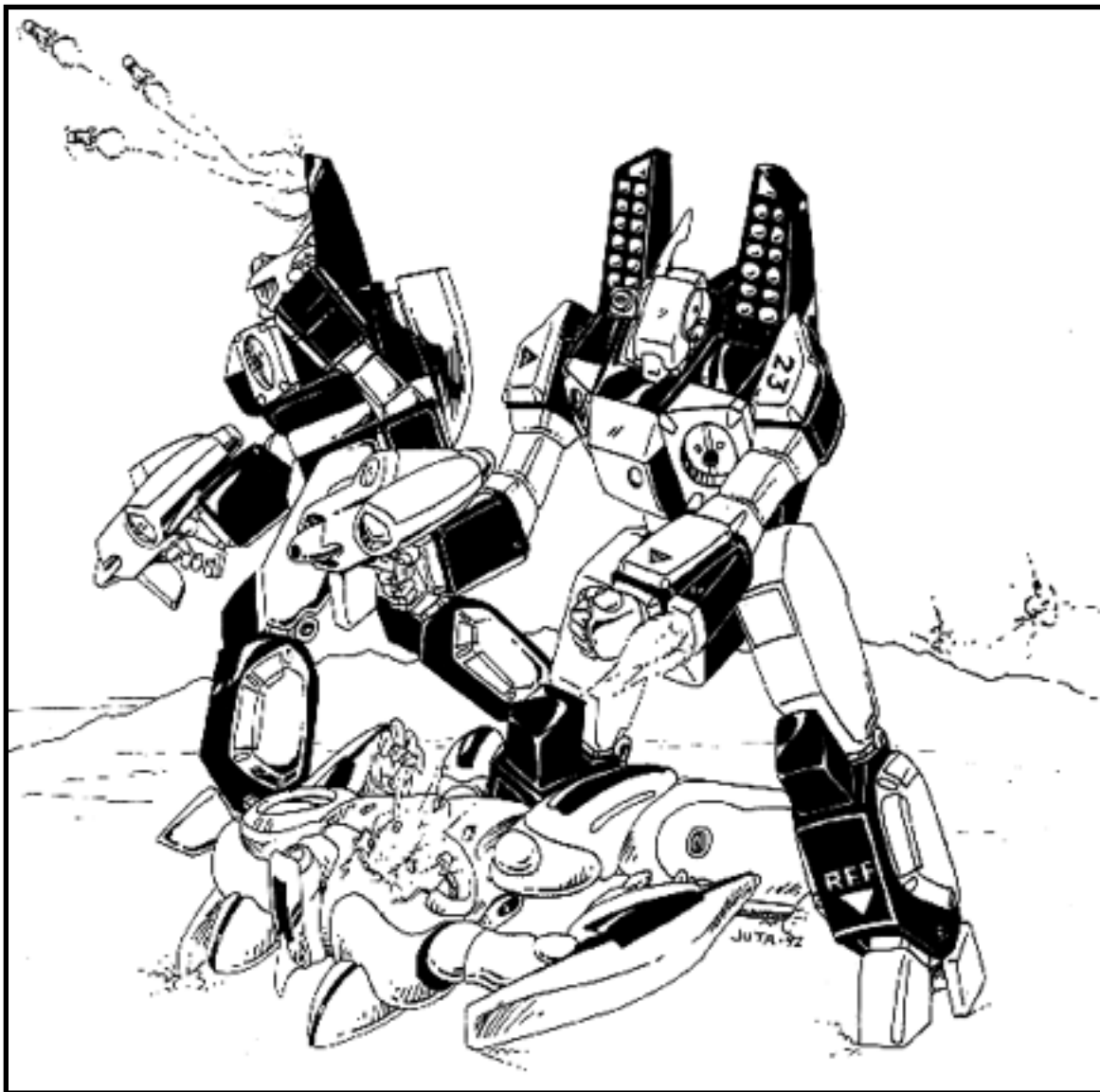
BACKGROUND

The **VAF-9 Heavy Assault Alpha Fighter** was an experimental air/space superiority fighter designed and produced during the early days of the **Third Invid War**. Intended to be the spearhead of an assault to retake the Earth from the second invasion force of Invid, the VAF-9 was definitely the most advanced mecha of the war and probably one of the most advanced Veritechs of the 21st century. The VAF-9 incorporated all of the cutting-edge technology available to the REF R&D scientists assigned to **Project Shadowchaser**. The mecha was designed around the new FF-4000X Experimental Fusion/Protoculture Variable Turbines, which could supply tremendous thrust and maneuvering power both inside and outside of an atmosphere. The mecha was made slightly larger to incorporate several new weapon systems, including the new MM-74 SRM missile system and the TWR-30 head-mounted Pulse Lasers. Another revolutionary system used with the VAF-9 was the Falcon MRM Missile System; the Falcon system stored missiles inside the wings instead of on hardpoints, allowing the mecha to convert into battloid mode and, if necessary, use the missiles while in that mode. To top off the new mecha's armaments, a pair of GR-12 shoulder mounted missile systems (formerly used on the VAF-7A) were added, as well as a pair of caseless 32mm depleted uranium autocannons mounted on the arms of the mecha. For a hand weapon, the VAF-9 was equipped with the EU-XX Destabilizer Cannon, the latest version of the famous EU-12 and EU-13 Destabilizers used during the Second Invid War.

In terms of development, the VAF-9 Alpha was very much like the VAF-7A Alpha. Both were revolutionary technical experiments that were pressed into service by the REF to help reclaim the Earth. The disadvantage of the design was its immense cost, however. The cost of a single VAF-9 was equal to an entire SQUADRON of VAF-8 Alphas. In addition, the mecha was a nightmare for support crews to maintain due to an immense number of special parts that were always in short supply. But despite the costs, a squadron of 12 VAF-9 Alphas and 12 VBF-3 Betas (the counterpart to the VAF-9), were included with the Icarus Recon Mission, and although records from the aftermath of that mission are spotty it appears that all of them made it to Earth and into resistance hands. Several squadrons of VAF-9 were included with the Prometheus Assault Group, and were very effective during the final battles of the Third Invid War, even though superior firepower from the Invid Orbiting Hives prevented the Prometheus Group from ever gaining the upper hand.

> **NOTE:** Due to their scarcity, encountering a VAF-9 Alpha on Earth during the Third Invid War should be a VERY rare occurrance. Only 11 VAF-9s made it to earth from the ill-fated Icarus Recon Mission, and of those 11 three have been confirmed destroyed by the Invid. The fate of the remaining 8 is left up to the GM, but players should be required to go on a LONG adventure and face MANY dangers before they can get their hands on a VAF-9.

The VAF-9 was never mass-produced. After the end of the Third Invid War, a number of squadrons were built to replace destroyed mecha, but distribution of the fighters were never widespread. In 2058, *Vanguard Aerospace* and *Tirolian Weapons Research* jointly produced the **VAF-9 Mark II**, a cheaper version of the VAF-9 incorporating updated technology. The VAF-9 Mk. II replaced the VAF-8 as the

standard **Robotech Guardian Forces (RGF)** fighter for a few years, but was itself replaced during the RGF reorganization of 2065. After that the original VAF-9s mostly disappeared, with only a few surviving examples (minus weapons and armor) in the hands of museums or private collectors.

The VAF-9 Heavy Assault Alpha Fighter vaguely resembles its distant cousin, the VAF-6 Alpha Fighter, but is somewhat larger and much more streamlined and as a more pronounced delta-wing design. Like the VAF-8, the color scheme for the VAF-9 is based on where the unit is stationed, i.e. space Veritechs are usually painted flat black, desert Veritechs are painted with a light tan camouflage, etc. The Veritech is always streamlined with a color to indicate it's model type. VAF-9C's are streamlined in blue, VAF-9J's in red, and VAF- 9S's in green. Each model also has a unique head style, but unlike the original VF-1 Veritech all three models have the exact same armament.

SCHEMATICS
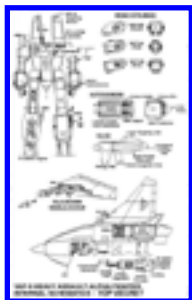
Click on the icon to the left to view some schematics from the REF VAF-9 Alpha Fighter development report, document REF-A1-4432-1744, *TOP SECRET!*

RPG STATS

Vehicle Type: Heavy Assault Stealth Veritech Fighter

Models: VAF-9C (Standard Model)
                  VAF-9J (Low-Ranking Officer Model)
                  VAF-9S (Squadron Leader Model)

Crew: One

M.D.C. BY LOCATION

```
(1) Sensor Head                             75
    Head Lasers (2)                         30 each
    Hands (2)                               60 each
    Forearms/Machine guns/Missiles (2)     350 each
    Shoulders/Missile Pods (2)             150 each
    Upper Legs (2)                         150 each
    Lower Legs/Thrusters/Missile Pods (2)  250 each
    Wings/Missile Sheaths (2)              180 each
```

```
    Wing Hardpoints (4)                                 10 each
    Tail (2)                                            75 each
(2) Main Body                                    460
    Reinforced Pilot's Compartment               220
    EU-XX Gun Pod                                120
```

1. Destruction of the sensor head will greatly reduce the pilot's sensory and targeting equipment, though backup systems prevent total sensory blindness. Long-range radar is reduced to 2 mile range. Radio and Laser communication systems are lost, but an auxiliary system provides voice-only radio with a 100 mile range. Head Spotlights, Thermo-Imager, Night vision Optics, Audio Pickup, and Head Lasers are lost. Laser targeting is also destroyed; -1 to strike.
2. Destruction of the main body will shut the unit down completely.

NOTE: The VAF-9 Series Veritech incorporates the Southern Cross' laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

SPECIFICATIONS

Jet Mode: Mach 4.0 (2676 mph/4281.6 kmph).

Jet Cruising Speed: Mach 1.2 (804 mph/1286.4 kmph).

Guardian Mode: Hover stationary to Mach 1.5 (1005 mph/1608 kmph).

Battloid Mode, Flying: Hover stationary to about Mach 1 (670 mph/1072 kmph).

Battloid Mode, Running: 180 mph (290 kmph)

Battloid Mode, Leaping: 100 ft (30.5 m) up or across without using jet boosters, 350 ft (106.8 m) with jet boosters.

Height: 34.5 ft (10.5 m) in battloid mode.
22.2 ft (6.8 m) in guardian mode.
16.5 ft (5.0 m) in jet mode.

Width: 15 ft (4.6 m) at shoulders in battloid mode.
34.5 ft (10.5 m), jet and guardian modes with wings fully swept.

Length: 36 ft (11 m), in jet and guardian modes.

Weight: 14.2 tons without missiles, 20.6 tons fully loaded.

Cargo: Space behind pilot's seat for pilot's belongings; can hold about 100 lbs (45.4 kg). If Cyclone is removed from its storage compartment, the compartment can hold an additional 500 lbs (226.8 kg).

Main Engine: FF-4000 fusion/protoculture turbine in each leg.

Range: 24 protoculture cells will give the mecha an active combat life of about two years. The mecha can operate on half as many cells (12) for 12 months, but maximum speed is reduced by half and the mecha is at -1 to strike. As a last resort, the mecha can operate solely on fusion power, but maximum speed is reduced by 75%, the head lasers cease to function, and the mecha is at -2 to strike and -2 to dodge.

WEAPON SYSTEMS

1. **HEAD MOUNTED TWR-30 PULSE LASERS (2)**: Two Tirolian-designed pulse lasers are mounted in the head of the Veritech. They can fire individually or in tandem, and are aimed by moving the mecha's head.

   ❍ **Primary Purpose**: Anti-personnel, Anti-aircraft
   ❍ **Mega-Damage**: 4D6 M.D. per individual blast or 8D6 M.D. per dual blast.
   ❍ **Payload**: Unlimited
   ❍ **Range**: 4000ft (1200m)

2. **MM-74 MULTI-MISSILE SYSTEM**: Like their predecessors, the VAF-9 Assault Alphas are bristling with short range missiles, 74 in all. 12 missiles are located in each forearm (6 on each side), 12 are located in each Shoulder, and 13 are located in each leg.

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Mecha
   ❍ **Missile Type**: Standard REF short-range missiles, usually high explosive, armor-piercing, or plasma.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One at a time or in volleys of two, four, eight, sixteen, thirty-two, or all. Remember, a volley counts as one melee attack regardless of the number of missiles.
   ❍ **Range**: Varies with missile type; 1 to 5 miles.
   ❍ **Payload**: A maximum capacity of 74 short-range missiles. Mini, medium and long range missiles can not be used.

3. **GR-12 SHOULDER LAUNCHER SYSTEM**: This additional pair of missile launchers, once exclusive to the old VAF-7A Shadow Alphas, are now standard equipment for VAF-9 Veritechs. These systems add an extra 24 short-range missiles to its armaments.

   ❍ **Primary Purpose**: Assault/Defense
   ❍ **Missile Type**: Standard REF short-range missiles, usually armor-piercing or plasma.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One at a time or in volleys of two, four, six, or twelve (all).
   ❍ **Range**: Varies with missile type; 1 to 5 miles.
   ❍ **Payload**: Twelve in each unit, for a total of 24.

4. **ARM MOUNTED 32mm-caseless AUTOCANNONS (4)**: These weapons were added to give the Alpha Fighter an additional attack for use in close-range combat. Each forearm has two concealed autocannons that fire in tandem.

   ○ **Primary Purpose**: Close-range Assault/Defense
   ○ **Secondary Purpose**: Antipersonnel
   ○ **Mega-Damage**: 2D6 M.D. for short burst, 4D6 M.D. for long burst, or 2D4x10 M.D. for one full melee of continuous fire (each burst is considered to be one attack, regardless of length).
   ○ **Payload**: 480 rounds in each arm (short burst uses 6 rounds, long burst 12 rounds, and full burst 24 rounds)
   ○ **Range**: 2000 ft (609 m)

5. **FALCON WING-SHEATH MISSILE SYSTEM**: Three heavily-shielded medium-range missile launchers are built into each wing. The launchers are flush with each wing, which reduces drag and protects the missile from attack until launched. Each missile launcher can hold one missile, but the missile is fully shielded and does not need to be launched before the Veritech can convert to battloid mode.

   ○ **Primary Purpose**: Assault
   ○ **Missile Type**: Standard REF medium-range missiles, usually multi-warhead or plasma.
   ○ **Mega-Damage**: Varies with missile type.
   ○ **Rate of Fire**: One at a time or in volleys of two, four, or six (all).
   ○ **Range**: Varies with missile type; 50 to 80 miles.
   ○ **Payload**: One per unit, for a total of 6.

6. **WING HARDPOINTS**: The VAF-9 has four hardpoints (2 per wing) which can be used to mount missiles and other ordinance for heavy assaults and bombardments. Each hardpoint can mount 1 long range missile, 3 medium range missiles, or one pod of mini-missiles. Due to the design of the wings, the missiles or pods must be dropped prior to transformation into battloid mode.

   NOTE: VAF-9s found in the field will typically NOT be equipped with missiles on their hardpoints, as these missiles are usually used up within the first few minutes of combat.

   ○ **LONG RANGE MISSILES**
      ■ **Primary Purpose**: Heavy Assault
      ■ **Secondary Purpose**: Anti-Spacecraft
      ■ **Missile Type**: Standard REF long-range missiles, usually proton, reflex heavy and reflex multi-warhead.
      ■ **Mega-Damage**: Varies with missile type.

- **Rate of Fire**: One, two, three, or four.
- **Range**: Varies with missile type; 500 to 1800 miles.
- **Payload**: One per hardpoint; up to four maximum.
  - **MEDIUM RANGE MISSILES**
    - **Primary Purpose**: Heavy Assault
    - **Secondary Purpose**: Anti-Mecha
    - **Missile Type**: Standard REF medium-range missiles, usually high explosive, armor piercing, or multi-warhead.
    - **Mega-Damage**: Varies with missile type.
    - **Rate of Fire**: One, two, three, four, eight, or twelve (all).
    - **Range**: Varies with missile type; 50 to 80 miles.
    - **Payload**: Three per hardpoint; up to 12 maximum.
  - **MINI-MISSILE PODS**
    - **Primary Purpose**: Assault/Defense
    - **Secondary Purpose**: Anti-Personnel
    - **Type**: Any except plasma. Armor-Piercing is standard issue.
    - **Mega-Damage**: Varies with mini-missile type; usually about one mile.
    - **Rate of Fire**: Volleys of two, four, or eight
    - **Range**: Varies with missile type
    - **Payload**: 15 per launcher; up to 60 maximum.

7. **EU-XX DESTABILIZER GUN POD**. The powerful Destabilizer that was the standard weapon for the Shadow Fighters and Vindicators has been redesigned and streamlined. Two EU-XX gun pods can be carried and used by the VAF-9 Alpha fighter, though usually only one is issued per fighter. The EU-XX can be mounted on the top or the undercarriage of the fighter. It can be fired in any mode, either from it's mounted position or hand-held by the mecha.

Against Invid or Zentraedi force fields, each blast will create a 6D6 foot hole in the field, which will last for 4D6 minutes. Against exterior hive entrances, the Destabilizer will disrupt the field completely for 4D6+20 minutes. Note that the EU-XX does not need to be shoulder-mounted to fire destabilizing bursts.

  - **Primary Purpose**: Assault
  - **Secondary Purpose**: Force field disruption.
  - **Mega-Damage**: 2D4x10 per blast (bursts are NOT possible).
  - **Rate of Fire**: Equal to the pilot's combined hand to hand melee attacks (usually 4 or 5).
  - **Payload**: 40 blasts
  - **Range**: 4000 ft (1200 m)
  - **NOTE**: Four EU-XX energy clips can be stored in the legs (two in each leg). It requires one full melee (15 seconds) to reload a clip. Only the biggest REF ships and bases can recharge EU-XX energy clips.

8. **OPTIONAL USE OF THE GU-11, EU-5, EU-11, E-20, GU-XX, OR EU-12 GUN PODS**.

These are obviously not standard issue, but can be used if needed and available. See the various mecha for weapon statistics.

9. **OPTIONAL HAND-TO-HAND COMBAT**. Punch does 1D6 M.D., Body Block does 1D6 M.D., Kick does 1D6 M.D., Leap Kick does 2D6 M.D., Stomp does 1D4 M.D., but is limited to targets no more than 12 feet tall. Body Flip and Body Block does 1D6 M.D.

STANDARD SENSORS AND EQUIPMENT FOR VAF-9 ALPHA FIGHTERS

- **SF-10 SHADOW CLOAKING DEVICE**: Like the VAF-8, the VAF-9 Alpha Fighter is designed to use the SF-10 Cloaking Device, the new standard cloaking device for the REF. A much improved version of the original SF-7 cloaking device, this version incorporates changes that makes the device smaller and more affordable to manufacture. The device still operates like older versions; rendering the mecha invisible to all electronic forms of detection, including radar, Invid Protoculture sensors, and microwaves. Only light- based detection systems, such as optical and laser tracking will detect the mecha.

  The SF-10 is the first cloaking device to feature THREE modes of operation instead of only two: ON, in which the device operates normally; OFF, in which the device is shut off and the mecha is detectable by all forms of electronic detection; and SAFETY, in which the device emits a "4th dimensional blip," which is detectable by other REF mecha's collision warning systems. The SAFETY mode is used for close formations where mecha proximity could potentially cause disastrous collisions.

  The SF-10 is slightly more reliable than its predecessor. Once the main body MDC of the fighter has been reduced to 200 M.D. or less, there is a cumulative 10% chance of the SF-10 failing for every 20 points of damage beyond that. For example,there is a 10% chance of the device failing when the main body MDC is between 200-180, 20% when the MDC is between 160-180, 30% when the MDC is between 140-160, etc. Once a cloaking device fails it CANNOT be repaired; it must be replaced by another working SF-10, either from a salvaged fighter or a parts depot.

  BONUSES: (ON and SAFETY modes) The Veritech always gets first attack in the first round of combat. After that, the mecha has a +3 on all initiative rolls. Also provides an additional +2 to dodge, and +1 to strike.

- **LASER-RESISTANT CERAMIC COATING**: A Southern Cross invention, this coating scrambles laser tracking and reduces laser damage by half (lasers ONLY).

- **RADAR**: The VAF-9 is equipped with a dual radar system. The first system is a *long range radar* that has a range of over 100 miles (160 km) and can track up to 30 targets simultaneously within

that range. The problem with the system, however, is that the powerful long distance radar waves tend to give away the position of the craft; attackers using radar-guided weaponry have a +2 to hit the VAF-9 while the system is on.

The second radar is a *combat radar* that has a range of 15 miles (24 km) and can identify and track up to 150 targets simultaneously. This radar uses frequency hopping and a number of other techniques to prevent its emissions from giving away the position of the VAF-9.

NOTE: In general, Invid do **NOT** use radar-tracking weapons.

- **RADIO COMMUNICATIONS**: Wide band and directional radio and video telecast capabilities. Range is 750 miles (1180 km) or can be boosted indefinitely via satellite relay.

- **LASER COMMUNICATIONS**: Long-range, directional communication system. Effective range: 100,000 miles (157,500 km).

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

- **TARGETING COMPUTER**: Assists in the tracking of enemy targets and is partly responsible for the VAF-9's high strike bonus.

- **LASER TARGETING SYSTEM**: 100 mile (160 km) range. Assists in the striking of enemy targets and is partly responsible for the VAF-9's high strike bonus.

- **MOTION DETECTOR AND COLLISION WARNING SYSTEM**: 500 ft (152.5 m) range. Sounds an alarm and red light warns pilot of impending collision and/or immediate target.

- **TELESCOPIC OPTICAL ENHANCEMENT**: 2000 ft (609 m) range. 20 ft (6.1 m) field of vision.

- **HEAD SPOTLIGHTS**: 600 ft (182 m) range, normal light.

- **INFRARED SPOTLIGHT**: 2000 ft (609 m) range. The infrared spotlight sits in the front of the sensor head. It emits an infrared light beam that is invisible to the normal eye. However, an enemy with infrared optics can easily see the beam of light and track it to the Veritech. Smoke impairs vision/beam.

- **THERMO-IMAGER**: 2000 ft (609 m) range. A special optical heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. It also enables the pilot to see in darkness, shadows and through smoke.

- **NIGHT VISION OPTICS**: 2000 ft (609 m) range. An image intensifier that is passive, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture. Night vision can not work in absolute darkness (but infrared can).

- **EXTERNAL AUDIO PICKUP**: 300 ft (91.5 m) range. A sound amplification listening system that can pick up a whisper 300 ft away.

- **EXTERNAL VIDEO SURVEILLANCE SYSTEM**: 600 ft (183 m) range. A video camera system with telescopic capabilities (8x magnification) is built into the head. The video images can be relayed to a cockpit monitor and stored on removable video disks. Maximum disk capacity is 24 hours. Disks can be erased and reused.

- **EJECTOR SEAT**: In case of an emergency, the pilot can be instantly ejected. In battloid mode, the pilot is ejected out of the mecha's back.

- **CE-1 CYCLONE EJECTOR SYSTEM**: Also in case of an emergency, the VR-135 Forager Cyclone will also be ejected from the doomed mecha. This system is activated automatically when the pilot pulls the activation lever for his ejection seat. The cyclone will deploy parachutes once outside of the mecha and then land within 1D6x1000 feet of the pilot. This system was installed to allow pilots to retrieve their cyclones even after their veritechs had been destroyed.

- **SELF-DESTRUCT**: A last ditch effort to prevent the capture of a Veritech unit (usually preceded by the pilot's ejection from the Veritech) is self- destruction. Explosive damage is fairly contained. A VAF-9 Alpha without missiles (or few) does 2D6 x 10 M.D., but a Veritech with all or most of its missiles (35 or more) will do 2D6 x 100 M.D. to a 50 ft (15.2 m) radius.

- **SMOKE SCREEN SYSTEM**: The VAF-9 Assault Alpha can emit a thick cloud of smoke from its rear to create immediate cover. The smoke screen system can discharge a maximum of 4 bursts before needing replacement (smoke missiles can be converted to function in the system). Each burst will cover a 60 ft area (19.8 m).

- **HEAT AND RADIATION SHIELDS**: Special shielding prevents the penetration of life-threatening heat and radiation.

- **INDEPENDENT OXYGEN AND CIRCULATORY SYSTEM**: Built-in tanks provide 48 hours of continuous oxygen. A special recycling system can keep the air breathable for a maximum of one week.

- **SURVIVAL GEAR**: The VAF-9 includes a VR-135 Forager Cyclone, four weeks' compact emergency rations, an emergency signal beacon, three first-aid kits, and a life raft. There is space for an energy rifle to be attached to each ejector seat, and the pilot can of course carry a side-arm.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu
st92bb10@post.drexel.edu

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE VBF-2 BETA FIGHTER

BACKGROUND

The VBF-2 Beta Fighter was developed to be the new standard heavy Veritech fighter for the REF during the Third Invid War. The design was perfected and put into production shortly after the REF Jupiter Mission left for Earth in 2039, the fighter missed the close of the Second Invid War but was already in mass production by the time the Icarus Recon Mission left Tirol in 2044. The VBF-2 was designed to complement the VAF-8 Transatmospheric Strike Alpha and as such included many of the same technological systems that the VAF-8 did, including the new FF-3000 Fusion/Protoculture Variable Turbine Engines and the SF-10 Cloaking Device. Unfortunately also like the VAF-8, the SF-10 proved harder to manufacture in mass quantities than the planes themselves, and thus only about 30% of VBF-2 fighters were actually equipped with cloaking devices.

The VBF-2 was also the first REF Beta fighter produced in two distinct models with vastly different intended purposes. The VBF-2A was the standard version of the Beta fighter, primarily designed as a heavy weapons platform and support craft for the smaller but more agile VAF-8 Alpha. The other model was the VBF-2T Beta Troop Transport/Ground Support model. This version of the Beta was designed by REF engineers after reviewing the performance of the VBF-1 Betas in the First and Second Invid Wars. The engineers found that although not designed for it, the older Beta had commonly been used to ferry small groups of troops to and from hot LZs (landing zones) deep inside enemy territory. The Beta was faster and more heavily armed than the DTTS-12 Horizont transports that were designed for LZ missions, and thus had a greater chance of success and survival. Observing this, the engineers decided to build a
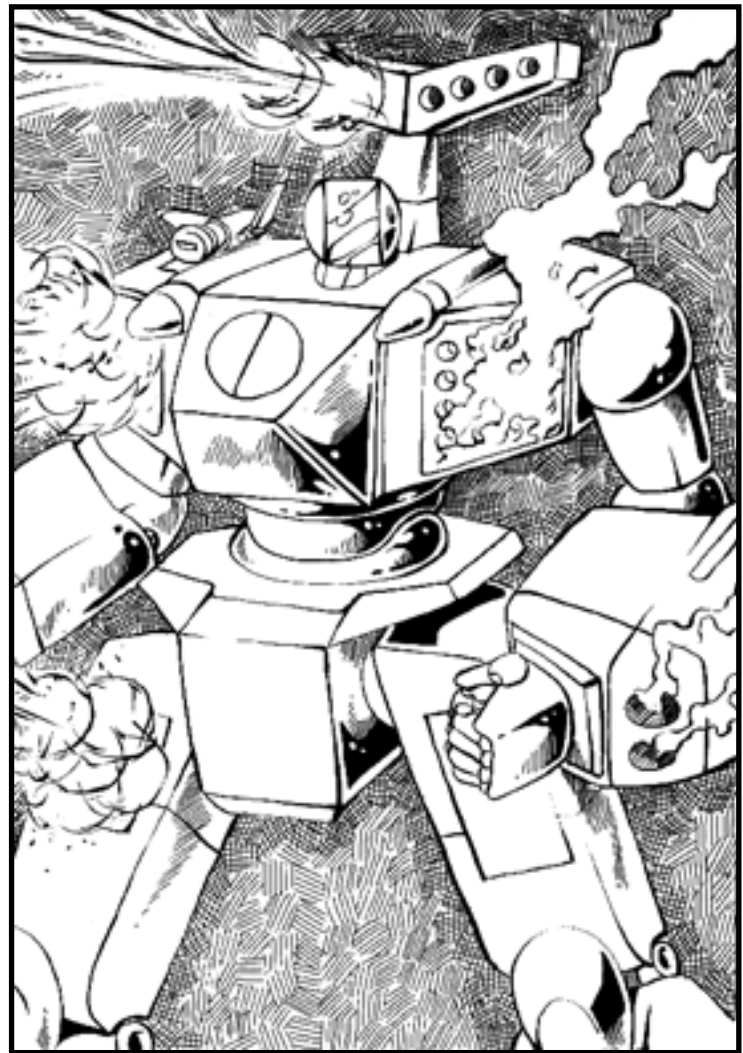
specific model of the Beta for troop transport and support duties. The resulting VBF-2T had an enlarged cargo bay capable of holding up to 12 cyclone riders in full armor, as well as multiple hatches for quick loading and unloading. The armament of the 2T was also modified to provide better ground support at the cost of some air-to-air combat capabilities. Because of the size and placement of the cargo bay on the VBF-2T, the beta was capable of only two modes of operation; fighter and guardian modes.

Like the VBF-1, the VBF-2's primary mission is to provide heavy support for the VAF-8 Alphas. The VBF-2 can link with any model of VAF-8 and provide increased weapons and greater thrust for the craft. The control systems for the VAF-8 and VBF-2 were also designed to work together better, and when linked it is possible for the Alpha pilot to control all aspects of the Beta fighter or vice versa. More typically however the pilots would split the workload, with the Alpha pilot concentrating on piloting and maneuvering and the Beta gunners operating the combined craft's powerful weapon systems. Both the VBF-2A and 2T can link to any model of VAF-8.

The VBF-2 served as the major heavy fighter for the REF (and later the Robotech Guardian Forces) from 2040 until 2058. The design was phased out and replaced with the VBF-4 Beta series during the late 2050s, but still remains a common sight on RGF bases and outposts due to the great numbers that were manufactured during its 18-year lifespan.

The VBF-2 greatly resembles the previous Beta, save for its size. The Beta does not have different model types to differentiate between the ranks of the people piloting it. Instead, the highlights, trim, and identification numbers are painted in different colors corresponding to rank; standard soldiers are colored light blue; low-ranking officers are colored red, and squadron leaders/XOs are trimmed in green. Shadow-equipped Betas (approximately 20% of all VBF-2 units) are painted black and are trimmed in the colors listed above, while VBF-2T Transports are usually painted in a flat grey and highlighted as above. All other VBF-2 Betas are colored in a camouflage scheme based on where they are stationed, i.e. space Veritechs are often painted flat black, desert Veritechs are painted with a light tan camouflage, etc. Some of the shadow-equipped models are painted black with red canopies, perhaps out of nostalgia or a whimsical sense of humor on the part of the factory technicians.

SCHEMATICS
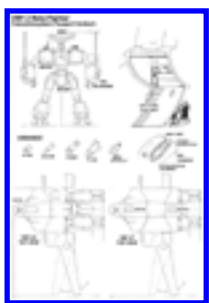
Click on the icon to the left to view some pictures from the REF VBF-2 Beta Fighter maintenance guide, document REF-5482-344-8477.

RPG STATS

Vehicle Type: Transformable Battloid, VBF series Veritech Fighter

Models: **VBF-2A** (Standard Model)
                 VBF-2T (Transport/Ground Support Model)

Crew: **VBF-2A:** Pilot, Gunner (optional), Communication/Sensory Equipment Operator (optional), 4 to 6 passengers if necessary.

            VBF-2T: Pilot, Gunner (optional), Communication/Sensory Equipment Operator (optional), 12 Cyclone Riders w/Cyclones.

M.D.C. BY LOCATION

```
(1)   Sensor Head                                       80
      Hands (2)                                         80 each
      Shoulder/Chest Retractable Missile Bays (2)       200 each
(2)   Forearm Shields (2)                               350 each
      Upper Arms (2)                                    100 each
      Top Missile Racks (2, side-by-side)              80 each
      Upper Leg Missile Bays (2)                        150 each
      Lower Legs/Feet (2)                               200 each
      Wings (2)                                         150 each
      Bomb Bay (VBF-2A only)                            250
      Passenger Bay (VBF-2T only)                       300
      Front Access Ramp (VBF-2T only)                   100
      Rear Jet Thrusters (2, side-by-side)             100 each
      Rocket Thrusters (3)                              200 each
(3)   Main Body                                         450
      Reinforced Pilots' Compartment                    250
      GU-25 Gun Pod (built into chest)                  80
```

1. Depleting the M.D.C. of the sensor head will knock out long-range communications (reduce to 60 miles/96 km range), long-range radar (reduce to 10 miles) and laser targeting (-1 to strike)
2. On the VBF-2A Beta, the forearm shields can be used to shield the main body or body parts from damage. The character can try to block incoming attacks of any kind, punches, blasts, and even missiles, by blocking with one or both arms (missiles require both arms). Roll a parry. If successful, only the arm shields take damage. NOTE: Depleting the arm shields to below their M.D.C. will destroy the wing connection joints and damage the wing(s), making transformation into jet or guardian modes IMPOSSIBLE! Likewise, the loss of an arm is the loss of a wing and connection unit, making transformation impossible. **Note:** The VBF-2T can NOT use the forearm shields to block attacks.
3. Depleting the M.D.C. of the main body will completely shut the mecha down.

NOTE: The VBF-2 Series Veritech incorporates the Southern Cross' laser resistant ceramic armor, so

laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

SPECIFICATIONS

Jet Mode with Jet Thrusters:	Mach 2.1 (1407 mph/2264 kmph) maximum. Altitude Ceiling is 60 miles.
Jet Mode with Rocket Thrusters:	Mach 8.7 (5829 mph/9379 kmph), making the Beta transatmospheric (able to blast into outer space under its own power).
Jet Mode Cruising Speed:	Mach 1 (670 mph/1078 kmph)
Guardian Mode:	Hover Stationary to Mach 1 (670 mph/1078 kmph)
Battloid Mode Flying:	Hover stationary to about 400 mph 644 kmph, with a maximum altitude of 12,000 feet.
Battloid Mode Running:	85 mph/137 kmph
Battloid Mode Leaping:	100 feet (30.5 m) up or across without booster assistance. 350 feet (106.75 m) with jet booster assistance.

Height: 40 ft. Battloid mode
24 ft. Jet mode
34 ft. Guardian mode

Width: 32 ft. Battloid mode
72 ft. Jet and Guardian modes

Length: 30 ft. Battloid mode
38 ft. Jet and Guardian modes

Weight: **VBF-2A:** 19 tons without missiles, 24 tons fully loaded (including missiles and bombs).
VBF-2T: 21 tons unloaded, 33 tons maximum load.

Cargo: **VBF-2A:** Bomb Bay that can hold up to 20 bombs (approx. 10 ft. by 6 ft. by 6 ft.); Three Cyclones may be removed from storage compartment which may then be used to hold cargo.
VBF-2T: Cargo/Troop Compartment can carry up to 12 tons of weight, 12 Cyclone Riders in full combat armor, or 20 people in cramped conditions without armor.

Main Engine: Two FF-3000 Fusion/Protoculture turbines
Secondary Engines: 3 FF-3800 nuclear fusion rocket engines.

Range: 24 Protoculture cells will give the mecha an active combat life of about two years. The mecha can operate on half as many cells (12) for 12 months, but maximum speed is reduced by half and the mecha is at -1 to strike. As a last resort, the mecha can operate solely on fusion power, but maximum speed is reduced by 75%, the head lasers cease to function, and the mecha is at -2 to strike and -2 to dodge.

WEAPON SYSTEMS

1. **MM-50S SUPER MULTI-MISSILE SYSTEM:** The Beta has two MM-50 systems built into each chest/shoulder area in Battloid and accessible on the right and left of the cockpit in Jet or Guardian mode. The retractible systems raise their missile launchers from protective storage bays to fire volleys of short-range missiles. The two MM-50 systems can fire independently or simultaneously. The automatic reload system enables the pilot to fire his entire payload of 100 missiles in one melee (this is possible by firing both MM-50 systems simultaneously, launching 20 missiles (10 each) each melee attack up to five times. NOTE: The MM-50S can be launched in all modes.

   ❍ **Primary Purpose:** Assault
   ❍ **Secondary Purpose:** Anti-Aircraft
   ❍ **Missile Type:** Standard RDF/REF short-range missiles, usually high explosive, armor piercing, or plasma. Different types are rarely mixed, so all 40 missiles per launcher would be the same. Of course, missiles can be mixed if desired.
   ❍ **Mega-Damage:** Varies with missile type.
   ❍ **Rate of Fire:** One at a time, or in volleys of two, four, six, eight, or ten (or twenty, if both launchers are fired at the same time). One volley counts as one attack. the number of attacks per melee is equal to the pilot's combined hand to hand attacks per melee (usually 4 or 5).
   ❍ **Payload:** 50 missiles per each launcher, for a total capacity of 100.
   ❍ **NOTE:** The war-torn world makes the availability of missiles an extremely rare event. Players should be careful not to expend all their character's missiles too soon, because it may be a long time before more are found.

2. **GR-20P LEG MINI-MISSILE LAUNCHERS (VBF-2A ONLY):** Each leg has a mini-missile launcher built into the thigh. These missiles can be launched only in Battloid mode.

