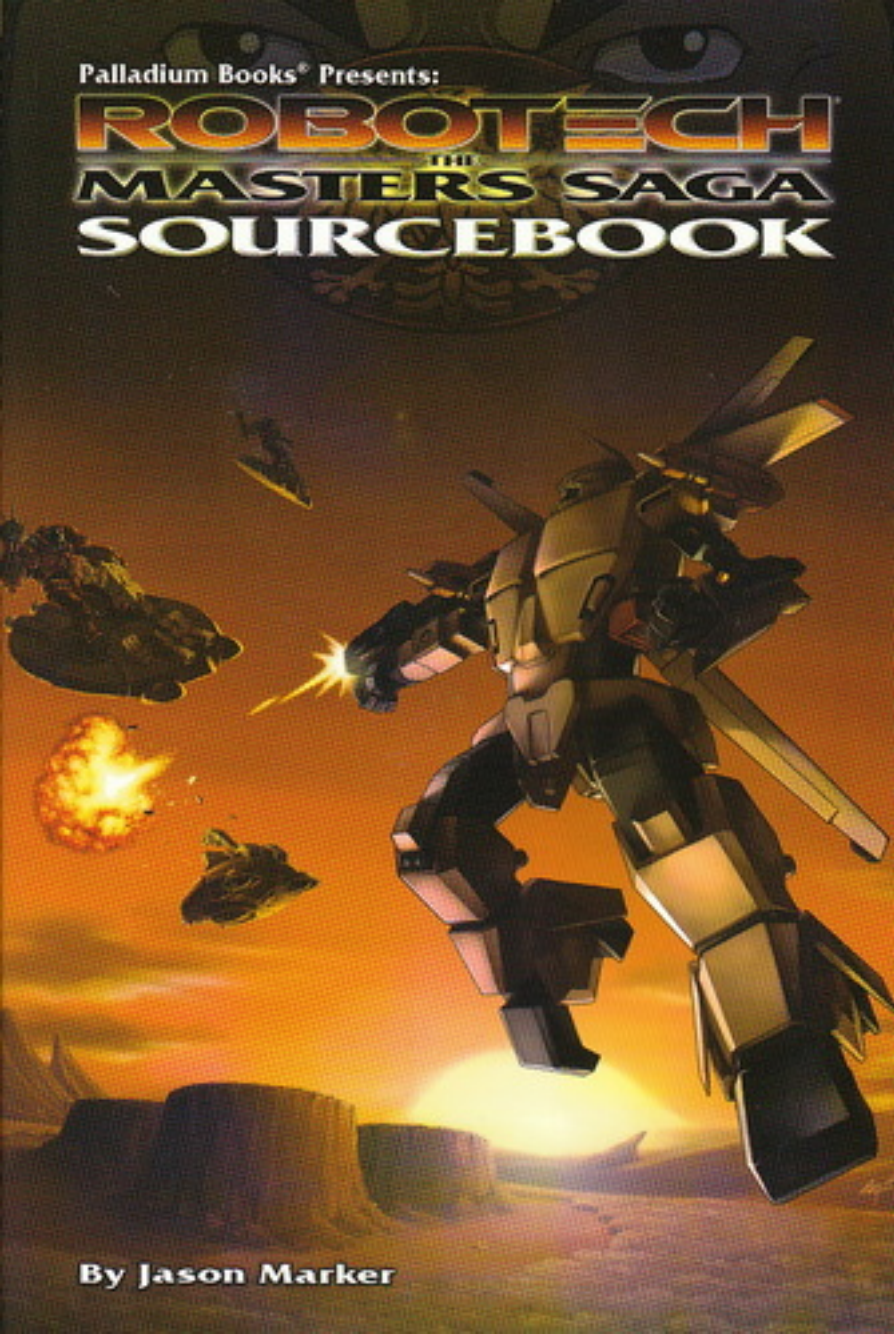
Palladium Books® Presents:

ROBOTECH™ THE MASTERS SAGA SOURCEBOOK



By Jason Marker

Warning!

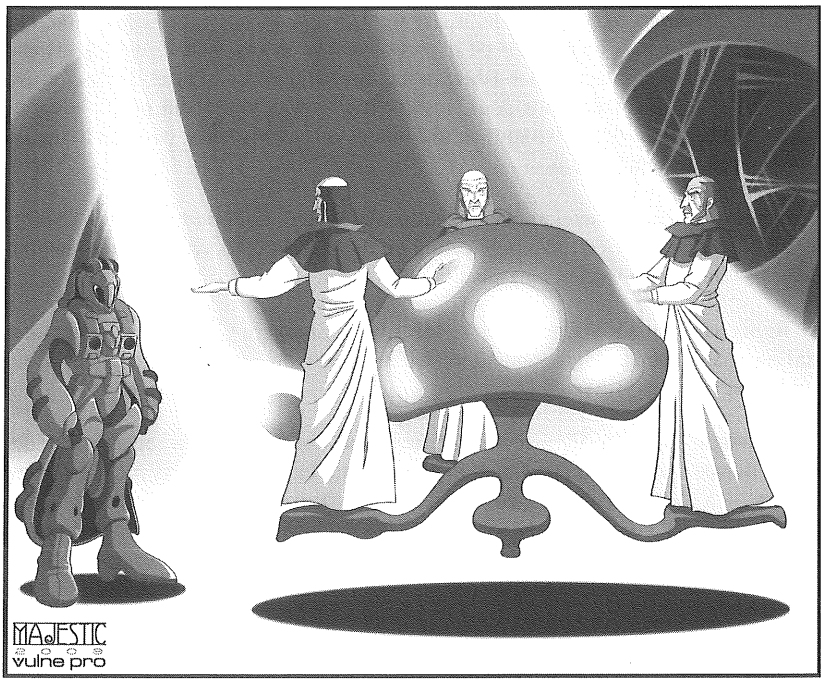
Violence and the Otherworldly

The *fictional* world of Robotech® deals with war, alien invasion, betrayal and violence. It is an exotic realm of the future where alien invaders, robotic war machines, alien technology, space travel and alien worlds are commonplace.

Some parents may find the war, violence, aliens, and science fiction elements of the game inappropriate for young readers/players.

We suggest parental discretion.

Please note that none of us at Palladium Books® condone violence and war, nor encourage the belief in aliens or the fear of alien invasion. This is a fictional game, not real life.



Robotech® The Masters Saga™ – an epic *sourcebook* for the Robotech® The Shadow Chronicles® Role-Playing Game.

Dedication

Dedicated to the supporters of the Army of the Southern Cross.

– Jason Marker, 2009

First Printing – March 2009

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And especially to *Jason Marker* for carrying the mantle of Palladium's return to Robotech®, and my heroes of the UEG: *Wayne Smith, Alex Marciniszyn, Julius Rosenstein,* and *Kathy Simmons* for their dedication and hard work.

– Kevin Siembieda, January 2009

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For Your Reference

Mecha & P.A. by ASC Unit/Division:

Battloids

Cyclops – TCRP/Reconnaissance

Dryad – TC Forest Division

Salamander – Tactical Corps (Infantry)

Satyr – TC Mountain Division

Ground Veritechs

Veritech Hover Tank (Spartas) – ATAC

Myrmidon Veritech Recon Vehicle – ATAC

Myrmidon Veritech Recon Vehicle – TC & TCRP

Veritech Fighters

Ajax – TASC. and Tactical Corp (TC)

Logan – TASC

Power Armor of the ASC

Basilisk – TCDD/Desert Division

Fenris – TCCD/Cold Division

Kraken – TCND/Navy Division

Manticore – TSC/Space Corps

Triton – TCMAD/Marsh Division

Unicorn – CDU/Civil Defense Unit

ASC Divisions & Special Resources:

ATAC – Spartas & Myrmidon Ground Veritechs

CDU – Unicorn Power Armor

TASC – Ajax and Logan Veritech Fighters

TC – Salamander Battloid, Myrmidon & Ajax

TC Cold – Fenris Power Armor

TC Desert – Basilisk Power Armor

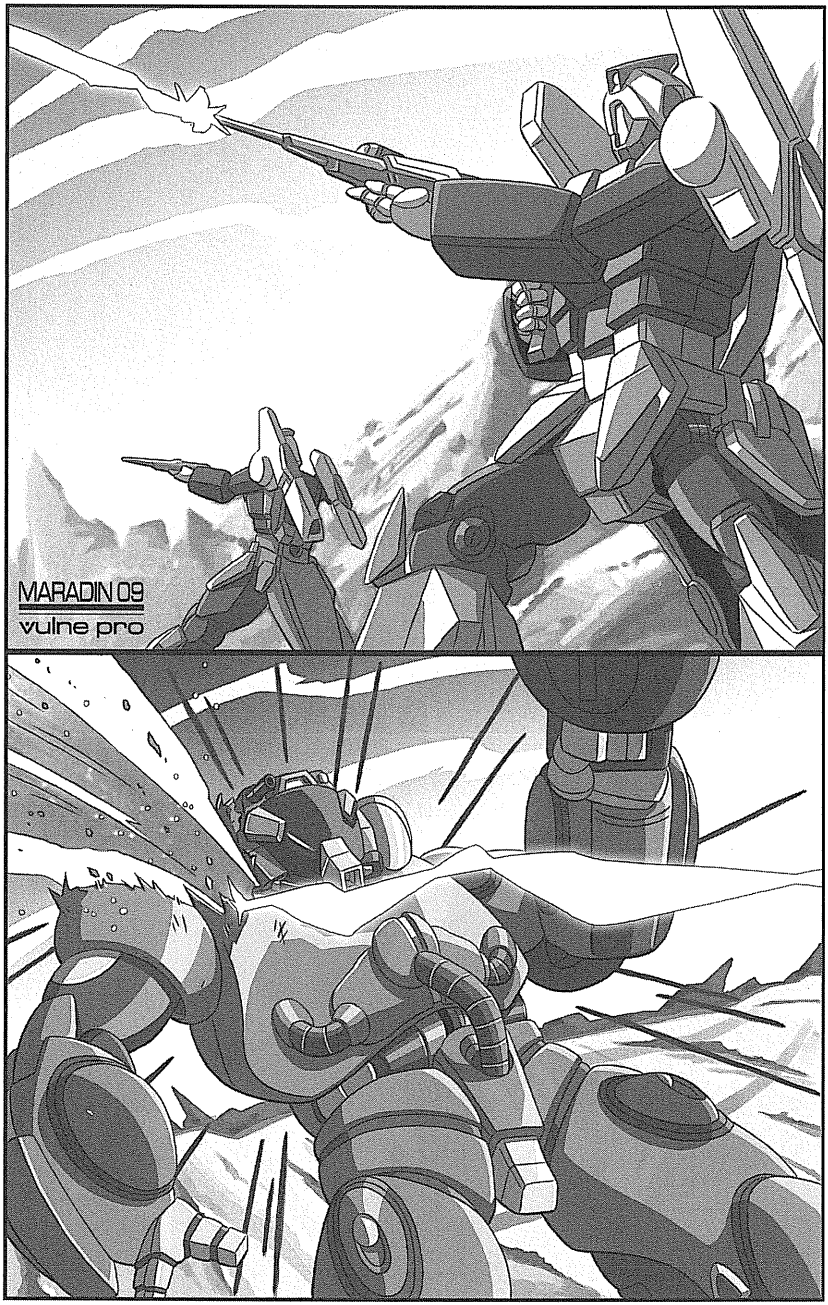
TC Forest – Dyrad Battloid

TC Marsh – Triton Power Armor

TC Mountain – Satyr Battloid

TC Navy – Kraken Power Armor

TC Reconnaissance – Cyclops Battloid & Myrmidon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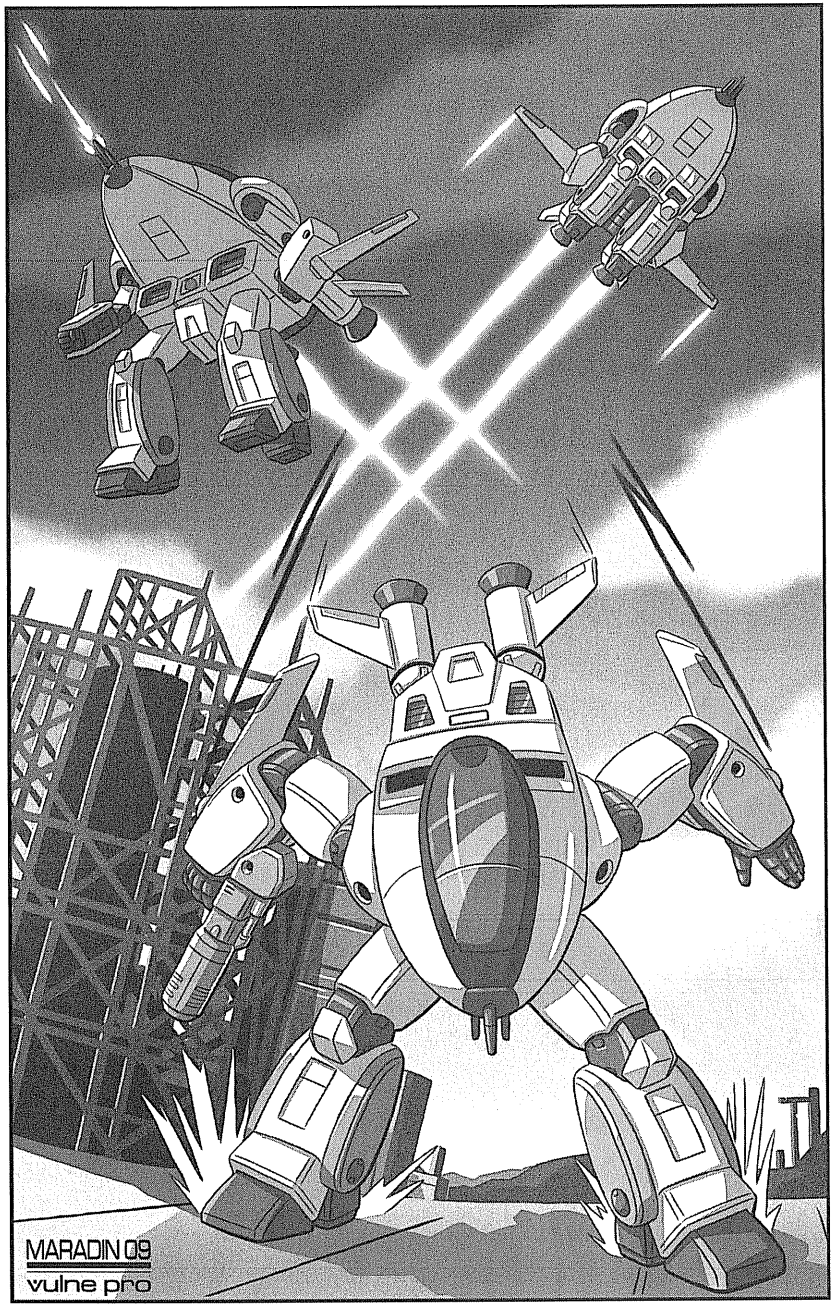
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Robotech® RPG & Sourcebooks

Palladium's legacy with **Robotech®** continues as we release *new* **Robotech®** *sourcebooks*. **Robotech®: The Masters Saga™** is the book in your hands. It will be followed by the Robotech: The New Generation sourcebook. Then we plan to release a compendium or two of giant Robotech spaceships. We are also kicking around ideas for other Robotech® sourcebooks, but it is too soon to talk about them. Ah, the adventures are only just beginning.

Even though Palladium Books did **Robotech®** RPGs and sourcebooks in the past, we have approached the license as if we were seeing Robotech® for the *very first time*. That means watching and re-watching EVERY episode of the original **Robotech®** series as well as the new **Robotech® The Shadow Chronicles®** DVD movie(s), research online, scouring books and text on the subject, reviewing model sheet art, talking to helpful fans, debating aspects and game elements among ourselves, and picking the creative mind of *Tommy Yune*, the chief architect of the current **Robotech®** resurgence. That means new interpretations, all new writing, new artwork, new RPG presentation, new adventures and lots of fun. We hope you like what we're doing.

Robotech® The Masters Saga™ is a *sourcebook*. For those of you new to role-playing games, that means you *need* the **Robotech® The Shadow Chronicles®** ***Role-Playing Game*** to *play* the heroes and storyline of the Masters Saga. The **Robotech® The Shadow Chronicles® RPG** is available as a 336 page manga-size book for only $16.95, as well as a deluxe 8½ x 11 inch hardcover edition ($30.95; with some additional material and art), and even as a signed and numbered, limited edition hardcover ($70.00; eight signatures – Tommy Yune and the Palladium creators behind the RPG, only 500 copies printed).

The cool thing about *role-playing games* is that you generally only need the core rule book (in this case that's **Robotech® The Shadow Chronicles® RPG**), and whichever sourcebooks you desire, to play.

The Masters Saga™ Sourcebook

The Masters Saga™ has an elaborate storyline, many characters and just as many subplots, all of which causes even some true Robotech® fans to dismiss this part of the series. I know this is true, because I *used to be* one of those grumbling malcontents. *That changed with this sourcebook.*

The outlook, knowledge and input from Southern Cross fans like writer *Jason Marker,* and aptly, self-proclaimed "Rabid Southern Cross Fan," *David Ferris,* made me realize that behind the story of the Masters was a lot of really cool concepts, ideas, and war machines. Or to put it more bluntly – really cool mecha, robots, power armor, vehicles, weapons, gear, bad guys, spaceships and ideas. And what gamer doesn't love lots and lots of weapons and gear for his characters and sinister bad guys like the Masters and their Bioroids to battle?

For some reason, the weapons, gear, mecha and even the soldiers of the *Army of the Southern Cross* are often overlooked. Well, not anymore! This new **Masters Saga Sourcebook** is a journey

of discovery and revelation, as this book presents newly unearthed mecha, power armor, weapons and designs that are seldom seen or talked about. Some have NEVER been seen before, and most are presented in a role-playing game for the *first time ever*.

The three main focuses of this Robotech® sourcebook are, **1)** the Army of the Southern Cross (ASC) and their vast range of soldiers and weaponry; **2)** the *Robotech Masters* and their legion of Bioroids and weapons; and **3)** the conflict between the two in the **Second Robotech War**.

Discover, relish, weave your own stories, and enjoy the adventure.

– Kevin Siembieda, Publisher, 2009

A Simple Time-Line of Key Events

The 2nd Robotech War

1999: Signs of Alien Life

A giant alien ship emerges from a hyperspace fold over Earth and crash lands on a small body of land in the South Pacific called *Macross Island*. The nations of the world, embroiled in a global war, call an uneasy cease-fire when it is revealed that the vessel was actually an alien warship sent to Earth for reasons unknown.

A simple, fearful question unites the nations of the world: "What happens when the aliens come looking for this warship and track it to Earth?"

An international scientific team studies the remnants of the ship and concludes that the aliens will be hostile and that Earth is in serious danger of an invasion. The fear of a common, alien and unknown enemy galvanizes the global community.

2005: The United Earth Government is Formed

Despite efforts by the Anti-Unification League to destabilize the uneasy peace, the nations of Earth ratify a single global governing body known as the **United Earth Government**.

While the downed alien ship is being rebuilt as the SDF-1 at Macross Island, new sophisticated weapons, mecha and spacecraft are reversed engineered from the bonanza of alien technology discovered within it. These new scientific advancements are quickly dubbed "Robotechnology" and the unique power source behind it all is known as "Protoculture."

2009: The First Robotech War

The rebuilt alien spaceship is christened the **SDF-1** and commissioned into the United Earth Defense Force (UEDF; nicknamed by some as the RDF or Robotech Defense Force). The launch ceremony designating the SDF-1 as the new flagship of the UEDF is interrupted when a massive alien armada materializes in lunar orbit. This fleet, manned by giant aliens called **Zentraedi**, has come to reclaim the massive space battle fortress. They do so in the name of the beings they serve, the mighty **Robotech Masters**. *The First Robotech War begins.*

2011: The Zentraedi Rain of Death

After being accidentally transported to Pluto in a space fold mishap, the

SDF-1 and its crew fight their way back to Earth, taking on the massive Zentraedi invasion force. The Zentraedi eventually find the human race to be a grave threat to their existence and bombard Earth from orbit, destroying billions of people and flattening nearly every major population center around the globe. The SDF-1 leads a surprise counterattack that defeats the Zentraedi, but is badly damaged in the process. Rick Hunter, Max Sterling, Miriya Sterling and other heroes emerge over the course of these events.

The First Robotech War officially ends with the survivors on Earth struggling to restore peace and rebuild a civilization devastated by war.

Enter the Army of the Southern Cross

2012: The Reconstruction

The **United Earth Government (UEG)** is re-established and begins the long process of rebuilding after the "Rain of Death" (the name given to the Zentraedi's orbital bombardment of Earth).

In South America, Colonel *Anatole Leonard* collects a rag-tag band of former UEDF military personnel, local freedom fighters and micronized Zentraedi and forms them into a cohesive fighting unit. He moves to secure the lower continent with his newly formed militia which he later calls the **Army of the Southern Cross**. Leonard becomes renowned for his effectiveness in suppressing the *Malcontent Uprisings*, a violent rebellion by disaffected Zentraedi. His actions bring him to the attention of *Admiral Gloval* and *Senator Moran*.

2014: The Battle of New Macross City

The SDF-1 and her newly completed sister ship, the SDF-2, are destroyed by Zentraedi rebels in a brazen suicide attack upon New Macross City. Though pockets of Zentraedi continue to resist, the backlash over the destruction of the battlefortresses mark the beginning of the end of the Malcontent Uprisings.

2015:

The United Earth Expeditionary Force (UEEF) is officially formed and a buildup of starships gather in orbit with the help of a captured Zentraedi Robotech Factory. Most of the surviving Zentraedi giants agree to undergo a process called "micronization" that makes them human-sized, and many of them join the UEEF. The keel of the SDF-3 is laid down in orbit; she is to be the flagship of the Pioneer Mission.

Their primary objective: to find the mysterious **Robotech Masters**, make peace, and ensure another invasion of Earth never happens. Colloquially known as the Robotech Expeditionary Force, the UEEF represents Earth's boldest heroes and greatest hope.

2017: Founder's Day

Monument City is established near the ruins of *New Macross City*. It becomes the new seat of power of the UEG, as well as the main base for the **Army of the Southern Cross**. The *Global Military Police (GMP)* is formed later in the year, tasked with keeping order among the nations of Earth.

Feudalism within the United Earth Government in the years between the First and Second Robotech War

The United Earth Government (UEG) gradually restores its influence around the globe, but only as a figurehead body that grants legitimacy to peacekeeping forces, the largest and most influential being the **Army of the Southern Cross (ASC)**. General Leonard is called upon to take command of the remaining ground forces on behalf of the United Earth Defense Force (UEDF).

A parliament-like body called the *UEG Leadership Council* is made up of representatives from recognized autonomous states and is presided over by a *prime minister*, but its role mainly consists of attending ceremonial functions, making official decrees, awarding medals and communicating the concerns of their constituency to the ASC.

The leadership of the Army of the Southern Cross (ASC) holds the real military and political power on Earth. They provide protection to *recognized* autonomous states in return for tax revenue and conscripts. The ASC has international military jurisdiction over all member states, and is responsible for maintaining security. Each autonomous state fields a paramilitary organization to deal with internal policing and defense. The ASC trains and works closely with these paramilitary forces, and culls promising recruits and conscripts from these forces. There is a **Global Military Police (GMP)** field office and **Civil Defense Unit (CDU)** battalion in *every major city* in every recognized nation.

Recognized autonomous states are governmental bodies that have entered into a protection agreement with the ASC. They send both taxes and conscripts to the ASC (under charter by the United Earth Government) in exchange for land and military protection. Each of these governmental bodies/nations selects its own presiding head of state, as well as representatives to the UEG Leadership Council. These nations are permitted civilian autonomy within their borders as long as they maintain law and order, and don't breach any ASC/UEG laws or treaties. Each nation fields a paramilitary or self-defense force for patrolling its own borders and internal policing. These forces are *subordinate to the ASC*, and often act as local guides and interpreters for ASC units operating within their borders.

Within each *recognized autonomous state* there are any number of provinces, cities, counties, townships, or other civic bodies, each run by some manner of governor, mayor, or warlord. *These regional leaders* are allowed to claim lands within the boundaries of each UEG nation in exchange for loyalty and taxation. They provide troops for the nation's self-defense force, and their relationship with the ruling state government very much resembles the relationship between the UEG/ASC and its member states. Due to the loose affiliation between these smaller governmental bodies within the autonomous states, there are often disputes, conflicts and outright wars between factions. It is also easy for insurgents and terrorists to move among remote regions where law and order have broken down.

There are other governmental bodies which have *not* entered into treaty with the United Earth Government (UEG), and exist outside of its sphere of

influence. These "outsiders" have a delicate relationship with the ASC and UEG regarding borders, trade and treaties. These "rogue nations" are also home to malcontent Zentraedi rebels and remnants of Anti-Unification League terrorist groups.

The people within the *recognized autonomous states*, while not really slaves or serfs, usually don't have much of a voice or wield significant political power within their nations. Warlord/Governor is the lowest caste you can belong to and still have voting rights. There are three ways to become a Warlord or Governor: inheritance, rebellion or military service. If a man *volunteers* for service in the ASC instead of waiting for his number to come up, he is granted land and citizenship at the end of his military term. This land, along with all of its rights and responsibilities, can then be passed down through future generations, allowing land and enfranchisement to be heritable. Warlords/Governors are responsible for the health and welfare of the people who live on their inherited land, sort of a New Age *Noblesse Oblige.* They are also responsible for collecting taxes and any usable resources from the land through the work of their people to pass up to the regional government. *Rebellion* is self-explanatory, and the idea of gaining power through overthrowing the rule of your government has been a mainstay of nearly every world government for thousands of years.

While not perfect, this system as it has evolved in the turbulent years after the *First Robotech War* works well for the time being. Most people feel secure, and through hard work and the reconstruction programs of the UEG, people have enough to eat and are living as comfortable a life as can be expected in the post-apocalyptic world after the First Robotech War. For the most part, the ASC and UEG are able to provide enough security that their people can go about the business of rebuilding society, and have been excellent caretakers of these survivors of the human race.

2022: UEEF Heads for the Stars

The SDF-3 Pioneer is launched under the command of Admiral Lisa Hayes-Hunter and Rear Admiral Rick Hunter. The UEEF begins the long journey to *Tirol*, homeworld of the Robotech Masters. Earth is left under the protection of the **Army of the Southern Cross** and what's left of the **United Earth Defense Force (UEDF)**.

January 2029: War Comes to Earth

The United Earth Government loses contact with *Space Station Liberty*, Earth's primary link to the expeditionary forces in deep space, and sends ships to investigate. These ships are annihilated by unidentified spacecraft, but not before driving them back to the other side of the moon. **The Army of the Southern Cross** is brought to war readiness, prepared to repel an invasion from an unknown alien force.

April 2029: The Second Robotech War Begins

One of the **Robotech Masters'** motherships enters Earth orbit and launches a probing attack against Earth defense forces near Monument City. The

attack is repulsed, but the mothership remains in Earth orbit.

In the face of imminent hostilities, the Army of the Southern Cross, now effectively the United Earth Government's last line of defense against the aliens, prepares to counterattack. Details about the enemy are announced to the public, and the government and military prepare for war.

May 2029:

A combined attack by Earth's defense forces against the Robotech Masters' flagship results in heavy losses. The Masters retaliate, and attack a major military base near Monument City. The attack is successfully repelled by the quick action of the **15th ATAC squadron**, but the weaknesses of the remaining United Earth Forces against the Masters have become apparent.

June 2029:

A mission is launched to reestablish the link between Earth and Space Station Liberty, its Moon Base counterpart, and the United Earth Expeditionary Force in deep space. Despite heavy harassment by the Robotech Masters' forces, the mission succeeds and contact between Earth and Liberty is temporarily reestablished.

July 2029: Sneak Attack

The Robotech Masters launch a clandestine expedition to excavate the ruins of the *SDF-1*. While on patrol, the presence of the Masters is discovered by two UEF soldiers, *Dana Sterling* (daughter of Max and Miriya Sterling) and *Bowie Grant* (son of Vince and Jean Grant) of the 15th ATAC. *Pvt. Grant* is captured and held in the Masters' command vessel.

An unauthorized mission is launched that succeeds in rescuing Private Grant. During the ensuing battle, reinforcements arrive on both sides, and the fight quickly devolves into a stalemate. A Robotech Masters mothership arrives on the scene and the Masters' Bioroid mecha and command vessel withdraw from the ruins of the SDF-1.

August 2029:

An undeclared cease-fire is broken when the Robotech Masters attack and destroy a UEF base. Twenty human survivors are taken captive by the aliens, leading to public outrage.

Under pressure from government leaders, General Anatole Leonard (Supreme Commander of the Army of the Southern Cross) orders an immediate retaliatory strike. This response goes against the counsel of some of his advisors. The resulting attack against the Masters mothership is a complete failure.

Research proceeds on Robotech Masters technology and it is discovered Bioroid pilots are *human,* and not micronized Zentraedi, as had been assumed. This information is kept top secret.

A weakness in the Robotech Masters' mothership is discovered by *Louis Nichols* of the 15th ATAC, and a squadron of Hover Tanks (15th ATAC) is air-dropped onto the hull of the Masters' flagship to exploit this vulnerability. The attack is successful and the alien mothership is brought down, crashing to Earth within sight of Monument City.

The 15th ATAC Squadron, led by Lieutenant Dana Sterling, succeeds in infiltrating the crashed mothership. Valuable intelligence is gathered from inside, including the capture of a Bioroid mecha.

September 2029:

Analysis of the captured Bioroid reveals much information about the *Robotech Masters' mecha* as well as their use of *clones*.

Constant ASC patrols begin around the downed flagship as debate within the general staff continues regarding the Robotech Masters and their true objectives toward Earth.

The Robotech Masters launch attacks against the civilian populace of Monument City and take over two hundred human prisoners.

October 2029: Zor

In their quest to gather more information about the humans on Earth, the Robotech Masters decide to insert *Zor Prime*, one of their prized clones, into human society as a spy. He is allowed to be captured during a battle in which the Masters successfully recover the mothership that had crash-landed on Earth.

A wounded Zor Prime is captured by the Global Military Police. With the cooperation of General Rolf Emerson, the Chief of Staff of the Army of the Southern Cross, Zor is sequestered and receives medical attention at a secure location where he regains consciousness in an amnesiac state.

A ship from the Pioneer Mission arrives from deep space and is destroyed when it rams and destroys one of the Masters' motherships. Leonard and Emerson are informed that they cannot expect any immediate help from the United Earth Expeditionary Force.

January 2030:

Under the direction of General Emerson, Zor Prime is assigned into an ASC unit. It is hoped that a military environment will awaken his memories as a Bioroid pilot. Lieutenant Sterling's 15th squadron is chosen because of her part Zentraedi heritage, and because of her previous encounters with Zor in the field.

Zor Prime overhears General Emerson's comments that an attack by the Earth fleet is being prepared. This information is intercepted by the Masters, who have implanted a *neurosensor* into Zor's brain, without his knowledge, to monitor him and gather information about the humans' battle plans.

March 2030: Space Combat

Earth launches its first major offensive against the Masters in space. With the Masters tipped off to the attack by the implant in Zor Prime's brain, Earth's forces are quickly and soundly defeated. The few surviving ASC capital ships fall back to the ALuCE-1 base on the moon.

Zor begins to remember the Triumvirate nature of the Robotech Masters. This is confirmed by observations made during the battle in space. Dana Sterling and Zor Prime also discover the presence of alien flowers growing within the ruins of the SDF-1.

Supreme Commander Leonard orders that a second assault wave be deployed to link up with the remnants of the first assault wave and then launch a combined attack on the Masters.

April 2030:

The Robotech Masters, using information provided by their unwitting spy Zor Prime, ambush the Cavalry-1 relief expedition that has been sent to relieve the battered remnants of the 1st Assault Wave. Despite the odds, the 1st Assault Wave and Cavalry-1 succeed in their counterattack, forcing the Robotech Masters to withdraw. Cavalry-1 proceeds to the moon and the remaining ships of the 1st Assault Wave safely return to Earth.

General Rolf Emerson is appointed to lead the second major offensive against the Robotech Masters.

May 2030:

En route to the moon, General Emerson's force is attacked by a battle group of small Robotech Masters capital ships and Bioroids. After a vicious firefight, Emerson employs a dangerous technique known as an "Orbital Warp Blast" to defeat the Masters' forces and is able to deliver troops and supplies to Moon Base ALuCE.

June 2030:

Along with reinforcements from deep space, General Emerson's second major offensive launches a combined attack on the Robotech Masters' fleet, allowing the insertion of the 15th Alpha Tactical Armored Corps squadron into the alien mothership. The Robotech Masters reassert their control over their clone, Zor Prime, and succeed in capturing the insertion team. Dana Sterling and her team manage to escape and rescue Zor Prime while also destroying the Masters' mothership in the process. Both sides withdraw as a final decisive battle looms on the horizon.

The situation for the Robotech Masters has become desperate. Their clones are becoming harder to control and increasingly unreliable, while most of their Protoculture pods have become infested by the Invid Flower of Life. This event foreshadows the imminent arrival of their archenemy, *the Invid*. The Masters resolve to recover the Protoculture Matrix, a factory locked deep within the recesses of Zor's battle fortress (now the wreckage of the *SDF-1*).

Triggered by being inside the ruins of the SDF-1, Zor Prime regains the memories of the original Zor, the creator of Robotechnology. Zor Prime vows to destroy the Robotech Masters and the Protoculture Matrix once and for all.

Despite the Masters' ultimatum demanding the humans leave Earth immediately, Supreme Commander Leonard orders all forces to gather for a final assault. Casualties on both sides are heavy, with General Leonard and General Emerson both being killed in action. Despite heavy losses, the Masters press on toward their objective: the ruins of the SDF-1.

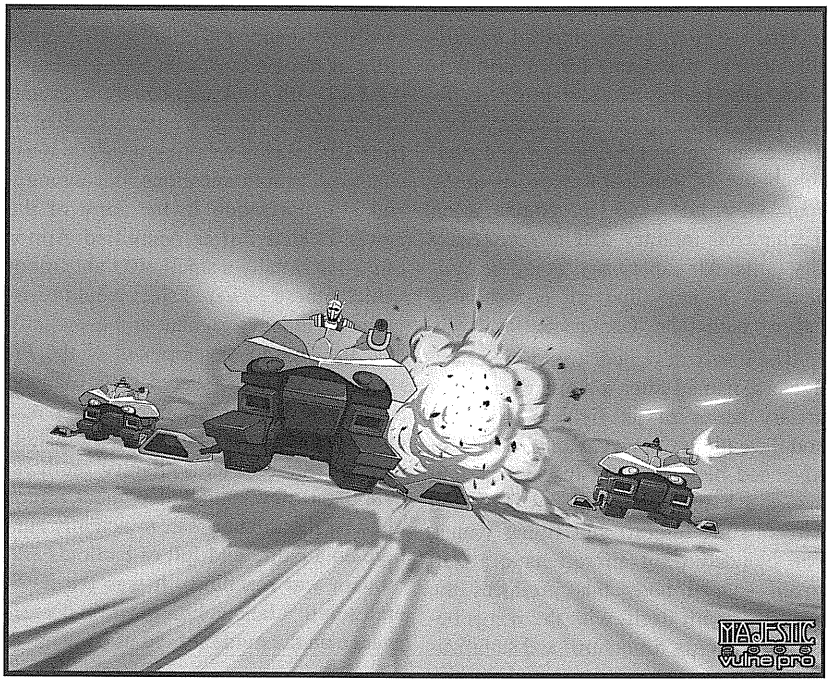
With the assistance of Dana Sterling and the 15th ATAC Squadron, Zor succeeds in having his revenge on the Masters and stops them before they can recover the Protoculture. After ensuring that Dana and her friends are safely on Earth, Zor attempts to destroy the Protoculture Matrix by detonating the Masters' flagship over the ruins of the SDF-1. However, Zor's last valiant act only succeeds in releasing the spores of the Invid Flower of Life into the sky, spreading it far and wide instead of de-

stroying it. The Second Robotech War ends as survivors of both sides await the coming of the Invid.

Military Doctrine of the Army of the Southern Cross

The mecha and materiel fielded by the Army of the Southern Cross (ASC) were born of desperate necessity. The world that the United Earth Government (UEG) and their ASC watchdogs inherited was a weakened and impoverished one. The surface of the Earth had been decimated by Zentraedi bombardment during the First Robotech War. While the planet was still rich in natural resources, most of the capacity to extract those resources was lost. Shattered nations, ruined infrastructure, and constant skirmishes between upstart warlords, remnants of Anti-Unification League terrorists, and the ASC kept the world in a near-constant state of conflict. This, plus the departure of the United Earth Expeditionary Force (UEEF) with the lion's share of the world's best and brightest scientists and engineers, caused both a shortage of resources and a brain drain.

The ASC, expecting that this would happen, took full advantage of the resources of the UEEF while they were still available, and went on a massive campaign of research and military buildup *before* the Expeditionary Force left the solar system. The leadership of the ASC realized that the face of warfare had changed. The remaining Zentraedi had largely been tamed, with most of



them being micronized and integrated into human society with varying degrees of success. *The new enemy* would be human warlords and Anti-Unification terrorists, along with a handful of full-sized Zentraedi rebel holdouts. No longer would they need giant, lumbering Destroids and expensive Valkyries to defend themselves and their wounded planet.

Instead, the ASC turned to smaller, more maneuverable mecha with an emphasis on surgical precision and fitting the maximum amount of killing power into a more efficient mechanized package. General Anatole Leonard, Supreme Commander of the ASC, was a true believer in the superiority of armor and infantry to win wars. He had worked as an engineer on Project Excalibur and was convinced of the primacy of *mission-specific weapons* of war instead of variable mecha that were forced into impractically broad mission profiles. To that end, he designed his military doctrine around a broad range of non-variable battloids, spiritual successors to the giant Destroids, with an emphasis on mechanized infantry and armored cavalry units. Air superiority would be handled by a new line of non-variable fighters called the "Century Series."

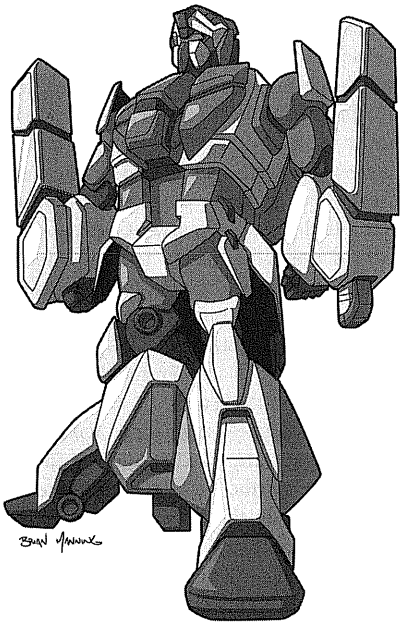
The newly designed "Century Series" fighters, named after a similarly revolutionary series of jet fighters from the mid-Twentieth Century, would utilize an advanced blended wing fuselage design that is a hybrid of traditional "box and wings" style aircraft and flying wings. The blended wing aircraft have a flat, airfoil shaped body that produces the majority of lift itself, with the wings being used mainly for control and stabilization. This design is very aerodynamically and volumetrically efficient, making for a very slippery fighter with excellent fuel economy. It was this emphasis on efficiency and economy that made the new fighters very attractive to the resource-strapped UEG.

Infantry would be enhanced as well, and lavished with new armor and weapons technology. Materials sciences had advanced to the point where an infantryman could wear a suit of armor that gave him the protection of a light armored vehicle. These new armors came in both environmental and non-environmental forms, and were designed to easily identify a soldier's branch and unit by the color and cut of the armor plates and the shape of his helmet. Advances in focused energy weapons led to an explosion of deadly energy small arms, replacing the increasingly archaic brass cartridge weapons like the M-21 Assault Rifle of the United Earth Defense Force (UEDF) with sleek and deadly laser and ion weapons. They would also benefit from advances in robotics, artificial musculature, communications technology, and miniaturization in the form of the newly fielded Power Amplified Armor Suits. Essentially a small, wearable robot vehicle, these powered suits would revolutionize infantry combat and eventually lead the way to development of the *VR series Cyclones*. Powered suits allowed soldiers to hit harder, move faster and endure much more abuse than their standard or "straight leg" infantry brothers. While the new standard combat armor allowed the infantryman to actually survive on a battlefield full of battloids and modern war machines, it was the powered suit that helped him to retain his relevance on the modern field of combat.

One side effect from the emphasis on non-variable battloids, fighters, and traditional armor, as well as the elevation of the infantryman, was the near deprecation of variable technology among the branches of the ASC. In his single-minded arrogance, General Leonard downplayed the importance of variable mecha in modern warfare. Convinced that he could do it all with standard armor and a range of non-variable vehicles, variable mecha were given short shrift in the ASC order of battle. New designs were produced due to political pressure, but they were light and medium vehicles like the Logan Fighter and SPARTAS Hover Tank. The few variable mecha fielded by the ASC were initially relegated to support and light combat roles. It wasn't until late in the Second Robotech War that Leonard conceded the true value of variable mecha and began to deploy them in forward positions. This effort proved too little and came too late to have a significant effect in the final outcome of the war.

At the time of the formation of the Army of the Southern Cross and their order of battle, ASC, UEEF and UEG scientists were all working feverishly to unlock the secrets of Protoculture. By the time the Expeditionary Force embarked into deep space, human understanding of Protoculture was still in its infancy, and the majority of the scientists researching this new miracle fuel were shipped out with the space fleets. Leonard and the ASC leadership, feeling cheated and abandoned, turned to more conventional power sources to power their war machines. Fusion reactors, while plentiful, were still expensive and complicated to maintain, so their use was reserved for mecha and military vehicles with intense energy requirements. These reactors allowed shuttle craft and aerospace fighters to be operated outside of Earth's atmosphere. Powered suits, never designed for long deployments away from bases, were fitted with electrical drive systems powered by hydrogen fuel cell stacks. Conventional ground vehicles made use of diesel, flex-fuel, or hybrid engines, either piston or rotary driven, and were able to burn nearly any combustible fuel. The only war machines to use Protoculture reactors during the Second Robotech War were the large *Tristar* and *Tokugawa* class spacecraft, the former being a workhorse of the ASC's home defense fleet, and even then these reactors were salvaged units from wrecked Zentraedi ships.

In all, while the mecha, vehicles, weapons and gear of the ASC were very much up to the task that the United Earth Government had set for them, they were inadequate to deal with a full-scale invasion from a powerful alien race like the *Robotech Masters*. When the Masters showed up in Earth orbit, the ASC had enjoyed nearly fifteen years of relative peace. Their leadership had slipped into complacency, convinced of their technological superiority and comfortable in the expectation that the Hunters and the United Earth Expeditionary Force were doing the heavy lifting on the other side of the galaxy. No one was prepared for the arrival of the Masters' colony fleet, an event that was never supposed to happen. Despite the shortcomings in resources and leadership, the men and women of the Army of the Southern Cross fought valiantly and were able to finally bring down the Masters, but at great cost.



The Origin of the ASC

The Army of the Southern Cross (ASC) rose to prominence as Earth's chief defender as the brainchild of an ambitious and pragmatic United Earth Defense Force (UEDF) military engineer named Colonel Anatole Leonard. Colonel Leonard had been a leading force on *Project Excalibur*, and helped give birth to the UEDF's Destroid Corps. He was instrumental, behind the scenes, in designing the armor doctrine used throughout the First Robotech War. Toward the end of the war in 2011, he was stationed at Antarctica Base, where he was performing sub-zero testing on new mecha designs. He was there, at the bottom of the Earth, when the Zentraedi orbital bombardment destroyed the majority of the Earth's population. During the ensuing chaos, Leonard dispatched a search party to locate survivors of any nearby UEDF bases in South America. After finding a UEDF fortification that escaped destruction in the Andes, Leonard organized transports to gather loyal colleagues, subordinates and badly needed supplies.

Colonel Leonard and his cadre barely made it to the base under siege by Zentraedi stragglers that had survived the fiery battle. They were saved by automated defenses, but were forced to make an emergency crash landing that left many of those aboard dead or seriously wounded. The survivors were presented with two immediate problems: the utter collapse of the United Earth Government and a steady stream of panicked refugees fleeing the burning cities nearby. Leonard quickly took control, rounded up the few surviving members of the UEDF garrison, scavenged food and found shelter to care for the refugees. Over the next several weeks, the UEDF and civilian survivors, under the leadership of Leonard, set about the business of salvaging what was left of the base and established a more permanent refugee camp.

As time passed and word spread, more and more people flooded toward the fortified encampment, including many surviving UEDF personnel. Colonel Leonard quickly reorganized the military personnel by area of specialty and began to draw up defense plans at what was now called *Camp Esperanza.* Desperate human and Zentraedi survivors had formed rogue bands of raiders and began preying upon the civilian population. After six months of subsistence rations and constant skirmishes with bandits and rogue Zentraedi, Camp

Esperanza, under the leadership of Leonard, was able to repair the main communication lines and make contact with what remained of the UEDF leadership. Admiral Donald N. Hayes had been killed during the Zentraedi bombardment and Captain Henry Gloval of the SDF-1 was now the most senior UEDF officer left in command. He was informed that his immediate area was a growing hot zone of violent clashes with rogue Zentraedi, and he was advised to abandon the base as the tattered UEDF would be unable to provide reinforcements.

This was not the response Colonel Leonard had hoped for. Though he was overwhelmed and itching to get back to civilization, he was loath to abandon Camp Esperanza to the feral Zentraedi as the base had become a symbol of hope to the refugees. With little more than salvaged mecha and half-starved troops at his disposal, he made the best out of a bad situation and held off the rebel Zentraedi while setting the stage for the rise of a new army.

Despite bitter disappointment and impossible odds, Colonel Leonard rallied a group of experienced officers to raise a new militia from the refugee population while gathering engineers who had worked with him on Project Excalibur. Then began the arduous task of building a fighting force out of these survivors and stragglers. Within three months he had mapped out a defense strategy and rough order of battle. He and his officers organized a ragtag band of former military personnel and refugees into a respectable fighting force. Finally, after exhaustive months of planning, building, and training, he had 5,000 men ready to face the Zentraedi Malcontents in the remote regions of South America.

Staring into the southern sky one night after his umpteenth planning meeting and with a head full of smoke and glory, Leonard came upon the name for his new army. The next day, the **Army of the Southern Cross** took the fight to the rebel Zentraedi.

For the next several years, Leonard and his *Army of the Southern Cross* would push north and see action all the way to the isthmus of Central America. With their salvaged mecha and mismatched weapons and uniforms, they cleared wrecked Zentraedi ships, broke up terrorist cells, destroyed countless rebel and bandit outposts, routed pirates, squelched raiders, and kept Zentraedi Malcontents off balance and on the run. Along the way, he gathered resources and welcomed thousands of additional survivors who volunteered to join the ASC. Exploiting a common fear of aliens among the human populace, he even recruited misfits, bandits, reformed Anti-Unification League insurgents, and otherwise shady characters who honed their fighting skills on countless battlefields against the Zentraedi, using every trick they knew to win the day and coming up with new ones as necessary.

The Army of the Southern Cross evolved into a real fighting machine as they cut a swath through the Zentraedi Malcontents, and came out the other side a lean, strong and capable fighting force. Leonard had effectively tamed the lower continent and became the de facto governor of the entire region. While the UEDF struggled to contain the Zentraedi resistance in North America, Leonard's success in restoring law and order in the south quickly gained notice by Admiral Gloval and Senator Moran, two of the

key players in what remained of the United Earth Government.

Though the (First) Robotech War had long been over, Lord Khyron, the mad leader of the Zentraedi rebellion, led a desperate, but calculated, attack upon New Macross City. Khyron was killed in the battle, but his plan had succeeded in destroying the SDF-1, the SDF-2, and a sizeable portion of the surrounding city. Now it was the United Earth Defense Force that ironically called upon Colonel Leonard to send reinforcements to help secure the area. Leonard left *Camp Esperanza in the care of his top officers* and flew to the UEDF base outside of the remains of New Macross City, where Senator Moran and the ranking officers of the UEDF greeted him and debriefed him on the current situation.

The United Earth Government was fragmented across the globe and the UEDF had suffered a serious setback with the loss of the SDF-1, the SDF-2, and the venerable Admiral Gloval during the Battle of New Macross City. Leonard was praised for his work and resourcefulness in the south against the Zentraedi rebels, and finally received the news he had always wanted. The UEG requested that he return to North America and help oversee the reconstruction efforts. In return, Leonard was given the rank of *General* and a chest full of medals to accompany his triumphant return to civilization.

His return, however, was not quite as grand or illustrious as he had imagined. It became quickly apparent that he was not being given sole command of the UEG's military forces as he had assumed. Rather, he would be the new *commanding* officer of peacekeeping forces, sharing the heady heights of power with *Admiral Lisa Hunter* and her husband, *Rear Admiral Rick Hunter, who were planning a daring expedition into deep space.*

Construction of the *SDF-3* and the new *United Earth Expeditionary Force (UEEF)* was already underway, leaving General Leonard with few resources to maintain an effective peacekeeping force. He was forced to draw upon the existing infrastructure of the Army of the Southern Cross, gradually expanding its operations into North America. He fought bitterly with the Hunters and the UEG Leadership Council in endless meetings over what he saw as foolhardy and wasteful "gallivanting" around the galaxy. Leonard argued that they needed to keep their forces *here*, on Earth. He made his case for fortifying the planet, rebuilding urban centers, and sealing themselves off from the rest of the galaxy, behind a wall of heavily armed space stations and combat satellites. The General was the lone voice of dissension and ultimately overruled. Plans to take the fight to the Robotech Masters were placed into effect against his sullen objections.

For General Leonard, the onset of the expedition would actually be a mixed blessing. He learned that he and the Army of the Southern Cross were to be *left behind* with the responsibility of safeguarding the planet. Leonard liked the idea that he would head Earth's defense while the rest of these idealists pranced off into outer space on a fool's errand. What the General objected to was the Hunters taking the best personnel, engineers, scientists, spacecraft, and most advanced combat mecha with them to the far end of the galaxy. The UEG was convinced that the threat of a second

alien invasion was unlikely, and saw fit to leave him with scraps and minimal resources to carry out his mission.

Not a man to trifle with, General Leonard and his trusted officers began a campaign to consolidate both military and political power. He instituted a hard-line policy of mandatory micronization to mitigate the threat of all remaining Zentraedi on Earth. He was able to place allies on the Leadership Council to procure some share of combat engineers and resources to supplement the Army of the Southern Cross with its own range of mecha and war machines. He personally oversaw the development of new infantry mecha, armored fighting vehicles, and weapon systems that were unique from those used by the UEDF or UEEF. He organized the construction of a new capital from which to administer the United Earth Government and the ASC. If he was going to be left to be Earth's sole defense, then he insisted on being given the tools to do his job. It was a position that few could argue with.

In 2017, construction of the new capital was completed at *Monument City* and the *Global Military Police (GMP)* was established to secure law and order in civilian population centers. Still feeling ostracized and a little betrayed by the UEEF, Leonard made a conscious effort to distance himself from them and create a distinctive look for the Army of the Southern Cross. Everything from mecha to uniforms would be different. Even with his growing influence, Leonard always felt cheated and short-changed by the UEEF. He only got a fraction of the funding, scientific minds or resources to build the army and Earth defenses he believed were necessary to safeguard the planet – a point of contention that left him bitter and angry throughout his career.

By the time the United Earth Expeditionary Force (UEEF) blasted into space in 2022, General Leonard's allies had infiltrated all levels of the government, allowing him to attain the mantle of *Supreme Commander of Military Forces,* a position from which he could have greater influence on shaping the policies of the UEG through Prime Minister Moran.

Over the next seven years, Leonard used the ASC and the GMP to continue consolidating more power. Despite his heavy-handed approach and micro-management of the armed forces, Supreme Commander Leonard brought about much needed stability and security across the globe. The UEG hammered out treaties with assorted neighboring states and brought nearly the entire world under the protective umbrella of the Army of the Southern Cross. Small conflicts broke out with separatists and rebels in remote regions, but overall, it was the quietest stretch of history the planet had seen in decades. This peace was shattered in January of 2029, when the signal from Space Station Liberty was lost.

The Robotech Masters had come calling. They were looking to reclaim Zor's ship (or at least the Protoculture Matrix hidden within it) as well as Dolza's wayward Zentraedi Armada. They were not prepared for what they found — Dolza and the fleet missing in action, the rest of the Armada destroyed and in ruin. They also found the Army of the Southern Cross waiting to greet them on Earth.

In a strange way, Supreme Commander Leonard felt vindicated. He had

always warned that the Earth was being left unprepared for another alien invasion, and now here it was. The Hunters had failed, as he had known they would. Now it was up to *him* to protect the Earth, and he was ready. These aliens would not find his Army of the Southern Cross an easy adversary. He would prove to everyone that Anatole Leonard had what it took to defend the world.

In April 2029, Leonard launched an extremely aggressive and single-minded campaign against the new alien invaders. Against the counsel of his most senior officers and advisors, he ordered increasingly risky strategies that would raise the stakes for the wounded planet in yet another intergalactic war.

Playing the Second Robotech War

Exactly *when* you choose to start your Robotech® role-playing game campaign is up to *you* and your *Game Master*. It can start with the destruction of the SDF-1 and the first days of global reconstruction.

Or you can start with the long and bloody years of the Malcontent Uprisings, where the remains of the United Earth Defense Force and the newly formed Army of the Southern Cross fought shoulder to shoulder against the marauding Zentraedi Malcontents, rebels, bandits, warlords, and the resurgent Anti-Unification League.

Or you can start on the eve of the Robotech Masters' invasion and play out the brutal story through the end of the Second Robotech War.

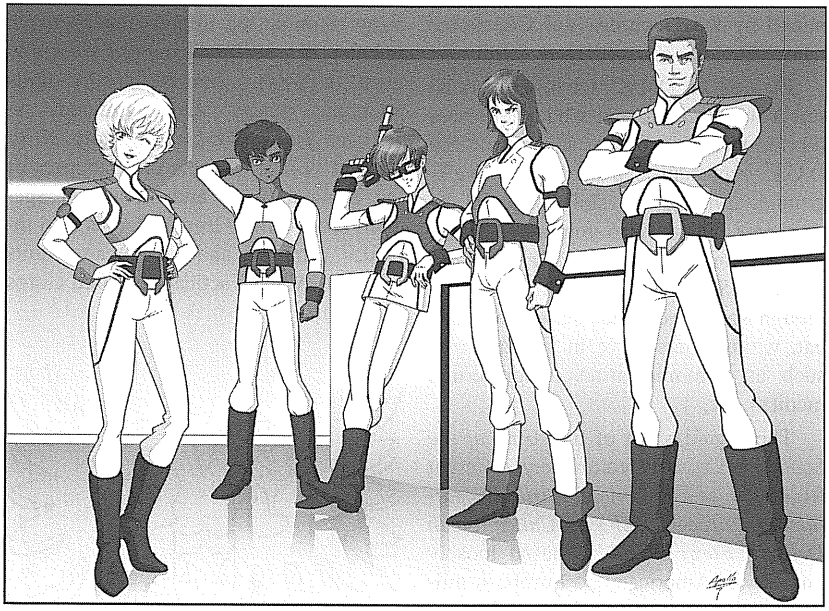
Or you can role-play the *days after the Robotech Masters are* defeated and the remains of the ASC and Tirolian survivors struggle to rebuild and prepare for the imminent arrival of the ravenous Invid.

Or you can even play out the untold story of the heroes who tried to stop the Invid when they invaded the Earth. It was the ASC who first tried to hold them off. It was the ASC who struggled to save what human survivors they could when they realized they could not stop the Invid. It was the ASC survivors who formed the very first resistance fighter groups against the Invid and initiated a guerilla war to liberate the Earth from the conquering and enslaving aliens.

Of course, all of this supposes you know something about the **Robotech® Masters**; that you've seen at least some of the anime on television or DVD (and if you haven't, we recommend it for the sheer viewing pleasure), or have read some of the novels or comic books. If not, we hope the Robotech time line, overview, and bits of history in the preceding pages and detailed information in the following pages give you enough data and knowledge to weave your own epic role-playing adventures in this era of the Robotech setting.

Future sourcebooks from Palladium will offer more world and time line information, adventure ideas, and data, including the Zentraedi Malcontent Uprisings, New Generation (the Invid Invasion) and other times and places for adventure.

This Robotech Masters Sourcebook presents the characters, mecha, equipment, setting and information you need to create characters and enjoy adventures in the **Robotech Masters Saga**.



Character Creation is Fun and Easy

Reminder: to use this sourcebook and even create characters, you will need the "core rule book," **Robotech® The Shadow Chronicles® Role-Playing Game**. The nitty-gritty of character creation is all explained in the rules section of that RPG and offers additional realms of Robotech adventure. Here are the basics you need to create characters for the **Masters Saga**.

1. Each character has **eight attributes**. These are the mental and physical strengths and weaknesses of the character, such as Intelligence (I.Q.), Physical Strength (P.S.) and Speed. The higher the number, the greater that attribute. 9-13 is average.

2. Your character needs an **alignment**, the moral code and compass that dictates his or her actions. As heroes of the Army of the Southern Cross (ASC), most characters should be a good alignment.

3. Your character will also have **Hit Points** (life points) and **S.D.C.** (additional physical punishment he can endure). These are important, but as mechanized warriors of the ASC the physical endurance (M.D.C.) of your mecha and body armor are even more important. It's all explained later. The bottom line is that choices and the mecha your character pilots are crucial to your survival as a soldier.

4. What mecha and weapons are available to your character will be deter-

mined by the **Occupational Character Class (O.C.C.)** and **skills** you select.

Picking an O.C.C. Each player must select an Occupational Character Class (O.C.C.) for his or her character. The O.C.C. represents the occupation, background, training and skill range of the character. This is who you are and what you do for the *Army of the Southern Cross (ASC)*. All are military based, though some are better suited for combat, while others serve in support roles such as communications, engineering, medical, etc.

The organization of the *Army of the Southern Cross* is completely different from that of the *United Earth Expeditionary Force (UEEF)* or *United Earth Defense Force (UEDF)*, based loosely on pre-war American and European military doctrine combined with lessons learned during the *First Robotech War* and subsequent years of *Malcontent Uprisings*. There are four O.C.C.s to choose from: **ASC Aerospace Forces** (flying Veritechs and aircraft pilots), **ASC Ground Forces** (infantry soldiers and ground mecha pilots for the Hover Tank and battloids), **Global Military Police** (which includes espionage) and **ASC Paramilitary Forces**.

ASC Aerospace Forces: Comprise the Tactical Air Force, Tactical Space Corps and Tactical Armored Space Corps. They fly both a new generation of *Veritech Fighters* and traditional aerospace fighters, as well as crew spaceships and large aircraft, and make up the majority of the orbital naval infantry that defends Earth, Moon Base and Space Station Liberty.

ASC Ground Forces: These men and women are the backbone of the army. Straight-leg infantry, mechanized infantry in *powered armored suits* and giant *battloids*, armored cavalry units pounding across the wastelands in *Veritech Hover Tanks,* and more. Most Ground Forces troopers are members of the Tactical Corps and associated Special Forces units. Ground Forces also includes armored and air cavalry units from the Alpha Tactical Armored Corps (ATAC).

The Global Military Police: The GMP are a mixture of spies and military policemen given the task of enforcing the law among the ASC and civilian populace. They also conduct clandestine and intelligence operations and counted among their members are some of the finest espionage operatives in the world.

ASC Paramilitary Forces: Composed primarily of civilian contractors and volunteers, and includes the Civil Defense Unit and Civil Defense Flying Corps of the ASC. Their primary goals

are to defend Earth's population centers and keep the peace. Another, is to serve as liaisons between the ASC and the remaining civilian populace.

Playing Zentraedi or Tirolian Characters is *optional* – check with your Game Master (G.M.) to make sure he will allow such characters in the game *before* you spend time creating a Zentraedi or Tirolian player character. Please respect the choice of those G.M.s who do *not* allow giant (or micronized) Zentraedi as player characters. See the section on *Tirolians* elsewhere in *this* book. See **Robotech®: The Macross® Saga,** pages 207-225, for details about *Zentraedi.* You will still need to refer to the core rule book for skills and other character creation information.

5. Skills help define the character and determine his or her range of abilities. Combat, piloting, weapons and all the rest will depend on skills. Skill selection is made easy with the selection of a *Military Operational Specialty* or *M.O.S. skill bundle.*

Those are the key elements of your character creation. Everything else is background and character building (personalty/disposition, age, etc.). All fun stuff and often important for getting the most out of your character and gaming experience.

To make your life easy and character creation fun and fast, you can roll on the **Quick Character Creation** tables that follow. Once your character is created and his equipment determined, you are ready to play. All you need are some other players, a Game Master to devise and run adventures, dice, and an active imagination.

Optional: Quick Character Creation

The traditional method of building a character requires reviewing all the available O.C.C., M.O.S. and skill choices, rolling for attributes, deciding on an alignment, and reading and considerations of all kinds, as described in the rules section of the core rule book.

The traditional method of character creation is fine, fun and gives you, the player, a greater range of random attributes and much more control over the selection of skills and abilities. However, all that reading and thinking, and choosing, takes anywhere from 45 to 90 minutes. There's nothing wrong with that, and you can design a character completely around your desires. It is simply a matter of what you prefer.

Using the Quick Character Creation tables enable players (and G.M.s) to create a character in 10-15 minutes. Just roll as directed and follow the suggested guidelines.

Optional Table to Quick Roll Your Character

The random roll method should reduce character creation to 10-15 minutes! How? It limits your choices, provides character attributes that only require one die roll to finish, points you to the *O.C.C.* (Occupational Character Class) and *M.O.S.* (Military Operational

Speciality) you should pick from, and quickly determines most other aspects of the character with the roll of percentile dice.

In short, it eliminates a great deal of decision making!

O.C.C. and M.O.S. Note: To quick roll your character, follow the suggestions below. However, they are *suggestions* and as such, the player may choose a completely different O.C.C. and M.O.S. than recommended.

Attributes and Suggested O.C.C. and M.O.S.

Make a random roll or pick one of the eight categories presented in the table below. Each gives the character at least one mental or physical advantage and suggests the best O.C.C. (Occupational Character Class) and M.O.S. (a set of skills that are the character's Military Operational Specialty) based on that strength.

This is a fast way to roll up (or pick) a character with the attribute or two the player might most desire as one of his best natural aptitudes, followed by the number and modifier of all other attributes to fit the listed archetype (Brainy, Physically Strong, Fast Reflexes, Beauty, and so on).

Then follow the advice about the M.O.S. and O.C.C. best suited to the character's strengths, go to that O.C.C., pick the suggested M.O.S., pick the remaining skills for that O.C.C., and use the following optional background tables to determine Alignment, Age, and everything else, and you are ready to play in a matter of minutes.

Attribute Note: The number of dice to roll for attributes is exactly as listed below. Do NOT roll an extra 1D6 if a 16-18 is rolled. When using this table, only one six-sided (1D6) or four-sided (1D4) die is rolled as listed for the end result.

01-12% Brainy: I.Q. 1D6+18, M.E. 1D6+12, M.A. 1D4+10, P.S. 1D6+9, P.P. 1D4+9, P.E. 1D4+8, P.B. 1D6+9, Spd 1D6+11.

Your character is best suited to an M.O.S. that involves mental challenges, assessing data, research, creating/building, learning, engineering, electronics, science, medicine, and strategies and tactics.

Your best O.C.C.s are *Global Military Police* or *Paramilitary Forces* and you'd be best suited in a field that involved engineering, consulting or the sciences.

13-26% Strong-Willed: I.Q. 1D6+11, M.E. 1D6+19, M.A. 1D6+9, P.S. 1D6+9, P.P. 1D4+13, P.E. 1D6+10, P.B. 1D6+9, Spd 1D6+8.

Your character is best suited to an M.O.S. that involves focus, self-discipline, and challenges.

Your best O.C.C is *Aerospace Forces*, and you'd be best suited for service in the *Tactical Air Force* or *Tactical Armored Space Corps*.

27-39% Charismatic: I.Q. 1D6+10, M.E. 1D6+9, M.A. 1D6+18, P.S. 1D4+10, P.P. 1D4+10, P.E. 1D6+8, P.B. 1D6+14, Spd 1D6+9.

Your character is best suited to an M.O.S. that involves leadership, officer training, teaching, communications, performing, espionage, and subterfuge.

Your best O.C.C.s are *Global Military Police* or *Paramilitary Forces*, and you'd be best suited for public affairs or

intelligence gathering, infiltration and espionage work.

40-51% Physically Strong: I.Q. 1D4+10, M.E. 1D4+10, M.A. 1D6+10, P.S. 1D6+19, P.P. 1D4+12, P.E. 1D6+15, P.B. 1D6+12, Spd 1D6+11.

Your character is best suited to an M.O.S. that involves physicality, mechanics, athletics, combat, and strength.

Your best O.C.C.s are *Ground Forces* and *Paramilitary Forces,* and would excel in the *Tactical Corps, Tactical Corps Desert Division, Tactical Corps Forest Division* or *Civil Defense Unit.*

52-65% Fast Reflexes and High Dexterity: I.Q. 1D4+10, M.E. 1D6+9, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+19, P.E. 1D6+9, P.B. 1D6+10, Spd 1D6+17.

Your character is best suited to an M.O.S. that involves the precision use of hands, tools, weapons, targeting, fast physical reaction, combat, building, surgery and other areas where steady and fast hands are a key element.

Your best O.C.C.s are *Aerospace Forces* and *Paramilitary Forces*, and you'd be best suited for service in the *Civil Defense Unit, Tactical Air Force* or *Tactical Armored Space Corps.*

66-78% Great Endurance: I.Q. 1D4+9, M.E. 1D6+14, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+9, P.E. 1D6+19, P.B. 1D6+9, Spd 1D6+12.

Your character is best suited to an M.O.S. that requires physical durability and mental toughness.

Your best O.C.C.s are *Ground Forces* and *Aerospace Forces*, and you'd be best suited for service in the *Tactical Corps, Tactical Corps Mountain Division, Tactical Corps Desert Division* or as a mechanized infantryman in the *Tactical Space Corps* or *ATAC.*

79-88% A Beauty or Pretty Boy: I.Q. 1D4+10, M.E. 1D6+8, M.A. 1D6+15, P.S. 1D6+11, P.P. 1D6+8, P.E. 1D6+9, P.B. 1D4+20, Spd 1D6+9.

Your character is best suited to an M.O.S. that involves teaching, communications, performing, trickery or subterfuge.

Your best O.C.C.s are *Paramilitary Forces* and *Global Military Police* and you'd be best suited for work as an infiltration specialist, journalist or civil affairs officer.

89-00% Fast as Lightning: I.Q. 1D4+9, M.E. 1D6+9, M.A. 1D6+8, P.S. 1D6+9, P.P. 1D6+14, P.E. 1D6+10, P.B. 1D6+10, Spd 2D6+20.

Your character is best suited to an M.O.S. that involves quickness and dexterity, including targeting, combat, fast physical reaction, and other areas where fast hands and feet are an asset.

Your best O.C.C.s are *Aerospace Forces* and *Ground Forces*, and you'd be best suited for service in the *Tactical*

Air Force, Tactical Armored Space Corps, Alpha Tactical Space Armored or *Tactical Corps Mountain Division.*

Ways to Round Out Your Character

Our decades of experience designing games has shown us that players and Game Masters enjoy having as much background and details about their characters as possible.

We aim to please, so we present a series of optional tables that will help players to quickly establish some background, personality and bonuses for the character they are about to create.

Remember, these are *optional tables*, which means a player may make up his own background, disposition, and aspects for his character *rather than* roll on the tables that follow. HOWEVER, the player should not be allowed to pick and choose which tables he wants to roll on, with the exception of the last three. If the player wants to roll on one table (like *Character Bonuses*) he should roll on them *all*. Roll percentile dice for random determination.

Note: The nuts and bolts of creating a character are presented in the Game Rules Section of **Robotech® The Shadow Chronicles® RPG**. This is the fun, easy background data that helps make your character memorable.

Alignment

01-25% Principled: Good, honest, loyal and law-abiding team player.

26-50% Scrupulous: Good and trustworthy, but sometimes bends the rules.

51-75% Unprincipled: A rogue with a heart of gold. Tempted to take shortcuts and watch out for number one (himself), but when push comes to shove, always does the right thing (even if he hates himself for it).

76-00% Anarchist: Self-serving, may choose to be a team player or not.

Note: These are supposed to be heroes, so no evil alignments are available.

Race

01-75% Human.

76-95% Micronized Zentraedi (looks human).

96-00% Tirolian. (A clone from the Tirolian Empire. Could be a spy or an escapee.)

Sex

Note: We have found it is usually best to let the player *pick* the sex of his or her character. For those who would prefer to make a random roll, here's the table:

01-60% Male.

61-00% Female.

Age

01-05% 15 years old; lied about real age and pretends to be 16 or 17.

06-15% 16 years old.

16-25% 17 years old.

26-35% 18 years old.

36-45% 19 years old.

46-55% 20 years old.

56-65% 21 years old.

66-80% 22-25 years old.

81-91% 26-30 years old.

92-97% 31-39 years old.

98-99% 40-49 years old.

100% 50 years or older.

Physical Build

01-15% Skinny.

16-40% Lean and athletic.

41-50% Built; muscular and chiseled.

51-80% Average.

81-90% A bit overweight.

91-00% Overweight.

Height for Humans, Tirolians & Micronized Zentraedi

01-25% Short: Under 5 feet, 8 inches (1.73 m).

26-75% Average: 5 feet, 8 inches to 6 feet (1.73 to 1.8 m).

76-95% Tall: 6 feet, one inch to 6 feet, 6 inches (1.85 to 1.98 m).

96-00% Very Tall: 6 feet, 7 inches to 7 feet (2-2.1 m).

Note: Add six inches (0.15 m) to Zentraedi characters.

Birth Order for Humans

Note: Zentraedi and Tirolians are clones.

01-25% First Born.

26-50% Second.

51-75% Middle.

76-00% Last.

Place of Birth for Humans

01-10% Born in England, Australia or New Zealand.

11-20% Born in Europe.

21-40% Born in North America (USA, Canada or Mexico).

41-50% Born in Russia.

51-60% Born in India.

61-70% Born in South or Central America.

71-80% Born in China or Asia.

81-90% Born in Africa or the Middle East.

91-95% Born in Indonesia.

96-00% Born in space.

Family Ties for Humans

Note: Zentraedi and Tirolians are genetically engineered and cloned. They don't have families and kin, and do not understand the human dynamic of family relationships.

01-20% Known family have all perished; last of the line.

21-40% Both parents and a sibling died in combat.

41-50% Lost one parent. 01-50% Father. 51-00% Mother.

51-70% Parents and siblings are alive and well; good relationship.

71-85% Parents and siblings alive and well; poor relationship.

86-00% Orphan, never knew parents or biological family.

Human to Human Relationship to Teammates

Roll for each *human* character in the player group.

01-10% Sibling.

11-20% Cousin or other relative.

21-40% Just met, no relationship yet developed.

41-50% Friend.

51-60% Old classmate and casual associate.

61-65% Old teammate and casual pals.

66-70% Old teammate and good friends.

71-80% Old rival.

81-90% Finds character a bit annoying, but tolerable.

91-00% Dislikes the other character.

How a Human Character Feels about a Zentraedi or Tirolian Teammate

Roll for each *human* character in the player group.

01-10% Hates them and doesn't like the idea of having any aliens on his team.

11-20% Doesn't trust them and looks upon any on his team with suspicion and concern.

21-40% Has never met an alien, but is willing to give any on his team the same respect and trust he'd give a fellow human.

41-50% Finds aliens fascinating and is looking forward to getting to know some. Will try to befriend any on his team.

51-60% Believes Zentraedi (or Tirolians) are among the greatest warriors in the universe and is honored to serve at their side.

61-65% Believes Zentraedi and Tirolians are aggressive savages who only understand and respect violence, threats and war. Is a bully toward any alien on his team and generally dislikes them.

66-70% Old teammate and good friends.

71-80% The alien is an old rival the character has faced in combat in the past as an enemy ace. Doesn't trust or like the alien.

81-90% Has never met an alien before and is ambivalent toward them.

91-00% Dislikes any Zentraedi or Tirolian, and fears they will turn against humans at some point, especially if their Robotech Masters ever command them to do so.

Note: Zentraedi understand the humans' apprehension and fear of them, and those who have joined the UEDF or ASC generally try to tolerate snide remarks, disapproving looks and prejudice. They hope their own heroic actions in combat on behalf of Earth will win over their human comrades in time. Tirolians are a bit more arrogant and a bit less forgiving.

Special Aptitude Bonuses

Applicable to Human and Zentraedi Characters

01-10% Sure Shot: +2 to strike with all types of projectile and energy weapons, from pistols and energy rifles to weapons used by mecha and spaceship cannons. Furthermore, the usual penalties for being off balance, moving, etc., are half. Does not apply to missiles.

11-20% Natural Battloid Ace: +5% to Pilot Battloid skill and +8% to Battloid Piloting Specialty (one specific non-transformable mecha which the character pilots better than any other). Also +1 on initiative, +1 to parry, and +1 to pull punch when piloting any type of non-transformable battloid (including Destroids).

21-30% Natural Veritech Ace: +5% to Pilot Veritech skill and +7% to Veritech Piloting Specialty (one specific Veritech which the character pilots

better than any other; his or her favorite). Also +1 on Perception Rolls, +1 to dodge and +1 to roll with impact when piloting any type of transformable mecha.

31-40% High Perception and Solid Gut Instincts: +1D4 on Perception Rolls. Roll 1D4 once in front of the Game Master when the character is first created to determine what this bonus is from that time forward.

41-50% Quick Reaction Time: +1D4 on initiative. Roll 1D4 once in front of the Game Master when the character is first created to determine what this bonus is from that time forward.

51-60% Strongman: +1D6+3 to P.S. attribute and +1 to pull punch.

61-70% Fast Learner and Jack of Many Trades: Select one extra M.O.S., but without benefit of the usual bonuses for it.

71-80% Quick Reflexes: +1 attack per melee and +1 to dodge.

81-90% Fearless: +1D4+2 to save vs Horror Factor. However, as a result, the character *may* also be a hot shot who takes foolish risks and daring chances.

91-00% Charismatic/Charmer: +1D4+2 to M.A., this character is especially likable and affable.

Outlook on Earth's Future

Note: This category should be completely optional. Players should not be forced to roll on this table.

01-30% Pragmatic Hero. The power level and vast numbers of the alien enemy are terrifying. The Robotech Masters are an, as of yet, unknown quantity, and the future of the Earth is uncertain. Still, you can't give up. You must fight against all odds and pray for victory. This character feels he and the people of Earth have no choice but to fight. He or she just hopes their valiant efforts will be enough to prevent total obliteration of human life at the hands of relentless aliens.

31-70% Dedicated Hero. Earth must be defended and saved at all costs. Earth is home and no stinking alien invaders are going to capture it and enslave its people, or destroy all life on the planet. The character is fiercely loyal to his fellow humans, the United Earth Government (UEG), and the Army of the Southern Cross (ASC). He or she is ready and willing to fight to the death.

71-80% Idealistic Hero. "We will win," is the motto of this positive and unrelenting Earth defender, and nothing changes his mind. To this eternal optimist, losing is not an option, and he is convinced the human race will be triumphant, and the Earth and its people will be saved.

81-90% Nihilistic Hero. Yeah, the odds are impossible and the Earth is probably doomed, but this grim hero isn't about to give up. He or she intends to fight to the bitter end, despite the odds, and die defiant and free. Though the Nihilist would be loath to admit it, the character hopes his inevitable sacrifice will, indeed, help defeat or repel the enemy invaders and save at least some fraction of the human race from oblivion or enslavement.

91-00% Starbound Hero. Saving the Earth and human civilization seems like a lost cause to this character. Although he remains a loyal and obedient soldier, he believes humankind's only hope for survival is to take their new technology and head for the stars to make a new life on alien worlds.

Human Prejudices & Feelings Toward Zentraedi

Note: This category should be completely optional. Players should not be forced to roll on this table.

01-10% Dislikes and distrusts all Zentraedi, be they giant or micronized.

11-20% Dislikes or hates all Zentraedi malcontents/rebels who cling to their warlike ways and threaten and attack innocent people.

21-30% Fears and distrusts all full-sized Zentraedi, even if they seem to be on the side of humans.

31-40% Distrusts all Zentraedi and wonders if those who have submitted to micronization are actually clever spies and infiltrators waiting to backstab the human race the first chance they get.

41-60% Indifferent toward Zentraedi. Doesn't know what to make of the efforts to integrate Zentraedi into human society, but is willing to judge each Zentraedi by his actions and hope for the best.

61-80% Values and respects the Zentraedi and supports their integration into human society and military service to defend the Earth.

81-00% Hates the mysterious *Robotech Masters* who are said to be the ones who created the Zentraedi and sent them to attack the Earth. This character sees the Zentraedi as pawns and victims of the Masters, and would like to embrace them into human society. However, he wonders if their Masters may still hold sway over some dangerous percentage of the Zentraedi on Earth. As a result, this character questions the loyalty of all Zentraedi and fears some may turn against them if the Masters should attack the planet Earth.

Human Prejudices & Feelings Toward Tirolians

Note: This category should be completely optional. Players should not be forced to roll on this table.

01-10% Dislikes and distrusts all Tirolians. Period.

11-20% Dislikes or hates any and all Tirolian malcontents/rebels who cling to their warlike ways, remain loyal to the Masters, and threaten and attack innocent people.

21-30% Fears and distrusts all Tirolians, even if they seem to be friendly and on the side of humans. The character suspects the Masters still hold sway over some dangerous percentage of Tirolians and that if a Master calls for revolt or acts of terror, a large number of Tirolians will answer the call.

31-40% Dislikes and distrusts all Tirolians. Many are arrogant and haughty, particularly ex-warriors, and the character wonders if those who have joined human society are not secretly plotting to backstab or take over the human race the first chance they get.

41-65% Indifferent toward Tirolians. Doesn't know what to make of the efforts to integrate them into human society, but is willing to judge each alien by his actions and hope for the best.

66-90% Values all life and is willing to trust Tirolians and give them a chance. Supports their integration into human society and military service to defend the Earth.

91-00% Hates the mysterious *Robotech Masters* and holds them directly re-

sponsible for both Robotech Wars and the decimation of the planet. To him, the Masters are evil incarnate and completely untrustworthy. And while he may come to trust a few Tirolians he gets to know personally, he fears most are submissive and brainwashed henchmen of the Masters who should NEVER be trusted. He thinks letting another alien race be assimilated into human society is a dangerous mistake and this character is leaning toward becoming a xenophobe: someone who distrusts and dislikes or fears all alien life forms.

Disposition

Note: This category should be completely optional. Players should not be forced to roll on this table. Applies to Tirolians, humans and Zentraedi.

01-05% Bitter and hardened by war. Has little compassion or sympathy for others, especially those who are foolish. Tends to be intolerant, short-tempered and gruff with everyone. Shows no mercy to the enemy. The carnage of war and the sight of the dead has no obvious impact on this "war is hell, suck it up," soldier.

06-10% Shy, timid, tends to be a loner.

11-16% By the book. Tends to follow orders to the "T," is very formal, follows procedures and is, well, by the book military. Always against breaking the rules, and hates bending the rules except under exceptional circumstances.

17-23% Gung-ho, guts and glory type who sees self as a hero. Likes combat, is quick to action, and hates sitting around, waiting.

24-29% Worrywart, nervous and cautious.

30-36% Hot-head, quick-tempered, emotional, but basically a good guy or gal.

37-43% Schemer, gambler who likes to take chances.

44-50% Blabbermouth, nice person, but too talkative and has trouble keeping a secret.

51-56% Wild man, cocky, overconfident, takes unnecessary risks.

57-63% Nice, friendly, courteous and hospitable. Cares about his teammates and their mission.

64-70% Snob, arrogant, feels superior to others.

71-76% Tough guy, self-reliant, independent, and a bit of a cocky lone wolf.

77-83% Paternal, overprotective of others, especially young characters and green soldiers.

84-90% Complainer, constantly aggravated about something.

91-95% Paranoid, trusts no one until they have proven themselves trustworthy and loyal many times over.

96-00% Career Officer whose number one priority is seeing himself promoted through the ranks to become as important and powerful as possible (whether he/she deserves it or not). Quick to take credit for the accomplishments of the team and individuals whenever he thinks he can get away with it.

Tirolian Loyalty Table

Note: This category should be completely optional. Players should not be forced to roll on this table, and it only applies to Tirolian characters that have found their way into human society.

01-40% Reluctant Loyalty. This character finds human society strange, confusing and a little scary, but there are aspects of individual freedom and expression the character enjoys and embraces. In many ways, life on Earth is better, but the Tirolian has not adjusted to it. He is reasonably loyal to Earth and its people, but tends to hang out with other Tirolians and is quick to fight to save himself, other Tirolians, and human friends. The character will fight in the defense of the Earth, but doesn't go out of his way to endanger his own life unless the situation demands it. Under the right circumstances the character *might* be convinced to turn against humans (5% chance in general, 15% if another group of Masters arrived on Earth).

41-70% Dedicated Loyalty. Loves human society, works hard to fit in and is completely loyal. Is willing to fight and die in Earth's defense.

71-80% Disgruntled, but Loyal. The character feels out of place and somewhat disenchanted with human society. Humans seem weak, fickle, strange and mean to him and his people. The Tirolian doesn't feel like he fits in well, but doesn't see any other viable option. Figures things could be worse, so he stays among them. This character is grudgingly loyal to humans and will fight to defend the Earth, but only if the situation demands it. Under the right circumstances the character *might* be convinced to turn against humans (15% chance in general, 30% if another group of Masters arrived on Earth).

81-90% Disguised Loyalty, Malcontent. The character is completely disenchanted. Faced with swearing allegiance to humans or spending his life in a prisoner of war camp or under constant surveillance, the Tirolian took allegiance as the lesser evil. He dislikes humans and sees them as weak, strange and barbaric fools. He has nothing good to say about humans or human society, but keeps his contempt to himself and other Tirolians who feel the same way. This character is likely to take up criminal activity, never lifts a finger to help humans nor Zentraedi who are loyal to humans, and will not fight to defend the planet even if ordered to do so. Under the right circumstances, the character is likely to turn against humans and would happily serve the Masters again (70% chance).

91-00% No Loyalty, Malcontent. The character has never liked humans or human society, openly speaks against them, and hates his life on Earth. He sees the Masters' defeat at the hands of humans as a painful embarrassment.

If this character is a member of human society, he is an opportunist, crook, mole or spy using the system to help himself and other malcontents. He hates humans, treats them with undisguised contempt, tends to stick with other malcontents, and is happy to do things that undermine or embarrass humans or benefit himself. This character should be quick to support (secretly perhaps) or participate in an uprising or rebellion, as well as promote discontent and take action against human beings whenever he can, though it may be done secretly. He would be thrilled to serve the Masters or join a new Zentraedi invasion force if it meant destroying or enslaving humans.

ASC Ranks & Chain of Command

ASC Ground Forces Enlisted Ranks:

E-1: Private (Recruit)
E-2: Private 2nd Class
E-3: Private 1st Class
E-4: Corporal/Specialist
E-5: Sergeant
E-6: Staff Sergeant
E-7: Sergeant 1st Class
E-8: Master Sergeant
E-9: Sergeant Major

ASC Aerospace Forces Enlisted Ranks:

E-1: Airman: Basic
E-2: Airman
E-3: Airman 1st Class
E-4: Senior Airman
E-5: Staff Sergeant
E-6: Technical Sergeant
E-7: Master Sergeant
E-8: Senior Master Sergeant
E-9: Chief Master Sergeant

Enlisted Men and Women, E-1 and E-2 are the lowest links in the chain of command. They are raw recruits, fresh out of basic and tech school, and everything is new and shiny to them. They tend to be excitable, and are occasionally confused about their place aboard ship/on base. Non-Commissioned Officers, E-4 to E-7, are experienced and seasoned leaders and are found in positions of authority over the junior enlisteds, as well as training and drill instruction. Senior NCOs, E-8 and E-9, are the highest of the enlisted ranks and are found mostly in purely administrative and leadership positions, and they answer only to commissioned officers. While there are any number of lower ranks active, there are usually only a handful of Chief Master Sergeants and Sergeant Majors on active duty in the ASC at any given time.

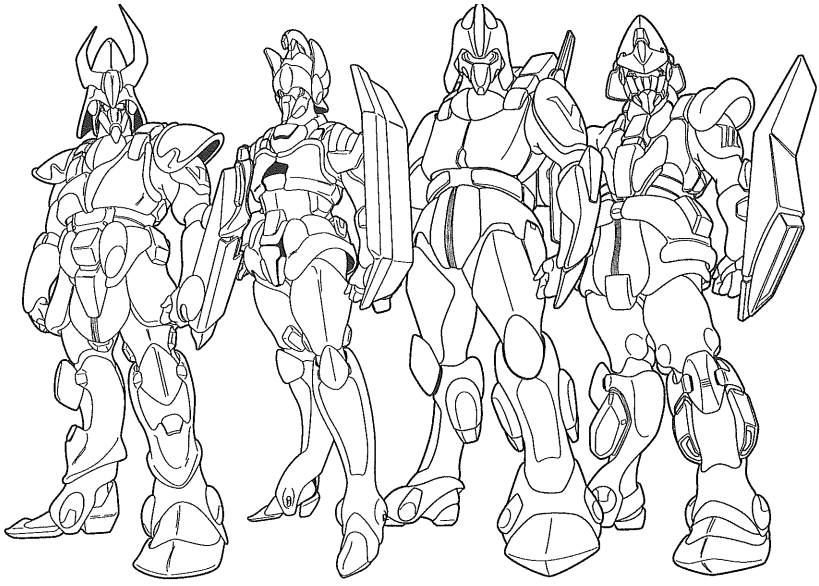
ASC Commissioned Officers:

Ground & Aerospace Officer Ranks:

O-1: Second Lieutenant
O-2: First Lieutenant
O-3: Captain
O-4: Major
O-5: Lieutenant Colonel
O-6: Colonel
O-7: Brigadier General (One Star)
O-8: Major General (Two Star)
O-9: Lieutenant General (Three Star)
O-10: General (Four Star)

Special: General of the Army of the Southern Cross: Ground Forces or Aerospace Forces (Five Star).

Company Grade Officers, O-1 and O-2, are either fresh faced kids right out of Officer Candidate School, or are grizzled NCOs, E-6 through E-9, who have risen through the ranks and have received a commission through skill or political maneuvering. Field Officer ranks O-3 through O-6, are where the majority of the workaday officers of the ASC are. These officers are the executive officers, pilots, squad leaders, medical and technical personnel that form the bulk of the officer corps. General Officers, O-7 through O-10, are the highest ranked of the officers. These men and women are very experienced and highly decorated, and are usually veterans of the *First Robotech War*. The most visible General Officer in the ASC is Anatole Eli Leonard, Supreme Commander of all Ground and Aerospace Forces, who answers only to the head of the UEG, Prime Minister Moran.



Army of the Southern Cross (ASC)

There are eight main branches of the Army of the Southern Cross, with seven special forces divisions operating under the Tactical Corps.

ASC Aerospace Forces O.C.C.s:
Tactical Air Force (TAF)
Tactical Armored Space Corps (TASC)
Tactical Space Corps (TSC)

ASC Infantry/Surface Forces O.C.C.s:
Alpha Tactical Armored Corps (ATAC)
Tactical Corps (TC)
- TC Cold Division (CD or TCCD)
- TC Desert Division (DD or TCDD)
- TC Forest Division (FD or TDFD)
- TC Marsh Division (MAD or TCMAD)
- TC Mountain Division (MOD or TCMOD)
- TC Navy Division (ND or TCND)
- TC Recon Patrol (RP or TCRP)

Civil Defense/Paramilitary O.C.C.s:
Civil Defense Unit (CDU)
Civil Defense Flying Corps (CDFC)

Law Enforcement/Espionage O.C.C.:
Global Military Police (GMP)

ASC Aerospace Forces

Tactical Air Force (TAF)
Tactical Space Corps (TSC)
Tactical Armored Space Corps (TASC)

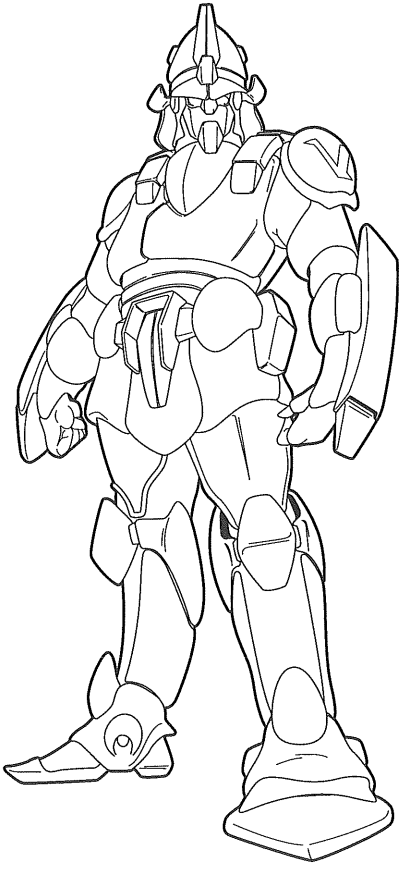
Tactical Air Force O.C.C.

"You're kidding me, right? Why don't I fly a Veritech? Let me tell you something son, I don't fly a Veritech because I don't need to fly a Veritech. I don't need a lot of fancy equipment and computerized flight aids to help me fly something that tries to do the job of both a fighter and a battloid, and isn't all that good at either. If I wanted to go to a lot of official functions and have a lot of pictures taken of me I might fly a Veritech, but I don't. You could say I'm more of a substance over style kind of guy."

– Capt. Marcus Nee, Leader of Tiger Squadron, 21st Air Combat Wing, TAF

The Tactical Air Force (TAF) is responsible for keeping the skies of Earth safe and friendly. These are the men and women who put their lives on the line every day flying and servicing the various non-variable fighter aircraft fielded by the ASC. While they don't get as much press as their Veritech pilot colleagues, they are just as capable and just as deadly in their aircraft. Of course, you can't make an air force of pilots alone. The TAF has military career options that are just as diverse as any other branch of the military, and includes engineers, weapons technicians and reconnaissance, to name a few.

TAF troops, airmen and pilots all go through a vigorous basic training regimen that focuses more on endurance than raw strength. Some, like the rough and ready troopers of the Tactical Corps and Tactical Space Corps, would say that the TAF's training is a cake walk and leaves TAF troopers "soft." This is a misconception born from pride in their own branch of the service and their friendly competitive nature. The men and women of the TAF take every opportunity possible to correct that *myth* about them being "soft."



Alignment: Any, but most are heroic and dedicated Earth defenders.

Attribute Requirements: I.Q. 10, M.E. 10, P.E. 10; a high P.P. is suggested but not required.

O.C.C. Bonuses: +2 on initiative, +1 on Perception Rolls, +2 to P.P., and +1 to P.E. attributes.

S.D.C.: 5D6+10

Common Skill Set: All start at the percentage listed and advance per level of experience as usual.

Language: English (or native tongue) at 92%.

Literacy: English (or native language) at 88%.

Computer Operation at 85%.

Mathematics: Basic at 85%.

Pilot: Automobile at 85%.

Pilot: Hovercycles & Hover Vehicles at 86%.

O.C.C. Skills: Basic training skills and skill bonuses for the TAF.

Athletics

First Aid (+5%)

Military Etiquette (+15%)

Navigation (+15%)

Pilot: Jet Fighters (+18%)

Pilot: Combat Helicopters (+16%)

Radio: Basic (+15%)

Running

W.P. Energy Rifle

Hand to Hand: Expert

M.O.S. (Military Operational Specialty): Choose *one* M.O.S. from either the *Aerospace* or *Technical* M.O.S. list. Each M.O.S. represents the character's area of special training. M.O.S. descriptions follow O.C.C.s.

O.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 3, 6, 9 and 12.

Communication: Any (+10%).

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Intelligence and Detect Ambush only (+10%).

Mechanical: Aircraft, Automotive and Basic Mechanics only (+10%).

Medical: None.

Military: Any (+10%).

Physical: Any except Acrobatics.

Pilot: Any (+15%).

Pilot Related: Any (+10%).

Science: Math and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Land Navigation, Space Survival and Wilderness Survival only.

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player *may choose* a Supplementary M.O.S. *in place of* his O.C.C. Related Skills; see the M.O.S. list and descriptions at the end of this section. This gives the character a *more specialized* set of skills. Pick *one* Supplementary M.O.S. from either the *Aerospace* or *Technical M.O.S.* list.

Secondary Skills: Select three skills from the Secondary Skills list in the

skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus one at levels 4, 8, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: TAF specific custom-fit body armor with appropriate combat shield, one side arm and rifle, 4 extra energy clips for each weapon, canteen, dress uniform, flight suit, duty uniform, personal clothing and effects.

Equipment Available on Assignment: Depending on the Game Master and the campaign, characters can be assigned any other variable or non-variable aerospace fighter, any mission specific land vehicles, aircraft or spacecraft, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment, as well as access to base computers and special facilities.

Monthly Wages: Enlisted members of the Aerospace Forces make 1,600-2,500 UEG Dollars a month depending on rank, M.O.S. and any hazardous duty pay. Pilots from Second Lieutenant to Captain (O-1 to O-3) make from $2,000-3,500 a month. Squad leaders and flight instructors earn $3,800-5,000 a month. Pilots higher than Colonel are usually pulled from flight duty and are kicked up to administrative and general officer duties, earning $6,000-8,000 a month.

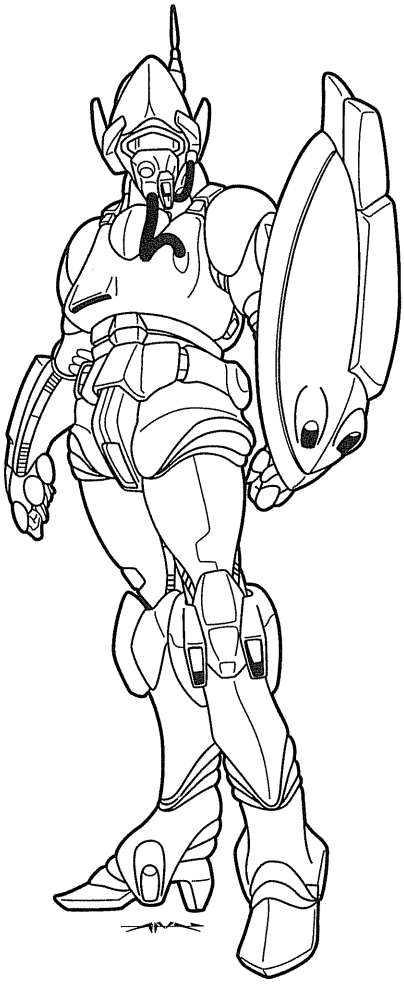
Personal Savings: 5D6x100 UEG Dollars.

Tactical Armored Space Corps O.C.C.

Veritech Pilot

"The variable fighter is the ultimate tool of war. A perfect blend of man and machine. When I fly, I feel like my ship is an extension of my body, like a big suit of clothes, you know? Veritechs can fight in space as well as atmosphere, go anywhere, do anything, adapt at a moment's notice to the vagaries of the battlefield. They are the true essence of the multi-role fighter.

"The old Valkyries were just the tip of the iceberg, the ships we have now make those VF-1s look like a blunt stick. Our Veritechs are faster and more capable than a whole combat wing of traditional fighters. The days of the non-variable fighter are over and the TAF knows it. You know that old poem, the one about slipping the surly bonds of Earth and touching the face of God? I do that every day and I love it."



– Maj. Natalia Yurovna Sukhoi, 4th squadron, 33rd Aerospace Attack Wing, TASC

The men and women of the Tactical Armored Space Corps (TASC), along with their colleagues in the Tactical Space Corps (TSC), are Earth's first line of defense against alien incursion. These are the flashy and daring pilots who brave the rigors of space in their deadly Veritechs with a smirk or a smart-aleck remark. That's how the media portrays them, anyway. In reality they are, for the most part, hard working and driven professionals who take their service seriously. They fly the vaunted **VF-8 Logan Variable Fighter** and **VFH-10B Ajax Variable Strike Copter.** Most are stationed in orbit aboard ships or on space stations, but there are a few TASC squadrons based planet-side, where they enjoy a spirited professional rivalry with their colleagues in the Tactical Air Force (TAF).

The TASC is not comprised of only Veritech pilots however, they also fly and crew the many sub-capital and capital ships of the ASC. They serve aboard ships like the *Tri-Star class carrier* and the *Tokugawa class battleships*, as well as the many *transatmospheric shuttlecraft* in the Army. Their training is rigorous and both physically and mentally challenging. Fighting and navigating in space is a tricky proposition, and only the best of the best are allowed access to the powerful and expensive Veritech Fighters.

Alignment: Any, but most are heroes with a good or selfish alignment.

Attribute Requirements: I.Q. 10, M.E. 12, P.P. 11; a higher P.P. is suggested but not required, though remember that a clumsy pilot is a dead pilot.

O.C.C. Bonuses: +1 on initiative, +2 to P.P., and +1 to P.E. attributes.

S.D.C.: 5D6+8

Common Skill Set: All start at the percentage listed and advance per level of experience as usual.

Language: English (or native tongue) at 92%.

Literacy: English (or native language) at 88%.

Computer Operation at 85%.

Mathematics: Basic at 85%.

Pilot: Automobile at 85%.

Pilot: Hovercycles & Hover Vehicles at 86%.

O.C.C. Skills: Basic training and skill bonuses for TASC.

Athletics

First Aid (+5%)

Military Etiquette (+15%)

MECT: One ASC Veritech of choice.

Navigation (+15%)

Navigation: Space (+10%)

Pilot Veritechs (+10%)

Pilot: One Spacecraft of choice (+15%).

NBC Warfare (+10%)

Radio: Basic (+15%)

Running

W.P. Energy Rifle

Hand to Hand: Expert

M.O.S. (Military Operational Specialty): Choose *one* M.O.S. from either the *Aerospace* or *Technical* M.O.S. list. Each M.O.S. represents the character's area of special training. M.O.S. descriptions follow O.C.C.s.

O.C.C. Related Skills: Select three other skills at level one, plus one additional skill at levels 3, 6, 9 and 12.

Communication: Any (+10%).

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Intelligence and Detect Ambush only (+10%).

Mechanical: Aircraft, Automotive and Basic Mechanics only (+10%).

Medical: None.

Military: Any (+10%).

Physical: Any except Acrobatics.

Pilot: Any (+15%).

Pilot Related: Any (+10%).

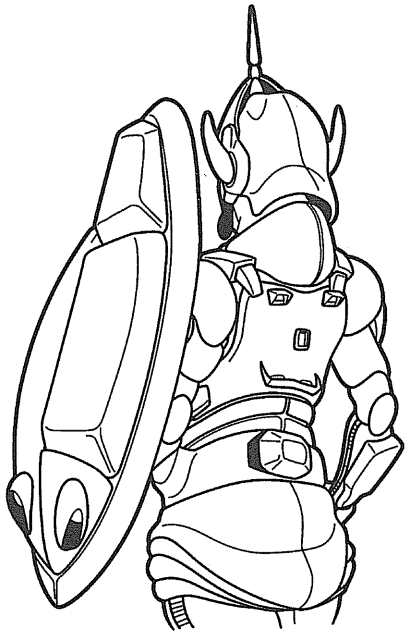
Science: Math and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Land Navigation, Space Survival and Wilderness Survival only.

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player *may choose* a Supplementary M.O.S. *in place of* his O.C.C. Related Skills; see the M.O.S. list and descriptions at the end of this section. This gives the character a *more specialized* set of skills. Pick *one* Supplementary M.O.S. from ei-



ther the *Aerospace* or *Technical M.O.S.* list.

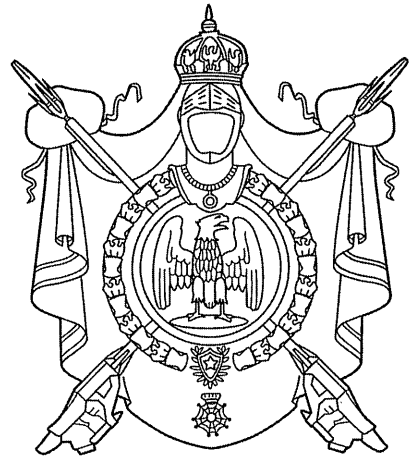
Secondary Skills: Select three skills from the Secondary Skills list in the skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus one at levels 4, 8, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: TASC custom-fit body armor with appropriate combat shield, one side arm and rifle, 4 extra energy clips for each weapon, canteen, dress uniform, flight suit, duty uniform, personal clothing and effects.

Equipment Available on Assignment: Depending on the Game Master and the campaign, characters can be assigned any other variable or non-variable aerospace fighter, any mission specific land vehicles, aircraft or spacecraft, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment, as well as access to base computers and special facilities.

Monthly Wages: Enlisted members of the Aerospace Forces make 1,600-2,500 UEG Dollars a month depending on rank, M.O.S. and any hazardous duty pay. Pilots from Second Lieutenant to Colonel (O-1 to O-3) make from $2,000-3,500 a month. Squad leaders and flight instructors earn $3,800-5,000 a month. Pilots higher than Captain are usually pulled from flight duty and are kicked up to administrative and general officer duties, earning $6,000-8,000 a month.

Personal Savings: 4D6x100 UEG Dollars.



Tactical Space Corps O.C.C.

Power Armor Pilot

"The Captain brought the shuttle in hot, under heavy fire, and put us on our mark just as nice as you please. We got the boarding ring fixed and started burning through the hull and we could just hear the Zents clattering around down in that compartment setting up a welcoming committee for us. Once the ring was through the hull, Sarge kicked out the plug and dropped a couple of flash/bangs down there and went in after them. We all followed him in, every man in a powered suit was packing more firepower than an old-fashioned armored division. There were at least thirty Zents down there, over half of them their regular size, all of them armed for bear and

carrying a grudge. Eight of us went in there, and we all came out the other side. The Malcontents we hit weren't so lucky. Man, I love my job."

– Cpl. Samuel Davis, 1st Battalion, 16th Mechanized Infantry Regiment, TSC

The Tactical Space Corps is the other half of Earth's orbital defense forces, fighting alongside their colleagues in the TASC. Trained in orbital infantry tactics, zero-gravity combat and the use of powered suits, these hardened veterans are the spaceborne mechanized infantry arm of the aerospace forces. They do everything from guarding orbital bases and space stations, to boarding actions, to full scale assaults, and are known for their fierceness and dedication to duty. The TSC was instrumental in the clearing of the orbital debris field left over from Dolza's armada, and their fierce, bloody ship to ship fighting has become the stuff of legend.

TSC training is especially grueling and dangerous, a side effect of training in the harsh environs of space. They tend to be hard-charging professional warriors who live in the moment, knowing that even the slightest mistake could end in a painful, suffocating death in vacuum. They have a great many similarities to their planet-bound brethren, the *Tactical Corps*, and troopers of those two service branches tend to get along very well.

Alignment: Any, but most are heroes with a good or selfish alignment.

Attribute Requirements: M.E. 12 and P.E. 12.

O.C.C. Bonuses: +2 on Perception Rolls, +2 to P.E., +3 to P.S. and +1D6 to Spd.

S.D.C.: 5D6+12

Common Skill Set: All start at the percentage listed and advance per level of experience as usual.

Language: English (or native tongue) at 92%.

Literacy: English (or native language) at 88%.

Computer Operation at 85%.

Mathematics: Basic at 85%.

Pilot: Automobile at 85%.

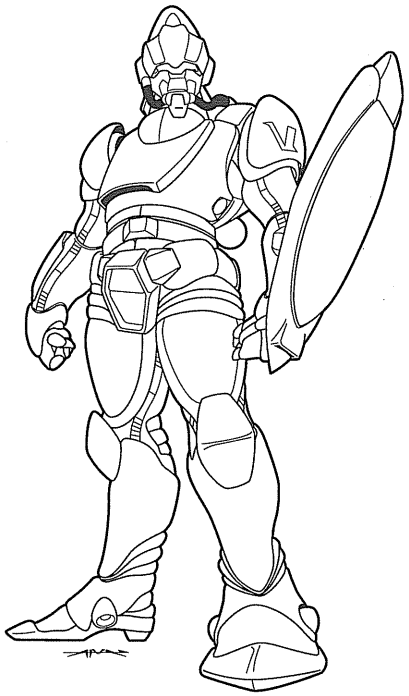
Pilot: Hovercycles & Hover Vehicles at 86%.

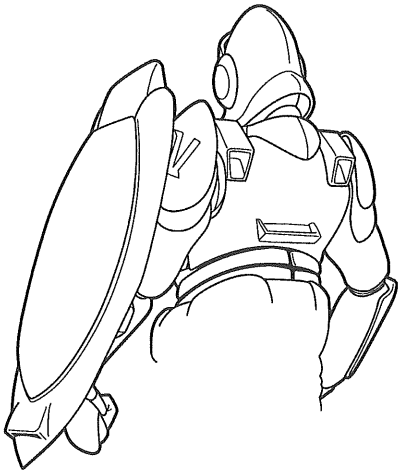
O.C.C. Skills: Basic training skills and skill bonuses for the TSC.

Body Building or Wrestling

Boarding Spaceships (+20%)

MECT: ASC Power Armor





Military Etiquette (+15%)

Pilot: ASC Power Armor (+10%)

Radio: Basic (+15%)

Running

Space Survival (+30%)

W.P. Energy Rifle

W.P. Starship Artillery

Zero Gravity Combat

Hand to Hand: Expert

M.O.S. (Military Operational Specialty): Choose *one* M.O.S. from either the *Aerospace* or *Technical* M.O.S. list. Each M.O.S. represents the character's area of special training. M.O.S. descriptions follow O.C.C.s.

O.C.C. Related Skills: Select three other skills at level one, plus one additional skill at levels 3, 6, 9 and 12.

Communication: Any (+10%).

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Intelligence and Detect Ambush only (+10%).

Mechanical: Aircraft, Automotive and Basic Mechanics only (+10%).

Medical: First Aid only.

Military: Any (+10%).

Physical: Any except Acrobatics.

Pilot: Any (+15%).

Pilot Related: Any (+10%).

Science: Math and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player *may choose* a Supplementary M.O.S. *in place of* his O.C.C. Related Skills; see the M.O.S. list and descriptions at the end of this section. This gives the character a *more specialized* set of skills. Pick *one* Supplementary M.O.S. from either the *Aerospace* or *Technical M.O.S.* list.

Secondary Skills: Select three skills from the Secondary Skills list in the skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus one at levels 4, 8, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: TSC custom-fit body armor with appropriate combat shield, one side arm and rifle, 4 extra energy clips for each weapon, canteen, dress uniform, flight suit, duty uniform, personal clothing and effects.

Equipment Available on Assignment: Depending on the Game Master and

the campaign, characters can be assigned any variable or non-variable aerospace fighter, any mission specific land vehicles, aircraft or spacecraft, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment, as well as access to base computers and special facilities.

Monthly Wages: Enlisted members of the Aerospace Forces make 1,600-2,500 UEG Dollars a month depending on rank, M.O.S. and any hazardous duty pay. Pilots from Second Lieutenant Junior Grade to Captain (O-1 to O-3) make from $2,000-3,500 a month. Squad leaders and flight instructors earn $3,800-5,000 a month. Pilots higher than Colonel are usually pulled from flight duty and are kicked up to administrative and general officer duties, earning $6,000-8,000 a month.

Personal Savings: 6D6x100 UEG Dollars.

ASC Surface Forces

Alpha Tactical Armored Corps (ATAC)

Tactical Corps (TC)

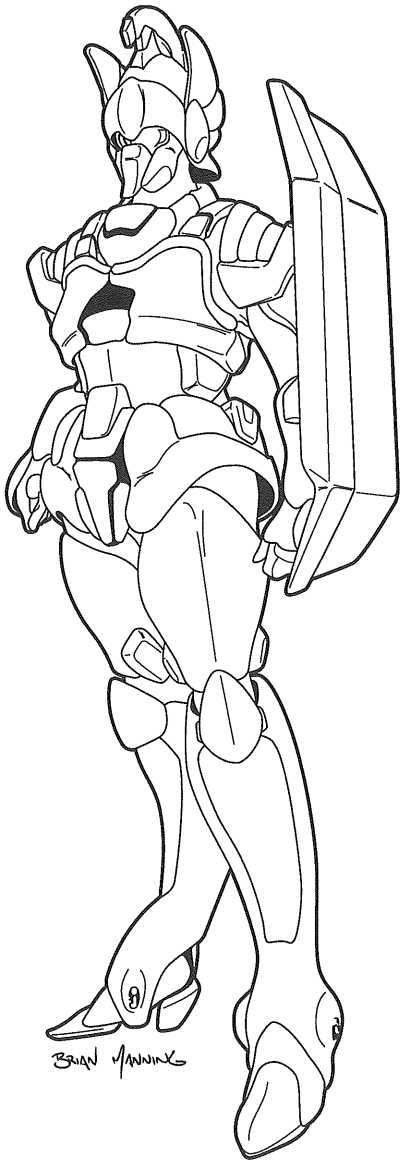
- TC Cold Division
- TC Desert Division
- TC Forest Division
- TC Marsh Division
- TC Mountain Division
- TC Navy Division
- TC Recon Patrol

Alpha Tactical Armored Corps O.C.C.

– Hover Tank Pilot

"What do I like about being an ATAC tanker?

"Tradition. Cavalry can trace its history all the way back to the Ancient Romans, probably before. Modern armored cavalry was born when the first tanks rolled over the fields of France in 1916. We've fought in every battle in history, turned the tide, saved the day, and made the ultimate sacrifice to protect our homes and loved ones. Have you ever heard someone shout "the infantry has arrived!"? Have you ever read an epic poem about a futile and glorious charge by the Air Force? I didn't think so. We've gone from horses and chariots to Mark IVs to these Spartas here, and we've never once shirked our duty. We may have faltered here and there, but we've never failed. 2,500 years of beau-



tiful tradition, from Alexander the Great at Gaugamela to the Third Cavalry at Ebensee. You're damn right I'm Armored Cav."