   ❍ **Primary Purpose:** Assault/Defense
   ❍ **Secondary Purpose:** Anti-Personnel
   ❍ **Missile Type:** Any mini-missile except Plasma. Armor-Piercing is standard-issue.
   ❍ **Mega-Damage:** Varies with missile type.
   ❍ **Rate of Fire:** Volleys of 2, 4, 6, 8, 10, 16, or 20 (all) per launcher; both launchers may be fired simultaneously.
   ❍ **Payload:** 20 mini-missiles per launcher for a total of 40.

3. **MEDIUM-RANGE, TOP MOUNTED MISSILES (VBF-2A ONLY):** These are the missile racks seen on top of the Beta in Battloid mode and recessed into the rear of the Beta in Jet or Guardian modes. The missiles can be launched while in any configuration.

- ❍ **Primary Purpose:** Assault
- ❍ **Secondary Purpose:** Anti-Mecha
- ❍ **Missile Type:** Standard RDF/REF medium-range missiles, usually high-explosive, plasma, or armor piercing. Of course, any medium range missiles can be used.
- ❍ **Mega-Damage:** Varies with missile type.
- ❍ **Rate of Fire:** One at a time or in volleys of two, three, or four.
- ❍ **Payload:** Four missiles per each launcher (2), for a total of eight.
- ❍ **NOTE:** Medium-range missiles are more scarce than short-range.

4. **TWO LONG RANGE MISSILES:** These can be seen in the mid-chest area of the Beta in Battloid, or on either side of the cockpit in Jet and Guardian modes. These can be launched only from Jet or Guardian mode.

- ❍ **Primary Purpose:** Heavy Assault
- ❍ **Secondary Purpose:** Anti-Spacecraft
- ❍ **Missile Type:** Standard RDF/REF long-range missiles, usually proton, reflex heavy, and reflex multi-warhead.
- ❍ **Mega-Damage:** Varies with missile type.
- ❍ **Rate of Fire:** One at a time.
- ❍ **Payload:** Two
- ❍ **NOTE:** Surprisingly, the long-range missiles are about as rare as the short-range missiles because there are few mecha that use them. All reflex and proton missiles are extremely rare.

5. **BOMB BAY (VBF-2A ONLY):** The bay can hold 20 bombs, or up to 12 passengers, being slightly larger than that of its predecessor. However, it is often used for deploying relay buoys instead. Relay buoys act as miniature satellites, relaying radio signals through space. These signals may be telemetry, radio, or picture relays. The radio range for these buoys is 400 miles, and their M.D.C. is 30.

- ❍ **Primary Purpose:** Ground Assault
- ❍ **Secondary Purpose:** Satellite Deployment
- ❍ **Missile Type:** Bombs are equal to short or medium range missiles. Usually fragmentation or high-explosive.
- ❍ **Mega-Damage:** Varies with the type of bomb.
- ❍ **Rate of Fire:** Volleys of 2, 4, 6, 8, or 10.
- ❍ **Payload:** The bomb bay can hold up to 20 bombs.
- ❍ **NOTE:** These are bombs, not guided missiles. As such, they have the following penalties: -

4 to strike a stationary ground target, -6 to strike a moving target(s), and -10 to hit a small moving target like an Invid Scout or vehicles. Bombs are usually used against large stationary targets.

6. **BETA GU-25 25mm QUAD-BARREL INTERNAL GUN POD:** This weapon is exactly like the GU-25 handgun used by the VAF-8 Alpha Fighters. The difference is that it is built into the body of the beta and has an automatic feed and a greater ammunition payload. To reload the Beta GU-25 requires tools, a mechanic, and 4D4 minutes. The person must crawl into the gun bay and undo the ammo compartment and reload. To modify the ammo from a conventional GU-25 gun pod requires an additional 1D4 hours per clip.

   ○ **Primary Purpose:** Assault/Defense
   ○ **Range:** 4000 feet
   ○ **Mega-Damage:** Does 3D6 MD short burst, 6D6 medium burst, 1D6x10 full melee burst.
   ○ **Rate of Fire:** Short or medium bursts count as one attack. The pilot can fire as many bursts as his combined hand to hand attacks per melee. A full melee burst takes the place of all other attacks.
   ○ **Payload:** 160 short bursts, or 80 medium bursts, or 40 full melee bursts.

7. **ARM-MOUNTED ION BLASTERS:** Each arm has four ion blasters mounted on the ends. These weapons may be fired in any mode, but in fighter and guardian modes are limited to firing directly in front of the mecha only. **Note:** Since the VBF-2T does not have a battloid mode, the Ion Blasters can only fire forward on these mecha.

   ○ **Primary Purpose:** Assault/Defense
   ○ **Range:** 4000 feet
   ○ **Mega-Damage:** Each blaster does 2D6. Two barrels fired at once do 4D6. Three do 6D6. All four do 1D6x10. Both arms may be fired at once (counts as one melee attack). 1, 2, 3, and 4 barrels all count as one melee attack.
   ○ **Rate of Fire:** Blasts only; equal to the hand-to-hand attacks of the person firing them.
   ○ **Payload:** Unlimited

8. **RAPID-FIRE LASER TURRETS (2, VBF-2T ONLY):** In order to assist the VBF-2T Transport Beta in recovering or deploying personnel and to give cover to ground troops during transfer operations, the VBF-2T has two rapid-fire laser turrets mounted on the underside of the mecha. These turrets can rotate 360 degrees and can elevate up and down in a 90-degree arc. They can shoot in any direction BELOW the VBF-2T. These lasers are usually controlled by the Gunner.

   ○ **Primary Purpose:** Ground Support
   ○ **Secondary Purpose:** Defense
   ○ **Range:** 2000 ft (609 m)
   ○ **Mega-Damage:**
      ■ Single "aimed" shot (1 laser; +3 to strike): 1D6 M.D.

- Dual "aimed" shot (both lasers; +3 to strike): 2D6 M.D.
- Short burst, both lasers (+1 to strike): 1D4x10 M.D.
- Long burst, both lasers, one target (counts as two attacks, no strike bonus): 2D4x10 M.D.
- Burst shooting wild/spraying (-1 to strike, can be short or long burst): 2D6 M.D. to everything it hits.
- See aimed, burst, and shooting wild rules in the modern weapon proficiency section.

❍ **Rate of Fire:** Equal to pilot's (or gunner's) combined hand to hand attacks. Single and dual "aimed" shots and short bursts count as one attack. Long bursts count as two attacks, and shooting wild takes ALL melee attacks in a melee round.

❍ **Payload:** Unlimited.

9. **HAND TO HAND COMBAT:** The VBF-2 Beta can engage in hand-to-hand combat if absolutely necessary. The VBF-2T is limited to kick and stomp attacks only, however. The Beta's hands are so constructed that it cannot hold a GU or EU gun pod of any kind. It has to rely on its built-in weapons and speed in a fight.

❍ Punch does 1D6 M.D. in Battloid
❍ Kick does 1D6 M.D. in Guardian/Battloid
❍ Body Flip/Throw does 1D6 M.D.
❍ Body Block/Tackle does 1D6 M.D.
❍ Stomp does 1D4 M.D.

STANDARD EQUIPMENT

- **SF-10 SHADOW CLOAKING DEVICE:** About 20% of VBF-2 Beta Fighters are equipped with the SF-10 Shadow Cloaking Device. The stats for this device are the same as those for the VAF-8 Alpha Fighter.
- **LASER-RESISTANT CERAMIC COATING:** Invented during the construction of Southern Cross mecha, this coating scrambles laser tracking and reduces laser damage by half (lasers ONLY).
- **RADAR:** 40 mile range. Can identify and track up to 60 targets simultaneously.
- **BACKUP RADAR:** 10 mile (16 km) range. Can identify and track up to 20 targets simultaneously.
- **RADIO COMMUNICATIONS:** Wide band and directional radio and video telecast capabilities. Range is 600 miles (945 km) or can be boosted indefinitely via satellite relay.
- **LASER COMMUNICATIONS:** Long-range, directional communication system. Effective range: 100,000 miles (157,500 km).
- **COMBAT COMPUTER:** Calculates, stores, and transmits data onto the cockpit computer screen, heads-up display (H.U.D.), or the pilot's helmet display. Patches in with targeting computer and VAF-8R reconaissance correlation computer.
- **TARGETING COMPUTER:** Assists in the tracking of enemy targets and is partly responsible

for the VBF-2's high strike bonus.

- **LASER TARGETING SYSTEM:** 100 mile (160 km) range. Assists in the striking of enemy targets and is partly responsible for the VBF-2's high strike bonus.
- **MOTION DETECTOR AND COLLISION WARNING SYSTEM:** 500 ft (152.5 m) range. Sounds an alarm and red light warns pilot of impending collision and/or immediate target.
- **TELESCOPIC OPTICAL ENHANCEMENT:** 4000 ft (1218 m) range, up to 64x magnification. 20 ft (6.1 m) field of vision.
- **THERMO-IMAGER:** 4000 ft (1218 m) range. A special optical heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. It also enables the pilot to see in darkness, shadows and through smoke.
- **NIGHTVISION OPTICS:** 4000 ft (1812 m) range. An image intensifier that is passive, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture. Nightvision can not work in absolute darkness (but infrared and thermo-imagers can).
- **EXTERNAL AUDIO PICKUP:** 300 ft (91.5 m) range. A sound amplification listening system that can pick up a whisper 300 ft away.
- **HEAD SPOTLIGHTS:** 600 ft. (182 m) range.
- **EJECTOR SEAT:** In case of an emergency, all three crewmembers can be instantly ejected. No ejection seats are provided for passengers in the cargo bay, unfortunately.
- **CE-1 CYCLONE EJECTOR SYSTEM:** Also in case of an emergency, all three VR-135 Forager Cyclones will also be ejected from the doomed mecha. This system is activated automatically when the pilot pulls the activation lever for his ejection seat. The cyclones will deploy parachutes once outside of the mecha and then land within 1D6x1000 feet of the pilot and crew. This system was installed to allow pilots to retrieve their cyclones even after their veritechs had been destroyed.
- **SELF-DESTRUCT:** A last ditch effort to prevent the capture of a Veritech unit (usually preceded by the pilot's ejection from the Veritech) is self-destruction. Explosive damage is fairly contained. A VBF-2 Beta without missiles (or few) does 3D6 x 10 M.D., but a Veritech with all or most of its missiles (35 or more) will do 3D6 x 100 M.D. to a 50 ft (15.2 m) radius.
- **SMOKE SCREEN SYSTEM:** The VBF-2 Beta can emit a thick cloud of smoke from its rear to create immediate cover. The smoke screen system can discharge a maximum of 4 bursts before needing replacement (smoke missiles can be converted to function in the system). Each burst will cover a 60 ft area (19.8 m).
- **HEAT AND RADIATION SHIELDS:** Special shielding prevents the penetration of life-threatening heat and radiation.
- **INDEPENDANT OXYGEN AND CIRCULATORY SYSTEM:** Built-in tanks provide one (1) week of continuous oxygen. With the special recycling systems, this may be extended to four (4) weeks.
- **SURVIVAL GEAR:** The VBF-2 includes three VR-135 Forager Cyclones, six weeks' compact emergency rations, an emergency signal beacon, three first-aid kits, and a life raft. There is space for an energy rifle to be attached to each ejector seat, and the crew of course carry side-arms.

SPECIAL RULES FOR GUNNERS

NOTE: For the purposes of this section, the "gunner" is anybody who has weapon systems skill and is in the gunner's station of the Beta, whether he is the Beta Gunner, Comm Officer, or just somebody along for the ride.

The gunner receives as many attacks per melee as if he had equivalent-level Beta Basic Combat (or Expert Combat, if he has Expert Combat). He can control all the weapons in the Alpha (if the Beta is connected and the Alpha pilot allows) and Beta, or just choose certain weapons (as many as he thinks he can handle) before combat begins. When the gunner is controlling a weapon, nobody else can use it until he releases control, even if the gunner never fires it!

Weapons to be controlled by the gunner must be declared before combat begins. It takes one full melee for the gunner to change to different weapons, and during that time he can fire no weapons, and none of the weapons he has been firing, or is about to assume control of, may be fired by anybody else until they're completely programmed in.

The gunner can control only weapons fire, not hand-to-hand combat. The gunner may control the gun pod of the Alpha when it is mounted on the plane. When the Alpha is holding it in its hand, however, he may NOT control it.

When the gunner is firing a weapon, he receives an additional +1 to hit. He also receives the +2 bonus to strike if the Beta is connected to a VAF-8R Alpha with a REO operating the sensory equipment, or the +1 bonus if one such plane is operating nearby. These bonuses do NOT apply to missiles (so missiles will probably not be among the weapons the gunner chooses to operate) but DO apply to mini-missiles.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

This mecha was based on an original mecha design by *Aaron Meadows* , Chris' younger brother.

THE VAF-8 ALPHA FIGHTER

BACKGROUND

The **VAF-8 Transatmospheric Alpha Fighters** were the standard Veritech fighters of the REF during the **Third Invid War**. Designed on Tirol by the engineers of **Project Shadowchaser**, the VAF-8 was the first original mecha designed from the ground up around the new cloaking technology developed to counter the Invid protoculture tracking technology. The original SF-7 Cloaking Device had been outfitted on a small group of mecha, mostly VAF-6 Alphas and a few Mk III Gladiator Destroids. These new mecha (the *VAF-7A Alphas* and *Mk IV Gladiators*) were mainly technical experiments and were not really intended for mass production or use in combat. However, the push to equip the REF Jupiter mission with the latest technology necessitated these mecha being included with the mission's warships, and most of the prototype units were destroyed during the final battles of the Second Invid War.

During the lull following the Jupiter Mission's departure from Tirol, the VAF-8 Alpha and VBF-2 Beta Fighters were perfected and put into production. The VAF-8 was intended to be the next main fighter for the REF, and as such was designed with mass-production in mind. The main design of the fighter centered around two brand new systems in the REF arsenal, the SF-10 Shadow Cloaking Device and the FF-3000 Fusion/Protoculture Variable Turbine Engines. The SF-10 was a more advanced version of the shadow cloak intended to be more reliable and cheaper to produce, although cloaking device production still remained the bottleneck of the VAF-8
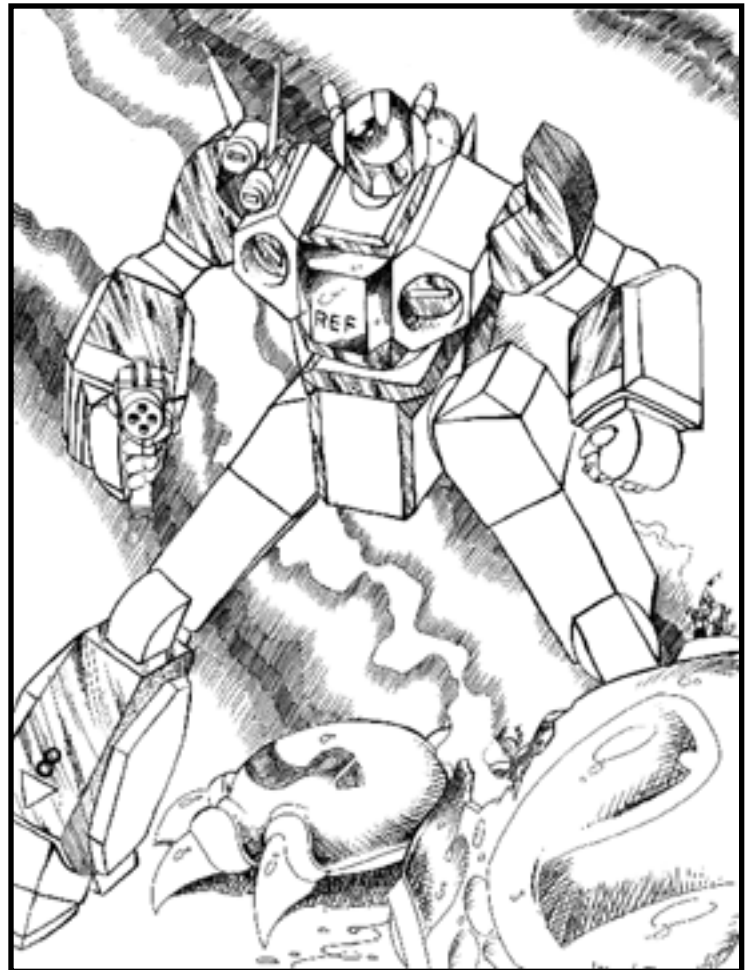
production line. The FF-3000 was a new high-efficiency engine designed for use on transatmospheric fighters. The engine contained a variable thrust system that could use either air intakes (like a ramjet) or internal fuel supplies (like a rocket) to produce thrust. This made the mecha transatmospheric; the Alphas could be launched from an orbiting starship, engage in orbital combat, enter a planet's atmosphere to engage ground targets, and then escape the planet's atmosphere to return to the starship after the mission is complete. This engine fit in well with REF analyst predictions that most future mecha fighting would be fought in terms of orbital-to-ground engagements. Other improvements to the VAF-8 included an increased SRM load, wing hardpoints for variable missile loads, and the new GU-25 multipurpose gun pod.

After the Jupiter mission failed to report back from Earth, the threat of continued warfare with the Invid began to resurface. Mass production of the VAF-8 began in 2039, as the REF rebuilt and prepared for another possible conflict. Initially there were 3 different models of the VAF-8; the VAF-8A, VAF-8J, and VAF-8S. Although nearly identical in capabilities, the VAF-8A was intended for use by standard pilots, the VAF-8J by low-ranking officers, and the VAF-8S by squadron leaders. During the planning for the Icarus Recon Mission in 2042, Colonels John Korcheck and Roger Harris requested a special version of the VAF-8 for reconnaissance and electronic warfare. The REF R&D department developed the VAF-8R Recon Alpha Fighter to fulfill that request. The VAF-8R was slightly different from previous versions of the VAF-8, mostly because of the advanced sensor systems equipped on the Alpha. In addition, the VAF-8R was equipped with a copilot's station directly behind the pilot's station. This copilot was not actually intended to help fly the plane, but instead served to collect and correlate the massive amounts of data from the mecha's sensors. These copilots, called Recon Equipment Operators (REOs), were mostly intelligence officers who would analyze data and communicate it back to the command ship while the pilot and his escorts engaged the enemy and protected the VAF-8R.

Hundreds of VAF-8s were produced for the REF Icarus and Prometheus missions. Due to the rush for production, many VAF-8s were sent into service without the SF-10 cloaking device, which could simply not be produced fast enough to keep up with demand. Roughly 60% of the fighters used by Icarus and Prometheus were not equipped with SF-10 cloaking devices. Despite this flaw, the VAF-8s served well during the Third Invid War. Even with the blockade created by the [Invid Orbiting Hives](), many VAF-8 Alphas made it to Earth to bolster the resistance forces there. However, attrition prevented the numbers on Earth from ever becoming too high, as the Invid blockade made spares and replacement parts hard to come by on occupied Earth.

The VAF-8 served as the major fighter of the REF (and later the Robotech Guardian Forces) from 2040 up until 2058, when it was replaced by the VAF-9 Mark II. Even after production ceased, the VAF-8 remained a common fighter inthe RGF arsenal for decades, commonly seen throughout Sentinels Alliance territory until almost the end of the 21st century.

The VAF-8 series Veritechs have the sleek, angular lines of the VAF-6 Alpha series, but are equipped with swing wings (as in the VF-1 series fighter) and redesigned leg/engine units. The head of the mecha is located ventrally in fighter and Guardian modes, and each wing contains a single hardpoint for variable

missile loads, both similar to the older VF-1 Veritechs. The VAF-8 series marks the return of the REF to distinctive head styles to indicate rank. Though the head-mounted lasers are exactly the same for each model, the head shapes are different and recognizable for each version of the Alpha. In addition, each fighter has highlight colors and identification numbers painted in different colors by model. The VAF-8A is color is blue; the VAF-8J is red; VAF-8S is green. The rest of the mecha's color scheme is usually based on where the unit is stationed; i.e. space Veritechs are often painted flat black, desert Veritechs are painted with a light tan camouflage, etc. Some of the shadow-equipped models are painted black with red canopies, perhaps out of nostalgia or a whimsical sense of humor on the part of the factory technicians. The VAF-8R has a slightly elongated and raised nose compartment to accommodate the additional REO crew member, and a shoulder-mounted sensor unit that contains many of the advanced sensor systems for the Recon Alpha. VAF-8Rs are usually highlighted in white to distinguish them from 8As, 8Js, and 8Ss. The VAF-8R uses the same head design as the VAF-8J Alpha.

SCHEMATICS
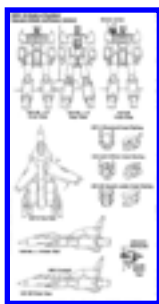
Click on the icon to the left to view some pictures from the REF VAF-8 Alpha Fighter maintenance guide, document REF-5482-344-4387.

RPG STATS

Vehicle Type: Transatomspheric Stealth Veritech Fighter

Models: VAF-8A (Standard Model)
VAF-8J (Low-Ranking Officer Model)
VAF-8R (Reconnaissance Model)
VAF-8S (Squadron Leader Model)

Crew: One

M.D.C. BY LOCATION

```
(1)  Head                                          75
     Head Lasers (2)                               30
(2)  Shoulder Sensor Unit (8R only)                55
(3)  Main Body                                    400
     Shoulders/Missile Pods (2)                   100 each
     Forearms/Missile Pods (2)                    100 each
```

```
    Hands (2)                                    60 each
    Upper Legs (2)                              120 each
    Lower Legs/Thrusters (2)                    120 each
    Wings (2)                                   100 each
    Tail Fins  (2)                               60 each
    Reinforced Pilot's Compartment              200
    Reinforced REO's Compartment (8R only)      150
    Wing Weapon Pods (2)                         50 each
    GU-25 Gun Pod                               100
```

1. Destroying the head will destroy all optical enhancements and cause penalties of -2 to strike, parry, and dodge. Main communications is also destroyed for the fighter, though a backup radio system provides the veritech with short-range radio communications. Radar is stored in another area of the plane and is unaffected.
2. Depleting the MDC of the sensor unit on the VAF-8R will destroy many of the Recon Veritech's advanced sensor systems. The XR-A Doppler Radar, Sonar, and Nightvision Optics are all lost.
3. Depleting the M.D.C. of the main body will shut the mecha down completely, rendering it useless. Be sure to note the special rules regarding failure of the SF-10 cloaking device, listed in the Equipment section.

SPECIFICATIONS

Jet Mode: Mach 3.7 (2479 mph/3989 kmph) maximum.

Jet Cruising: About Mach 1.5 (1005 mph/1617 kmph)

Guardian Mode: Hover stationary to Mach 1.5 (1005 mph/1617 kmph)

Battloid Mode, Flying: Hover Stationary to about 400 mph (644 kmph).

Battloid Mode, Running: 180 mph (290 kmph)

Battloid Mode, Leaping: 100 ft (30.5 m) up or across without booster assistance. 350 ft (106.8 m) with booster jets' assistance.

Height: 34 ft (10.2 m) in Battloid mode
        21 ft (6.3 m) in Guardian mode
        15 ft (4.5 m) in Jet mode

Width: 13 ft (3.9 m) in Battloid mode
        23 ft (6.9 m) in Jet and Guardian modes (14 ft/4.2 m with wings in swept position)

Length: 39 ft (11.7 m) in Jet mode
        32 ft (9.6 m) in Guardian mode

Weight: VAF-8A, J, S: 11.6 tons without missiles, 17.2 tons fully loaded.
        VAF-8R: 13.0 tons without missiles, 18.6 tons fully loaded.

Cargo: VAF-8A, J, S: 8 cubic foot compartment behind cockpit for personal items. VAF-8R: 3 cubic foot compartment behind REO's compartment. Cyclone spaces can also be used for spare storage and can hold up to 500 lbs.

Main Engine: FF-3000 Fusion/Protoculture turbine in each leg

Range: 16 Protoculture cells will give the mecha an active combat life of about two years. The mecha can operate on half as many cells (8) for 12 months, but maximum speed is reduced by half and the mecha is at -1 to strike. As a last resort, the mecha can operate solely on fusion power, but maximum speed is reduced by 75%, the head lasers cease to function, and the mecha is at -2 to strike and -2 to dodge.

WEAPON SYSTEMS

1. **MM-70B MULTI-MISSILE SYSTEM**: Similar to the MM-60 missile launcher system used in the VAF-6 and VAF-7 Alpha Fighters, the MM-70B retains the same electronic systems but can include an additional 10 SRMs due to the increased size of the VAF-8. A total of 70 short range missiles are included; Shoulders: 8 each, Forearms: 12 each (6 on both sides of the arm), Lower Legs: 15 each (3 launchers on each leg).

   ○ **Primary Purpose**: Assault
   ○ **Secondary Purpose**: Anti-Aircraft
   ○ **Missile Type**: Standard RDF short-range missiles, usually high explosive, armor piercing, or plasma. A typical combat mix of missiles is 35 armor piercing, 25 high explosive or plasma, 8 fragmentation, 2 smoke.
   ○ **Mega-Damage**: Varies with missile type; typically 2D4x10 M.D.
   ○ **Rate of Fire**: One at a time or in volleys of two, four, eight, sixteen, thirty or all. The number of volleys a character can fire per melee is equal to his/her attacks. Remember, a volley, regardless of the number of missiles, counts as one attack.
   ○ **Range**: Varies with missile type; 1 to 5 miles.
   ○ **Payload**: A maximum capacity of 70 short-range missiles. Mini, medium and long range missiles can not be used.

2. **HEAD MOUNTED TWR-25 PULSE LASERS (2)**: 2 tirolian-built lasers are mounted on the head of the VAF-8 and can be used in any mode; fighter, guardian, or battloid (similar to the old VF-1 Veritech). In combat the lasers are limited to the number of attacks the pilot has, but they can also be used in a continuous beam, making them useful for cutting or demolitions.

   ○ **Primary Purpose**: Assault/Defense Weapon
   ○ **Secondary Purpose**: Tool for Cutting
   ○ **Mega-Damage**: 4D6, or 2D6 if only one is fired. The lasers can also be fired in a long continuous blast that lasts the entire round and does 2D6x10 M.D. However, this mode is

unsuitable for combat purposes and imposes a -2 to strike rolls to attack moving targets.
- ○ **Range**: 4000 ft
- ○ **Payload**: Unlimited

3. **WING HARDPOINTS**: The VAF-8 has two hardpoints (1 per wing) which can be used to mount missiles and other ordinance for heavy assaults and bombardments. Each hardpoint can mount 1 long range missile, 3 medium range missiles, or one pod of mini-missiles. These missiles do NOT have to be dropped prior to transformation into battloid mode; however, the missiles cannot be fired in battloid mode because they are covered by the tail fins of the mecha.

   NOTE: VAF-8s found in the field will typically NOT be equipped with missiles on their hardpoints, as these missiles are usually used up within the first few minutes of combat.

   - ○ **LONG RANGE MISSILES**
     - ■ **Primary Purpose**: Heavy Assault
     - ■ **Secondary Purpose**: Anti-Spacecraft
     - ■ **Missile Type**: Standard REF long-range missiles, usually proton, reflex heavy and reflex multi-warhead.
     - ■ **Mega-Damage**: Varies with missile type.
     - ■ **Rate of Fire**: One or two.
     - ■ **Range**: Varies with missile type; 500 to 1800 miles.
     - ■ **Payload**: One per hardpoint; two maximum.
   - ○ **MEDIUM RANGE MISSILES**
     - ■ **Primary Purpose**: Heavy Assault
     - ■ **Secondary Purpose**: Anti-Mecha
     - ■ **Missile Type**: Standard REF medium-range missiles, usually high explosive, armor piercing, or multi-warhead.
     - ■ **Mega-Damage**: Varies with missile type.
     - ■ **Rate of Fire**: One, two, three, four, or six (all).
     - ■ **Range**: Varies with missile type; 50 to 80 miles.
     - ■ **Payload**: Three per hardpoint; up to 6 maximum.
   - ○ **MINI-MISSILE PODS**
     - ■ **Primary Purpose**: Assault/Defense
     - ■ **Secondary Purpose**: Anti-Personnel
     - ■ **Missile Type**: Any except plasma. Armor-Piercing is standard issue.
     - ■ **Mega-Damage**: Varies with mini-missile type; usually about one mile.
     - ■ **Rate of Fire**: Volleys of two, four, or eight
     - ■ **Range**: Varies with missile type
     - ■ **Payload**: 15 per launcher; up to 30 maximum.

4. **STEALTH RECON PODS (2, typically used by the VAF-8R)**: The VAF-8R Recon Veritech is usually equipped with two special electronic warfare suites instead of missiles on the wing hardpoints. Called Stealth Recon Pods (SRPs), these pods are actually remote-controlled robot

vehicles used for data gathering and reconnaissance, spy satellites, or beacons. The SRPs are powered by miniaturized fusion reactors and contain NO protoculture systems, making them undetectable by Invid protoculture sensors. The SRPs contain an internal antigravity engine that allows them to maneuver at will after being launched, or even return to the VAF-8R after completion of a mission. The SRPs must be controlled by a human operator (usually the REO) at all times, as they do not possess any form of artificial intelligence guidance. Like the missiles, the SRPs do not need to be ejected before the Recon Alpha converts into battloid mode.

- ❍ **Primary Purpose**: Intelligence-Gathering
- ❍ **Pod M.D.C.**: 15
- ❍ **Range**: Essentially indefinite (uses nuclear energy source). Data transmission systems have a 400 mile range, which can be extended using satellite or other transmission systems. Speed: 200 mph max; cruising speed while gathering intelligence is usually only 50-100 mph (any faster blurs the images)
- ❍ **Bonuses**: +2 to dodge
- ❍ **Payload**:
    - ■ Optical Sensor Packet including telescopic (4x), infrared, and
    - ■ Radar Sensor Unit. Range: 40 miles. May track up to 30 targets simultaneously.
    - ■ Motion Detector/Collision Warning System. Close Range: 200 feet. Helps the SRP operator avoid collisions and plot locations of pieces of debris too small to be picked up by radar.
    - ■ Laser Targeting System. Range: 100 miles. Aids in pinpointing enemy targets precisely so long-range missiles may be fired from the Beta or other planes to take them out.
    - ■ Telemetry Computer: Analyzes and organizes sensor output for transmission back to the Alpha (or whatever site is analyzing the data). Transmissions are scrambled and broadcast on low-band frequencies to avoid enemy detection/decryption.
    - ■ Radio Communications: Used primarily for relaying sensor readings back to the Alpha, but may be reprogrammed for use as a satellite relay system. Range: 400 miles.

5. **GU-25 25mm QUAD-BARREL HAND CANNON**: The VAF-8 Alphas are armed with a new miniaturized gun pod, resembling a giant Ingram MAC-10 for mecha. The new pod is less bulky, less unwieldy, and can hold more ammunition than the GU-XX. Two may be mounted and used, but one is standard-issue.

- ❍ **Primary Purpose**: Assault/Defense
- ❍ **Range**: 4000 feet (1200 m)
- ❍ **Mega-Damage**: Does 3D6 MD short burst, 6D6 medium burst, 1D6x10 full melee burst.
- ❍ **Rate of Fire**: Short or medium bursts count as one attack. The pilot can fire as many bursts as his combined hand to hand attacks per melee. A full melee burst takes the place of all other attacks.
- ❍ **Payload**: Can fire 48 short bursts, 24 medium bursts (equal to 2 short bursts), or 12 full

melee bursts (equal to 4 short bursts).

- ❍ **NOTE**: Four GU-25 ammo clips can be stored in the legs (two clips in each). Reloading requires two melee actions.

6. **OPTIONAL USE OF ANY OTHER GUN POD**. Although almost always assigned a GU-25, the VAF-8 series can use any mecha gun pod (past or present) if needed and available.

7. **OPTIONAL HAND-TO-HAND COMBAT**. Punch does 1D6 M.D., Body Block does 1D6 M.D., Kick does 1D6 M.D., Leap Kick does 2D6 M.D., Stomp does 1D4 M.D., but is limited to targets no more than 12 feet tall. Body Flip and Body Block does 1D6 M.D.

STANDARD EQUIPMENT

- **SF-10 SHADOW CLOAKING DEVICE**: VAF-8 series Alpha Fighters are designed to use the SF-10 Cloaking Device, the new standard cloaking device for the REF. A much improved version of the original SF-7 cloaking device, this version incorporates changes that makes the device smaller and more affordable to manufacture. The device still operates like older versions; rendering the mecha invisible to all electronic forms of detection, including radar, Invid Protoculture sensors, and microwaves. Only light- based detection systems, such as optical and laser tracking will detect the mecha.

  The SF-10 is the first cloaking device to feature THREE modes of operation instead of only two: ON, in which the device operates normally; OFF, in which the device is shut off and the mecha is detectable by all forms of electronic detection; and SAFETY, in which the device emits a "4th dimensional blip," which is detectable by other REF mecha's collision warning systems. The SAFETY mode is used for close formations where mecha proximity could potentially cause disastrous collisions.

  The SF-10 is slightly more reliable than its predecessor. Once the main body MDC of the fighter has been reduced to 200 M.D. or less, there is a cumulative 10% chance of the SF-10 failing for every 20 points of damage beyond that. For example,there is a 10% chance of the device failing when the main body MDC is between 180-200, 20% when the MDC is between 160-180, 30% when the MDC is between 140-160, etc. Once a cloaking device fails it CANNOT be repaired; it must be replaced by another working SF-10, either from a salvaged fighter or a parts depot.

  BONUSES: (ON and SAFETY modes) The Veritech always gets first attack in the first round of combat. After that, the mecha has a +3 on all initiative rolls. Also provides an additional +2 to dodge, and +1 to strike.

- **LASER-RESISTANT CERAMIC COATING**: A Southern Cross invention, this coating scrambles laser tracking and reduces laser damage by half (lasers ONLY).

- **RADAR**: The VAF-8 is equipped with a dual radar system. The first system is a *long range radar* that has a range of over 100 miles (160 km) and can track up to 25 targets simultaneously within that range. The problem with the system, however, is that the powerful long distance radar waves tend to give away the position of the craft; attackers using radar-guided weaponry have a +2 to hit the VAF-8 while the system is on.

  The second radar is a *combat radar* that has a range of 10 miles (16 km) and can identify and track up to 100 targets simultaneously. This radar uses frequency hopping and a number of other techniques to prevent its emissions from giving away the position of the VAF-8.

  NOTE: In general, Invid do **NOT** use radar-tracking weapons.

- **RADIO COMMUNICATIONS**: Wide band and directional radio and video telecast capabilities. Range is 600 miles (945 km) or can be boosted indefinitely via satellite relay.

- **LASER COMMUNICATIONS**: Long-range, directional communication system. Effective range: 100,000 miles (157,500 km).

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

- **TARGETING COMPUTER**: Assists in the tracking of enemy targets and is partly responsible for the VAF-8's high strike bonus.

- **LASER TARGETING SYSTEM**: 100 mile (160 km) range. Assists in the striking of enemy targets and is partly responsible for the VAF-8's high strike bonus.

- **MOTION DETECTOR AND COLLISION WARNING SYSTEM**: 500 ft (152.5 m) range. Sounds an alarm and red light warns pilot of impending collision and/or immediate target.

- **TELESCOPIC OPTICAL ENHANCEMENT**: 2000 ft (609 m) range. 20 ft (6.1 m) field of vision.

- **HEAD SPOTLIGHTS**: 600 ft (182 m) range, normal light.

- **INFRARED SPOTLIGHT**: 2000 ft (609 m) range. The infrared spotlight sits in the front of the sensor head. It emits an infrared light beam that is invisible to the normal eye. However, an enemy with infrared optics can easily see the beam of light and track it to the Veritech. Smoke impairs vision/beam.

- **THERMO-IMAGER**: 2000 ft (609 m) range. A special optical heat sensory unit that allows the infrared radiation of warm objects to be converted into a visible image. It also enables the pilot to

see in darkness, shadows and through smoke.

- **EXTERNAL AUDIO PICKUP**: 300 ft (91.5 m) range. A sound amplification listening system that can pick up a whisper 300 ft away.

- **EXTERNAL VIDEO SURVEILLANCE SYSTEM**: 600 ft (183 m) range. A video camera system with telescopic capabilities (8x magnification) is built into the head. The video images can be relayed to a cockpit monitor and stored on removable video disks. Maximum disk capacity is 24 hours. Disks can be erased and reused.

- **EJECTOR SEAT**: In case of an emergency, the pilot can be instantly ejected. In battloid mode, the pilot is ejected out of the mecha's back.

- **CE-1 CYCLONE EJECTOR SYSTEM**: Also in case of an emergency, the VR-135 Forager Cyclone will also be ejected from the doomed mecha. This system is activated automatically when the pilot pulls the ejection lever. The cyclone will deploy parachutes once outside of the mecha and then land within 1D6x1000 feet of the pilot. This system was installed to allow pilots to retrieve their cyclones even after their veritechs had been destroyed.

- **SELF-DESTRUCT**: A last ditch effort to prevent the capture of a Veritech unit (usually preceded by the pilot's ejection from the Veritech) is self-destruction. Explosive damage is fairly contained. A VAF-8 Alpha without missiles (or few) does 2D6 x 10 M.D., but a Veritech with all or most of its missiles (35 or more) will do 2D6 x 100 M.D. to a 50 ft (15.2 m) radius.

- **SMOKE SCREEN SYSTEM**: The VAF-8 Assault Alpha can emit a thick cloud of smoke from its rear to create immediate cover. The smoke screen system can discharge a maximum of 4 bursts before needing replacement (smoke missiles can be converted to function in the system). Each burst will cover a 60 ft area (19.8 m).

- **HEAT AND RADIATION SHIELDS**: Special shielding prevents the penetration of life-threatening heat and radiation.

- **INDEPENDENT OXYGEN AND CIRCULATORY SYSTEM**: Built-in tanks provide 48 hours of continuous oxygen. A special recycling system can keep the air breathable for a maximum of one week.

- **SURVIVAL GEAR**: The VAF-8 includes a VR-135 Forager Cyclone, four weeks' compact emergency rations, an emergency signal beacon, three first-aid kits, and a life raft. There is space for an energy rifle to be attached to each ejector seat, and the pilot can of course carry a side-arm.

SPECIAL EQUIPMENT FOR VAF-8R RECON VERITECHS

Because of their primary duty as the main intelligence gathering mecha for the Icarus forces, the VAF-8R Alphas were equipped with additional sensor systems not found on standard VAF-8 Veritechs. Most of these systems are included in the external sensor unit on the shoulder of the mecha, and loss of this unit will seriously reduce the VAF-8R's reconnaissance capabilities.

- **XR-A EXTERNAL DOPPLER TRACKING RADAR**: 300 mile (480 km) range, and can identify and track up to 140 targets simultaneously. However, the powerful waves of this radar create a tremendous radar image on enemy screens, giving enemies with radar tracking capabilities a +4 (!) to hit the Veritech.

- **SONAR**: 20 mile (32 km) range underwater. Can identify and track up to 30 targets simultaneously.

- **RECONNAISSANCE CORRELATION COMPUTER**: Operated by the Recon Equipment Operator (REO), this high-tech computer system analyzes reconnaissance data and projects it on the REO's screens. This system is also tied in with the Combat and Targeting computers of the mecha; the REO decides what data should receive the pilot's attention.

- **NIGHT VISION OPTICS**: 4000 ft (1812 m) range. An image intensifier that is passive, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture. Night vision can not work in absolute darkness (but infrared and thermo-imagers can).

- **TELESCOPIC IMAGE SENSORS**: Can magnify a visual image up to 1,000 times.

- **"BLACK-BOX" TELEMETRY RECORD SYSTEM**: A special reusable laserdisc recording system records all visuals and data collected by the REO from the Alpha's sensor systems for later analysis. Each disc can contain up to 36 hours worth of complete telemetry, including visuals, audio, and sensor readings from all instruments. The recorder is specially shielded to survive a crash (M.D.C. 100) and can be recovered later in the event that the VAF-8R is shot down.

- **SEISMIC SENSOR SYSTEM**: When on the ground, sensors in the VAF-8's legs are used in concert with the laser targeting system to read the passage of vehicles or major troop movement, as well as natural and unnatural seismic activity, within a range of 20 miles (greater in case of large vibrations). The reconnaissance correlation computer can read out, with a 70% probability, the approximate types and numbers of troops/vehicles, or the Richter Scale ranking of the seismic disturbance and distance to its epicenter. This system was often used to detect the location of Invid Genesis Pits during the war.

- **EJECTOR SEAT**: Both the pilot and the REO are equipped with ejection seats in case of emergency. These seats may eject in either fighter or battloid mode.

- **SURVIVAL GEAR**: The VAF-8R includes one Cyclone cycle (the REO must walk), four weeks' compact emergency rations, an emergency signal beacon, three first-aid kits, and a life raft. There is space for an energy rifle to be attached to each ejector seat, and the pilot and REO can of course each carry a side-arm with them.

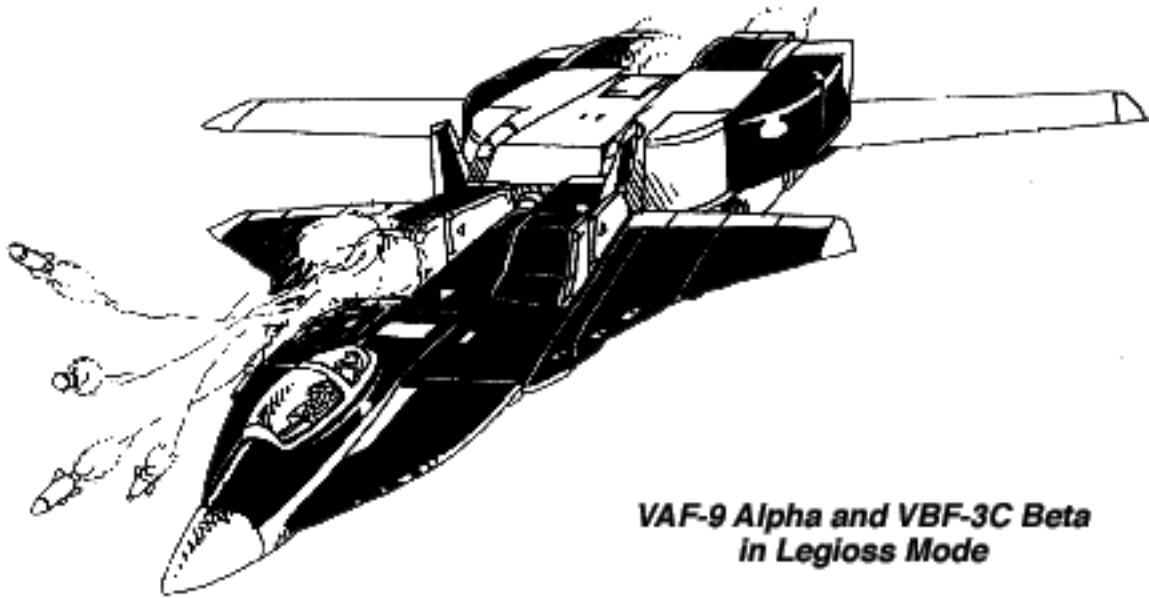**RGF**   *DAVE DEITRICH*
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

This document was originally converted to HTML by Joshua Megerman
megermjs@newton.physics.drexel.edu
st92bb10@post.drexel.edu

THE VERITECHS OF
THE THIRD INVID WAR

**VAF-9 Alpha and VBF-3C Beta
in Legioss Mode**

Veritechs have always been the representative mecha of terran Robotech forces. The transformable nature of the Veritech makes it ideal for a wide variety of missions, from air combat to air-to-ground fire support to hand-to-hand mecha combat. Veritechs have always held a special place in the hearts of REF designers, so it should come as no surprise that VFs were among the first mecha to be updated as new technology became available during the Second and Third Invid Wars.

In 2033, shortly after the end of the First Invid War, REF Command approved funding and personnel requests for **Project Shadowchaser**, a plan to design a new series of Veritechs to replace the aging VAF-6 Alpha and VBF-1 Beta fighters in the REF military. The Veritech designs would be centered around the new Shadow Cloaking technology being developed on Tirol to shield protoculture emissions from Invid sensors. The first mecha designs to be produced by Project Shadowchaser were the **VAF-7A Shadow Fighter**, the **VBF-1S Shadow Beta** and the **VF-1V Shadow Vindicator**, all three of which were unveiled in 2037. These original Shadow Fighters were conceived as technical experiments intended to test the benefits and limitations of the new Shadow Cloaking Device in conjunction with the then-standard VAF-6 Alpha and VBF-1 Beta designs. Despite the fact that the new fighters were not perfected and had barely even been tested, the new Shadow Fighters were rushed into production during the mad push of 2038 to build mecha for the upcoming Jupiter Assault Mission against the Invid Regis. All operational VAF-7A and VBF-1S Veritechs were included in the Jupiter Mission, and most were either lost with the SDF-3 or destroyed during the First Battle of Reflex Point.

Fortunately the loss of most of the original prototypes did not bring about the end of Project

Shadowchaser. Back on Tirol the project engineers continued to develop the Shadow Fighter concept, this time designing a whole new fighter chassis around the cloaking device. They decided to stick with the Alpha/Beta concept of the the older VAF Veritechs, where multiple mecha could combine to form a more powerful war machine and augment each other's abilities when necessary. Since REF military analysts felt that the majority of future combat with the Invid would take place in a planetary atmosphere, the designers borrowed some of the older body styling of the VF-1 series Veritechs for their new fighter, including a variable wing design and a more streamlined, less angular body shape. The primary result was an aerodynamic fighter design that could achieve significantly higher speeds than the older VAF-6 and VAF-7 Alpha Fighters in an atmosphere. The designers continued to improve on the new mecha's performance by including the newly-designed FF-3000 Fusion/Protoculture turbines, which were capable of delivering considerably more thrust than older veritech engines. New armaments such as head lasers, a more compact SRM missile system, wing hardpoints for variable missile loads, and the new GU-25 gun pod were also included. The resulting mecha was named the **VAF-8 Transatmospheric Veritech Alpha Fighter**, and would become the standard Veritech fighter of the REF for many years to come.

Although most of the technology and parts of the VAF-8 were traditional enough to be mass-produced quickly, the shadow cloaking device still remained the major bottleneck of the production process. The cloaking technology was so complex and expensive that cloaking devices simply could not be manufactured quickly in an assembly line factory setup. In order to maximize the number of mecha included in the Prometheus Assault Mission, some of the VAF-8 Veritechs produced were sent out without being equipped with shadow cloaking devices. The non-shadow VAF-8s were of course much cheaper to build and could be produced in far larger numbers, but efforts would still be made to produce as many Shadow VAF-8s as feasibly possible. Even without the shadow device, however, the VAF-8 remained a formidable fighter and a powerful new weapon for the REF. Roughly 60% of the fighters used by the Icarus and Prometheus missions were not equipped with a SF-10 Cloaking Device.

VAF-9 Alpha in Guardian Mode

When the Icarus Recon Mission to Earth was approved, Colonels John Korcheck and Roger Harris requested a special version of the VAF-8 for their mission. They wanted a two-man version of the VAF-8 that could serve as both a reconnaissance fighter and a command-and-control mecha. Project Shadowchaser responded with a variation of the VAF-8 designed with the recon and scouting in mind, the **VAF-8R Reconnaissance Alpha**. The VAF-8R had an extended body with a second cockpit behind that of the pilot, designated the recon equipment operator (REO) position. The recon alpha was equipped with an advanced suite of sensors, including exotic systems like sonar and seismic sensors. To help protect the planes and their valuable data, all Recon Alphas were equipped with shadow cloaking devices to protect them from Invid attack. The price for a single VAF-8R was impressive; equal to approximately 4 standard VAF-8 Alphas. Still, the mecha was ideal for Korcheck's and Harris' purposes. Only a limited run of VAF-8R Recon Alphas were produced, and almost all were

dispatched with the Icarus Recon Mission on the *S.S. Icarus*.

Shadowchaser engineers also developed a new Beta Fighter to go along with the VAF-8 Alphas. The **VBF-2 Beta Fighter** was a much-improved version of the classic VBF-1 that had served well in the First Invid War. The new mecha was larger than it's predecessor and had a greater capacity in its cargo bays for bombs, missiles, or passengers. The thruster system was redesigned to include two FF-3000 Fusion/Protoculture Turbines and three FF-2800 Rocket Thrusters, providing much more thrust than the original VBF-1. The missile capacity for the VBF-2 was also increased to include 40 Mini-missiles, 100 SRMs, 8 MRMs, and 2 LRMs. As a final modification, four ion cannons and an internal GU-25 were included to give the Beta extra weapons to fall back on in situations where the craft could not rely on its missiles. Unlike earlier Betas, all weapons on the VBF-2 could fire in all modes, providing the new Beta with greater flexibility in firepower.

Project Shadowchaser also designed a second variation of the VBF-2 Beta to expand on a concept that was heavily used during the First and Second Invid Wars. Although the original VBF-1s were designed only for a crew of three, commanders often sacrificed the bombs in the bomb bay in order to provide extra space in the Beta for carrying passengers. Using this method the Beta could carry up to 6 troopers in cyclone armor, which could then be inserted or evacuated deep behind enemy lines. Impressed by this technique, the engineers developed the VBF-2T Transport Beta, a Beta Fighter specifically designed to transport troops quickly from place to place and also able to provide support and cover fire with necessary. Several sacrifices had to be made for the expanded cargo space, however. The VBF-2T contained 40% less weaponry than the 2A, and was limited to two modes of operation (Guardian and Fighter Transport modes). Despite this the VBF-2T proved an incredible success, and was instrumental to the insertion of scout forces on Earth during the Icarus Recon Mission.

While the VAF-8 Alpha and the VBF-2 Beta represented a significant improvement over older Veritechs, the engineers felt that they had been cheated and had not reached the full capabilities of the technology available to them at the time. Many corners had to be cut and capabilities sacrificed in order to make the VAF-8s and VBF-2s cost effective enough to be produced in the numbers the REF command wanted. The opportunity to correct this came in 2041 when the REF High Command approved additional funds to develop an Air/Space superiority fighter that could stand up to anything the Invid could conceivably throw at it, and form the core of the new offensive to retake Earth. Shadowchaser designers drooled at the opportunity. They took their inspiration for the new fighter from the old VF-1V Vindicator prototypes, and designed a new Alpha that was not quite as large as the Vindicator, but still larger than the VAF-7A and VAF-8 Alphas. The extra room would be needed to accommodate the tremendous power this new fighter needed to possess. The new fighter was designed around the new FF-4000X Experimental Fusion/Protoculture Turbines, which would supply tremendous thrust for maneuvering both inside and outside an atmosphere. The new MM-74 mini-missile system was included as the mecha's main armament, as well as a pair of TWR-30 Pulse Lasers on the head for close range combat and GR-12 SRM launchers for backup. The new Falcon MRM Missile System was also included with the veritech; the Falcon system was revolutionary in that it stored the missiles inside the wings instead of on hardpoints, protecting them from attack and allowing the mecha to convert to battloid mode while still retaining the missiles. A pair of caseless 32mm depleted uranium autocannons were included on each arm to provide

another close-range punch in combat. Finally, the older EU-12 was redesigned and developed into the EU-XX Destabilizer Cannon. The resulting mecha was a quantum leap in veritech design, and was named the **VAF-9 Heavy Assault Veritech Alpha Fighter**.

As with the VAF-8, a new version of the Veritech Beta Fighter (designated the **VBF-3 Beta Fighter**) was also designed to augment the VAF-9 Alpha. The new beta design was also built around the FF-4000X Fusion/Protoculture Turbine engines and the SF-10 Cloaking Device. However unlike the VBF-2 only one version of the VBF-3 was initially produced (the VBF-3C Combat version) as it was felt that a transport version of the VBF-3 would not be useful or cost effective when combined with the combat-oriented VAF-9. The **VBF-3C** was designed for close to medium range combat and was armed with 120 SRMs, 20 MRMs, and 2 LRMs as its main missile armament. The VBF-3 also included an internal EU-16 Energy Cannon that could fire in all modes as well as internal GU-XX 35mm autocannons built into each arm to provide a multi-range punch in mecha to mecha combat. Finally, a new ultra-heavyweight energy gun pod designated the EU-18 gun pod was developed for hand-held use by the VBF-3C. To top the 3C's armament off, a pair of pulse lasers were added to the head of the mecha.
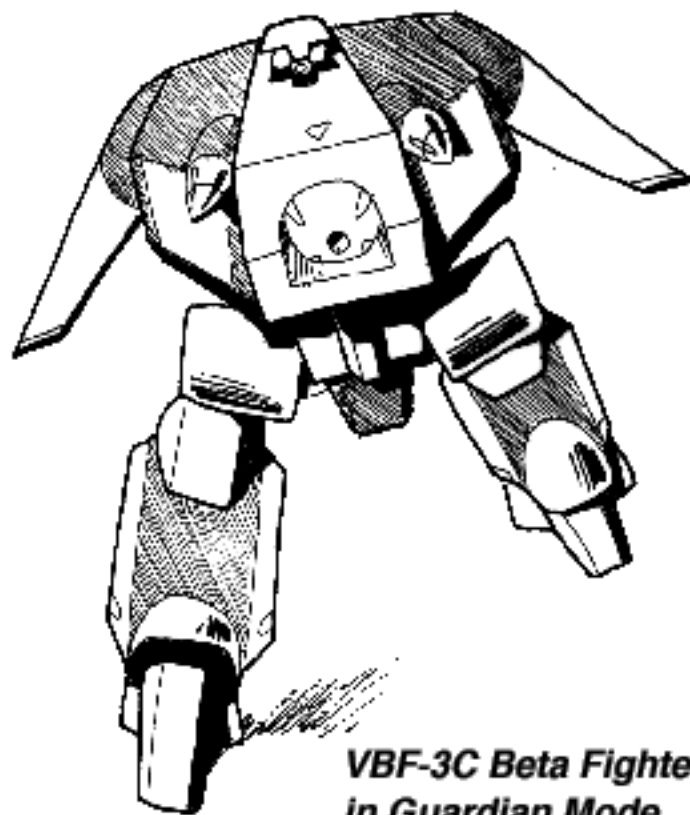
VBF-3C Beta Fighter in Guardian Mode

The Generals planning the Prometheus Mission had high praise for the VAF-9 Alphas and VBF-3 Betas, but the tremendous firepower of the mecha came at a tremendous price. The cost of a single VAF-9/VBF-3C combo was almost as much as an entire squadron of VAF-8/VBF-2 Legioss. Still, several squadrons of VAF-9s and VBF-3s were produced for the Prometheus Mission and Icarus Mission. 12 VAF-9s and 4 VBF-3Cs (prototypes) were included with the Icarus Recon Mission on board the *U.S.S. Icarus*. The rest were held back to be included in the main Prometheus Attack Force that would assault the Invid Space Defenses and the new Reflex Point.

New REF Veritech Designs

- [The VAF-8 Alpha Fighter](#)
- [The VBF-2 Beta Fighter](#)

- [The VAF-9 Alpha Fighter](#)
- [The VBF-3 Beta Fighter](#)

- [Combat Bonuses for New Veritech Fighters](#)
- Optional Veritech Hand Weapons

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

EXTRA EQUIPMENT FOR CYCLONES

During the Cyclone Redesign Project of 2039 REF engineers and REF Intelligence took a close look at the capabilities of the Cyclones versus the missions they were being assigned to. Although the Cyclone was a marvelous mecha for reconnaissance, hit-and-run, infiltration, and extraction missions, it tended to be underpowered and underequipped for front-line confrontations with enemy main battle mecha. Often times 40-70% of a cyclone squadron would be destroyed while accomplishing mission objectives, simply because their armament and equipment was not sufficient to the tasks they were faced with. To combat this, the REF designed several different auxiliary units for use with Cyclones to augment their capabilities. The most common of these units are listed below.

CONTENTS:

- CA-101 Cyclone Re-entry Shield
- CA-102 Cyclone Heavy Weapon System: Particle Beam Cannon
- CA-103 Cyclone Heavy Weapon System: Tri-Barrel Laser
- CA-104 Cyclone Heavy Weapon System: Disruptor Cannon
- CA-105 Cyclone High-density Battery Pack
- CA-106 Cyclone Medical Sidecar

CA-101 CYCLONE RE-ENTRY SHIELD

The CA-101 was conceived and developed for the **Icarus Mission** by REF Intelligence, who wanted a quick and quiet way to land cyclone-clad agents on Earth to spy on Invid fortifications and troop movements. The result of their research was an external device that could allow a cyclone pilot to deploy high in the atmosphere (or even in orbit) and reach the ground without burning up in reentry. The CA-101 initially looks like a large box with thrusters that attaches to the back of any model cyclone like a backpack. In use, the cyclone rider is deployed at high altitudes and uses the cyclone's thrusters to begin descent towards the Earth. Then the pilot turns around so his back is facing the ground, and activates the CA-101. The pack immediately deploys a series of canvas balloons that form an umbrella-shaped disk on the back of the cyclone. This umbrella is made of heat resistant materials and shields the cyclone pilot, his mecha, and his equipment from damage during reentry. The thrusters on the CA-101 are used to slow

the cyclone's descent. Once the cyclone is low enough in the atmosphere, the CA-101 automatically jettisons the balloons and deploys a parachute to safely land the cyclone on the ground. The CA-101 contains chemical fuel and high-power batteries to power both its onboard computer and the cyclone's life support systems, so the entire procedure can be done while the cyclone's protoculture engine is turned off, making the cyclone essentially invisible to Invid scanners.

The CA-101 was a tremendous success, and was used extensively during the Third Invid War once the REF discovered that it was virtually impossible to penetrate the Invid space defenses with their starships. During the war Beta fighters would be loaded with Cyclone troopers and then fly close enough to the Earth to deploy the troopers, and then rocket away from earth before the Invid Space Troopers could catch them. Thousands of cyclone riders managed to land on Earth this way during the war. The CA-101 can be used by any cyclone, old or new, without penalty.

> **NOTE:** The CA-101 can be used only in battloid mode! Should the cyclone switch to motorcycle mode then the CA-101 will automatically pop off the back of the mecha.

Model Type: CA-101 Cyclone Re-Entry Shield
Class: Disposable Re-Entry Shield
Crew: One fully-clad Cyclone Rider

M.D.C. BY LOCATION

```
Main Unit        25
Thruster         10
Heat Balloon     2
Parachute        1
```

NOTE: Destroying any part of the CA-101 will render the entire unit useless.

CYCLONE HEAVY WEAPONS SYSTEMS

CA-102 CYCLONE HEAVY WEAPONS SYSTEM (PARTICLE CANNON)
CA-103 CYCLONE HEAVY WEAPONS SYSTEM (TRI-BARREL LASER)
CA-104 CYCLONE HEAVY WEAPONS SYSTEM (DISRUPTOR CANNON)

As the mobile infantry forces for the REF, Cyclone riders were often ordered on rapid strike missions to help take out enemy fortifications and defenses in advance of heavier forces (such as Veritechs and Destroids). The cyclone's incredible mobility made it ideal for these types of missions, but the light armament of the mecha sometimes hindered the success of the mission. To combat this, REF engineers

came up with a series of external heavy weapon modules for use by cyclone forces during the Cyclone Redesign Project of 2039. In motorcycle mode these heavy weapons would be mounted on sidecars that could travel fairly quickly along with the cyclone, and in battloid mode the weapon would convert to an over-the-shoulder unit that increased the offensive capabilities of the cyclone.

All HWS units have their own internal power supplies so as not to cause any unnecessary drain on the cyclone's own engine system. There are three different HWS units; a particle cannon similar to the one used by the Excalibur Destroid, a tri-barrel rapid-fire laser cannon similar to the one used by the Raidar X, and a disruptor cannon similar to the one used by Shadow Fighters. Unfortunately due to size considerations, the HWS units use an unshielded protoculture power system that can be easily detected by Invid sensors when active. Furthermore, because of their size and placement, the ground and flight speeds of a cyclone were decreased by 15% while the HWS was attached. The units can be instantly detached from the cyclone mecha after they have served their purpose. Often one HWS of each type was assigned to a cyclone infantry platoon (12 Cyclone riders) and the three cyclone riders who used them became the heavy weapons squad of the platoon.

CA-102 CYCLONE HEAVY WEAPONS SYSTEM (PARTICLE CANNON)

Model Type: CA-102 Cyclone Heavy Weapons System (Particle Cannon)
Class: External Cyclone Heavy Weapon System
Crew: None

M.D.C. BY LOCATION

```
Main Body    50
Wheel (1)    5
```

Note: Depleting the M.D.C. of the main body destroys the unit.

- **Primary Purpose:** Heavy Assault
- **Secondary Purpose:** Anti-Aircraft, Anti-Mecha
- **Mega-Damage:** 3D4x10 M.D. per blast.
- **Rate of Fire:** Can only fire once every 60 seconds (4 melee rounds).
- **Range:** 2 miles.
- **Payload:** Effectively unlimited.
- **Power Requirements:** 4 Protoculture Cells. **NOTE:** Protoculture emissions can be detected by Invid sensors!

CA-103 CYCLONE HEAVY WEAPONS SYSTEM (TRI-BARREL LASER)

Model Type: CA-103 Cyclone Heavy Weapons System (Tri-Barrel Laser)
Class: External Cyclone Heavy Weapon System
Crew: None

M.D.C. BY LOCATION

```
Main Body      50
Wheel (1)       5
```

Note: Depleting the M.D.C. of the main body destroys the unit.

- **Primary Purpose:** Anti-Aircraft
- **Secondary Purpose:** Assault
- **Mega-Damage:** 2D4 M.D. for a single shot, 4D4 M.D. for dual shots, 1D4x10 M.D. for triple shots.
- **Rate of Fire:** Equal to the pilot's total number of attacks per melee. The unit can fire one, two, or three shots at a time. Simultaneous firing counts as a volley regardless of how many cannons are shooting, and counts as one melee attack.
- **Attack Bonus:** The CA-103 has a built-in radar and advanced tracking system that provides a +2 bonus to strike any aircraft.
- **Range:** 1 mile.
- **Payload:** Effectively unlimited.
- **Power Requirements:** 2 Protoculture Cells. **NOTE:** Protoculture emissions can be detected by Invid sensors!

CA-104 CYCLONE HEAVY WEAPONS SYSTEM (DISRUPTOR CANNON)

The CA-104 is technologically the most advanced of the Cyclone HWS systems, and is also the most costly to produce and maintain. Because of these factors very few CA-104 systems made it to Earth with the forces of the Icarus Mission, and thus the HWS is VERY rare among resistance fighters. Only the largest and most organized of resistance groups (or the luckiest) even have a chance of ever seeing one of these units.

Model Type: CA-104 Cyclone Heavy Weapons System (Destabilizer Cannon)
Class: External Cyclone Heavy Weapon System
Crew: None

M.D.C. BY LOCATION

```
Main Body      50
```

```
Wheel (1)      5
```

Note: Depleting the M.D.C. of the main body destroys the unit.

- **Primary Purpose:** Assault
- **Mega-Damage:** 1D4x10 M.D. per blast.
- **Rate of Fire:** Can only fire once every 60 seconds (4 melee rounds).
- **Special Bonus:** When used against Invid Hive Shields, the Destabilizer will create a 10+2D6 ft hole in the force field, allowing troops to enter.
- **Range:** 4000 ft (1200 m).
- **Payload:** Effectively unlimited.
- **Power Requirements:** 4 Protoculture Cells. **NOTE:** Protoculture emissions can be detected by Invid sensors!

CA-105 CYCLONE HIGH-DENSITY BATTERY PACK

Another invention of REF Intelligence, the CA-105 is an external battery pack that allows a cyclone to operate at full capabilities without using the protoculture engine for a short period of time. This allows intelligence agents to operate inside invid hives without fear of being spotted by their protoculture emissions. The CA-105 is a high-density heavy metal battery that can store and supply a tremendous amount of electricity, enough to power a cyclone for up to 1 hours by itself. When used in conjunction with a cyclone's fusion engine, it allows the mecha to operate at full capabilities for 2 hours without using its protoculture engine.

The only disadvantage of the CA-105 is that the chemicals and metals used in the battery are highly corrosive and explosive, and tend to explode if the casing is breached. The unit can supply enough energy to run a cyclone for 1 hour by itself, or 2 hours with help from the FF-600 fusion reactor. Once depleted it takes 36 hours to completely recharge the battery, which can only be done using a cyclone fusion reactor or equivalent power source. The cyclone can NOT be used while it is recharging the battery. The CA-105 is the same size as a cyclone saddlebag and can be stored in place of either saddlebag on the back of the mecha. Two CA-105 battery packs can be used on one cyclone to double the duration, at the price of sacrificing both saddlebags. ONLY second generation cyclones can use the CA-105 for stealth purposes, though anyone can tap the battery as a source of energy.

Note: It is possible to significantly extend the life of the battery by switching between fusion/battery power and fusion power only when full power is not needed. Using this technique the battery can typically supply power for normal cyclone operation for up to 4 hours (8 hours with two batteries) provided prolonged combat is avoided. Switching between fusion only and fusion/battery power (or activating the cyclone's protoculture generator) takes one melee action.

Model Type: CA-105 Cyclone Battery
Class: Auxilary Energy Supply
Size: 18 inches tall by 20 inches wide by 18 inches deep
M.D.C.: 30

Note: Destruction of the CA-105 will result in an explosion that does 1D6x10 M.D. to all objects in a 10 foot radius. The cyclone the CA-105 is attached to is automatically considered destroyed (engine system is wrecked), though the pilot will usually be protected by the Cyclone's armor.

CA-106 "HOS-BOX" CYCLONE MEDICAL SIDECAR

The CA-106 was designed to provide good facilities for medical field work, in cases where the victim cannot be moved, or even reached by normal ambulances. When used in conjunction with the **VR-117 Firefly Rescue Cyclone**, the CA-106 can provide superb emergency field care to victims in even the worst of conditions. The Medical Sidecar contains diagnostic, surgical, and medical equipment, all of it microminiaturized and packed compactly in place so that no space is wasted. Because of its amazing facilities (equal to those of a fair clinic--save vs. coma/death at 1-56%), it has been nicknamed the "Hospital in a Box," or more simply, the "Hos-Box."

The Hos-Box sidecar is air-tight, shock resistant, and has mega-damage armor. When the Cyclone it is attached to converts to power armor mode, the sidecar's single wheel retracts and a handle pops out of the top, so the armored Cyclone Rider may carry the sidecar with him. Though commonly issued only to the VR-117 Firefly Cyclone, the Hos-Box is compatible with any model of Cyclone, old or new, and with almost any motorcycle.

Model Type: CA-106 Cyclone Medical Sidecar
Class: Medical Accessory Kit
Crew: A qualified doctor/Cyclone rider

M.D.C. BY LOCATION

```
Main Body     50
Wheel (1)     5
Handle        5
```

Note: Depleting the M.D.C. of the main body destroys the sidecar. There is a 75% chance that whatever it was carrying is ruined (takes 2D6 M.D.). Items that aren't ruined will be scattered over a 40-foot area by the blast.

Height: 3 feet, 6 inches
Width: 4 feet
Length: 5 feet, 4 inches
Weight: 50 lbs. empty, 250 lbs packed with medical equipment

Cargo: If the medical supplies are removed, the Hos-Box can carry approximately 16 cubic feet of material (4x2x2 foot storage compartment) and up to 400 lbs. It is not uncommon to see a Hos-Box doing duty in the wastelands as a cargo carrier.

STANDARD EQUIPMENT
Medical Supplies, including:

- Anaesthesiological equipment
- Diagnostic and monitoring equipment, including EKGs, portable ultra-sound scanner, etc.
- Fluorescent examining light, magnifying lenses, etc.
- Medical supplies (more common drugs including pain-killers, stimulants, adrenalin, other types of medicines)
- Sterilization equipment (anti-bacteriological sprays, etc.)
- Surgical gowns and accoutrements
- Surgical scalpels, forceps, etc.
- Other miscellaneous medical equipment that makes it equivalent to a clinic (fair facilities)--save vs. coma/death at 1-56%.

RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

Most of the weapons in this section were based on weapons used in *Robotech: The Untold Story* (A.K.A. *Megazone 23 Part 1*). Special thanks to **PETER WALKER** for pictures and background info.


CYCLONE HAND WEAPONS

A big strength of the cyclone mecha is that because it is a battlesuit and not a full-sized mecha, it can use a variety of different hand weapons in addition to its normal armaments. Cyclone pilots can either use infantry hand weapons such as the Gallant H-90 or Wolverine Assault Rifle, or can use larger anti-mecha weapons with the help of the Cyclone's hydraulics and targeting systems. The weapons below for the most part fit into the latter category. They were actually designed for the *Garland series cyclones* used by the Southern Cross just before and during the *Second Robotech War*. Although somewhat rare after almost 12 years of warfare, they can still be found from time to time and are a valuable addition to cyclone infantry squads and terran resistance fighters.

> **NOTE:** These weapons can easily be integrated into your Southern Cross or Invid Invasion campaigns even if you are not playing a full *Third Invid War* campaign. They should be generally available on Earth any time after the late 2020s / early 2030s, shortly before the arrival of the Robotech Masters. Stats for the *Southern Cross Garland Cyclones* are available by clicking **HERE**.

CONTENTS:

- GU-11S 55mm Gun Pod
- GU-18 23mm Gun Pod
- GU-19 35mm Gun Pod
- N-1 Net Launcher
- GU-21 45mm Recoilless Rifle w/N-2 Net Launcher

GU-11S 55mm GUN POD
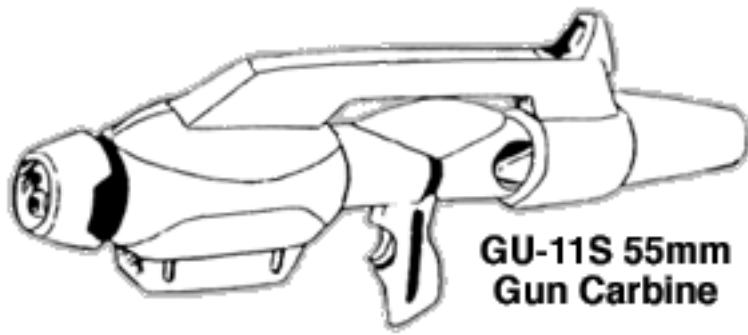
GU-11S 55mm Gun Carbine

This weapon is a variant of the original GU-11 Gun Pod used by the old VF-1 Veritechs of the Robotech Defense Force (RDF). Smaller, with a shorter barrel and smaller ammo supply, the weapon was designed to be used by the smaller-scale battloids and garlands of the Southern Cross. The weapon can be used by Cyclone riders, but looks a little out of scale for them; more like a three-barrel bazooka than a carbine. Although popular because of it's strong punch, the weapon is becoming increasingly rare due to lack of 55mm ammo.

- **PRIMARY PURPOSE:** Assault
- **MEGA-DAMAGE:** 3D6 for a short burst, 6D6 for a long burst, or 1D6x10 for a full melee burst.
- **RATE OF FIRE:** Short or medium bursts count as one attack. The pilot may fire as many bursts as his combined HTH attacks per melee. A full melee burst takes the place of all attacks.
- **RANGE:** 4000 ft (1200 m)
- **PAYLOAD:** 160 rounds per clip, equal to 16 short bursts, 8 long bursts, or 4 full-melee bursts.

GU-18 23mm GUN POD

GU-18 23mm Gun Pod

A small handheld gun pod designed to be used by the series 5 Garlands of the Southern Cross. This handheld weapon is a fairly popular replacement for the EP-40 Pulse Beam Gun because of its non-reliance on protoculture energy supplies. The gun itself is difficult to find due to its limited production, but ammo can frequently be found in the ruins of old SC bases and equipment caches.

- **PRIMARY PURPOSE:** Assault
- **MEGA-DAMAGE:** 1D4x10 M.D.
- **RATE OF FIRE:** Semi-automatic; equal to the pilot's combined HTH attacks.
- **RANGE:** 2000 ft (600 m)
- **PAYLOAD:** 12 rounds per magazine. Magazine clips fit in the back of the gun. Inserting a spare clip requires 2 melee actions (1 to remove the clip, and 1 to replace it).

GU-19 35mm GUN POD
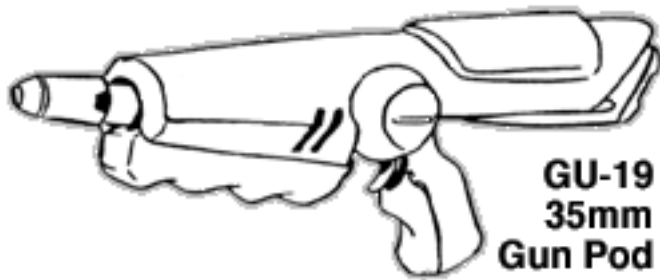
A non-protoculture, conventional ammunition version of the EP-37 Beam Cannon for the Cyclone mecha. This weapon is EXTREMELY popular with resistance fighters, as it uses the same ammunition that the GU-XX Gun Pod (used on Alpha and Beta fighters) uses, allowing the Veritechs and Cyclones to share ammo when necessary. The weapon can be used by humans without Cyclones, but is heavy and akward, and imposes a penalty of -3 to strike.

- **PRIMARY PURPOSE:** Assault
- **MEGA-DAMAGE:** 2D6 per short burst, 4D6 per long burst, or 1D6x10 per full melee burst.
- **RATE OF FIRE:** Short or medium bursts count as one attack. The pilot may fire as many bursts as his combined HTH attacks per melee. A full melee burst takes the place of all attacks.
- **RANGE:** 4000 ft (1200 m)
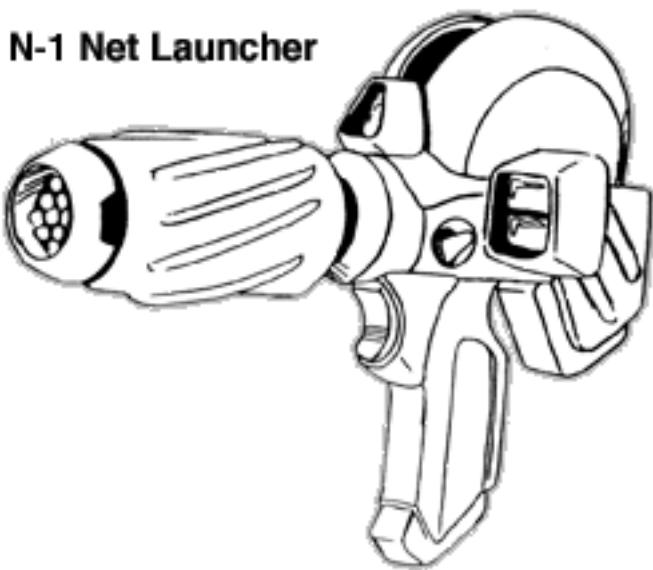- **PAYLOAD:** Can fire 12 short bursts, 6 long bursts, or 3 full melee bursts per clip. Note that although the bullets used by the GU-19 and GU-XX are the same, the clips themselves are different. Therefore bullets must be unloaded from one clip and loaded into another if the two mecha are going to share ammo.