– Sgt. Jeffery Sobchak, 4th Squadron, 12th Armored Cavalry Regiment, ATAC

The Alpha Tactical Armored Corps was organized as an independent military branch from the Tactical Corps in 2013. Development of the new Spartas Variable Hover Tank and Myrmidon Variable Reconnaissance Vehicle called for a specially trained and outfitted division to take advantage of these new vehicles. The first members of the ATAC were culled from elite mechanized infantry divisions of the Tactical Corps and Tactical Space Corps due to their familiarity with the specifics of armored warfare. They were organized into regiments similar to the armored cavalry regiments of pre-war Earth, and immediately adopted the trappings and traditions of the armored cavalry to set themselves apart.

ATAC training is a mix of traditional armor tactics, lightning strikes and urban combat. They are deadly in their Spartas and Myrmidons, as well as the non-variable infantry fighting vehicles and tanks. They are also well versed in traditional and mechanized infantry tactics, and work closely with the Tactical Corps providing reconnaissance and artillery support. Late in the Second Robotech War, ATAC tankers fought in orbit using modified Spartas Hover Tank alongside the mechanized infantry forces of the Tactical Space Corps. While short lived, this partnership was mutually beneficial for both branches.

Alignment: Any, but most are heroic and dedicated Earth defenders.

Attribute Requirements: P.S. 12, P.E. 12, M.E. 10.

O.C.C. Bonus: +1 on initiative, +1D4 to P.S., +1 to P.E., and +3 to save vs Horror Factor.

S.D.C.: 5D6+16

Common Skill Set: All start at the percentage listed and advance per level of experience as usual.

Language: English (or native tongue) at 90%.

Literacy: English (or native language) at 88%.

Computer Operation at 80%.

Mathematics: Basic at 80%.

Pilot: Automobile at 88%.

Pilot: Hovercycles & Hover Vehicles at 90%.

O.C.C. Skills: Basic training skills and skill bonuses for the ATAC.

Combat Driving

Land Navigation (+12%)

MECT: Ground Veritechs (all)

Military Etiquette (+10%)

Pilot: Ground Veritechs (all; +14%)

Pilot: Tanks & APCS (+20%)

Radio: Basic (+10%)

Running

Weapon Systems (+15%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert

M.O.S. (Military Operational Specialty): Pick one M.O.S. package from either the *Military* or *Technical* M.O.S. list.

O.C.C. Related Skills: Select three other skills at level one, plus one additional skill at levels 3, 6, 9 and 12.

Communication: Any (+5%).

Domestic: Any (+5%).

Electrical: Basic Electronics only.

Espionage: None.

Mechanical: Basic and Automotive Mechanics only.

Medical: None.

Military: Any (+10%).

Physical: Any except Acrobatics.

Pilot: Any (+5%).

Pilot Related: Any.

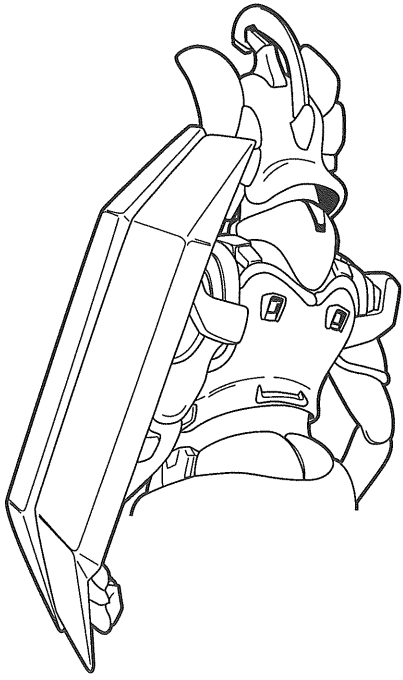
Science: Mathematics and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Wilderness Survival and Land Navigation only.

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player *may choose* a supplementary M.O.S. from the M.O.S. list *in place* of their O.C.C. related skills. This gives the character a *more specialized* set of skills. Pick one Sup-



plementary M.O.S. from either the *Military* or *Technical list.*

Secondary Skills: Select three skills from the Secondary Skills list in the skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus one at levels 4, 8, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: ATAC custom-fit body armor with appropriate combat shield, conventional or energy assault rifle and four reloads, combat patrol pack and tactical gear, dress uniform, duty uniform, personal clothes and effects.

Equipment Available on Assignment: Depending on the Game Master and the campaign, characters can be assigned any mission specific land vehicles or IFVs, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment and access to computers and special facilities.

Monthly Wages: Enlisted men make 1,600-2,500 UEG Dollars a month depending on M.O.S. and any hazardous duty pay. Officers make $2,500-4,000 a month depending on M.O.S. and any hazardous duty pay.

Personal Savings: 3D6x100 UEG Dollars.

Tactical Corps O.C.C.

"Infantry is the basic building block of any military force. No air force has ever taken and held land, no navy has ever stormed a beach and chased an enemy all the way back to his home town. The infantry is the only branch of the service where the man himself is a weapon, and in the end, all wars are won by the infantryman. We bear the brunt of combat, suffer the most casualties and experience greater extremes of fatigue and discomfort than any other branch of the service. We're the ones on the ground, in the mud, the rain, the baking sun and freezing snow. Our tactics and technology may have changed over the years, but the infantry remains constant. Whether straight-leg infantry slogging through some god-forsaken swamp or mechanized infantry in a powered suit, our tools of the trade are still the same. At its essence, infantry is a man, a rifle and a fighting spirit, and in the end that's all you need."

– Col. Jeanne Frânçaix, 8th Field Artillery Brigade, 1st Infantry Division, TC

The Tactical Corps forms the backbone of the ASC's surface forces. They are a thoroughly modern army, specializing in fast moving, small unit tactics and eschewing the massive "total war" doctrine of previous generations. The order of battle of the TC is very similar to the old U.S. Army, and uses the same system of organization from Division all the way down to Squad. While primarily an infantry corps, there are many branches within the TC that deal with logistics, intelligence, support, engineering, etc., as well as Special Forces.

Tactical Corps (TC) training emphasizes the idea of the soldier himself as a weapon, and focuses on turning raw recruits into finely honed professional soldiers. It's said in the TC that "everyone's secondary M.O.S. is infantry," a nod to the fact that every soldier from the greenest private doling out mess to the General of the Army himself should be able, at a moment's notice, to take up a weapon and fight. It's not enough to do your job in the Tactical Corps, a soldier is expected to do his job well, and at all times exemplify the proudest traditions of the Corps.

Alignment: Any, but most are heroic and dedicated Earth defenders.

Attribute Requirements: I.Q. 10, M.E. 10, and P.E. 12; a high P.P. is suggested but not required.

O.C.C. Bonuses: +1 on initiative, +1 on Perception Rolls, +1D6 to P.S., and +2 to P.P. attributes.

S.D.C.: 5D6+8

Common Skill Set: All start at the percentage listed and advance per level of experience as usual.

Language: English (or native tongue) at 92%.

Literacy: English (or native language) at 88%.

Computer Operation at 85%.

Mathematics: Basic at 85%.

Pilot: Automobile at 80%.

Pilot: Hovercycles & Hover Vehicles at 86%.

O.C.C. Skills: Basic training skills and skill bonuses for the TC.

Body Building

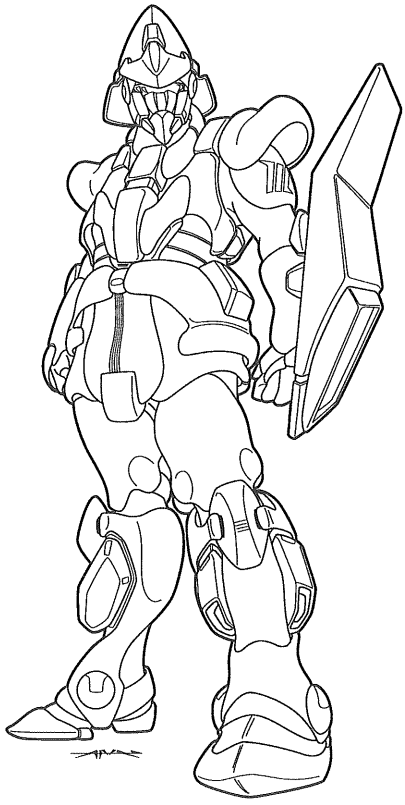
Climbing (+10%)

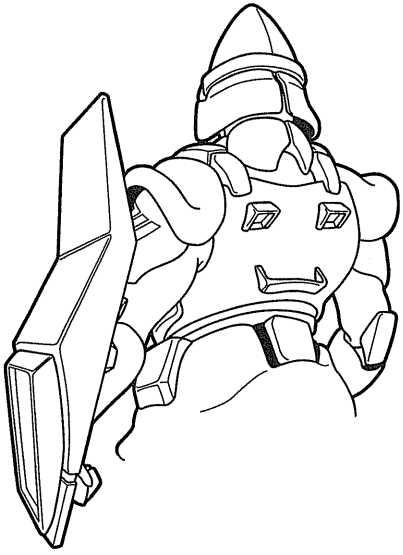
Forced March

Military Etiquette (+15%)

Running

Swimming (+10%)





W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert (this skill may be changed by M.O.S.)

M.O.S. (Military Operational Specialty): Straight up TC Infantry gets to choose an M.O.S. from *ANY* of the M.O.S. categories listed. HOWEVER, many soldiers in the Tactical Corps elect to take *special training* for operations in specific environments. These **Special Forces** units within the TC automatically get a *primary M.O.S.* based on that environment (cold, desert, jungle, etc.). See **Special Forces** (below) for more details about specialized warriors and their unique M.O.S. skills.

O.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 2, 4, 8 and 12.

Communication: Any (+10%).

Domestic: Any (+5%).

Electrical: Basic Electronics and Computer Repair only.

Espionage: None.

Mechanical: Aircraft, Automotive and Basic Mechanics only (+10%).

Medical: First Aid only.

Military: Any (+10%).

Physical: Any.

Pilot: Any.

Pilot Related: Any.

Science: Math and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

-OR- Supplementary M.O.S.: If the TC Infantry or Special Forces character has an I.Q. of 14 or above, the player *may choose* a Supplementary M.O.S. *in place of* his O.C.C. Related Skills; see the M.O.S. list and descriptions at the end of this section. This gives the character a *more specialized* set of skills. Pick *one* Supplementary M.O.S. from either the *Military* or *Technical M.O.S.* list.

Secondary Skills: Select three skills from the Secondary Skills list in the skills section of the **Robotech®: Shadow Chronicles RPG**, plus one at levels 4, 8, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: M.O.S. specific custom-fit body armor with appropriate combat shield, one side arm and rifle, 4 extra energy clips for each weapon, canteen, dress uniform, flight suit, duty uniform, personal clothing and effects.

Equipment Available on Assignment: Depending on the Game Master and the campaign, characters can be assigned any other variable or non-variable aerospace fighter, any mission specific land vehicles, aircraft or spacecraft, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment, as well as access to base computers and special facilities.

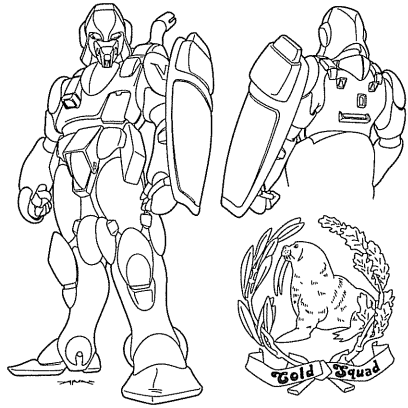
Monthly Wages: Enlisted make 1,300-1,800 UEG Dollars a month depending on rank, M.O.S. and any hazardous duty pay. Second Lieutenant Junior Grade to Captain (O-1 to O-3) make from $2,400-3,200 a month. Squad leaders and field commanders earn $3,300-4,800 a month. Soldiers higher than Colonel are usually pulled from the field and are kicked up to administrative and general officer duties, earning $6,000-8,000 a month.

Personal Savings: 5D6x100 UEG Dollars.

Tactical Corps Special Forces

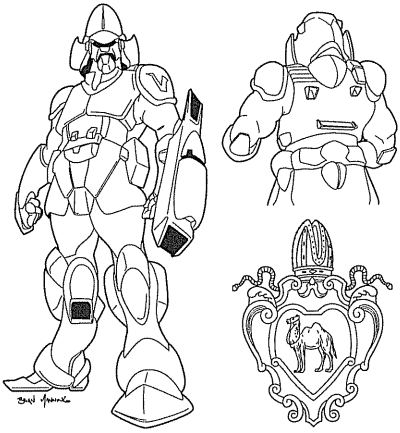
These soldiers are trained for operations in a specific type of physical environment (cold, desert, jungle, etc.). Each comes with a unique skill set (M.O.S.) unique to that environment.

1. TC Cold Division Special Forces. A light infantry division that specializes in fighting in arctic, cold weather, and mountainous environments. Arctic Division troopers patrol the tundras and snow fields of the far north and arctic regions of the planet. They are trained in arctic survival and handle logistics issues dealing with men and materiel in extreme cold environs. Arctic Division missions often overlap those of the Mountain Division, and the two have a close working relationship like that of the Jungle and Forest Divisions.



Cold Division Light Infantry M.O.S.: Players who choose to be a CD trooper get the following M.O.S. automatically as their *primary M.O.S.*: Camouflage (+20%), Land Navigation (+20%), MECT: ASC Power Armor, Pilot: ASC Power Armor (only assigned the Fenris), Pilot Motorcycles (and Snowmobiles; +20%), Pilot Tracked Vehicles (+16%), Skiing (+20%; see New Skills), Wilderness Survival (+20%; +30% in cold climes), Hand to Hand: Martial Arts, W.P. Knife and W.P. Rifle. **Note:** Common Supplementary M.O.S. Packages include the following: *Mechanized Infantry, Scout/Recon, Field Medic,* and *Armorer.*

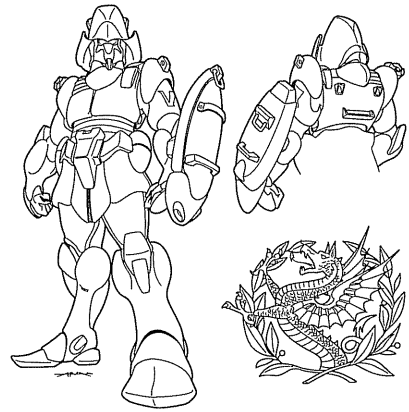
2. TC Desert Division Special Forces. Heavy infantry specializing in desert and wasteland operations. The Desert Division is known for its rough and ready reputation, brutal physical and psychological training regimen and high esprit de corps. This branch also relies heavily on conscripts and criminals, and



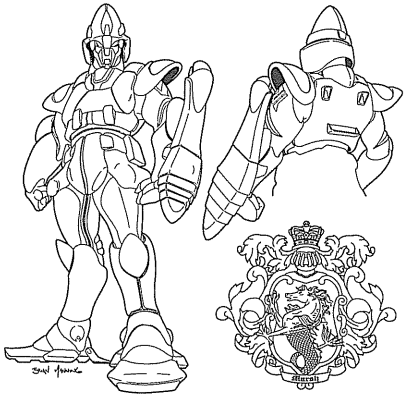
service is seen as a way for a man to make a new start. They tend to use whatever equipment is at hand, from knives to particle rifles, from camels to infantry fighting vehicles.

Desert Division Heavy Infantry M.O.S.: Players who choose to be in DD Special Ops get the following M.O.S. automatically as their *primary M.O.S.*: Boxing or Kick Boxing (pick one), Dowsing (+15%), Horsemanship: General (+10%; includes camels), Land Navigation (+10%; +15% in desert), MECT: ASC Power Armor, Pilot: ASC Power Armor (only assigned the Basilisk), Pilot Tracked & Construction Vehicles (+10%), Navigation (+15%), Wilderness Survival (+20%; +30% in desert environments), and W.P. Heavy M.D. Weapons. **Note:** Common Supplementary M.O.S. Packages include *Mechanoid Infantry Pilot (power armor), Heavy Weapons Specialist, Sniper,* and *Reconnaissance.*

3. TC Forest Division Special Forces. The Forest Division is a highly mobile, light infantry force trained to operate in forested and back country terrain. They are an airborne division, and are commonly inserted onto their operational area via parachute or helicopter. Their primary mission is to move quickly into theater and soften up the enemy with unconventional warfare tactics, then disappear just as quickly. These missions are usually in advance of more conventional units, or as a diversion from other special forces units, and can include sabotage, prisoner extraction and hunter/killer missions.

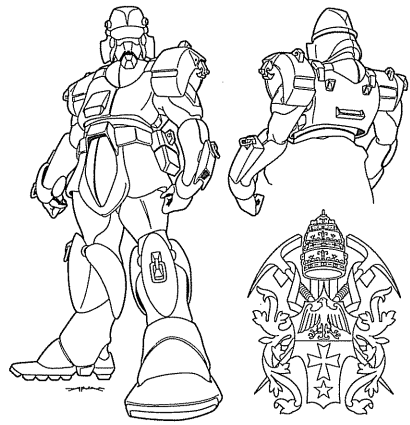


Forest Division Light Infantry M.O.S.: Players who choose to be an FD trooper get the following M.O.S. automatically as their *primary M.O.S.*: Camouflage (+30%), Detect Ambush (+15%), Detect Concealment (+10%), Field Surgery (+5%), Land Navigation (+15%), MECT: ASC Battloid, Pilot: ASC Battloid (only assigned the Firbolg), Prowl (+10%), Trap/Mine Detection (+10%), Wilderness Survival (+15%), and Hand to Hand: Commando. **Note:** Common Supplementary M.O.S. Packages include *Heavy Weapons Specialist, Sniper, EOD/Demolitions, Communications Specialist, Battloid Pilot,* and *Combat Engineer.*



4. TC Marsh Division Special Forces. The Marsh Division is a light infantry force specializing in non-conventional warfare in sub-tropical and tropical environments. They are an airborne specops division specializing in counter-terrorism, sabotage, offensive raiding and intelligence gathering. Their missions often overlap with both the Forest Division and the Recon Patrol, and these three divisions often share intelligence and coordinate forces. Jungle Division troopers are fearsome close quarter fighters, and are known for their lethal expertise with fists, blades and sidearms.

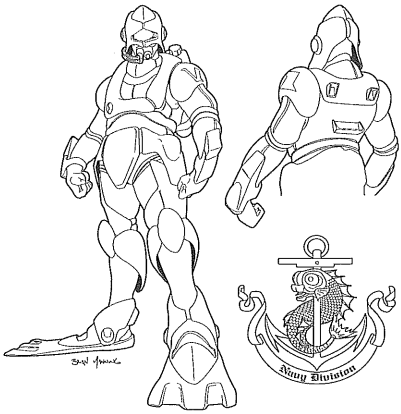
Marsh Division Light Infantry M.O.S.: Players who choose to be an MAD trooper get the following M.O.S. automatically as their *primary M.O.S.*: Camouflage (+20%), Demolitions (+15%), Demolitions Disposal (+15%), Detect Ambush (+10%), Intelligence (+15%), MECT: ASC Power Armor, Pilot: ASC Power Armor (only assigned the Naga), Prowl (+20%), Wilderness Survival (+15%; +25% in jungle environments), W.P. Knife, W.P. Sword, W.P. Submachine-Gun, and Hand to Hand: Martial Arts. **Note:** Common Supplementary M.O.S. Packages include, *Heavy Weapons Specialist, Communications Specialist, EOD/Demolitions, Armorer, Field Medic,* and *Mechanized Infantry.*



5. TC Mountain Division Special Forces. Highly mobile light infantry trained in alpine and high-altitude combat and survival. Mountain Division troopers are trained in mountaineering, climbing and rappelling, both alpine and cross-country skiing and combat in the harsh conditions found in the world's mountain ranges. Their training doesn't extend solely to alpine conditions, and the Mountain Division has been called in to scale buildings in ruined cities and the burned out hulks of Zentraedi starships, as well as joint operations with the Arctic Division.

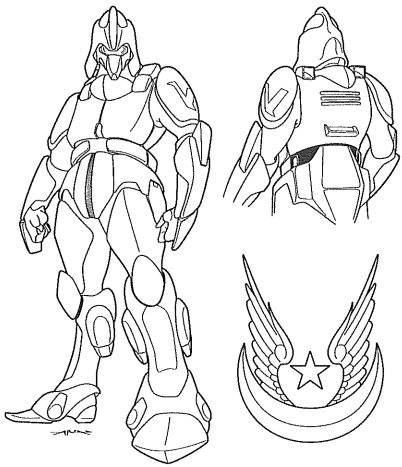
Mountain Division Light Infantry M.O.S.: Players who choose to be an MOD trooper get the following M.O.S. automatically as their *primary M.O.S.*: Excavation & Rescue (+10%), First Aid (+10%), Skiing (+30%; see New Skills), Spelunking (+15%), MECT: ASC Battloids, Pilot: ASC Battloids (only assigned the Satyr), Pilot Motorcycles (and Snowmobiles +10%), Pilot: Jet Packs

(+20%), Wrestling, Wilderness Survival (+15%; +25% in mountain and cold environments) and an additional +10% to the Climbing skill. **Note:** Common Supplementary M.O.S. Packages include *EOD/Demolitions, Combat Engineer, Communications Specialist, Battloid Pilot, Scout/Recon, Sniper,* and *Field Medic.*



6. TC Navy Division Special Forces. The Navy Division is made up of numerous specialized units of amphibious commandos, and is reminiscent of the legendary U.S. Navy SeALs. They perform clandestine assaults, extractions, guerrilla warfare and counter-terrorism missions, and are generally inserted via boat or helicopter. Along with their amphibious commando role, they also patrol the lakes, rivers and coasts of the world and generally fulfill the roles of brown-water navy and coast guard. In this role they operate numerous patrol boats, helicopters and amphibious landing craft.

ND Amphibious Commando M.O.S.: Players who choose to be an ND trooper get the following M.O.S. automatically as their *primary M.O.S.*: Camouflage (+15%), Demolitions (+20%), Demolitions Disposal (+16%), Demolitions: Underwater (+24%), MECT: ASC Power Armor, Prowl (+15%), Pilot: Boat (+20%), Pilot: ASC Power Armor (only assigned the Kraken), Pilot: Warships & Patrol Boats (+25%), SCUBA (+20%), Hand to Hand: Commando, and W.P. Knife. **Note:** Common supplementary M.O.S. packages include, *SERE Specialist, Heavy Weapons Specialist,* and *Armorer.*



7. TC Recon Patrol Special Forces. Flexible, elite unit specializing in force reconnaissance. They are the eyes and ears of the Tactical Corps, and by extension, the whole of the ASC. Along with gathering military intelligence and forward observation for target acquisition (Deep Reconnaissance), the RP also takes part in many clandestine operations (Direct Action). Direct Action includes search and rescue, counter-terrorism, search and seizure of enemy military assets and military interdiction operations. Their training is extensive and grueling, and includes airborne insertion, amphibious warfare, battloid

training, helocasting, search and rescue and unconventional warfare.

Recon Patrol Light Infantry M.O.S.: Players who choose to be an RP trooper get the following M.O.S. automatically as their *primary M.O.S.*: Camouflage (+25%), Intelligence (+20%), Land Navigation (+20%), Outdoorsmanship, MECT: ASC Battloids or Ground Veritech/Mrymidon, Pilot: ASC Battloids (only issued the Cyclops) or ASC Ground Veritechs (only issued the Myrmidon), Prowl (+20%), Surveillance Systems (+15%), Tracking (people; +20%), Wilderness Survival (+15%), and Hand to Hand: Martial Arts. **Note:** Common supplementary M.O.S. packages include the following: *SERE, Specialist, Communications Specialist, Battloid Pilot,* and *Field Medic.*

Civil Defense/ Paramilitary Forces

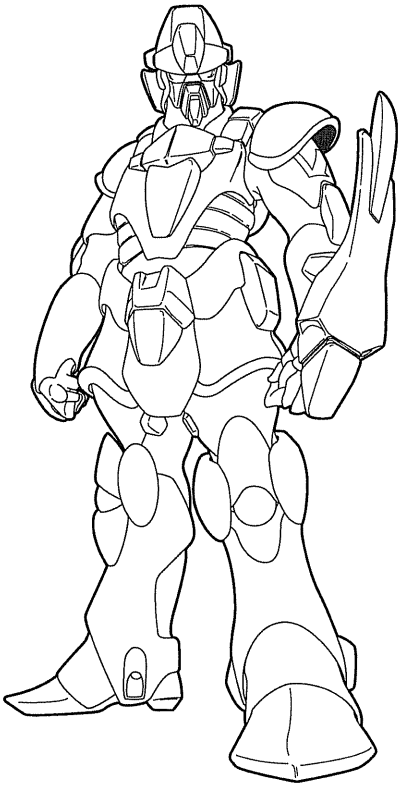
Civil Defense Unit (CDU)
Civil Defense Flying Corps (CDFC)

Civil Defense Unit O.C.C.

"Being a Civil Defense Corpsman is an important but largely thankless job. We take the long view on things, and most people have a short memory when it comes to how bad it was after the Zentraedi War. The way we see it, small investments in disaster preparedness now can reduce the impact of a disaster in the future. Proper training and preparedness, can prevent deaths due to hunger, cold, disease and contamination, and thousands of lives can be saved. In the past, a majority of civil defense and disaster preparedness groups operated on the "close the barn door after the horses get out" theory. We're working very hard to be a little more pro-active than that, and I think we're doing a great job. The CDU is ready for anything, you can count on us.

– Lt. Jennifer LaClaire, 84th Civil Affairs Battalion, CDU

One might think of the CDU as part national guard, part law enforcement officers and part first responders. The Civil Defense Unit is a paramilitary branch that not only provides disaster *preparedness training* to civilian populations, but also acts as civil defense troops and civil affairs specialists for the Army of the Southern Cross. In their role as disaster preparedness trainers, they organize civilians into civil defense units and run constant emergency drills. They also work closely with and assist civilian law enforcement agencies, especially in times of war and crisis, as well as offer



training in basic first response skills, and riot control. Ultimately, their goal is to ensure that civilian populations and local law and government agencies are ready for the next war, terrorist attack, or natural disaster to reduce civilian casualties.

As a paramilitary force, they use the same military etiquette, rules, rank and structure of the Tactical Corps (TC). Although very similar to the military forces they serve with, they are civilian bodies and as such, fall outside of the jurisdiction of the ASC code of military justice.

As civil affairs specialists, they are the face of the ASC to the civilian populations. They assist ASC commanders by working with civil authorities and civilian populations to lessen the impact of military operations in peacetime as well as in war. CDU troops are the most common ASC presence at population centers around the world, and they are the only military unit the average civilian people will ever see. There is a CDU base in every major city in all Recognized Sovereign Nations of the UEG.

Alignment: Any, but most are heroic and dedicated Earth defenders.

Attribute Requirements: Only a willingness to serve.

O.C.C. Bonus: +1 to P.E. and +1D4 to Spd attributes, and +2 to save vs Horror Factor.

S.D.C.: 3D6+4

Common Skill Set: All start at the percentage listed.

Language: English (or native tongue) at 90%.

Literacy: English (or native language) at 86%.

Computer Operation at 85%.

Mathematics: Basic at 80%.

Pilot Automobile at 80%.

O.C.C. Skills: Basic training skills and skill bonuses for the CDU.

MECT: ASC Power Armor

Military Etiquette (+10%)

Pilot: ASC Power Armor (+5%)

Radio: Basic (+10%)

Running

Swimming (+5%)

W.P. Blunt

W.P. Handguns

W.P. Energy Rifle

Hand to Hand: Basic

M.O.S. (Military Operational Specialty): Choose one M.O.S. from ei-

ther the *Law Enforcement* or *Technical M.O.S.* list. Note that civil defenders of the CDU include doctors and engineers.

O.C.C. Related Skills: Select three other skills at level one, plus two additional skills at levels 3, 6, 9 and 12.

Communication: Any (+5%).

Domestic: Any (+10%).

Electrical: Basic Electronics only.

Espionage: None.

Mechanical: Basic and Automotive Mechanics only (+5%).

Medical: None.

Military: Any (+15%).

Physical: Any except Acrobatics.

Pilot: Any (+5%).

Pilot Related: Any.

Science: Mathematics and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Wilderness Survival and Land Navigation only.

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player may choose a supplementary M.O.S. from the M.O.S. list *in place of* his O.C.C. Related Skills. This gives the character a more specialized set of skills. Pick one supplementary M.O.S. from either the *Law Enforcement* or *Technical* list.

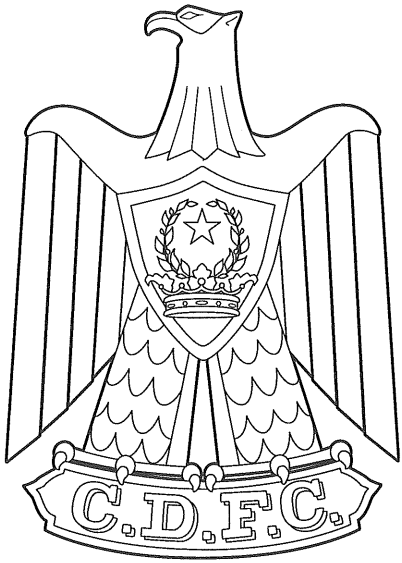
Secondary Skills: Select two skills from the Secondary Skills list in the skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus two at levels 4, 8, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Gear: CDU specific custom-fit body armor with appropriate combat shield, conventional or energy assault rifle and four reloads, combat patrol pack and tactical gear, dress uniform, duty uniform, personal clothes and effects, survival knife, canteen and other basic gear.

Equipment Available on Assignment: Depending on the Game Master and the campaign, characters can be assigned any mission specific land vehicles or IFVs, the Minotaur power armor, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment and access to computers and special facilities.

Monthly Wages: Enlisted men make 1,600-2,500 UEG Dollars a month depending on M.O.S. and any hazardous duty pay. Officers make $2,500-4,000 a month depending on M.O.S. and any hazardous duty pay.

Personal Savings: 2D4x100 UEG Dollars.



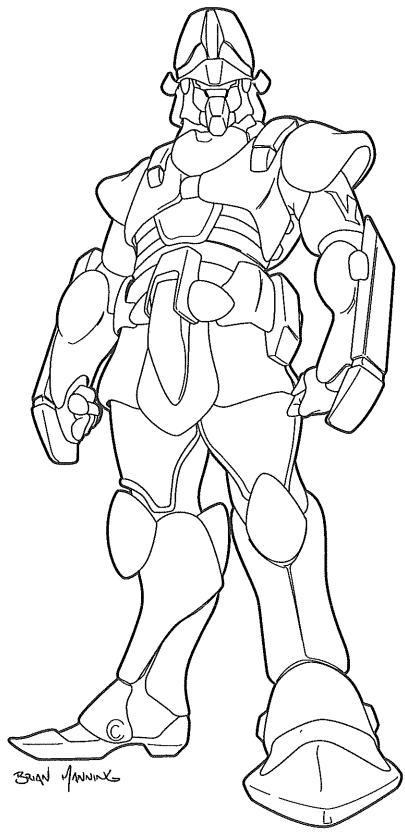
The Civil Defense Flying Corps (CDFC) is another paramilitary group that works closely with the ASC. They use the same military etiquette, rules, rank and structure as the TAF. Although very similar to the military forces they serve with, the CDFC is a civilian body and as such, falls outside of the jurisdiction of the ASC code of military justice.

They are closely modeled after the Civil Air Patrol that operated in the United States throughout the Twentieth Century and have two main missions: emergency services and supporting the TAF.

Civil Defense Flying Corps O.C.C.

"As long as I can remember, I've always wanted to fly. My parents were both pilots. They flew helicopters for the UEDF before the Earth got blasted by the Zentraedi. My first toys were little stuffed VF-1s, and I was building, and destroying, model airplanes as soon as I could hold a glue tube and paint brush. I'm in the CDFC because I'm directly helping people in every type of emergency situation you can imagine – hurricanes, floods, earthquakes, you name it – we are there flying in supplies, flying out the injured, running and assisting with rescue ops, and so on. In times of war, we're there too, assisting the army and supporting the civilian population. I can't think of anything more rewarding.

– Sergeant Ian Maucher, 7th Squadron, Monument City Wing, CDFC



Their role as an emergency services provider consists of search and rescue operations, humanitarian relief, transportation of cargo and equipment, supply drops, medical drops, transportation of officials and personnel, aerial imagery to aid emergency managers in assessing damage, and general assistance to the TAF. In short, they fly people, supplies, cargo, and equipment, in and out of disaster areas. The CDFC flies mainly *civilian aircraft* including helicopters and jet packs. They also work closely with the TAF in a support role, and can be thought of as an *air force reserve*.

Alignment: Any, but most are heroic and dedicated Earth defenders.

Attribute Requirements: I.Q., M.E., and P.E. of 9 or higher.

O.C.C. Bonus: +1 to Perception Rolls, +1 to M.E. and P.P. attributes.

S.D.C.: 3D6+6

Common Skill Set: Same as CDU. All start at the percentage listed.

O.C.C. Skills: Basic training skills and skill bonuses for the CDFC.

First Aid (+10%)

Military Etiquette (+10%)

Military History (+10%)

Pilot: Airplane (+16%)

Pilot: Helicopter or Jet Aircraft (+12%)

Pilot: Jet Pack (+16%)

Radio: Basic (+10%)

Running or Swimming (+5%)

W.P. Handguns

Hand to Hand: Basic

M.O.S. (Military Operational Specialty): Choose one M.O.S. from the *Technical* list.

O.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 2, 5, 8 and 12.

Communication: Any (+5%).

Domestic: Any (+5%).

Electrical: Any.

Espionage: None.

Mechanical: Basic, Aircraft and Automotive Mechanics only (+10%).

Medical: None, except as above.

Military: Any (+10%).

Physical: Any except Acrobatics.

Pilot: Any (+10%).

Pilot Related: Any (+5%).

Rogue: Any.

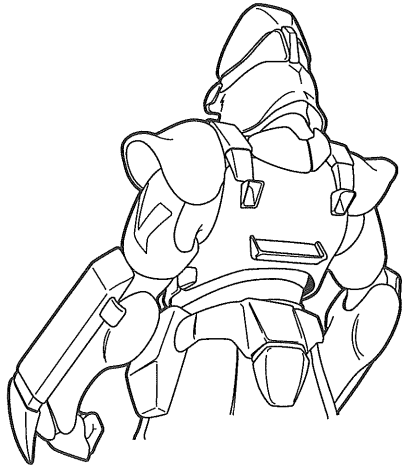
Science: Mathematics and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Wilderness Survival and Land Navigation only.

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player may choose a Supplemen-



tary M.O.S. from the M.O.S. list *in place of* his O.C.C. Related Skills. This gives the character a more specialized set of skills. Paramilitary Forces O.C.C.s can pick one Supplementary M.O.S. from either the *Technical* or *Aerospace* M.O.S. list.

Secondary Skills: Select four skills from the Secondary Skills list in the skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus two at levels 3, 6, 9 and 12. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Gear: CDFC custom-fit body armor with appropriate combat shield, conventional or energy assault rifle and four reloads, combat patrol pack and tactical gear, dress uniform, duty uniform, personal clothes and effects, survival knife, canteen and basic gear.

Equipment Available on Assignment: Depending on the Game Master and the campaign, characters can be assigned any mission specific land vehicles or IFVs, jump and jet packs, any other firearms, weapon systems and ordnance, optical enhancements, any and all mission specific special equipment and access to computers and special facilities.

Monthly Wages: Enlisted men make 1,800-2,600 UEG Dollars a month depending on M.O.S. and any hazardous duty pay. Officers make 2,800-4,600 a month depending on M.O.S. and any hazardous duty pay.

Personal Savings: 3D4x100 UEG Dollars.

Law Enforcement

Global Military Police O.C.C.

"We are not the bogey-men that the media makes us out to be. We do not hide under beds and skulk in alleyways or listen in on every incidental conversation. What we are is dedicated to the preservation of freedom and liberty in these hard times. The protection of the United Earth Government, and all the people under its care, is of paramount importance to us in the GMP. If protecting innocent people from anti-unification terrorists and rebellious Zentraedi stragglers makes me a monster, then so be it."

– Colonel Dieter Fredericks, Commander of the Monument City GMP Field Office.

The Global Military Police is a combination of internal ASC police force, in-

ternational police and espionage organization. They are anonymous, invisible, ubiquitous and always vigilant against *the enemies* of the United Earth Government (UEG). The official law enforcement arm of the UEG, on paper their charter gives them the power to pursue domestic and international investigations in association with the Judiciary and in accordance with the laws of the United Earth Government (UEG). In practice, in addition to law enforcement the GMP is involved in both domestic and international intelligence gathering, covert security operations, anti-terrorism, assassinations and all manner of top secret "black ops." Their less than savory activities are an open secret, and known GMP officers are treated with a mixture of disdain and fear. ASC soldiers and civilians alike know to watch their tongues in public, lest they attract the unwanted scrutiny of a GMP officer.

GMP operatives are highly trained and well paid. There is a battery of physical, psychological and intellectual tests that a recruit must go through to be considered for service, and only the cream of the crop make the cut. They recruit GMP officers from other branches of the ASC, as well as law enforcement agencies of regional UEG member states. The GMP are always in need of native speakers of foreign languages and individuals with highly specialized technical training.

Alignment: Any, but most are heroic and dedicated Earth defenders.

Attribute Requirements: I.Q. 10 and M.E. 11; a high M.A. and P.P. are helpful but not required.

O.C.C. Bonus: +3 to Perception Rolls, +2 to M.E. or M.A. (pick one), +1D6 to Spd attribute.

S.D.C.: 4D6+8

Common Skill Set: All start at the percentage listed and advance per level of experience as usual.

Language: English (or native tongue) at 92%.

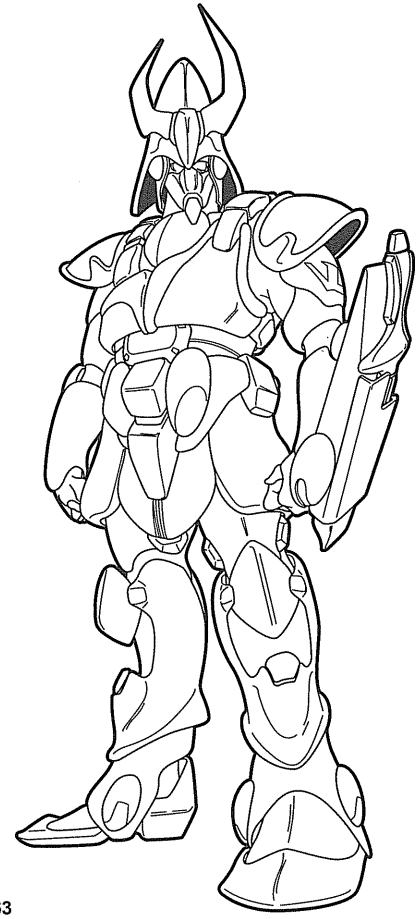
Literacy: English (or native language) at 88%.

Computer Operation at 88%.

Mathematics: Basic at 85%.

Pilot: Automobile at 80%.

Pilot: Hovercycles & Hover Vehicles at 82%.



O.C.C. Skills: Basic training skills and skill bonuses for the GMP.

Intelligence (+20%)

Language: Other; one of choice (+20%).

Lore: Tirolians (+10%)

Lore: Zentraedi (+15%)

Military Etiquette (+20%)

Radio: Basic (+10%)

Recognize Weapon Quality (+15%)

W.P. Blunt

W.P. Knife

W.P. Handguns

Hand to Hand: Expert

M.O.S. (Military Operational Specialty): Choose one M.O.S. from *Espionage* (exclusive to the GMP) or *Law Enforcement* M.O.S. lists.

O.C.C. Related Skills: Select four Espionage, two Military skills and two other skills at level one, plus two new skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communication: Any (+10%; but +15% to Surveillance and Electronic Countermeasures).

Domestic: Any.

Electrical: Basic Electronics only (+5%).

Espionage: Any (+15%).

Mechanical: Automotive and Basic Mechanics only (+10%).

Medical: Paramedic (+5%) only.

Military: Any (+10%).

Physical: Any.

Pilot: Any.

Pilot Related: Any.

Rogue: Any (+10%).

Science: Math, Chemistry and Astronomy skills only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any (+5%).

-OR- Supplementary M.O.S.: If the character has an I.Q. of 14 or above, the player *may* choose a Supplementary M.O.S. from the M.O.S. list *in place of* his O.C.C. Related Skills. This gives the character a more specialized set of skills. Pick one from *ANY* of the M.O.S. listed.

Secondary Skills: Select two skills from the Secondary Skills list in the skills section of the **Robotech®: The Shadow Chronicles® RPG**, plus one at levels 3, 5, 7, 10 and 13. These are additional areas of knowledge and do not get any bonuses other than a possible bonus for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: GMP custom-fit body armor, standard combat shield,

standard backpack, standard utility belt, one weapon for each W.P., radio, uniform, hovercycle or hover jeep, personal effects and access to any and all equipment, vehicles, tools and facilities of the GMP.

Equipment Available on Assignment: Command of 1-4 security robots (most player characters should only get one), battloids, power armor, jet pack, surveillance equipment, optical equipment, breaking and entering equipment and access to any and all special and secret equipment, vehicles and weapons as well as computer databases and networks, medical and forensic laboratories and research facilities.

Monthly Wages: Well trained and well paid, members of the GMP make between $1,700-$4,800 a month depending on rank.

Personal Savings: 4D6x100 UEG Dollars.

ASC Specific Skills

Mecha: Pilot ASC Battloids. Knowledge and training to pilot *all* non-transformable humanoid shaped mecha deployed by the ASC. Also includes cargo haulers, old-style *Destroids*, and similar mecha. Piloting and basic operations without any combat training or bonuses.

Piloting Bonus & Penalties: A +10% skill bonus to ONE area of *Piloting Specialty* with battloids. In the ASC, that can be the *Cyclops, Firbolg, Salamander,* or *Satyr*, but could include one of the the old-style *Destroids*, and similar mecha. Characters with this skill can only pilot a Veritech when it is in battloid mode, and even then are subject to a -30% skill penalty and -1 attack per melee round. **Note:** Must select *Mecha Elite Combat Training (MECT)* in order to get additional combat bonuses for battloids. Those bonuses are presented under each specific mecha. **Base Skill:** 55% +5% per level of experience.

Mecha: Pilot Ground Veritechs. Knowledge and training to pilot hover and wheeled vehicles that can transform into one or more variable configurations. In the ASC that includes the *Veritech Hover Tank* and *Myrmidon* armored reconnaissance mecha, and is *exclusive* to ATAC, TC and Recon Patrol (RP Special Forces). In the UEEF this skill includes the Cyclone and Hurricane.

Piloting Bonus & Penalties: A +10% skill bonus to ONE area of Piloting Specialty. In the ASC that is the Hover Tank or the Myrmidon. Characters with this skill can NOT pilot a Veritech Fighter or battloid, and are subject to a -40% skill penalty and -2 attacks per melee round should they try. **Note:** Must select *Mecha Elite Combat Training* to get additional combat bonuses, which are presented under each specific mecha. **Base Skill:** 55% +5% per level of experience.

Mecha: Pilot ASC Veritechs. The knowledge and ability to pilot ALL transformable Veritech mecha including the Logan, Ajax, and others, past, present and future.

Piloting Bonus & Penalties: A +13% skill bonus applies to ONE area of Piloting Specialty with Veritech Fighters. In the ASC, that is usually the *Ajax* or *Logan*, but can be any, including the older Valkyries. Characters with the Pilot Veritechs skill can operate battloids

as well as the more advanced UEEF Veritechs of the future, but in both cases they suffer a -20% skill penalty and are -1 attack per melee round. **Note:** Must select *Mecha Elite Combat Training (MECT)* to get additional combat bonuses, which are presented under each specific mecha description. **Base Skill:** 55% +4% per level of experience.

Mecha Elite Combat Training (MECT). The ability to *pilot* mecha (see Battloids, Ground Veritechs and Veritechs, *above*) means the character can operate it and use all sensors, features, and weapons of the mecha. HOWEVER, the pilot does so without benefit of bonuses; straight, unmodified die rolls, and the number of attacks is the same as the pilot's own, and his own Hand to Hand bonuses do *NOT* combine with those of the mecha.

MECT provides the pilot with many advantages. Most mecha descriptions end with *Bonuses for MECT* under the mecha's Hand to Hand Combat stat block. These additional attacks and bonuses are added to the pilot's own number of attacks and bonuses whenever he is piloting the specific type of mecha in which he has had *Mecha Elite Combat Training (MECT)*. Thus, a Veritech pilot with Mecha Elite Combat Training "Ajax" gets the extra attacks and bonuses described at the end of the Ajax. Other types of Veritechs in the ASC include the Logan, but to get MECT bonuses for it too, the pilot must take *each type* as a separate MECT skill selection. Each type selected counts as one MECT skill.

The only exceptions are *MECT ASC Battloids* and *MECT ASC Power Armor*. ASC battloids and power armor all work fundamentally the same, so MECT ASC Battloids includes *ALL ASC battloids*, and MECT ASC Power Armor includes *ALL ASC power armor*. The character does not need to select each type seperately, MECT bonuses apply to every ASC armor or battloid that falls in that category. Without MECT the pilot has only basic fighting skills.

This is a supplemental piloting skill applicable only to power armor and mecha, including battloids and Veritechs, and does not have a base skill or level of progression other than reducing penalties an additional one point per level of the pilot's experience.

Skiing: Knowledge and skill in the use of snow skis, snowboards, snow sleds, snowshoes and similar articles used to travel across snow. Includes the methods and techniques of fast moving alpine skiing, cross country skiing and other manners of travel and stunts on snow. **Base Skill:** 35% +5% per level of experience.

Skills of Note

The following notable skills are found in the **Macross®** sourcebook, but are *reprinted* here for your convenience.

Aerospace Engineer: This engineer is a specialist in the science, design and construction of aircraft and spacecraft. This skill encompasses both aeronautical engineering, the study and design of atmospheric craft, and astronautical engineering, the study and design of spacecraft. Aerospace engineers are trained in aerodynamics, avionics, propulsion and materials science as it pertains to the construction of aircraft and spacecraft. **Base Skill:** 25% +5% per level. Requires Mathematics: Advanced, Literacy and Electrical Engineer. **Note:**

Falls under the skill category of *Mechanical.*

Combat Flying: Similar to the skill Combat Driving, the Combat Flying skill represents a character's ability to fly in adverse weather and combat conditions. All penalties for airborne stunts and maneuvers are half, and the pilot is +2 to dodge and +3 to roll with impact/survive a crash while flying. **Base Skill**: There is no base skill, but every character level reduces the stunt/maneuver penalties by another point. **Note:** Falls under the skill category of *Pilot.* This skill is ONLY available to military O.C.C.s, not civilians.

Helicopter: The ability to pilot all types of commercial helicopters for the purpose of transportation, observation and light cargo transport. **Base Skill:** 48% +4% per level of experience.

History: Tirolian Empire: Study of the rise and fall of the Tirolian Empire as formed by the Robotech Masters. This skill includes knowledge of notable leaders, vassal states and the workings of the governmental, military and economic forces that influenced the successes, failures and ultimate downfall of this pangalactic empire. **Base Skill:** 40% +5% per level.

History: Zentraedi: Knowledge of the glorious history of the Zentraedi as known by the Zentraedi themselves. This skill covers notable leaders, battles, tactics and strategies and the Zentraedi's place in the Tirolian Empire. **Base Skill:** 30% +5% per level.

Military: Aerospace Fighters: Skill in piloting and fighting in non-variable aerospace fighters like the ASC A-105 Chimera or the Zentraedi Gnerl Aerospace Fighter. **Base Skill:** 35% +5% per level.

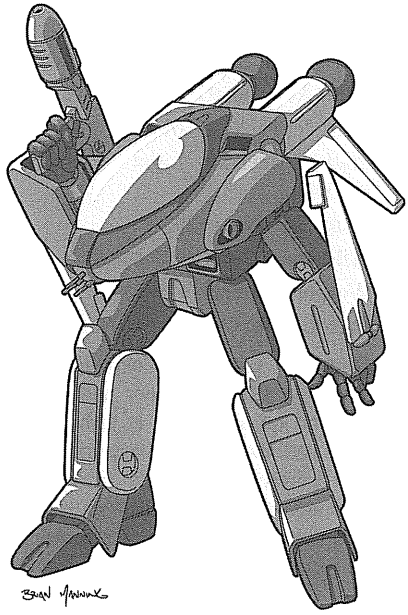
Military: Combat Helicopters. The specialized skill required to fly all types of combat helicopters including all types of military cargo haulers, transports and gun ships, as well as operate their related weapon systems. **Base Skill:** 52% +4% per level of experience.

M.O.S. Descriptions

Note: If a skill is duplicated (i.e. is also an O.C.C. Skill), use the higher bonus for that skill either from O.C.C. or M.O.S.

Aerospace M.O.S. List

Aerospace Veritech Pilot: The cocksure, inveterate risk takers who fly the Logan and Ajax Veritechs Fighters are truly one with their machines. Char-



acters with this M.O.S. are mainly found in the Tactical Armored Space Corps, and to a lesser degree, in the Tactical Air Force and the Tactical Space Corps.

Special TASC Bonuses: +6% to Pilot Veritechs and +10% to Navigation: Space when this M.O.S. is taken.

Combat Flying

MECT: ASC Veritech Fighter (one of choice)

Pilot: Jet Fighter or Combat Helicopter (+10%)

Pilot: Veritechs (+10%)

Sensory Equipment (+10%)

Space Survival (+15%)

Wilderness Survival (+10%)

Weapon Systems (+10%)

Zero Gravity Combat (+15%)

Aerospace Fighter Pilot: These space fighter pilots are as tough and capable as their fighter pilot and Veritech pilot brethren.

Combat Flying

Navigation: Space (+15%)

Pilot: Aerospace Fighter (+25%)

Pilot: Jet Packs (+10%)

Pilot: Spacecraft, Light & Medium (+15%)

Space Survival (+20%)

Wilderness Survival (+10%)

Weapon Systems (+10%)

Zero Gravity Combat (+10%)

Damage Control Corpsman: A combination first responder and repairman found on ships and at airbases on Earth as well as the moonbase and Space Station Liberty. They fight fires, clean up chemical and radiological spills, deal with biological agents and are responsible for quick fixes of runways, airbase structures, bulkheads, decks, and hulls that are damaged by combat, accident and sabotage.

Basic Mechanics (+10%)

Chemistry (+10%)

Damage Control & Disaster Response (+20%)

Excavation & Rescue (+20%)

General Repair and Maintenance (+15%)

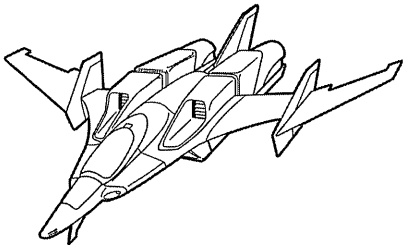
NBC Warfare (+15%)

Paramedic (+15%)

Salvage (+20%)

Sensory Equipment (+10%)

W.P. Axe



Fighter Pilot: These pilots don't fly mecha, but they are every bit as able and cocky as their Veritech flying brethren when it comes to aerial dogfights and atmospheric superiority. Characters with this M.O.S. make up the bulk of the Tactical Air Force, as well as the Civil Defense Flying Corps.

Combat Flying

Laser Communications (+10%)

Pilot: Airplane or Jet Aircraft (+15%)

Pilot: Helicopter (+20%)

Pilot: Jet Packs (+14%)

Pilot: One of choice (any; +10%).

Sensory Equipment (+10%)

Weapon Systems (+10%)

Wilderness Survival (+10%)

Gunnery/Ordnance: Gunnery and Ordnance Specialists are responsible not only for the operation and maintenance of the big ship to ship guns and missile batteries, but also for all small arms, ordnance and explosives aboard ship as well as on airbases. Gunnery and Ordnance Specialists can be found in both the Tactical Armored Space Corps as well as in the Tactical Space Corps.

Basic Mechanics (+15%)

Demolitions (+15%)

Demolitions Disposal (+20%)

Field Armorer/Munitions Expert (+20%)

Sensory Equipment (+10%)

Weapon Systems (+20%)

W.P. Starship Artillery

W.P. Starship Energy Weapons

W.P.: Two Modern Weapons of choice.

Ship Pilot: These pilots specialize in flying and crewing big ships. Everything from combat shuttles to the great Tokugawa class battleships are tended by the Ship Pilot M.O.S. This M.O.S. can be found in any of the aerospace forces.

Navigation: Space (+30%)

Pilot Spacecraft: Capital/Super Capital (+15%)

Pilot Spacecraft: Heavy (+20%)

Pilot Spacecraft: Small (+25%)

Sensory Equipment (+15%)

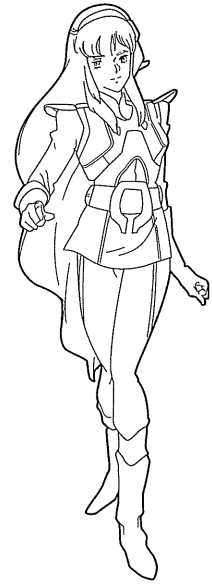
Space Fold Operations (+15%)

Space Survival (+10%)

Weapon Systems (+10%)

W.P. Starship Energy Weapons

W.P. Handguns or Energy Pistol



Espionage M.O.S. List

Deep Undercover Agent: Agents inserted into both hostile and friendly governments and militaries to keep tabs on what's going on. Deep cover agents are usually driven and intelligent.

Computer Hacking (+10%)

Disguise (+20%)

Performance (+15%)

Escape Artist (+10%)

Imitate Voices (+10%)

Impersonation (+20%)

Intelligence (+16%)

Tailing (+20%)

Undercover Operations (+20%)

Wardrobe & Grooming (+12%)

Information Specialist: Code breakers and cryptographers, they not only break enemy encryptions, but also make sure secret transmissions of the ASC stay secret.

Basic Electronics (+10%)
Computer Hacking (+30%)
Computer Programming (+10%)
Cryptography (+20%)
Electronic Countermeasures (+20%)
Laser Communications (+15%)
Research (+10%)
Sensory Equipment (+15%)
T.V./Video (+15%)

Surveillance Specialist: Masters of wiretapping and clandestine surveillance, they are responsible for making sure nothing escapes their notice.

Basic Electronics (+10%)
Computer Programming (+10%)
Electronic Countermeasures (+20%)
Military Sign Language (+15%)
Optic Systems (+15%)
Pick Locks (+10%)
Sensory Equipment (+20%)
Surveillance (+20%)
T.V./Video (+10%)
W.P. Handguns or W.P. Energy Pistol

Law Enforcement M.O.S. List

Civil Affairs Officer: The public face of the police force or army. Holds press conferences, produces press releases and official statements and generally puts a good face on the authorities. Is usually an unflappable smooth talker, master of spin and a liaison between the civilian populace and the ASC or UEG.

Barter (+12%)
Creative Writing (+10%)
Language: Other; two of choice (+20%).
Literacy: Other; one of choice (+15%).
Military History (+10%)
Performance (+15%)
Public Speaking (+20%)
Research (+10%)
T.V./Video (+10%)
Wardrobe & Grooming (+15%)

CSI: Crime Scene Investigator: Forensic specialists who investigate "physical evidence" left at a crime scene. Often work with detectives and other law officers.

Biology (+10%)
Chemistry (+10%)
Chemistry: Analytical (+20%)
Crime Scene Investigation (+20%)
Damage Control & Disaster Response (+10%)
Forensics (+15%)
Math: Advanced (+6%)
Paramedic (+10%)
W.P. Handguns or W.P. Knife

Detective: Veterans of the police force who specialize in investigating serious violent crimes and felonies like murder, rape, robbery, kidnaping, etc. They tend to be jaded and cynical, but hard working and dedicated to solving crimes and bringing perpetrators to justice. Detectives can be found mainly in the Civil Defense Unit and the Global Military Police.

Computer Hacking (+10%)
Intelligence (+10%)
Interrogation (+15%)
Psychology (+15)
Research (+15%)
Surveillance (+10%)
Undercover Ops (+15%)

W.P. Handguns

W.P. Energy Pistol

Police Tactical Officer/S.W.A.T.: Training to deal with counter-terrorism, hostage negotiations and other dangerous situations. They tend to be gung-ho and have a tendency to apply overwhelming force to solve any problem. They are found mainly in the Civil Defense Unit.

Climbing or Swimming (+20%)

Demolitions (+14%)

Demolitions Disposal (+16%)

Detect Ambush (+15%)

Prowl (+15%)

Sniper

W.P. Blunt

W.P. Rifles

W.P. Shield

W.P. Energy Pistol

Upgrade Hand to Hand Combat to Commando or Martial Arts (pick one). If the character already has this skill, he can select Kick Boxing.

Undercover Detective: Law officers skilled at infiltrating gangs, organized crime syndicates and other unsavory groups. They are masters of blending in and can be required to be "in character" for months or even years. Undercover Detectives ply their trade mainly in the Civil Defense Unit.

Disguise (+20%)

Performance (+20%)

Escape Artist (+10%)

Imitate Voices (+10%)

Impersonation (+15%)

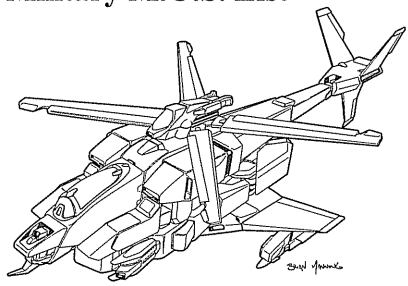
Surveillance (+10%)

Undercover Operations (+20%)

W.P. Handguns or W.P. Knife

W.P. Energy Pistol

Military M.O.S. List



Air Cavalry: Air Cav units operate various helicopters and aerodynes of the ASC. Missions run the gamut from combat and air support to troop insertion and extraction to logistics, and include operation of the *Ajax* and *Logan* Veritech fighters.

Combat Flying

Pilot Airplane (+20%)

Pilot: Two aircraft of choice (+16%).

Pilot: Aerospace Fighter (+10%)

Pilot Veritechs (+14%)

MECT: ASC Veritechs (Ajax & Logan)

Sensory Equipment (+10%)

Weapon Systems (+10%)

Wilderness Survival (+10%)

W.P. Energy Pistol

Battloid Pilot: Skill at piloting non-variable ASC battloids (all). Battloid pilots fill many of the roles within the army, and may be used in troop support, infantry assault, riot control, perimeter patrols and other duties. Most common among the Tactical Corps.

Land Navigation (+12%)

MECT: ASC Battloids (all)

Pilot: Battloid (all; +14%)

Sensory Equipment (+15%)

Wilderness Survival (+10%)

Weapon Systems (+15%)

Wilderness: One skill of choice (+5%).

W.P. Energy Pistol

EOD/Demolitions: The risk-taking, devil-may-care madmen who deal with explosives for a living. They perform tasks as varied as construction and demolitions to sabotage, disarming ordnance and even pyrotechnic displays. EOD Specialists can be found in any branch of the ASC.

Basic Electronics (+15%)

Basic Mechanics (+10%)

Demolitions (+20%)

Demolitions Disposal (+25%)

Demolitions: Underwater (+20%)

Jury Rig (+10%)

Swimming (+10%)

Trap/Mine Detection (+15%)

W.P. Heavy Military Weapons

Guerrilla Warfare Specialist: War in the shadows is the Guerrilla Warfare Specialist's bread and butter. Trained in unconventional and asymmetric warfare, these masters of infiltration and sabotage can paralyze a conventional enemy force unaccustomed to their style of fighting. Small squad tactics, hit and run strikes and close quarter combat are common tactics.

Camouflage (+25%)

Demolitions (+20%)

Detect Ambush (+15%)

Detect Concealment (+10%)

Field Surgery (+10%)

Land Navigation (+20%)

Tracking (people; +10%)

Trap/Mine Detection (+10%)

Wilderness Survival (+15%)

W.P.: Any two of choice.

Heavy Weapons Specialist: The heavy hitters in any infantry squad, they carry Squad Automatic Weapons (SAW), grenade launchers, shoulder fired rocket launchers and all manner of man-sized weapons of mass destruction. They also operate vehicle mounted weapons and are found in all branches of the ASC surface forces.

Field Armorer/Munitions Expert (+20%)

Optical Systems (+10%)

Physical Labor or Forced March

Recognize Weapon Quality (+20%)

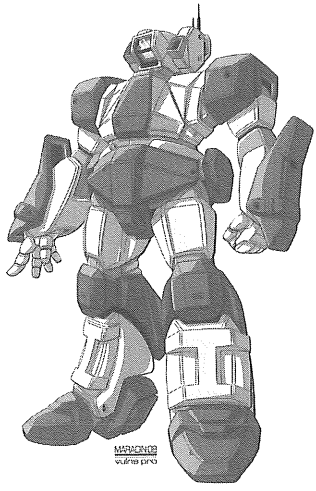
Vehicle Armorer (+20%)

Weapon Systems (+15%)

W.P. Shotgun

W.P. Heavy Military Weapons

W.P. Heavy M.D. Weapons



Mechanized Infantry (M.I.): Operates the various armored and other combat vehicles, battloids and special Power Assisted Armor Suits of the ASC. Mech-

anized Infantry units are often part of the *Tactical Corps.*

Basic Mechanics (+10%)
Land Navigation (+10%)
MECT: Power Armor or Battloid
Pilot: Power Armor or Battloid (+20%)
Pilot: Tanks and A.P.C.s (+20%)
Sensory Equipment (+10%)
Weapon Systems (+20%)
Wilderness Survival (+10%)
W.P. Heavy Military Weapons
W.P. Heavy M.D. Weapons

Military Police: M.P.s have the thankless job of keeping the soldiers of the ASC surface forces in line. They are responsible for enforcing military law, riot control, counter-terrorism, recovery of deserters, and maintaining order on bases. M.P.s can be found in any branch of the ASC and may work with personnel from other law enforcement agencies and ASC divisions.

Combat Driving
Intelligence (+15%)
Interrogation (+20%)
Recognize Weapon Quality (+15%)
Surveillance (+10%)
Undercover Ops (+15%)
Wrestling or Swimming (+10%)
W.P. Blunt
W.P. Energy Pistol
W.P. Handguns or Shotgun (pick one)

Scout/Reconnaissance: The eyes and ears of the ASC surface forces, they travel mainly on foot or by hovercycle, jeep or Myrmidon Ground Veritech and can operate in theater for as long as a month with no backup. Recon troopers can be found in the Tactical Corps and in the Tactical Air Force. Use of a Ground Veritech in the ASC is usually limited to the Myrmidon only.

Electronic Countermeasures (+15%)
Intelligence (+20%)
Land Navigation (+20%)
MECT: Ground Veritechs
Pilot: Ground Veritechs (+10%)
Prowl (+10%)
Surveillance (+15%)
Tracking (people; +30%)
Track & Trap Animals (+15%)
Wilderness Survival (+20%)

Survival Evasion Resistance Escape (SERE) Specialist: Training in extraction of prisoners and rescue of personnel behind enemy lines. This character can stay active in theater for extended periods, move quickly and silently through hostile territory and has the skills and fortitude to bring prisoners back alive. They operate usually in teams, either with other SERE Specialists or as part of another special forces unit. SERE Specialists can be found in any branch of the ASC.

Basic Electronics (+10%)
Climbing (+20%, or +10% to an existing Climbing skill)
Excavation & Rescue (+20%)
Escape Artist (+20%)
Land Navigation (+10%)
Locksmith (+20%)
Paramedic (+10%)
Pick Locks (+20%)
Prowl (+15%, or +10% to an existing Prowl skill)
Tracking (people; +15%)
Wilderness Survival (+15%)

Technical M.O.S. List

Armorer: A weapons engineer who makes sure all the weaponry and ordnance of the ASC is up to date and up to snuff. They can repair and modify nearly any weapon, fit extra weapons and armor on vehicles and can even operate vehicle mounted weapons and large weapon emplacements.

Basic Mechanics (+15%)

Basic Electronics (+10%)

Field Armorer/Munitions Expert (+15%)

Optic Systems (+10%)

Physical Labor

Salvage (+15%)

Vehicle Armorer (+20%)

Weapon Systems (+10%)

Weapons Engineer (+15%)

Combat Engineer: Construction specialists who can build an airbase, bridge a canyon or dredge a canal and do so under heavy fire if required. Combat Engineers are also trained in the finer arts of sabotage, and unchecked, can wreak havoc on an enemy's infrastructure. Combat Engineers can be found in any branch of the ASC, but are mainly found in the Tactical Corps and the Tactical Air Force.

Basic Electronics (+10%)

Carpentry (+15%)

Electricity Generation (+10%)

Mechanical Engineer (+20%)

Demolitions (+15%)

Military Fortification (+20%)

Pilot: Tracked & Construction Vehicles (+15%)

Sensory Equipment (+10%)

Trap/Mine Detection (+10%)

Weapons Engineer (+10%)

Combat Journalist: War zone reporters who document military action from the front lines. They work in print, video, and photography and tend to be focused individuals who will go to any length to get the story. They also work for the ASC military television channels and newspaper, as well as in psychological warfare/propaganda divisions. May be found in all branches of the ASC.

Creative Writing/Journalism (+20%)

History: Zentraedi (+20%)

Lore: Robotech Masters (+10%)

Military History (+20%)

Photography (+15%)

Public Speaking (+15%)

Research (+20%)

T.V./Video (+15%)

W.P. Handguns or W.P. Energy Pistol

Communications Specialist: Serve in all branches of the military, from civil defense and infantry field units, to mountain outposts, to the bridge of a Tokugawa class battleship.

Advanced Electronic Warfare (+20%)

Basic Electronics (+10%)

Computer Repair (+10%)

Cryptography (+10%)

Electronic Countermeasures (+15%)

Laser Communications (+15%)

Sensory Equipment (+15%)

Radio: Basic (+20%)

T.V./Video or Language: Other (+10%)

Field Medic: Battle hardened and steely, field medics do a difficult job under impossible conditions. They are consummate professionals, constantly throwing themselves in harm's way to protect their brothers and sisters in arms. Field

medics can be found in any branch of the ASC surface, aerospace or paramilitary forces.

Biology (+15%)
Brewing (+15%)
Chemistry (+10%)
Chemistry: Pharmaceutical (+15%)
Field Surgery (+20%)
Medical Doctor (+10%)
Pathology (+10%)
Sensory Equipment (+10%)
W.P. Knife
Xenobiology (+10%)

First Responder/Paramedic: These men and women are usually the first at the scene of accidents and disasters. They tend to be level headed and cool under fire. It takes a driven and intense personality to be a paramedic, it's an occupation known to devour weaker willed people. First Responders are mainly found in the Civil Defense Unit.

Aerobic Athletics
Biology (+15%)
Combat Driving
Field Surgery (+15%)
Paramedic (+20%)
Physical Labor
Sensory Equipment (+15%)
W.P. Knife

Fire and Rescue: Strong in will and body, firefighters are the embodiment of the rugged, workaday hero. They are trained in firefighting as well as excavation and dealing with chemical, biological and radiological spills. Firefighters tend to be fearless and driven with a deep commitment to the safety of their communities. Firefighters are mostly found in the Civil Defense Unit.

Body Building or Swimming (+10%)
Climbing (+15%)
Damage Control & Disaster Response (+20%)
Excavation & Rescue (+15%)
NBC Warfare (+10%)
Paramedic (+15%)
Pilot: Truck (+10%)
W.P. Blunt
W.P. Axe

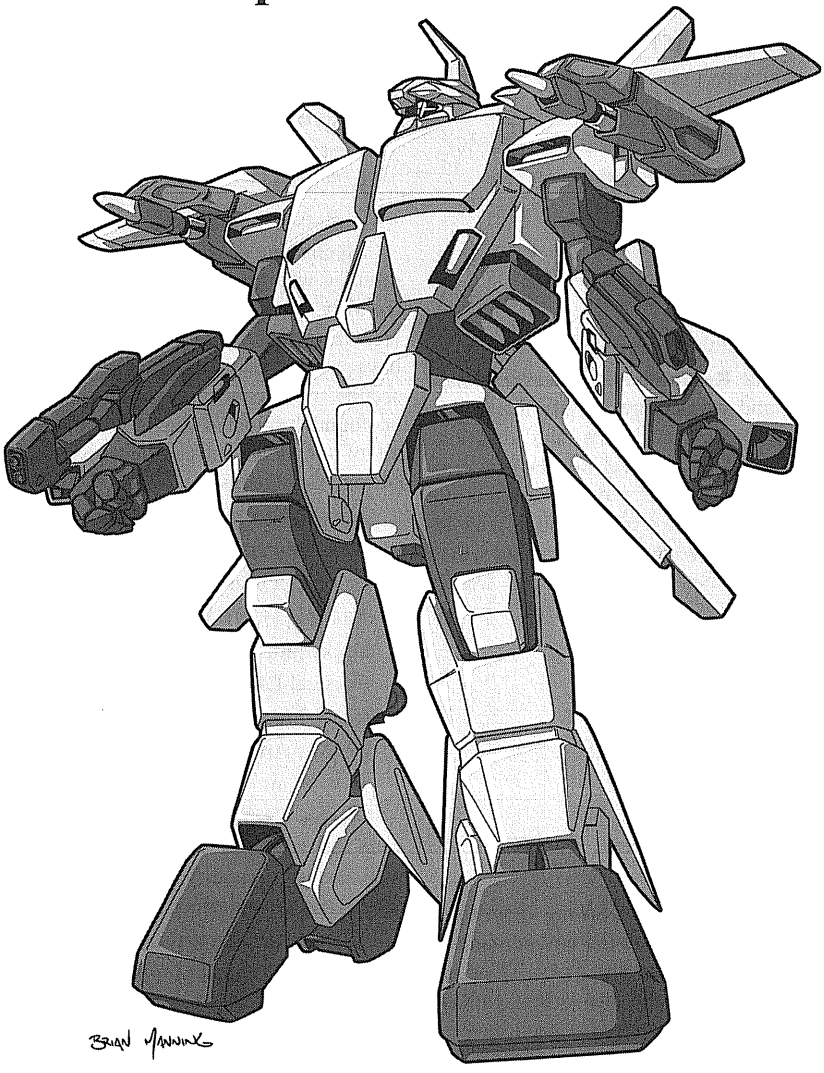
Mechanic: A gear head and grease monkey who keeps the war machines of the ASC running. While not as specialized as Mecha Engineers, Mechanics have a way with machines that transcends mere education. Mechanics can be found lurking in the motor pools of all of the ASC surface, aerospace and paramilitary forces.

Aircraft Mechanics (+15%)
Auto Mechanics (+20%)
Basic Electronics (+15%)
Jury-Rig (+20%)
Locksmith (+10%)
Physical Labor
Robot Mechanics (+15%)
Vehicle Armorer (+10%)
W.P. Blunt

Mecha Engineer: The experts who keep the mecha of the ASC running, as well as design, modify, build and rebuild mecha and power armor.

Advanced Mathematics (+10%)
Electrical Engineer (+10%)
Mecha Engineering (+20%)
Mechanical Engineer (+20%)
Robot Electronics (+15%)
Robotechnology Engineering (+20%)
Sensory Equipment (+15%)
Vehicle Armorer (+10%)
Weapon Systems (+10%)

ASC Aerospace Veritech Mecha



The Army of the Southern Cross (ASC) has a variety of unique transformable mecha very different from those of the UEDF and UEEF, largely because the ASC was never expected to have to defend against another alien invasion. The ASC and its mecha were expected to handle rebellious Zentraedi malcontents, civil unrest, and isolated areas of war among some of the nations of disen-

chanted survivors of the First Robotech War.

It is ironic, but the primary mission of the **United Earth Expeditionary Force (UEEF)** was to go into space and find the Robotech Masters to *prevent* the possibility of a future invasion of Earth. Had the UEEF known that the *Robotech Masters* were already on their way to Earth with an invasion force, these brave Earth defenders would never have left the planet in the first place. As for *the Invid*, the UEEF knew nothing about them when they blasted into outer space in search of the Robotech Masters.

The United Earth Government (UEG) and UEEF never imagined having to defend Earth from another alien onslaught, consequently, the brave soldiers of the *Army of the Southern Cross* lacked the funding, resources and range of mecha and other weaponry to do so. Still, the valiant heroes of the ASC drew upon their courage and used what little resources they had available to stand against a superior alien power. They held the line and fought without rest to protect the people of Earth.

Described below are the variable mecha of the ASC used to defend the Earth during the *Second Robotech War*.

The Advent of ASC Mecha

While the engineers of the UEEF were busy at work designing their second generation variable aerospace fighters, the *United Earth Government (UEG)* and the *Army of the Southern Cross* were looking to their own new mecha. Tactical concerns had changed since the end of the first Robotech War, and new mecha design reflected this. Gone were the days of large armies of giant-sized Zentraedi warriors and the fifty-foot (15.2 m) tall UEDF mecha needed to fight them. The new approach to mecha design was to make them small, fast and agile – better to deal with the realities of fighting in city ruins and new urban centers of Earth, as well as the vast remains of Dolza's shattered fleet scattered across the wastelands.

According to the ASC's new order of battle, new *non-variable battloids* would handle the bulk of riot control, civil defense and ground fighting. These *non-transformable battloids* would be supported by the heavy-hitting *Hover Tank* and Light Variable Recon Vehicles.

Traditional, non-variable fighter aircraft piloted by the *Tactical Air Force (TAF)* and *Civil Defense Flying Corps (CDFC)* would take care of defense of the air.

The newly formed *Tactical Armored Space Corps (TASC)*, however, had been making do with first generation Valkyrie series Veritechs as their ground and space based mecha. The venerable old Valkyries were showing their age, and the TASC lobbied for a new mecha that would better fit their needs. What the TASC wanted was a small, powerful, *quick response mecha* that could deal with the ever-changing tactical demands of postwar Earth. What they got was the VFA-8 Logan.

The **VFA-8 Logan** is a Light Variable Attack Aerospacecraft designed to handle a variety of ground attack and close air support operations. Small and highly maneuverable, it was perfect for riot, civil unrest, reconnaissance and rescue operations, as well as close air support and light air combat. Never designed for heavy combat or air superiority, the Logan fared poorly in those roles. As a result, casualties among Lo-

gan squadrons were among the highest in the ASC during the Second Robotech War.

The **VFH-10A and B Ajax** is a variable aerospace armored assault helicopter designed to fill the roles of heavy air and space combat as well as ground combat and troop support. Its remarkable design makes it, arguably, the most innovative and remarkable infantry support mecha ever created. Though the Ajax performs well in air and space combat, the Veritech Helicopter is at its best as a ground assault and troop support war machine. It can serve as a flying, armored, weapon platform to engage enemy mecha, tanks, fighter aircraft and armored units from the air or from the ground. The Ajax also provides cover and defense for ground troop insertion and extraction, and can handily engage the enemy in urban operations, field combat and in the air.

The **Hover Tank**, officially known as the *Spartas* (military designations: VHT-1, -1A1, -1A2, and -1A3 Spartas), is the *iconic workhorse mecha* of the Army of the Southern Cross (ASC). While all mecha that can assume a Battloid form are, in effect, "walking tanks," the VHT series mecha is truly a *tank* – an all-purpose, armored infantry assault and support vehicle. The Hover Tank cannot fly, but hovers on a cushion of air that provides it with astonishing speed and maneuverability for a "tank." Its main cannon and other weaponry make the Hover Tank a formidable opponent on the field of battle against all sorts of enemies, from other tanks to Bioroids and enemy mecha. The Spartas' ability to transform from vehicular form into *battloid* gives it superior mobility and versatility on the open field of combat and in street to street combat. It is no wonder the Hover Tank become the backbone of the ATAC, and a welcomed sight to military troops and civilians alike whenever the Armored Cavalry arrived on the scene.

The **VHR-2A and B Myrmidon** are the "little brothers" of the famous VHT-1 Hover Tank, serving in the capacity of Light Variable Reconnaissance Vehicles for the ATAC, TC, and RP.

Standard Avionics & Equipment for the Logan & Ajax

1. Radar: Variable aerospace mecha of the ASC are equipped with a powerful Active Electronically Scanned Array (AESA) radar with a 140 degree field of view. This radar is designed for aerospace superiority and strike (ground attack) operations and features a low-observable, active-aperture, electronically-scanned array that can track multiple targets in all kinds of weather as well as space. The AESA radar can also focus its emissions to overload enemy sensors. This gives the fighters a limited electronic attack capability and requires an *Electronic Countermeasures roll.* If the character doesn't have the Electronic Countermeasures skill, the *Sensory Equipment* skill can be used with a -15% skill penalty. This array has a range of 150 miles (240 km) and can track up to 50 targets.

2. Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km), but can be boosted indefinitely via satellite relay. Secure la-

ser communication with a range of 250,000 miles (400,000 km).

3. Onboard Computer System: All variable aerospace mecha have a powerful onboard computer system that handles all targeting and combat data collection. The combat computer collects data from all sensors, stores it and then displays the information on the pilot's HUD (Heads Up Display).

4. Motion Detector and Collision Warning System: Detects objects within 5000 feet (1524 m) and alerts the pilot with an alarm and flashing red light.

5. Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (609.6 m) but is reduced by half in smoke and/or inclement weather.

6. Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (609.6 m) range, but is completely useless in total darkness.

7. Thermal Imager: Converts the heat signatures of warm objects into visible images. 2,000 foot (609.6 m) range and allows the pilot to see through darkness, shadows, smoke, inclement weather and even through walls.

8. Tactical Camera: This camera, called the "gun camera" by pilots, can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead along the axis of the fighter's main cannon, and sees whatever the sensor head sees in battloid mode.

9. Pilot Ejection System: There are two separate ejection systems in variable aerospace fighters. *The first is the Atmospheric Ejection System* that is a traditional zero/zero ejection seat that exits through the canopy. In the **Ajax**, the rotors are jettisoned moments before the pilot ejects. The second system is for use in space, where the entire fuselage from behind the pilot's compartment forward is jettisoned. This *escape capsule* retains the fighter's life support system and protects the pilot from both vacuum and enemy fire while waiting to be recovered. The **Ajax** has a *third ejection system* in battloid mode which jettisons the rotors then ejects the pilot through the back of the mecha.

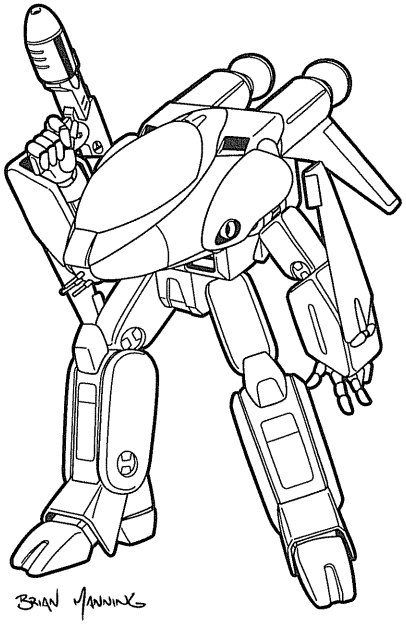
10. Self-Destruct: A last ditch system to prevent the capture of a mecha. The blast is largely contained, destroys all inner workings of the Veritech and does 3D6x10 M.D. to a 20 foot (6.1 m) radius.

11. Smoke and Chaff/Flare Dispensers: All variable aerospace fighters carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff canister and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles.

12. Tactical Life Support: Pressurized pilot's compartment with an internal oxygen supply good for forty-eight hours. The pilot can hook the life support from his body armor to the onboard system to extend his personal oxygen supply. They also have heat and radio-

logical shielding to protect the pilot from damaging radiation.

13. Distress Beacon: Broadcasts a distress beacon on an encrypted ASC frequency. Range is 250 miles (400 km); x10 in space.



VFA-8 Logan

Light Variable Attack Aerospacecraft

The Logan, nicknamed the "Flying Cat" by her pilots and crews, is a variable, two-mode light variable attack aerospacecraft designed to fill ground attack and close air support roles within the TASC. Originally proposed as the *XVFA-8* and deployed in its final design in 2018, the **Logan** is a small, compact package that can be deployed quickly and fight equally well in atmosphere and in space.

As an attack fighter the Logan makes a very respectable close air support platform. Able to carry a wide array of ordnance and possessing the ability to loiter above battlefields for long periods, the Logan is extremely adept at air-to-ground and troop support missions.

In battloid mode, which more closely resembles a half-aerospacecraft/ half-battloid guardian mode, the Logan's small size makes it ideal for close-quarters combat in cities and other confined spaces. It can also easily maneuver through city streets and the corridors of downed Zentraedi spacecraft whose wreckage is scattered across the globe. With its triple-barreled plasma cannon, EP-20 gun pod and the option of carrying missiles or Multiple Launch Ordnance Pod (MLOP) rocket pods, the Logan packs a big punch in a small package. Anti-Unification rebels and recalcitrant Zentraedi came to dread the characteristic whine of an approaching squad of Logans.

The tiny Veritech went into full production in the Fall of 2018, and by spring of 2019 over a dozen *Logan squadrons* were activated with the TASC. Logan squadrons carried out primarily attack missions while the FA-109 and F-110 squadrons of the Tactical Air Force (TAF) carried out air superiority and interception missions. They performed admirably throughout the 2020s, deployed around the globe to deal with Zentraedi uprisings and Anti-Unification attacks.

When the Masters appeared in orbit, the seasoned pilots and crews had over a decade of experience flying the Logan, and they rose to the challenge of repelling this new invader. Sadly, forced into an air superiority role it was never in-

tended for, the Logan proved to be woefully inadequate against the war machines of the Robotech Masters. The Logan's energy weapons, while good against soft and lightly armored targets, didn't have the punch needed to penetrate the armor of the Bioroid dropships. Heavier ordnance was loaded on the Logan's hardpoints, but the increased weight and drag decreased the performance of the tiny mecha, which meant certain death against Bioroids on their lightning fast hover sleds. Also, while the Logan's armor was good against nearly anything fielded by Earth forces and Zentraedi rebels, the heavy energy weapons mounted on the Masters' dropships and carried by Bioroids had no trouble chewing up the little fighter.

In the first few months of fighting the rate of attrition among Logan pilots was horrendous, especially in engagements against multiple Bioroid drop ships or the Masters' massive orbital ships. Stopgap measures were made to improve the Logan's performance against the Masters, but a new mecha was desperately needed to deal with the enemy's superior military technology. By late 2029, a great number of Logans had been phased out of service, and by January of 2030, Logan squadrons had been switched to the new Ajax Veritech Helicopter. Only a few thousand Logans survived the Second Robotech War, and most of them perished with the arrival of the Invid and the start of the Third Robotech War. It is estimated that only a few hundred survived to be put into service against the Invid by rebel groups.

Model Type: VFA-8 Logan.

Class: Single Seat, All-Weather Light Variable Attack Aerospacecraft.

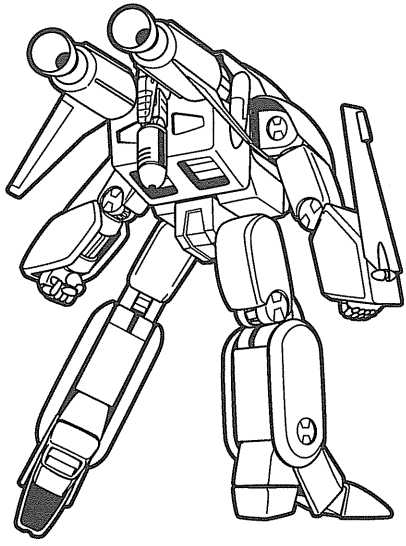
Crew: One.

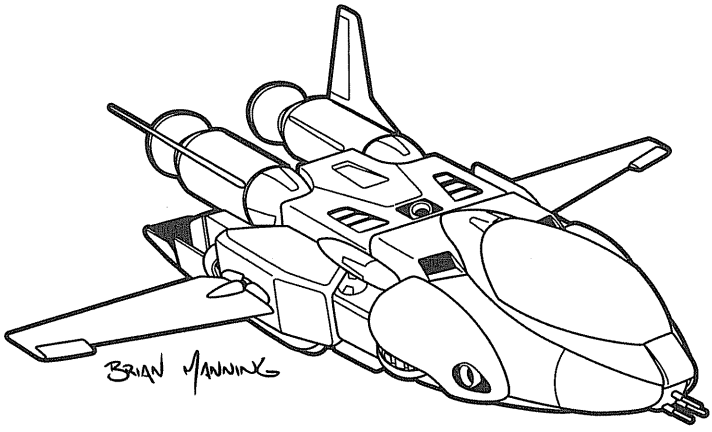
M.D.C. by Location:

Upper Arms (2) – 40 each
Forearms (2) – 65 each
Hands (2) – 25 each
Legs (2) – 120 each
Feet (2) – 75 each
* Wings (2) – 110 each
** Rear Stabilizers (2) – 50 each
*** Engines (2) – 100 each
Vernier Thrusters (4) – 15 each
Triple Barrel Plasma Cannon – 65
E-20 Gun Pod – 80
Reinforced Pilot's Compartment – 100
**** Main Body – 220

* Destroying a wing makes the Logan unflyable in fighter mode. In battloid mode, destruction of a wing means the loss of a shield and exposes that forearm to direct damage.

** Destroying one rear stabilizer makes the Logan terribly hard to control and imposes a -40% penalty to Pilot:





Veritech skill rolls. Destroying both stabilizers makes the Logan unflyable.

*** Destroying one engine reduces the Logan's speed and combat bonuses by 50%. Destroying both engines makes the Logan unflyable.

Note: Items marked by 1-3 asterisks are difficult targets to hit, requiring the attacker to make a "Called Shot" with a penalty of -3 to strike.

**** Depleting the main body of the Logan completely destroys the mecha.

Speed:

Flying:

Fighter Mode:

Sea Level: 437.5 mph (700 km).

33,000 feet (10,000 m): 937.5 mph (1500 km) or Mach 1.21.

Space: 1,903 mph (3,062.6 km) or Mach 2.5.

Battloid Mode: 219 mph (350 km).

Running: 40 mph (64 km).

Leaping: The Logan's battloid mode is not well suited to jumping, and the best it can manage is 15 feet (4.5 m) up or across unassisted, or a jet assisted jump of 40 feet (12.2 m) up or lengthwise.

Statistical Data:

Fighter Mode:

Height: 13.3 feet (4.08 m).

Length: 35 feet (10.6 m).

Wingspan: 26.7 feet (8.13 m).

Battloid Mode:

Height: 17.6 feet (5.35 m).

Length: 14.9 feet (4.55 m).

Width: 10 feet (3 m).

Weight: 6.5 tons (dry).

Physical Strength: Robotic P.S. of 30.

Cargo: A small space big enough for a survival pack and a side arm.

Power System: One miniaturized, high-output Monument Propulsion Labs fusion reactor fueled by Stabilized Liquid Metallic Hydrogen (SLMH-V), powering two MPL high-output fusion turbofans producing thrust from vectored thrust nozzles. The Logan also has numerous vernier thrusters scattered around its airframe.

Range: The Logan carries enough SLMH-V to operate continuously for 7 days, although standard procedure calls for refueling after every sortie.

Weapon Systems:

1. **LPW-20 Triple Barreled 20mm Plasma Nose Guns:** This is the main air-to-air weapon of the Logan. It is a medium output, rapid-fire weapon with excellent reliability but inflicts light damage.

Primary Purpose: Anti-Aircraft/Anti-Spacecraft.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the airframe.

Range: 3,000 feet (914.4 m).

Mega-Damage: 6D6 M.D. for a six round burst. Fires only bursts.

Rate of Fire: Each burst uses one of the pilot's melee attacks.

Payload: Effectively unlimited, tied to the Logan's reactor.

2. **EP-20 20mm Laser Gun Pod:** The 20mm EP-20 is a high-output, single-barreled laser gun pod configured as a pistol. This compact weapon has excellent penetration and stopping power, and is well suited to urban warfare and Close Quarters Battle (CQB). Like all other mecha-portable gun pods fielded by the ASC, the EP-20 is powered by an internal, rechargeable capacitor. The capacitor is charged by the Logan's reactor while the weapon is mounted to its airframe coupling. **Note:** The EP-20 can not be fired in fighter mode due to its mounting position.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Personnel.

Weight: 250 lbs (112.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D4x10 M.D. per blast.

Rate of Fire: Each blast uses one of the pilot's melee attacks.

Payload: A fully charged capacitor is good for 60 blasts. The capacitor charges at one blast every one minute in it's coupling, and an empty capacitor takes one hour to recharge. Once fully charged, the capacitor switches from *charge mode* to *tend mode* to preserve the charge and prevent overcharging and damage to the weapon.

3. **Fuselage Mounted Hardpoints (2):** These hardpoints can carry short- or medium-range missiles, as well as multiple launch ordnance pods loaded with 70mm unguided rockets/mini-missiles. Due to the mounting positions of the hardpoints, any ordnance must be fired or jettisoned *before* the Logan can transform into a battloid.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Installation/ Anti-Mecha.

Weight: Not applicable.

Range: By missile or rocket.

Mega-Damage: By missile or mini-missile type.

Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can carry *one* medium-range missile, two short-range missiles or one multiple launch ordnance pod (MLOP) loaded with eight rockets/mini-missiles.

4. **Hand to Hand Combat:** The Logan is only fair at hand to hand combat.

Hand to Hand Damage: Robotic P.S. of 30.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D.; counts as two attacks.

Kick: 2D4 M.D.

Stomp: 2D4 M.D. against targets under 11 feet (3.3 m) tall.

Jump Kick: 2D8 M.D.; counts as two attacks.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims knocked down lose initiative and two melee attacks.

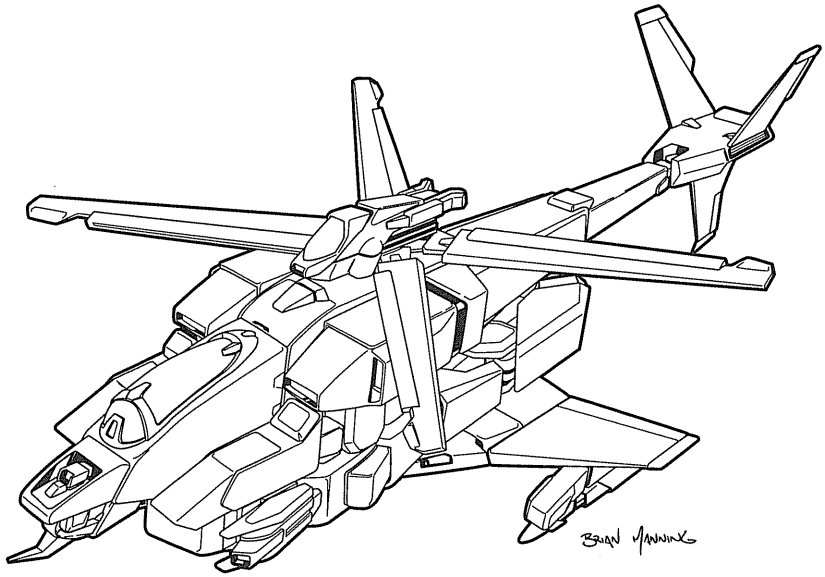
Special Bonuses: +2 on initiative, +2 to strike (hand to hand and with ranged weapons), +1 to parry and dodge, +3 to auto-dodge while flying in fighter mode (the act of dodging does not use up a melee attack), +2 to roll with punch/impact. These bonuses are in addition to any bonuses from the *Mecha Elite Combat Training* skill.

Bonuses from Mecha Elite Combat Training (MECT) Only: +1 attack per melee round at levels 1, 3, 6, 9, 12 and 15. +2 on initiative, +1 to strike (applies to punches, stomps and kicks), +2 to dodge, +3 to auto-dodge while flying, +1 to disarm, +1 to pull punch, and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *Veritech Fighters/Logan.* The pilot's own number of hand to hand attacks and bonuses (if any) are *combined* with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha,* the pilot possesses only human fighting abilities.

VFH-10A, -10B Ajax

Armored Assault Helicopter

The VFH-10 Armored Gyro Assault Chopper, or **Ajax,** was first proposed in the mid 2020s as a joint project between the Tactical Corps and the Tactical Armored Space Corps. Initially called the XV/H-1, this new mecha was designed as a *two-mode* helicopter vari-



able fighter. The AGAC project was the most expensive and ambitious project ever undertaken by the *Army of the Southern Cross*, but as fate would have it, the new mecha would prove to be nearly too little, too late.

By the early 2020s, the Tactical Corps (TC) was in dire need of a new close air support and anti-armor weapons platform. The venerable *AH-72 Commanchero Attack Helicopter* and *EH-303* and *304 Sergeant helicopters* were still going strong after nearly thirty years of service, but a faster and hardier assault vehicle was needed. The Tactical Corps settled on a *variable airframe* to better deal with the kinds of urban and broken terrain combat that were becoming more prevalent for the ASC.

As a helicopter, the Ajax could provide close air support for the Tactical Corps' mechanized infantry and battloid squads that performed the majority of ground operations. It could make a formidable air to ground anti-armor platform, as well as an air to air combat vehicle mounted with heavy energy weapons and modular ordnance hardpoints for missiles, MLOPs and heavy gun pods.

As a battloid, the Ajax could transform from helicopter to battloid for deployment on urban battlegrounds in street to street fighting and reconnaissance, to back up the non-variable battloid squads, and infantry troop support, as well as rescue operations and any number of other military combat and support missions. The beauty of the Ajax in the role of troop support and ground assault, was that the variable mecha could support troops from the air as a low flying, armored assault helicopter or on the ground, like a walking tank, as the circumstances dictated.

At the same time the Tactical Corps (TC) was looking to their air cavalry needs, the *Tactical Armored Space Corps (TASC)* was looking for a heavy multi-role fighter to complement the Logan light variable attack aerospacecraft. When news of the TC's new variable helicopter mecha spread throughout the ASC, the TASC realized that with the proper tweaking, the Ajax could also fit the role of the fighter they were seeking. As a result, the TASC lobbied to be included in the research and development process to make the Ajax. After much political wrangling, the AGAC project was reorganized as a joint effort between the ground and aerospace forces.

Since the helicopter mode would prove useless in space, the airframe was redesigned to accommodate an aerospace fighter mode for a *third mode of transformation.* It was in this role that the Ajax would eventually serve as the TASC's primary carrier based **space fighter.**

The first few years of development were fraught with difficulty, and the mecha went through numerous variations as different factions and committees tried to influence the design. Eventually, issues were sorted out and the first operational prototype, the YVFH-10, flew in June of 2028. The variable helicopter showed great promise and performed well in both its ground and aerospace trials. Initial flaws in the armor, transformation gear and avionics were identified in the first few months of testing, and engineers set to the arduous process of ironing out the last bugs. By the time the *Robotech Masters* appeared, the Ajax was nearly ready for final ap-

proval, and several aerospace factories were in the final stages of being retooled to mass-produce them.

As the first casualty reports of the Second Robotech War came in, it became clear that the faster, more powerful Ajax was desperately needed. The final design of the new mecha was approved in record time, and rushed into production as the **VFH-10A** for the TC and **VFH-10B** for the TASC.

By the time the Ajax was finally operational in mid-2029, the aerospace forces of the *Army of the Southern Cross (ASC)* were already back on their heels. *The VFA-8 Logan* and *F/A-104 Falcon* were proving inadequate in dealing with the heavily armed dropships and lightning fast Bioroid hover platforms of the Masters. The Ajax proved more than a match for the aerospace forces of the Masters, and was able to go toe to toe with squads of Bioroids as well as engage the Masters' dropships. As a result, the Ajax would replace the Logan as the primary aerospace fighter of the TASC, serving in both ground and aerospace theaters during the war, as well as in the chaos that followed the defeat of the Masters' fleet. Ajax squadrons suffered heavy losses, and by the time the war was over, 85% of Ajax pilots were raw recruits due to the rate of attrition. When the Invid finally arrived, remaining Ajax squadrons were vastly outnumbered, as were all Earth defenders, and very few of the mecha survived the initial onslaught of the Invid invaders. Mecha that did survive were highly sought after by freedom fighters all over the world.

Model Type: VFH-10A used by the TC — VFH-10B used by the TASC.

Class: Single Seat, All Weather Multi-Role Variable Armored Assault Helicopter.

Crew: One.

M.D.C. by Location:

* Sensor Head/TADS Pod – 95
* Mast Mounted Radar Pod – 50

Arms (2) – 100 each

Hands (2) – 35 each

Arm Thrusters (2) – 55 each

Legs (2) – 125 each

** Tail Section – 150

** Tail Fins (3) – 45 each

** NOTAR Thrusters (3) – 55 each

*** Rotor Blades (4) – 65 each

*** Rotor Mast – 70

**** Wings (2) – 125 each

Main Engines (2) – 140 each

Arm Mounted Pulse Laser (1 per arm) – 50 each

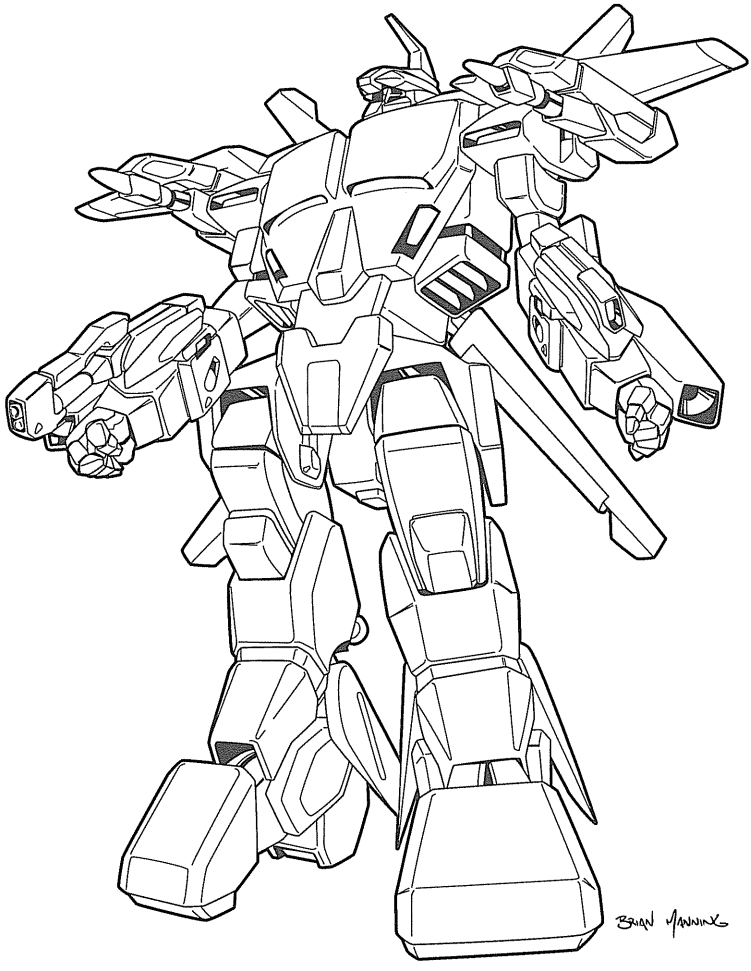
Forward/Head Laser – 70

Reinforced Pilot's Compartment – 150

***** Main Body – 400

* Destroying the TADS Sensor Pod/Head or mast mounted radar pod will knock out most of the mecha's sensors. Radar range is reduced to 10 miles (16 km), long-range radio and laser communications are *lost* and the laser targeting system is destroyed. All of this leaves the mecha with no initiative or Perception bonuses and it fights at -3 to strike, parry, dodge, disarm and pull punch.

** Destroying the tail section, the NOTAR thrusters or two or more tail fins sends the mecha out of control and unable to fly in fighter or helicopter mode until repaired.

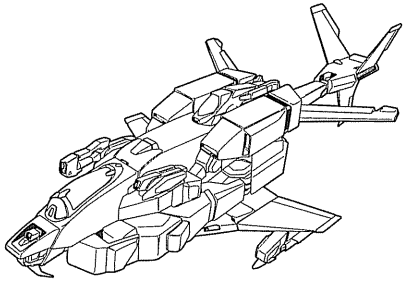


*** Destroying two or more rotor blades or the rotor mast itself will send the mecha out of control and unable to fly in helicopter mode until the mast/blades are fixed or replaced.

**** Destroying one wing reduces all bonuses and speed by half in helicopter mode and the mecha is very unstable in jet mode, but still flyable. Destroying both stabilizers sends the mecha out of control. The mecha is unable to fly until the wings are repaired/replaced.

Note: Items marked by 1-4 asterisks are difficult targets to hit, requiring the attacker to make a "Called Shot" with a penalty of -2 to strike.

***** Depleting the M.D.C. of the main body destroys the mecha, rendering it totally useless.



Speed:

Fighter Mode:

Sea Level: 625 mph (1,000 km).

33,000 feet (10,000 m): 1,037 mph (1,660 km) or mach 1.3.

Space: 2,450 mph (3,920 km) or mach 3.1.

Helicopter Mode: 241 mph (386 km).

Battloid Mode: Flying: 188 mph (300 km).

Running: 35 mph (56 km).

Leaping: 75 feet (23 m) up or across unassisted. 300 feet (91.5 m) with jet assistance.

Statistical Data:

Fighter Mode:

Height: 9.8 feet (3 m).

Length: 29.5 feet (9 m).

Wingspan: 22.6 feet (6.9 m).

Helicopter Mode:

Height: 10.5 feet (3.2 m).

Length: 29.5 feet (9 m).

Wingspan: 22.6 feet (6.9 m).

Rotor Span: 23.3 feet (7.1 m).

Battloid Mode:

Height: 29.2 feet (8.9 m).

Length: 8.2 feet (2.5 m).

Width: 9.2 feet (2.8 m).

Rotor Span: 23.3 feet (7.1 m).

Weight: 16.8 tons (dry).

Physical Strength: Robotic P.S. of 40.

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: One miniaturized, high output Monument Propulsion Labs fusion reactor burning SLMH-V. The reactor powers two MPL dual mode fusion turbofans designed specifically for the Ajax. In fighter mode these engines act as traditional jet engines producing thrust through vectored thrust nozzles for operation in atmosphere as well as space. In helicopter mode, the engines switch to turboshaft, operation each producing 6,300 shaft horsepower and driving the rotor through a heavy-duty transmission. Anti-torque (rotation) force is supplied by a NO TAil Rotor (NOTAR) system powered by the turbofans. The NOTAR system obviates the need for a tail rotor by using jet thrust to provide anti-torque force. Two small rocket thrusters are mounted in the forearms and grant the mecha short bursts of speed in fighter and helicopter mode (speed is increased by 20% for 1D4 rounds until the rockets need to cool down. Cool down takes about fifteen minutes).

Range: The Ajax carries enough SLMH-V to operate continuously for seven days, although standard procedure calls for refueling after every sortie.

Weapon Systems:

1. **LLW-20 20mm Pulse Laser:** This weapon is mounted beneath the TADS pod in fighter and helicopter mode, and in the head in battloid Mode. It can only be fired in helicopter mode.

Primary Purpose: Air-to-Air/Air-to-Ground Combat.

Secondary Purpose: Anti-Missile and Anti-Personnel.

Weight: Not applicable, part of the air-frame.

Range: 2,000 feet (609.6 m).

Mega-Damage: 2D4 M.D. for a single blast, 4D4 M.D. for a burst.

Rate of Fire: Each blast uses one of the pilot's melee attacks.

Payload: Effectively unlimited, tied to the mecha's reactor.

2. **IWS-40 40mm Ion Pulse Weapon Pod:** The Ajax uses this heavy-duty, 40mm Ion gun pod as its primary weapon in battloid mode. It can be attached to either arm per the pilot's preference, has decent range, and the weapon packs a wallop that gives the Ajax a punch equal to its Bioroid opponents when in Battloid mode. Two weapons, one on each arm, can be mounted in special circumstances.

Primary Purpose: Assault and Anti-Armor/Mecha.

Secondary Purpose: Air-to-Air Combat.

Weight: 330 pounds (148.5 kg).

Range: 1,800 feet (548.6 m).

Mega Damage: 1D6x10+10 M.D. per pulse. Double if two weapons are used (one on each arm) and fired simultaneously at the same target.

Rate of Fire: Each pulse counts as one of the pilot's melee attacks.

Payload: Effectively unlimited, tied to the fusion reactor.

3. **Wing Mounted Hardpoints (4):** Each wing has two hardpoints to carry short- and medium-range missiles or multiple launch ordnance pods loaded with 70mm rockets. Each hardpoint can mount 1000 pounds (450 kg) of ordnance. Weapons mounted to these hardpoints can be fired in any mode.

Primary Purpose: Ground Attack.

Secondary Purpose: Anti-Installation/ Anti-Mecha.

Weight: Not applicable.

Range: By missile type.

Mega-Damage: By missile or mini-missile type.

Rate of Fire: In volleys by loadout.

Payload: Each hardpoint can carry 1000 pounds (450 kg) of ordnance.

4. **Special Equipment of Note: Sensor Cluster:** The VFH-10A flown by the Tactical Corps (TC) for close ground support uses a different RADAR system than the B version flown by the TASC. The A variant uses an X-band pulse-doppler radar with a 360-degree field of view optimized for ground attack and infantry support missions. This radar can look *down* without being confused by ground clutter and can pick out specific targets such as buildings, giant mecha, and installations. This radar also allows nap of the earth navigation (NotENAV) which gives the Ajax the ability to fly and fight at extremely low altitudes and even hide behind trees and buildings. While being optimized for air-to-ground attack, this radar is also well suited for air-to-air combat and has a range of 125 miles (201 km) and can track up to 80 targets. The radar can also be focused and used to overload enemy radar. This gives the VFH-10A a limited electronic attack capability. It requires an Electronic Countermeasures roll. If the character doesn't have that skill, he can roll on the Sen-

sory Equipment skill with a -15% penalty.

4. **Hand to Hand Combat:** The Ajax performs well in close combat.

Hand to Hand Damage: Robotic P.S. of 40.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D.; counts as two attacks.

Kick: 3D8 M.D.

Leap Kick: 5D8 M.D.; counts as two attacks.

Stomp: 2D4 M.D. against targets under 11 feet (3.3 m) tall.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims knocked down lose initiative and two melee attacks.

Special Bonuses: +1 on initiative, +2 to strike (hand to hand and with ranged weapons), +2 to parry and dodge, +2 to auto-dodge while flying in fighter mode (the act of dodging does not use up a melee attack), +1 to roll with punch/impact. These bonuses are in addition to any bonuses from the *Mecha Elite Combat Training* skill.

Bonuses From Mecha Elite Combat Training (MECT) Only: +1 attack per melee round at levels 1, 3, 6, 10 and 15. +1 on initiative, +1 to strike (applies to punches, stomps and kicks), +2 to dodge, +1 to auto-dodge while flying, +2 to disarm, +2 to pull punch, and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *Veritech Fighters/Ajax*. The pilot's own number of hand to hand attacks and bonuses (if any) are *combined* with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

ASC Ground Veritech Mecha

As the "Army" of the Southern Cross, this military organization is primarily a ground-based infantry geared for infantry field combat, civil war, civil defense, riot control and peacekeeping operations. Air support in the early days was limited to the fast and versatile *Logan*, but later replaced by the Ajax Veritech Helicopter. The focus of the ASC is on its infantry and other *ground forces,* including mecha like the **Spartas Hover Tank** and **battloids** for troop support and heavy, mobile, firepower. Likewise, the ASC infantry troops wear Mega-Damage body armor, and have access to select suits of power armor and combat vehicles for its diverse infantry operations.

Standard Equipment for Variable Ground Mecha

1. Radar: Miniaturized X-band Phased Array, three dimensional battlefield radar. This radar system tracks airborne targets to a range of 40 miles (64 km) and land targets up to 10 miles (16 km) depending on terrain. The radar allows the pilot to track up to 25 targets, and has limited IFF capabilities with a database of up to 25 known ASC enemies.

2. Combat Computer: The combat computer utilizes the IFF data from the

radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants +2 to strike with all built-in weapon systems, and +1 to any handheld weapons.

3. Communications Suite: A comm suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wide band and directional signals. Range is 200 miles (320 km).

4. Passive Nightvision: Passive amplification nightvision that uses ambient light to form a visible image. Range is 1,200 feet (366 m).

5. Infrared Sensor: Infrared sensor that allows the mecha to see in the IR spectrum. The IR image is shown on the mecha's tactical display. Range is 500 feet (152.4 m).

6. Thermal Imager: Converts the heat signatures of warm objects into visible images. 800 foot (244 m) range and allows the pilot to see through darkness, shadows, smoke, inclement weather and even through walls.

7. Tactical Camera: A digital video camera with light amplification and 5x optical enhancement that records up to 180 minutes directly to memory. This footage is commonly used for training and combat analysis purposes.

8. Motion/Collision Sensor: Detects objects within 1500 feet (457 m) and alerts the pilot with an alarm and flashing red light.

9. Headlights: The mecha comes equipped with a bank of high-powered headlights. Each light has a standard Xenon bulb, as well as an infrared emitter, and has a usable range of 200 feet (61 m).

10. Distress Beacon: Broadcasts a distress beacon on an encrypted ASC frequency. Range is 250 miles (400 km).

11. Smoke Dispenser: The smoke dispensers have six charges and can make a cloud of thick, white smoke about 60 feet across. The smoke is used primarily for battlefield cover and marking.

12. Tactical Life Support: The first generations of *Spartas Hover Tanks* and *Myrmidon Reconnaissance Vehicles* were produced without a sealed pilot's compartment. Even in battloid mode the mecha was not sealed airtight and was only lightly shielded against normal fires. The pilot had to rely on his ASC issued body armor to protect him from nuclear, chemical, biological and radiological agents (i.e. there was no reinforced pilot's compartment). Most have been phased out or lost in combat, however, a small percentage remain in service.

Second generation ground mecha were up-armored and upgraded with a positively pressurized pilot's compartment that can be buttoned up to protect against biological and chemical agents. The mecha has an onboard oxygen supply of 48 hours, but that can be extended to a week with the use of external intakes and the onboard recirculation and filtering system. The mecha is shielded against radiation and insulated against temperatures up to 400 degrees centigrade (752 F). Normal fires do no damage, but napalm, plasma and nuclear fires do full damage.

Spartas Hover Tank

VHT-1, -1A1, -1A2, -1A3
Medium Variable Hover Tank

The mighty **Spartas Hover Tank** is the primary *armored cavalry mecha* of the ASC. The vehicle is used with lethal effectiveness by the elite tankers of the Alpha Tactical Armored Corps (ATAC), all of whom are experts at using the tank in all its configurations for maximum combat effectiveness.