N-1 NET LAUNCHER

A unique weapon developed for the *Global Military Police (GMP)* during the years before the Second Robotech War, this weapon fires a woven cable net about 10 feet in diameter. The net is very strong, and breaking it requires the victim to do at least 20 MDC points of damage (total) to the net; each strand is only 1 MDC each, but many strands must be broken before the victim can be freed. It will take 4D6 melees for a person to untangle himself or herself from the net.

The N-1 Net Gun was originally designed to help GMP agents capture fugitives and suspects without a great risk of harming them (or their hostages). Due to this fact, this weapon is seldom used by terran resistance, as they seldom desire to actually capture an Invid. Instead, it is more commonly used by *Frags* and other Invid sympathizers to capture resistance fighters and slaves for the Invid.

- **PRIMARY PURPOSE:** Capture
- **MEGA-DAMAGE:** None; see above.
- **RATE OF FIRE:** Single shot weapon.
- **RANGE:** 100 feet
- **PAYLOAD:** One shot per net canister. Replacing a canister with a spare takes 2 melee actions (1 to detach the old canister, and 1 to put a new one on). Reloading a canister after it has been used requires 2D6x10 minutes.

GU-21 45mm RECOILLESS RIFLE (with optional N-2 NET LAUNCHER)

GU-21 45mm Recoilless Rifle

N-2 Net Launcher
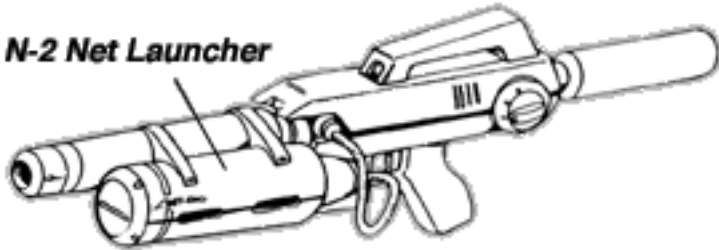
A rather powerful and dangerous weapon developed for the Garland cyclones shortly before the arrival of the Robotech Masters. This weapon is fairly rare and well sought after for it's destructive potential. The GU-21 fires 45mm fin- stabilized grenades, and can use several different types of grenades. The weapon uses a unique ammo clip that can carry up to 3 different types of ammo, and can switch between those ammo types by flipping a switch on the back of the rifle. The GU-21 ca use High Explosive Anti-Tank (HEAT), Fragmentation (FRAG), Smoke or Gas grenades. The GU-21 can also be equipped with an external N-2 net launcher, which launches a net similar to the N-1 net gun.

GU-21 Recoilless Rifle:

- **PRIMARY PURPOSE:** Assault
- **SECONDARY PURPOSE:** Anti-Mecha, Crowd Control
- **MEGA-DAMAGE: HEAT:** 2D4x10 M.D., FRAG: 1D6x10 M.D., Smoke or Gas: No Damage. The smoke grenades will block sight and infrared sensors, and the gas grenades may be loaded with drugs such as tear gas or sleeping gas.
- **RATE OF FIRE:** Single Shots only. Number of shots per round is equal to pilot's combined HTH attacks.
- **RANGE:** 3000 ft (900 m)
- **PAYLOAD:** Each clip contains up to 30 grenades, and the 30 grenades carried can be subdivided into groups of 10 of different types. Switching types of grenades (by changing the switch at the end of the gun) takes 1 melee action.

N-2 Net Launcher:

- **PRIMARY PURPOSE:** Capture
- **MEGA-DAMAGE:** None; see N-1 Net Launcher description.
- **RATE OF FIRE:** Single shot weapon.
- **RANGE:** 100 feet
- **PAYLOAD:** One shot per net canister. Replacing a canister with a spare takes 3 melee actions (1 to detach the old canister, 1 to put a new one on, and 1 to hook it up to the GU-21's firing systems). Reloading a canister after it has been used requires 2D6x10 minutes.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

CYCLONE WEAPON MODULES

One of the key features of the cyclone design is the modular weapon systems it can use. The arm shields of all cyclone models can be customized with a variety of different weapon packages, allowing the mecha to be equipped with an array of weapons that match the requirements of its mission. The first generation cyclones had only three different weapon modules, the *GR-97 Plasma Missile Launcher*, the *EP-37 Beam Cannon*, and the *RL-6 Portable Rocket Launcher*. The second generation cyclones were designed so that they could use all of the above modules, PLUS a whole new series of modular weapons being designed by REF engineers. The below list represents the weapon modules most commonly found on Earth during the Third Invid War. Newer modules are constantly in development, however, helping to increase the versatility and efficitiveness of the Cyclone mecha.

CONTENTS:

- GR-200 Missile Launcher/Beam Cannon
- GR-215 Beam Cannons
- GR-220 Beam Cannon/4.45mm SMG
- Close Assault Defense System Mk. II
- Close Assault Defense System Mk. Ib
- GR-117 Rescue Hook

GR-200 FOREARM MISSILE LAUNCHER/BEAM CANNON
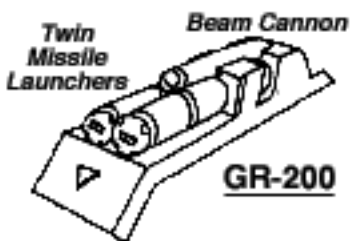
Designed especially for the VR-152 Battler II, this popular cyclone weapon unit is based on the old GR-97 Missile Launcher design used on the VR-052 Battler. The new unit mounts two one-shot plasma missile launchers, combined with a modified beam cannon derived from the older EP-37 design. The plasma missiles give the cyclone a heavy punch, and the beam cannons provide an energy weapon to fall back on when the missiles are gone. The GR-200 is the commonly requested and issued unit for cyclone units expecting heavy combat.
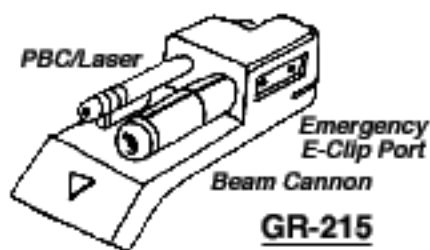
The beam cannon draws power directly from the cyclone's fusion reactor, giving the weapon unlimited

ammo so long as the reactor is functioning. The disadvantage to this is that there is no backup supply, and the beam cannon becomes useless hardware when the GR-200 is detached (though some resistance fighters have been known to "hot- wire" the weapon into another power supply). The missile launchers are of course one-shot weapons.

- **Primary Purpose:** Assault
- **Secondary Purpose:** Anti-Aircraft, Anti-Mecha
- **Missile Type:** REF Plasma Mini-missile ONLY.
- **Mega-Damage: Missiles:** 1D6x10 M.D. **Beam Cannon:** 1D4x10 M.D. per blast.
- **Rate of Fire: Missiles:** One or two at a time. **Beam Cannon:** Aimed, burst, or wild.
- **Range: Missiles:** 1 mile. **Beam Cannon:** 4000 ft (1200 m)
- **Payload:** 1 missile per launcher, for a total of 2 missiles per unit. The beam cannon draws power directly from the on-board fusion reactor, so it is effectively unlimited as long as it remains attached to the cyclone. The cannon is useless if detached.

GR-215 BEAM CANNONS

The GR-215 is an energy-only weapon package for cyclones. Two different weapons are mounted on the unit; a beam cannon, for a high damage at short range, and a small particle cannon, which packs less punch but has a much greater range and accuracy. The particle cannon uses a guiding laser for maintaining beam coherence, which in a pinch can be used at lower power settings for utilitarian purposes such as wielding and cutting.

The GR-215 was originally designed for use with the VR-135 Forager survival cyclone. The cyclone designers felt that reliance on missiles would be too big a hinderance in a guerilla combat situation such as the Invid Wars, and so designed the GR-215 to provide a dynamic range of energy-weapons that did not require ammo. In addition, the 215 is the only weapon package designed to take power directly from an external energy clip, in case the cyclone's reactor is malfunctioning or otherwise unable to supply power. Finally, as a direct result of the survival philosophy behind the Forager, the GR- 215s were designed to be extremely simple to maintain and repair int the field *(+20% to repair and modification rolls)*. Instructions for disassembling and reassembling the GR-215 are actually printed on the weapon itself.

VR-135 Forager cyclones come automatically equipped with a pair of GR- 215s, but the popularity of the unit has led it to be commonly used on other cyclone designs as well. It is often used in conjunction with another weapon system, such as the GR-200 or a CADS system, in order to provide greater variety in weapon selection.

- **Primary Purpose:** Defense

- **Secondary Purpose:** Survival
- **Mega-Damage: Beam Cannon:** 4D6 M.D. per blast. **Particle Beam:** 2D6 M.D. per shot. **Utility Laser:** 2D6 S.D. per round. Bursts are NOT possible with this weapon.
- **Rate of Fire:** Equal to the pilot's combined number of attacks.
- **Range: Beam Cannon:** 2000 ft (600 m) **Particle Beam:** 6000 ft (1800 m) **Laser:** 200 ft (60 m)
- **Payload:** The GR-215 draws power directly from the on-board fusion reactor, so it is effectively unlimited as long as it remains attached to the cyclone. The weapon has an emergency E-clip port that will give it 40 particle beam shots or 20 beam cannon blasts per clip if necessary.

GR-220 BEAM CANNON/4.45mm SMG
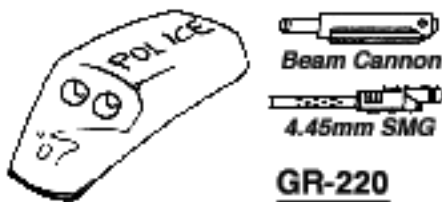
The GR-220 was designed in response to the need for a weapon unit that combined the high destructive power of a beam cannon with a more discreet conventional weapon. Such a mix is useful in both guard and law enforcement duty, where the conventional weaponry can be used as a deterrent, and the beam weapon used against heavier opponents. The GR-220 uses a light beam cannon combined with a 4.45 mm submachine gun, all concealed by a cover plate so as to not overly indicate the power of the unit. The 220 is commonly issued to VR-122 Protector cyclones or VR-120 Ferrets on guard duty.

- **Primary Purpose:** Security/Law Enforcement
- **Secondary Purpose:** Defense
- **Mega-Damage: Beam Cannon:** 3D6 M.D. per blast. **SMG:** 4D6 S.D. (the 4.45 mm rounds do NOT do M.D.)
- **Rate of Fire:** Aimed, Burst, or Wild.
- **Range: Beam Cannon:** 3000 ft (900 m). **SMG:** 1000 ft (300 m).
- **Payload:** The beam cannon draws power directly from the on-board fusion reactor, so it is effectively unlimited as long as it remains attached to the cyclone. The cannon is useless if detached. The SMG has 60 rounds per clip, and extra clips are usually stored in the carrying bags of the Cyclone.

CLOSE ASSAULT AND DEFENSE SYSTEM MK. II (CADS-2)

Step 1 Step 2 Step 3

CADS-2
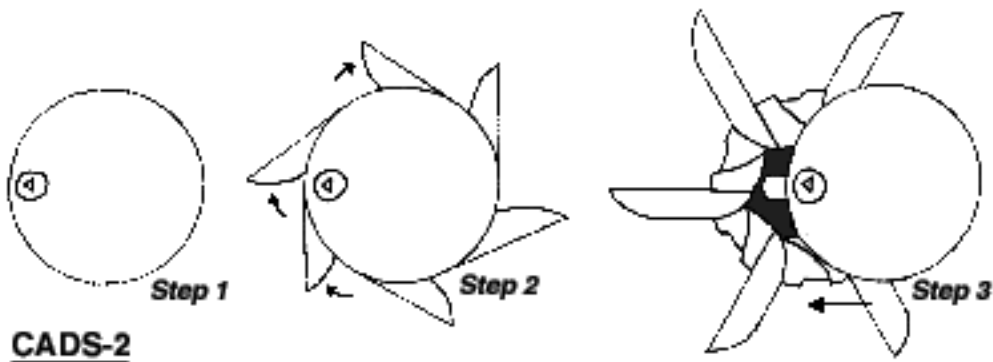
Also called "CADS- Super," this advanced version of the original CADS system is standard issue for the VR-141 Super Saber. Instead of sword blades, the disk- shaped hub units conceal whirling buzz-saw blades that can cut through solid steel girders in seconds. This attachment has great possibilities in the field of sabotage and demolitions as well as that of espionage. Like its predecessor, it is mostly silent, except for a low hum and the sound of the blades whirring. Unfortunately when cutting through metal, the CADS-2 will tend to make a great deal of noise, spoiling any chance of surprise.

Like its predecessor, the CADS-2 also contains an energy shield that can be used to shield the mecha from harm if necessary. The CADS-2 is large and awkward, and cannot be used as a weapon if detached from the Cyclone mecha. The unit draws power directly from the cyclone's onboard fusion reactor.

- **Primary Purpose:** Hand to Hand Combat
- **Secondary Purpose:** Clandestine operations
- **Range:** Within Reach
- **Mega-Damage: Slash:** 4D6 M.D. **Punch:** 6D6 M.D. **Power Punch:** 1D6x10 M.D.
- **Number of Attacks Per Melee:** Equal to combined hand-to-hand attacks. M.D.C. Special: 50 when retracted, but a renewing force field provides the blades and forearms with unlimited M.D.C. when extended (this only protects the saber blades and forearms).
- **Special Bonus:** Adds +3 to parry in hand to hand combat and even enables the character to attempt to parry/block energy blasts at a +1, but with ABSOLUTELY NO OTHER BONUSES APPLICABLE.
- **NOTE:** The CADS-2 is designed specifically for the VR-141 Super Saber, but can be used with other cyclones if necessary and available. Getting permission to use the unit is another matter, however.

CLOSE ASSAULT AND DEFENSE SYSTEM MK. 1B (CADS-1B)
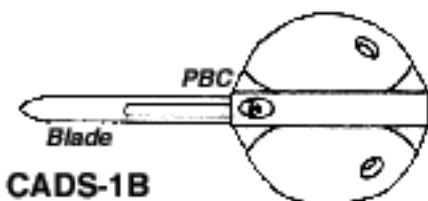
Basically an updated version of the original CADS-1, designed as an alternative for the CADS-2. The CADS-1B resembles and has all the functionality of the CADS-1, but is smaller and has a particle cannon mated to it for distance attacks.

- **Primary Purpose:** Assault/Defense
- **Secondary Purpose:** Clandestine operations
- **Range: Blades:** Within Reach. **Particle Cannon:** 6000 ft (1800 m)
- **Mega-Damage: Slash:** 2D6 M.D. **Punch:** 4D6 M.D. **Power Punch:** 6D6 M.D. **Particle Cannon:** 4D6 M.D.
- **Rate of Fire (Particle Cannon):** Single shot; equal to pilot's number of attacks.
- **Number of Attacks Per Melee:** Equal to combined hand-to-hand attacks.
- **M.D.C. Special:** 50 when retracted, but a renewing force field provides the blades and forearms with unlimited M.D.C. when extended (this only protects the saber blades and forearms).
- **Special Bonus:** Adds +2 to parry in hand to hand combat and even enables the character to attempt to parry/block energy blasts at a +1, but with ABSOLUTELY NO OTHER BONUSES APPLICABLE.
- **NOTE:** The CADS-1B is designed specifically for the VR-041 Saber or VR- 141 Super Saber, but can be used with other cyclones if necessary and available. Getting permission to use the unit is another matter, however.

GR-117 RESCUE HOOK

Grappling Hook
Welding Laser
GR-117

The GR-117 is a rather unique weapon system originally designed for the VR-117 Firefly rescue cyclone. The primary "weapon" of the GR-117 is a grappling hook launcher with an extremely strong cable and hook. The grappling hook can be used in a variety of purposes, such as a makeshift crane, cable for pulling, or even for securing loose and crumbling fixtures. It can be used for it's original purpose of scaling buildings and walls as well, of course. In addition to the grappling hook, a welding laser is mounted on the module to allow the user to cut through bulkheads and rubble. The GR-117 unit is NOT designed with combat purposes in mind.

- **Primary Purpose:** Rescue
- **Secondary Purpose:** Demolition
- **Mega-Damage: Grappling Hook:** 5D6 S.D. (not designed to be used as a weapon) **Welding Laser:** 1D6 S.D., 3D6 S.D., 6D6 S.D., 1D6x10 S.D., 1D6 M.D., or 3D6 M.D. per round (the laser has multiple settings for different materials).
- **Rate of Fire:** Equal to pilot's number of attacks.
- **Range: Grappling Hook:** 500 ft (150 m) of high-strength wire; 10 M.D.C. per 50 feet.
- **Payload:** The welding laser draws power directly from the on-board fusion reactor, so it is effectively unlimited as long as it remains attached to the cyclone. The laser is useless if detatched.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

CYCLONE COMBAT BONUSES

With the introduction of the second generation of cyclone designs there are now many different designs to choose from, all with slightly different abilities, strengths, and weaknesses. Likewise, the bonuses from cyclone combat training will be slightly different for each model. There are still only two skills for cyclone training, **Cyclone Combat Training** and **Cyclone Combat BASIC Training**. Due to the similar design of all cyclones and the basic nature of the control systems for all models anyone with one of these skills can pilot ALL types of cyclones with no penalty.
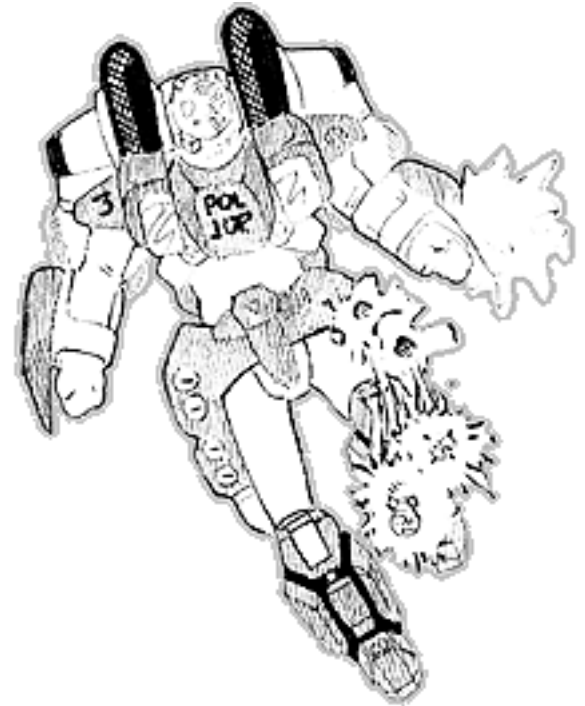
In order to determine the bonuses a character gets from cyclone training, consult the two tables below. The first lists general bonuses that a character earns from a specific training skill regardless of which cyclone model he is piloting. Then look at the second table to get a list of the specific bonuses associated with the model of cyclone the character is piloting. All skills and bonuses are exclusive; a character can have Cyclone Combat *or* Cyclone Basic training, but not both skills to try and combine bonuses.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses, but apply ONLY when piloting a cyclone. These mecha combat bonuses do not apply to the pilot's physical abilities when outside the mecha.

NOTE: Changing modes from motorcycle to battloid or vice versa counts as one attack/action for a melee round.

GENERAL BONUSES FROM CYCLONE *BASIC* TRAINING	GENERAL BONUSES FROM CYCLONE COMBAT TRAINING
This category applies to all characters who were not officially trained by the RDF, Southern Cross, or Expeditionary Force in mecha combat.	This category applies to REF Cyclone Pilots and other military personnel who were officially trained by the RDF, Southern Cross, or Expeditionary Force in mecha combat.
- One hand to hand attack per melee (plus those of the pilot). - One additional hand to hand attack at level six. - One additional hand to hand attack at level eleven. - Critical strike same as pilot's hand to hand. - Maneuvers: Body flip/throw, body block/tackle/ram, kick attack, leap attack (counts as two attacks), leap dodge (automatic dodge, just like a parry, with no loss of attacks per melee).	- Two hand to hand attacks per melee (plus those of the pilot). - One additional hand to hand attack at level five. - One additional hand to hand attack at level ten. - Critical strike same as pilot's hand to hand. - Maneuvers: Body flip/throw, body block/tackle/ram, kick attack, leap attack (counts as two attacks), leap dodge (automatic dodge, just like a parry, with no loss of attacks per melee).

Model	Basic Bonuses	Combat Bonuses
VR-052 BATTLER CYCLONE	+1 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+1 to strike +2 to parry +3 to dodge +3 to leap dodge +3 to roll with punch
VR-041 SABER CYCLONE	+1 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+1 to strike +2 to parry +3 to dodge +3 to leap dodge +3 to roll with punch
VR-038-LT LIGHT COMBAT CYCLONE	+1 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+1 to strike +3 to parry +4 to dodge +4 to leap dodge +4 to roll with punch +1 to initiative

VR-152 BATTLER II CYCLONE	+2 to strike +1 to parry +1 to dodge +1 to leap dodge +2 to roll with punch	+2 to strike +2 to parry +2 to dodge +2 to leap dodge +3 to roll with punch
VR-141 SUPER SABER CYCLONE	+2 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+2 to strike +2 to parry +3 to dodge +3 to leap dodge +3 to roll with punch +1 to initiative
VR-135 FORAGER CYCLONE	+2 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+2 to strike +2 to parry +3 to dodge +3 to leap dodge +3 to roll with punch.
VR-120 FERRET CYCLONE	+2 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+2 to strike +3 to parry +4 to dodge +4 to leap dodge +4 to roll with punch +1 to initiative
VR-122 PROTECTOR CYCLONE	+2 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+2 to strike +2 to parry +3 to dodge +3 to leap dodge +3 to roll with punch
VR-117 FIREFLY CYCLONE	+1 to strike +1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch	+1 to strike +2 to parry +3 to dodge +3 to leap dodge +3 to roll with punch
VR-112 SAMSON CYCLONE	+1 to dodge +1 to roll with punch	+1 to parry +2 to dodge +1 to leap dodge +2 to roll with punch

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.
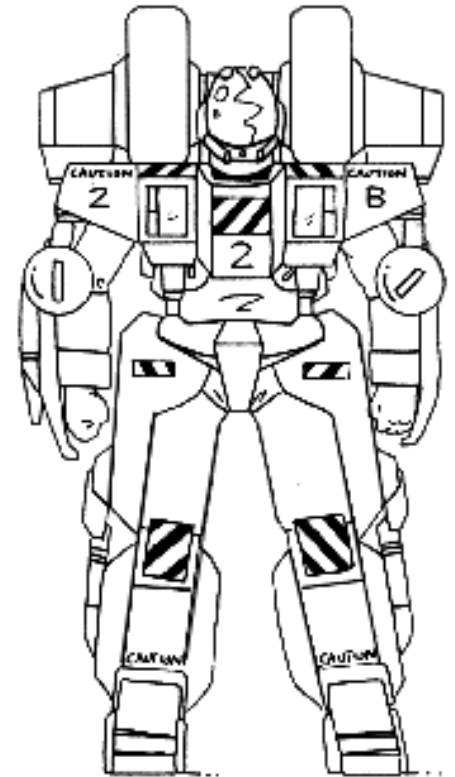
THE VR-112 SAMSON

BACKGROUND

The VR-112 Samson was the first cyclone designed with a non-combat role in mind. During the Cyclone Redesign Project of 2039, the REF engineering team reasoned that a small man-sized mecha such as the cyclone could have many logistics and utilitarian uses aside from combat, such as moving supplies, arming veritechs and destroids with heavy ordinance, and helping in combat engineering tasks such as building bridges or planting explosives. They therefore designed the Samson to be a "light" engineering vehicle for use by REF support forces and combat engineers. VR-112 cyclones are most commonly found in REF starships or REF bases helping with the general maintenance and repair of other mecha. They are also sometimes used in the field by REF Combat Engineers to help perform their tasks.

The VR-112 Samson is the most massive cyclone designed to date, mostly due to the extensive hydraulic systems that give the battlesuit its great strength. While the Samson is immensely strong and well armored (due to its bulk), it is also the slowest of all cyclones. In cyclone mode, the VR-112 is very angular, and so large that it resembles a piece of machinery more than it does a motorcycle. In battloid mode the massive exoskeleton arms have led to the model being nicknamed "Ahnold" by several different construction platoons. The VR-112 is painted gray with yellow warning markings, and is often battered and scraped. Since the VR-112 rarely goes into combat, most pilots wear the older CVR-3 body armor.

Following the end of the Third Invid War most of the design team that worked on the VR-112 retired from the REF and started their own construction mecha company, ironically named *Samson Industries* and based on Tirol. Although the company specializes in cheaper powered suits and non-transformable mecha, they have produced two successor cyclones to the VR-112 Samson (the **VR-119/SCE-02 Samson II** and the **SCE-06 Hercules**), both of which are sold commercially to the RGF and civilian construction companies. The original VR-112 Samson is still very common on Earth, as it was imported in great number during the Era of Rebuilding (2048-2055).

> **NOTE:** By 2037 the REF Command had repealed the old RDF rules forbidding mecha engineers from receiving mecha pilot training. It is now standard practice for all REF Bio-Maintenance Engineers and Combat Engineers to receive pilot training on Cyclones with emphasis on the VR-

112 Samson. Mecha combat skill is still limited to BASIC level, however; one cannot learn to be an ace pilot and crack mechanic in the academy at the same time.

SCHEMATICS
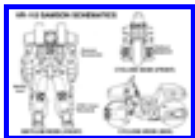
 Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-5532-129-1896.

RPG STATS

Model: VR-112 Samson
Class: 2nd Generation M.O.S.P.E.A.D.A. Engineering Vehicle
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                      Battlesuit Mode
    ----------------------------         ----------------------------
    Headlight           5                Tires (2, rear)         5
    Front Tire          5                Thrusters (rear)        25
    Rear Tire           5                Forearm Shields (2)     50
    Storage Box (2)     4 each           Leg Shields (2)         150
    Thrusters (rear)    25               Head                    50
(1) Main Body           350         (1) Main Body               350
```

M.D.C. OF BODY ARMOR:

```
(2) CVR-4C (Heavy Combat Armor)                         90
(2) CVR-4 (Standard Military Armor)                     70
(2) CVR-3 (Standard Military Armor, Support Personnel)  50
```

Notes:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.
2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival). The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

Military versions of the VR-112 Samson *are* compatible with CVR-4C Heavy Combat Armor.

SPECIFICATIONS

Motorcycle Mode:
    Maximum Speed: 80 mph (128 kmph)
    Cruising Speed: 55 mph (88 kmph)
    Turbo Boost Fwd: 30 ft (9 m) horizontal
    Turbo Boost Up: 10 ft (3 m) vertical

Battloid Mode:
    Running: 30 mph (48 kmph)
    Flying: 100 mph (160 kmph)
    Leaping: 30 ft (9 m)
    Thruster Leap: 50 ft (15 m)

Height:
    Battloid: 7.6 ft (2.3 m)
    Motorcycle: 3.8 ft (1.1 m)

Width:
    Battloid: 4.0 ft (1.2 m)
    Motorcycle: 2.5 ft (0.8 m)

Length:
    Battloid: 4.0 ft (1.2 m)
    Motorcycle: 6.0 ft (1.8 m)

Weight: 450 lbs (203 kg)

Cargo:
    The VR-112 has a variety of holding pouches and connectors in addition to detachable saddlebags that are used for holding construction materials and equipment. The saddlebags are 18 inches tall by 20 inches wide by 18 inches deep. A passenger can also ride seated behind the driver, provided large objects such as girders or panels are not being carried. The enormously strong VR-112 can hold up to 1500 lbs (675 kg) of material when properly secured. Reduce maximum speed by 20% for every additional 100 lbs (44 kg) over the limit and add -1 to dodge.

    Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster packs and covering the butt of the pilot. The passenger, however, isn't so lucky...

**Main Engine:** FF-650 Fusion/Protoculture Engines (2)

Range:
    4 protoculture cells will power the VR-112 for approximately 12 months before needing

refueling. The backup system can operate on 2 protoculture cells for 6 months at no penalty. Constant flying will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 200 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engines runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engines are released through an exhaust port.

Color Scheme:

Standard VR-112 Samson cyclones are painted gray with yellow stripes and trim, similar to modern construction equipment. However, Samsons assigned to combat units are usually colored based on where they are stationed; desert Samsons are usually painted in a tan camouflage, arctic Samsons are painted a flat white, etc. But since the Samsons assigned to the Icarus Mission were not intended for combat duty, most of them retained their gray and yellow color schemes. Unlike the military Cyclones, Samsons are not streamlined in colors corresponding to the ranks of their pilots.
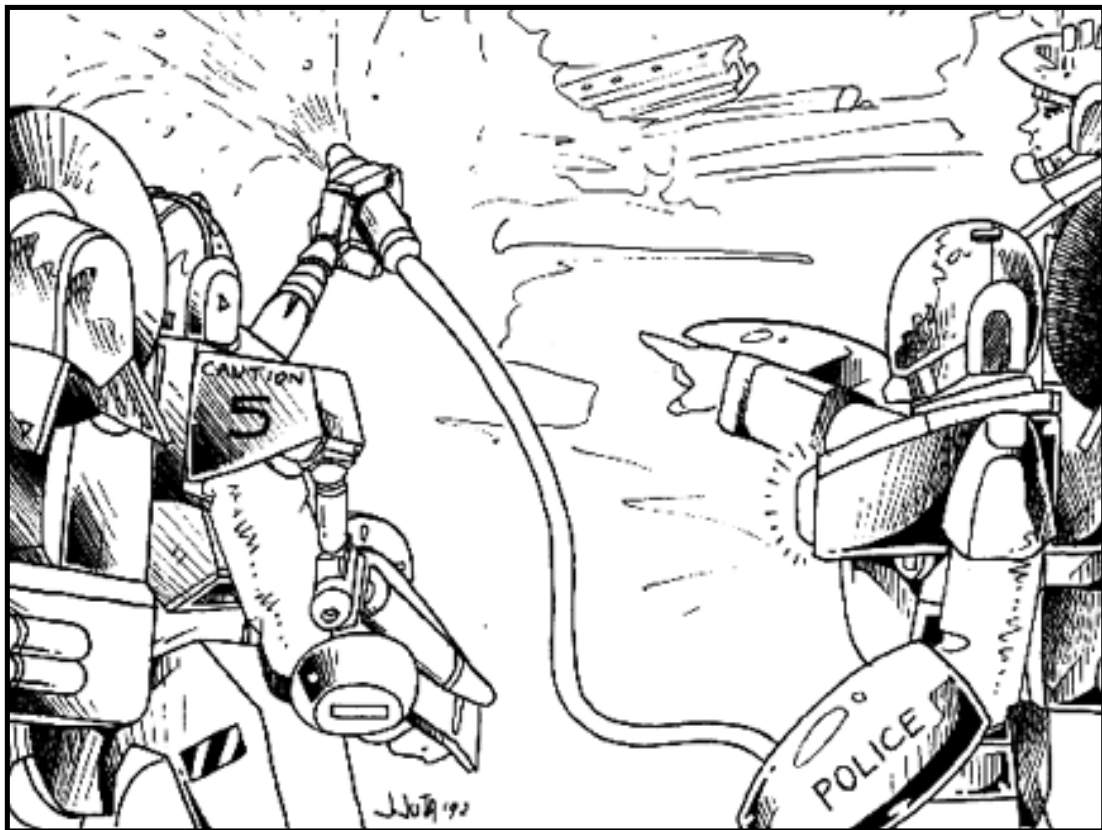
VR-112 Samson (left) and VR-122 Protector (right)
fighting a fire aboard the REF starship ICARUS.

WEAPON SYSTEMS

1. **WELDING LASER**. The VR-112 comes standardly equipped with a welding laser on the right arm shield. While not intended to be used as a weapon, it can do damage on higher settings. *This welding laser is built into the right arm shield and cannot be exchanged for another arm weapon!*

- **Primary Purpose**: Construction
- **Mega-Damage Settings**: 1D4, 1D6, and 2D4 M.D. (Maximum Setting)
- **S.D.C. Damage Settings**: 1D6, 3D6, 6D6, 1D6x10 S.D.C.
- **Rate of Fire**: Standard.
- **Range**: 5 ft (1.5 m).
- **Payload**: The welding laser draws power directly from the on-board fusion reactors, so it is effectively unlimited as long as it remains attached to the cyclone. The laser is useless if detached.

2. **SPECIAL ADDITIONS**. The left arm shield of the VR-112 Samson can be equipped with a variety of tools for special jobs, such as salvage, demolition, sandblasting, etc. These tools are designed specifically for the VR-112 Samson and cannot be used with other cyclone designs. Some of the tools (and this is by no means a complete list) include:

1. Extension Arm with Robotic Fingers for delicate work in hard-to-reach places. (Strength of arm: 3 M.D.C.)

2. Grappling hook with 200 ft of high-tension wire. (Strength of Wire: 1 M.D.C. per 10 feet)

3. High-power Air Gun that can be attached to containers. Can be used to shoot water, sand, paint, etc. (Damage: 2D6, 4D6, or 1D6x10 S.D.C.)

4. Powerful Hydraulic Claw for securely carrying heavy objects. Can easily hold up to 2000 pounds of pressure (...which is actually more than the cyclone itself can handle). Does 2D6 M.D. CONTINUOUSLY to anything it grabs!

5. Mechanical scoop/cargo lifter. Can only be used in motorcycle mode.
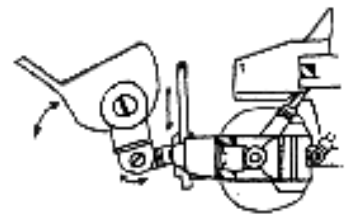
6. Extendable crane with 300 feet of cable. Motor can lift up to 1000 lbs (450 kg), but the Samson's hydraulic arm must be braced if lifting more than 500 lbs (225 kg). Cable strength is 2 M.D.C. per 10 feet.
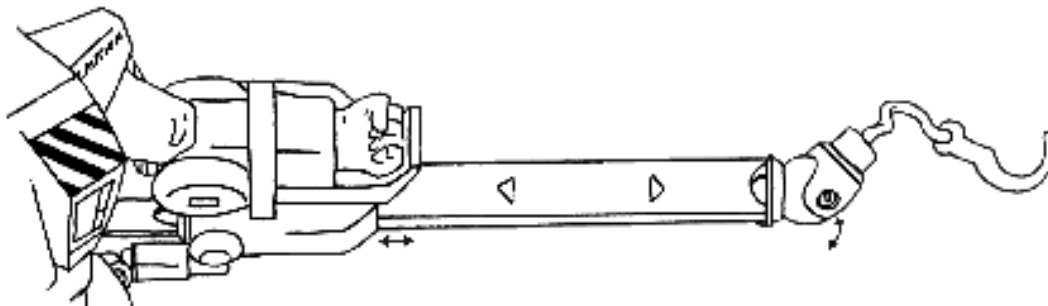
Gamemasters, feel free to come up with your own additions!

3. **MODULAR WEAPON SYSTEMS**. The left arm shield can also accept any other GR-series weapon pod, both from the newer combat cyclone models and the older ones. Combat pods are usually mounted only when the mecha is operating in battlefields or other "hot" zones. Click HERE for a complete listing of cyclone weapon modules. The VR-112 is not equipped with a combat computer, so any bonuses for certain weapon systems **do NOT apply** when being used on the Samson.

4. **Hand-to-Hand Combat**. Punch does 2D6 M.D. Kick does 2D6 M.D. (The VR-112 Samson has an equivalent strength of PS 150!) Leap Kick does 3D6 M.D. Body Flip or Body Block does 2D6 M.D.

5. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new Gallant 1000 Multi-Weapon System.

SENSORS AND EQUIPMENT FOR THE VR-112 SAMSON (MILITARY VERSION)

- ○ **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- ○ **SHORT-RANGE RADAR WITH HEADS-UP DISPLAY:** Range: 1 mile. Can identify and track up to 10 different targets. (This system was added as an afterthought. Remember, the Samson was not intended for direct combat.)
- ○ **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors to 10 mile (16 km) range.
- ○ **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.
- ○ **HARD POINTS:** The Samson Cyclone has several places for the attachment of heavy construction equipment and loads of material.
- ○ **ADAPTABILITY:** The VR-112 can be modified to operate in other environments such as underwater or in space. These modifications usually consist of an extra oxygen supply (24 hours) and special jets for maneuvering in different environments, and are available for special assignments. (These modifications are generally not available on Earth during the Third Invid War.)
- ○ **NOTE:** the VR-112 Samson is NOT equipped with a Targeting Computer!

THIRD INVID WAR: NEW REF CYCLONES   Next   Previous   Top   Index

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

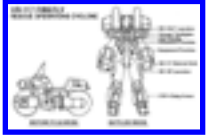# THE VR-117 FIREFLY

BACKGROUND

The VR-117 Firefly Rescue Cyclone is another non-combat specialty cyclone used as a support vehicle for the REF military. Designed during the Cyclone Redesign Project of 2039, the Firefly is a "light" cyclone intended for use in medical and rescue missions. Based loosely on the VR-120 Ferret combat cyclone, the VR-117 is designed to be light and agile while retaining the strength and protection that makes it ideal for rescue missions and damage control. The Firefly is commonly found on REF starships and bases assigned to maintenace and damage control teams, and are commonly issued to **REF Combat Paramedics** for use in the field.

The VR-117 Firefly is somewhat similar to the VR-120 Ferret but is slightly heavier and has heavier shielding. In battloid mode the differences are even greater, with the Firefly having heavy plates, search lights, and various containers mounted on the chest and torso areas. The super-hard materials used in the construction of the VR-117 make it nearly impervious to damage from fire and debris, and special chemical coatings on the armor plates provide protection even from high-level radiation and nuclear fires. The Firefly has performed admirably under the worst conditions both in space and on land, and has become a valuable addition to both military and civilian rescue services. The only downside to the cyclone is the high cost of the special heat shielding the mecha uses.

Like the VR-112 Samson, the design for VR-117 Firefly became commercial property when the design team that worked on the new generation Cyclones retired from the REF after the Third Invid War. The design has changed little over the years since 2039, and is currently produced by several mecha construction companies under liscense from *Samson Industries* based on Tirol. The VR-117 is now extremely common both on Earth and on Tirol, as most fire-fighting departments own at least one of the rescue mecha.

SCHEMATICS

Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-5532-147-5478.

RPG STATS

Model: VR-117 Firefly
Class: 2nd Generation M.O.S.P.E.A.D.A. Rescue Vehicle
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                      Battlesuit Mode
    ----------------------------         ----------------------------
    Headlight            5               Tires (2, rear)        5
    Front Tire           5               Thrusters (rear)       50
    Rear Tire            5               Forearm Shields (2)    50
    Storage Box (2)      2 each          Leg Shields (2)        125
    Thrusters (rear)     50              Head                   50
(1) Main Body            225         (1) Main Body              225
```

M.D.C. OF BODY ARMOR:

```
 (2) CVR-4 (Standard Military Armor)                       70
 (2) CVR-3 (Standard Military Armor, Support Personnel)    50
```

NOTES:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.
2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival).