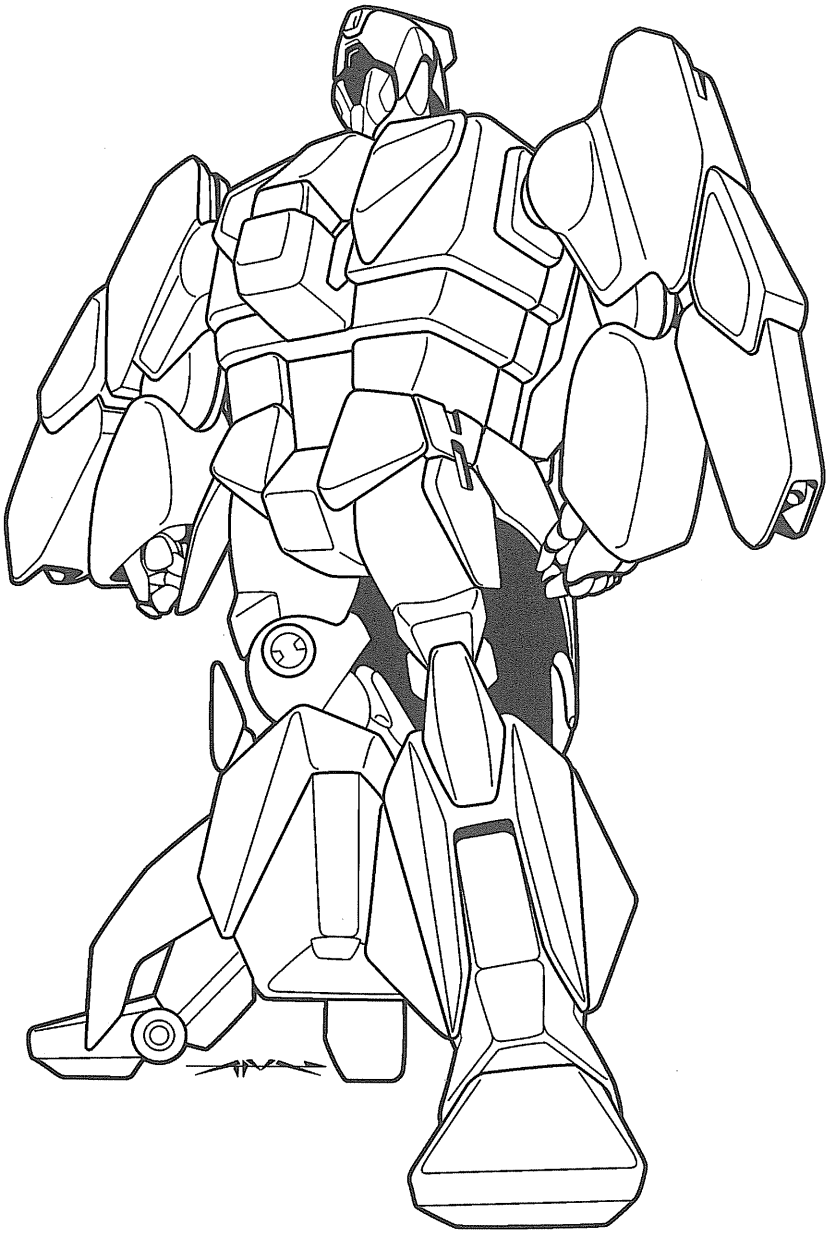
Designed as a three mode Veritech Hover Tank, the Spartas was initially based on the VH-X Eurotas test bed and was originally imagined as a medium armored reconnaissance vehicle. During initial field tests, however, the Spartas performed better in a secondary armored fighting vehicle role, and it was quickly re-designated as a medium, quick-strike armored fighting vehicle.

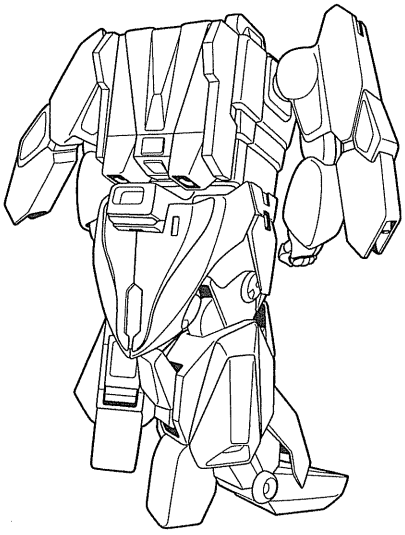
The Spartas project progressed apace with new stated goals, and the *Myrmidon VLHRV* project took over the reconnaissance vehicle role the Spartas was initially designed to fill. The first Spartas prototypes entered testing in late 2011, and by 2013 the first Veritech Hover Tank squadrons were activated under the newly organized Alpha Tactical Armored Corps (ATAC).

The design of the Spartas took advantage of a number of new mecha technologies that had been introduced after the war, starting with the new ground effect hover system. ASC engineers decided on the radical new propulsion system for their mecha after the success of the *M-32 hovercycle*. The hover propulsion system provides a number of advantages over traditional wheeled or tracked systems. As a ground combat vehicle, it was necessary for the Spartas to be able to traverse nearly any terrain, including broken roads, open fields, mud, sand, and ice, all of which were likely to be strewn with obstacles and debris. The hover system allows the Spartas to do that with ease, and the Hover Tank can even cross shallow bodies of water (no deeper than 30 feet/9.1 m). With no wheels or suspension members to break, no tires to blow out and no tracks to slip or break, the Hover Tank is comparatively simple to operate and maintenance is minimal.

The Spartas Hover Tank was also the test bed for the newest generation of composite armor. This new, lightweight alloy and ceramic composite, descended from Chobham armor, proved not only lighter than the armor used by the old Destroids, but more resilient as well. This allowed ASC engineers to layer more armor on the chassis without compromising the vehicle's maneuverability. The armor on the Spartas even carries on the design elements of the ASC's body armor by mounting extra heavy shields on the arms of the battloid. These shields not only protect the mecha's main and secondary cannons, but also allow it to parry incoming attacks.

The first generations of Spartas, the -1 and -1A1 variants, were fielded as open cockpit mecha, an element left over from its initial design as a reconnaissance vehicle. While this design provided the pilot with a nearly unlimited field of view, it left the pilot exposed to the wind, weather, and incoming enemy fire. However, it wasn't until the outbreak of the Second Robotech War that the problem was addressed. When the *Second Robotech War* erupted, the open cockpit left the pilot way too vulnerable to the heavy assault of Bioroids on hover sleds and other low altitude enemy fight-





ing machines. Furthermore, the speed, firepower and versatility of the Hover Tank made the mecha ideal for front-line combat, support and fast-ground response to the incursions by the Masters.

Up-armored, "sealed" versions of the tank, the -1A2 and -1A3, were fielded with enclosed cockpits and positively pressurized, climate controlled environmental pilot's compartments. This protected the pilots and allowed the Spartas to operate for long durations in all manner of environments and heavy enemy fire. The second generation variants were also fitted with detachable rocket pods to allow for orbital drops from carriers to the Masters' massive capital ships. It was these variants that saw action with the Tactical Space Corps (TSC) near the end of the Second Robotech War.

The Spartas is heavily armed for a mecha its size. It wields a massive cannon as its primary weapon and a triple-barreled ion pulse cannon as its secondary weapon, plus an EU-11 gun pod when in battloid and tank modes. *The main cannon* gives the pilot a great amount of flexibility through the use of numerous specialty munitions, from anti-infantry cannister rounds to long-range high explosive artillery shells. This alone gives the Hover Tank a reach of up to *four miles (6.4 km)* and enables the mecha to function as a mobile artillery unit.

The secondary weapon, a high-yield triple-barreled ion cannon available only in tank mode, gives the Spartas a heavy hitting, short-range defensive weapon useful against infantry, mecha and armor alike. The Hover Tank's final weapon is the EU-11 gun pod, a rapid-fire, 30mm laser cannon configured as a rifle that gives the Spartas the ability to accurately strike at ranges up to 3,500 feet (1,066.8 m) in both *battloid* and *transport* mode. This load out provides the Spartas great versatility and the ability to engage targets at nearly any range, and makes it a very deadly combatant.

Time and again the Spartas has proven itself a robust and reliable infantry combat mecha. In its nearly two decades of service with the ATAC, it has seen action in every imaginable environment and has illustrated the wonderful synergy of traditional armor and variable mecha. Over the course of its operational lifetime, thousands of Spartas were produced, including all weapon variants as well as the up-armored versions used later in the Second Robotech War. Since many Spartas squadrons were pressed into front-line service against the Masters, a role for which they were never designed, a majority of them were destroyed over the course of the war. Those remaining were hard pressed to

push back the swarms of Invid so soon after the defeat of the Masters. Hover Tanks not destroyed by the overwhelming number of Invid during their initial assault on Earth, were hidden away in hangars, garages and barns. Along with the few remaining Ajaxes, Logans, and non-variable battloids, they formed the foundation of many resistance cells that rose up to fight the Invid occupation.

Class: Medium Variable Infantry Fighting Vehicle.

Crew: One pilot.

M.D.C. by Location:

Sensor Head – 85

Arms (2) – 150 each

Hands (2) – 50 each

* Arm Shields (2) – 500 each

Legs (2) – 260 each

Main Vectored Thruster – 120

** Outboard Thrusters (2) – 75 each

Main Cannon – 150

Triple-Barreled Ion Cannon – 100

EU-11 Gun Pod – 100

*** Reinforced Pilot's Compartment – 150

**** Main Body – 475

* Destroying an arm shield renders the weapon housed within it inactive and exposes the arm to damage.

** The outboard thrusters are only deployed in transport mode. Destroying one reduces speed and bonuses to dodge in transport mode by one third. Destroying both reduces speed by 66% and leaves the Hover Tank uncontrollable (-70% to piloting skill), and the vehicle can not be operated in transport mode until the outboard thrusters are repaired or replaced.

*** Only available on the -1A2 and -1A3 up-armored variants.

**** Destroying the main body renders the mecha completely inoperable.

Speed:

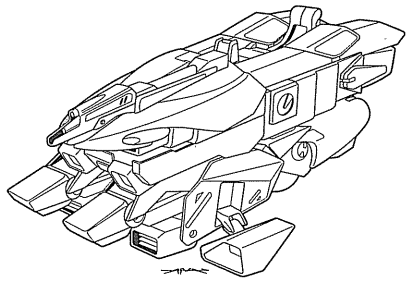
Transport Mode: 100 mph (161 km).

Tank/Guardian Mode: 8 mph (13 km).

Battloid Mode: 70 mph (112 km).

Leaping: 80 feet (24.4 m) straight up in all modes. 100 feet (30.5 m) lengthwise in Battloid and Guardian modes.

Flight: Can hover in the air up to 20 feet (6.1 m) high in battloid and Tank/Guardian modes, and lands on its feet without damage when dropped from a height up to 500 feet (152 m). Typical altitude in transport mode is 2-15 feet (0.6 to 4.6 m) off the ground, with thrust-assisted "leap" up to 80 feet (24.4 m) high.



Statistical Data:

Transport Mode:

Height: 7.3 feet (2.25 m).

Length: 19.6 feet (6 m).

Width: 9 feet (2.7 m).

Tank/Guardian Mode:

Height: 14.7 feet (4.5 m).

Length: 25.4 feet (7.75 m).

Width: 7.3 feet (2.25 m).

Battloid Mode:

Height: 20.3 feet (6.2 m).

Length: 6.5 feet (2 m).

Width: 14.4 feet (4.4 m).

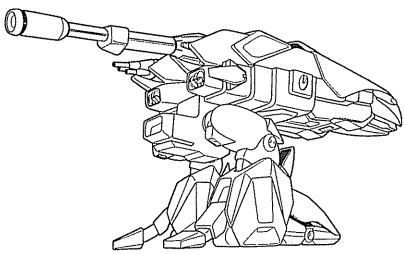
Weight: 26.4 tons dry.

Physical Strength: Robotic P.S. of 42.

Cargo: Just enough for a rifle, survival pack and a pair of binoculars.

Power System: One miniaturized, high output New Macross Land Systems fusion reactor burning SLMH-V powering a newly developed NMLS fusion turbine engine. The turbine engine produces 2,500 effective horsepower and drives one main vectored thrust ground-effect thruster and two small outboard hover-jets. In both battloid and tank/guardian modes, the engine powers thrusters in the Spartas' feet, allowing for long jumps and very limited flight.

Range: The Hover Tank carries enough SLMH-V to operate continuously for seven days, although standard procedure calls for refueling after every sortie.



Weapon Systems:

1. **MCR-68A1 105mm Cannon (VHT-1, VHT-1A2):** The MCR-68A1 is the latest evolution of a tried and true European tank cannon dating back to the mid-twentieth century. It is a smooth bore, auto-loading weapon with a sliding, horizontal breech lock. Capable of accurately lobbing a 105mm shell over great distances, this weapon preforms well in both anti-armor and anti-personnel roles. Mounted in a retractable housing in the right arm shield, the 68A1 served well as the main weapon of the Hover Tank for years. While it is recommended that this weapon only be deployed in tank/guardian mode, it can also fire in battloid mode. Using the cannon in battloid mode is awkward (no bonus to strike) and requires the battloid to be braced against the recoil. It was eventually replaced by the HPW-125A1 Particle Cannon on the *VHT-1A1 variants.*

Primary Purpose: Anti-Armor and Bombardment.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, the cannon is part of the Hover Tank's hull.

Range: Varies by ammunition as described below.

Mega-Damage: Varies by ammunition. The cannon can fire the following kinds of rounds:

Armor-Piercing Fin-Stabilized Discarding Sabot (APFSDS): A round that uses a dart made of depleted uranium or tungsten to pierce enemy armor using kinetic energy. Range: 4 miles (6.4 km). Mega-Damage: 3D6x10 M.D.

High-Explosive Anti-Tank (HEAT): A shell with a shaped charge warhead. Used against medium-armored vehicles and fortifications. Range: 2.2 miles (3.52 km). Mega-Damage: 2D6x10 M.D.

Multi-Purpose Anti-Tank (MPAT): A HEAT round with an added proximity fuse to allow it to engage slow, low-flying aircraft such as helicopters and for air bursts over targets. Range: 2.2 miles (3.52 km). Damage: 2D6x10 M.D. to a 50 foot (15.2 m) radius.

Canister: A shell filled with tungsten shot that acts like a giant shotgun shell for use against buildings, dug-in infantry, and thin-skinned vehicles. Range: 2,500 feet (762 m). Mega-Damage:

1D8x10 M.D. to everything within a 25 foot (7.62 m) area up to half range, 1D4x10 M.D. to everything within a 50 foot (15.24 m) area at full range.

High Yield Incendiary (Plasma): An extremely lethal anti-personnel round filled with super-heated plasma. This round has all the characteristics of a napalm shell but is magnitudes of power more destructive. Range: 1.5 miles (2.4 km). Mega-Damage: 2D8x10 M.D. to everything in a 25 foot (7.6 m) area from the initial blast. Sets all combustible substances (wood, leather, plastic, cloth, etc.) ablaze and continues to burn, doing an additional 4D8 M.D. per minute for 1D6+1 minutes.

Smoke: These shells emit billowing clouds of thick smoke and are used primarily for cover and to mark target zones. They come in black, white, red, green and yellow, and make a cloud big enough to obscure an area 100 feet (30.5 m) across. Range: 4,000 feet (1,219 m). Damage: None.

Rate of Fire: Twice per melee round.

Payload: 48 rounds.

2. HPW-125A1 Particle Cannon (VHT-1A1, VHT-1A3): This 125mm particle cannon that replaced the MCR-68A1 105mm Cannon in later model Hover Tanks in 2029. It fires a stream of charged particles over long distances and delivers a massive amount of kinetic, armor piercing damage. While not as versatile as the old cannon, the 125A1 performs extremely well against armored opponents. It also has the added advantage of not needing to carry ammunition, which reduces the operating weight of the Spartas. The main drawback of this weapon is that it is an energy hog, and reduces the Hover Tank's speed by ten percent when active due to massive energy consumption.

Primary Purpose: Anti-Armor, Installations and Fortification.

Secondary Purpose: Anti-Mecha, Anti-Tank & Troop Support.

Weight: Not applicable, part of the Hover Tank's hull.

Range: 8,000 feet (2,438.4 m).

Mega-Damage: 2D10x10+20 M.D. per blast.

Rate of Fire: Twice per melee round.

Payload: Effectively unlimited.

Note: The HPW-125A1 delivers a stream of charged particles moving at the speed of light. The gun hits like a wrecking ball, and any mecha under 50 tons hit by a blast has a chance of being knocked down. When hit, the pilot must make a roll on the appropriate mecha piloting skill to keep his footing. Mecha that are knocked down lose initiative and one attack while they return to their feet.

3. MIW-20 Triple Barreled Ion Pulse Cannon: The MIW-20 is a 20mm, rapid fire ion pulse cannon. It is hard hitting and very accurate over short distances. This weapon is used as a close defensive weapon to keep infantry and other mecha at bay, and can only be deployed in guardian mode.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

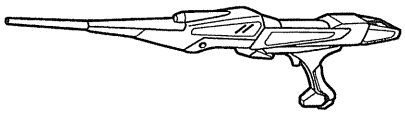
Weight: Not Applicable, part of the Hover Tank's hull.

Range: 1,800 feet (548.6 m).

Mega-Damage: 1D6x10 M.D. per three blast pulse.

Rate of Fire: Each pulse blast counts as one attack.

Payload: Effectively unlimited.



4. **EU-11 Gun Pod:** The EU-11 is a 30mm high-intensity, selective fire laser gun pod capable of firing a single shot or five round burst. It has an integral laser targeting system and a collapsible stock and is powered by an internal capacitor that is charged by the Spartas' engine while in transport and tank/guardian modes. This weapon is accurate at very long ranges, and allows the Spartas to easily dictate engagement distances. The weapon is fixed forward in transport mode and is carried in battloid mode.

Primary Purpose: Assault & Anti-Infantry.

Secondary Purpose: Anti-Mecha/Armor & Defense.

Weight: 250 pounds (112.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8 M.D. per single blast, 1D4x10 M.D.C. for a five round burst.

Rate of Fire: Each single blast or five round burst counts as one attack.

Payload: A fully charged capacitor is good for 140 single shots or 28 five round bursts. The capacitor charges at one blast every two minutes in its housing, and an empty capacitor takes over three hours to charge in full. Once fully charged, the capacitor switches from charge mode to tend mode to preserve the charge and prevent overcharging and damage to the weapon.

Note: The EU-11 enjoys a +2 bonus to strike (in addition to other bonuses) thanks to its integral laser targeting system.

5. **Hand to Hand Combat:** Built with an eye toward hand to hand combat, the Spartas Hover Tank excels at close-in scrapping against Bioroids and other mecha to giant-sized Zentraedi.

Hand to Hand Damage: Robotic P.S. of 42.

Restrained Punch/Forearm Shield: 1D6 M.D.

Full-Strength Punch or Shield Strike: 3D6 M.D.

Power Punch: 1D6x10 M.D. Counts as to attacks.

Tear/Pry/Crush with Hands: 1D8 M.D.

Stomp: 2D6 M.D. against targets under 10 feet (3 m) tall.

Kick: 5D8 M.D.

Leap Kick: 1D8x10 M.D. Counts as two attacks.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims of a successful knockdown lose initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee round at levels 1, 3, 6, 10, and 14. +2 on initiative, +2 to strike with cannon and long-range weapons, +3 to strike (applies to punches, stomps and kicks), +4 to parry, +3 to dodge, +3 to disarm, +4 to pull punch, and +3 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in *Ground Veritechs*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside*

the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

VHT-1 Spartas Variants

The Spartas is produced in three main variants, the VHT-1A, 1J and 1S models. Each variant shares the same basic chassis, with transformation gear, weapons and armor being shared across all three models. The differences are mainly cosmetic, sensor head shapes and highlight colors, and are used by the ASC to differentiate between enlisted tankers, non-commissioned officers and commissioned officers in the chaos of battle.

VHT-1A

The -1A variant is the standard enlisted tanker's mecha, and the most common. The -1A has a basic, no frills sensor head, slightly rounded with an elongated, six-sided sensor window. Along with the standard gray and white color scheme, the -1A has amber accents that help identify it as an enlisted unit. As the most common variant of the iconic Spartas, this is the unit most people think of when you mention Hover Tanks.

VHT-1J

Simply a cosmetic variation of the -1A, the -1J variant shares the same gray, white and amber color scheme as its enlisted cousin, but has a restyled sensor head. Along with a more prominent "chin" and more angular appearance, what sets the -1J apart is the bright red "comb" that juts out from the back of the head. Aside from making the -1J easy to spot, the "comb" houses a beacon and antenna that constantly broadcasts the unit's location to the standard -1A units in its platoon. This allows the NCO in the -1J to broadcast his location to rally his platoon, and makes him easy to find in the dark or the thick of battle. **Bonuses:** The beacon in the -1J has a 1000 foot (305 m) range and grants all units in the platoon, up to 24 Spartas Hover Tanks, a +4 to Perception Rolls to spot the -1J in the dark or confusion of combat.

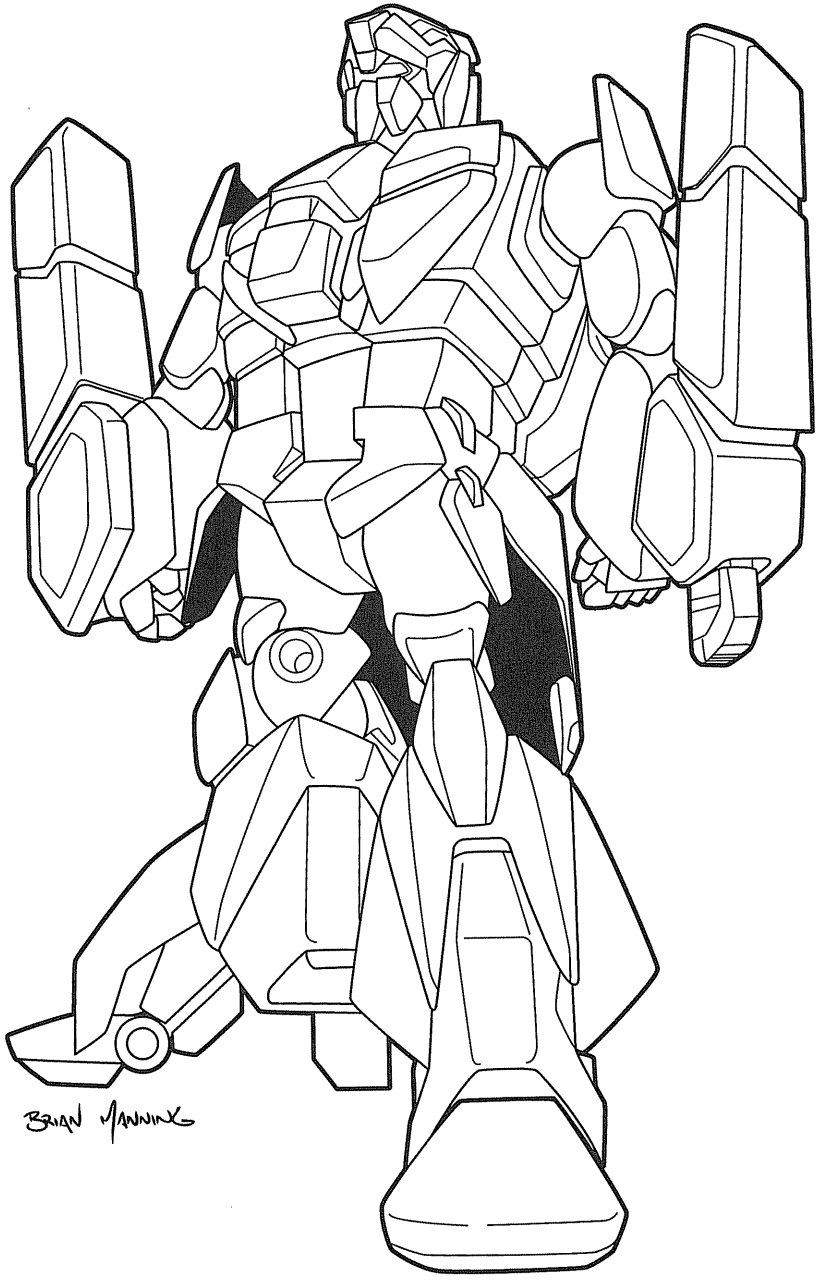
VHT-1S

Designed as a command unit, the -1S is equipped with powerful command/communicate/control computers that allow the unit to link to all other Hover Tanks in the squadron and immediately share information and sensor telemetry. The -1S variant is easily distinguished in the field not only by its extremely angular sensor head and pronounced sensor comb, but also by the fact that all accent colors are bright red instead of the amber used on other variants. The sensor comb houses the C3 transmitters, and is more pronounced than the one on the -1J variant. The -1S is relatively rare, with only one or two units deployed to each ATAC squadron at a time. **Bonuses:** +1 to initiative, +2 to strike and +1 to parry and dodge for all members of the squadron within one mile (1.6 km). This requires a roll on the Sensory Equipment skill at a -10% penalty due to the chaos of combat.

VHR-2, -2A1 Myrmidon

Variable Light Hover Recon Vehicle

The Myrmidon VLHRV was born of the same project that produced the Spartas Hover Tank, the VH-X Eurotas test bed. As testing progressed and engi-


BRIAN MANNING

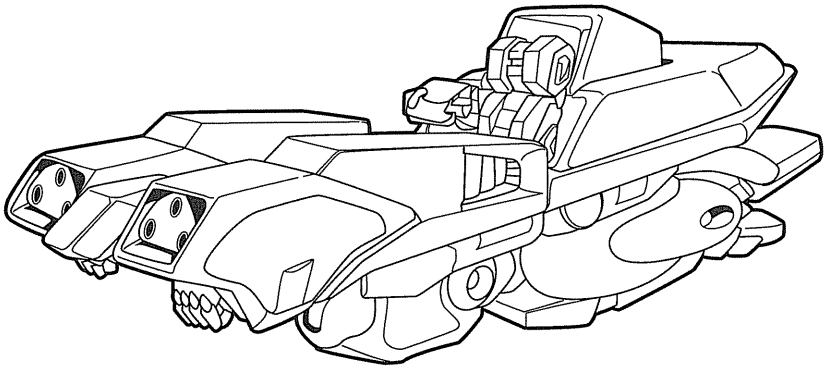
neers packed more armor and weapons into it, the Spartas began to show more promise as a medium IFV. When the Spartas was re-designated as an infantry fighting vehicle, the Eurotas project was quickly retooled as the design for the new *force reconnaissance mecha*. It entered testing soon after the first shipment of Hover Tanks were being issued to their units, and within eight months, *Myrmidon squadrons* were being organized within the TC and RP.

Designed along the same lines as its big brother, the Spartas, the Myrmidon is a three mode *transport, tank* and *battloid* variable mecha. It shares many of the same systems as the Spartas, including power plants, engines and even transformation gear. The interchangeability of parts and ease of maintenance makes the Myrmidon very popular among its pilots and crews. Also like the Spartas, the Myrmidon was designed as an open cockpit vehicle to facilitate quick and easy mounting and dismounting, along with allowing an unobstructed field of vision. Since it was never built to be a front-line unit, the designers felt that the pilot's ASC issued body armor would be enough should he encounter enemy fire. Toward the end of the Second Robotech War, the up-armored VHR-2A1 variant was released with a positively pressurized, climate controlled, environmentally sealed pilot's compartment. This protected the pilots and allowed the Myrmidon to operate for longer durations in all manner of environments. Unlike the Spartas, the Myrmidon was never configured for orbital operations.

This "little Hover Tank" excels at its job as a force reconnaissance vehicle. Its hover jet propulsion system combined with its tank/guardian and battloid modes make it a truly all-terrain vehicle able to traverse open fields, forests and jungle, broken country, mountainous terrain, city ruins, crashed spacecraft and even shallow bodies of water. The hover jets are muffled to deaden the sound they produce and allow the mecha to skim along the ground at a mere twelve inches (0.3 m) or clear obstacles up to 80 feet (24.4 m) tall. The Myrmidon's size, even smaller than that of the TASC's Logan Attack Aircraft, makes it easy to hide and ideal for operating in urban areas and wrecked Zentraedi capital ships. While it makes use of the same laser resistant composite armor as the Spartan, it uses less of it and the chassis is relatively lightweight. This gives the Myrmidon an excellent thrust to weight ratio and makes for a lightly armored but lightning fast armored vehicle.

Never designed to be a heavy fighting vehicle, the Myrmidon was fitted with only one integral weapon system. Mounted in the arm shields are a pair of triple-barreled ion cannons like those found on the Spartas. These are mainly for defense and to add covering fire for any reconnaissance troopers who might be operating alongside the mecha. While these weapons are powerful, pilots are advised not to engage enemy armor or massed infantry formations directly. An optional EU-11 gun pod can be lashed to the Myrmidon, but the large weapon is awkward in the mecha's smaller hands and it's a rare pilot who carries one.

To help aid the Myrmidon in its role, the mecha is fitted with special reconnaissance equipment. Sensor spoofers and heat shielding hide it from radar and enhanced optics like thermal imaging. An onboard memory drive has enough space to hold a full week's worth of re-



connaissance data (168 hours of video, stills, sound, and sensor telemetry) in a hardened electronics bay. The armor is also coated in a non-reflective, radar absorbing paint to further hide it from the prying eyes of the enemy. A canny pilot supporting a squad of reconnaissance troopers can operate unimpeded for weeks behind enemy lines, all the while feeding much needed intel back to home base.

Due to their mission profiles, most Myrmidon squads were well away from the front lines of the Second Robotech War and were rarely brought in as force multipliers. Many survived the war and subsequent Invid invasion, and were a common sight among freedom fighters and resistance cells of the Third Robotech War. This is especially true of the up-armored -2A1 variant, which was highly sought after for its combination of speed and protection.

Class: Light Variable Hover Vehicle.

Crew: One pilot.

M.D.C. by Location:

Sensor Head – 35

Arms (2) – 95 each

Hands (2) – 40 each

* Arm Shields (2) – 350 each

Legs (2) – 125 each

Main Vectored Thrusters (2) – 85 each

Triple-Barreled Ion Cannons (2) – 100 each

EU-11 Gun Pod (optional) – 100

** Reinforced Pilot's Compartment – 125

*** Main Body – 255

* Destroying an arm shield renders the weapon housed within it inactive and exposes the arm to damage.

** Only available on the -1A2 and up-armored variants.

*** Destroying the main body renders the mecha completely inoperable.

Speed:

Transport Mode: 150 mph (240 km).

Tank/Guardian Mode: 15 mph (24 km).

Battloid Mode: 55 mph (88 km).

Leaping: 80 feet (24.4 m) straight up in all modes. 90 feet (27.4 m) lengthwise in battloid and tank/guardian modes.

Flight: Can hover in the air up to 20 feet (6.1 m) high in battloid and tank/guardian modes, and lands on its feet without damage when dropped from a height up to 500 feet (152 m). Typical altitude in transport mode is 1-15 feet (0.3 to 4.6 m)

off the ground, with thrust-assisted "leaps" up to 80 feet (24.4 m) high.

Statistical Data:

Transport Mode:

Height: 3.5 feet (1.06 m).

Length: 15 feet (4.5 m).

Width: 5.7 feet (1.7 m).

Tank/Guardian Mode:

Height: 12 feet (3.7 m).

Length: 18 feet (5.4 m).

Width: 6 feet (1.8 m).

Battloid Mode:

Height: 16 feet (4.8 m).

Length: 6.5 feet (2 m).

Width: 9 feet (2.7 m).

Weight: 14 tons dry.

Physical Strength: Robotic P.S. of 28.

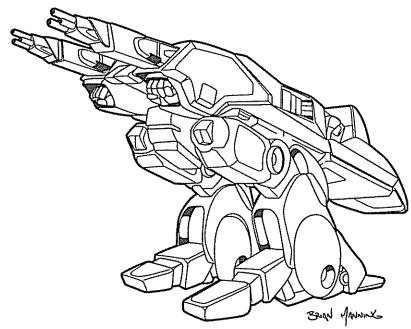
Cargo: Just enough for a rifle, survival pack and a pair of binoculars.

Power System: One miniaturized, high output New Macross Land Systems fusion reactor burning SLMH-V powering a newly developed NMLS fusion turbine engine. The turbine engine produces 2,500 effective horsepower and drives one main vectored thrust ground-effect thruster and two small outboard hoverjets. In both battloid and tank/guardian modes, the engine powers thrusters in the Myrmidon's feet, allowing for long jumps and very limited flight.

Range: The Myrmidon carries enough SLMH-V to operate continuously for 10 days, although standard procedure calls for refueling after every sortie.

Weapon Systems

1. **MIW-20 Triple Barreled Ion Pulse Cannon:** These are the same weapons mounted on the VHT Spartas as a secondary weapon. They are fire-linked, 20mm, rapid-fire ion pulse cannons that hit hard and are very accurate over short distances. They can be fired separately or together, and give the Myrmidon a bigger punch than nearly any other vehicle of its size. These cannons are the Myrmidon's primary weapons, and can only be deployed in tank/guardian mode.



Primary Purpose: Anti-Infantry & Assault.

Secondary Purpose: Anti-Mecha and Defense.

Weight: Not applicable, part of the Myrmidon's hull.

Range: 1,800 feet (548.6 m).

Mega-Damage: 1D6x10 M.D. per three blast pulse. 2D6x10 M.D. when fired simultaneously at the same target!

Rate of Fire: Each single or double pulse blast counts as one attack.

Payload: Effectively unlimited.

2. **EU-11 Gun Pod:** The EU-11 is a 30mm high-intensity, selective fire laser gun pod capable of firing a single shot or five round burst. It has an integral laser targeting system and a collapsible stock, and is powered by an internal capacitor that is charged by the mecha's engine while in transport and tank/guardian modes. This

weapon is accurate at very long ranges, and allows the mecha to easily dictate engagement distances. In the case of the Myrmidon, the gun pod must be lashed to its hull and can only be used in battloid mode.

Primary Purpose: Assault & Anti-Infantry.

Secondary Purpose: Anti-Mecha/Armor & Defense.

Weight: 250 pounds (112.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8 M.D. per single blast, 1D4x10 M.D.C. for a five round burst.

Rate of Fire: Each single blast or five round burst counts as one attack.

Payload: A fully charged capacitor is good for 140 single shots or 28 five round bursts. The capacitor charges at one blast every two minutes while connected to the engine, and an empty capacitor takes over three hours to charge in full. Once fully charged, the capacitor switches from charge mode to tend mode to preserve the charge and prevent overcharging and damage to the weapon.

Note: Due to the awkwardness of the EU-11's size, the weapon requires two hands to fire and does not enjoy its usual (+2 to strike) bonus.

3. **Hand to Hand Combat:** The Myrmidon can handle itself in hand to hand combat, but lacks the strength and power of its Spartas brother.

Hand to Hand Damage: Robotic P.S. of 28.

Restrained Punch/Forearm Shield: 1D4 M.D.

Full-Strength Punch or Shield Strike: 1D6 M.D.

Power Punch: 2D6 M.D.

Tear/Pry/Crush with Hands: 1D4 M.D.

Stomp: 1D6 M.D. against targets under 6 feet (1.8 m) tall.

Kick: 2D4 M.D.

Leap Kick: 2D8 M.D. Counts as two attacks.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Victims of a successful knockdown lose initiative and one melee attack.

Bonuses with Mecha Elite Combat Training (MECT) Only: +1 attack per melee round at levels 2, 4, 8, and 12. +2 on initiative, +2 to strike with ranged weapons, +2 to strike (applies to punches, stomps and kicks), +2 to parry, +4 to dodge, +1 to disarm, +2 to pull punch, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in *Ground Veritech*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

4. **Special Equipment of Note: Sensor Spoofers:** These integrated spoofers and heat shields, along with the radar absorbing coating on the Myrmidons, make this mecha extremely hard to find with instruments. Anyone trying to find one by radar or enhanced optics is -20% to their Sensory Equipment skill roll; those using acoustic sensors are -10% for the same roll.

ASC Battloids

The Army of the Southern Cross (ASC) inherited a war-ravaged planet struggling to rebuild human civilization after the First Robotech War. When the UEEF left Earth on its quest to find the Robotech Masters to insure peace, it fell to the ASC to maintain order, enforce the law, keep the peace, and quell rebellion at the hands of Zentraedi malcontents and struggling nations that might raise their hand against a neighbor nation.

To help them in this mission, they created a new generation of mecha. Despite limited resources and poor funding, they created and maintained a number of innovative, new mecha designs. There were Veritechs such as the Logan, Ajax and Myrmidon, and juggernauts of steel and might, such as the battloids.

The pages that follow present battloids and power armor suits designed and deployed by the Army of the Southern Cross.

Standard Features, Sensors & Gear of ASC Battloids & Powered Armor Suits

1. Radar: ASC non-variable mecha utilize a miniaturized X-band Phased Array, three dimensional battlefield radar. This radar system tracks airborne targets to a range of 50 miles (80 km) and land targets up to 15 miles (24 km) depending on terrain. The radar allows the pilot to track up to 25 targets, and has limited IFF capabilities with a database of up to 25 known UEG enemies.

2. Combat Computer: The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants +2 to strike with all integral weapon systems, and +1 to any handheld weapons.

3. Communications Suite: Battloids and powered suits have a comm suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wide band and directional. Range is 200 miles (320 km).

4. Passive Nightvision: Passive amplification nightvision that uses ambient light to form a visible image. Range is 1,200 feet (366 m).

5. Thermal Imaging: Converts the heat signatures of objects and living beings into a visible image. Allows the pilot to see through smoke, inclement weather and even through buildings. Range is 1,200 feet (366 m).

6. Infrared Sensor: Onboard Infrared sensor that allows it to see in the IR spectrum. The IR image is easily obscured by smoke and inclement weather. Range is 1,200 feet (366 m).

7. Audio Pickup: An external audio pickup that can pick out a sound as quiet as a whisper at 300 feet (91.5 m). This system is easily foiled by white noise and sound over 80 decibels.

8. Spotlights: Each mecha will have one or two tiny, high-intensity xenon spotlights with a 1,000 foot (305 m) range.

9. Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (609.6 m) but is reduced by half in smoke and/or inclement weather.

10. Tactical Camera: This camera, called the "gun camera" by pilots, can

record up to 90 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees whatever the sensor head sees.

11. Ejection System: ASC non-variable battloids have a zero-zero ejection system that ejects the pilot up and out through the back of the mecha. Powered suits are not equipped with an ejection system.

12. Tactical Life Support: All non-variable battloids have an airtight and positively pressurized pilot's compartment that can be buttoned up to protect against biological and chemical agents. The mecha has an onboard oxygen supply of 48 hours, but that can be extended to a week with the use of external intakes and the onboard recirculation/filtering system. The mecha is shielded against radiation and insulated against temperatures up to 400 degrees centigrade (752 F). Normal fires do no damage, but napalm, plasma and nuclear fires do full damage.

13. Power System: All battloids are powered by a fusion power plant burning Stabilized Liquid Metallic Hyrogen. The mecha carries enough SLMH/B for one week of combat activity. This can be extended to two weeks through prudent fuel conservation.

Power armor suits are powered by a hydrogen fueled Polymer Exchange Membrane fuel cell stack. The fuel cell stack powers a network of myomer fibers that use a combination of electric current and force feedback from the pilot to amplify the pilot's speed, strength and fighting prowess. The powered suits carry enough hydrogen for one week of combat activity. This can be extended to three weeks through prudent fuel conservation. Those suits designed to operate in hostile or oxygen free environments, like the Kraken and Manticore, carry oxygen for the fuel cell on board as opposed to pulling it from the atmosphere. Jump capable suits use small, high output electric powered ducted fans to provide necessary thrust for jumps and hovering.

14. Standard Battloid Firearms: Standard issue to most battloids is the EU-10 or EU-12 Gun Pod. Their stats are as follows. **Note:** In a pinch, a battloid can use the EU-11 as a two-handed assault rifle, but it is not standard issue. The EU-11 is generally reserved for the Spartas Hover Tank.

A) EU-10 Pulse Beam Cannon: The EU-10 is a general issue mecha gun pod similar in appearance to the EU-11 carried by the Spartas. It's a 30mm, selective-fire laser capable of firing single shots and five round bursts. The weapon has an integral laser targeting system and is powered by an internal capacitor. The capacitor is charged from the battloid's power plant through use of an attachable power cable. For ease of transportation, there is a carrying handle on top of the weapon, and it can be stowed on the Cyclops' left forearm via a series of magnetic clamps.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: 250 pounds (112.5 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D6 M.D. per single blast, 6D6 M.D. for a five round burst.

Rate of Fire: Each single blast or five round burst counts as one attack.

Payload: A fully charged capacitor is good for 140 single shots or 28 five round bursts. The capacitor charges at

one blast every two minutes, and an empty capacitor takes just over three hours to charge fully. Once fully charged, the capacitor switches from charge mode to tend mode to preserve the charge and prevent overcharging and damage to the weapon.

B) EU-12 Gun Pod (Optional): The EU-12 is a compact, carbine style, 30mm Pulse Ion Cannon capable of firing single shots and five round bursts. Pilots of lighter, speedier battloids prefer this weapon over the standard EU-10 for its light weight and ease of use. The weapon has an integral laser targeting system and is powered by an internal capacitor. The capacitor is charged from the battloid's power plant through use of an attachable power cable. For ease of transportation, there is a carrying handle on top of the weapon, and it can be stowed on the Satyr's left forearm via a series of magnetic clamps.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: 180 pounds (81 kg).

Range: 1,800 feet (548.6 m).

Mega-Damage: 2D4 M.D. per single blast, 1D4x10 M.D. for a five round burst.

Rate of Fire: Each single blast or five round burst counts as one attack.

Payload: A fully charged capacitor is good for 100 single shots or 20 five round bursts. The capacitor charges at one blast every two minutes, and an empty capacitor takes just over three hours to charge fully. Once fully charged, the capacitor switches from charge mode to tend mode to preserve the charge and prevent overcharging and damage to the weapon.

15. Combat Mecha Elite Combat Training (MECT): Battloids Skill Note: Since all ASC battloids are very similar in function and design, taking the *MECT: ASC Battloids skill* enables the character to pilot ALL battloids used by the Army of the Southern Cross, not just one specific type. **Note:** Battloids NOT in the ASC, such as UEDF Destroids, or the UEEF Condor and Bioroid Interceptor, require additional MECT skills to get the additional MECT bonuses when piloting that type of mecha.

Likewise, in regard to powered armor suits . . .

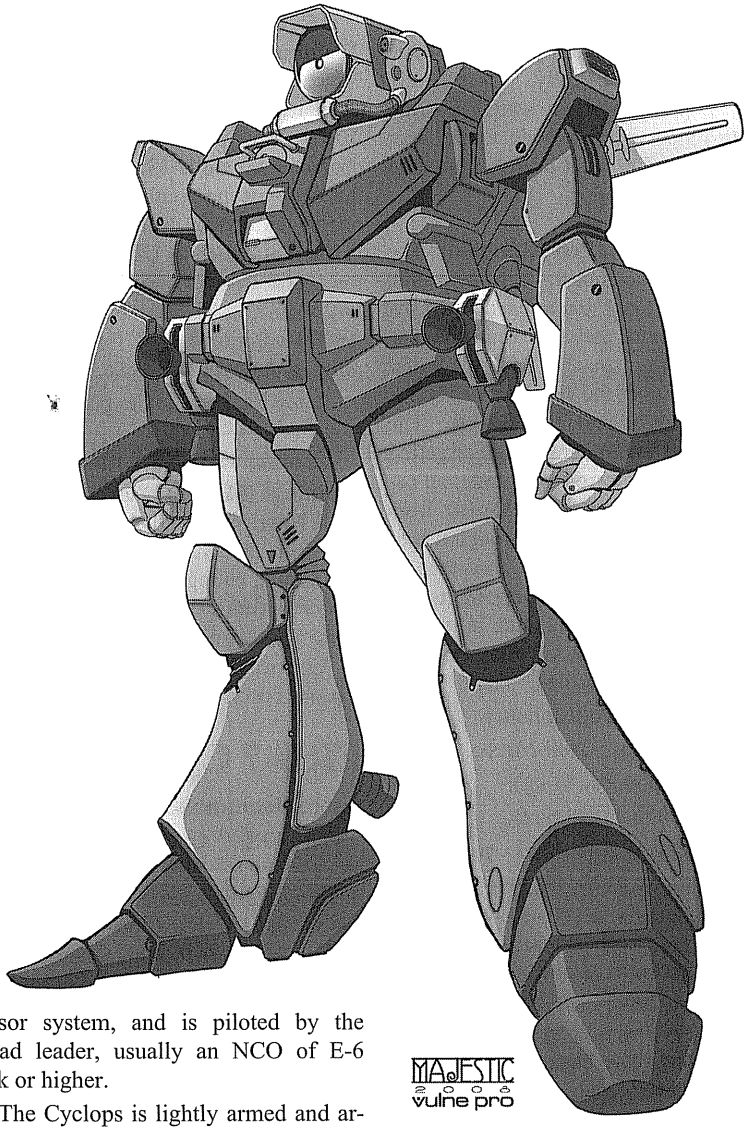
Combat Mecha Elite Combat Training (MECT) Powered Armor: Skill Note: Since all ASC powered armor suits are very similar in function and design, taking *MECT: ASC Powered Armor* enables the character to pilot ALL types of powered armor suits used by the Army of the Southern Cross, not just one specific type.

FRB-7 Cyclops

Force Reconnaissance Battloid

The FRB-7 Cyclops is a lightly armored infantry battloid configured as a force reconnaissance and forward observation mecha. Used primarily by the *Recon Patrol (RP)*, these battloids are packed to the gunwales with sophisticated sensors, cameras and electronic warfare equipment.

Cyclops battloids are primarily deployed as part of reconnaissance, surveillance and target acquisition (RSTA) teams that include Myrmidon LVHRVs, M2202 Saracen reconnaissance vehicles and squads of reconnaissance troopers. In these squads, *the Cyclops* is the lynchpin of the communications and



sensor system, and is piloted by the squad leader, usually an NCO of E-6 rank or higher.

The Cyclops is lightly armed and armored due to its primary role as a scouting mecha. Standard armament is the EU-10 Pulse Beam Cannon, but it can also use the Spartas' EU-11 or the EU-12 Ion Pulse Cannon. The armor is the same Chobam variant used on all ASC mecha, and the battloid is coated in the same radar and sensor absorbing material used on the *Myrmidon LVHRV*. The mecha is reasonably fast on land, and an optional flight pack and add-on thrusters can give it jump and limited

flight capabilities. With the flight pack, the Cyclops makes a serviceable aerial reconnaissance platform and has a greater flexibility of movement in theater.

Near the end of the Second Robotech War, many Cyclops battloids were pressed into front-line service due to massive losses among the main infantry battloid battalions of the Tactical Corps. As a result, the majority of these delicate mecha were destroyed and they are a rare find in the aftermath of the Invid invasion. Those that were recovered and activated by resistance cells were proved invaluable for their information gathering capabilities and their near invisibility to Invid patrols.

Type: FRB-7 Cyclops.

Class: Force Reconnaissance Battloid.

Crew: One.

M.D.C. by Location:

* Sensor Head – 90
Arms (2) – 90 each
Hands (2) – 45 each
Legs (2) – 150 each
** Hip Thruster Pods (2) – 35 each
*** Jump Pack – 75
Jump Pack Winglets (4) – 35 each
Jump Pack Thrusters (3) – 30 each
EU-10 Gun Pod – 100
Reinforced Pilot's Compartment – 100
**** Main Body – 260

* Destroying the sensor head wipes out *all* advanced sensors and communications. The Cyclops is left with a backup radio with a range of 25 miles (40 km) and a rudimentary backup radar capable of tracking 10 targets to a range of 30 miles (48 km).

** Destroying either hip thruster pod reduces airborne maneuverability. Reduce speed and flight bonuses by 25%. Destroying both pods reduces flight bonuses by half.

*** Destroying the jump pack renders the battloid unflyable and unable to execute assisted jumps.

**** Destroying the main body renders the battloid useless.

Speed:

Running: 60 mph (96 km).

Leaping: The Cyclops can make unassisted jumps of 15 feet (4.6 m) high or across from a standing position, or 25 feet (7.6 m) with a running start. Use of the jump pack allows leaps of 100 feet (30.5 m) high or across.

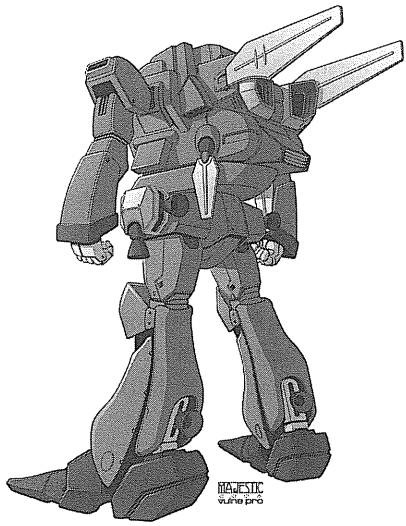
Flight: The Cyclops can fly at 85 mph (136 km) at a maximum ceiling of 150 feet (45.7 m).

Statistical Data:

Height: 20 feet (6.1 m).

Width: 9.8 feet (3 m).

Length: 5.9 feet (1.8 m).



Weight: 17 tons.

Physical Strength: Robotic P.S. of 27.

Cargo: Just enough space for a carbine and survival pack.

Power System: Standard battloid power source with optional jump capability.

Weapon Systems:

1. **EU-10 Pulse Beam Cannon:** The EU-10 is a general issue mecha gun pod similar in appearance to the EU-11 carried by the Spartas. It's a 30mm, selective-fire laser capable of firing single shots and five round bursts. Range: 4,000 feet (1,219 m). Mega-Damage: 1D6 M.D. per single blast, 6D6 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.

2. **EU-12 Gun Pod (Optional):** The EU-12 is a compact, carbine style 30mm Pulse Ion Cannon capable of firing single shots and five round bursts. Range: 1,800 feet (548.6 m). Mega-Damage: 2D4 M.D. per single blast, 1D4x10 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.

3. **Hand to Hand Combat:** While not well suited for it, the Cyclops can engage in hand to hand combat.

Hand to Hand Damage: Robotic P.S. of 27.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D. Counts as two attacks.

Kick Attack: 2D4 M.D.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

Jump Kick: 2D8 M.D. Counts as two attacks.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Battloids: +1 attack per melee at levels 2, 4, 8 and 12. +1 to strike and parry, +2 to dodge, +1 to pull punch, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *Mecha Elite Combat Training skill* in *ASC Battloids*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

Special Systems of Note:

1. Enhanced Reconnaissance Sensor System: 10x Optical Image Enhancement: The optical enhancement magnifies the pilot's vision by ten, as well as digitally sharpening and stabilizing the image.

Digital Video and Still Recorder: A digital still camera and video recorder. The camera can record twelve hours of video or thousands of images on internal digital media. These images can be broadcast to others with the ability to receive them, as well as be downloaded from the digital media back at base. 10x optical magnification as well as digital sharpening and stabilization.

External Audio Pickup: This system works both multi-directionally and as a

shotgun mic. It can pick up sounds as quiet as a whisper at 500 feet (152 m) and can sift through ambient sound for specific noises.

Laser Distancer and Range Finder: Can estimate distance, altitude and rate of approach/travel as well as be used to paint a target for airborne and ground based ordnance delivery. Range is two miles (3.2 km).

Encrypted Long-Range Communications Array: A high powered, long-range and encrypted comms array. This array can link directly to other Cyclops battloids, Myrmidon LVHRVs and reconnaissance squads to transfer encrypted text and video. The range of the link is 1,000 feet (305 m). The battloid also mounts more robust transmitters and antennas that extend the range of the standard radio to 400 miles (640 km). The system can also scramble enemy communications, and can be focused to temporarily overload enemy comm arrays for 1D6 melee rounds. This gives the Cyclops a limited electronic attack capability and requires a *Electronic Countermeasures* skill roll. If the character doesn't have that skill, Radio: Basic can be used, but at a -15% penalty.

Enhanced Radar Suite: More robust radar antennas are installed on the Cyclops to enable the pilot to identify and track up to 35 different airborne targets to 75 miles (120 km) and 20 land targets to 25 miles (40 km). The data from the radar can be broadcast to other mecha or installations. The radar can also be focused and used to temporarily burn out an enemy's radar for 1D6 melee rounds. This gives the Cyclops a limited electronic attack capability and requires an *Electronic Countermeasures* roll. If the character doesn't have that skill, Sensory Equipment can be used, but at -15% penalty.

Enhanced Sensor Suite: The Cyclops carries the following sensors in addition to the standard enhanced optics: Radiation Detector, Ionization Chamber, Spectral Chemical Analyzer, Seismic Sensors, and Acoustic Sensors.

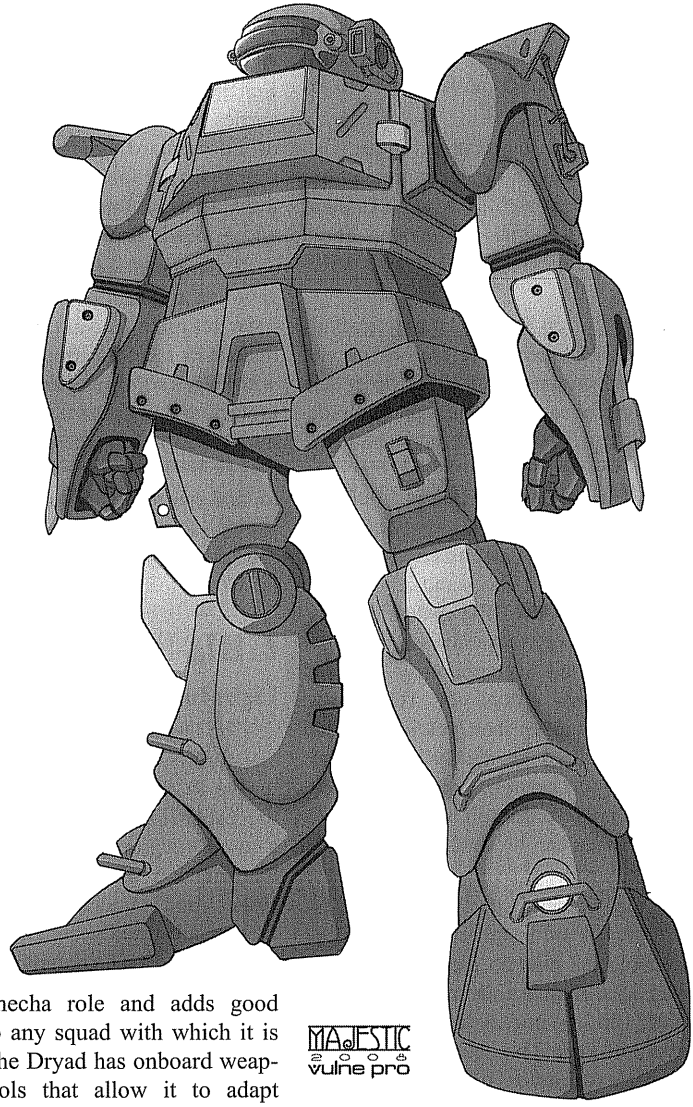
2. Sensor Spoofers: These integrated spoofers and heat shields along with the radar absorbing coating on the Cyclops make this mecha extremely hard to find with electronic sensors. The battloid's motors and thrusters are also specially muffled to reduce the noise the Cyclops makes during normal use. Anyone trying to find one by radar or enhanced optics is -15% to their Sensory Equipment skill roll, and anyone using acoustic sensors is -10% for the same roll.