The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

CVR-4C Heavy Armor is incompatible with the VR-117 Firefly.

SPECIFICATIONS

Motorcycle Mode:
>**Maximum Speed:** 210 mph (336 kmph)
>**Cruising Speed:** 80 mph (128 kmph)
>**Turbo Boost Fwd:** 40 ft (12 m) horizontal
>**Turbo Boost Up:** 20 ft (6 m) vertical

Battloid Mode:
>**Running:** 60 mph (96 kmph)
>**Flying:** 180 mph (288 kmph)
>**Leaping:** 20 ft (6 m)
>**Thruster Leap:** 100 ft (30 m)

Height:
>**Battloid:** 7.0 ft (2.1 m)
>**Motorcycle:** 3.6 ft (1.1 m)

Width:
>**Battloid:** 3.4 ft (1.0 m)
>**Motorcycle:** 1.6 ft (0.5 m)

Length:
>**Battloid:** 3.1 ft (0.9 m)
>**Motorcycle:** 5.0 ft (1.5 m)

Weight: 200 lbs (90 kg)

>The VR-117 has detachable cargo boxes that are connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep. The VR-117 can hold 200 lbs (84 kg) in addition to the rider. Reduce maximum speed by 20% for every additional 25 lbs (11 kg) over the limit and add -1 to dodge.

>Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster packs and covering the butt of the pilot. The passenger, however, isn't so lucky.

Main Engine: FF-600 Fusion/Protoculture Engine

Range:
>2 protoculture cells will power the cyclone for approximately 12 months before needing refueling. The backup system can operate on 1 protoculture cell for 6 months at no penalty. Constant flying

will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 400 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engine runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engine is released through an exhaust port.

Color Scheme:

The standard color scheme for the VR-117 Firefly is red, orange, and yellow, which makes them easy to spot in disaster areas where there is lots of rubble and smoke. Since this color scheme does not work particularly well in combat situations, VR-117 cyclones in the field are usually painted in a camouflage pattern based on where they are stationed. Desert Cyclones are usually painted in a tan camouflage, Arctic Cyclones are painted a flat white, etc. The Firefly is then streamlined in light blue and orange, and is marked with crosses and other medical symbols in an attempt to make it clear to observers that the VR-117 is a non-combatant medical vehicle (of course the Invid rarely take notice of this fact, unfortunately).

WEAPON SYSTEMS

1. **GR-103LT MINI-MISSILE LAUNCHER (2)**. Like the VR-120 Ferret, the VR-117 Firefly is equipped with a smaller version of the classic GR-103 shoulder missile launchers. The payload for the GR-103LTs are 3 missiles per launcher, giving a total of 6 mini-missiles in the shoulders. Like the standard GR-103s, the 103LTs have been updated with newer technology which makes them more resilient to damage and easier to repair (+20% to repair rolls). In motorcycle mode, the two missile launchers are side by side in the nose of the cycle. In battloid mode, the missile launchers are divided, with one on each shoulder of the mecha.

   VR-117 Fireflies stationed on REF Starships and Bases (as well as civilian cyclones) are usually issued flame-retardant missiles for use fighting fires. VR-117s in the field are issued armor-piercing missiles as an anti- mecha defense, however.

   - **Primary Purpose**: Fire Suppression
   - **Secondary Purpose**: Anti-Mecha
   - **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-117 Firefly in the field.
   - **Mega-Damage**: Varies with missile type.
   - **Rate of Fire**: One at a time or in volleys of two, four, or six. Remember, a volley counts as one melee attack regardless of the number of missiles.
   - **Range**: Varies with missile type; 20 ft to 1 mile.
   - **Payload**: 3 missiles per each launcher, for a total capacity of 6.

2. **GR-187 HIP MISSILE LAUNCHERS** (2). A new addition to modern cyclones, the VR-117 Firefly comes automatically equipped with a pair of GR-187s. These weapons are mounted on the

hip/upper leg shields in battloid mode and in the lower back of the cyclone in motorcycle mode. It appears as four small tubes built directly into the armored plate. The missiles can only fire in battloid mode.

Like the GR-103LTs, the GR-187s are usually loaded with flame-retardant missiles when the VR-117 is stationed on a spaceship or base. In the field however the GR-187s are usually loaded with smoke or tear gas missiles for use in concealment and for identifying an LZ (landing zone).

- ❍ **Primary Purpose**: Fire Suppression
- ❍ **Secondary Purpose**: Miscellaneous
- ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Smoke/Tear Gas are standard-issue for the VR-117 Firefly in the field.
- ❍ **Mega-Damage**: Varies with missile type.
- ❍ **Rate of Fire**: One or two at a time.
- ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
- ❍ **Payload**: 4 missiles per each launcher, for a total capacity of 8.

3. **MODULAR WEAPON SYSTEMS**. As with all REF Cyclones, the arm shields of the VR-117 Firefly are designed to interface with one of the GR-series weapon modules. One weapon module can be mounted on each forearm shield, and it is not necessary to mount the same modules on each shield. The Cyclone's onboard computer system will automatically recognize which weapon module is installed and adjust the HUD displays on the pilot's helmet accordingly. Any GR-series weapon module can be used.

   Typical VR-117s are assigned two GR-117 RESCUE HOOK units if stationed on a base or spaceship, or one GR-117 unit and one GR-220 BEAM CANNON/SMG unit if in the field. Different weapons may be substituted if approved by a commanding officer. Click HERE for a complete listing of cyclone weapon modules.

4. **Hand-to-Hand Combat**. Punch does 1D4 M.D. Kick does 1D6 M.D. (The VR-117 Firefly has an equivalent strength of PS 50) Leap Kick does 2D4 M.D. Body Flip or Body Block does 1D4 M.D.

5. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new Gallant 1000 Multi-Weapon System.

STANDARD SENSORS AND EQUIPMENT FOR ALL MILITARY CYCLONES

- **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- **ENHANCED RADAR WITH HEADS-UP DISPLAY:** Can identify and track up to 40 different targets. **Range:** 10 miles.
- **TARGETING COMPUTER:** Uses helmet display instead of retractable sensor of older models. Provides the pilot with +3 to strike with missiles and +2 to strike with other weapon systems

(Beam Cannons, Lasers, etc.). **Range:** 4000 ft (609 m).

- **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors. **Range:** 10 mile (16 km).
- **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.
- **TINTED HELMET VISOR**

SPECIAL SENSORS AND EQUIPMENT FOR VR-117 FIREFLY CYCLONES

- **HEAVY HEAT SHIELDING:** The Firefly's armor is chemically treated and can resist heat up to 500 degrees centigrade. Normal fires do no damage, and plasma and nuclear fires do only 1/3 damage. This armor is VERY expensive, and is only standard issue on the VR-117.
- **EXTENDED OXYGEN SUPPLY:** Extra supplies of breathable air in the armor can allow the pilot to survive up to 48 hours in a vacuum, or can be supplied to others through several tubes in the back of the mecha. There is also a reservoir of pure oxygen available for treating victims of smoke inhalation.
- **HEAT-SHIELD BLANKETS:** The Cyclone is equipped with two man- sized blankets of a remarkable material that is non-combustible and resists heat up to 200 degrees centigrade. These blankets can be used to protect victims while extracting them from the fire.
- **SEARCHLIGHTS:** The Firefly contains two powerful searchlights mounted on the front of the cyclone in motorcycle mode and on the chest in battloid mode. These lights can illuminate up to 600 ft (180 m) away and can penetrate light smoke and dust. Very useful for finding victims in dark places or rubble.
- **RESCUE EQUIPMENT:** The carrying bags of the Cyclone are always filled with a variety of rescue equipment, such as extra rope, an MDC crowbar, flashlights, etc.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.
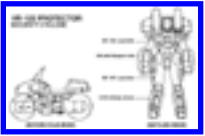
THE VR-122 PROTECTOR

BACKGROUND

The VR-122 Protector security cyclone is yet a third support cyclone, this time designed at the request of the REF Military Police. The MP wanted a stronger version of the VR-120 Ferret that could stand up to larger mecha and tougher opponents, yet still be cheaply produced in mass numbers. This mecha would be ideal for helping to maintain order on REF bases and starships, as well as to help occupy enemy population centers and maintain law and order under martial law situations. The cyclone had to be larger and slightly more imposing than the VR-120, so as to help the police establish a psychological advantage over would-be rebels and troublemakers. The VR-122 Protector was thus designed to fill this role. While not intended to go head-to-head with heavy combat mecha, the Protector is ideal for quick-strike attacks and can keep a larger opponent occupied until heavier forces can arrive . The Protector also functions admirably in urban and intra-spaceship combat, using its mobility to maximum advantage in the labyrinth of corridors and city streets. A sizeable number of VR-122s were included in the Icarus mission and were intended to help establish a stable base of operations on Earth during the Third Invid War, but events of the war never permitted such a base to be established. Furthermore, the transport ship containing the bulk of the Protectors was destroyed early during the Third Invid War by Invid Space Troopers. Consequently, few Protectors saw action on Earth during the war, though those few who made it performed well in guerrilla warfare against the Invid.
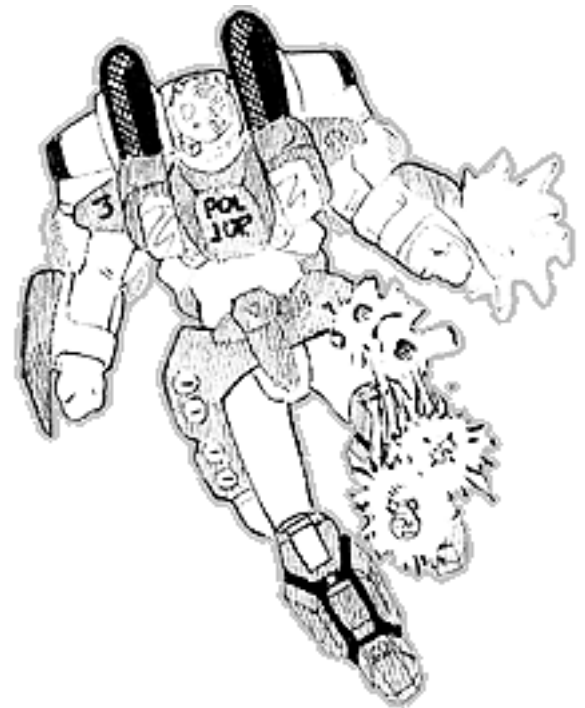
The VR-122 Protector resembles the VR-041 Saber with its curved nose and streamlined profile. The cyclone is not equipped with the CADS systems, however, instead mounting the new GR-220 Beam Cannon/SMG weapon units. The VR-122 is almost always painted dark blue and grey, and has varius military police identification stenciled over it in light grey along with flashing red and blue emergency lights on the front. Protector pilots wear CVR-4 body armor painted dark blue with "Military Police" stenciled across the back and "MP" on the shoulders.

When the REF cyclone design team left the military to form *Samson Industries* after the end of the Third Invid War, they were initially barred from producing VR-122 Protectors by the REF due to concerns over sensitive military technology used in its design. After a long court battle Samson Industries was eventually given permission to market the design to civilian law enforcement agencies under the designation **SCE-04 Watchman** in 2050. The REF also kept control of the design as well, and RGF Intelligence and RGF Security later used the design as a basis for their **VR-224 Guardsman** cyclone in 2056. Both the VR-122 Protector and the SCE-04 Watchman are quite common on Earth and are standard issue for most police forces in major cities.

SCHEMATICS

 Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-5532-147-7565.

RPG STATS

Model: VR-122 Protector
Class: 2nd Generation M.O.S.P.E.A.D.A. Security Vehicle
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                        Battlesuit Mode
    ---------------------------            ----------------------------
    Headlight            5                 Tires (2, rear)          5
    Front Tire           5                 Thrusters (rear)        50
    Rear Tire            5                 Forearm Shields (2)     75
    Storage Box (2)      2 each            Leg Shields (2)         125
    Thrusters (rear)     50                Head                    70
(1) Main Body            275           (1) Main Body               275
```

M.D.C. OF BODY ARMOR:

(2) [CVR-4](#) (Standard Military Armor)   70
(2) [CVR-3](#) (Standard Military Armor, Support Personnel)   50

NOTES:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.

2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival).

The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

CVR-4C Heavy Armor is incompatible with the VR-122 Protector.

SPECIFICATIONS

Motorcycle Mode:
    Maximum Speed: 210 mph (336 kmph)
    Cruising Speed: 80 mph (128 kmph)
    Turbo Boost Fwd: 40 ft (12 m) horizontal
    Turbo Boost Up: 20 ft (6 m) vertical

Battloid Mode:
    Running: 60 mph (96 kmph)
    Flying: 180 mph (288 kmph)
    Leaping: 20 ft (6 m)
    Thruster Leap: 100 ft (30 m)

Height:
    Battloid: 7.0 ft (2.1 m)
    Motorcycle: 3.6 ft (1.1 m)

Width:
    Battloid: 3.5 ft (1.0 m)
    Motorcycle: 1.6 ft (0.5 m)

Length:
    Battloid: 3.1 ft (0.9 m)
    Motorcycle: 5.2 ft (1.6 m)

Weight: 250 lbs (113 kg)

    The VR-122 has detachable cargo boxes that are connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep. The VR-122 can hold 250 lbs (105 kg) in addition to the rider. Reduce maximum speed by 20% for every additional 25 lbs (11 kg) over the limit and add -1 to dodge.

Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster packs and covering the butt of the pilot. The passenger, however, isn't so lucky.

Main Engine: FF-600 Fusion/Protoculture Engine

Range:

2 protoculture cells will power the cyclone for approximately 12 months before needing refueling. The backup system can operate on 1 protoculture cell for 6 months at no penalty. Constant flying will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 400 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engine runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engine is released through an exhaust port.

Color Scheme:

The standard color scheme for the VR-122 Protector is dark blue and grey, with light grey trim and stenciling. Since Protectors are rarely stationed outside of a city, base, or spaceship, these colors are rarely varied according to terrain. Occasionally a VR-122 that is assigned to field duty will be repainted in a camouflage pattern matching where they are stationed (Desert Cyclones are usually painted in a tan camouflage, Arctic Cyclones are painted a flat white, etc.).

WEAPON SYSTEMS

1. **GR-103 MINI-MISSILE LAUNCHER (2)**. Like standard military cyclones, the VR-122 uses the GR-103 missile system as its main weapon. The launchers have been updated with newer technology which makes them more resilient to damage and easier to repair (+20% to repair rolls). In motorcycle mode, the two missile launchers are side by side in the nose of the cycle. In battloid mode, the missile launchers are divided, with one on each shoulder of the mecha. Both launchers hold 6 mini-missiles. The Protector is usually equippped with an even mix of high explosive and tear gas missiles.

    - ❍ **Primary Purpose**: Assault
    - ❍ **Secondary Purpose**: Anti-vehicle
    - ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. High explosive and tear gas are standard-issue for the VR-122 Protector
    - ❍ **Mega-Damage**: Varies with missile type.
    - ❍ **Rate of Fire**: One at a time or in volleys of two, four, six, or all. Remember, a volley counts as one melee attack regardless of the number of missiles.
    - ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
    - ❍ **Payload**: 6 missiles per each launcher, for a total capacity of 12.

2. **GR-187 HIP MISSILE LAUNCHERS** (2). A new addition to modern cyclones, the VR-122 Protector comes automatically equipped with a pair of GR-187 missile launchers. These weapons are mounted on the hip/upper leg shields in battloid mode and in the lower back of the cyclone in motorcycle mode. It appears as four small tubes built directly into the armored plate. The missiles can only fire in battloid mode. On VR-122s the launchers are usually loaded with armor-piercing missiles for anti-mecha defense.

   - ❍ **Primary Purpose**: Assault
   - ❍ **Secondary Purpose**: Anti-mecha
   - ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-122 Protector.
   - ❍ **Mega-Damage**: Varies with missile type.
   - ❍ **Rate of Fire**: One or two at a time.
   - ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
   - ❍ **Payload**: 4 missiles per each launcher, for a total capacity of 8.

3. **MODULAR WEAPON SYSTEMS**. As with all REF Cyclones, the arm shields of the VR-122 Protector are designed to interface with one of the GR-series weapon modules. One weapon module can be mounted on each forearm shield, and it is not necessary to mount the same modules on each shield. The Cyclone's onboard computer system will automatically recognize which weapon module is installed and adjust the HUD displays on the pilot's helmet accordingly. Any GR-series weapon module can be used.

   Typical VR-122s are assigned two [GR-220 BEAM CANNON/SMG](#) units, which were designed with the Protector in mind. Different weapons may be substituted if approved by a commanding officer, however. Click [HERE](#) for a complete listing of cyclone weapon modules.

4. **Hand-to-Hand Combat**. Punch does 1D4 M.D. Kick does 1D6 M.D. (The VR-122 Protector has an equivalent strength of PS 50) Leap Kick does 2D4 M.D. Body Flip or Body Block does 1D4 M.D.

5. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new [Gallant 1000 Multi-Weapon System](#). A Gallant 1000 AND a Putnam Stun-Gun are standard issue for VR-122 pilots.

STANDARD SENSORS AND EQUIPMENT FOR ALL MILITARY CYCLONES

- **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- **ENHANCED RADAR WITH HEADS-UP DISPLAY:** Can identify and track up to 40 different targets. **Range:** 10 miles.
- **TARGETING COMPUTER:** Uses helmet display instead of retractable sensor of older models. Provides the pilot with +3 to strike with missiles and +2 to strike with other weapon systems

(Beam Cannons, Lasers, etc.). **Range:** 4000 ft (609 m).

- **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors. **Range:** 10 mile (16 km).
- **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.
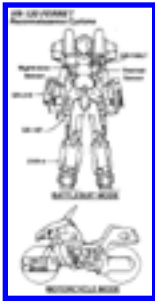
THE VR-120 FERRET

BACKGROUND

The VR-120 Ferret is a new cyclone variant that places an emphasis on speed and agility, rather than strength and firepower like the VR-152 or VR-141. Smaller, lighter, and less armored than its cousins, the Ferret is capable of an amazing 240 mph (384 kmph) on open roads in motorcycle mode, and a 215 mph (344 kmph) air speed when flying in battloid. This speed combined with the phenonemal agility possed by all cyclones makes the Ferret ideal for reconnaissance and scouting missions. The speed does come at a price, though; as mentioned above, the armor on the Ferret is reduced and some armaments have been cut (compared to other newer Cyclone designs) to reduce the overall weight of the cyclone. Usually Ferret pilots do not engage in direct combat with enemy forces. Instead they use speed and agility to avoid detection and relay information to their command, which can then call in appropriate forces to deal with the threat.
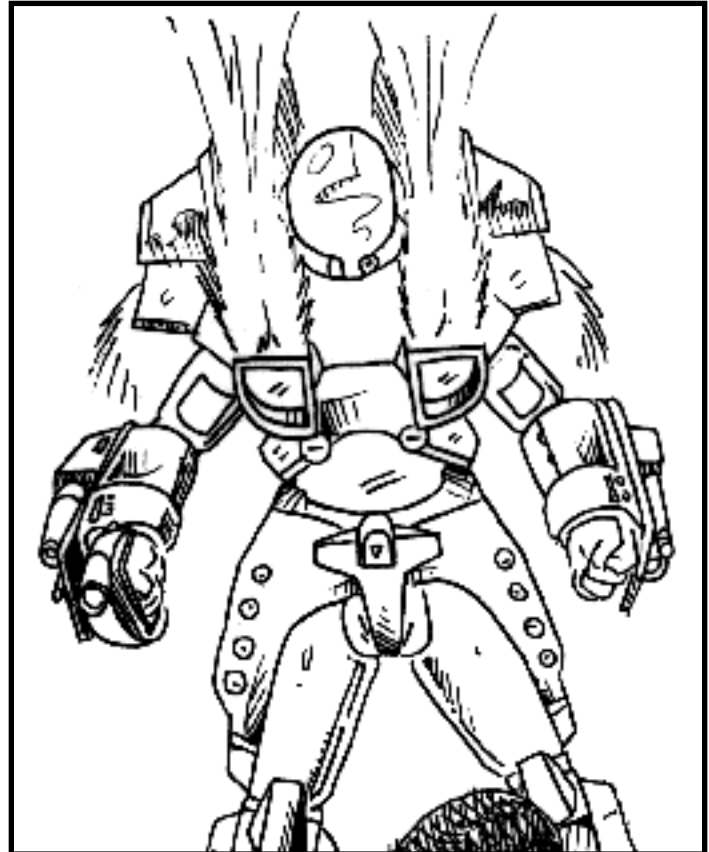
The VR-120 Ferret is the smallest of the new cyclones, closely resembling the old VR-038-LT at first glance. The nose is larger, however, and weapon systems are mounted on the front wheel hub. The Ferret is popular with scouts and nomads among the resistance on Earth, who value its ability for speed and stealth. Ferret Pilots usually wear the standard CVR-4 body armor.

SCHEMATICS

Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-8834-149-1775.

RPG STATS

Model: VR-120 Ferret
Class: 2nd Generation M.O.S.P.E.A.D.A. Reconnaissance Mecha
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                        Battlesuit Mode

    ----------------------------          ----------------------------
    Headlight              5              Tires (2, rear)         5
    Front Tire             5              Thrusters (rear)        50
    Rear Tire              5              Forearm Shields (2)     50
    Storage Box (2)        2 each         Leg Shields (2)         100
    Thrusters (rear)       50             Head                    70
(1) Main Body              180        (1) Main Body               180
```

M.D.C. OF BODY ARMOR:

```
(2) CVR-4 (Standard Military Armor)                     70
(2) CVR-3 (Standard Military Armor, Support Personnel)  50
```

NOTES:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.
2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival).

The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

CVR-4C Heavy Armor is incompatible with the VR-120 Ferret.

SPECIFICATIONS

Motorcycle Mode:
> **Maximum Speed:** 240 mph (384 kmph)
> **Cruising Speed:** 100 mph (160 kmph)
> **Turbo Boost Fwd:** 60 ft (18 m) horizontal
> **Turbo Boost Up:** 40 ft (12 m) vertical

Battloid Mode:
> **Running:** 75 mph (120 kmph)
> **Flying:** 215 mph (344 kmph)
> **Leaping:** 30 ft (9 m)
> **Thruster Leap:** 120 ft (36 m)

Height:
> **Battloid:** 6.8 ft (2.0 m)
> **Motorcycle:** 3.4 ft (1.0 m)

Width:
> **Battloid:** 3.2 ft (0.9 m)
> **Motorcycle:** 1.4 ft (0.4 m)

Length:
> **Battloid:** 3.0 ft (0.9 m)
> **Motorcycle:** 4.8 ft (1.4 m)

Weight: 100 lbs (45 kg)

Special Bonuses:
> The VR-120 Ferret has a **+1 bonus** to *initiative, parry, dodge, and roll*, due to its greater speed and agility (from lower weight) than normal Cyclones. This bonus is in addition to any other bonuses the pilot may possess based on skill or training.

Cargo:
> The VR-120 has detachable cargo boxes that are connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep. The VR-152 can hold 200 lbs (84 kg) in addition to the rider. Reduce maximum speed by 20% for every additional 25 lbs (11 kg) over the limit and add -1 to dodge.
>
> Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster

packs and covering the butt of the pilot. The passenger, however, isn't so lucky.

Main Engine: FF-600 Fusion/Protoculture Engine

Range:

2 protoculture cells will power the cyclone for approximately 12 months before needing refueling. The backup system can operate on 1 protoculture cell for 6 months at no penalty. Constant flying will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 400 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engine runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engine is released through an exhaust port.

Color Scheme:

Following the new painting scheme for most REF mecha, the VR-120 cyclones are colored based on where they are stationed. Desert Cyclones are usually painted in a tan camouflage, Arctic Cyclones are painted a flat white, etc. This is especially important in the case of the Ferret, as its missions typically call for the mecha to remain concealed and spy on enemy forces at close range. Each cyclone is streamlined in a color corresponding to the position of the pilot. Enlisted Pilots have their cyclones streamlined in Blue, Aces and low-ranking Officers in Red, and Platoon Leaders in Green.

WEAPON SYSTEMS

1. **GR-103LT MINI-MISSILE LAUNCHER (2)**. Although based on the older VR-038-LT Cyclone, the VR-120 Ferret was equipped with GR-103 shoulder missile launchers like its newer bretheren to give it more punch. However, due to the need to keep the Ferret's weight low, the payload for the GR-103s had to be halved to 3 missiles per launcher, giving a total of 6 mini-missiles instead of the normal payload of 12 for VR-1XX cyclones. Like the standard GR-103s, the 103LTs have been updated with newer technology which makes them more resilient to damage and easier to repair (+20% to repair rolls). In motorcycle mode, the two missile launchers are side by side in the nose of the cycle. In battloid mode, the missile launchers are divided, with one on each shoulder of the mecha. Armor-piercing missiles are typically issued to Ferrets.

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
   ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-120 Ferret.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One at a time or in volleys of two, four, or six. Remember, a volley counts as one melee attack regardless of the number of missiles.
   ❍ **Range**: Varies with missile type; 20 ft to 1 mile.

○ **Payload**: 3 missiles per each launcher, for a total capacity of 6.

2. **GR-187 HIP MISSILE LAUNCHERS** (2). A new addition to modern cyclones, the VR-120 Ferret comes automatically equipped with a pair of GR-187s. These weapons are mounted on the hip/upper leg shields in battloid mode and in the lower back of the cyclone in motorcycle mode. It appears as four small tubes built directly into the armored plate. The missiles can only fire in battloid mode.

　　○ **Primary Purpose**: Assault
　　○ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
　　○ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-120 Ferret.
　　○ **Mega-Damage**: Varies with missile type.
　　○ **Rate of Fire**: One or two at a time.
　　○ **Range**: Varies with missile type; 20 ft to 1 mile.
　　○ **Payload**: 4 missiles per each launcher, for a total capacity of 8.

3. **MODULAR WEAPON SYSTEMS**. As with all REF Cyclones, the arm shields of the VR-120 Ferret are designed to interface with one of the GR-series weapon modules. One weapon module can be mounted on each forearm shield, and it is not necessary to mount the same modules on each shield. The Cyclone's onboard computer system will automatically recognize which weapon module is installed and adjust the HUD displays on the pilot's helmet accordingly. Any GR-series weapon module can be used.

   Typical VR-120s are assigned two GR-215 BEAM/LASER CANNON units, or two GR-220 BEAM CANNON/SMG units, though different weapons may be assigned if necessary or desired. Click HERE for a complete listing of cyclone weapon modules.

4. **Hand-to-Hand Combat**. Punch does 1D4 M.D. Kick does 1D4 M.D. (The VR-120 Ferret has an equivalent strength of PS 35) Leap Kick does 2D4 M.D. Body Flip or Body Block does 1D4 M.D.

5. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new Gallant 1000 Multi-Weapon System.

STANDARD SENSORS AND EQUIPMENT FOR ALL MILITARY CYCLONES

- **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- **ENHANCED RADAR WITH HEADS-UP DISPLAY:** Can identify and track up to 40 different targets. **Range:** 10 miles.
- **TARGETING COMPUTER:** Uses helmet display instead of retractable sensor of older models. Provides the pilot with +3 to strike with missiles and +2 to strike with other weapon systems (Beam Cannons, Lasers, etc.). **Range:** 4000 ft (609 m).

- **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors to **Range:** 10 mile (16 km).
- **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.

SPECIAL SENSORS AND EQUIPMENT FOR VR-120 FERRET CYCLONES

- **THERMAL IMAGER:** A special optical heat sensor that converts infrared radiation given off by warm objects into a false-color image for the pilot. It enables the pilot to see in darkness and through smoke, as well as providing a +30% bonus for detecting traps or ambushes. **Range:** 200 ft (60 m).
- **NIGHTVISION CAMERA:** A low-light amplification camera that allows the pilot of the VR-120 to see clearly in normal darkness. The camera will NOT work in pitch-blackness and can be blinded by bright lights such as flares or weapon discharges. **Range:** 400 ft (120 m).
- **FIBER-OPTIC COMMUNICATIONS SYSTEM:** The VR-120 is equipped with a communcations system that can transmit audio and video signals to a command base via fiber-optic cable laid along the ground. The advantage of this system is that it allows clear communications even in heavy static or jamming situations, and that the communication signal is virtually undetectable by enemy sensors. The disadvantage is that the fiber-optic cable must remain intact for the system to work. **Range:** equal to the length of the cable; up to 2 miles.

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.
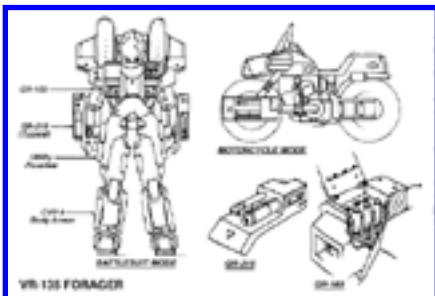
THE VR-135 FORAGER

BACKGROUND

The VR-135 Forager was designed specifically as a survival mecha for crashed mecha pilots. It is one of the most durable and maintenance-free mecha ever designed, requiring little in the way of ammo or supplies. The internal systems of the Cyclone are also extremely simple in design, with instructions often stenciled right on the parts themselves. Skilled bio-maintenance engineers have actually disassembled and reassembled VR-135s in mere minutes. Many Foragers made it to Earth via the Icarus Recon Mission, and some clever bio-maintenance engineers started adapting VR-135s to their own purposes, producing several "home-brew" designs. Some of the stories of what the Foragers could be modified to do border on the unbelievable to this day. All REF mecha are now equipped with at least one VR-135 for the pilot in the event of a crash landing.
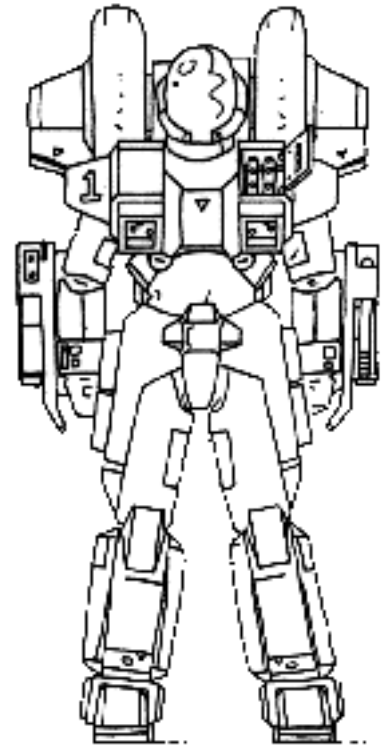
The VR-135 Forager is boxy in appearance, like the VR-152, but is smaller and less bulky. The cyclone has a very "utilitarian" look to it, being designed expressly for the survival of the pilot and little else. Despite its smaller appearance, the VR-135 is perhaps the most durable of all the new cyclones. Forager Pilots usually have the standard CVR-4 body armor, since it is the standard armor of mecha pilots.

SCHEMATICS

Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-8812-334-1201.