CBL-8 Dryad

Light Infantry Combat Battloid

The Dryad is a light infantry and special forces battloid used to great effect by the *Forest Division (FD)* infantry of the Tactical Corps. Initially designed as a combat engineering battloid, the Forest Division has adapted it for use in fast strike and unconventional warfare. Dryads are usually deployed with engineering or EOD (Explosive Ordinance Disposal) teams and use their array of tools to help build obstacles and traps, breach walls and fortifications, sabotage, recover wrecked vehicles and mecha for salvage and generally hinder and harm enemy forces. A squad equipped with a couple of Dryads and M2205 Saracen engineering vehicles can cause untold amounts of havoc behind enemy lines.

Well armored and a capable fighter, the Dryad also operates well in an anti-



armor/anti-mecha role and adds good firepower to any squad with which it is deployed. The Dryad has onboard weapons and tools that allow it to adapt quickly to nearly any tactical situation. A pair of light ion cannons are mounted in the sensor head, giving the mecha close range anti-personnel capabilities. Mounted on the left forearm is a hydraulically driven punching spike that can just as easily pierce armor as it can a wall, and the right forearm carries a modular hardpoint for the mounting of numerous tool modules. The EU-10 Pulse Beam Cannon is standard issue, but most Dryad pilots prefer the more compact EU-12 Pulse Ion Cannon. The Dryad's armor is cut to deflect rather

than absorb damage, and can shrug off falling debris with ease.

Dryad battloids didn't suffer much destruction during the war with the Robotech Masters, and as such, they were one of the more common ASC mecha found after the Invid invasion. Their usefulness and versatility served many resistance cells well in both combat and guerrilla fighting. Many Invid found themselves on the business end of a trap laid by a canny Dryad pilot.

Type: CBL-8 Dryad.

Class: Light Combat Battloid.

Crew: One.

M.D.C. by Location:

* Sensor Head – 95

Arms (2) – 100 each

Forearm Spike (Left Forearm) – 50

Modular Hardpoint (Right Forearm) – 55

Hands (2) – 55 each

Legs (2) – 135 each

Winch (Left Shoulder) – 50

Grapple Launcher (Right Shoulder) – 50

EU-10 Gun Pod – 100

Head Mounted Cannons (2, small) – 25 each

Reinforced Pilot's Compartment – 100

** Main Body – 280

* Destroying the sensor head wipes out *all* advanced sensors and communications. The Dryad is left with a backup radio with a range of 25 miles (40 km) and a rudimentary backup radar capable of tracking 10 targets to a range of 30 miles (48 km).

** Destroying the main body renders the battloid useless.

Speed:

Running: 60 mph (96.5 km).

Leaping: The Dryad can make unassisted jumps of 15 feet (4.6 m) high or across from a standing position, or 25 feet (7.6 m) with a running start.

Statistical Data:

Height: 17.7 feet (5.4 m).

Width: 8.9 feet (2.7 m).

Length: 7.9 feet (2.4 m).

Weight: 14 tons.

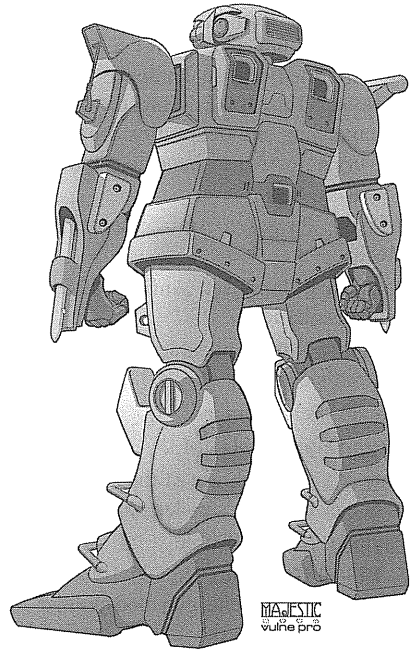
Physical Strength: Robotic P.S. of 32.

Cargo: Just enough space for a carbine and survival pack.

Power System: Standard battloid power source.

Weapon Systems:

1. LIW-77 Ion Cannons (2): On either side of the head are two low-yield



7.62mm ion cannons. These weapons are designed for close-range work and have respectable stopping power for such a small weapon. They are powered by an internal capacitor charged from the battloid's engine and can be fired singly or as a pair.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the battloid's chassis.

Range: 750 feet (228.6 m).

Mega-Damage: 2D6 M.D. for a single blast, 4D6 M.D. for a dual, simultaneous blast at the same target.

Rate of Fire: Each single or double blast counts as one attack.

Payload: The internal capacitor is good for 60 single shots or 30 double shots. The generator recharges the capacitor at six shots per minute.

2. **Forearm Punching Spike:** The left forearm housing carries a hydraulic ram fitted with a hardened tungsten spike. This spike is mostly used for breaching and demolition, but can be very effective in hand to hand combat.

Primary Purpose: Anti-Personnel/Anti-Mecha.

Secondary Purpose: Anti-Fortification/ Anti-Installation.

Weight: Not applicable, part of the battloid's chassis.

Range: Melee combat.

Mega-Damage: 3D6 M.D.

Rate of Fire: Each use of the spike count as one of the pilot's melee attacks.

Payload: Not applicable.

3. **EU-10 Gun Pod:** The EU-10 is a general issue mecha gun pod similar in appearance to the EU-11 carried by the Spartas. It's a 30mm, selective-fire laser capable of firing single shots and five round bursts. Range: 4,000 feet (1,219 m). Mega-Damage: 1D6 M.D. per single blast, 6D6 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.

4. **EU-12 Gun Pod (Optional):** A compact, carbine style 30mm Pulse Ion Cannon capable of firing single shots and five round bursts. Range: 1,800 feet (548.6 m). Mega-Damage: 2D4 M.D. per single blast, 1D4x10 M.D.C. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.

5. **Hand to Hand Combat:** The Dryad, while not best in class, is still a formidable scrapper and can cause plenty of damage in melee combat.

Hand to Hand Damage: Robotic P.S. of 32.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D4 M.D.

Power Punch: 4D4 M.D. Counts as two attacks.

Kick Attack: 2D8 M.D.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

Jump Kick: 4D8 M.D. Counts as two attacks.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Battloids: +1 attack per melee at levels 2, 4, 8, 12 and

15. +2 to strike and parry, +1 to dodge, +1 to disarm, +2 to pull punch, +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Battloids*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

Special Equipment of Note:

1. Shoulder Mounted Hydraulic Winch: Mounted in a housing on the left shoulder is a heavy-duty hydraulic winch with 100 feet (30.5 m) of half-inch, high tensile synthetic cable. The synthetic cable was chosen due to its light weight and ease of handling compared to steel cable. The winch can haul or lift up to 20 tons and is used primarily in extraction and retrieval, but can also be used to haul equipment and move heavy debris.

2. Shoulder Mounted Grapple Launcher: Mounted in a housing on the right shoulder is a grapple launcher that fires a weighted head attached to 100 feet (30.5 m) of half-inch, high tensile synthetic cable. The head has a bayonet mount and can use a number of different heads, from traditional grappling hooks to hardened tungsten spikes to electromagnetic pads.

3. Forearm Modular Hardpoint: On the right forearm is a bayonet mount capable of mounting an array of industrial tools. These tools are used in sabotage and fortification, and in a pinch can make serviceable melee weapons.

Range: Immediate/hand to hand; these "tools" have no ranged attacks.

Plasma Cutter: Uses a jet of superheated plasma for precision cutting. Mega-Damage: 3D6 M.D.

Welder: Any welder can be mounted, but the most common are laser, mig and tig. Mega-Damage: 1D6 or 2D6 M.D.

Chainsaw: Used for clearing trees and brush and cutting through debris. Mega-Damage: 4D4 M.D.

Impact Hammer: Hydraulically driven hammer with a chisel blade. Used for breaching and construction. Mega-Damage: 2D6 M.D.

Heavy-Duty Drill: A tungsten carbide drill that can put holes in nearly anything. Mega-Damage: 2D8 M.D.

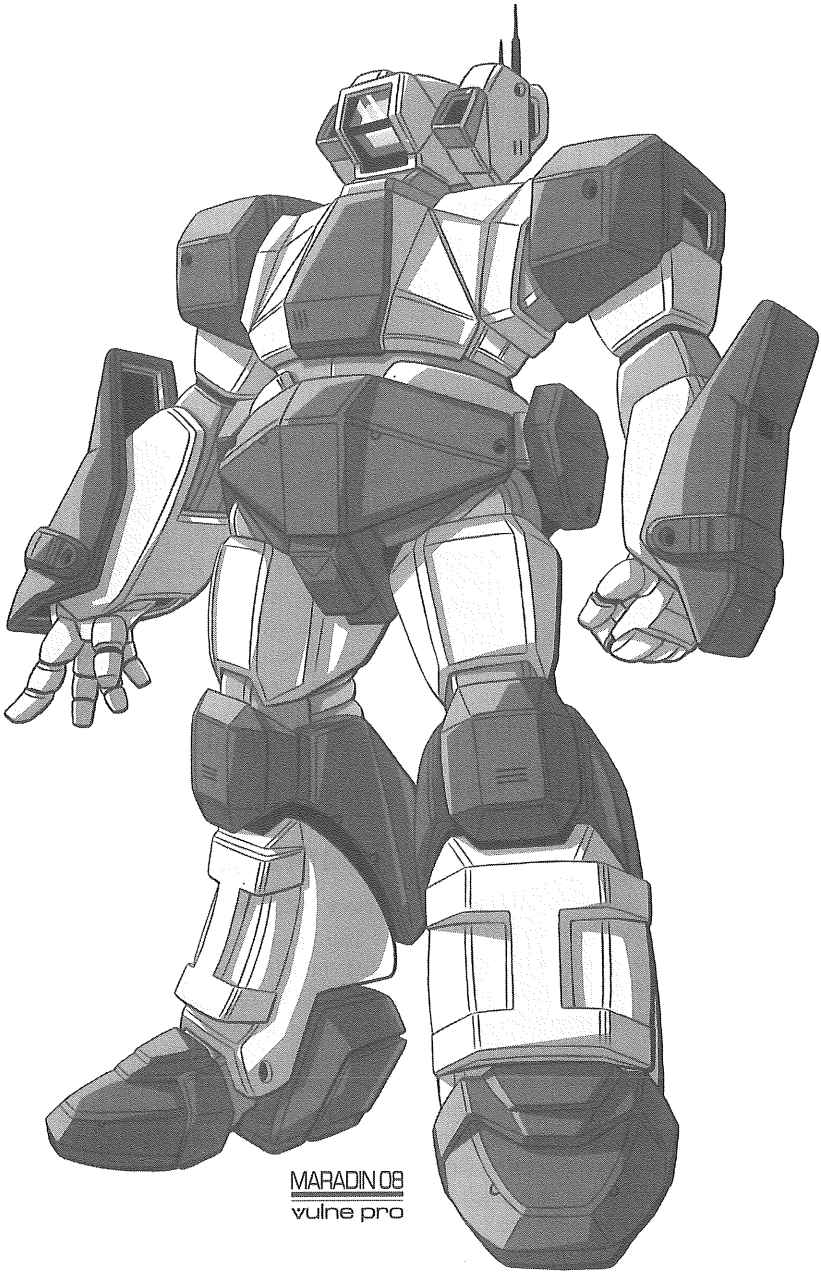
4. Frame Mounted Tie-Downs: Spread over the battloid's frame are convenient reinforced tie-downs that allow for the attachment of all manner of clip-on parts or lashed down cargo and gear. There are also attachment points for tow ropes and places to attach either sling cables or cargo parachutes to allow for ease of transport.

CBH-4A1 (A2, A3) Salamander

Heavy Infantry Combat Battloid

The Salamander is the main mechanized infantry mecha of the Tactical Corps (TC). A formidable combatant, the Salamander was designed to be able to move and fight efficiently in urban environments as well as broken terrain. They are deployed in battloid infantry squads and often provide heavy mecha support for unmounted infantry and armored cavalry units.

There are three models of the Salamander, all built on the same frame. *The A1 model* is the most common, and is the


MARADIN 08
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version issued to enlisted men. *The A2 and A3 models* are for NCOs and officers respectively, and have an upgraded electronics package with command and control capabilities. These variants are nearly identical except for differing sensor heads that allow the different units to be recognized at a glance.

The weapons load out for the Salamander is heavy and versatile, and allows infantry teams to react quickly to constantly changing battlefield conditions. Two ion cannons, the same weapons mounted on the Dryad, are mounted on the sides of the sensor head, giving the mecha close anti-personnel capabilities. Behind each shoulder is a pop-out rocket launcher loaded with unguided rockets that enables the Salamander to engage enemies at a distance and to provide limited artillery support to friendly units. As with all non-variable battloids, the Salamander is issued the *EU-10 Pulse Beam Cannon* as a handheld weapon. While standard issue, Salamander pilots may also request the *EU-11* or *EU-12 gun pods* for different missions. The armor used on the Salamanders is a heavier form of the Chobham derivative used on the Spartas and Myrmidon variable ground mecha. It has good resistance to both kinetic and energy attacks, and allows the mecha to take a severe beating and continue to fight. The Salamander is equipped with *forearm shields* reminiscent of its variable tank cousins to allow the mecha to parry attacks without fear of damaging the arms.

As the main infantry battloid of the ASC, Salamander units took the brunt of the Masters' assault on Earth. Tactical Corps M.I. units suffered staggering losses during the Second Robotech War, and the subsequent Invid invasion, and Salamanders are extremely rare on post-occupation Earth. Due to their scarcity, and the fact that the variable mecha of the ASC were considered more useful by anti-Invid rebels, Salamanders were a rare sight among Earth's freedom fighters.

Type: CBH-4 Salamander.

Class: Heavy Combat Battloid.

Crew: One.

M.D.C. by Location:

* Sensor Head – 100

Arms (2) – 135 each

Forearm Shields (2) – 250 each

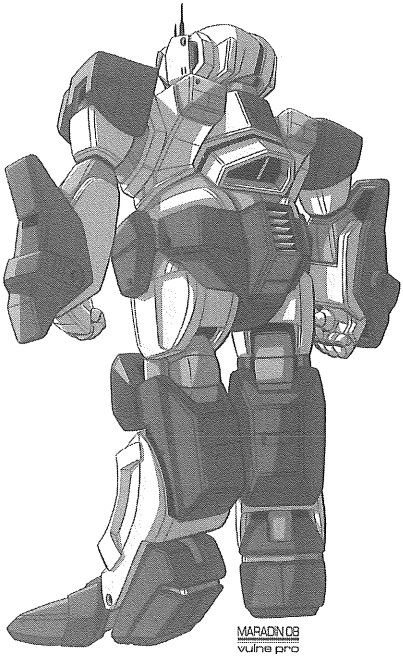
Hands (2) – 60 each

Legs (2) – 170 each

** Rear Vectored Thruster – 100

EU-10 Gun Pod – 100

Head Mounted Cannons (2) – 45 each



Back Mounted Rocket Launchers (2) – 65 each

Reinforced Pilot's Compartment – 100

*** Main Body – 325

* Destroying the sensor head wipes out *all* advanced sensors and communications. The Salamander is left with a backup radio with a range of 25 miles (40 km) and a rudimentary backup radar capable of tracking 10 targets to a range of 30 miles (48 km).

** Destroying the rear vectored thruster destroys the Salamander's jet assisted jump capabilities.

*** Destroying the main body renders the battloid useless.

Speed:

Running: 45 mph (72 km).

Leaping: The Salamander can make unassisted jumps of 15 feet (4.6 m) high or across from a standing position, or 25 feet (7.6 m) with a running start. Jet assisted jumps allow the Salamander to jump 100 feet (30.5 m) high or across.

Statistical Data:

Height: 22 feet (6.1 m).

Width: 9.5 feet (2.9 m).

Length: 8.2 feet (2.5 m).

Weight: 19 tons.

Physical Strength: Robotic P.S. of 40.

Cargo: Just enough space for a carbine and survival pack.

Power System: Standard battloid power source with jump capability.

Weapon Systems:

1. **LIW-77 Ion Cannons (2):** On either side of the head are two low-yield 7.62mm ion cannons. These weapons are designed for close-range work and have respectable stopping power for such a small weapon. They are mounted in two rotating turrets on each side of the battloid's head, and have a 60 degree field of fire. They are powered by an internal capacitor charged from the battloid's engine and can be fired singly or as a pair.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the battloid's chassis.

Range: 750 feet (228.6 m).

Mega-Damage: 2D6 M.D. for a single blast, 4D6 M.D. for a simultaneous double blast at the same target.

Rate of Fire: Each single or double blast counts as one attack.

Payload: The internal capacitor is good for 60 single shots or 30 double shots. The generator recharges the capacitor at six shots per minute.

2. **MDS-18 70mm Rocket Launchers (2):** The Salamander carries two, three tube unguided rocket launchers on its back, one behind each shoulder. The rockets are launched up and over the battloid's shoulders, and give it the flexibility to respond to any tactical situation. The launchers can load any 70mm rocket, from anti-personnel to smoke and flares.

Primary Purpose: Anti-Personnel and Anti-Armor.

Secondary Purpose: Anti-Missile and Anti-Aircraft.

Weight: Not applicable, part of the battloid's chassis.

Range: 1.5 miles (2.4 km) per each type.

Mega-Damage: Per mini-missile type, below.

Fragmentation: A steel bodied anti-personnel rocket packed full of

flechettes. These rockets kill via shrapnel as opposed to explosive force, and are lethal against tight infantry formations. They are largely useless against hard armored targets like battloids and fighting vehicles, and deal a fraction of their damage to these targets. Mega-Damage: 5D6 M.D. to all soft and lightly armored targets in a 30 foot (9.1 m) area, half damage to hard targets.

High Explosive Armor Piercing: HEAP rockets use a shaped charge to punch through armor. These are effective against hard armored targets like battloids and fighting vehicles, but not as effective as an anti-personnel rocket due to their small area of effect. Mega-Damage: 1D4x10 M.D. to a five foot (1.5 m) area.

High Yield Incendiary (Plasma): Lethal anti-personnel and anti-material rocket full of superheated plasma. Plasma works like napalm, but burns hotter and longer and does more damage. Kills through intense heat, and will set nearly any substance ablaze. Mega-Damage: 1D6x10 M.D. to anything in a ten foot (3 m) area. Will continue to burn inflicting 1D6 M.D. to everything it touches for 1D6 melee rounds.

Smoke: Used for cover and marking. Releases a billowing cloud of smoke that will obscure a 50 foot (15.2 m) area. Available in white, black, red, green and yellow.

Rate of Fire: Singly, or in volleys of two, four or six.

Payload: Twelve mini-missiles total, six in each launcher.

3. **EU-10 Pulse Gun Pod:** The EU-10 is a general issue mecha gun pod similar in appearance to the EU-11 carried by the Spartas. It's a 30mm, selective-fire laser capable of firing single shots and five round bursts. Range: 4,000 feet (1,219 m). Mega-Damage: 1D6 M.D. per single blast, 6D6 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.
4. **EU-12 Gun Pod (Optional):** The EU-12 is a compact, carbine style 30mm Pulse Ion Cannon capable of firing single shots and five round bursts. Range: 1,800 feet (548.6 m). Mega-Damage: 2D4 M.D. per single blast, 1D4x10 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.
5. **Hand to Hand Combat:** While primarily designed to fight at range, the Salamander is also very adept at melee combat.

Hand to Hand Damage: Robotic P.S. of 40.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D. Counts as two attacks.

Kick Attack: 3D8 M.D.

Leap Kick: 5D8 M.D. Counts as two attacks.

Stomp: 3D6 M.D. against targets under seven feet (2.1 m) tall.

Body Block/Ram: 2D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Battloid: +1 attack per melee at levels 1, 3, 6, 10 and 14. +2 to strike/parry, +1 to dodge, +2 to disarm, +2 to pull punch, and +2 to roll

with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Battloids*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

Special Equipment of Note:

1. Command and Control Computer: NCO and officer variants, the A2 and A3 respectively, are equipped with a communicate, command and control suite. The C3 suite allows instant sharing of information between Mechanized Infantry (M.I.) units, and allows the squad commanders to grant the following bonuses to all battloids and IFVs in the squad: +1 to initiative, +2 to strike and +1 to parry and dodge. This requires a roll on the Sensory Equipment skill at a -10% penalty due to the chaos of combat.

SRB-9 Satyr

Alpine Combat Search and Rescue Battloid

The Satyr is a light combat battloid configured to operate as a combat search and rescue (CSAR) battloid for use by the Tactical Corps' Mountain Division (TCMOD). Built on a tall and thin frame for a higher field of view, the Satyr performs well in treacherous mountain terrain. Usually deployed as part of a search and rescue squad with a trained ACSAR pilot and SAR aircraft and personnel, the Satyr was designed to reach places that would put unmounted personnel in harm's way. Its small frame and light weight allow it to climb and rappel easily, and a special sensor suite has been installed to facilitate rescue. The Satyr's hands and feet are specially articulated and coated in a sticky, non-slip polymer, and a special shock absorption system has been installed to protect the pilot from falls and avalanches.

While more adept at climbing than fighting, the Satyr is still a capable combatant. Most of the combat the Satyr is likely to see is close quarters, hand to hand fighting, and Satyr pilots have been known to make lethal use of the grapple/spike launchers mounted on the battloid's arms. While the EU-10 is standard issue to combat battloids, Satyr pilots prefer the smaller EU-12 for ease of transport and stowage. The head mounted ion cannons were dropped in favor of a sensor head packed with high-powered radios, lights and sensors to help find victims of cave-ins, avalanches and other disasters. The Chobham derivative armor is similar to the Dryad's, and is angled and layered to deflect impacts from falls and debris. Overall, the Satyr has proven very good at its given mission, and versatile enough to serve in other roles when needed.

While most of the Satyr battloids were used by the TC Mountain Division (MOD), a number were used by the Civil Defense Unit (CDU) and the Civil Defense Flying Corps (CDFC) for their SAR teams. These CDU/CDFC Satyrs saw a lot of action scaling the massive wrecks of Dolza's fleet and performing rescues in ruined cities all over the globe before and after the Second Robotech War. Satyrs were never placed on the frontlines during the conflict with the Masters. That fact, and their assignments

to remote mountain bases, means a great many survived the Second Robotech War, as well as the Invid invasion.

Type: SRB-9 Satyr.

Class: Search and Rescue Battloid.

Crew: One.

M.D.C. by Location:

* Sensor Head – 75

Head Mounted Floodlight – 25

** SAR Sensor Pods (2) – 40 each

Arms (2) – 90 each

Forearm Spike Launchers (2) – 50 each

Hands (2) – 35 each

Legs (2) – 125 each

Integral Climbing/Equipment Hardpoints (6) – 15 each

EU-10 Gun Pod – 100

Reinforced Pilot's Compartment – 100

*** Main Body – 240

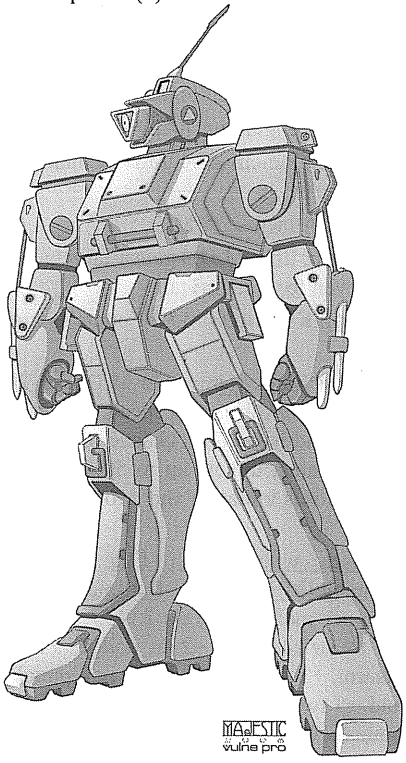
* Destroying the sensor head wipes out *all* advanced sensors and communications. The Satyr is left with a backup radio with a range of 25 miles (40 km) and a rudimentary backup radar capable of tracking 10 targets to a range of 30 miles (48 km).

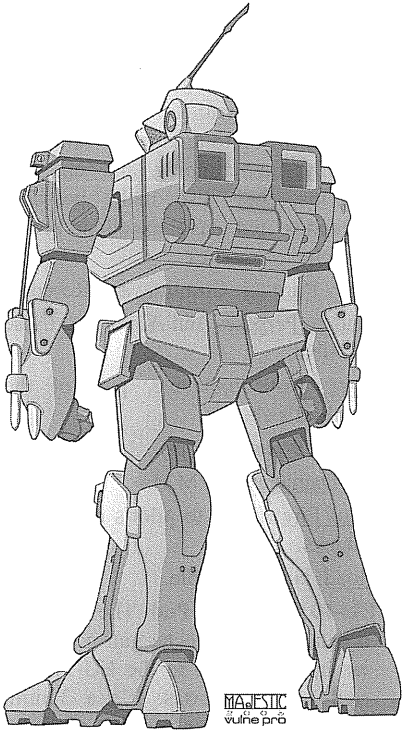
** Destroying either SAR pod wipes out the SAR sensors, but leaves the standard combat sensor suite intact.

*** Destroying the main body renders the battloid useless.

Speed:

Running: 60 mph (96 km).





Leaping: The Satyr can make unassisted jumps of 20 feet (6.1 m) high or across from a standing position, or 40 feet (12.2 m) with a running start.

Statistical Data:

Height: 21.3 feet (6.5 m).

Width: 10.5 feet (3.2 m).

Length: 8.5 feet (2.6 m).

Weight: 17 tons.

Physical Strength: Robotic P.S. of 35.

Cargo: Just enough space for a carbine and survival pack.

Power System: Standard battloid power source.

Weapon Systems:

1. **Forearm Mounted Spike Launchers (2):** Each arm carries a hardened tungsten spike in a tube launcher. The spike is attached to a hydraulic winch by 150 feet (45.7 m) of high-tensile synthetic cable and can pull or lift up to ten tons. While used mainly for climbing and crossing chasms, they also make passable weapons and have excellent armor piercing properties.

Primary Purpose: Climbing and Rescue.

Secondary Purpose: Anti-Armor and Close Combat.

Weight: Not applicable, part of the battloid's chassis.

Range: 150 feet (45.7 m).

Mega-Damage: 3D6 M.D.

Rate of Fire: Equal to pilot's number of attacks.

Payload: Not applicable.

2. **EU-10 Pulse Gun Pod:** The EU-10 is a general issue mecha gun pod similar in appearance to the EU-11 carried by the Spartas. It's a 30mm, selective-fire laser capable of firing single shots and five round bursts. Range: 4,000 feet (1,219 m). Mega-Damage: 1D6 M.D. per single blast, 6D6 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.
3. **EU-12 Gun Pod (Optional):** The EU-12 is a compact, carbine style 30mm Pulse Ion Cannon capable of firing single shots and five round bursts. Range: 1,800 feet (548.6 m). Mega-Damage: 2D4 M.D. per single blast, 1D4x10 M.D. for a five round burst. Note: See Standard Features at the beginning of this section for a complete description.
4. **Hand to Hand Combat:** The Satyr is nimble and packs a reasonable punch in melee combat.

Hand to Hand Damage: P.S. of 35.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D4 M.D.

Power Punch: 4D4 M.D. Counts as two attacks.

Kick Attack: 2D8 M.D.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

Jump Kick: 4D8 M.D. Counts as two attacks.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Battloids: +1 attack per melee at levels 2, 4, 8 and 12. +3 to strike/parry, +2 to dodge, +1 to disarm, +3 to entangle, +1 to pull punch, and +3 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has

the *MECT skill* in *ASC Battloids*. The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the mecha. Do not add mecha bonuses to the pilot's Hand to Hand ability when he is *outside* the mecha. *Outside of his mecha*, the pilot possesses only human fighting abilities.

Special Systems of Note:

A) Alpine SAR Kit: The ASK contains all the gear you need to make rescues in an Alpine environment: 30 foot (9.1 m) lightweight roll-up ladder, full climbing kit (harness, spikes, climbing hammer, carabiners, gloves, 100 feet (30.5 m) of rope, chemical hand and foot warmers (one dozen each), two sub-zero soak proof emergency blankets, one dozen high protein energy bars, collapsible stretcher, full first-aid kit including oxygen tanks, inflatable pressure bags and adrenaline injectors.

B) High-Powered Radio/Beacon: This communications suite is an update of the standard military suite with a more powerful transmitter and access to information from military weather satellites.

C) SAR Sensor Suite: On either side of the battloid's head are special sensor dishes packed full of powerful sensors to help in search and rescue efforts. The dishes contain a micro-power impulse radar, active acoustic locators and seismic sensors to help the pilot find victims of cave-ins, avalanches, building collapses and other disasters. These sensors have a range of 1,000 feet (305 m).

D) Frame Mounted Tie-Downs: Spread over the battloid's frame are convenient reinforced tie-downs that allow for the attachment of all manner of clip-on or lashed down cargo. There are also attachment points for tow ropes and climbing harnesses.

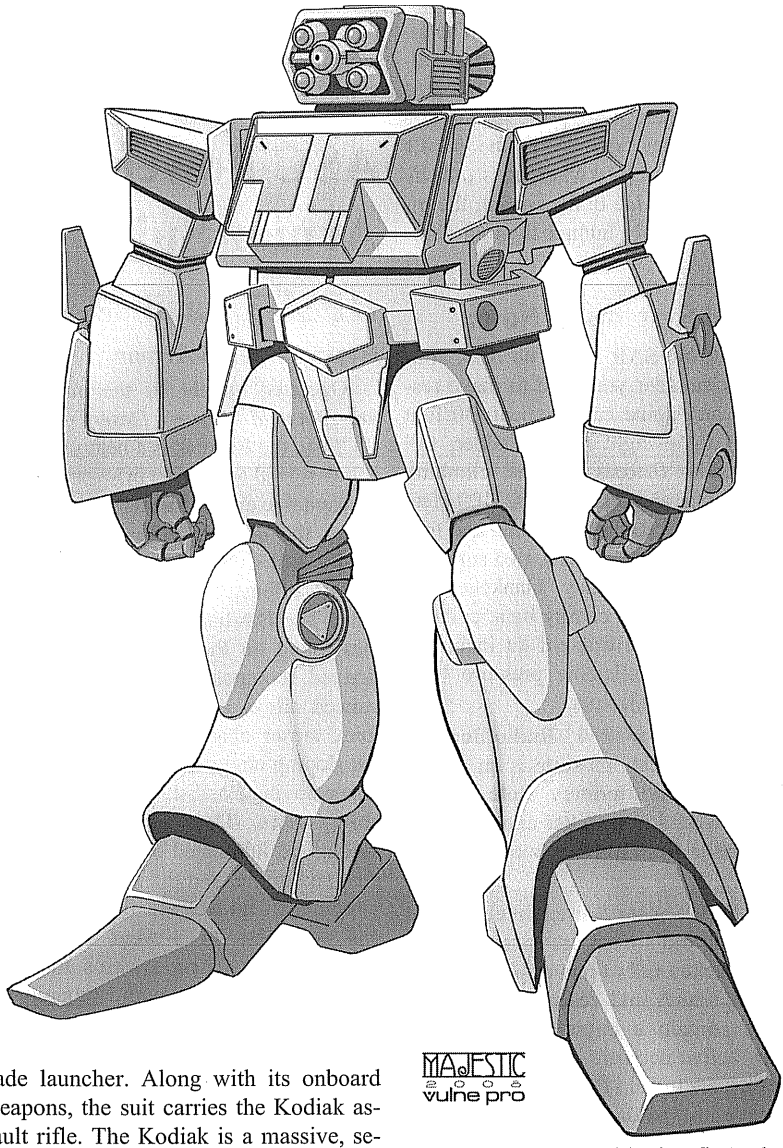
ASC Powered Armor Suits

HPSI-3 Basilisk

Heavy Powered Armor

Operated mainly by the infantry of the *Tactical Corps Desert Division (TCDD),* the Basilisk is a heavy powered suit designed to operate in hazardous and inhospitable environments. Much like its pilots, the Basilisk is tough, brutal and hard to kill with its heavy armor and array of offensive and defensive weaponry. The Basilisk's armor is similar to that found on the Spartas, a Chobham derived composite of ceramics, advanced alloys and ballistic nylon. The thick armor absorbs most attacks, and the sloping angles deflect incoming ordnance, giving Basilisk pilots high survivability rates. The joints are specially sealed and lubricated to withstand sand, dust and grime, and the fuel cell and environmental intakes are fitted with special scrubbers to prevent fouling by foreign matter. These systems allow the Basilisk to operate with impunity in dusty environments, sandstorms or any other freakish weather the wastelands can throw at it.

For armament, the Basilisk carries both an ion cannon and a semi-automatic grenade launcher mounted in its forearms. This gives the pilot not only the short-range stopping power of the ion cannon, but the ability to tailor ordnance to many tactical situations with the gre-



nade launcher. Along with its onboard weapons, the suit carries the Kodiak assault rifle. The Kodiak is a massive, selective-fire .50 caliber machine-gun that was specially designed for the Basilisk power armor. It takes advantage of the suit's strength and size, which allows a pilot to field weapons usually considered non-man portable, and gives the pilot the ability to lay down withering fire at long ranges. This load out, along with the suit's brute strength and rugged construction, have made the Basilisk very popular among Desert Division mechanized infantrymen.

Type: HPSI-3 Basilisk.

Class: Heavy Infantry Powered Armor.

Crew: One.

M.D.C. by Location:

* Head/Helmet – 95

* Upper Arms (2) – 45 each

** Forearms/Shields (2) – 75 each

*Hands (2) – 30 each

Legs (2) – 112 each

*** Jump Pack/Power Pack – 100

Grenade Launcher (Left Forearm) – 45

Ion Cannon (Right Forearm) – 45

**** Main Body – 200

* Areas marked with a single asterisk are small, difficult targets to hit, and require a "Called Shot" to strike, and attackers are at –3 to hit it.

Destroying the head knocks out all targeting, radar and advanced sensory equipment, and the pilot will have to rely on his own vision to continue fighting. Destroying the head also exposes the pilot's head to damage, and has a 45% chance of knocking the pilot unconscious.

** The Basilisk can use its armored forearms to block incoming attacks. The pilot can parry melee attacks easily, but is –6 to parry incoming ordnance and energy attacks.

*** Destroying the Jump Pack/Power Pack shuts the suit down, rendering it useless.

**** Destroying the main body renders the Basilisk inoperable.

Speed:

Running: 60 mph (96 km) maximum. The act of running does tire out its operator, but at 20% of the usual fatigue rate.

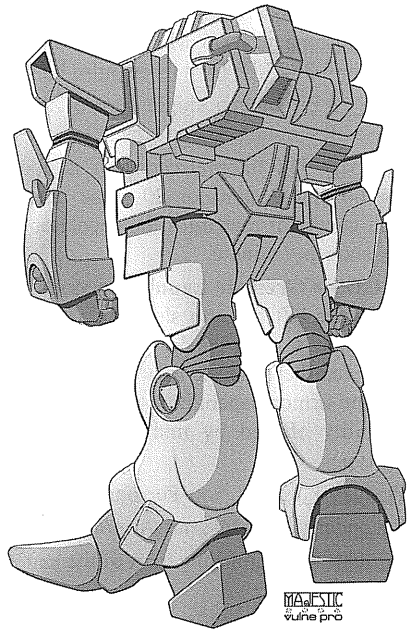
Leaping: Unassisted, the suit can leap 15 feet (4.6 m) up and 20 feet (6 m) across. Assisted, the suit can leap 70 feet (21.3 m) high and 180 feet (55 m) across.

Power Leaping: With a running start, the Basilisk can jump 100 feet (30.4 m) high and 250 feet (76.2 m) across. By combining leaping and running, the pilot can achieve and maintain a speed of about 135 mph (216 km). The pilot can control the thrusters with amazing accuracy and can stop in mid-leap, change direction, hover, etc. This leaping or bouncing travel can be maintained through light forest or brush, but when traveling through anything denser the pilot incurs a -1 on initiative, -2 on Perception Rolls, and -1 to strike, parry and dodge due to limited vision, speed, and movement.

Statistical Data:

Height: 11 feet (3.3 m).

Width: 5.5 feet (1.7 m).



Length: 5.5 feet (1.7 m).

Weight: 1,400 pounds (630 kg) with fuel and pilot.

Physical Strength: Robotic P.S. of 25.

Cargo: None, only what the pilot carries or straps to the armor.

Power System: Standard Powered Armor Suit power system.

Weapon Systems:

1. **LIW-87 Ion Pulse Cannon:** The LIW-87 is a 7.62mm pulse ion cannon mounted in the Basilisk's right forearm shield. This weapon is designed to engage armored infantry and other powered suits, and has a heavy punch and good penetration.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the suit's chassis.

Range: 750 feet (228.6 m).

Mega-Damage: 1D6 M.D. for a single shot or 3D6 M.D. for a three pulse blast.

Rate of Fire: Each single shot or three pulse blast counts as one attack.

Payload: The internal capacitor is good for 60 single shots or 20 pulse blasts. The generator recharges the capacitor at six shots per minute.

2. **GDS-8 Grenade Launcher:** Mounted in the left forearm shield is a 40mm single tube grenade launcher. This gives the Basilisk light and medium anti-armor capabilities and the flexibility offered by multiple ordnance types.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Armor.

Weight: Not applicable, part of the suit's chassis.

Range: 1,000 feet (305 m).

Mega-Damage: Per grenade. Common grenades include:

Fragmentation: A steel bodied anti-personnel grenade packed full of flechettes. These grenades kill via shrapnel as opposed to explosive force, and are lethal against tight infantry formations. Mega-Damage: 2D6 M.D. to all targets in a 20 foot (6.1 m) radius.

High Explosive Armor Piercing: HEAP grenades use a shaped charge to punch through armor. These are effective against hard armored targets like battloids and fighting vehicles, but not as effective as an anti-personnel grenade due to its small area of effect. Mega-Damage: 4D6 M.D. to a three foot (0.9 m) radius.

High Yield Incendiary (Plasma): Lethal anti-personnel and anti-materiel grenade full of superheated plasma. Plasma works like napalm, but burns hotter and longer and does more damage. Kills through intense heat, and will set nearly any substance ablaze. Mega-Damage: 4D6 M.D. to anything in a six foot (1.8 m) area. Will continue to burn and deal 1D6 M.D. to everything it touches for 1D6 melee rounds.

Smoke: Used for cover and marking. Releases a billowing cloud of smoke that will obscure a 30 foot (9.1 m) area. Available in white, black, red, green and yellow.

Rate of Fire: Singly, or in volleys of two or four.

Payload: Eight grenades in the internal magazine. Another eight grenades can be carried in a pre-loaded magazine and can be changed in one melee round (15 seconds).

3. **M-35 Kodiak .50 Caliber Assault Rifle:** The Kodiak is a selective fire, .50 caliber, large frame assault rifle

designed with the mechanized infantryman in mind. It fires .50 caliber Saboted Light Armor Piercing rounds from a disintegrating belt in single shots and five and ten round bursts. SLAP rounds utilize a high velocity polymer sabot with a tungsten penetrator and are lethally effective against armored infantry, light armored vehicles and powered suits and aircraft.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: 125 pounds (56.3 kg).

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D8 M.D. for a single round. 3D8 M.D. for a five round burst, and 1D6x10 M.D. for a ten round burst.

Rate of Fire: Each single shot or ten round burst counts as one attack.

Payload: A 300 round belt carried in a hopper slung under the receiver.

4. Hand to Hand Combat: The Basilisk is strong and a formidable scrapper. While not as deadly up close as its Triton cousin, this suit is still a force to be reckoned with in close combat.

Hand to Hand Damage: Robotic P.S. of 25.

Restrained Punch/Forearm: 6D6 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch: 2D4 M.D. Counts as two attacks.

Kick Attack: 1D6 M.D.

Jump Kick: 2D6 M.D. Counts as two attacks.

Body Block/Ram: 1D4 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

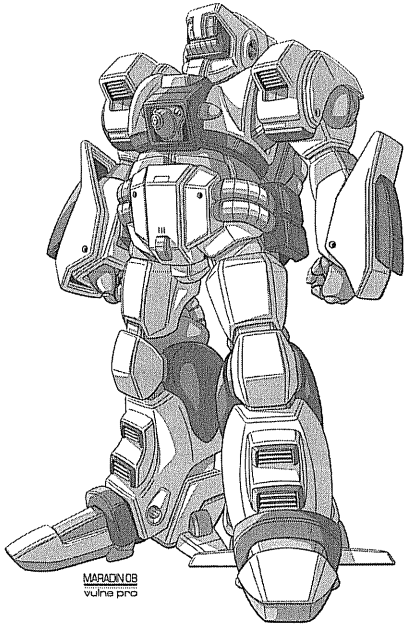
Bonuses with Mecha Elite Combat Training (MECT): ASC Power Armor: +1 attack per melee at levels 2, 4, 8 and 12. +2 to strike, +1 to parry, +2 to dodge, +2 to pull punch, and +2 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Power Armor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the armor. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the power armor. *Outside of his armor*, the pilot possesses only human fighting abilities.

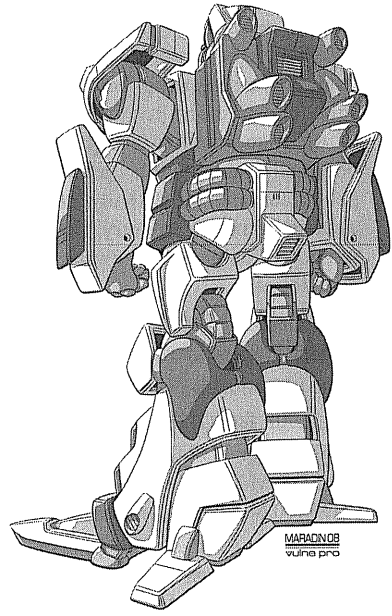
HPSI-4 Fenris

Heavy Powered Armor

Named for the savage and implacable Fenris from Nordic legend, the Fenris powered suit perfectly reflects the fighting doctrine of the *Cold Division (TCCD) infantry.* Built for speed and agility rather than brute strength, the Fenris is specially designed to operate in the bitter cold and high altitudes where the TCCD does most of its work. The suit's feet are designed for use in snow and on ice, with a wide footprint, retractable spikes and deployable supports that act as snowshoes. These systems, plus the suit's jump pack, enable the Fenris to navigate deep, soft snows, broken ground, sheer cliffs, ice, frozen lakes, and even shallow bodies of water with relative ease.

The Fenris is relatively lightly armored and carries little in the way of onboard weapons. With only a medium plasma pulse cannon and a punching spike built in, Cold Division infantry troopers often augment the suit's fire-





power with other small arms from the ASC armory. The whole suit is tuned for speed, climbing and agility, making it perfect for quick strikes and commando raids in the frozen wastes. Only a limited number of Fenris suits were produced, and they remain uncommon outside of the Cold Division.

Type: LPSI-4 Fenris.

Class: Light Infantry Powered Armor.

Crew: One.

M.D.C. by Location:

* Head/Helmet – 65
Upper Arms (2) – 35 each
Forearms/Shields (2) – 70 each
* Hands (2) – 25 each
Legs (2) – 90 each
* Spotlight – 15
* Plasma Cannon (Left Arm) – 35
* Spike Hammer (Right Arm) – 25
* Grapnel Launcher (Left Arm) – 25
** Jump Pack/Power Pack – 65
*** Main Body – 156

* Areas marked with a single asterisk are small, difficult targets to hit, and require a "Called Shot" to strike, and attackers are at –3 to hit.

Destroying the head knocks out all targeting, radar and advanced sensory equipment, and the pilot will have to rely on his own vision to continue fighting. Destroying the head also exposes the pilot's head to damage, and has a 45% chance of knocking the pilot unconscious.

** Destroying the Jump Pack/Power Pack shuts the suit down, rendering it useless.

*** Destroying the main body renders the suit inoperable.

Speed:

Running: 80 mph (128 km). The act of running does tire out the pilot, but at 20% the normal rate.

Leaping: Unassisted, the suit can leap 15 feet (4.6 m) up and 20 feet (6.1 m) across. Assisted, the suit can leap 70 feet (21.3 m) high and 180 feet (55 m) across.

Power Leaping: With a running start, the Fenris can jump 120 feet (36.5 m) high and 350 feet (106 m) across. By combining leaping and running, the pilot can achieve and maintain a speed of about 175 mph (280 km). The pilot can control the thrusters with amazing accuracy and can stop in mid-leap, change direction, hover, etc. This leaping or bouncing travel can be maintained through light forest, brush, broken ground or soft snow, but when traveling through anything denser the pilot incurs a -1 on initiative, -2 on Perception Rolls, and -1 to strike, parry and dodge due to limited vision, speed, and movement.

Statistical Data:

Height: 10 feet (3 m).

Width: 5 feet (1.5 m).

Length: 4.8 feet (1.4 m).

Weight: 950 pounds (428 kg) fueled and with pilot.

Physical Strength: Robotic P.S. of 20.

Cargo: None, only what the pilot carries or straps to the armor.

Power System: Standard Powered Armor Suit power system with jump capability.

Weapon Systems:

1. **MPW-88 Medium Plasma Pulse Weapon:** The MPW-88 is a 12.7mm pulse plasma cannon mounted in an armored housing on the Fenris' left forearm. This medium plasma weapon performs well against both infantry and mecha.

   Primary Purpose: Anti-Infantry.

   Secondary Purpose: Anti-Mecha.

   Weight: Not applicable, part of the suit.

   Range: 1,200 feet (366 m).

   Mega-Damage: 1D8 M.D. for a single blast or 3D8 M.D. for a three pulse blast.

   Rate of Fire: Each single shot or burst counts as one attack.

   Payload: The internal capacitor is good for 60 single shots or 20 pulse blasts. The generator recharges the capacitor at six shots per minute.

2. **Forearm Punching Spike:** The right forearm housing carries a retractable hydraulic ram fitted with a hardened tungsten spike. This spike is usually used to break through thick ice and hardpack snow, but can be very effective in hand to hand combat.

   Primary Purpose: SAR/Demolition.

   Secondary Purpose: Anti-Personnel.

   Weight: Not applicable, part of the suit.

   Range: Hand to hand combat.

   Mega-Damage: 2D4 M.D. per hit.

   Rate of Fire: Each strike attempt counts as one melee attack.

3. **Optional Hand Held Weapon:** Fenris pilots can elect to carry any of the man portable side arms, rifles and support weapons fielded by the ASC.

4. **Hand to Hand Combat:** Although not specifically designed for it, the Fenris is light and agile and makes a capable melee fighter.

   Hand to Hand Damage: Robotic P.S. of 20.

   Restrained Punch/Forearm: 2D6 S.D.C.

   Full Strength Punch: 1 M.D.

Power Punch: 1D6 M.D. Counts as two attacks.

Kick Attack: 1D4 M.D.

Jump Kick: 2D4 M.D. Counts as two attacks.

Body Block/Ram: 1 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Power Armor: +1 attack per melee at levels 2, 4, 8 and 12. +1 on initiative, +1 to strike, +2 to parry, +3 to dodge, +1 to pull punch, and +1 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Power Armor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the armor. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the power armor. *Outside of his armor*, the pilot possesses only human fighting abilities.

Special Systems of Note:

1. Stabilizers: Mounted on each foot are a set of fold-out stabilizers that act as snowshoes. The stabilizers expand the Fenris' footprint, distributing the suit's weight and preventing it from sinking fully into soft snow. These stabilizers reduce any and all movement or combat penalties incurred from walking in deep snow by half.

2. Grapnel Launcher: The left forearm carries a grapnel launcher that fires a weighted head attached to 100 feet (30.5 m) of half-inch, high tensile synthetic cable. The head has a bayonet mount and can use a number of different heads, from traditional grappling hooks to hardened tungsten spikes (1D4 M.D.) to electromagnetic pads.

3. Multi-Spectrum Spotlight: Mounted in the suit's chest is a powerful, variable-aperture, multi-spectral spotlight. The light can cast regular visible "white" light, infrared and ultraviolet beams up to 1500 feet (457.2 m). It also has a variable aperture that allows the light to be focused tightly or flooded out to light a large area. At max flood, the light covers an area about 70 feet across (21.3 m), but the max range is reduced by half.

HADS-10 Kraken

Hard Atmospheric Diving Suit

A direct descendant of diving suits like the WASP4 and NewtSuit, the Kraken is a versatile and well respected, power assisted atmospheric diving suit. Used by the elite *Navy Division (TCND) commandos* of the ASC and built to fill a heavy armor requirement for amphibious assault operations, the Kraken was designed to move and fight on land as well as in the water. Lightly armored in relation to some of its powered suit siblings, the Kraken is well suited to the kinds of quick strikes and boarding actions for which the TCND is so well known. The Kraken is also very suitable for deep ocean diving, rescue and exploration. The suit is equipped with an integral underwater propulsion system consisting of numerous pump-jet thrusters as well as a detachable propulsion pack similar to those worn by non-mechanized TCND commandos. The suit is capable of surviving incredible depths, and the first operational Kraken units were involved in the recovery and salvage of Zentraedi

ships that had crashed in the world's oceans.

The Kraken has no onboard weapon systems, relying instead on carried weapons and its innate physical strength. A specially designed automatic torpedo launcher, the TDWS-45, was built for the Kraken for use in anti-ship and anti-armor operations. The suit is lightly armored to save weight, and has full articulation to assist in climbing ladders, scaling ships or setting explosive charges. The Kraken has proven very successful for exploration, rescue and combat.

Type: HADS-10 Kraken.

Class: One Man Power Assisted Hard Atmospheric Diving Suit.

Crew: One.

M.D.C. by Location:

* Head/Helmet – 60

Arms (2) – 35 each

Legs (2) – 85 each

* Hands (2) – 20 each

Feet (2) – 45 each

* Spotlight – 5

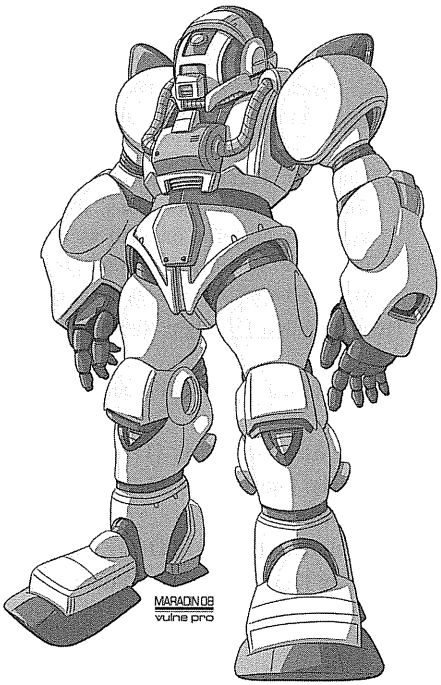
** Propulsion Pack – 55

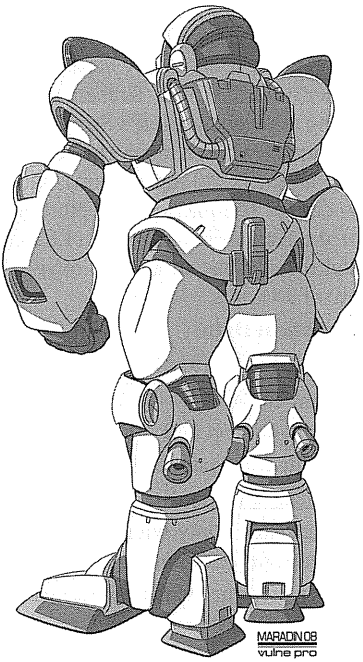
TDWS-45 Torpedo Gun – 35

*** Main Body – 130

* Areas marked with a single asterisk are small, difficult targets to hit, and require a "Called Shot" to strike, and attackers are at –3 to hit.

On dry land, destroying the head knocks out all targeting, radar and advanced sensory equipment, and the pilot will have to rely on his own vision to





continue fighting. Destruction of the head/helmet also exposes the pilot's head to attacks, and there is a 45% chance of knocking the pilot unconscious.

If the head is destroyed while underwater, the suit will immediately begin taking on water and the pilot will be in danger of drowning, suffering from the bends (extreme pain as the blood boils) or being crushed by water pressure, at depths greater than 200 feet (61 m).

** Destroying the propulsion pack reduces the underwater speed by half.

*** Destroying the main body renders the suit inoperable.

Speed:

Running: 45 mph (72 km).

Leaping: On land, the suit can leap 15 feet (4.6 m) up and 20 feet (6.1 m) across.

Underwater Performance: In its element, the Kraken is extremely capable. On the water's surface, the Kraken can swim along at twice the pilot's Speed attribute. Underwater, the Kraken can move at up to 34.4 knots (40 mph/64 km), and is +2 to dodge. The maximum depth tolerance of the Kraken is 6,000 feet (1,828.8 m), and the suit has an internal oxygen supply of 24 hours.

Statistical Data:

Height: 10 feet (3 m).

Width: 5.2 feet (1.5 m).

Length: 4.2 feet (1.2 m).

Weight: 1,050 pounds (472.5 kg).

Physical Strength: Robotic P.S. of 23.

Cargo: None, only what the pilot carries or straps to the armor.

Power System: Standard Powered Armor Suit power system.

Weapon Systems:

1. **TDWS-45 Torpedo Gun:** The TDWS-45 is a double-barreled weapon designed specifically for the ND that fires 45mm explosive torpedoes. These mini-torpedoes are driven by a Stored Chemical Energy Propulsion (SCEP) system and pack a high-explosive warhead. They are relatively short range, but pack a deadly punch against underwater targets and give the Kraken excellent anti-ship and anti-diver capabilities.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha/Anti-Ship.

Weight: 55 pounds (24.9 kg).

Range: 2 nautical miles (3.7 km).

Mega-Damage: 6D6 M.D. to a 10 foot (3 m) radius.

Rate of Fire: Singly or in volleys of two.

Payload: Six mini-torpedoes in a detachable magazine. A magazine can be changed in one melee round (15 seconds).

2. **Hand to Hand Combat:** Designed for amphibious operations, the Kraken is as at home on land as it is in the water. In either environment, this suit is a capable and deadly scrapper.

Hand to Hand Damage: Robotic P.S. of 23.

Restrained Punch/Forearm: 6D6 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch: 2D4 M.D. Counts as two attacks.

Kick Attack: 1D6 M.D.

Jump Kick: 2D6 M.D. Counts as two attacks.

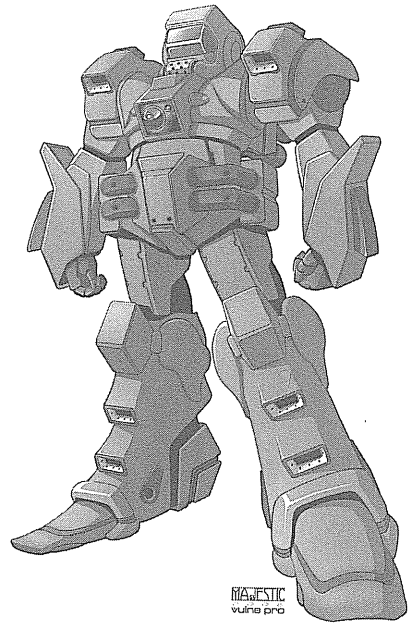
Body Block/Ram: One M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Power Armor: +1 attack per melee at levels 2, 4, 8 and 12. +4 to strike, +4 to parry, +5 to dodge, +3 to pull punch, +5 to roll with impact underwater. +3 to strike, +3 to parry, +2 to dodge, +2 to pull punch, +2 to roll with impact on land. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Power Armor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the armor. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the power armor. *Outside of his armor*, the pilot possesses only human fighting abilities.