RPG STATS

Model: VR-135 Forager
Class: 2nd Generation M.O.S.P.E.A.D.A. Survival Mecha
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                        Battlesuit Mode
    ----------------------------           -----------------------------
    Headlight             5                Tires (2, rear)          5
    Front Tire            5                Thrusters (rear)         60
    Rear Tire             5                Forearm Shields (2)      50
    Storage Box (2)       2 each           Leg Shields (2)          100
    Thrusters (rear)      60               Head                     70
(1) Main Body             300          (1) Main Body                300
```

M.D.C. OF BODY ARMOR:

(2) [CVR-4](#) (Standard Military Armor)   70
(2) [CVR-3](#) (Standard Military Armor, Support Personnel)   50

NOTES:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.
2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival).

The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

CVR-4C Heavy Armor is incompatible with the VR-135 Forager.

SPECIFICATIONS

Motorcycle Mode:
    Maximum Speed: 210 mph (336 kmph)
    Cruising Speed: 80 mph (128 kmph)
    Turbo Boost Fwd: 40 ft (12 m) horizontal

Turbo Boost Up: 20 ft (6 m) vertical

Battloid Mode:

    Running: 60 mph (96 kmph)
    Flying: 180 mph (288 kmph)
    Leaping: 20 ft (6 m)
    Thruster Leap: 100 ft (30 m)

Height:

    Battloid: 7.0 ft (2.1 m)
    Motorcycle: 3.6 ft (1.1 m)

Width:

    Battloid: 3.4 ft (1.0 m)
    Motorcycle: 1.6 ft (0.5 m)

Length:

    Battloid: 3.1 ft (0.9 m)
    Motorcycle: 5.0 ft (1.5 m)

Weight: 200 lbs (90 kg)

Cargo:

    The VR-135 has detachable cargo boxes that are connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep. In addition, the VR-135 has four concealed pouches on the sides of the mecha, in the thigh armor plates (where the GR-187 is located on other Cyclones). These pouches are each 6 inches long by 4 inches wide by 2 inches deep, and are usually used to hold items like medical kits, tools, or extra ammo clips. A passenger can also ride seated behind the driver. The VR-135 can hold 250 lbs (110 kg) in addition to the rider. Reduce maximum speed by 20% for every additional 50 lbs (22 kg) over the limit and add -1 to dodge.

    Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster packs and covering the butt of the pilot. The passenger, however, isn't so lucky. The thigh pouches are a physical part of the cyclone and do not disconnect. They are fully protected by the cyclone's thigh armor.

Main Engine: FF-600 Fusion/Protoculture Engine

Range:

    2 protoculture cells will power the cyclone for approximately 12 months before needing refueling.

The backup system can operate on 1 protoculture cell for 6 months at no penalty. Constant flying will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 400 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engine runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engine is released through an exhaust port.

Color Scheme:

Normally REF mecha are painted in camouflage schemes that match the location where they are stationed. However, due to the nature of the Forager's purpose it is hard to predict exactly where the cyclone will be used. Most Foragers are painted in a dull tan/brown color scheme (similar to desert mecha), but some mecha pilots take it on themselves to customize their syrvival cyclones to their tastes. As usual, each cyclone is streamlined in a color corresponding to the position of the pilot. Enlisted Pilots have their cyclones streamlined in Blue, Aces and low-ranking Officers in Red, and Platoon Leaders in Green.

WEAPON SYSTEMS

1. **GR-103 MINI-MISSILE LAUNCHER (2)**. The main weapon of older cyclones has remained mostly unchanged in the newer models. The launchers have been updated with newer technology which makes them more resilient to damage and easier to repair (+20% to repair rolls). In motorcycle mode, the two missile launchers are side by side in the nose of the cycle. In battloid mode, the missile launchers are divided, with one on each shoulder of the mecha. Both launchers hold 6 mini-missiles (usually armor-piercing).

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
   ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. High-explosive are standard-issue for the VR-135 Battler II.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One at a time or in volleys of two, four, six, or all. Remember, a volley counts as one melee attack regardless of the number of missiles.
   ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
   ❍ **Payload**: 6 missiles per each launcher, for a total capacity of 12.

2. **MODULAR WEAPON SYSTEMS**. As with all REF Cyclones, the arm shields of the VR-135 Forager are designed to interface with one of the GR-series weapon modules. One weapon module can be mounted on each forearm shield, and it is not necessary to mount the same modules on each shield. The Cyclone's onboard computer system will automatically recognize which weapon module is installed and adjust the HUD displays on the pilot's helmet accordingly. Any GR-series weapon module can be used.

Typical VR-135s are assigned two GR-215 MISSILE LAUNCHER/BEAM CANNON units, though different weapons may be assigned if necessary or desired. Click HERE for a complete listing of cyclone weapon modules.

3. **Hand-to-Hand Combat**. Punch does 1D4 M.D. Kick does 1D4 M.D. (The VR-135 Forager has an equivalent strength of PS 50) Leap Kick does 2D4 M.D. Body Flip or Body Block does 1D4 M.D.

4. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new Gallant 1000 Multi-Weapon System.

5. Any other cyclone weapon pod can be substituted for the GR-215, both from the newer cyclone models and the older ones.

STANDARD SENSORS AND EQUIPMENT FOR ALL MILITARY CYCLONES

- **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- **ENHANCED RADAR WITH HEADS-UP DISPLAY:** Range: 10 miles. Can identify and track up to 40 different targets.
- **TARGETING COMPUTER:** Uses helmet display instead of retractable sensor of older models. Provides the pilot with +3 to strike with missiles and +2 to strike with other weapon systems (Beam Cannons, Lasers, etc.). **Range:** 4000 ft (609 m).
- **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors to 10 mile (16 km) range.
- **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.

RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.
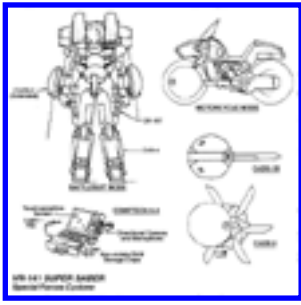
THE VR-141 SUPER SABER

BACKGROUND

The VR-141 Super Saber was designed by REF engineers at the request from REF Intelligence for a special cyclone unit for espionage and sabotage operations. Especially designed for intelligence gathering, the new cyclone includes advanced sensor systems and a powerful computer for data analysis. For weaponry, the engineers decided to stick with a modified version of the CADS-1 close assault system that was so successful on the old VR-041 Saber cyclones. The new CADS-2 system had multiple spinning blades that act as both a shield and a buzzsaw in combat. One REF General pointed out that the lack of energy weapons could become a serious liability in the field, so the designers grudgingly came up with the CADS-1B, a smaller version of the original CADS-1 mated to a laser. Both designs were well-received by the REF Intelligence community.
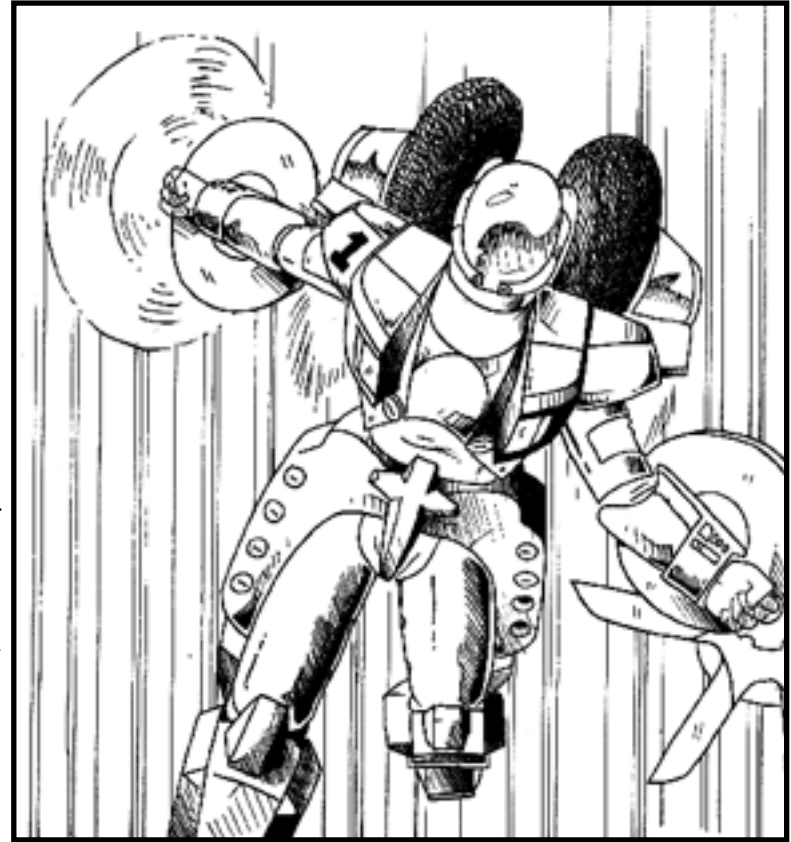
The VR-141 Super Saber closely resembles its predecessor, the VR-041 Saber Cyclone, with the same smooth lines and curved nose, and the distinctive round CADS units on the front wheel hub. A closer look will reveal that the new VR-141 is slightly larger and better equipped than its predecessor, though. Super Saber Pilots usually wear the standard CVR-4 body armor.

SCHEMATICS

Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-8812-334-1200.

RPG STATS

Model: VR-141 Super Saber
Class: 2nd Generation M.O.S.P.E.A.D.A. Special Forces Unit
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                        Battlesuit Mode
    ---------------------------            ---------------------------
    Headlight           5                  Tires (2, rear)        5
    Front Tire          5                  Thrusters (rear)       60
    Rear Tire           5                  Forearm Shields (2)    75
    Storage Box (2)     2 each             Leg Shields (2)        125
    Thrusters (rear)    60                 Head                   70
(1) Main Body           300          (1)   Main Body              300
```

M.D.C. OF BODY ARMOR:

(2) [CVR-4](#) (Standard Military Armor)   70

NOTES:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.
2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival).

The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

CVR-4C Heavy Armor is incompatible with the VR-141 Super Saber.

SPECIFICATIONS

Motorcycle Mode:
>**Maximum Speed:** 210 mph (336 kmph)
>**Cruising Speed:** 80 mph (128 kmph)
>**Turbo Boost Fwd:** 40 ft (12 m) horizontal
>**Turbo Boost Up:** 20 ft (6 m) vertical

Battloid Mode:
>**Running:** 60 mph (96 kmph)
>**Flying:** 180 mph (288 kmph)
>**Leaping:** 20 ft (6 m)
>**Thruster Leap:** 100 ft (30 m)

Height:
>**Battloid:** 7.0 ft (2.1 m)
>**Motorcycle:** 3.6 ft (1.1 m)

Width:
>**Battloid:** 3.6 ft (1.1 m)
>**Motorcycle:** 1.8 ft (0.5 m)

Length:
>**Battloid:** 3.2 ft (1.0 m)
>**Motorcycle:** 5.2 ft (1.6 m)

Weight: 200 lbs (90 kg)

Cargo:

>The VR-141 has detachable cargo boxes that are connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep. A passenger can also ride seated behind the driver. The VR-141 can hold 300 lbs (140 kg) in addition to the rider. Reduce maximum speed by 20% for every additional 50 lbs (22 kg) over the limit and add -1 to dodge.

>Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster packs and covering the butt of the pilot. The passenger, however, isn't so lucky...

>Note that usually one of the saddlebags is replaced with a Comptech A-4 Portable Computer. (see below)

Main Engine: FF-600 Fusion/Protoculture Engine

Range:

2 protoculture cells will power the cyclone for approximately 12 months before needing refueling. The backup system can operate on 1 protoculture cell for 6 months at no penalty. Constant flying will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 400 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engine runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engine is released through an exhaust port.

Color Scheme:

Following the new painting scheme for most REF mecha, the new military cyclones are colored based on where they are stationed. Desert Cyclones are usually painted in a tan camouflage, Arctic Cyclones are painted a flat white, etc. Most of the Super Sabers assigned to the Icarus Mission were painted dark blue and battleship grey in color, though they are often repainted by resistance groups to match their terrain or tastes. Each cyclone is streamlined in a color corresponding to the position of the pilot. Enlisted Pilots have their cyclones streamlined in Blue, Aces and low-ranking Officers in Red, and Platoon Leaders in Green.

WEAPON SYSTEMS

1. **GR-103 MINI-MISSILE LAUNCHER (2)**. The main weapon of older cyclones has remained mostly unchanged in the newer models. The launchers have been updated with newer technology which makes them more resilient to damage and easier to repair (+20% to repair rolls). In motorcycle mode, the two missile launchers are side by side in the nose of the cycle. In battloid mode, the missile launchers are divided, with one on each shoulder of the mecha. Both launchers hold 6 mini-missiles (usually armor-piercing).

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
   ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-141 Super Saber.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One at a time or in volleys of two, four, six, or all. Remember, a volley counts as one melee attack regardless of the number of missiles.
   ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
   ❍ **Payload**: 6 missiles per each launcher, for a total capacity of 12.

2. **GR-187 HIP MISSILE LAUNCHERS** (2). A new addition to modern cyclones, the VR-141 Super Saber comes automatically equipped with a pair of GR-187s. These weapons are mounted on the hip/upper leg shields in battloid mode and in the lower back of the cyclone in motorcycle

mode. It appears as four small tubes built directly into the armored plate. The missiles can only fire in battloid mode.

- ❍ **Primary Purpose**: Assault
- ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
- ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. High explosive are standard-issue for the VR-141 Super Saber.
- ❍ **Mega-Damage**: Varies with missile type.
- ❍ **Rate of Fire**: One or two at a time.
- ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
- ❍ **Payload**: 4 missiles per each launcher, for a total capacity of 8.

3. **MODULAR WEAPON SYSTEMS**. As with all REF Cyclones, the arm shields of the VR-141 Super Saber are designed to interface with one of the GR-series weapon modules. One weapon module can be mounted on each forearm shield, and it is not necessary to mount the same modules on each shield. The Cyclone's onboard computer system will automatically recognize which weapon module is installed and adjust the HUD displays on the pilot's helmet accordingly. Any GR-series weapon module can be used.

   Typical VR-141s are assigned either two CADS-2 Melee Units units, two CADS-1B Melee Weapon/Laser units, or one CADS-2 and one CADS-1B. Of course, different weapons may be assigned if necessary or desired. Click HERE for a complete listing of cyclone weapon modules.

4. **COMPTECH A-4 PORTABLE COMPUTER**. Usually one of the carrying bags on the VR-141 will be replaced with this extremely powerful portable computer. Ideal for espionage, this computer can double as an audio/video recorder and may be programmed with a variety of counterintelligence programs. The optical storage drive in the computer can record up to 6 hours of video and audio signal, 24 hours of audio-only signal, or 200 Gigabytes worth of computer information.

   GAME EFFECTS: In addition to its recording capabilities, the Computer provides the character with a skills pool of +30%, which can be split up any way desired; +30% for one skill, +15% for two skills, +10% for three skills, etc. Changing the computer's configuration requires a skilled Computer Programmer or Hacker, and 1D6+1 hours of uninterrupted work.

5. **Hand-to-Hand Combat**. Punch does 1D4 M.D. Kick does 1D4 M.D. (The VR-152 Battler II has an equivalent strength of PS 50) Leap Kick does 2D4 M.D. Body Flip or Body Block does 1D4 M.D.

6. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new Gallant 1000 Multi-Weapon System.

SPECIAL EQUIPMENT FOR VR-141 SUPER SABER CYCLONES

(In addition to normal equipment for all military cyclones)

- **TELESCOPIC OPTICAL ENHANCEMENT:** Range: 2000 ft (600 m). Field of Vision: 20 ft (6 m).
- **THERMO-IMAGER:** Range: 1000 ft (300 m). Special optical sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables rider to see in darkness, shadows, and through smoke.
- **NIGHT VISION OPTICS:** Range: 1000 ft (300 m). An image intensifier that is passive, meaning that it relies on ambient light and produces no light of its own. Night vision can NOT work in absolute darkness.
- **EXTERNAL AUDIO/VIDEO PICKUP:** Anything the rider sees and hears can be recorded by the onboard computer for future review.

STANDARD SENSORS AND EQUIPMENT FOR ALL MILITARY CYCLONES

- **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- **ENHANCED RADAR WITH HEADS-UP DISPLAY:** Range: 10 miles. Can identify and track up to 40 different targets.
- **TARGETING COMPUTER:** Uses helmet display instead of retractable sensor of older models. Provides the pilot with +3 to strike with missiles and +2 to strike with other weapon systems (Beam Cannons, Lasers, etc.). **Range:** 4000 ft (609 m).
- **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors to 10 mile (16 km) range.
- **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.
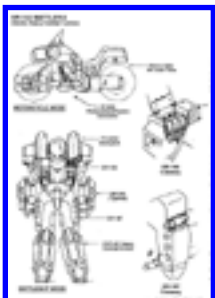
THE VR-152 BATTLER II

BACKGROUND

The VR-152 Battler II was the first new cyclone design produced after the Second Invid War. Designed to be the new "Grunt" of the REF, this design sacrificed some of the Cyclone's fabled mobility for vast increases in armor and weaponry. The Battler II is now the standard front-line fighting mecha for the REF, and is usually used either as support forces for Destroid and Hovertank units or independent heavy infantry platoons. The Battler II is designed for the close assault ground combat that made up most of the land battles of the First Invid War.

The VR-152 Battler II cyclone is the largest and bulkiest of all cyclones, with the exception of the VR-112 Samson. The cyclone itself is very boxy and angular, resembling the older VR-052 Battler cyclone. Battler II Pilots usually wear the heavier CVR-4C heavy combat armor instead of the standard CVR-4 armor, in anticipation of heavy hand-to-hand combat with enemy mecha.

SCHEMATICS

Click on the icon to the left to view some pictures from the REF Cyclone maintenance guide, document REF-8812-334-1199.

RPG STATS

Model: VR-152 Battler II
Class: 2nd Generation M.O.S.P.E.A.D.A. Infantry Unit
Crew: One

M.D.C. BY LOCATION:

```
    Motorcycle Mode                        Battlesuit Mode
    ---------------------------            -----------------------------
    Headlight              5               Tires (2, rear)          5
    Front Tire             5               Thrusters (rear)         75
    Rear Tire              5               Forearm Shields (2)      120
    Storage Box (2)        2 each          Leg Shields (2)          150
    Thrusters (rear)       75              Head                     90
(1) Main Body              350         (1) Main Body                350
```

M.D.C. OF BODY ARMOR:

```
(2) CVR-4C (Heavy Combat Armor)                            90
(2) CVR-4 (Standard Military Armor)                        70
(2) CVR-3 (Standard Military Armor, Support Personnel)     50
```

NOTES:

1. Depleting the M.D.C. of the Main Body will shut the mecha down completely.
2. Depleting the M.D.C. of the body armor will destroy it and very likely kill the wearer (10% chance of survival).

The Second Generation Cyclones are equipped with laser resistant ceramic armor, so laser weapons do only HALF damage. This does NOT include any other energy attacks such as particle beams or ion blasts, nor does it help against explosives.

SPECIFICATIONS

Motorcycle Mode:
  Maximum Speed: 180 mph (288 kmph)
  Cruising Speed: 80 mph (128 kmph)
  Turbo Boost Fwd: 30 ft (9 m) horizontal
  Turbo Boost Up: 15 ft (4.5 m) vertical

Battloid Mode:

    Running: 40 mph (64 kmph)
    Flying: 180 mph (288 kmph)
    Leaping: 20 ft (6 m)
    Thruster Leap: 80 ft (24 m)

Height:

    Battloid: 7.6 ft (2.3 m)
    Motorcycle: 3.7 ft (1.1 m)

Width:

    Battloid: 3.7 ft (1.1 m)
    Motorcycle: 2.0 ft (0.6 m)

Length:

    Battloid: 3.7 ft (1.1 m)
    Motorcycle: 6.0 ft (1.8 m)

Weight: 250 lbs (113 kg)

Cargo:

    The VR-152 has detachable cargo boxes that are connected to the rear of the bike like saddlebags. The size of each container is 18 inches tall by 20 inches wide by 18 inches deep. A passenger can also ride seated behind the driver. The VR-152 can hold 300 lbs (140 kg) in addition to the rider. Reduce maximum speed by 20% for every additional 50 lbs (22 kg) over the limit and add -1 to dodge.

    Unlike its predecessors, the storage boxes of the new cyclones do NOT drop off when they convert to battloid mode. Instead, the boxes are shifted to the lower back, just below the thruster packs and covering the butt of the pilot. The passenger, however, isn't so lucky...

Main Engine: FF-600 Fusion/Protoculture Engine

Range:

    2 protoculture cells will power the cyclone for approximately 12 months before needing refueling. The backup system can operate on 1 protoculture cell for 6 months at no penalty. Constant flying will drain the protoculture cells twice as quickly for all models. As a final backup, the cyclone can run on fusion power alone for up to 400 miles on a full tank of fuel, but maximum speed is reduced 15% and constant flying is impossible. The fusion engine runs off hydrogen, so any hydrogen-rich liquid (like water or ammonia) can be used for fuel. Extra gas from the fusion engine is released through an exhaust port.

Color Scheme:

Following the new painting scheme for most REF mecha, the new military cyclones are colored based on where they are stationed. Desert Cyclones are usually painted in a tan camouflage, Arctic Cyclones are painted a flat white, etc. Most of the Battler IIs assigned to the Icarus Mission were painted an olive green and grey in color, though they are often repainted by resistance groups to match their terrain or tastes. Each cyclone is streamlined in a color corresponding to the position of the pilot. Enlisted Pilots have their cyclones streamlined in Blue, Aces and low-ranking Officers in Red, and Platoon Leaders in Green.

WEAPON SYSTEMS

1. **GR-103 MINI-MISSILE LAUNCHER (2)**. The main weapon of older cyclones has remained mostly unchanged in the newer models. The launchers have been updated with newer technology which makes them more resilient to damage and easier to repair (+20% to repair rolls). In motorcycle mode, the two missile launchers are side by side in the nose of the cycle. In battloid mode, the missile launchers are divided, with one on each shoulder of the mecha. Both launchers hold 6 mini-missiles (usually armor-piercing).

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
   ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-152 Battler II.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One at a time or in volleys of two, four, six, or all. Remember, a volley counts as one melee attack regardless of the number of missiles.
   ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
   ❍ **Payload**: 6 missiles per each launcher, for a total capacity of 12.

2. **GR-187 HIP MISSILE LAUNCHERS** (2). A new addition to modern cyclones, the VR-152 Battler II comes automatically equipped with a pair of GR-187s. These weapons are mounted on the hip/upper leg shields in battloid mode and in the lower back of the cyclone in motorcycle mode. It appears as four small tubes built directly into the armored plate. The missiles can only fire in battloid mode.

   ❍ **Primary Purpose**: Assault
   ❍ **Secondary Purpose**: Anti-Aircraft, Anti-Mecha
   ❍ **Missile Type**: Any type of REF Mini-missile EXCEPT Plasma. Armor-piercing are standard-issue for the VR-152 Battler II.
   ❍ **Mega-Damage**: Varies with missile type.
   ❍ **Rate of Fire**: One or two at a time.
   ❍ **Range**: Varies with missile type; 20 ft to 1 mile.
   ❍ **Payload**: 4 missiles per each launcher, for a total capacity of 8.

3. **MODULAR WEAPON SYSTEMS**. As with all REF Cyclones, the arm shields of the VR-152 Battler II are designed to interface with one of the GR-series weapon modules. One weapon module can be mounted on each forearm shield, and it is not necessary to mount the same modules on each shield. The Cyclone's onboard computer system will automatically recognize which weapon module is installed and adjust the HUD displays on the pilot's helmet accordingly. Any GR-series weapon module can be used.

   Typical VR-152s are assigned two GR-200 MISSILE LAUNCHER/BEAM CANNON units, though different weapons may be assigned if necessary or desired. Click HERE for a complete listing of cyclone weapon modules.

4. **Hand-to-Hand Combat**. Punch does 1D4 M.D. Kick does 1D4 M.D. (The VR-152 Battler II has an equivalent strength of PS 50) Leap Kick does 2D4 M.D. Body Flip or Body Block does 1D4 M.D.

5. Any type of hand-held weapon can be fired by the pilot while in cyclone armor, including the new Gallant 1000 Multi-Weapon System.

6. Any other cyclone weapon pod can be substituted for the GR-200, both from the newer cyclone models and the older ones.

STANDARD SENSORS AND EQUIPMENT FOR ALL MILITARY CYCLONES

- **LASER-RESISTANT CERAMIC COATING:** 1/2 damage from laser attacks.
- **ENHANCED RADAR WITH HEADS-UP DISPLAY:** Range: 10 miles. Can identify and track up to 40 different targets.
- **TARGETING COMPUTER:** Uses helmet display instead of retractable sensor of older models. Provides the pilot with +3 to strike with missiles and +2 to strike with other weapon systems (Beam Cannons, Lasers, etc.). **Range:** 4000 ft (609 m).
- **RADIO COMMUNICATIONS:** Boosts standard radio in CVR-series armors to 10 mile (16 km) range.
- **MISCELLANEOUS INDICATORS:** Altitude, Speed, Power status, Time, Date, Direction, etc. All controlled by on-board computer.
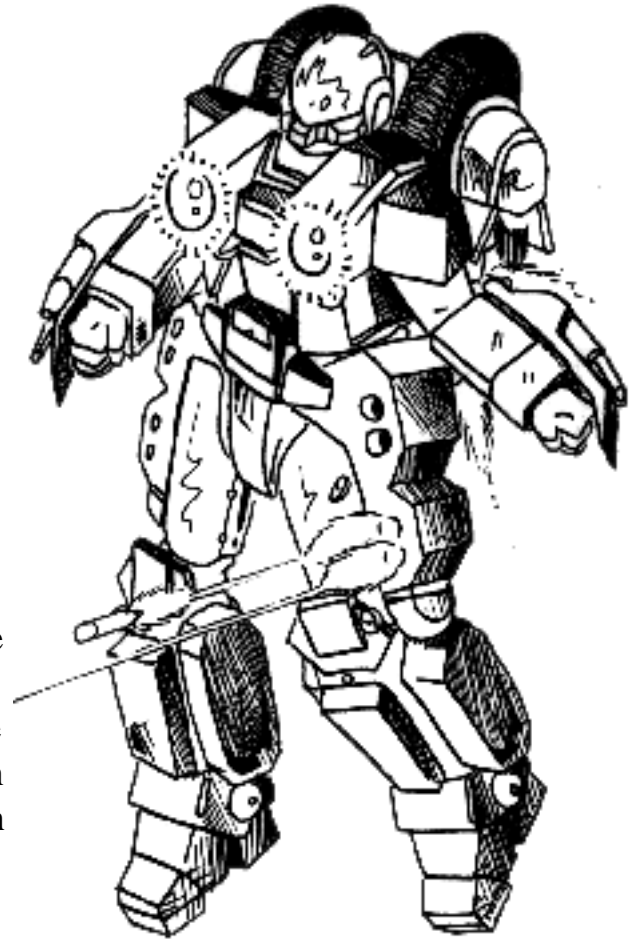
THE CYCLONES OF
THE THIRD INVID WAR

The **Cyclone Veritech Ride Armor** was probably the most revolutionary mecha ever constructed during the 21st century. This small motorcycle/powered armor suit gave pilots the strength of a larger Veritech or Destroid with the maneuverability neither could match. They were quickly put into mass production after their initial development, and soon became the most numerous mecha in the REF arsenal. With their ability to run on either Gasoline or Protoculture, they were ideal Invid fighters and served as the REF's front-line strike force for most of the campaign to recapture Earth from the Invid Regis. It was therefore not surprising that the Cyclones were among the first mecha to be updated and improved in the interim between the Second and Third Invid Wars.

The second generation of Cyclones were designed to take advantage of new technology discovered during the Sentinels campaigns. For example, the new CVR-4 body armor that replaced the older CVR-3 near the end of the Second Invid War was constructed of molecular-aligned crystalline alloys, a "trick" taught to REF Metallurgists by the Spherians. These suits of armor were stronger and lighter than anything previously known to terran engineers. Another off-world technology included in the new cyclones was the powerful new micronized fusion/protoculture reactors. These reactors were based on Tirolian designs that could use water or any other hydrogen-rich liquid as fuel instead of gasoline. On the other hand, terran engineers still made their share of contributions to the new Cyclones. REF weapon engineers created a new series of modular weapon systems that could be used interchangeably with both the newer cyclones and the older models. By 2040 the initial bugs were worked out of the prototypes, and mass production of the new cyclones began in earnest. When the **Icarus Reconnaissance Fleet** left for Earth in 2044 it carried with it thousands of new Cyclones, ready to engage the Invid for the first time.

While developing the new combat cyclones, the REF design team also came up with some new ideas for the mecha. They realized that a man-sized mecha as powerful as the cyclone had hundreds of applications besides combat, and that the basic cyclone design could also serve as an excellent utility vehicle for the REF military. This led to the development of several types of cyclone support vehicles to

help keep the REF running smoothly. The first utility cyclone was the **VR-112 Samson,** a high-strength low-agility model that was intended to help move supplies and munitions as well as assist combat engineers in the field. A second model, the **VR-117 Firefly**, was developed for rescue operations, and a third model, the **VR-122 Protector**, was developed for security, civil defense, and urban pacification. Other utility cyclone designs, such as underwater and space construction powersuits, are currently under development by Terran and Tirolian mecha construction companies.

The development of the second generation of cyclone designs did not replace the older VR-0XX cyclones overnight. On the contrary, so many first-gen cyclones were produced between 2032 and 2039 that it will probably be decades before they disappear from common use (if ever). Even though the Icarus mission managed to ship hundreds of second-gen cyclones to Earth during the Third Invid War, older first generation designs were still far more common among resistance fighters than the newer models throughout the war.

Any characters who know how to pilot the older cyclones will be able to pilot the second generation cyclones without any difficulty. The main control systems for all cyclones are nearly identical; all an old cyclone rider needs to do is accustom himself to the sensor layouts and control changes of the new cyclones, such as the heads-up targeting display instead of a retractable targeting sensor for missiles. There is only one **Cyclone Combat** and one **Cyclone Combat Basic** skill; anyone trained on the first-generation Cyclones gets full bonuses when piloting the second-generation Cyclones provided he has Cyclone Combat skill. Consult the **Cyclone Combat Bonuses** tables for listings on what bonuses characters get for each model. Optionally GMs may wish to require players to practice on second generation cyclones for 24 hours before they get full benefits when piloting the new cyclones.

The availability of the new cyclones to the characters will initially be restricted by OCC. Only the **REF Cyclone Rider OCC** can have his choice of cyclone. Veritech and Destroid Pilots will be assigned ONE **VR-135 Forager**, and Military Specialists will be assigned a **VR-141 Super Saber**. REF Combat Engineers may be assigned a **VR-135 Forager** or **VR-112 Samson** depending on the situation. All other occupations will be assigned either the **VR-120 Ferret** or a **VR-135 Forager**. Other cyclones can be issued only by base commanders, and the circumstances for this are rare. Of course, in the chaos of the **Third Invid War** characters are free to pilot whatever working Cyclone they can find...

The REF Second Generation Cyclones

- VR-152 Battler II Infantry Cyclone
- VR-141 Super Saber Special Ops Cyclone
- VR-135 Forager Survival Cyclone
- VR-120 Ferret Recon Cyclone

- [VR-122 Protector Security Cyclone](#)
- [VR-117 Firefly Rescue Cyclone](#)
- [VR-112 Samson Engineering/Support Cyclone](#)

- [Combat Bonuses for New Cyclones](#)
- [Cyclone Weapon Modules](#)
- [Cyclone Hand Weapons](#)
- [Extra Equipment for Cyclones](#)

RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE THIRD INVID WAR
NEW CHARACTER CLASSES

CONTENTS:

RENEGADE INVID

"Look, mentally I'm older than Lincoln, emotionally I'm six years old, physically I look like I'm in my twenties, my hormones are going top speed, and I'm something evolved from a slug evolved into something evolved from an ape. And YOU got the nerve to say YOU'RE confused?!?"
Kayagh, Renegade Stage 5 Invid

Traditionally members of the Invid race have had a strong hive-mentality. To the Invid, there was no "self", only an overwhelming devotion to the Regis and the Invid collective. This all changed however when the Regis began creating Invid in human form with human brain patterns. For the first time in the history of the race, individual Invid began to think for themselves. While this resulted in much more unpredictable and deadly fighters, it also caused a problem that the Regis had not anticipated; humanoid Invid began to feel emotions such as love, hate, anger, and fear; emotions they had no idea how to deal with. And as a result, again for the first time in Invid history, some Invid actually began to question the plans of the Regis!

Many stage 5 invid possess a certain amount of rebelliousness, but only a very few actually go so far as to disobey the Regis' directives and work against the Invid occupation forces. Often these renegade Invid work by themselves, since there is still much distrust and hatred between them and the humans, but every once in a while both humans and invid will overcome their prejudices and work together against the stage 6 invid overlords.

NOTE: Renegade invid with the resistance are very rare, and likewise encounters with renegades should be extremely rare. If the GM consents to letting a player play a renegade invid, then certainly no more than one invid per party should be allowed!

GENDER:
   60% female, 40% male.
ALIGNMENT:
   Any, though if a stage 5 invid is working with the resistance then *principled, scrupulous, unprincipled, or aberrant*. Any others are not likely to have enough patience to join a resistance group, or even to go renegade in the first place.
HEIGHT:
   5 feet plus 3D6 inches.
WEIGHT:

130 lbs plus 2D4x10 lbs.
PHYSICAL S.D.C.:
6D6

ATTRIBUTES:

I.Q. 3D6 **M.E.** 3D6 **M.A.** 2D6 **P.S.** 3D6

P.P. 4D6 **P.E.** 3D6 **P.B.** 4D6 **Spd.** 3D6

As usual, any attribute of 16 or higher gets to roll an additional 1D6 for that attribute.

SPECIAL ABILITIES:

- Can automatically sense the presence of other invid within a one mile (1.6 km) area.
- Can communicate telepathically with other invid; range: one mile (1.6 km).
- Can attempt to fool other invid into believing that the character is still loyal to the invid cause. Fooled invid will not attack the character and **MAY** follow the character's instructions if they do not conflict with the invid's previous instructions. The fooled invid will automatically see through the ruse if the character tries to help his human allies or tries to interfere with Invid operations. Roll percentile dice on the table below to see if the invid is fooled.

    - **Stage 1 Invid:** 1-35% chance of being fooled.
    - **Stage 2 Invid:** 1-30% chance of being fooled.
    - **Stage 3 Invid:** 1-25% chance of being fooled.
    - **Stage 4 Invid:** 1-20% chance of being fooled.
    - **Invid Brains:** 1-15% chance of being fooled.
    - **Stage 5 Invid:** 1-5% chance of being fooled.
    - **Stage 6 Invid:** No chance; will automatically sense a ruse.
    - **The Regis:** No chance; will automatically sense a ruse.

R.C.C. SKILLS:

- Pilot Invid Battloids (65% + 5% per level of experience)
- Mecha Combat: Invid Battloids (Bonuses identical to Mecha Combat: Alpha Fighter)
- Navigation: land, air, water (+15%)
- Navigation: space (+10%)
- Detect Ambush (+5%)
- Detect Concealment (+5%)
- Hand to Hand: Expert - 1
- W.P. Energy Pistol
- W.P. Energy Rifle
- Trivia: Protoculture (30% + 5% per level of experience) - 2
- Trivia: Invid Race (60% + 5% per level of experience) - 2

1. May be upgraded to Martial Arts at the cost of one "other" skill.
2. These skills represent an invid's basic knowledge about protoculture and the invid race in general. Characters should use these skills when attempting to answer a question that "any Invid should know," such as invid tactics and hive designs. GMs may overrule these skills if their effects might be too damaging to the plot of the adventure.

OTHER SKILLS:

Select 10 other skills. Plus two at third level, two at sixth level, and one at tenth level. All new skills start at level one proficiency. Note that some skills must be taught by humans before any invid can gain the skill; it is highly unlikely that a stage 5 invid who has just gone rogue will know computer programming. Players and GMs should use common sense when determining what skills a renegade invid has.

- **Communications:** Any
- **Domestic:** Any
- **Electrical:** None
- **Espionage:** Any (+10%)
- **Mechanical:** None
- **Medical:** First Aid Only
- **Physical:** Any (+5% where applicable)
- **Pilot:** Any, but any aircraft, spacecraft, or mecha skills count as TWO skill selections each. Maximum allowable mecha combat level is **Mecha Combat BASIC**. All pilot skills MUST be taught by humans; they cannot be taken as initial skills.
- **Pilot Related:** Any (+5%)
- **Rogue Skills:** Any (+5%)
- **Science:** Any, but any skill besides Basic or Advanced Math counts as TWO skill selections.
- **Technical:** Any
- **Weapon Proficiencies:** Any
- **Wilderness:** Any, but must be taught by humans; they cannot be taken as initial skills.

SPECIAL RULE:

Inexperienced invid (or human) characters may elect to NOT fill all of their skill slots, and then claim them at a later time to represent skills learned during their adventures when their background can justify learning such skills. Skills can only be claimed when a character gets enough experience to advance a level. For example, a new renegade invid PC fills 5 skill slots, leaving 5 blank. When the character gains enough experience to advance to level 2, he chooses to take **Pilot Cyclone** and **Mecha Combat BASIC: Cyclone** as skills, using up 4 skill slots (see below). He justifies this by saying that the veritech pilot he has been traveling with has taught him how to use "earther mecha". The player still has 1 skill slot available for when he reaches level 3 or later. This rule may also be used for human children or other inexperienced characters (i.e. "Annie"). Delayed skills start at level 1 proficiency when claimed.

EXPERIENCE LEVELS:

1. 0,000-1,950
2. 1,951-3,900
3. 3,901-8,800
4. 8,801-17,600
5. 17,601-25,600
6. 25,601-35,600
7. 35,601-50,600
8. 50,601-70,600
9. 70,601-95,600
10. 95,601-125,600
11. 125,601-175,600
12. 175,601-225,600
13. 225,601-275,600
14. 275,601-325,600
15. 325,601-375,600

SAVINGS:

(1D4-1) x 10 *(Yes, 0 initial credits is possible)*

STANDARD EQUIPMENT:

One fully-functional suit of [Invid Body Armor](#) and one [Invid Type II Energy Pistol](#) with two extra protoculture cells. 1D4 weeks of reserve food and water rations. The GM may choose whether or not to let the character have a captured invid battloid, or he may let the player roll on the table below:

Renegade Invid Starting Mecha
(Roll Percentile Dice)

01-10
[Invid Assault Battloid](#)
11-55
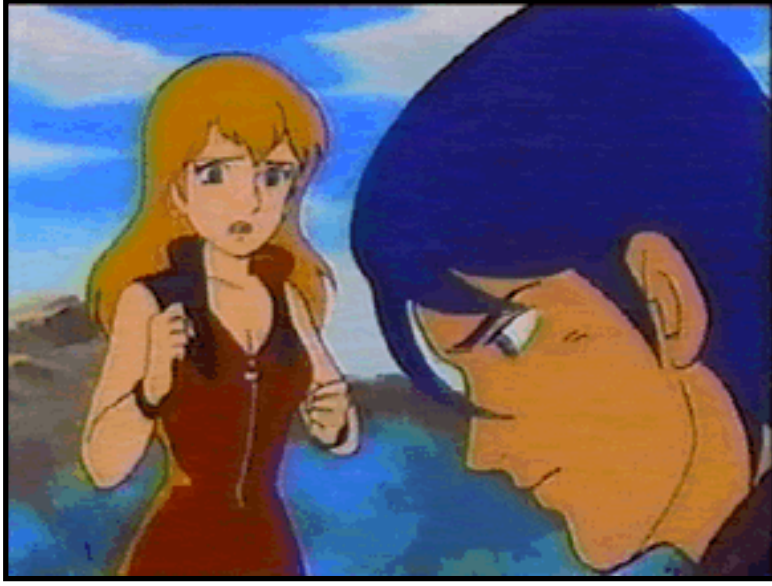*Invid Royal Command Battloid* (See Invid Invasion page 84)
56-00
No Mecha or Mecha destroyed during escape

NOTE: Finding spare parts for Invid Battloids will be **VERY** hard (almost next to impossible). Bio-Maintenance Engineers trying to repair Invid mecha have an automatic -20% to their rolls, and must work with the Invid **AT ALL TIMES** during the repair process.

GANGER O.C.C.

The Invid Wars have been very hard on the general civilian population of Earth. The democratic governments of the past have collapsed, and along with them almost all civil services such as police, hospitals, schools, etc. Many people have given in to despair, and spend their days huddled in shelters or under rubble praying that everything will go away. Others have adapted and learned to live in the harsh new world, becoming stronger and more resiliant (and more brutal) in order to survive in a land where "might makes right". Many of these survivors have banded together into gangs, working together for mutual protection. Some gangs are actually benevolent, ruling the cities they inhabit with a fair (if cold) hand. But by far the majority of them are cruel and criminal, raping and pillaging towns for their own pleasure and survival. The lowest have even thrown in with the Invid, and now work as pawns of their overlords. These Invid sympathizer gangs (called **FRAGS**) are particularly dangerous, as they actively hunt down dissidents and resistance fighters for their Invid masters.