Special Systems of Note:

Sonar: The Kraken is equipped with a powerful Synthetic Aperture Sonar suite in place of the battlefield radar used by its land-bound cousins. The Kraken's sonar suite utilizes both active and passive systems as well as a side-scanning system that allows detection and identification of up to 38 targets in the water or on the bottom at a range of 50 miles (80 km).

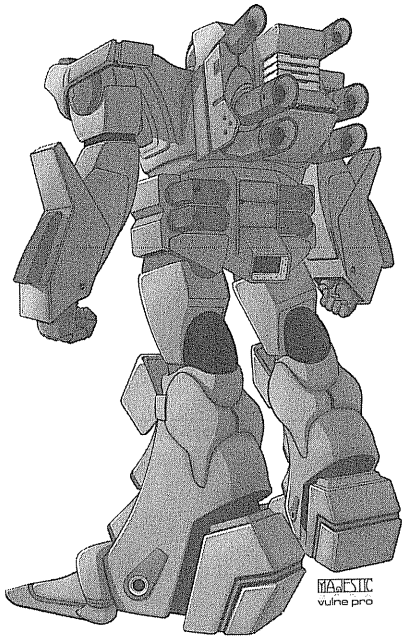
High-Intensity Multi-Spectral Lights: Mounted on the Kraken's helmet is a small, high-powered spotlight. This light can cast regular "white" light as well as infrared and ultraviolet light to a range of 500 feet (152.4 m).



HOPSI-5 Manticore

Heavy Orbital Powered Suit

The Manticore is a heavy powered suit used by mechanized infantry units of the *Tactical Space Corps (TSC).* Based loosely on the Cold Division's Fenris, the Manticore is a heavy infantry suit designed for boarding and clearing enemy spacecraft as well as front-line combat in micro-gravity. Strong and ruggedly built, the Manticore stands up well to the rigors of space and can take a fair amount of damage before its performance is hindered. The suit is agile in micro-gravity, with numerous ion thrusters in its legs, feet, shoulders and hips. These thrusters, along with the orbital propulsion pack, give the Manticore incredible speed and allow it to cross distances between ships quickly and to easily avoid enemy fire.



The Manticore is more heavily armored than its Fenris cousin, with a Chobham style armor similar to that used on the Spartas Hover Tank. The armor is layered and angled to deflect impacts, as well as heavily shielded against cold, heat and radiation. As a front-line combat suit, the Manticore is also heavily armed with an array of offensive and defensive weapons. The suit's main weapon is the massive M-57 Lightning, a carbine style particle cannon with an integral grenade launcher. The suit also carries a CCWS blade, a breaching spike and a short-range ion cannon to round out its weaponry. The heavy armor and powerful weapons load out make the Manticore a terror in combat, and the dedicated and hard-charging TSC mechanized infantrymen have proven time and again the lethality of this big suit.

Type: HOPSI-5 Manticore.

Class: Heavy Orbital Infantry Powered Armor Suit.

Crew: One.

M.D.C. by Location:

* Head/Helmet – 95
Upper Arms (2) – 75 each
Forearms/Shields (2) – 120 each
* Hands (2) – 35 each
Legs (2) – 110 each
Ion Thrusters (10) – 25 each
* Spotlight – 10
M-57 Particle Carbine – 50
* Ion Cannon (Right Arm) – 45
Spike Hammer (Right Arm) – 45
* Grapnel Launcher (Left Arm) – 45
** Power Pack/Thruster Pack – 90
*** Main Body – 192

* Areas marked with a single asterisk are small, difficult targets to hit, and require a "Called Shot" to strike, and attackers are at –3 to hit.

Destroying the head knocks out all targeting, radar and advanced sensory equipment, and the pilot will have to rely on his own vision to continue fighting. Destroying the head also exposes the pilot's head to damage, and has a 45% chance of knocking the pilot unconscious. In the vacuum of space the loss of the helmet will cause the pilot to die from suffocation in 1D6+2 melee rounds (45-90 seconds), plus he suffers 1D6x10 S.D.C. damage from the cold.

** Destroying the Power Pack/ Thruster Pack shuts the suit down, rendering it useless.

*** Destroying the main body renders the suit inoperable.

Speed:

Running: 50 mph (80 km), half that speed in outer space.

Leaping: In atmosphere the suit can leap 15 feet (4.8 m) up and 20 feet (6.1 m) across. 40 feet (12.2 m) up and 65 feet (19.8 m) across with a running start.

Orbital Capabilities: Can fly at speeds up to 300 mph (480 km) in space using the Thruster Pack, or up to 60 mph (96 km) using its ion thrusters alone.

Statistical Data:

Height: 10.5 feet (3.2 m).

Width: 5.5 feet (1.6 m).

Length: 5.2 feet (1.5 m).

Weight: 1,150 pounds (518 kg) fueled and with pilot.

Physical Strength: Robotic P.S. of 26.

Cargo: None, only what the pilot carries or straps to the armor.

Power System: Standard Powered Armor Suit power system. Instead of the standard ducted fan jump pack, the Manticore uses an array of xenon fueled, gridded ion thrusters to supply thrust for orbital flight and boarding actions.

Weapon Systems:

1. **Forearm Punching Spike:** The right forearm housing carries a retractable hydraulic ram fitted with a hardened tungsten spike. This spike is usually used to breach hulls and bulkheads, but is also handy as a melee weapon.

Primary Purpose: Hull Breaching.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the suit's chassis.

Range: Hand to hand close combat.

Mega-Damage: 2D4 M.D.

Rate of Fire: Equal to pilot's number of attacks.

Payload: Not applicable.

2. **CCWS-001 Retractable Close Combat Sword:** The left forearm housing mounts a retractable three foot (0.9 m) long blade made of ceramic-laced tungsten. When activated, an energy field envelops the blade, making it vibrate thousands of times a second, allowing it to slice through just about anything with ease. This blade is excellent at cutting through hatches, hulls and bulkheads and, like the punching spike, makes a very effective melee weapon.

Primary Purpose: Anti-Mecha, Rescue & Close Combat.

Secondary Purpose: Sabotage and Salvage.

Weight: Not applicable, part of the suit's chassis.

Range: Hand to hand combat.

Mega-Damage: A slashing or stabbing blow does 2D6 M.D., and a power punch/stab/chop inflicts 5D6 M.D. and takes two attacks.

Rate of Fire: Not Applicable, the CCWS are melee weapons.

Payload: The CCWS blades can, in theory, be powered up indefinitely.

3. **LIW-87 Ion Pulse Cannon:** The LIW-87 is a 7.62mm pulse ion cannon mounted in the Manticore's right forearm shield. This weapon is designed to engage armored infantry and other powered suits, and has a heavy punch and good penetration. While relatively short-ranged, this cannon is an excellent backup weapon in boarding actions and combat within the confines of a spacecraft.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the suit's chassis.

Range: 750 feet (228.6 m).

Mega-Damage: 1D6 M.D. for a single shot or 3D6 M.D. for a three pulse blast.

Rate of Fire: Each single shot or pulse blast counts as one attack.

Payload: The internal capacitor is good for 60 single shots or 20 pulse blasts. The generator recharges the capacitor at six shots per minute.

4. **M-57 "Lightning" 20mm Particle Carbine:** This massive over/under energy rifle resembles the M-25 Wolverine and is primarily issued to infantry Heavy Weapons Specialists in TSC boarding parties. The top barrel fires a 20mm beam of white-hot charged particles that delivers a powerful, armor piercing attack. The bottom barrel is a semi-automatic 40mm grenade launcher giving the Lightning the flexibility of different lethal and non-lethal munitions. While rugged and highly praised by its users, the Lightning does have a few drawbacks. Designed for boarding actions and shipboard combat, the Lightning has a short barrel, relatively short range and suffers from a lack of accuracy at long range. The Lightning is also very power intensive to operate, and is powered by external, interchangeable capacitors.

Primary Purpose: Anti-Infantry.

Secondary Purpose: Anti-Ship.

Weight: 125 pounds (56.3 kg).

Range: Particle Cannon: 2,000 feet (609.6 m). Grenades: 1,200 feet (366 m).

Mega-Damage: Particle Cannon: 6D10 M.D. (or 1D6x10 M.D.) per blast. Grenades (HEAP): 4D6 M.D. to a three foot (0.9 m) radius.

Rate of Fire: Each blast or grenade counts as one attack.

Payload: The capacitor is good for 20 shots. The grenade launcher carries four grenades.

5. **Hand to Hand Combat:** A formidable adversary in close combat.

Hand to Hand Damage: Robotic P.S. of 26.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D. Counts as two attacks.

Kick Attack: 2D4 M.D.

Jump Kick: 2D8 M.D. Counts as two attacks.

Body Block/Ram: 1D4 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Power Armor: +1 attack per melee at levels 2, 4, 8 and 12. +2 to strike (with punches, kicks or sword), +4 to parry, +2 to dodge, +3 to auto-dodge in space, +2 to disarm, +2 to pull punch, and +3 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Power Armor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the armor. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the power armor. *Outside of his armor*, the pilot possesses only human fighting abilities.

Special Systems of Note:

1. Multi-Spectrum Spotlight: Mounted in the suit's chest is a powerful, variable-aperture, multi-spectral spotlight. The light can cast regular visible "white" light, infrared and ultraviolet beams up to 1500 feet (457.2 m). It also has a variable aperture that allows the light to be focused tightly or flooded out to light a large area. At max flood the light covers an area about 70 feet across (21.3 m) but the max range is reduced by half.

2. Grapnel Launcher: The left forearm carries a grapnel launcher that fires a weighted head attached to 100 feet (30.5 m) of half-inch, high tensile synthetic cable. The head has a bayonet mount and can use a number of different heads, from traditional grappling hooks to hardened tungsten spikes (1D4 M.D.) to electromagnetic pads.

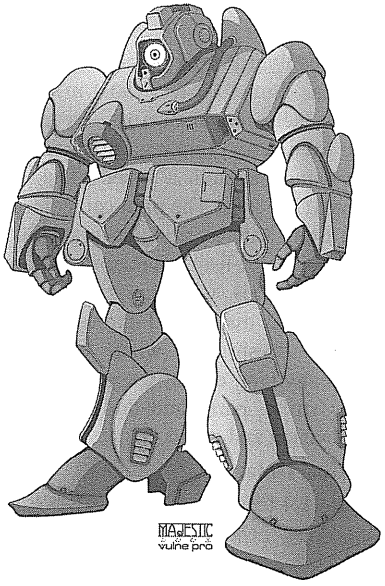
3. High Intensity Plasma Cutter/Welder: This tool allows Manticore pilots to burn through hulls and hatches with ease. It can also be used to weld. Damage: 2D6 M.D. per attack or 1D4x10+20 M.D. for a full melee round burn. Range: 5 feet (1.5 m). **Note:** The Plasma cutter can keep burning for five minutes (20 melee rounds) until it needs a minute to cool.

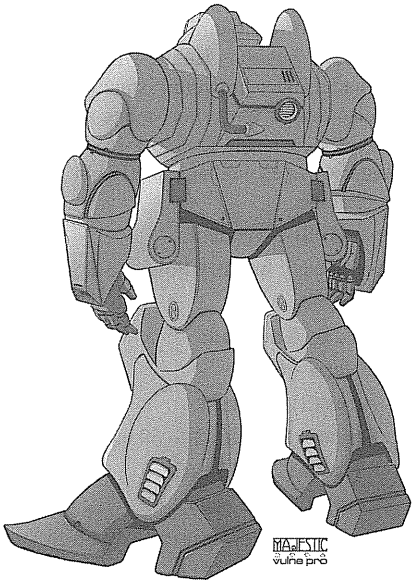
4. Electromagnetic Pads: The hands and feet of the Manticore contain powerful electromagnets that enable the suit to stick to metal hulls and decks, and scale ships and walls.

HPSI-6 Triton

Heavy Infantry Powered Suit

The Triton is a brutal, close quarters combat powered suit used primarily by the Tactical Corps' Marsh Division. Designed to be airdropped along with





squads of MAD infantrymen, it is a great asset to a fast strike special forces squad. The Triton is fast and incredibly strong, attributes that play to the strengths of the Marsh Division. They are usually deployed in pairs with MAD special forces squads to provide heavy support against infantry and light armor, as well as other battloids. Their jump capabilities and raw speed allow these suits to keep up with their highly mobile infantry squadmates and make them indispensable to the Marsh Division.

The main weapon the Triton has is its incredible strength. Half again as strong as its other powered suit cousins, the Triton uses a highly tuned version of the synthetic myomer musculature used in the other powered suits. This strength, along with its deadly retractable close combat blades, allows the Triton to punch well above its weight and deal lethal blows to infantry and armor alike. Using just fists and blades, well trained pairs of Triton pilots have even been documented dismantling opponents as big as Regult Battle Pods and Nousjadeul-Ger powered suits. Tritons are also armed with short-range ion cannons in their heads for close-in anti-personnel work, as well as the HIR-44 Pulse Ion Carbine.

Type: HPSI-6 Triton.

Class: Heavy Infantry Powered Suit.

Crew: One.

M.D.C. by Location:

* Head – 60
Arms (2) – 80 each
Forearm Shields (2) – 60 each
* Hands (2) – 35 each
Legs (2) – 112 each
Rear Vectored Thruster – 45
* Leg Thrusters (4) – 20 each
* CCWS Blades (2) – 45 each
** Main Body – 185

* Areas marked with a single asterisk are small, difficult targets to hit, and requires a "Called Shot" to strike, and attackers are at –3 to hit.

Destroying the head knocks out all targeting, radar and advanced sensory equipment, and the pilot will have to rely on his own vision to continue fighting. Destroying the head also exposes the pilot's head to damage, and has a 45% chance of knocking the pilot unconscious. The head is a small target, requires a "Called Shot" to hit, and attackers are at –2 to hit it.

** Destroying the main body renders the suit inoperable.

Speed:

Running: 55 mph (88 km).

Leaping: Unassisted, the suit can leap 15 feet (4.6 m) up and 20 feet (6.1 m) across. Assisted, the suit can leap 70 feet (21.3 m) high and 180 feet (55 m) across.

Power Leaping: With a running start, the Triton can jump 100 feet (30.4 m) high and 250 feet (76.2 m) across. By combining leaping and running, the pilot can achieve and maintain a speed of about 135 mph (216 km). The pilot can control the thrusters with amazing accuracy and can stop in mid-leap, change direction, hover, etc. This leaping or bouncing travel can be maintained through light forest or brush, but when traveling through anything denser the pilot incurs a -1 to strike, parry and dodge due to limited vision and speed.

Statistical Data:

Height: 11.4 feet (3.4 m).

Width: 6 feet (1.8 m).

Length: 5.7 feet (1.7 m).

Weight: 1,206 pounds (542.7 kg) fueled with a pilot.

Physical Strength: Robotic P.S. of 36.

Cargo: Only what the pilot carries or straps to the suit.

Power System: Standard Powered Armor Suit power system.

Weapon Systems:

1. **CCWS-001 Retractable Close Combat Weapons:** The CCWS system is the predecessor of the CADS-1 system used on the UEEF's 040 series Cyclones. Each forearm shield holds a retractable, three foot (0.9 m) long blade made of tungsten laced ceramic. When activated, an energy field envelops both blades, making them vibrate thousands of times a second, allowing them to slice through just about anything with ease. These blades are lethal in close quarters combat, which the Triton excels at, as well as being useful in clearing brush and trees.

Primary Purpose: Anti-Mecha and Close Combat.

Secondary Purpose: Sabotage and Salvage.

Weight: Not applicable, part of the suit's chassis.

Range: Melee.

Mega-Damage: A slashing blow deals 2D6 M.D., a punch deals 3D6 M.D. and a power punch deals 6D6 M.D. and takes two attacks.

Rate of Fire: Not applicable, the CCWS are melee weapons.

Payload: The CCWS blades can, in theory, be powered up indefinitely.

2. **Optional Handheld Weapon:** Triton pilots can elect to carry any of the man portable side arms, long-arms and support weapons fielded by the ASC.

3. **Hand to Hand Combat:** The Triton was built from the ground up as a melee fighter. It is agile and powerful, able to punch through or tear apart nearly any opponent.

Hand to Hand Damage: Robotic P.S. of 36.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

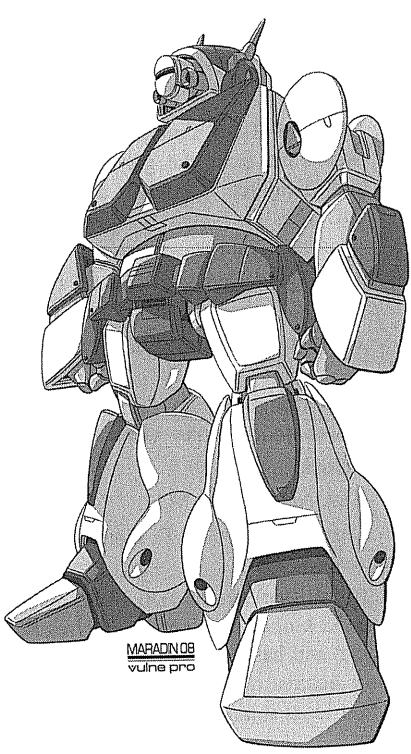
Power Punch: 4D6 M.D. Counts as two attacks.

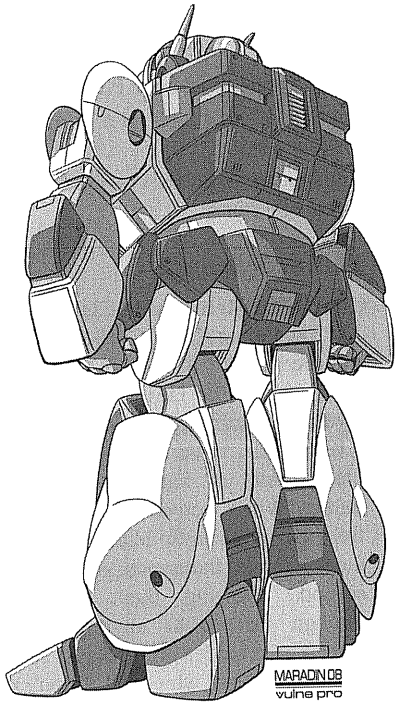
Kick Attack: 3D8 M.D.

Leap Kick: 5D8 M.D. Counts as two attacks.

Body Block/Ram: 1D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Power Armor: +1 attack per melee at levels 2, 4, 8 and 12. +1 on initiative, +3 to strike (with punches, kicks, shield and sword), +2 to parry (+4 with shield), +1 to dodge, +3 to disarm, +2 to entangle, and +4 to pull punch. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Power Armor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the armor. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the power armor. *Outside of his armor*, the pilot possesses only human fighting abilities.





CDRC-1 Unicorn

Civil Defense & Riot Control Power Armor

CDSAR-1A Unicorn Combat Search & Rescue Suit

The Unicorn is a slow and powerful riot control suit used primarily by the Civil Defense Unit (CDU). Built to hold the line against unruly mobs, the Unicorn is heavily armored and armed with an array of *non-lethal, crowd control weapons*. The oldest active powered suit in the ASC inventory, the Unicorn was first fielded in 2013 by the newly formed CDU to quell a rash of food riots and anti-Zentraedi demonstrations that sprang up in the aftermath of the *Rain of Death*.

The first generation Unicorns had a more lethal weapons load out than current models. Charges of overzealous policing and a number of casualties at the hands of CDU Unicorn pilots caused a public backlash against the CDU and ASC during the first years of Reconstruction. Due to mounting pressures, in the spring of 2017 the current non-lethal load out replaced the original weapons.

The most visible crowd control devices carried by Unicorn pilots are the *riot shield* and *shock baton*. The shield is 5x3 feet (1.5 x 0.9 m) and made of the same ballistic polymer used in the construction of aerospace fighter canopies. It allows the power armored troops to

push back and subdue rioters with little risk of serious damage to the armor, the policeman inside or the rioters being suppressed. *The baton* resembles a traditional policeman's "billy club" made of high-impact polymers, but it also delivers a neural shock like that of a taser. The suit also mounts a grenade launcher to deploy *smoke* and *tear gas*, and pilots typically carry a *riot shotgun* loaded with different non-lethal rounds like beanbag and sand shot.

The –1A variant CSAR suit was fielded in the early 2020s to help protect search and rescue teams in hostile environments. This suit replaces the forearm grenade launcher on the RC model with *vibrating blades* like those found on the Manticore and Triton powered suits. These forearm swords are used for cutting through wreckage to reach and extract victims trapped underneath fallen debris, as well as facilitating paths of escape. The suit is also equipped with a small paramedic's kit that would become the basis for the VR-041M Medic's Cyclone fielded by the UEEF, as well as advanced sensor suite similar to the one fitted to the Satyr CSAR battloid. These suits proved invaluable during the Second Robotech War and the ensuing chaos of the Invid invasion.

Type: CDRC-1 Unicorn.

Class: Civil Defense Powered Armor Suit.

Crew: One.

M.D.C. by Location:

* Head/Helmet – 80

* Hands (2) – 25 each

Upper Arms (2) – 70 each

Forearms/Shields (2) – 90 each

Legs (2) – 110 each

Grenade Launcher (1, left arm) – 35

* Short-Range Acoustic Device (1, right arm) – 35

Close Combat Weapon System Blades (2; CDSAR-1A only) – 45 each

Riot Shield – 100

* Shock Baton – 65

* Floodlights (2) – 10 each

** Power Pack – 100

*** Main Body – 175

* Areas marked with a single asterisk are small, difficult targets to hit, and require a "Called Shot" to strike, and attackers are at –3 to hit.

Destroying the head knocks out all targeting, radar and advanced sensory equipment, and the pilot will have to rely on his own vision to continue fighting. Destroying the head also exposes the pilot's head to damage, and has a 45% chance of knocking the pilot unconscious.

** Destroying the Power Pack shuts the suit down, rendering it useless.

*** Destroying the main body renders the suit inoperable.

Speed:

Running: 65 mph (104 km).

Leaping: Unassisted jumps of 15 feet (4.6 m) high or across from standing, or 25 feet (7.6 m) with a running start.

Statistical Data:

Height: 10.2 feet (3.1 m).

Width: 5.5 feet (1.6 m).

Length: 5.1 feet (1.5 m).

Weight: 1,120 pounds (504 kg).

Physical Strength: Robotic P.S. of 24.

Cargo: None, only what the pilot carries or straps to the armor.

Power System: Standard Powered Armor Suit power system.

Weapon Systems:

1. **GDS-8 Grenade Launcher:** Mounted in the left forearm shield is a 40mm single tube grenade launcher. This weapon is used to deploy *non-lethal grenades* such as tear gas, smoke, and sponge grenades. The weapon carries 10 grenades in an armored magazine, and is easily reloaded by the suit's pilot or an armorer.

Primary Purpose: Riot Control and Anti-Personnel.

Secondary Purpose: Defense.

Weight: Not applicable, part of the suit's chassis.

Range: 1,000 feet (305 m) for each.

Mega-Damage: This weapon is designed to deploy non-lethal grenades for riot control. Typical non-lethal grenades include:

Smoke: Used for cover and marking. Releases a billowing cloud of smoke that will obscure a 50 foot (15.24 m) area. Available in white, black, red, green and yellow.

Stun/Flashbang: A mix of ammonium and magnesium that explodes with a loud boom and a shower of white-hot sparks. It causes temporary blindness, temporary deafness and minor bleeding from the ears in any target within 30 feet (9.1 m) not wearing an environmental suit or protective head gear. Victims lose two melee attacks, are -2 to initiative and -8 to strike, parry and dodge for 1D6 melee rounds. Victims in environmental armor are still startled and are -2 to strike, parry and dodge for 1D4 melee rounds.

Tear Gas: A mildly caustic and non-lethal gas that causes nausea, stinging and watering eyes, breathing difficulty and skin irritation to all targets in a 20 foot (9.1 m) radius. Victims are blinded, -10 to strike, parry and dodge, -4 to initiative, and lose two attacks for 1D6+2 melee rounds (a successful save vs non-lethal poison reduces penalties by half). Targets in environmental suits are completely unaffected.

Sting: This grenade works like a fragmentation grenade, but instead of a steel body the grenade consists of a rubber sphere packed with dozens of hard rubber balls around a light explosive charge. Upon detonation, the rubber balls strike everything in a 10 foot (6 m) radius, stunning and incapacitating any targets in range. Damage: 2D6 S.D.C. and all targets have a 20% chance of being knocked unconscious. Victims in environmental suits or inside a sealed vehicle are completely unaffected.

Hard Foam: These grenades explode in a shower of sticky yellow foam that hardens into a concrete-like substance in a matter of seconds to completely immobilize all targets within a five foot (3 m) radius. The foam can withstand up to 25 M.D. before being destroyed. Targets making a successful dodge are not immobilized, but are still splashed and lose the use of one limb (G.M.'s discretion).

Rate of Fire: Singly, or in volleys of two or four.

Payload: 10 grenades in the internal magazine. Another 10 grenades can be carried in a pre-loaded magazine and can be changed in two actions.

2. **Short-Range Acoustic Device (SRAD):** Mounted in the right forearm, this sonic weapon emits debilitating sound frequencies that disorient and disable all targets in range. The weapon causes nausea, disorientation, temporary deafness and bleeding from the ears. Where the grenade

launcher allows a CDU policeman to affect large groups of rioters, the SRAD is a more focused weapon, allowing the policeman to single out particularly troublesome or dangerous individuals and bring them down quickly with little collateral damage.

Primary Purpose: Riot Control.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the suit's chassis.

Range: 750 feet (228.6 m).

Mega-Damage: 3D6 S.D.C. plus stun. A victim who is stunned is -6 to strike, parry, and dodge plus reduce the character's speed and number of attacks per melee round by half. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times by the sound blast, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he will suffer the stun penalties for 1D4 minutes. Roll to save, a failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the charge will impair his movement as per the penalties previously described.

Rate of Fire: One blast uses one attack.

Payload: Effectively unlimited.

3. **CCWS-001 Retractable Close Combat Weapons (-1A CDSAR Suits Only):** The CCWS system is the predecessor to the CADS-1 system used on the UEEF's 040 series Cyclones. Each forearm shield holds a retractable, three foot (0.9 m) long blade made of tungsten-laced ceramic. When activated, an energy field envelops both blades, making them vibrate thousands of times a second, allowing them to slice through just about anything with ease. These blades allow a CDU search and rescue operative to clear debris and cut through obstacles with ease.

Primary Purpose: Search and Rescue.

Secondary Purpose: Sabotage and Defense.

Weight: Not Applicable, part of the suit's chassis.

Range: Hand to hand combat.

Mega-Damage: 3D6 M.D. and a power sword strike does 6D6 M.D., but counts as two attacks.

Rate of Fire: Not applicable, the CCWS are melee weapons.

Payload: The CCWS blades can, in theory, be run powered up indefinitely.

4. **SBM-1 Shock Baton:** Made of high-impact polycarbonate, these batons are used by CDU riot policemen to move and disperse crowds, as well as disarm and disable rioters. Used as a blunt weapon, these batons deal significant non-lethal damage and cause incredible pain due to their construction. These batons also contain an electrical stunning device like a taser used to incapacitate rioters.

Primary Purpose: Riot Control.

Secondary Purpose: Anti-Personnel.

Weight: 5 pounds (2.25 kg), three feet (0.9 m) long.

Range: Hand to hand combat.

Damage: 2D6 S.D.C. as a blunt weapon, plus stun blast as desired by the user. A victim who is stunned is -8 to strike, parry, and dodge, plus his speed and number of attacks per melee round are

reduced *by half*. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times, the unprotected character may be stunned into unconsciousness for 3D4 melee rounds. When he recovers, he suffers the stun penalties for 1D4 minutes. Roll to save (16 or higher). A failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the stun impairs his movement as per the penalties previously described.

Duration of Stun Effects: 2D4 melee rounds. The duration of the impairment is increased 2D4 melee rounds for every hit by the baton for which the character does not save.

Save vs Shock Baton: 16 or higher; the same as saving against non-lethal poison. The character must save each time he or she is struck. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay.

Rate of Fire: Each strike of the baton counts as one melee attack.

Payload: Internal, rechargeable battery good for 20 shocks. Requires six hours to reach a full charge and can hold a charge for up to a week.

5. Hand to Hand Combat: The Unicorn is built for hand to hand combat and suppression action. Though not intended for infantry combat, it performs well in that capacity as well, and its payload of non-lethal grenades can be replaced with deadly ones.

Hand to Hand Damage: Robotic P.S. of 24.

Restrained Punch/Forearm: 6D6 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch: 2D4 M.D. Counts as two attacks.

Kick Attack: 1D6 M.D.

Jump Kick: 2D6 M.D. Counts as two attacks.

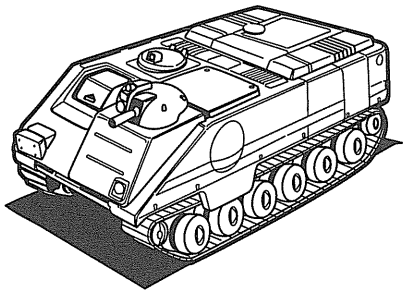
Body Block/Ram: One M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): ASC Power Armor: +1 attack per melee at levels 2, 4, 8 and 12. +3 to strike, +4 to parry, +1 to dodge, +3 to pull punch, +3 to roll with impact. **Note:** These bonuses ONLY apply when the pilot has the *MECT skill* in *ASC Power Armor.* The pilot's own number of hand to hand attacks and bonuses (if any) are combined with these when piloting the armor. Do not add MECT bonuses to the pilot's Hand to Hand ability when he is *outside* the power armor. *Outside of his armor*, the pilot possesses only human fighting abilities.

Special System of Note:

SAR Sensor Suite: Mounted in the head of the -1A CSAR variant are special sensors used to help in search and rescue efforts. The sensors contain a micropower impulse radar, active acoustic locators and seismic sensors to help the pilot find victims of cave-ins, avalanches, building collapses and other disasters. These sensors have a range of 1000 feet (304.8 m).

ASC Combat Vehicles



M2200 Janissary

Multi-Purpose Armored Vehicle

The Janissary is the most common armored vehicle among the ASC ground forces. A true jack-of-all-trades, this sturdy vehicle fills a number of roles, from troop carrier to ambulance to anti-mine vehicle. Similar in appearance to the M2 Bradley, the Janissary series of vehicles was designed to support mechanized infantry and armored cavalry, providing transportation and support in a small and tough package.

There are four major variants of the basic vehicle: the *M2201 Infantry Fighting Vehicle (IFV)*, the *M2202 Cavalry Fighting Vehicle (CFV),* the *M2205 Engineer Support Vehicle (ESV)* and the *M2206 Medevac Vehicle (MEV)*. **The IFV** is a fast troop carrier, capable of delivering a fully equipped mechanized infantry squad to the field in safety if not comfort. **The CFV** is designed to carry a small reconnaissance unit, communications equipment and spare ammunition to support armored cavalry units. **The ESV** carries a full squad of engineers and their equipment, as well as carrying a demolition gun, dozer blade and thicker ventral armor to protect against mines and explosives. The final standard variant, **the MEV**, is used as an ambulance and medevac vehicle, and carries a small medical team and can house four wounded soldiers on stretchers.

The Janissary is essentially a heavily armored box on two sturdy tracks. The main entrance to the vehicle is the large hatch in the rear that swings down to form a loading ramp. There is another, smaller hatch on the dorsal side of the vehicle that leads to the auxiliary heavy weapons mount. The armor is the same advanced Chobham derived composite used on other ASC vehicles, and is proof against small arms, shrapnel, light to medium energy weapons, and machine-gun rounds up to 14.5mm.

The main armament is a *40mm rapid-fire laser* that is powered by an internal rechargeable capacitor. There are firing ports on each side to allow troops to fight from within the vehicle, and numerous secondary weapon systems like *heavy machine-guns* or *automatic grenade launchers* can be mounted to the modular heavy weapons mount. The M2205 Engineer Support Vehicle replaces the laser with a short barreled, *105mm demolition gun* to assist in breaching fortifications, destroying buildings and mine clearing.

The majority of Janissaries served with various branches of the Tactical Corps (TC), Alpha Tactical Armored Corps (ATAC) and Civil Defense Unit (CDU) all through the *Second Robotech War*. Due to their common use in heavy combat, precious few of these handy vehicles survived the invasion of the Masters and the subsequent invasion by the Invid. Those that did survive found good

homes among mercenaries, bandits, freedom fighters and anti-Invid insurgents.

Vehicle Type: M2200 Janissary.

Class: Multi-Purpose Armored Vehicle.

Crew: Two; plus up to 8 passengers/ troops and equipment.

M.D.C. by Location:

* Rear Hatch – 75

Top Hatch – 30

** Tracks (2) – 80 each

Roller/Drive Wheels (16) – 25 each

Laser Cannon – 45

Demolition Gun (M2205 Only) – 45

Dozer Blade (M2205 Only) – 50

Heavy Weapons Mount – 10

Antennae (2) – 2 each

Floodlights (2) – 2 each

*** Main Body – 210

* Destroying the rear hatch exposes the passenger/cargo compartment and makes it impossible to seal the vehicle against NBC attacks. Requires a "Called Shot" to hit.

** Destroying one track reduces speed by half. Destroying both tracks immobilizes the vehicle. Requires a "Called Shot" to hit.

*** Destroying the main body renders the vehicle useless.

Speed: 41 mph (65.6 km) on land, eight mph (12.8 km) in water.

Statistical Data:

Height: 9.7 feet (2.9 m).

Length: 21 feet (6.4 m).

Width: 11 feet (3.3 m).

Weight: 25 tons.

Cargo: The M2201 IFV and M2205 Engineering Vehicle carry a full squad (eight soldiers) and all of their weapons and field gear in relative comfort. The M2202 CFV can carry a four man reconnaissance squad and communications equipment. The M2206 Medevac Vehicle can carry two medics, medical equipment and four stretchers or six ambulatory wounded.

Power System: V10 Turbo Diesel engine producing 500hp through a heavy-duty transmission with seven forward and two reverse gears. With full fuel tanks the Janissary has a 400 mile (640 km) range. The Janissary also has a pump-jet propulsion system for wading rivers and non-tidal bodies of water.

Weapon System:

1. **HL-80 Rapid-Fire Laser Cannon:** The HL-80 is a high-output, rapid-fire 80mm laser cannon. This weapon gives the 2200 series MPAVs a powerful, long-range punch and allows them to provide adequate support fire for other armor and infantry units. The cannon is operated by the co-pilot/driver, is powered by an internal capacitor, and has a 240 degree rotation and can elevate 30 degrees.

Primary Purpose: Anti-Armor and Truck.

Secondary Purpose: Anti-Personnel and Defense.

Weight: Not applicable, part of the Janissary's hull.

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D6 per five blast burst, or 1D4x10 M.D. for a ten round burst. The HL-40 can only fire bursts.

Rate of Fire: Each burst counts as one attack.

Payload: The internal capacitor carries enough charge for 80 short bursts or 40 ten round bursts. The Janissary's generator recharges the capacitor at a rate of five charges per minute.

2. **L8A1 105mm Demolition Gun (M2205 Engineering Vehicle Only):** This stubby, short-ranged 105mm cannon is designed to knock down walls, clear obstacles and breach fortifications. It fires a heavy, high explosive shell with a wide blast radius that works well against buildings and obstacles, but is less well suited for use against vehicles, mecha and infantry. This weapon is operated by a dedicated gunner, has a 240 degree rotation and can elevate up to 30 degrees.

Primary Purpose: Anti-Fortification.

Secondary Purpose: Anti-Infantry.

Weight: Not applicable, part of the vehicle's hull.

Range: 1,000 feet (305 m).

Mega-Damage: 1D6x10+20 M.D. to a 30 foot (9.1 m) blast radius.

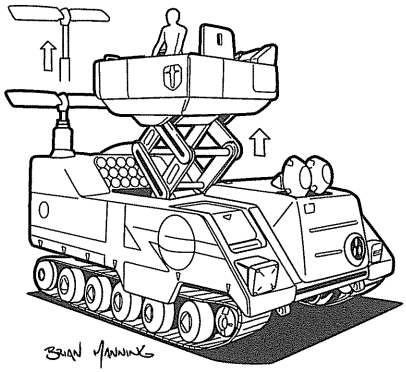
Rate of Fire: Each round fired counts as one attack; can only fire one round at a time.

Payload: 24 rounds of 105mm High Explosive: Plastic (HEP).

3. **Equipment of Note:** All Janissaries have the following systems: long-range military radio, positively pressurized crew and passenger compartment, NBC shielding, heavy-duty trailer hitch with 5 ton towing capacity, and fire suppression system. Special systems by variant are as follows:

M2205 ESV: Demolition gun, hydraulic dozer blade (does 2D4x10 M.D. when used as a ram, but counts as two attacks), power take-off, heavy-duty winch with 150 feet (45.7 m) of high tensile synthetic cable, hull tie-downs, and 50 gallon air compressor. Can push up to 12 tons and pull double that amount but at 25% its normal speed.

M2206 MEV: Medical suite, hydraulic stretcher lift.



M2204 Janissary Commander's Vehicle

The Janissary Commander's Vehicle is an unarmed variant of the standard Janissary IFV with an integrated extendable command/observation platform mounted in the hull in place of the troop compartment. It packs an advanced sensor and communication suite that gives the vehicle commander excellent battlefield awareness and command/control capabilities. Due to the open design of the command platform, the command personnel are dangerously exposed to incoming attacks, and as such, these vehicles are usually relegated to observation, rear guard and base command duties.

Vehicle Type: M2204 Janissary.

Class: Multi-Purpose Armored Command Vehicle.

Crew: Two; plus as many as four passengers.

M.D.C. by Location:

Top Hatch – 25

* Tracks (2) – 80 each

Roller/Drive Wheels (16) – 20 each

Heavy Weapons Mount – 10

** Observation/Command Platform – 80

Antenna – 2

Floodlights (2) – 2 each

*** Main Body – 170

* Destroying one track reduces the vehicle's speed by half. Destroying both tracks immobilizes the vehicle.

** The command/observation platform is open and as such, any attacks on it have a 50% chance of also hitting anyone on the platform.

*** Destroying the main body renders the vehicle useless.

Speed: 41 mph (65.6 km) on land, eight mph (12.8 km) in water.

Statistical Data:

Height: 10.5 feet (3.2 m).

Length: 19 feet (5.8 m).

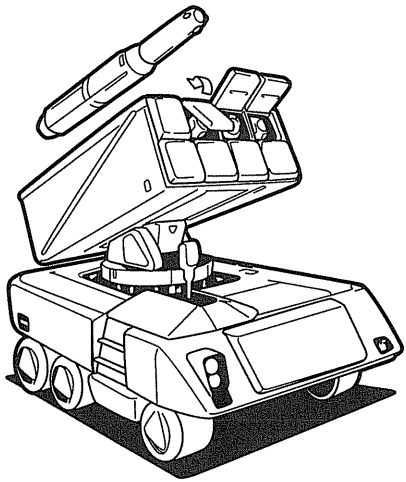
Width: 11 feet (3.3 m).

Weight: 25 tons.

Cargo: Just enough to carry the personal equipment of the crew plus a survival kit.

Power System: V10 Turbo Diesel engine producing 500hp through a heavy-duty transmission with seven forward and two reverse gears. With full fuel tanks the Janissary has a 400 mile (640 km) range. The Janissary also has a pump-jet propulsion system for wading rivers and non-tidal bodies of water.

Special System of Note: Command, Communications and Control Suite: The C3 suite of the Janissary Command Vehicle includes an extensive Identify Friend and Foe database and a powerful radar and targeting system capable of identifying and tracking up to 144 targets. This system can identify a target, assign it priority based on known abilities and threat level, and even anticipate known behaviors and tactics. The IFF system can "learn" new enemies by analyzing data from the targeting and combat computers. The command vehicle can then broadcast this information directly to the other mecha and fighting vehicles in the platoon, enhancing their fighting abilities. The IFF and C3 computers can link to other vehicles and mecha (up to 24) and grants +2 to initiative and +1 to strike. This requires a roll on the *Sensory Equipment* skill at -10% due to the chaos of combat.



M-400A/B Arbalist

Air Defense Vehicle

The Arbalist is a simple and sturdy missile deployment vehicle that is used in both air defense and long-range artillery roles. This lightly armored, six-wheeled vehicle is commonly deployed as part of larger air defense or artillery platoons along with Janissary command

vehicles. The vehicle itself vaguely resembles the Janissary and carries either the MMDS-8 air defense missile system or the HMDS-10 theater ballistic missile. Due to their relative fragility, Arbalists are usually part of installation defense systems or deployed far in the rear of friendly forces.

Vehicle Type: M-400 Arbalist.

Class: Crew Operated Air Defense Vehicle.

Crew: Three.

M.D.C. by Location:

Top Hatch – 20

* Wheels (6) – 25 each

Medium-Range Missile Box (M-400A) – 40

Long-Range Missile Launcher (M-400B) – 50

Floodlights (2) – 2 each

** Main Body – 125

* The Arbalist can lose up to three wheels without adversely affecting speed. Losing more than three wheels reduces speed by half, and losing all six wheels renders the vehicle immobile. They are difficult target to hit, require the shooter to make a "Called Shot" and even then he is -4 to strike.

** Destroying the main body renders the vehicle inoperable.

Speed: 50 mph (80 km).

Statistical Data:

Height: 12.1 feet (3.7 m) for the vehicle's hull. The missile launchers add an additional 10 feet (3 m).

Length: 21.3 feet (6.5 m).

Width: 10 feet (3 m).

Weight: 18 tons dry. A full load of medium-range missiles is 1,800 pounds (810.6 kg).

Cargo: Inside there is just enough to carry the personal equipment of the crew plus a survival kit.

Power System: In-line six turbo-diesel engine driving all six wheels through a heavy-duty transmission with six forward and two reverse gears. With full fuel tanks the Arbalist has a 340 mile (544 km) range.

Weapon Systems

1. **MMDS-8 Surface to Air Missile Launcher (M-400A):** This box-style missile launcher fires 377mm, self-guided surface to air missiles. Accurate and effective, a platoon of M-400 Arbalists mounted with this missile delivery system can deny a vast area of airspace.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha and Defense.

Weight: Not applicable, part of the vehicle's hull. Each missile weighs 225 pounds (101 kg).

Range: As per type of medium-range missile; average range is 40 miles (64 km).

Mega-Damage: By medium-range missile type.

Rate of Fire: Singly or in volleys of 2, 4 or 8. Each missile volley counts as one attack.

Payload: Eight 377mm SAMs. Reloading requires a team of engineers and a loading vehicle, and takes five minutes.

Note: The missiles fired from the MMDS-8 are +3 to strike flying targets.

2. **HMDS-8 Theatre Ballistic Missile Launcher (M-400B):** The M-400B carries a single 800mm self-guided ballistic missile for long-range artillery operations within theatre. De-

ployed in platoons, these missile carriers can strike ground targets accurately at extremely long ranges.

Primary Purpose: Anti-Fortification.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the vehicle's hull. The missile itself weighs 650 pounds (292.5 kg).

Range: By long-range missile.

Mega-Damage: As per missile type.

Rate of Fire: Firing the missile uses one attack.

Payload: One 1800mm theater ballistic missile. Reloading requires a reloading team and reloading a vehicle takes five minutes.

Note: The missile fired by the HMDS-8 is +3 to strike ground targets.

3. **Equipment of Note:** All Arbalists have the following systems: long-range military radio, positively pressurized crew and passenger compartment, NBC shielding and radar.

Radar: The Arbalist has a simple synthetic-aperture doppler radar that can track 20 targets at a range of 50 miles (80 km). These vehicles are usually deployed with Janissary command vehicles and forward observers, both of which increase the range and accuracy of its sensors and radar.

M-32

Light Hovercycle

The M-32 is a fast, light hovercycle used by all branches of the ASC for scouting, messenger duties and personal transport. With its low profile, relatively quiet hover system and innate quickness, the M-32 is perfect for reconnaissance, scouting, perimeter patrols, escort, policing and messengering. The hoverjets allow it to traverse broken ground, ford shallow bodies of water and get to places traditional wheeled vehicles can't. Simple by design, the M-32 has a low-maintenance rotary engine and a flex-fuel system that allows it to use nearly any combustible fuel. These traits have made the hovercycle popular among members of the ASC, and the M-32 is an extremely common sight on bases and in towns near military installations.

Vehicle Type: M-32 Light Hovercycle.

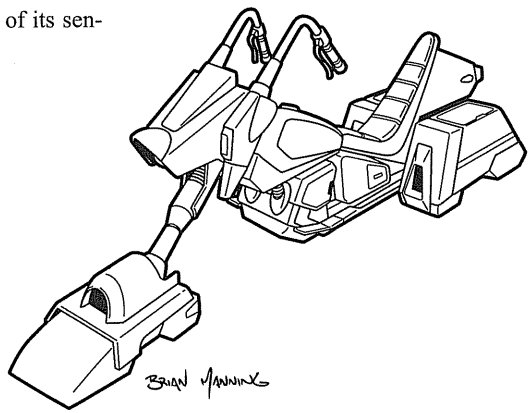
Class: One man, all weather, ground effect, light reconnaissance hover vehicle.

Crew: One.

M.D.C. by Location:

* Front Hoverjet – 22

** Rear Hoverjets (2) – 32 each



*** Engine – 20

Headlight – 1

**** Main Body – 72

* Destroying the front hoverjet makes the M-32 impossible to control. If the cycle is moving it will immediately ground and crash. This is a small target and requires a "Called Shot" at -4 to strike.

** Destroying one rear hoverjet reduces speed by half and the pilot is -35% to all piloting rolls. Destroying both rear hoverjets renders the vehicle immobile. These are small targets and require a "Called Shot" at -3 to strike.

*** Destroying the engine shuts the vehicle down, rendering it immobile. The engine is a small target and requires a "Called Shot" at -4 to strike.

**** Destroying the main body renders the vehicle useless.

Speed: 145 mph (232 km). The M-32 usually travels on a cushion of air 1.3 feet (0.4 m) off the ground. Maximum travel altitude is 8 feet (2.4 m). The hover jets can also allow the M-32 to jump over obstacles and broken ground. Maximum jump distance is 25 feet (7.6 m) up or across.

Statistical Data:

Height: 3.6 feet (1.1 m).

Length: 8.5 feet (2.6 m).

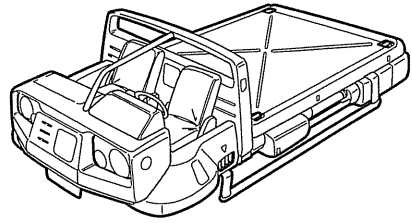
Width: 2.6 feet (0.8 m).

Weight: 900 pounds (405 kg).

Cargo: Just enough to carry the personal equipment of the pilot plus a survival kit. The M-32 can carry one passenger, but speed is reduced by 20%.

Power System: One 1,400 cc air-cooled, three-rotor rotary engine powering three high-output electric ducted fans. The M-32 can run on any combustible fuel (gasoline, alcohol, diesel, ethanol, etc.) and has a 6.6 gallon (24 liter) fuel tank. With a full tank of fuel the M-32 has a 425 mile (680 km) range.

Special Systems & Features of Note: Short-range (10 miles/16 km) multi-band radio, blackout headlight, and instrument panel containing speedometer, tachometer, battery, fuel, and oil pressure indicators.



M-10 Hover Truck

Heavy-Duty Utility Hovertruck

The M-10 is a heavy-duty cargo and troop hauler used by the GMP, Tactical Corps, TAF and CDC Simple and rugged, the M-10 can be seen ferrying cargo, men and materiel on every base and outpost. While it's mainly an open air vehicle, the M-10 also has an optional hard top that can cover the cab and cargo bed. The hard top grants an extra level of protection for passengers and crew, and makes for a serviceable troop carrier and combat logistics vehicle. Loved by troops and motor pool mechanics alike for its reliability and ease of maintenance, the M-10 is one of the most common utility vehicles in the ASC.

Vehicle Type: M-10 Hover Truck.

Class: All weather, ground effect heavy-duty utility vehicle.

Crew: Two.

M.D.C. by Location:

Headlights (4) – 2 each

Cargo Bed – 50

* Cab – 50

Windshield – 15

** Hoverjets (4) – 35 each

Hard Top for Cab and Bed (optional) – 40

*** Main Body – 100

* The cab is open and provides limited protection to the driver and passenger. Any attack on the cab has a 30% chance of hurting the people within. For an attacker to hit a specific person (e.g., driver) he must make a "Called Shot."

** Destroying two hoverjets reduces speed by half and imposes a penalty of -50% to all piloting rolls. Destroying more than two hoverjets renders the vehicle immobile. These are difficult targets to hit and require a "Called Shot" at -2 to strike.

*** Destroying the main body renders the vehicle useless.

Speed: 100 mph (160 km). The M-10 usually travels on a cushion of air 1.3 feet (0.4 m) off the ground. Maximum travel altitude is about 8 feet (2.4 m).

Statistical Data:

Height: 7.8 feet (2.4 m).

Length: 20 feet (6.1 m).

Width: 9.1 feet (2.8 m).

Weight: 3 tons.

Cargo: The M-10 can carry twelve tons of cargo or one full squad of infantry with all their gear.

Power System: One 8,800 cc liquid-cooled, five-rotor, rotary engine powering four high-output electric ducted fans. The M-10 can run on any combustible fuel (gasoline, alcohol, diesel, ethanol, etc.) and has an 18 gallon (68 liter) fuel tank. With a full tank of fuel the M-10 has a 350 mile (560 km) range.

Special Systems & Features of Note: Short-range (10 miles/16 km) multi-band radio, blackout headlights, instrument panel containing speedometer, tachometer, battery, fuel, oil pressure, cargo tie-downs, optional canvas top, optional hard top.

M-770 Staff Car

The M-770 is a lightly armored car designed to ferry officers, general staff and assorted VIPs around. Fast, powerful and stylish, the 770 can carry a driver and four passengers in relative comfort and luxury. While the car does have a retractable hard top, it is commonly left open to allow the passengers to see and be seen more easily.

Vehicle Type: M-770 staff car.

Class: Five Passenger Ground Effect Staff Car.

Crew: One driver.

M.D.C. by Location:

Windshield – 15

Headlights – 2 each

* Hoverjets (4) – 25 each

Retractable Hard Top – 30

** Main Body – 90

* Destroying two hoverjets reduces speed by half and imposes a -50% penalty to all piloting rolls. Destroying more than two hoverjets renders the vehicle immobile.

** Destroying the main body renders the vehicle useless.

Speed: 120 mph (192 km). The 770 usually travels on a cushion of air 1.3 feet (.4 m) off the ground. Maximum travel altitude is about 8 feet (2.4 m).

Statistical Data:

Height: 4.9 feet (1.5 m).

Length: 11.2 feet (3.4 m).

Width: 8.2 feet (2.5 m).

Weight: 1.5 tons.

Cargo: The M-770 can carry four passengers and about 20 cubic feet (0.56 cubic meters) of luggage.

Power System: One 4,500 cc, liquid-cooled, five-rotor, rotary engine powering four high-output electric ducted fans. The M-770 can run on any combustible fuel (gasoline, alcohol, diesel, ethanol, etc.) and has a 14 gallon (52 liter) fuel tank. With a full tank of fuel the M-770 has a 350 mile (560 km) range.

Special Systems & Features of Note: Short-range (10 miles/16 km) multi-band radio, blackout headlights, instrument panel containing speedometer, tachometer, battery, fuel, and oil pressure indicator, and a retractable hard top.

ASC Aircraft

Standard Avionics & Other Equipment for All Non-Variable Aerospace Superiority Fighters of the Army of the Southern Cross:

1. Radar: ASC non-variable atmospheric fighters and aircraft are equipped with a powerful Active Electronically Scanned Array (AESA) radar with a 140 degree field of view for targeting and 360 degree warning coverage. This radar is designed for aerospace superiority and strike operations (air to ground attack) and features a low-observable, active-aperture, electronically-scanned array that can track multiple targets in all kinds of weather as well as outer space. The radar array can also focus its emissions to *overload* enemy sensors, giving the fighters a limited electronic attack capability and requires an Electronic Countermeasures roll. If the character doesn't have the Electronic Countermeasures skill, the *Sensory Equipment* skill can be used, but at a -20% penalty. This array has a range of 150 miles (240 km) and can track up to 50 targets.

2. Communications: Wide band and directional radio communication system with built-in scrambler that transmits both voice and cockpit video. Range is 600 miles (960 km) but can be boosted indefinitely via satellite relay.

3. Onboard Computer System: All non-variable aircraft have a powerful onboard computer system that handles all targeting and combat data collection. The combat computer collects data from all sensors, stores it and then displays the information on the pilot's HUD.

4. Motion Detector and Collision Warning System: Detects objects within 5000 feet (1524 m) and alerts the pilot with an alarm and flashing red light.

5. Other Sensors: The avionics suite also includes the following sensors and enhancements:

Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye but can be seen with the right sensors. Range is 2,000 feet (609.6 m) but is reduced by half in smoke or inclement weather.

Tactical Camera: This camera, called the "gun camera" by pilots, can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. It sees directly ahead along the axis of the aircraft's main cannon.

Thermal Imager: Converts the heat signatures of warm objects into visible images. 2,000 foot (609 m) range and allows the pilot to see through darkness, shadows, smoke, inclement weather and even through walls.

Nightvision: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 3,000 foot (914 m) range, but is completely useless in total darkness.

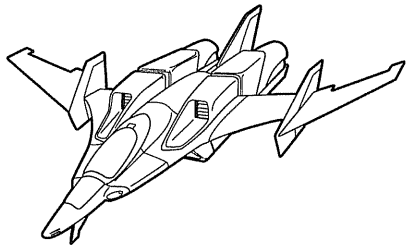
6. Ejection System: All non-variable fighters have a traditional zero/zero ejection seat that exits the aircraft through the canopy. The Shadow and Vulture aerospace fighters also have an ejection system for use in space that jettisons the entire sealed pilot's compartment. The pilot's compartment has rudimentary life support and can keep a pilot alive in space or a hostile environment for 48 hours.

7. Self-Destruct: A last ditch system to prevent the capture of the aircraft. The blast is largely contained and does 3D6x10 M.D. to a 25 foot (7.6 m) radius for a fighter with no or few missiles, and 1D6x100 M.D. to a 50 foot (15.2 m) radius for a fighter with most or all of its missiles.

8. Smoke and Chaff/Flare Dispensers: All aircraft carry both smoke and chaff dispensers to confound radar and confuse enemies. The smoke dispensers have four charges and can make a cloud of thick, white smoke about 60 feet (18.3 m) across. The chaff/flare dispensers have four charges each of chaff canisters and flares and have a 75% chance to confuse both radar guided (chaff) and heat seeking (flare) missiles, and a 45% chance of fooling smart missiles.

9. Tactical Life Support: Non-variable fighters have a pressurized pilot's compartment with an internal oxygen supply good for forty-eight hours. The pilot can hook the life support from his body armor to the on-board system to extend his personal oxygen supply. They also have heat and radiological shielding to protect the pilot from damaging radiation.

10. Distress Beacon: Broadcasts a distress beacon on an encrypted ASC frequency. Range is 250 miles (400 km).



FA-109A/FA-109B Sylphid

Attack Fighter

First flown in 2016, the FA-109 Sylphid is a light, non-variable attack fighter flown by the Tactical Air Force (TAF). The FA-109 was the first in the ASC's "Century Series" fighters and embodied the ASC's doctrine of small, fast and hard hitting. Utilizing a lifting body design with thin wings and tail planes, this little fighter is very agile and extremely aerodynamically efficient. A successful blend of attack plane and dogfighter, the Sylphid is truly a *multi-role fighter*. Its powerful engines allow the fighter to close with enemies at astounding speeds, and the lifting body design provides a low stall speed and tight

turning radius that allows it to fly circles around larger fightercraft.