Sometimes gangers will become disillusioned with their fellow gang members and seek to escape. Leaving a gang is not hard; all one needs to do is sneak out of their city and into the wastelands that surround them. Often these ex-gangers will hook up with resistance fighters or rebels and work together for something better. Although usually young, poor, and uneducated, these warriors bring with them survival skills that are invaluable to a party travelling in the destroyed cities and urban wastelands of Earth.

ATTRIBUTE REQUIREMENTS:

Gangers who are still alive are generally fast, clever, and agile, but there are no real requirements.

O.C.C. SKILLS:

- Streetwise (+20%)
- Pilot: Motorcycle (+15%)
- Prowl (+10%)
- W.P. Knife
- W.P. Revolver
- Hand to Hand: Basic (may be upgraded to Expert at the cost of one "extra" skill, and Martial Arts at two "extra" skills)

OTHER SKILLS:

Select 15 other skills, plus 2 at level three, 2 at level six, and 1 at level ten. All new skills start at level 1 proficiency.

- **Communication:** Radio: Basic only.
- **Domestic:** Any (+5%).
- **Electrical:** Basic Electronics only.
- **Espionage/Military:** Any (+5%).
- **Mechanical:** Automotive Mechanics, Baic Mechanics, and Locksmith only.
- **Medical:** First Aid only.
- **Physical:** Any (+5% where applicable).
- **Pilot:** Any (+5%, mecha-related skills count as 2 skill selections).
- **Pilot Related:** Navigation (Air, Land, Water) only.
- **Rogue:** Any (+15%).
- **Science:** Mathematics: Basic only.
- **Technical:** Demolitions only (counts as 2 skill selections).
- **Weapon Proficiencies:** Any.
- **Wilderness Skill:** Any (+5%).

SPECIAL RULE:

Young gangers may elect to NOT fill all of their skill slots, and then claim them at a later time to represent skills learned during their adventures when their background can justify learning such skills. Skills can only be claimed when a character gets enough experience to advance a level. For example, a new Ganger fills 10 skill slots, leaving 5 blank. When the character gains enough experience to advance to level 2, he chooses to take Pilot Cyclone and Mecha Combat BASIC: Cyclone as skills, using up 4 skill slots. He justifies this by saying that the veritech pilot he has been traveling with has taught him how to use Cyclones. The player still has 1 skill slot available for when he reaches level 3 or later. This rule is primarily intended for human children or other inexperienced characters (i.e. "Annie"). Delayed skills start at level 1 proficiency when claimed.

EXPERIENCE LEVELS:

1. 0,000-1,875
2. 1,876-3,750
3. 3,751-7,250
4. 7,251-14,100
5. 14,101-21,200
6. 21,201-31,200
7. 31,201-41,200
8. 41,201-51,200
9. 51,201-71,200
10. 71,201-101,500

11. 101,501-136,500
12. 136,501-186,500
13. 186,501-236,500
14. 236,501-286,500
15. 286,501-326,500

SAVINGS:

(1D6-1) x 10 (yes, 0 initial credits is possible)

STANDARD EQUIPMENT:

An automobile, jeep, dune buggy, or motorcycle. One knife, one pistol, and one rifle weapon (may be MDC weapons). 1D6 spare clips for each weapon. 30% chance that the character will own a suit of REF or Southern Cross armor (70% chance if a frag). See the entry on **FRAGS** for possible weapon and armor selections.

REF COMBAT PARAMEDIC O.C.C.

The REF Combat Paramedic is a highly-trained medical specialist who is a vital part of the REF Military. While not as experienced or as knowledgable as a true Medical Doctor, the paramedic is trained in all forms of emergency medicine and is familiar with triage medical practices and addressing critical life-threatening wounds. More importantly, the Combat Paramedic is experienced in military tactics and can defend himself/herself in the field as well as keep pace with other military units. In terms of medicine, the paramedic is qualified to perform everything up through simple surgery and common medical procedures (appendectomies, shrapnel removal, delivering babies, etc.) but is not experienced in more advanced areas such as combatting viruses or brain surgery. The main focus of the Combat Paramedic's training is to keep a wounded soldier alive and stable until he can be evacuated to a field hospital.

The Combat Paramedic is typically a resourceful individual who thinks fast and can make due with limited resources. He/she will typically try to avoid combat and bloodshed (it goes against his/her hippocratic oath) but also realizes that sometimes it is necessary to use lethal force to defend one's self and loved ones. The paramedic is trained in combat tactics, however, and can hold his/her own in a fight. Combat Paramedics are highly sought after among resistance groups on Earth during the Third Invid War. They provide invaluable services in a world where combat is common, swift and deadly and trained medical staff are virtually nonexistant.

REF Combat Paramedics recieve Cyclone Basic training as part of their REF training, and are usually issued a **VR-117 Firefly** when going into the field. They typically are not permitted training in other mecha such as Veritechs and Destroids.

ATTRIBUTE REQUIREMENTS: IQ 10 or higher.

O.C.C. SKILLS:

- Paramedic (+25%)
- Field Surgery (+15%)
- Radio: Basic
- Wilderness Survival (+5%)
- Pilot Truck: Small (Ambulance) (+10%)
- Pilot Motorcycle (+10%)
- Pilot Cyclone (+10%)
- Mecha Combat Basic: Cyclone
- Hand to Hand: Expert (may be upgrade to Martial Arts at the cost of one "extra" skill)
- W.P. Automatic Pistol

OTHER SKILLS:
Select 12 other skills, plus two additional skills at level 3, two at level 6, two at level 9, and two at level 12. All new skills start at level 1 proficiency.

- **Communication:** Any
- **Domestic:** Any
- **Electrical:** Basic Electronics only.
- **Espionage:** Detect Ambush, Detect Concealment, Land Navigation, and Tracking only.
- **Mechanical:** Basic Mechanics only.
- **Medical:** Any, but Pathology counts as two skills and Medical Doctor counts as three (!) skills. (+10%)
- **Physical:** Any
- **Pilot:** Any except Mecha piloting skills. (+5%)
- **Pilot Related:** Any
- **Rogue:** Any
- **Science:** Any (+5%)
- **Technical:** Any, except Demolitions and Demolitions Disposal.
- **Weapon Proficiencies:** Any, except Cyclone Weapon Systems.
- **Wilderness:** Any (+5%)

EXPERIENCE LEVELS:

1. 0,000-2,000

2. 2,001-4,000
3. 4,001-8,200
4. 8,201-16,400
5. 16,401-24,500
6. 24,501-34,600
7. 34,601-49,700
8. 49,701-69,800
9. 69,801-94,900
10. 94,901-129,000
11. 129,001-179,100
12. 179,101-229,200
13. 229,201-279,300
14. 279,301-329,400
15. 329,401-389,500

SAVINGS:

3D6 x 100

MONTHLY WAGES:

3,000 for a new recruit (levels 1-3); 3500 for 4th level and higher; paramedics above 7th level usually become field doctors and earn 7,000 or more per month.

STANDARD EQUIPMENT:

- Sidearm (usually M-37 "Weasel" Auto-Pistol)
- Medical Kit (includes first-aid kit, bandages, antiseptics, healing/disinfectant salves, aspirin, painkiller, antibiotics, hypodermic gun, electronic thermometer, stethoscope, tounge depressors, pen flashlight)
- Surgical Kit (includes scalpels, clamps, sutures, needles, etc)
- Standard REF Survival Kit
- Uniform
- Reusable Surgical Gown and Gloves
- CVR-4 armor
- Cyclone (Typically VR-117 Firefly, sometimes VR-135 Forager)
- Portable field computer
- Wrist-radio (short-range--eight miles)
- Emergency Beacon (20 mile range)
- Four weeks' rations
- Flashlight
- Four signal flares

SPECIAL CLEARANCE UPON ASSIGNMENT:

Additional medical equipment, including the CA-106 "Hos-box" for use with VR-117 Cyclone.

REF MILITARY POLICE O.C.C.
Originally created by Yoroiden (Yoroiden@aol.com)

The REF Military Police (REF MP) is the expeditionary force's version of the Southern Cross Global Military Police. Like the GMP, the REF MP is an elite intelligence and law enforcement division that maintains order within REF forces and ensures that robotechnology is never compromised or abused. REF MP agents are stationed on all ships and bases in the expeditionary force. Although they share the same facilities and use the same mecha as the regular troops, they have their own reporting structure and are answerable only to their MP superiors and the REF high command.

REF Military Police officers are heavily trained in forensic arts such as tracking, investigation, and interrogation. They are also extensively drilled in hand-to-hand and modern firearm combat skills so that they can hold their own in combat when necessary. They are given basic familiarity training in most REF mecha but are specifically trained to use REF Cyclones and Southern Cross Garlands. REF MP officers are also experienced in crowd control measures, and are even skilled in emergency medical skills to care for injured persons until paramedics can arrive.

Like their counterparts in the GMP, REF Military Police are given top security clearance, access to special items and mecha, and the freedom to act under their own discretion during an investigation. Because of this preferential treatment most of the standard REF soldiers consider the REF MP to be snobbish and arrogant. However, the majority of REF MP officers are loyal, dependable and trustworthy soldiers who strongly believe in the principles of the REF.
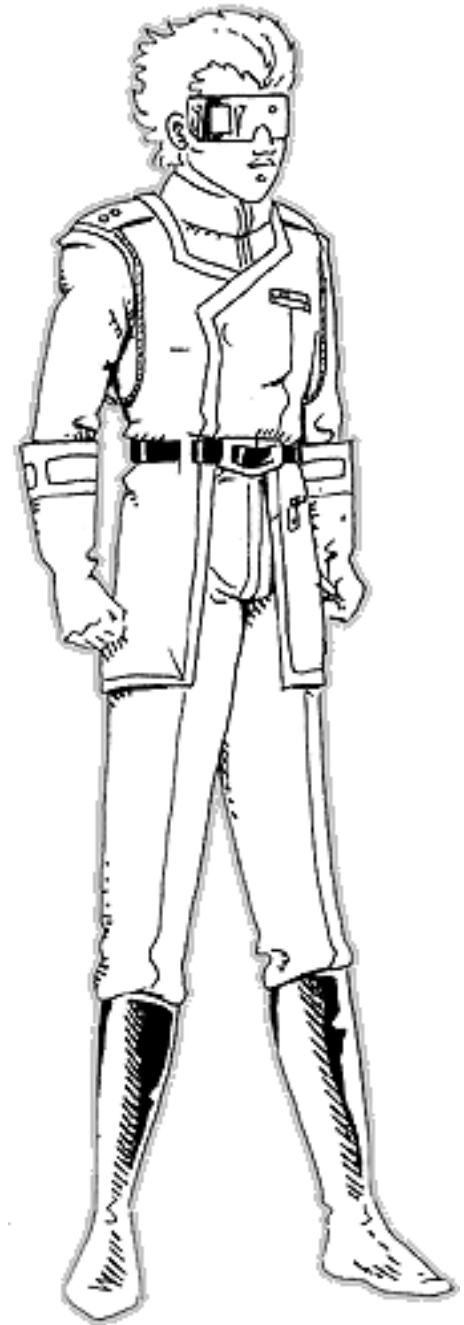
ATTRIBUTE REQUIREMENTS: A high IQ and PS (>10) are preferred, but not required.

O.C.C. SKILLS:

- Radio: Basic (+20%)
- Surveillance Systems (+30%)
- Intelligence (+15%)
- Interrogation (+10%)
- Tracking (+20%)

- Criminal Sciences and Forensics (+15%)
- First Aid (+5%)
- Field Surgery (+30%)
- Pilot Motorcycle (+20%)
- Pilot Mecha: Cyclone & Garland (all) (+20%)
- Weapon Systems (+15%)
- Find Contraband, Weapons, & Cybernetics (Invid experimets): 40% + 4% per level of experience
- Streetwise (+20%)
- W.P. Gallant
- W.P. Heavy
- Hand to Hand: Martial Arts - 1

1. Martial Arts can be changed to Aikido, but with GM's permission, and the ability to find the skill (Rifts World Book 8: Japan)

OTHER SKILLS:
Select 12 other skills, plus three at level 3, two at levels 6, two at level 9, and one at level 12. All new skills start at level 1 proficiency.

- **Communications:** Any (+10%)
- **Domestic:** Any
- **Electrical:** Basic only
- **Espionage:** Disquise, Escape, and Sniper only (+5%)
- **Mechanical:** Automotive, Locksmith, and Veritech Mechanics (only applicable to cyclones)
- **Medical:** Paramedic (counts as 2 skills) or Medical Doctor (counts as 3 skills)
- **Military:** Demolitons Disposal only (+10%)
- **Physical:** Any, except acrobatics
- **Pilot:** Any (+10%) except mecha combat is basic
- **Pilot Related:** Any (+5%)
- **Rogue:** Any
- **Science:** Any (+5%)
- **Technical:** Any, except Operate Heavy Power Tools
- **Weapon Proficiencies:** Any
- **Wilderness:** Any (+5%)

EXPERIENCE LEVELS:

1. 0,000-1,925
2. 1,926-3,850
3. 3,851-7,450
4. 7,451-14,900
5. 14,901-21,000
6. 21,001-31,000

7. 31,001-41,600
8. 41,601-53,000
9. 53,001-73,000
10. 73,001-103,500
11. 103,501-139,000
12. 139,001-189,000
13. 189,001-239,000
14. 239,001-289,000
15. 289,001-339,000

SAVINGS:

4D6X100

MONTHLY WAGES:

Monthly Wages: 3,000 for levels 1-5, 4000 levels 6+

STANDARD EQUIPMENT:

- Gallant 1000 w/ Rifle attachment and flash suppressor
- M-37 Weasel
- First-aid kit w/ emergency equipment (pain killer, turniquettes, etc.)
- Standard REF survival kit
- Dress and Combat uniforms
- CVR-4 Body Armor
- VR-122 Protector Cyclone (Former Southern Cross members may have a Garland 6 or 7)
- Portable Field Computer
- Wrist Radio (20 mi)
- Emergency Beacon
- 4 Weeks Rations
- Flashlight
- Handcuffs
- Night Stick (1D6 SDC Damage)
- 10 Tracer Bugs (See Robotech RPG pg. 80)
- 10 Signal Flares

SPECIAL CLEARANCE UPON ASSIGNMENT:

Heavy Weapons, Rifles, Mecha, vehicles, aircraft, personnel, etc.

REF COMBAT ENGINEER O.C.C.

(For TIW/Sentinels, but adaptable to Macross and Southern Cross)

Ever since the U.S. Army Corps of Engineers, construction engineers have been a vital part of the armed forces, building (or blowing up) bridges, bases, and other structures to aid in the accomplishment of a military objective. Army Engineers also act as "sappers," using special equipment to clear areas of land mines and booby-traps. In peacetime, combat engineers perform civilian works, such as building dams (such as Bagnall Dam in Missouri) and work to avert disasters such as earthquakes and flooding.

The services of a combat engineer are a much-needed commodity during the Invid occupation of Earth. Many buildings and fortifications are half-ruined, and only skilled construction workers can repair them. The Resistance can always use the services of a military engineer to help defeat fortifications made by the Invid, and pay on individual jobs can often be astounding.
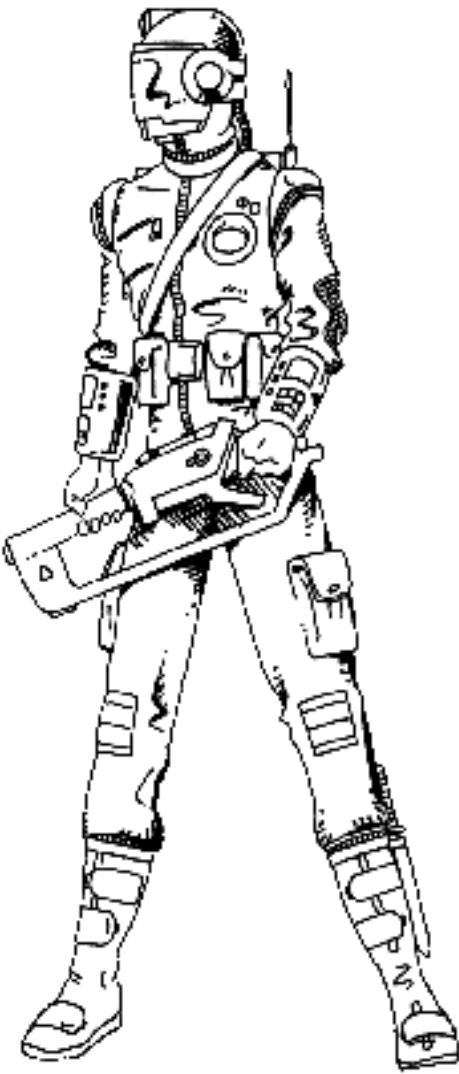
ATTRIBUTE REQUIREMENTS: IQ 9, PE 12 or higher.

O.C.C. SKILLS:

- Basic and Advanced Mathematics (+10%)
- Construction Engineering (+20%)
- Design Engineering (+20%)
- Demolitions (+20%)
- Surveying (+20%)
- Operate Heavy Power Tools (+15%)
- Pilot Cyclone (+10%)
- Mecha Combat: Cyclone
- Hand to Hand: Basic (may be upgraded to Expert at the cost of one "extra" skill, and Martial Arts at two "extra" skills)

ADAPTATIONS:

For Macross, remove Cyclone Piloting/Combat and replace with two additional "other" skills.

Ignore the skills and categories that Macross didn't have, and the only mecha combat allowed under Pilot Skills is Destroid Combat. Veritech piloting and combat is NOT allowed.

For Southern Cross, replace Cyclone Piloting/Combat with Battloid Piloting/Combat. Again, the only mecha that can be piloted are Battloids. No Veritechs.

OTHER SKILLS:

Select 14 other skills, but at least four must come from Electronic and/or Mechanical, and two from Technical. Plus two additional skills at Level 3, two at Level 6, two at Level 9, and two at Level 12. All new skills start at Level 1 proficiency.

- **Communication:** Any
- **Domestic:** Any
- **Electrical:** Any (+5%), including Electrical Engineer.
- **Espionage:** Wilderness Survival and Detect Concealment only.
- **Mechanical:** Any (+10%), including Mechanical Engineer.
- **Medical:** First Aid or Paramedic (counts as 2 skills) only.
- **Physical:** Any
- **Pilot:** Alpha, Beta, Hovertank, or VF series only (+5%). Mecha Combat is limited to basic.
- **Pilot Related:** Any (+10%).
- **Rogue:** Any (+5% to Safe-Cracking).
- **Science:** Any (+5%).
- **Technical:** Any (+10%).
- **Weapon Proficiencies:** Any, except Cyclone Weapon Systems.
- **Wilderness:** Any

EXPERIENCE LEVELS:

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

SAVINGS:

4D6 x 100 *(Combat Engineers are among the most highly-paid of the REF specialists)*

MONTHLY WAGES:

3,000 for a new recruit (levels 1-5); 3800 for 6th level and higher; officers receive 5,000 to 6,000 credits per month or more.

STANDARD SENTINELS/TIW EQUIPMENT:

- Energy pistol (often Gallant or SAL-9)
- S.D.C. sidearm (usually Wolff Auto Pistol or Browning GP-35)
- Portable welding unit
- Uniform
- CVR-4 armor
- Cyclone Cycle (usually one of the light models, or the VR-112 Samson for special missions)
- Portable field computer (with CAD program if design engineer)
- Wrist-radio (short-range--eight miles)
- Tool kit
- Four weeks' rations
- Flashlight
- Three signal flares

STANDARD INVID INVASION EQUIPMENT:

- Energy pistol (often Gallant or SAL-9)
- S.D.C. sidearm (usually Wolff Auto Pistol or Browning GP-35)
- Portable welding unit
- Uniform
- CVR-3 armor
- Tool kit
- Four weeks' rations
- Flashlight
- Three signal flares
- Land Vehicle (may or may not be a Cyclone; GM's decision).

ADAPTATIONS:

For Macross, remove the Cyclone and CVR-3 armor and energy weapon. Add an S.D.C. submachine gun or rifle. For Southern Cross, remove the Cyclone and replace the CVR-3 armor with the standard body armor of whatever army the engineer is attached to (usually Civil Defense Squad or the Global Military Police).

SPECIAL CLEARANCE UPON ASSIGNMENT:
Additional equipment, surveying tools, explosives, mecha, access to construction shops and subordinate construction workers.

CIVILIAN CONSTRUCTION ENGINEER

(For TIW/Sentinels, but adaptable to Macross and Southern Cross)

The civilian engineer could be called the equivalent of the combat engineer but employed in the private sector. These individuals are often placed in command of groups of laborers working on construction projects. Starting out, these engineers are sub-contractors to one or more levels of higher-level construction engineers, who are in turn subcontractors to contracting companies. As they gain more experience, the engineers advance upward, getting more men (and subcontractors) under their command. Eventually, they may become the heads of their own contracting organizations, passing on contracts to subordinate (lower-level) engineers.

In any Robotech era, construction engineers will usually never lack for a job. But in the Macross and Invid wars era in particular, when reconstruction was commencing at a startling rate, construction engineers are particularly sought-after, with even the lowest-level engineer receiving astounding salaries (up to ten times the base) from groups such as E.B.S.I.S. and RDF.

ATTRIBUTE REQUIREMENTS: IQ 9, PE 12 or higher.

O.C.C. SKILLS:

- Pilot Automobile (+5%)
- Cook (+5%)
- Computer Operation (+5%)
- Basic Mathematics (+5%)
- Advanced Mathematics (+5%)
- Construction Engineer (+15%; Professional)
- Operate Construction Equipment (+15%; Professional)
- Operate Heavy Power Tools (+15%; Professional)

   NOTE: May choose three alternate professional construction (or even other category) skills of choice; however for a professional Construction Engineer, the above three are the most likely choices.

OTHER SKILLS:

Select 16 other skills. Plus two at third level, two at sixth level, and one at tenth level. All new skills start at level one proficiency. All new skills start at level one proficiency. "Other Skill" Categories are the same as the Nonmilitary Personnel OCC, with an additional bonus of +10% to any construction-related skills.

EXPERIENCE LEVELS:

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

SAVINGS:
4D6 x 100

MONTHLY WAGES (from contracting agency):
3,200 for a recent trade school graduate (levels 1-5); 4,200 for 6th level and higher; experienced contractors receive 5,500 to 6,500 credits per month or more. Self-employed contractors may receive ten to hundreds of thousands of credits per job, depending on the quality of the workmanship, the size and complexity of the project, and the number of men under him. It is possible to receive multi-MILLION-credit contracts, but not likely in terms of gameplay; the character would have to be AT LEAST tenth level for his or her contracting agency to be well-known enough to get that kind of deals.

STANDARD EQUIPMENT:

- Headset radio (short range - 5 miles)
- Toolbox filled with common construction tools (hammer, screwdrivers, etc.)
- Work coveralls
- Hard-hat helmet
- S.D.C. sidearm (optional) for personal off-duty use and self defense.

If working for the resistance or the military, also has a set of CVR-3 body armor and a [VR-112 Samson](#) or VR-038-LT Cyclone (Sentinels or Invid Invasion only). May also have a small apartment paid for by the company.

RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

The following material is from **THE THIRD INVID WAR**, a fan supplement by **Dave Deitrich** and **Chris Meadows**. Please feel free to use, copy, and distribute it as you see fit. All we ask is that you give proper credit to us and do not claim that it is your own work. Comments and suggestions are welcome.

THE THIRD INVID WAR
NEW CHARACTER SKILLS

The following is a list of new skills for the Palladium RPG system that are being introduces with TIW. All new skills listed below can be included under one of the older skill categories used in the Robotech and Sentinels role-playing games (as well as any other Palladium RPG). The skill category is listed in *italics* immediately after the skill name. No conversion of characters is necessary before they can learn any of the skills below; any character that can learn skills from the appropriate category can learn these new skills. Any O.C.C. bonuses applicable are also valid for these skills.

CONTENTS:

- Basic Construction
- Basic Drafting
- Construction Demolitions
- Construction Engineering
- Design Engineering
- Field Surgery
- Operate Construction Equipment
- Operate Heavy Power Tools
- Plumbing
- Surveying

NOTE: New skills may be added to this list at a later date.

- **BASIC CONSTRUCTION** *(Technical)* - The practiced skill of repairing structures (including bridges, houses, skyscrapers, the Statue of Liberty, etc.) or building them, under competent supervision (this would be the skill belonging to most of today's construction workers--non-college-trained, blue collar laborers). This includes the ability to read simple blueprints and the ability to operate simple construction equipment (such as small welders, solderers, power drills, etc.). People who have this proficiency understand how buildings are constructed. This can be

useful in the case of rescuers trying to dig people out from under a collapsed building (i.e. figure out how to shift it so the whole thing won't collapse on the people). **BASE SKILL:** 50% + 5% per level of experience.

- **BASIC DRAFTING** *(Technical)* - Includes reading and drawing simple blueprints, as well as making fairly good-quality drawings (Basic Mathematics required). **BASE SKILL:** 50% + 5% per level.

- **CONSTRUCTION DEMOLITIONS** *(Technical)* - This is the same as the Technical Demolitions skill; however only civilian (construction) applications are taught. When working under military conditions, or with a military application of the skill, subtract 30%. NOTE: An exception to this is the Military Construction Engineer, who specializes in this kind of work. **BASE SKILL:** 60% + 5% per level of experience.

- **CONSTRUCTION ENGINEERING** *(Mechanical)* - The expert skill of repairing or building structures and/or supervising Basic Construction workers in building structures (also includes the ability to read complex blueprints and a working knowledge of Demolitions as pertains to construction; Basic and Advanced Mathematics required). **BASE SKILL:** 40% + 5% per level of experience.

- **DESIGN ENGINEERING** *(Mechanical)* - The expert skill of understanding blueprints and graphic design (also includes knowledge of how to use CAD (Computer-Aided Design) programs). The Design Engineer can create complex blueprints and designs, and also make professional-quality perspective drawings. In addition to designing structures, Design Engineers may also design weapons, vehicles, mecha, or other devices, depending on what their other specialties (other skills) are (Basic and Advanced Mathematics required). **BASE SKILL:** 40% + 5% per level of experience.

- **FIELD SURGERY** *(Medical)* **(Original skill by Pat Nowak)** - This skill reflects training in emergency life-saving surgical procedures that can be performed in the field to keep critically wounded patients alive. Given the proper tools, the surgeon character can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood transfusions, etc. (The character can also try to improvise the supplies he/she needs, but in this case receives a -10% penalty to the skill roll.) Field expedient surgery is a dangerous proposition that too often results in the death of the patient. Because of the risk involved, field surgery is attempted only when it is the only chance the wounded person has for survival. If the operation is successful, the patient lives and can be evacuated to a base or hospital, but a failed roll results in the immediate death of the patient. **BASE SKILL:** 16% + 4% per level of experience.

  Optional Guidelines for Fatal Injury Treatment: In the violent world of the Third Invid War, unarmored humans are at an extreme disadvantage. Once a person's mecha and body armor are destroyed, a single M.D. blast will usually obliterate him/her. These guidelines are provided to

give characters a chance, however slight, to survive a blast that would normally evaporate the character. If the GM agrees, the character can survive a mega-damage intensity wound if a trained medic makes a successful *field surgery* skill roll.

Unless the attacker made a called shot or rolled an unmodified 19 or higher, the character has the chance to live. The basic idea is that the M.D. blast was partially absorbed by nearby cover or merely sheared off a limb (GMs, use your imagination). Within 1D4 melee rounds after the character's being hit, a medic character must attend to his/her injuries. If the medic makes a successful skill roll, the character is incapacitated but survives the attack, though just barely (reduce S.D.C. to zero and hit points are at 1D6 above zero). A failed roll means the injured character was beyond saving and dies an instant later.

Note that even if the surgery is successful and the victim survives, he/she is by no means out of danger. The person will be in shock, crippled, and will most likely require additional extensive surgery and a long recovery period before s/he is able to adventure again, both of which are nearly impossible to find in the post-holocaust world of TIW. Just keeping the character alive and transporting him/her to adequate medical help may be an entire adventure in itself. Even afterwards, the character may have lasting side-effects such as insanity or pemanenet physical crippling/disfigurement (GM's option).

*(This skill originally appeared in **Rifts World Book 11: Coalition War Campaign**)*

- **OPERATE CONSTRUCTION EQUIPMENT** *(Pilot)* - The ability to drive bulldozers, backhoes, forklifts, cranes, et cetera. Could be considered a Piloting skill. **BASE SKILL:** 60% + 5% per level of experience.

- **OPERATE HEAVY POWER TOOLS** *(Technical)* - Knowledge of exactly how to use heavy equipment such as jackhammers, riveters, welders, pneumatic drills, cutting torches, et cetera. May also be considered a "weapon proficiency," as it gives a +3 to strike the target with these construction implements. **BASE SKILL:** 55% + 5% per level of experience.

- **PLUMBING** *(Technical)* - The practice of fixing leaky pipes or hydraulics. May be used to work on mecha hydraulic systems at -30%. **BASE SKILL:** 50% + 5% per level of experience.

- **SURVEYING** *(Technical)* - The ability to use surveying equipment to take accurate sightings and measurements of land, for use in architectural designs or mapmaking. Basic and Advanced Mathematics are prerequisites. Adds a +10% bonus to Navigation, and a +5% bonus to Optic Systems. **BASE SKILL:** 40% + 5% per level.

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

Last Updated: Saturday, July 25, 1998

THE THiRD iNViD WAR
A Chronology of Important Dates

WARNING!
CLASSIFIED MATERIAL!

The following information is
for the Game Master's eyes only!
You will ruin much of your enjoyment
of TIW as a player if you continue to
read this page. If you plan on playing
TIW as a PC, STOP READING NOW!

2022

- The **SDF-3 Pioneer** Battle Fortress and its escorts arrive at Tirol.
- Tirol is currently under siege by the Invid Regent. Invid forces engage the *Pioneer*.
- **SENTINELS WAR** (later called the **FIRST INVID WAR**) **BEGINS**

2031

- Robotech Masters arrive at Earth.
- Armies of the Southern Cross engage Robotech Masters.
- **SECOND ROBOTECH WAR BEGINS**

2032

- Robotech Masters are defeated above the remains of the SDF-1.
- **SECOND ROBOTECH WAR ENDS**
- United Nations world government collapses completely.
- Armies of the Southern Cross officially disband.

- Invid Regent is killed by REF/Sentinels forces on Optera.

- **FIRST INVID WAR ENDS**
- Invid Regis gathers remaining Invid forces and retreats to unknown system.

2033

- **REF Venus Attack Group**, led by Colonel Johnathon Wolff, arrives at Earth with warning about Invid.
- Dana Sterling and remains of the 15th ATAC hijack Johnathon Wolff's flagship, the Warrior-class destroyer **RSS WolfPack**, and return to Tirol along with 200 clone survivors from the Robotech Master's main mothership.

2035

- Invid Regis and her forces arrive in the Sol system.
- First wave of Invid attack Earth. 90% of Earth's surviving military forces (including the remains of the *Venus Attack Group*) are destroyed.
- **THIRD ROBOTECH WAR** (later called the **SECOND INVID WAR**) **BEGINS**
- Earth is occupied by the Invid Regis and her forces.

2036

- *REF Mars Attack Group* arrives at Earth. The fleet is destroyed in orbit by Invid forces.
- Lieutenant Scott Bernard is one of the few survivors that make it to Earth.

2038

- **BATTLE OF REFLEX POINT**. The **REF Jupiter Attack Group** (95% of remaining REF fleet) arrives in the Sol system.
- Invid Regis abandons Earth, but approximately 98% of Jupiter Attack Group is destroyed.
- **SECOND INVID WAR ENDS**
- *SDF-3 Pioneer* is lost in space. Lt. Cmdr. Scott Bernard and Commander Vince Grant lead a rescue mission in the Haydonite cruiser *Ark Angel*, the only surviving Jupiter Group command ship.

- Invid Regis and remains of the Invid race settle on a remote world on the very edge of the galaxy. Planet is named **New Optera**.
- First crops of the Invid Flower of Life do not do well on New Optera.
- Invid scientists estimate that the race will starve in 6-9 months unless a temporary food supply can be found.
- Regis begins to consider re-occupation of Earth.

2039

- Regis creates the [Stage 6 Invid](#) as leaders for the Earth Occupation Forces.
- Invid forces return and reoccupy Earth.
- Remains of Jupiter Attack Group attempt to defend against the Invid but are destroyed.
- **THIRD INVID WAR BEGINS**

2040

- Stage 6 Invid slowly become corrupted by their power.
- Friction between Stage 5 and Stage 6 Invid starts to increase.
- Rook, Rand, Lancer, and other heroes of the Second Invid War form ***Rook's Knights***, a large resistance group operating primarily in western North America. Rook and Lancer are elected co-leaders of the group.

2041

- Stage 6 Invid develop the **"Fortress Earth"** plan to blockade the planet with a series of powerful orbiting hives.
- Construction of the [Invid Space Hive](#) ring begins.

2042

- Events in "**Return of the Masters**" take place.

- Back at Tirol, Colonels John Korcheck and Roger Harris receive approval for an Earth reconnaisance mission. Preparations for **REF Icarus Recon Group** begin.
- Anton Kosmas betrays *Rook's Knights* and leads the group into an ambush. Kosmas detonates a nuclear device killing most of the Knights, although Rook, Lancer and the others heroes survive.
- The surviving members of *Rook's Knights* break up and go their separate ways.

2043

- Events in "**Lancer's Rockers**" take place.
- Invid complete Space Hives. New Invid mecha designs begin to appear on Earth.

2044

- **Icarus Recon Group** launched for Earth.
- Tenative plans for **REF Prometheus Attack Group** begin. Final approval is witheld pending

- results of Icarus mission.

- Icarus fleet arrives in Solar System near Jupiter. Attempts to contact **REF Jupiter Base Io** and **REF Moon Base Aluce II** are unsuccessful. Recon patrols reveal that Jupiter Base Io has been completely destroyed by an unknown force. Icarus begins to move towards Earth.
- Advance squad of ships are sent ahead of Icarus fleet to recon Earth and attempt to contact Moon Base Aluce II. Ships are destroyed upon entering Earthspace by Invid Space Hives. Only one ship escapes to warn the Icarus fleet.
- Icarus forces begins hit-and-run attacks against Invid space defenses in the hopes of getting small groups of mecha to Earth to contact resistance groups.

- **THE LaGRANGE MASSACRE**. Icarus forces are ambushed by large Invid force during retrieval of Earth personel. Col. Harris splits the survivors into two groups. Harris leads the majority of Icarus' remaining ships and mecha against the Invid, while Col. Korcheck retreats to Tirol in the heavily-damaged flagship *RSS Icarus*.
- *Icarus* returns to Tirol with data collected by the Icarus mission.
- Final approval is given to **Prometheus Attack Group**.

2045

- **THE DARK YEARS** begin. Invid forces begin mass enslavements of civilians and mass extermination missions against Earth Resistance forces. Resistance forces begin to take heavy casualties. Morale begins to falter among terran forces.

- The *Ark Angel* returns to Tirol after having unsuccessfully searched for the *SDF-3 Pioneer* for over 7 years. The *Pioneer* and its crew are listed as missing and presumed dead. The *Ark Angel* and its crew are assigned to the Prometheus Mission.

2046

- **OPERATION STARFALL** succeeds; first major victory against Invid since 2044. A small group of resistance fighters manage to infiltrate an Invid Space Hive and sabotage the power core. The Space Hive falls out of orbit and burns up in the atmosphere, creating a spectacular fireball that inspires terran forces around the world.

- Col. Roger Harris killed by Stage 6 Invid while defending civilians.

2047

- Concentrated attacks by Invid forces bring terran resistance to the edge of collapse.
- Stage 5 Invid Sera and Marlene propose **OPERATION EMISSARY**. The two women will

infiltrate an Invid cargo ship and travel to New Optera to confront the Regis. Resistance leaders reluctantly agree. Lancer, Rand, Rook, Lunk, and Annie accompany them on their mission.

- **REF Prometheus Attack Group** is completed and launched towards Earth. Arrival of the Prometheus Group inspires terran resistance groups. Reinforcements and New Mecha begin to arrive on Earth. However, REF starships still cannot penetrate the Invid space defenses. As battles continue, Prometheus group begins to weaken due to lack of supplies.

- Marlene and Sera arrive at New Optera and contact the Regis. The Regis is incensed at the brutality of the Stage 6 Invid, and travels to Earth herself to end the war.
- Regis assumes command of most Invid forces on Earth and orders them to attack the Stage 6 Invid in their Space Hives. The Stage 6 Invid resist with their own forces of Inorganics and loyal/controlled Invid, but are eventually defeated by combined attacks from the Regis and the Prometheus fleet.
- Space Hive defense ring is destroyed.

- Regis orders all Invid in Earthspace to return to New Optera. All Stage 5 Invid are offered the choice of staying behind or returning to New Optera.
- Stage 6 Invid are stripped of their powers and banished from the Invid race. A few stay on Earth and attempt to discreetly build their own empires.

- Regis leaves Earthspace forever.
- **THIRD INVID WAR ENDS**

2048

- Prometheus Fleet returns to Tirol.
- The *Ark Angel* and most of its crew stays behind with a representative group from the REF in an attempt to foster a new world government on Earth.

- **LOCAL GROUP GALACTIC CONFERENCE** is held on Haydon IV. Tirol (now home to REF as well as Tirolians), Fantoma (home to remaining Zentraedi) Karbarra, New Praxis, Garuda, Spheris, Haydon IV, and Peryton form the **Sentinels Alliance**.
- Remains of REF fleet and other surviving space forces are combined into the **ROBOTECH GUARDIAN FORCES (RGF)**, the military arm of the Sentinels Alliance.

- Back on Earth, negotiations to form a new world government fail.
- New countries form overnight and begin to stake territorial claims.
- Ex-EBSIS forces seize South America to form the **South American Coalation (SAC)**.
- REF survivors (Non-RGF related) and North American resistance fighters form the **United States of North America (USNA)**.
- Other pocket republics continue to form around the world. SAC and USNA quickly become

Earth's major superpowers due to their large supplies of mecha.

- **ERA OF REBUILDING** begins.

2051

- **7-DAY WAR** begins on Earth, between the SAC and USNA. The *Ark Angel*, led by Scott Bernard, steps in to end the war when SAC attempts to use nuclear weapons on USNA targets.
- **PANAMA TREATY** signed, establishing the rebuilt Panama Canal as the official boundary between the SAC and USNA. In addition, Earth leaders agree for the planet to become protectorate of Sentinels Alliance. The protectorate agreement is not popular with many terrans.
- Anti-Sentinels terrorist groups appear on Earth.

2080

- **ROBOTECH: GUARDIANS** begins.
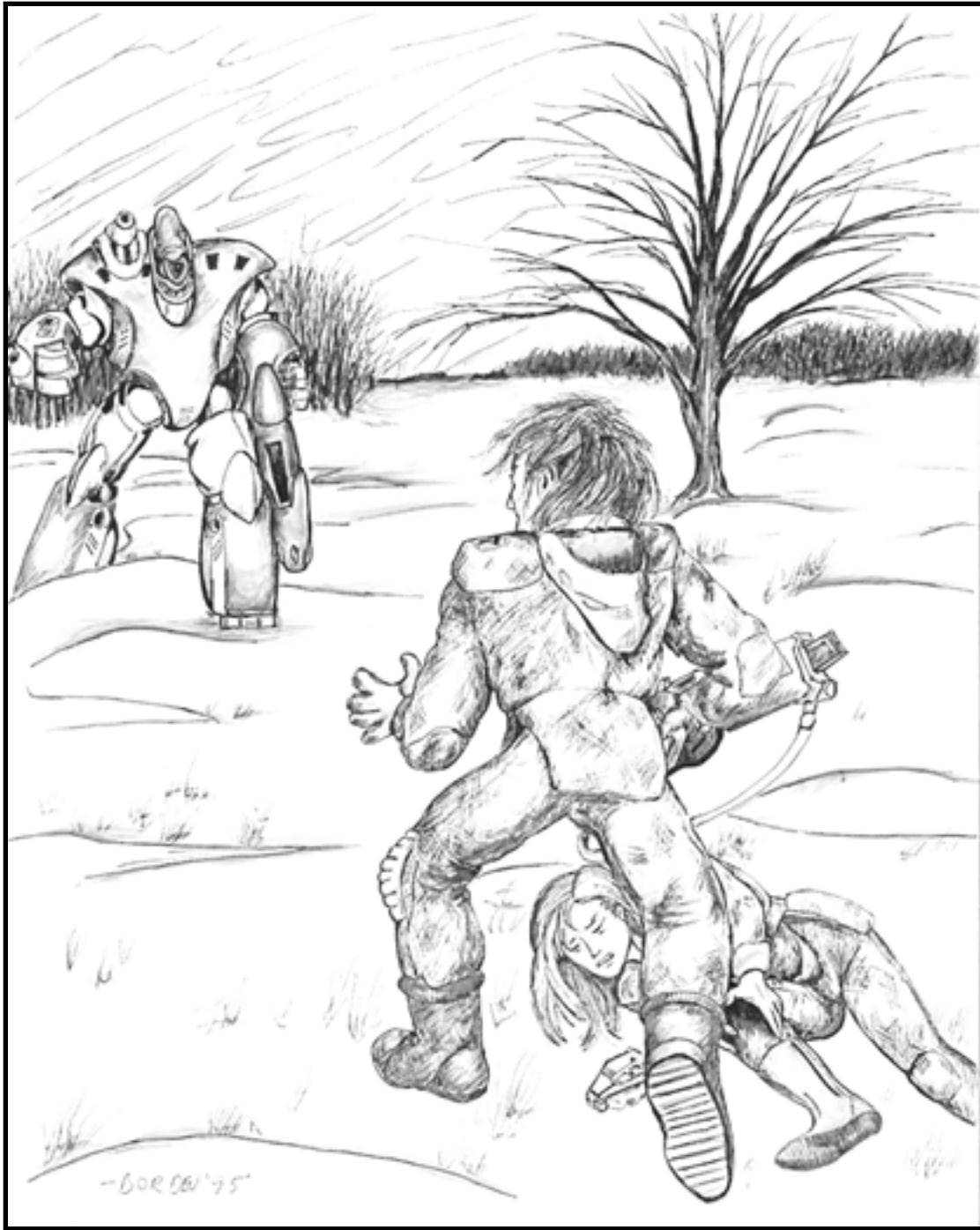
THE THIRD INVID WAR

Player's Introduction
"Welcome to the End of the World"

It is a wet, rainy February evening as you and your fellow resistance fighters huddle together for warmth around a small fire located in some godforsaken part of North America. The year is 2045, for anyone

who's still keeping count, and the planet Earth is about to begin it's 10th year of occupation by the Invid. The cold, dark evening reflects your mood as you sit and slowly drink your dirty rainwater, and inevitably your mind starts to review the events of the last decade as you wonder how the war could have possibly gotten this bad...

Things weren't always so hopeless. In fact, back in 2038 it looked like humanity had triumphed against impossible odds and had kicked the Invid Regis off Earth forever. You and a couple of your friends were actually there in the famous **Battle of Reflex Point**, fighting alongside the troops of the REF Jupiter Fleet, attempting to penetrate Reflex Point, the central Invid hive itself. The "final" battle was particularly fierce, and many of your friends lost their lives that day. But then at the height of the conflict, when it looked like the tide of battle would turn against humanity yet again, a miracle occurred. A fiery phoenix, brighter than the sun, burst out of Reflex Point and flew into the night sky. The image of the bird was so brilliant that it lit up the entire hemisphere, and all over the world people claimed they could feel a shudder run through them as the apparition left the Earth. And when the phoenix had vanished, so had the Invid. All those scouts, troopers, pincers, and battloids were simply gone. The only remaining evidence that the Invid had even occupied Earth at all were some abandoned and empty hives that were rapidly crumbling into dust. Of course, almost the entire Jupiter Attack Group had been wiped out as well, but it looked like humanity had won. After three brutal years, Earth was finally free. Or so it seemed.

Rumors flew as to what exactly had happened that day. Some people said that Lt. Scott Bernard and his freedom fighters had actually managed to get into the Regis' central chambers somehow, and actually *convinced* the Invid Queen to leave Earth peacefully. Others said that a crack team of REF Commandos flying modified VAF-7A Shadow Fighters had penetrated the hive and killed the Regis, and that the phoenix image was actually an aftereffect of her death. You didn't give the matter much thought, however, and gladly took part in the victory celebration that went on for almost a week. After things calmed down you said good-bye to your companions, mounted your Cyclone, and returned to the village that you considered home. You were given a hero's welcome upon your arrival.

After that life seemed to return to normal. You worked together with the men and women of your village to rebuild and repair the damage from the war, and slowly the wounds and scars of many battles began to fade. You routinely took trips to other villages in your area to trade goods, and heard many success stories during your travels about how the world was finally getting back on its feet. The surviving ships and troops from the REF Jupiter Fleet were helping to repair cities and re-establish global communications, and there were rumors of a conference scheduled for next year in New York City to try and form a new world government. You didn't much care about that, however; you were perfectly happy with your little corner of paradise.

But fate wasn't that kind. One sunny summer morning several months later, the daily news reports broadcast by the orbiting REF starships to villages all over the world suddenly stopped without warning. In addition, the land-line communications that had been established with major cities miles away went dead for no apparent reason. You and your fellow townspeople could find no explanation, when one person's random channel searching in the lower bands finally turned up a signal. And the words that

came out of the small radio speaker that day instantly chilled your soul...

"...it was found on the margins of a farm in the area. We observed it for an hour or so, before it was done with whatever it was doing and took off. When we inspected the area where it'd been, we found Flowers of Life had somehow sprouted there. They were about a couple weeks old."

"You mean you saw an Invid Shock Trooper in the area?"

"Affirmative. God help us..."

Several minutes later a blood-curdling scream from outside the building shook you out of your state of shock. Running out of the town hall, you immediately realized what was causing the townspeople to run away in terror; flights of Invid Scouts and Troopers flew in formation overhead, seemingly oblivious to the town below them. Fortunately your Cyclone was stored elsewhere and not generating protoculture energy, or you would have probably been killed that day. Several other towns in the area tried to attack the invid, and were wiped out in minutes. Without warning, the Invid had returned and reclaimed what they had left. You felt like the last few months had been a happy, escapist dream, and you were once again waking up to the cold reality of war.
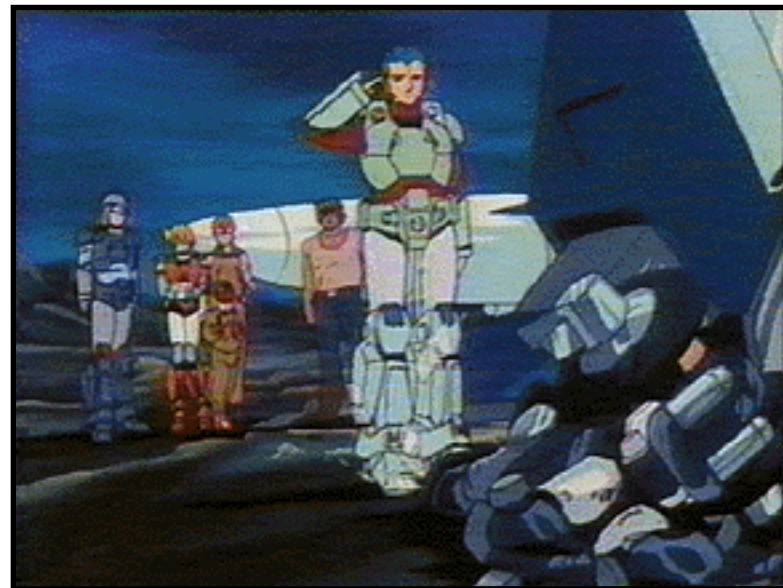

Eventually word worked its way to you through the village that the Resistance was reforming to combat the new Invid invasion, and that a group was gathering in a remote area a hundred miles away. You decided to leave your town and rejoin the Resistance, as you felt your continued presence put your friends and relatives in danger. So you put on your CVR-3 body armor, slapped your last few protoculture cells into your Cyclone, and went back into the war. You quickly found a Resistance group to join, and were surprised at how quickly the skills and tactics of guerrilla warfare came back to you. Despite the initial shock and despair the Invid's return had caused, morale was very high at first. There seemed to be less Invid mecha around and fewer hives, and those Invid you encountered followed the same dumb tactics they had in the past, allowing you and your friends to outguess your enemy and pull off several impressive raids, ambushes and counterattacks. Things were going well, but you couldn't shake the feeling in the back of your head that somehow this was TOO easy, and that something more sinister was in the air. Still, you kept your thoughts to yourself as your Resistance group continued to try to be a major thorn in the Invid's side.

Four years passed, and the early optimism of your group gave way to fatalism and despair. Although the Invid presence on Earth appeared smaller, none of your strikes seemed to do any good. No matter how

many Invid you knocked out in a raid or ambush, there always were more ready to take their place the next day. Also, new lights began appearing in the night sky. Sparkling like stars but moving too fast to be constellations, you deduced that they could only be orbiting fortresses constructed by the Invid for some purpose which you could not guess at. The idea of a network of hives floating above the Earth made you fidget nervously in your sleeping bag at night. Meanwhile, more and more of your friends were killed in action, while supplies and new recruits slowed to a trickle.

Worst of all were the stories that you were hearing, of entire towns and cities wiped out or enslaved, and of more and more resistance groups being captured or killed. Even the famous *Rook's Knights*, led by war heroes **Rook Bartley** and **Lancer**, were rumored to have been killed in an ambush (or captured and mutated into hideous creatures, depending on which version of the story you heard). Plus there was an overwhelming feeling of abandonment flowing through the Resistance. Where was the REF? Why weren't they arriving in starships like they had in the past, with new equipment, soldiers, and supplies to keep the resistance going? Had the Invid somehow destroyed Tirol and all the heroes like Rick and Lisa Hunter, Max and Miriya Sterling, and others were all dead now? Or had they decided that the cost to retake Earth was too high, and abandoned the planet to Invid domination? The sparks of hope still existed among your group, but they were growing fainter every day.

Then the war began to heat up again. Finally, after long years of waiting the REF once again returned, but not in the form of a huge space fleet this time. Instead, a small group of ships and men calling themselves the **REF Icarus Recon Mission** arrived, with their goal being not to defend or liberate the planet Earth, but instead to observe this new Invid force and eventually report back to Tirol with their findings. This put you off at first; why was the REF wasting time with reconnaissance when people were dying here daily? Still, Icarus brought with it skilled troopers and technicians, as well as much needed supplies in terms of protoculture cells, ammo, fuel, and new mecha. Most of all, Icarus brought much-needed hope to the Resistance. It proved to people that the REF at Tirol had survived, and were still trying to help Earth in any way that they could.

But on the other hand, the Invid were undergoing a terrifying metamorphosis of their own. Most of the older Invid mecha that you had become so used to fighting disappeared overnight, and in their place appeared devastatingly powerful new designs, packed with enough weapons and firepower to easily outclass the older mecha the Resistance was still using. More sinister however was the change in Invid tactics. No longer did the Invid blindly throw themselves into combat; instead they began to learn stealth and subtlety, and surprised and wiped out several resistance groups with well-planned diversionary attacks. This new sneakiness shocked you and your companions, giving you the strange feeling that someone NEW was leading the Invid this time around. However, events really started turning towards

the worst in late 2044, when your group received word that the Icarus fleet had been destroyed in orbit by coordinated strikes from Invid Space Fortresses. It seemed as if the last hope for humanity's survival had just been snuffed out by the unseen hands of the new Invid overlords.

Probably by now any sane man would have given up, thrown down their weapons and prostrated themselves in front of the nearest Invid to beg for mercy. There seemed little point to fighting on against such overwhelming odds. But then you had a experience that reaffirmed your dedication to the Resistance. While on patrol one day, you discovered a dirty, wounded, scared little girl all alone in the forest, trying desperately to hide in the brush. The girl was so exhausted that she collapsed in your arms without even telling you her name. You rushed her back to your camp where your medic cleaned her up, and you were shocked to find that after the medic had cleaned the girl's face that you recognized her! She was from your home town, now hundreds of miles away! Feverish and in pain, the girl told you about how the Invid had marched into your town and rounded up everyone there. Any who resisted were killed instantly. Worse yet, the survivors were separated into those who could and could not work, and the weak were exterminated while the strong watched. Then the slaves were led away in chains to farm protoculture for the Invid. The girl had escaped and fled the Invid and their frags, and by some miracle managed to find you. However, despite your medic's best efforts, the girl gave into her wounds and exhaustion and died during the night.

The next morning you were a changed person. Gone was the despair and fatalism, and in its place was a grim determination that while you lived, you would continue to fight so that humanity didn't simply pass into extinction as Invid slave farm workers. This you swore over the girl's grave, that you would continue to fight until all young people like her were safe and free.

The arrival of your team's bio-mechanic at the campfire interrupts your grim reminiscing. He announces that he has finished repairing all the damage from your last raid, and has used up the last of your group's surplus fuel and ammo to restore the mecha to full operating capacity. "Your mecha are ready to rumble," he announces, "but there ain't no spares anymore so watch yourselves." Your group leader starts discussing possible targets to move against in the next few days. You flex your fingers as the faces of all the friends and allies who have died before you flash through your mind, and then you focus yourself on the plans your group is discussing. Soon it will be time to make the Invid pay for what they've done.

The fate of all humanity lies in your hands...

DAVE DEITRICH

http://www.mcs.net/~deitrich/index.html

deitrich@mcs.net

THE THiRD iNViD WAR
FREQUENTLY ASKED QUESTIONS

(AND ANSWERS)

Last Updated: January 13, 1998

Greetings, and welcome to the **Third Invid War**! Thanks to everyone who's been sending us comments and compliments on our work; we really value your feedback. However, I've noticed several questions that come up again and again, so I thought I'd take some time to make up a list of answers to the most frequently asked questions (FAQs) about TIW. These questions and answers are listed below...

1. **How does TIW relate to the book 'End of the Circle'? Weren't Lancer and Sera killed after the Invid left? How about the comic series 'Invid War Aftermath'?**

2. **Doesn't having the Invid return to Earth after the TV series ends sorta contradict the show? Have you read Peter Walker's essay on the subject?**

3. **Could you post the complete rules to the Robotech RPG to your web site?**

4. **Are you officially related to Palladium Books in any way?**

5. **Do you ever plan to publish TIW as an official RPG supplement?**

6. **The Robotech RPG has a lot of flaws in it. Why don't you try and correct some of these flaws?**

7. **Why don't you use a better mecha gaming system like Mekton Zeta?**

8. **Aren't these mecha a little overpowered?**

---

1. *How does TIW relate to the book* 'End of the Circle' *by Jack McKinney? Weren't Lancer and Sera killed after the Invid left? How about the comic series* 'Invid War Aftermath'*?*

   TIW doesn't relate in any way to the Jack McKinney Robotech novels or any of the Robotech comic series published by Academy Comics. First and foremost TIW is a sequel to the Robotech Role Playing Game, and is primarily based on that continuity of the Robotech universe. Therefore events in the novels or comics (such as the deaths of Lancer and Sera, or the entire Belmont saga from the comics) have no relation to events in TIW or sequels to TIW.

2. *Doesn't having the Invid return to Earth after the TV series ends sorta contradict the show? Have you read Peter Walker's essay on the subject?*

   Yes, I have read Peter's essay on the unlikelihood of the Invid returning, and while I agree with most of it in a sense the damage has already been done. Like I said above, TIW is a **sequel** to the Robotech RPG, therefore I try to stay fairly consistent with events described in the RPG, including the questionable second invasion by the Invid of Earth. In fact, the primary purpose of TIW is to

try and continue what Palladium started, for better or worse.

Some people insist that any sequel to Robotech must be 100% consistent with the TV show above all else, or it really isn't a sequel to Robotech at all. Personally I think these people need to chill out a little. ^_^ I freely admit that TIW is not and never will be completely consistent with the Robotech TV series. However, I'm not going to loose much sleep over that. I hope that people will judge TIW based on how creative and entertaining it is, and not on trivialities and canonical nit-picking.

3. *Could you post the complete rules to the Robotech RPG to your web site?*

Sorry, but the Robotech RPG is property of **Palladium Books** and is protected by international copyright law, which makes it a crime to publicly post material from the actual RPG books. You can probably get copies of the books from your local RPG store (look in the phone book under "hobbies") or you can write Palladium books directly for a catalog at:

> **PALLADIUM BOOKS**
> 2455 Universal Drive
> Taylor, Mi 48180

International fans can try to order the books overseas from:

> **MAIL ORDER HOBBY SHOP**
> P.O. Box 756
> Lake Geneva, WI 53147
> USA

You can also order the books online from the Palladium Books website at **http://www.palladiumbooks.com**.

The only real book you need to play TIW is **Robotech II: The Sentinels** ($14.95, ISBN 0-916211-33-9), though **Invid Invasion** ($11.95, ISBN 0-916211-28-2) and the **REF Field Guide** ($14.95, ISBN 0-916211-36-3) would be helpful as supplements. Unfortunately two other RPG books referenced by TIW, **Return of the Masters** ($9.95, ISBN 0-916211-29-8) and **Lancer's Rockers** ($7.95, 0-916211-42-8), are no longer published by Palladium Books and are very difficult to locate.

4. *Are you officially related to Palladium Books in any way?*

Other than the fact that I buy their products, no. ^_^ TIW is an entirely not-for-profit by-fans-for-fans production.

If you really want to get in touch with Palladium, there is a comment submission form on Palladium's web page at **http://www.palladiumbooks.com/Q&A.HTM**. You might also want to get on the Palladium internet mailing list, where reportedly some official Palladium representatives hang out from time to time. To subscribe to the mailing list, send email to **palladium-request@soda.csua.berkeley.edu** with the word "subscribe" (no quotes) as your subject.

5. ***Do you ever plan to publish TIW as an official RPG supplement?***

   Probably not. I'd prefer to keep TIW as a web-based RPG resource free for anyone who is interested in it for the time being. Also, I believe Palladium Books has a standing policy to not pursue manuscripts that have been previously published on the web.

6. ***The Robotech RPG has a lot of flaws in it. Many of the mecha designs don't accurately represent the show, the MDC system sucks, weapon damages are totally out of scale, etc., etc. Why don't you try and correct some of these flaws?***

   Correcting the Robotech RPG is not the point of TIW. It makes more sense NOT to try and improve on the gaming mechanics, because TIW is so dependent on earlier supplements and adventures produced by Palladium. Any changes I made to the rules for my supplement would in turn require dramatic changes to the already published stuff to make sure everything works together. It makes more sense to make my stuff 100% compatible with what's already been published, including all flaws therein.

   Here's why: making TIW fully compatible with the RPG also helps Palladium-haters who have adapted Robotech to other systems. How? Well, anyone who really hates the Robotech RPG but still plays it probably already has a whole list of house rules to modify the system into something they like better. Any house rules you are already using should work just fine with TIW mecha since they're Palladium-compatible, so you can continue to use your own rules systems without having to work out new ways to translate mecha to your tastes.

7. ***Why don't you use a better mecha gaming system like Mekton Zeta?***

   Since TIW is so closely linked to events in the Robotech TV series, it doesn't make sense to move to a different RPG system at this time. All the older mecha, characters, and locations that may pop up in a TIW adventure have already been covered by Palladium; why repeat that work? If I started using Mekton Zeta or a similar system for TIW I'd have to translate everything from Robotech into the new system, and even I'm not that ambitious right this moment. ^_^

8. ***Aren't these mecha a little overpowered?***

   That's part of the story. The technological power and superior numbers of the Invid give them a definite edge during the early years of the war. This gives players a better perspective of

desperation and helplessness when they realize that they are no longer hot stuff just because they own some Shadow Alphas and Vindicators. They will have to learn to be tactically smarter and more cautious early on in order to survive. As the war continues, the arrival of more advanced mecha from the REF helps to close the power gap, but the days of players knocking out entire hives via brute force with one Alpha and some cyclones are pretty much over.

9. ***Do you plan to create any Destroids for TIW? Or Hovertanks?***

Originally, no. Most destroids, even the smaller scale ones, don't seem to fit into the geurilla combat scenarios of the Third Invid War very well. Without the speed and flight capabilities of Veritechs, or the small size and agility of Cyclones, Destroids are at a disadvantage most of the time against the Invid, since without the speed or ability to hide they can be cut to pieces by flying patrols of Invid mecha. Plus there's the problem of getting the Destroids to Earth in the first place, since most transports that attempted to get to the surface were atomized by the Invid Space Hives. Due to all the reasons above, I originally decided to not worry too much about Destroids for TIW.

However, due to overwhelming demand I have decided to include a few Destroid designs in the supplement. They are currently in the planning stages and won't be available for a while yet. There is also a tenative Hovertank Mk. II design in the works for you Hovertank fanatics out there.

10. ***How about a Shadow Cyclone?***

Urk. Cyclones equipped with shadow cloaking devices seem a little overpowered, even to me. Most cyclones already have a cloaking system of sorts in the fact that they can use alternate sources of power instead of Protoculture when necessary. Plus there's the fact that the RPG makes enough concessions to Cyclone pilots already (heavy armaments and heavier armor) and the mecha doesn't need any more power-boosting. The shadow cyclone published in Protoculture Addicts years ago seems especially unbalancing to game play. For these reasons we have decided that Shadow Cyclones will never be an official part of TIW or Guardians. The shadow cloaking device can simply not be produced in a small enough size to be used in anything smaller than a medium fighter.

11. ***You mention something called "Robotech: Guardians" several times in the web pages. What the heck is "Guardians", anyway?***

Basically, **Guardians** is the sequel to TIW. It will consist of three separate RPG supplements and will focus mainly on the Sentinels worlds after the Robotech wars have ended. Beyond that I really don't want to say much about **Guardians** right now; most of the stuff in it is still in the planning stages and I don't want to say something and then have to change it later. Please be patient.

12. ***Why the heck is TIW taking so long?? You should have had this supplement done long ago!***

TIW is a hobby, not a job. I'm not getting paid for this, so therefore other more important matters have to come first. I won't bore you with sob stories about how hard work is. Basically it comes down to the fact that after working 9-10 hours per day I usually don't feel very creative when I get home. I'm really sorry about the delays and lack of progress sometimes, but that's life.

13. ***Can you make TIW available via anonymous FTP (file-transfer protocol) instead of the web?***

    I'm working on it...

14. ***Is TIW available as one file so I don't have to download all these HTML files?***

    Yep! At [ftp.io.com](#) there is a file called **thirdinvidwar.txt**. This file contains all of TIW that is currently available in the form of a single text file for easy downloading. This file will constantly be updated as more stuff is added to TIW, so you will always be able to download the latest version of the supplement by downloading this file. Be warned, though; the file is over 100 pages long and growing rapidly. ^_^;

15. ***I have some mecha designs here that I made up myself. Would you be interested in making them part of TIW or Guardians?***

    Sure, I'm always interesting in seeing other people's designs and stuff! If you have some of your own mecha you've created for Robotech, by all means please send me copies. I'll even try to find space on my web pages to put them up, so that everyone can enjoy your creativity.

    HOWEVER, please don't think that just because I'd like to see your work I have a moral obligation to include it as part of TIW. If I don't include your mecha in TIW it's probably not because I don't like it, but more likely because it conflicts with something I have planned for TIW or Guardians. There is a story I'm trying to tell in TIW, and unfortunately some mecha designs just don't fit in with my plans very well.

16. ***Where can I find books, toys, etc. from Robotech?***

    Other than the RPG books (look at http://www.palladiumbooks.com/) **I don't know**. Just because I write stuff based on Robotech doesn't mean I'm the ultimate authority on all Robotech merchandise. Try posting a request in the newsgroups **alt.tv.robotech** or **alt.fan.robotech**. You may get lucky and find a lead on the item you're looking for.

17. ***Is there any place I can see Robotech on TV or Video anymore?***

    If you have cable and get the **Cartoon Network** then you're in luck! As of Monday, January 12, 1998 Cartoon Network has begun showing Robotech as part of their *Toonami* weekday lineup. In the U.S. the series airs Monday thru Friday at 4:45 PM eastern time (3:45 PM central). I have no

idea if Cartoon Network is showing Robotech on its international stations, and if so at what times.

If you don't get Cartoon Network (or don't get cable) you can still get Robotech on video. Family Home Entertainment (FHE) is currently releasing Robotech on VHS video, with 2 episodes per tape at $14.95 each. You can probably find some of these tapes in your local video store (**Suncoast Video** is a good store to try) or you can order them online from mail-order stores such as **Video Express**.

Well, those are the most frequently asked questions (and answers) about the **Third Invid War**. I hope this helps you understand what we are trying to do, but if you have further questions or comments by all means don't hesitate to ask! I'm always happy to talk about TIW at any time. Click on the box to the right if you want to reach me by email. Take care!

Click Here to send Comments

PLEASE double-check your return email address when sending me mail!

ᖴᕼᎡᎠ ᎥᑎᐯᎥᗪ ᗯᗩᖇ: ᖴᗩᑫ ᒪᎥ� --- Next Previous Top Index
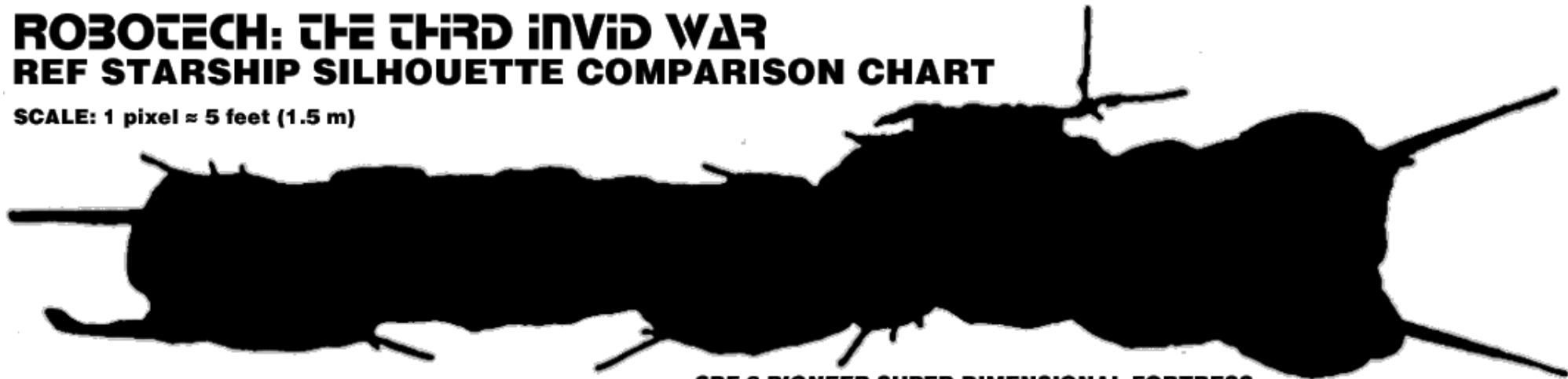
RGF

DAVE DEITRICH
http://www.mcs.net/~deitrich/index.html
deitrich@mcs.net

Last Updated: *Saturday, July 25, 1998*

ROBOTECH: THE THIRD INVID WAR
REF STARSHIP SILHOUETTE COMPARISON CHART

SCALE: 1 pixel ≈ 5 feet (1.5 m)

SDF-3 PIONEER SUPER DIMENSIONAL FORTRESS
Length: 5322 feet (1622 m)

CHIMAERA-CLASS FRIGATE
Length: 463 feet (141 m)

GARFISH-CLASS TROOP TRANSPORT
Length: 350 feet (107 m)

EXETER-CLASS ESCORT
Length: 700 feet (233 m)

HORIZONT-CLASS TROOP SHUTTLE
Length: 198 feet (60 m)

WARRIOR-CLASS DESTROYER
Length: 750 feet (250 m)
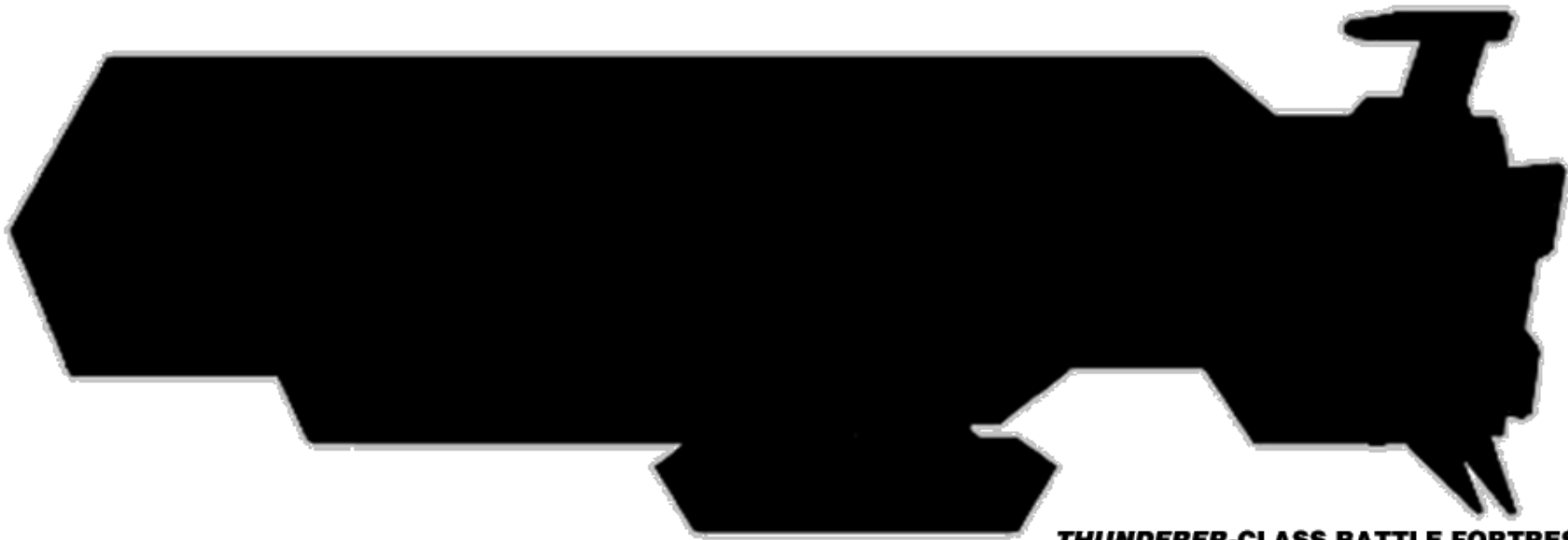
VAF-9/VBF-3 LEGIOSS VERITECH
Length: 74 feet (23 m)
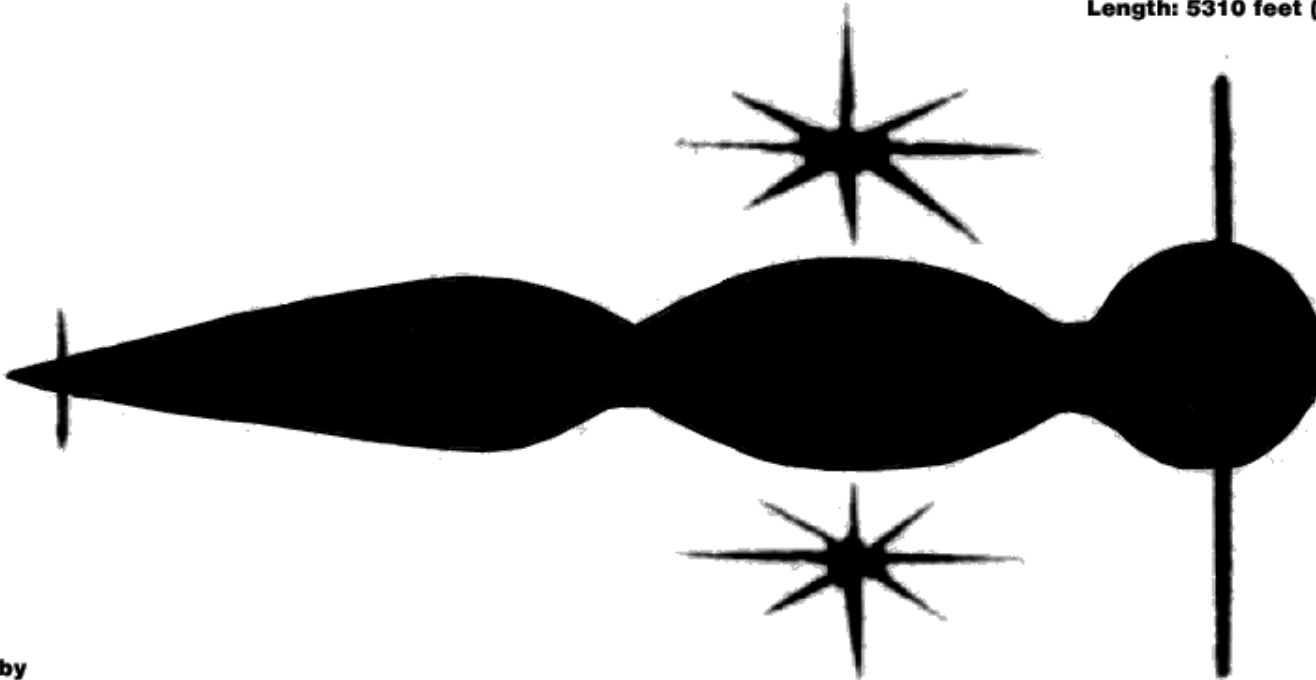
TOKUGAWA-CLASS CRUISER
Length: 2475 feet (754 m)

IKAZUCHI-CLASS COMMAND CARRIER
Length: 2832 feet (863 m)

ICARUS-CLASS COMMAND CARRIER
Length: 3042 feet (927 m)

THUNDERER-CLASS BATTLE FORTRESS
Length: 5310 feet (1618 m)

ARK ANGEL (HAYDONITE CRUISER)
Length: 3595 feet (1096 m)

Created by
DAVE DEITRICH
(deitrich@mcs.com)