Two versions of the Sylphid were fielded, the FA-109A and the FA-109B. **The FA-109A** was the standard design, and the majority of Sylphids were 109A variants. **The FA-109B** utilized forward swept wings and canards under the cockpit in an effort to improve speed and performance (+2 to dodge, +10% to speed, -10% to all stunt flying penalties) toward the end of the Sylphid's operative life. Only a handful of these hot-rod Sylphids were produced.

The Sylphid carries the newest generation of aircraft mounted focused energy weapons. This pair of rapid-fire, high-output laser cannons gives the fighter excellent anti-aircraft capabilities. Fuselage mounted hardpoints also give the Sylphid good stand-off air-to-air and air-to-ground capabilities through the use of various medium-range missiles and multi-launch ordnance pods. The Sylphid's armor is good against small arms, shrapnel and light anti-aircraft weapons, and is laser resistant (all laser weapons inflict half damage) thanks to the ceramic/alloy composites used in its construction.

TAF Sylphid squadrons were the first to encounter the Robotech Masters, aerospace forces, and their experience provided the first hard lesson learned by the ASC. While well suited to fighting standard non-variable fighters and even Zentraedi Gnerl aerospace fighters, Sylphid squadrons were ill-equipped to fight the *Assault Corvettes* flown by the Masters. Their weapons proved too light to pierce the heavily armored Corvettes, and their armor was too light to stand up to the Masters' heavy ion and plasma based energy weapons. Losses among Sylphid squadrons were horrific during the Second Robotech War, and none are known to have survived the invasion of the Invid.

Model Type: FA-109 Sylphid

Class: All-Weather Non-Variable Attack Fighter.

Crew: One.

M.D.C. by Location:

* Engines (2) – 80 each

** Wings (2) – 100 each

*** Tail – 75

Pulse Lasers (2) – 35 each

Fuselage Hardpoints (2) – 35 each

Reinforced Pilot's Compartment – 60

**** Main Body – 198

* Destroying one engine reduces speed by 50%. Destroying both engines will cause the ship to crash.

** Destroying one wing will reduce all combat bonuses by 3/4 and imposes a –15% penalty to all piloting rolls. Destroying both wings will make the craft extremely unstable and will require either an emergency landing or pilot bail out.

*** Destroying the tail makes the craft extremely unstable. The pilot loses all combat bonuses and is –20% to all piloting rolls.

**** Destroying the main body renders the craft inoperable.

Speed:

Flying: Sea Level: 918.8 mph (1,470 km) or Mach 1.2.

50,000 feet (15,240 m): 1,750.7 mph (2,817.4 km) or Mach 2.3.

Statistical Data:

Height: 16 feet (4.9 m).

Length: 42 feet (12.8 m).

Wingspan: 40 feet (12.2 m).

Weight: 11.8 tons (dry).

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: Two high-output engines powered by a fusion reactor fueled by Stabilized Liquid Metallic Hydrogen.

Combat Radius: 420 miles (672 km).

Ferry Range: 1,630 miles (2,608 km).

Weapon Systems:

1. **LPWS-12 Nose Lasers (2):** Two rapid-fire pulse lasers are the Sylphid's primary dogfighting weapons. They are fixed forward and can be fired singly or fire-linked as a pair. These weapons are powered by a generator that is hooked up to the fighter's turbofan engines. The generator charges a high-voltage capacitor from which the lasers draw their power.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the airframe.

Range: 2,000 feet (609.6 m).

Mega-Damage: 2D4 M.D. for a single laser, 4D4 when both are fired simultaneously at the same target.

Rate of Fire: Each blast or dual blast counts as one of the pilot's melee attacks.

Payload: The capacitor is good for 120 single shots or 60 double shots. The generator recharges the capacitor at six shots per melee round.

2. **Fuselage Mounted Hardpoints (2):** These hardpoints can carry short- or medium-range missiles, as well as multiple launch ordnance pods loaded with 70mm unguided rockets/mini-missiles.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Installation/ Anti-Mecha.

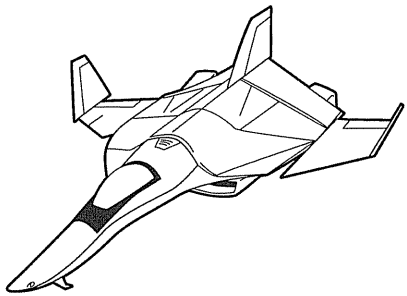
Weight: Not applicable.

Range: By missile or rocket.

Mega Damage: By missile or rocket.

Rate of Fire: Singly or in pairs.

Payload: Each hardpoint can carry one medium-range missile or two short-range missiles.



F-110 Falcon II

Multi-Role Fighter

The F-110 Falcon II was the second of the ASC's new non-variable fighter aircraft to be deployed, a multi-role fighter much in the same vein as the old F-16 Falcon from which it takes its name. From its first flight in 2015, the *F-110 Falcon II* gained a reputation as a powerful and reliable aircraft, able to take abuse that would have incapacitated its smaller Sylphid cousin. Armed with a rotary cannon and fuselage mounted missile bays, the Falcon packs a heavy punch and during the years of the Zentraedi Malcontent uprisings, Falcon squadrons showed a great aptitude for killing the deadly Gnerl aerospace fighter pods. While hardier than the Sylphids, Falcon squadrons took heavy

losses during the Second Robotech War and subsequent Invid invasion. More Falcons survived the war than Sylphids, but those survivors were still overlooked due to the non-variable fighter's poor performance against the Invid.

Model Type: F-110 Falcon.

Class: All-Weather Non-Variable Multi-Role Fighter.

Crew: One.

M.D.C. by Location:

* Engines (4) – 75 each

** Wings (2) – 125 each

*** Tail (2) – 100 each

Rotary Cannon – 35

Internal Missile Bay – 50

Reinforced Pilot's Compartment – 75

**** Main Body – 250

* Destroying one engine reduces speed by 30%. Destroying two, by 60%; serious trouble and should return to base for repairs. If three are destroyed, reduce speed and altitude by 80%, no combat bonuses, and the fighter has a -60% penalty to all flying and maneuvering skill rolls. The fighter must land for repairs before the last engine fails due to the strain on it, -60% penalty to land without crashing.

** Destroying one wing will reduce speed by 50%, all combat bonuses by 75% and imposes a –30% penalty to all piloting skill rolls. Destroying both wings will make the craft extremely unstable and requires either an emergency landing or pilot bail out.

*** Destroying one or both of the tail planes makes the aircraft extremely unstable. The pilot loses all combat bonuses and is –20% to all piloting rolls.

**** Destroying the main body renders the craft inoperable.

Speed:

Flying: Sea Level: 918.8 mph (1,470 km) or Mach 1.2.

62,000 feet (18,897 m): 1,684 mph (2,695 km) or Mach 2.2.

Statistical Data:

Height: 17.6 feet (5.3 m).

Length: 62 feet (18.9 m).

Wingspan: 36 feet (11 m).

Weight: 12.2 tons dry.

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: Four high-output engines powered by a fusion reactor fueled by Stabilized Liquid Metallic Hydrogen.

Combat Radius: 422 miles (675.2 km).

Ferry Range: 1,615 miles (2,584 km).

Weapon Systems:

1. **HRC-25 Rotary Cannon:** The HRC-25 is a 25mm, five barrel rotary cannon that is hydraulically operated and electrically fired and can fire up to 6,000 rounds a minute, although it is usually fired in more controllable 30-60 round bursts. The cannon fires high-velocity 25mm SLAP (Saboted Light Armor Piercing) rounds fed from a disintegrating link belt and is well suited to both anti-aircraft and light anti-armor combat.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile/Anti-Armor.

Weight: Not applicable, part of the airframe.

Range: 2000 feet (609.6 m).

Mega-Damage: 1 M.D. for a single round, 1D6x10 M.D. for a thirty round burst, 2D6x10 M.D. for a 60 round burst.

Rate of Fire: Each burst uses one of the pilot's melee attacks.

Payload: 2,100 rounds (70 short bursts or 35 long bursts).

2. **Internal Missile Bay:** The internal missile bay is located on the ventral surface of the aircraft and can carry short- and medium-range missiles.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Installation/ Anti-Mecha.

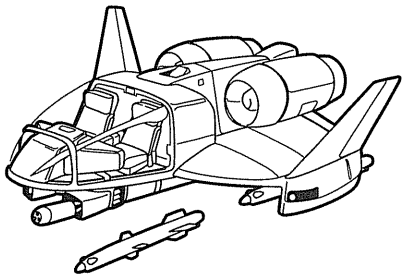
Weight: Not applicable.

Range: By missile type.

Mega-Damage: By missile type.

Rate of Fire: Singly or in volleys of 2, 4 or 6.

Payload: The bay can carry eight medium-range missiles or 16 short-range missiles.



AHR-15 Phantom

Reconnaissance Hoverjet /EHR-15 Electronic Warfare Hoverjet

The Phantom is a lightly armed and armored V/STOL vehicle used by the ASC in armed reconnaissance and light close air support roles. Based on an experimental rotorcraft designed by UEDF engineers, the Phantom hoverjet uses a massive fan/rotor mounted in the ventral surface of the craft to provide powered lift. The ventral mount protects the fan with the craft's body, and makes for a compact, nimble and, above all, *quiet* aircraft.

The Phantom has performance similar to a helicopter, with the ability to hover, take off and land vertically (VTOL), turn on a dime and fly close to the ground. With the rotor completely contained within the craft's body, it is well protected from obstacles like trees, buildings and power lines. This enables the Phantom to operate easily in forests, urban areas and ruins, hiding behind buildings and loitering among crashed ships or toppled buildings without the fear of snagging anything with the rotor blades. One weakness of this design is that with the fan exposed to the ground, it is easily damaged by ground debris and requires the pilot to be careful upon landing, and requires an inordinate amount of maintenance to keep it in the air.

Flown primarily by the *Recon Patrol (RP)* and *Civil Defense Flying Corps (CDFC)*, the Phantom is used primarily in armed reconnaissance roles. It is able to both observe and provide fire support, as well as light attack capabilities to troops on the ground. It is packed with an array of advanced cameras and sensors, along with a powerful communication suite that allows it to coordinate with ground reconnaissance teams and other aircraft or military units within its area of operation. There is also an electronic attack variant, the EH/R-15, that trades the reconnaissance suite for powerful electronic attack systems, providing the Phantom with signals interdiction and disruption capabilities to allied ground units.

The Phantom mounts a 7.62mm, three-barreled rotary cannon as its main armament, which provides it with good anti-personnel and light anti-armor capabilities. Two MLOP rocket launchers can be mounted on wing hardpoints, giving the Phantom the capability of destroying armored targets and fortifications from a distance. While the Phantom is heavily armed for its size and mission parameters, it is not a pure combat machine and is poorly equipped to be a front-line combatant. The aircraft is thin skinned and its electronics are relatively fragile. The armor is good against small arms and shrapnel, but is easily overcome by large caliber and mecha mounted weapons.

Despite being high maintenance and lightly armored, the Phantom is a popular and well put together vehicle. It served well in armed reconnaissance and electronic attack roles, as well as in combat search and rescue operations during and after the invasion of the Robotech Masters and the Invid. Few of these craft are believed to have survived the Second Robotech War, and they were a rare sight among freedom fighters and insurgent groups.

Model Type: Phantom Armed Reconnaissance Hoverjet.

Class: All-Weather, Non-Variable Armed Reconnaissance Hoverjet.

Crew: Two: One pilot and one electronic signals officer.

M.D.C. by Location:

* Engines (2) – 50 each

** Wings (2) – 75 each

Rudders (2) – 35 each

Sensor Boom – 40

*** Ventral Fan – 80

Rotary Cannon – 40

Multiple Launch Ordnance Pods (2 optional) – 55 each

**** Canopy – 100

***** Main Body – 150

* Destroying one engine reduces speed by half and altitude by 25%. Destroying both engines will stop the fan and will result in a crash.

** Destroying one wing/rudder will reduce all combat bonuses by 3/4 and imposes –15% to all piloting skills. Destroying both wings will result in a crash.

*** Destroying the fan will cause the craft to crash.

**** Destroying the canopy will cause the cockpit to fill with shrapnel and debris, and has a 35% chance of killing one or both of the crew.

***** Destroying the main body will render the craft inoperable.

Speed:

Flying: Sea Level: 135 mph (216 km).

20,500 feet (6,250 m): 155 mph (248 km).

Statistical Data:

Height: 8.5 feet (2.6 m).

Length: 24 feet (7.3 m).

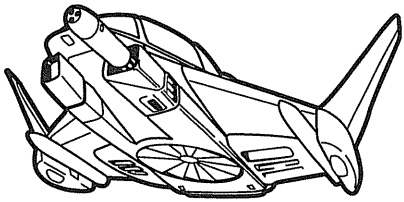
Wingspan: 21.6 feet (6.6 m).

Weight: 9 tons dry.

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: Two high output engines powered by a fusion reactor fueled by Stabilized Liquid Metallic Hydrogen, driving the ventral rotor through a heavy-duty gearbox.

Effective Radius: 350 miles (560 km).



Weapon Systems:

1. **LRC-7 Three Barrel 7.62mm Rotary Cannon:** The LRC-7 is an air cooled, electronically driven triple-barreled rotary cannon. This weapon is lightweight and fires 7.62mm SLAP rounds from a disintegrating link belt at a rate of 3,000 rounds a minute. The addition of the LRC-7 to the Phantom hoverjet allows the craft to operate in light ground support and attack roles.

Primary Purpose: Ground Attack.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the airframe.

Range: 2,000 feet (609.6 m).

Mega-Damage: 1D4 M.D. for a single round, 1D4x10 M.D. for a 15 round burst.

Rate of Fire: Each blast uses one of the pilot's melee attacks.

Payload: 1,500 rounds of 7.62mm SLAP (100 bursts).

2. **70mm Multiple Launch Ordnance Pods (2):** One MLOP loaded with 70mm unguided mini-missiles can be mounted beneath each wing, giving the Phantom added punch for armed reconnaissance missions. MLOPs can be loaded with any type of 70mm unguided rocket (treat as mini-missiles) based on the assigned mission.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Installation/ Anti-Personnel.

Weight: 80 lbs (36 kg) for an empty MLOP. Each rocket weighs about fifteen pounds (6.8 kg), for a total weight of 305 pounds (137.3 kg).

Range: One mile (1.6 km).

Mega-Damage: As per mini-missile type.

Rate of Fire: Singly or in volleys of 2, 4, 6, 8 or 10.

Payload: 30 mini-missiles; each MLOP carries 15.

Special Sensors of Note:

1. Advanced Reconnaissance Suite: The AH/R-15 Reconnaissance variant is loaded with numerous digital video and still cameras as well as devices for intercepting and decrypting radio transmissions. The camera suite has both passive nightvision and infrared and can read a street sign or license plate from 20,000 feet (6,096 m). The suite can store up to eighteen hours of video footage and/or thousands of high-resolution still images. The Electronic Intelligence Suite (EIS) consists of a high-powered radio and satellite receiver mated to a powerful computer loaded with decryption software. Electronic Signals Officers operating the Reconnaissance Suite should have the Photography, Cryptography, T.V./Video and Surveillance skills.

2. Electronic Signals Interdiction and Disruption Suite: The EH/R-15 SIGINT variant carries the ESIDS electronic warfare suite. This is a collection of powerful transceivers, scramblers, sensor spoofers and cryptographic computers that allows the craft to act as a theater electronic warfare and signals intelligence platform. The ESIDS can jam and intercept communications between both people (COMINT) and machines (ELINT). It can scramble, confuse and

even destroy enemy sensors like RADAR/LADAR systems and enhanced optics by various means.

Making full use of the Phantom's electronic attack capabilities requires the Advanced Electronic Combat skill. Players can operate these systems without the AEC skill, but are at a disadvantage. Players with only the Electronic Countermeasures skill will be at -15% to operate the EWAR systems, and those with only the Sensory Equipment skill will be at -50% EH/R-15. Phantoms are usually crewed by dedicated Electronic Countermeasures Officers with all the necessary and specialized skills needed to operate their equipment.

In game terms, electronic warfare is debilitating to enemies and players alike. To disrupt radar, communications and targeting systems, the player first declares what he's jamming, then rolls his Advanced Electronic Combat skill.

A successful roll jams one system (comms, radar, targeting, etc.) for 2D6 melee rounds, and a player can jam as many systems as he has jamming pods, up to his number of attacks, to a range of 150 miles (240 km). A mecha or ship that is the victim of an EWAR attack sees its combat bonuses reduced more and more with each system jammed. One system jammed reduces all combat bonuses by 25% and the target loses one attack as they scramble to compensate for the jamming. Two systems jammed reduces combat bonuses by 40% and the target loses two attacks, and so on. Four or more systems jammed eliminates all combat bonuses, reduces the target's attacks by half and the pilot is reduced to visual aiming of all weapons and can only fight what he can see with his eyes.

ASC Spacecraft

Tristar Class

Super Dimensional Cruiser

The first fold-capable ship produced by Earth shipyards, the Tristar is a distillation of the engineering and space warfare lessons learned by the UEG and UEDF during the Zentraedi war. Relatively small for a Super Dimensional vessel, this ship is fast and bristles with numerous energy weapons and missile launchers, giving it the ability to adapt quickly to the vagaries of space combat and punch well above its weight. Along with its offensive and defensive weapons, the Tristar carries a large airwing comprised of both variable and non-variable fighters as well as logistical and AWACS/EWAR ships. Classed officially as a cruiser, the Tristar and its numerous variants fill roles from cruiser to fleet carrier and form a comprehensive defensive fleet to protect the Earth while the UEEF is away on business. The UEEF even took a few Tristars on their mission, along with their Tokugawa battleships, a testament to the ship's power and versatility.

The Tristar, her class siblings and variants, along with other ships of the UEG and Robotech Masters' fleets, will be discussed in greater detail in a future supplement detailing the ships of Robotech.

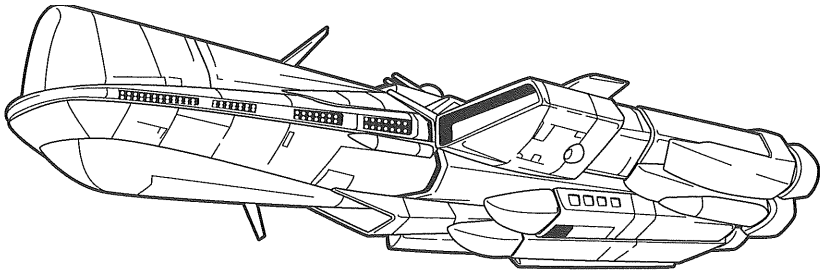
Model Type: Super-Dimensional Cruiser (SDC).

Class: Tristar Class.

Ship's Complement:

Ship's Crew: 400

Ship's Air Group: 700



Bridge Crew: Ship's Captain (1), Executive Officer (1), Helm (3), Nav (3), Comms/Sensors (4), Air Boss (1), Air Boss Assistant/Mini-Boss (1), Security (4 TSC Security Corpsmen armed with M-25C Carbines).

Combat Information Center: Operations Commander (1), Commander's Aides (2), CAG (1, Commander of the ship's air group), Comms Team (5), Ship's Weapons Crew (15), Command Security (5 TSC Security Corpsmen armed with M-25C Carbines).

Ship's Operations: Engineering (25), Admin (10), Medical (15), Supply (10), General Enlisted (293).

Air Group: TASC Aviators (268), TSC Aviators (220), Other Air Group Personnel (212).

Mecha Complement:

Veritech Fighters: Ten TASC squadrons of ten variable fighters each for 100 ships. (Logans early in the Masters War, later replaced by AGACs.)

Non-Variable Fighters: Twelve TSC squadrons of ten non-variable Chimera fighters each, for 120 ships.

Logistics and Auxiliary: One logistics squadron of two dozen cargo and service shuttles.

M.D.C. by Location:

Interior Bulkheads per 10 foot (3 m) Section – 100

Interior Hatches – 45 each

Exterior Hatches – 45 each

Rail Cannons (2) – 125 each

Particle Cannon – 220

Quad-Barreled Particle Cannons (4) – 150 each

CIWS Lasers (30) – 100 each

Anti-Ship Missile Launchers (4) – 450 each

CIWS Missile Launchers (4) – 220 each

Thruster Array – 2,500

* Forward Hull Section (1/3) – 4,000

** Midships Hull Section (1/3) – 4,000

*** Aft Hull Section (1/3) – 5,500

**** Hull per 40 feet (12.2 m) Area – 85

* Destroying the forward hull section destroys the bridge and all forward weapons. The ship can still be commanded and fought from the Combat Information Center.

** Destroying the midships hull section destroys the command deck and eliminates all weapons controls, rendering the ship flyable but unable to fight.

*** Destroying the aft section of the hull destroys the engines, setting the ship adrift.

**** Punching holes in the hull causes the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships

are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Hover: The ship can hover in atmosphere and is capable of VTOL launches thanks to its powerful thrusters and anti-grav system.

Atmosphere: Maximum atmospheric speed is 1,380 mph (2,209 km) or Mach 1.8.

Space: Orbital cruising speed of 18,000 mph (28,800 km or Mach 23.5). Maximum interplanetary speed of approximately 450,000 mph (724,000 km or Mach 591) can be attained by three days of constant acceleration.

Maximum Range: Limited only by supplies. The ship's Reflex Furnace has fuel enough for 50 years, although shipboard expendables are only good for eighteen months of constant deployment with a standard crew and troop complement. The fold array is good for jumps of up to 115 parsecs, with longer trips requiring multiple folds.

Statistical Data:

Length: 1,512 feet (461 m).

Beam: 351 feet (107 m).

Height: 331.3 feet (101 m).

Weight: 459,000 tons armed and provisioned.

Power Source: One salvaged Zentraedi sub-capital Reflex Furnace powering four heavy sub-capital plasma thrusters, one ventral bank of heavy lift thrusters, and numerous vernier thrusters with adjustable nozzles.

Weapon Systems:

1. **LRC-220 Double Barreled 220mm Light Rail Cannons (2):** Mounted fore and aft of the control tower, these weapons represent the next generation of electromagnetic mass driving weapons. Evolved from the massive rail cannons on the SDF-1, these rapid-fire rail cannons throw inert 220mm armor piercing rounds incredible distances and have excellent penetration against Zentraedi and Tirolian ship hulls.

   Primary Purpose: Anti-Ship.

   Secondary Purpose: Anti-Installation.

   Weight: Not applicable, part of the ship's hull.

   Range: 10 miles (1.6 km) in atmosphere, 40 miles (64 km) in space.

   Mega-Damage: 1D6x100 M.D.

   Rate of Fire: Twice per melee. Each blast counts as one attack.

   Payload: 50 rounds of inert tungsten penetrators in discarding steel sabots in each weapon's magazine. The ship carries an additional 200 rounds in its hold.

2. **HPC-DC220 Double Barreled Particle Cannon:** This nitrogen cooled 220mm particle cannon is mounted in an armored turret forward of the fore LRC rail cannon. This weapon is similar to those mounted on the old ARMD platforms and gives the Tristar good punch against other sub-capital ships. The turret has a rotation of 180 degrees and a traverse of 90 degrees.

   Primary Purpose: Anti-Ship.

   Secondary Purpose: Anti-Installation.

   Weight: Not applicable, part of the ship's hull.

   Range: 30 miles (48 km) in atmosphere, 60 miles (96 km) in space.

   Mega-Damage: 2D4x100 M.D. per blast.

   Rate of Fire: Twice per melee round. Each blast counts as one attack.

   Payload: Effectively unlimited.

Note: These weapons are -6 to hit small, fast targets like mecha and aerospace fighter craft, and -4 to hit anything up to the size of a Bioroid Assault Ship.

3. **LPC-QC105 Quad-Barreled Rotary Particle Cannons (4):** These nitrogen cooled, quad-barreled rotary particle cannons are a redesign of the Zentraedi weapons used on their smaller combat shuttles and sub-capital ships. The 105mm LPCs lay down withering amounts of charged particles at an extremely high rate of fire, and perform well against smaller ships and large mecha.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the ship's hull.

Range: 10 miles (16 km) in atmosphere, 20 miles (32 km) in space.

Mega-Damage: 1D4x100 M.D. per quad blast.

Rate of Fire: Four times per melee round. Each blast counts as one attack.

Payload: Effectively unlimited.

4. **TDSH-10 Heavy Torpedo Array (2):** Mounted on the dorsal side of each aft sponson is a ten tube heavy torpedo array firing radar guided, 36-inch anti-ship torpedoes. Armed with proton or Reflex warheads, torpedoes are relatively short-ranged but are extremely deadly and designed specifically to breach hulls and break keels. Each array holds ten torpedoes at the ready, and ten in the magazine.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: Per long-range missile.

Mega-Damage: Any long-range missile can be fired, but standard payload is Anti-Ship torpedoes with the following warheads: *Proton:* 6D6x10 M.D. or *Reflex:* 6D8x10 M.D.

Rate of Fire: Singly or in volleys of three or six.

Payload: 20 in the launchers, and 20 in the armored magazines. 600 additional torpedoes are held in the ship's hold.

Bonus: +2 to strike.

5. **CIWS-L-20 Point Defense Lasers (15):** Spread around the ship's hull are 15 rapid-fire, single barreled 20mm lasers in armored turrets. Each turret has 360 degree rotation and a traverse of 180 degrees, giving them a very comprehensive field of fire. These weapons are used primarily as anti-missile and anti-mecha weapons, and are the main component of the ship's Close-In Weapon System.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the ship's hull.

Range: 4,500 feet (1,371 m).

Mega-Damage: 5D6 M.D. per single blast or 1D6x10 M.D. per rapid-fire dual pulse at the same target.

Rate of Fire: Each blast counts as one attack.

Payload: Effectively unlimited.

6. **MDS-H-10 Anti-Ship Guided Missile Launchers (4):** These massive vertical launch missile silos are mounted in the aft sponsons with the CIWS missile launchers. Similar to the weapons mounted on the Oberth Guided Missile Destroyers, these launchers fire anti-ship guided tactical Reflex missiles. These missiles

allow small squadrons of Tristars to annihilate capital class ships.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: Per long-range missile.

Mega-Damage: 1D4x100 M.D. per medium Reflex warhead.

Rate of Fire: Singly or in volleys of 2, 4, 8, or 10.

Payload: 10 missiles in each of the four armored magazines. The ship can carry another 40 missiles in its hold.

7. **MDS-L-10 CIWS Missile Launchers (4):** In each of the aft sponsons are two vertical silo missile launchers firing 190mm stand-off aerospace defense missiles. These weapons are used primarily in an anti-mecha role, and are part of the ship's Close-In Weapon System. Each launcher holds thirty missiles at the ready, and ten in an armored, auto-loading magazine.

Primary Purpose: Anti-Mecha and Anti-Fighter.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

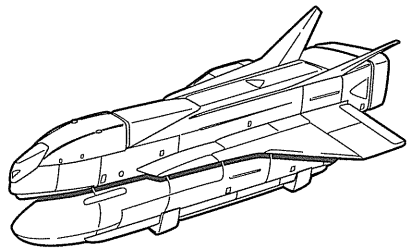
Mega-Damage: Typically HE/F (High Explosive Fragmentation) short-range stand-off missiles dealing 2D6x10 M.D. to a 30 foot (9.1 m) area.

Rate of Fire: Singly or in volleys of four, six or ten.

Range: Per short-range missile.

Payload: 40 short-range, stand-off missiles in each launcher for 160 missiles. The ship can carry an additional 360 missiles in its hold.

8. **Ship's Systems of Note:** Advanced avionics, launch and recovery system for fighter aircraft, targeting/IFF computers, damage control/fire suppression systems, tactical life support, and escape pods for entire ship's complement.



SC-32 Roc/ EC-32 Raven Shuttlecraft

The SC-32 is a re-usable transatmospheric shuttlecraft used by all aerospace branches of the ASC. Rugged, versatile and ubiquitous, the SC-32 was designed from the ground up as a multi-role shuttle that can be configured easily to fill numerous logistical, tactical or strategic missions. The two most common variants are the SC-32 Transatmospheric Airlift craft and the EC-32 Raven Advanced Early Warning and Control craft. These ships do not carry any mounted weapons, and require armed fighter escort while operating in theatre.

Model Type: SC-32 Roc/EC-32 Raven.

Class: Unarmed, Transatmospheric Airlift/Orbital AEWC Shuttlecraft

Crew: Three; pilot, co-pilot and navigator. The Raven also carries 20 Electronic Attack specialists.

M.D.C. by Location:

* Wings (2) – 135 each

Stabilizers (2) – 80 each

Ventral Cargo Doors (2) – 100 each

Reinforced Crew Compartment – 100

Detachable Reusable Fuel Tank – 150

** Thruster Bank – 112

*** Main Body – 250

* Destroying a wing in atmosphere renders the ship unflyable and it will crash. In space, destroying a wing has little effect on the ship's performance.

** Destroying the thruster bank either sets the ship adrift or causes it to crash depending on the environment.

*** Destroying the main body renders the ship useless.

Speed:

Flying:

Sea Level: 989 mph (1582.4 km) or Mach 1.3.

30,000 feet (9,144 m): 1,903 mph (3044.8 km) or Mach 2.5.

Space: 9,134 mph (14,614.4 km) or Mach 12.

Statistical Data:

Height: 60 feet (18.3 m).

Length: 263 feet (80.2 m).

Wingspan: 83 feet (25.3 m).

Weight: 230 tons.

Cargo: The Roc can carry 200 tons of loose or palletized cargo in its cargo bay. The Raven's cargo bay is taken up by the numerous powerful sensor, communications and radar suites and controller stations.

Power System: One miniaturized Monument Propulsion Systems fusion reactor burning Stabilized Liquid Metallic Hydrogen. The reactor powers a bank of six Liberty Drive Yards fusion rockets and numerous vernier thrusters. The ship carries enough SLMH onboard to get into orbit and operate for two hours. The reusable detachable fuel tank allows the ship to operate in space for 12 hours.

Ship's Equipment of Note:

Advanced avionics, targeting/IFF computers, damage control/fire suppression systems, and tactical life support, plus the following.

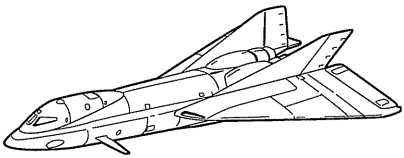
SC-32: Modular Load Carrying System: The cargo bay of the SC-32 is full of tie-downs, nets and expandable hull section separators to allow custom handling of cargo. The floor has an integral roller/rail system to allow easy movement and storage of palletized cargo, and remote controlled cranes with a lifting capacity of 35 tons are mounted on rollers on each side of the compartment and can travel the entire length of the cargo bay.

EC-32: Theater Advanced Warning and Control System (TAWACS): The Raven is packed with powerful radar and command and control equipment. The main component is the high-output *Active Electronically Scanned Array* (AESA) *radar* mounted in a dorsal radar pod. The AESA has a 360 degree field of coverage and can track up to *700 targets* at a maximum of *2,450 miles (3,920 km)* through dense, hostile EWAR environments, heavy radar clutter and even at low altitudes. The computers and operators on board can transmit this data to all friendly military forces operating in theater via a direct data link, up to 2800 miles (4,480 km), and can provide real time information on the movements of enemy aircraft, vehicles and ships.

EC-32s also fill the role of an *orbital command and control* within the combat theater. Using their sensors, radar and

data links, EC-32s can transmit targeting information and sensor telemetry to friendly forces in theater up to a range of 800 miles (1,280 km). This grants combat bonuses to all ships, vehicles and aircraft within the group. All friendly military forces in theater are +1 melee attack, +2 to initiative, +2 to strike and +3 to dodge when linked to the Raven's C3 computers.

Special Bonuses: +1 to dodge, +15% to all Sensory Equipment, Electronic Countermeasures and Advanced Electronic Warfare skill rolls.



AS-14 Pegasus

The AS-14 Pegasus is an *assault shuttle* designed to fill a gap in the ASC order of battle by providing a *light troop and mecha carrier* to move troops, cargo and mecha quickly to and from "hot zones." The ship can carry either a platoon of troops (40 soldiers) or 6 mecha, and is commonly deployed from Earth, Moon Base ALuCE and Space Station Liberty. The shuttle is fast, moderately well armored and carries a number of energy weapons for missile defense and anti-mecha/anti-aerospace fighter work.

Model Type: AS-14 Pegasus.

Class: Light, Transatmospheric Assault Shuttle.

Crew: Six, plus contingent of troops or mecha.

M.D.C. by Location:

* Wings (2) – 100 each

Stabilizers (2) – 80 each

Ventral Cargo Doors (2) – 100 each

Reinforced Crew Compartment – 150

L-40 Laser Turrets (3) – 45 each

L-20 Laser Turrets (8) – 35 each

** Thruster Bank – 100

*** Main Body – 220

* Destroying a wing in atmosphere renders the ship unflyable and it will crash. In space, destroying a wing has little effect on the ship's performance.

** Destroying the thruster bank will either set the ship adrift or cause it to crash.

*** Destroying the main body renders the ship useless.

Speed:

Flying:

Sea Level: 989 mph (1582.4 km) or Mach 1.3.

34,000 feet (10,363 km): 1,903 mph (3044.8 km) or Mach 2.5.

Space: 10,780 mph (17,248 km) or Mach 14.

Statistical Data:

Height: 76.4 feet (23.3 m).

Length: 255 feet (77.7 m).

Wingspan: 105.6 feet (32.2 m).

Weight: 330 tons dry.

Cargo: The Pegasus is configured to hold six aerospace mecha (Logans or AGACs) ready for launch. The cargo bay can be configured to carry 40 fully armed and equipped infantrymen (one platoon).

Power System: One miniaturized Monument Propulsion Systems fusion reactor burning Stabilized Liquid Metallic Hydrogen. The reactor powers four pulse detonation engines, numerous vernier thrusters and a bank of ventral VTOL thrusters. The shuttle requires a detach-

able, reusable fuel/thruster pack to reach orbit. With full tanks, the Pegasus can operate for five hours under combat conditions.

Weapon Systems:

1. **CIWS-L-40 Point Defense Lasers (3):** These double barreled, rapid-fire 40mm laser turrets operate in concert with the L-20 CIWS turrets, and are well suited to anti-mecha and anti-ship engagements. They are situated behind the crew compartment, one each on the port and starboard sides, and one dorsally mounted. Like their lighter cousins, these weapons are mounted in armored turrets and have a 360 degree rotation and 180 degree traverse.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: 4,500 feet (1,371 m).

Mega-Damage: 2D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one attack.

Payload: Effectively unlimited.

2. **CIWS-L-20 Point Defense Lasers (8):** Arranged along the port and starboard hulls, two to each side of the L-40 turrets, are eight rapid-fire, double-barreled 20mm CIWS laser cannons in armored turrets. Each turret has 360 degree rotation and a traverse of 180 degrees, giving them a very comprehensive field of fire. These weapons are used primarily as anti-missile and anti-mecha weapons.

Primary Purpose: Anti-Missile.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the ship's hull.

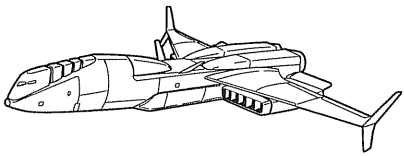
Range: 4,500 feet (1,371m).

Mega-Damage: 5D6 M.D. per single blast or 1D6x10 M.D. per simultaneous dual blast at the same target.

Rate of Fire: Each blast counts as one attack.

Payload: Effectively unlimited.

3. **Ship's Systems of Note:** Advanced avionics, targeting/IFF computers, damage control/fire suppression systems, and tactical life support.



SC-37 Phoenix

Based on prewar US and EU military designs for sub-orbital space planes, the Phoenix allows the ASC to project its power anywhere on Earth in a matter of hours. With its powerful engines, large wing area and immense cargo capacity, this tactical airlift ship can deliver infantry and armored forces in theater anywhere on the planet in less than four hours. To achieve this, the Phoenix uses its powerful fusion rockets and scramjets to propel itself to sub-orbital altitudes, hundreds of thousands of miles/kilometers above the Earth, where it can speed along unencumbered by gravity, air friction and even sovereign airspace. The ship is unarmed and thin-skinned, but is considered nearly untouchable due to its raw speed and sub-orbital service ceiling.

Model Type: SC-37 Phoenix.

Class: Sub-Orbital Tactical Airlift Aerospacecraft.

Crew: Four.

M.D.C. by Location:

* Wings (2) – 100 each

** Main Engines (3) – 75 each

*** Scramjet Packs (2) – 80 each

Forward Cargo Door – 75

Aft Cargo Door – 75

Reinforced Crew Compartment – 95

**** Main Body – 120

* Destroying a wing in atmosphere renders the ship unflyable and it will crash. In space, destroying a wing has little effect on the ship's performance, but makes it impossible for the ship to return to lower altitudes and the ship will eventually fall to Earth and crash.

** Destroying the main engines renders the ship unflyable and causes it to crash.

*** Destroying the scramjet packs makes the ship unable to reach sub-orbital altitudes.

**** Destroying the main body renders the ship unusable.

Speed:

Flying: Sea Level: 920 mph (1,472.6 km) or Mach 1.2.

125,000 feet (38,100 m): 2,914.6 mph (4,663.4 km) or Mach 3.8.

300,000 feet (91,440 m): 4,985.5 mph (7976.8 km) or Mach 6.5.

Statistical Data:

Height: 77.4 feet (23.6 m).

Length: 240.8 feet (73.4 m).

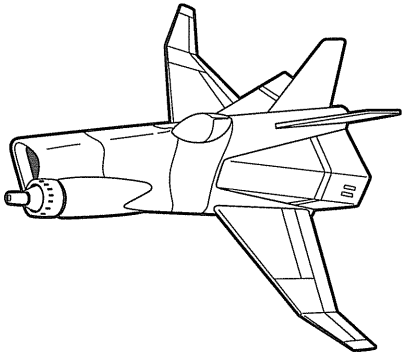
Wingspan: 210.3 feet (64.1 m).

Weight: 130 tons dry.

Cargo: The Phoenix can carry any mix of variable and non-variable ground mecha, troops and vehicles up to 400 tons.

Power System: One miniaturized Monument Propulsion Systems fusion reactor burning Stabilized Liquid Metallic Hydrogen. The reactor powers three main, high-output fusion turbines, two smaller fusion rockets and two banks of five reaction scramjet engines in underwing engine pods.

Ship's Equipment of Note: Advanced avionics, targeting/IFF computers, damage control/fire suppression systems, and tactical life support.

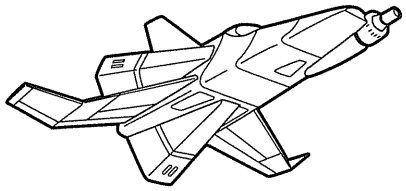


FA-112 Chimera

Heavy Aerospace Attack Fighter

The third design in the Century Series, the Chimera is a heavily armed and armored aerospace fighter. Flown from the Tristar class ships of the ASC's space fleet, the Chimera is the primary force projection aerospacecraft of the rough and ready Tactical Space Corps. Massive and imposing, the Chimera's fuselage is built around its powerful fusion turbines, with spaceflight provided by high-output fusion rockets. All of this available thrust gives the Chimera incredible straight-line speed, but makes for a relatively clumsy aerospacecraft more suited to attack roles than interception or dogfighting.

Used primarily in attack roles, the Chimera mounts both energy weapons



and a large missile payload. A 30mm ion pulse cannon provides a heavy, short-ranged punch and excellent anti-armor and anti-ship capabilities. A payload of 27 medium-range missiles in its internal missile bays enables the fighter to strike targets well outside the range of anti-aircraft weapons or ship based Close-In Weapon Systems. A lone Chimera can sow havoc on a battlefield in support of ground-based infantry and armor, and Chimera squadrons have been known to tackle and take down small and medium-sized Zentraedi sub-capital ships.

As the primary line of defense against perceived enemy spacecraft, the Chimera was built in high numbers and made up the bulk of the ASC's space fighter wings. Chimera squadrons took the brunt of the Masters' first assault, and took heavy losses throughout the Second Robotech War. The majority of these powerful fighters were destroyed in the Masters' War, and few, if any, survived the Invid invasion.

Model Type: FA-112 Chimera.

Class: All-Weather Non-Variable Heavy Aerospace Superiority Fighter.

Crew: One.

M.D.C. by Location:

* Engines (4) – 100 each

** Wings (2) – 145 each

*** Tail (2) – 70 each

Ion Cannon – 50

Internal Missile Bays (3) – 55 each

Reinforced Pilot's Compartment – 110

**** Main Body – 290

* Destroying two or more engines reduces speed by 50%. Destroying all four engines will cause the ship to crash.

** Destroying one wing reduces all combat bonuses by 75% and imposes a –25% penalty to all piloting skill rolls. Destroying both wings will make the craft extremely unstable and requires either an emergency landing or pilot bail out.

*** Destroying one or both of the tail planes makes the craft extremely unstable. The pilot loses all combat bonuses and is –20% to all piloting rolls.

**** Destroying the main body renders the craft inoperable.

Speed:

Flying: Sea Level: 1,065 mph (1,715 km) or Mach 1.4.

85,000 feet (25,908 m): 1,093 mph (3,062 km) or Mach 2.5.

Space: 8373.2 mph (13,397.12 km) or Mach 11.

Statistical Data:

Height: 33 feet (10 m).

Length: 66 feet (20.1 m).

Wingspan: 70.5 feet (21.5 m).

Weight: 35.7 tons dry.

Cargo: There is a small space big enough for a survival pack and a side arm.

Power System: Four combined cycle engines powered by a fusion reactor fueled by Stabilized Liquid Metallic Hydrogen. The Chimera carries enough SLMH for 36 hours of constant flight.

Weapon Systems:

1. **IWS-44 Rapid-Fire Ion Cannon:** The main weapon of the Chimera is a 30mm rapid-fire ion pulse cannon.

This weapon is powered in the same way as the Sylphid's laser cannons. It pulls energy from a high-voltage capacitor fed from a generator attached to the fighter's turbofans. This energy weapon was chosen over the HRC-25 due to weight considerations during transatmospheric operations.

Primary Purpose: Air-to-Air Combat.

Secondary Purpose: Anti-Missile/Anti-Armor.

Weight: Not applicable, part of the airframe.

Range: 4,000 feet (1,219 m).

Mega-Damage: 3D6 M.D. for a single round, 6D6 M.D. for a four round pulse.

Rate of Fire: Each blast uses one of the pilot's melee attacks.

Payload: 260 single blasts or 65 bursts. The capacitor recharges at a rate of five blasts per minute.

2. **Internal Missile Bays (3):** The Chimera has three pop-up missile bays built into the fuselage, two on the dorsal surface and one on the ventral surface. Each bay carries nine medium-range missiles.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Installation/Anti-Mecha.

Weight: Not applicable.

Range: As per type of medium-range missile; typically 40 miles (64 km).

Mega-Damage: As per medium-range missile type.

Rate of Fire: Singly or in volleys of 2, 3, 6 or 12. Each volley counts as one melee attack regardless of the number of missiles.

Payload: Each bay can carry nine medium-range missiles, for a total of 27.

Weapons of the ASC

The Army of the Southern Cross has a wide range of weapons, from energy blasters to projectile weapons and explosive rounds.

All ASC energy weapons use a detachable and rechargeable energy magazine. Energy magazines need to be recharged back at the base and it takes two minutes to recharge one energy blast (four minutes for a single blast that delivers 4D6 M.D. or greater damage).

S-11 Stun Baton

The S-11 Stun Baton is a two foot (0.6 m) long, high-impact polycarbonate policeman's "billy club" or "nightstick" with a tungsten core. As a blunt weapon, it is used by Civil Defense Unit riot police to disperse crowds, parry attacks, and subdue rioters without inflicting grievous physical damage. The electrical stun feature works like a taser to jolt and incapacitate rioters by short-circuiting the victim's nervous system.

Primary Purpose: Riot Control and Anti-Personnel.

Weight: 3.5 pounds (1.6 kg).

Range: Hand to hand combat.

Damage: 2D4 S.D.C. damage from clubbing attacks.

Stun Penalties/Debilitation: The stun jolt is delivered with the press of a button. Victim are -8 to strike, parry, and dodge, and reduce the character's speed and number of attacks per melee round by *half*.

Duration of Stun Effects: 2D4 melee rounds. The duration of the impairment

is increased 2D4 melee rounds for every hit by the baton set for stun and the character does not save.

The accumulative effect on the nervous system from *repeated* and stun attacks may knock the victim unconscious, even if he has previously saved. After being stunned more than three times, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he suffers the stun penalties for an additional 1D4 minutes. Roll to save (16 or higher). A failed roll means there is a 01-42% chance of being rendered unconscious. Even if the individual remains conscious, he suffers all the usual stun penalties.

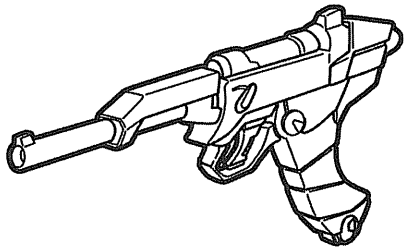
Save vs Stun Baton: 16 or higher; same as saving against non-lethal poison. The character must save *each time* he or she is struck with a stun attack.

A successful save from a stun attack still has side effects and the victim loses initiative and one attack/action that melee round, but is otherwise okay.

Note: Blunt, clubbing attacks can be parried/blocked, but if a S-11 Stun Baton set to stun is blocked/parried with a sword, club, pipe or other weapon, the charge travels through the item to stun the combatant. Dodging is the only way to avoid a stunning blow.

Rate of Fire: Each stunning jolt counts as one melee attack.

Payload: 10 stuns per fully charged baton. A Stun Baton that comes with a *CB-S Tactical Shields* automatically recharges ever time it is placed back into the sheath in the shield. Requires 10 minutes in the sheath to recharge one stun charge. Can hold a charge for up to a week.



LP-09 9mm Laser Pistol

The newly designed LP-09 is becoming the standard energy side arm of the ASC. Made of lightweight polymers and ceramics, this weapon is accurate, reliable and easy to care for. Adopted mainly by the Aerospace Forces, especially the TASC, the LP-09 is also coveted by the more technically capable members of the ASC. Several officers of the Tactical Corps and ATAC who consider themselves "early adopters" of new technology have ordered these side arms for their units.

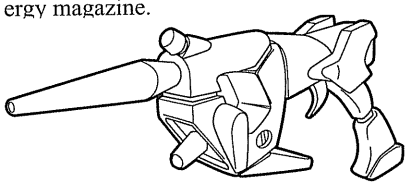
Weight: 2 pounds (0.9 kg).

Range: 1,000 feet (305 m).

Mega-Damage: 2D4+1 M.D.

Rate of Fire: Single shot, each round fired counts as one attack.

Payload: 24 blasts per rechargeable energy magazine.



LP-10 Laser Pistol

9mm Law Enforcement Service Side Arm

The LP-10 is a light, rugged laser sidearm used primarily by civilian police forces and members of the Civil Defense

Unit. A standard issue service automatic, this weapon is made by the thousands and is popular due to its reliability, accuracy and ease of handling.

Weight: 1.8 pounds (0.81 kg).

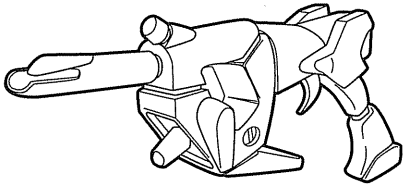
Range: 1,000 feet (305 m).

Mega-Damage: 1D6+2 M.D.

Rate of Fire: Single shot; each round fired counts as one attack.

Payload: 24 blasts per rechargeable energy magazine.

Bonus: This weapon is +1 to strike.



LP-10H Heavy Laser Pistol

10 mm Law Enforcement Sidearm

Responding to the requests of tactical officers and those policemen assigned to rougher neighborhoods, the 10H is a heavier yield version of the LP-10. The barrel is a bit shorter than the standard barrel, but is wider and more heavily insulated. The power delivery system is tuned to deliver a beam with more penetration and stopping power, and the whole weapon is heavier overall.

Weight: 2 pounds (0.9 kg).

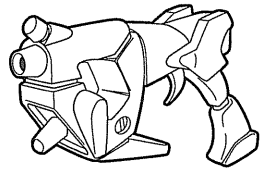
Range: 950 feet (289.5 m).

Mega-Damage: 2D6+2 M.D.

Rate of Fire: Single shot only, and each blast counts as one melee attack.

Payload: 16 blasts per energy magazine.

Bonus: +1 to strike.



LP-10S 9mm Laser Pistol

Detective's Special Energy Sidearm

The LP-10S "Short" is a "Detective's Special" variant of the LP-10 with a radically shortened barrel and lighter frame. Used by detectives, undercover operatives and as a backup sidearm by tactical officers, the 10S fits in a shoulder or ankle holster and is easily concealed.

Weight: 1.5 pounds (0.675 kg).

Range: 650 feet (198 m).

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

Rate of Fire: Single shot, each round fired counts as one attack.

Payload: 24 blasts per energy magazine.

Bonus: +1 to strike and +5% to hide using the *Concealment skill.*

IP-20 10mm Ion Pistol

Carried by members of the CDFC, and to a lesser degree by the TAF, the IP-20 is a semi-automatic, 10mm ion pistol with a compact frame and a short barrel. One of the few ion side arms used by the ASC, the IP-20 is small enough to be worn in a shoulder holster and light enough not to interfere with flying or operating a flight or jump pack. While pop-

ular among the CDFC, the IP-20 suffers from short range, inaccuracy at long ranges and low ammunition capacity which keeps it from gaining broader acceptance among the ASC.

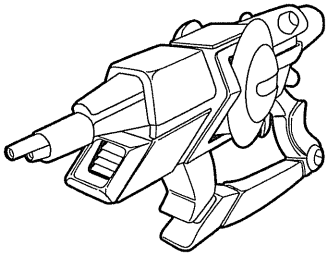
Weight: 1.8 pounds (0.81 kg).

Range: 600 feet (183 m).

Mega-Damage: 1D8+4 M.D.

Rate of Fire: Single shot, each round fired counts as one attack.

Payload: 20 blasts per energy magazine.



IPP-5 10mm Ion Pulse Pistol

This large frame, 10mm ion weapon is more submachine-gun than pistol. Designed specially for the Desert Division (DD) of the Tactical Corps, the IPP-5 is rugged, heavy and sealed against sand and dust to better survive in the harsh deserts and badlands where the DD operates. Carried by officers and Desert Division commandos, the IPP-5's reputation of high reliability and excellent stopping power has spread among the ASC and the weapon is starting to show up in the hands of vehicle crews and engineering squads among the Tactical Corps.

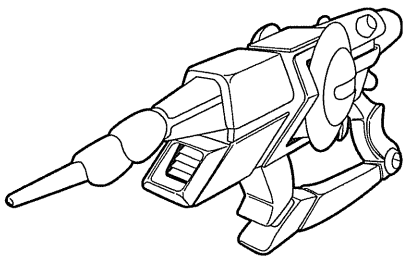
Weight: 7 pounds (3.15 kg).

Range: 700 feet (213.4 m).

Mega-Damage: 1D8 M.D. for a single blast, 3D8 M.D. for a three pulse burst.

Rate of Fire: Single shots or three round pulse uses one melee attack.

Payload: 30 single blasts per or 10 pulse bursts per energy magazine.



IPP-5H Heavy Ion Pulse Pistol

With a wider barrel and higher capacity energy regulators than the standard IPP-5, the IPP-5H has nearly twice the penetration and stopping power of its lighter sibling. Commando teams among the Desert Division find the greater stopping power and ability to neutralize threats more quickly an excellent trade.

Weight: 7 pounds (3.15 kg).

Range: 600 feet (183 m).

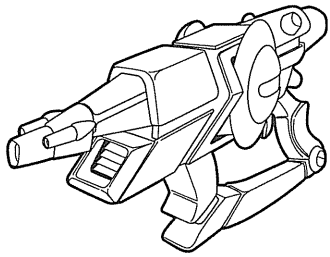
Mega-Damage: 2D6 M.D. for a single blast, 6D6 M.D. for a three pulse burst.

Rate of Fire: Single shots or three pulse bursts. Each shot or burst uses one melee attack.

Payload: 21 single shots or 7 pulse burst per energy magazine.

XIAW-5 Lightning Gun

This experimental weapon uses the frame and energy systems of the IPP-5 to make a finicky but lethal energy weapon. The two smaller barrels fire a super-light ion beam which ionizes the air and allows it to conduct the massive electrical blast fired by the main barrel. This destructive blast is loud, uses an incredible amount of energy, explodes on impact and is essentially a portable light-



ning bolt capable of killing armored opponents with a few shots. Inaccurate, heavy and loud, the XIAW-5 is not a precise or subtle weapon, but the Desert Division loves it for its stopping power against mecha and light armored vehicles.

Weight: 10 pounds (4.5 kg).

Range: 1,000 feet (305 m).

Mega-Damage: 1D6x10 M.D. for a single blast. **Note:** This weapon also inflicts knockdown when used against a humanoid subject under 10 feet (3 m) tall and less than 2 tons. There is a 40% chance that the target is knocked off his feet and the victim loses initiative and a melee attack as he struggles to his feet.

Rate of Fire: Single blasts only. Each blast uses one melee attack.

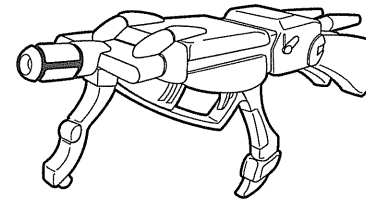
Payload: 8 blasts per energy magazine.

Penalty: -3 to strike, due to weight, kick and unwieldy design. Only characters with the skill *W.P. Heavy M.D. Weapons* do not suffer a penalty.

LPP-2 10mm Plasma Pistol

This powerful plasma pistol is used primarily by members of the Tactical Corps Jungle Division. It's sealed against water and humidity, insulated against shock from impacts and drops and is generally a good, compact sidearm.

Weight: 4.2 pounds (1.89 kg).

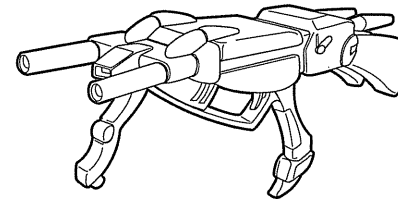


Range: 800 feet (244 m).

Mega-Damage: 2D8 M.D.

Rate of Fire: Single shot only. Each shot uses one melee attack.

Payload: 16 blasts per energy magazine.



LPP-2A Double-Barreled 10mm Plasma Pistol

Popular among the more gung-ho Jungle Division troopers, this variant of the LPP plasma pistol trades payload for damage and is every bit as rugged as its standard sibling. Due to the extra barrel and simultaneous double blast, the weapon tends to be a bit front heavy and is slightly less accurate than the LPP-2.

Weight: 4.5 pounds (2 kg).

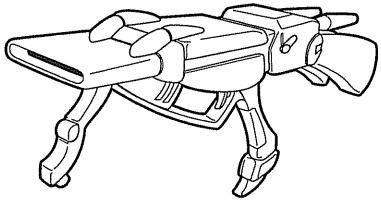
Range: 500 feet (152.4 m).

Mega-Damage: 4D8 M.D. per blast.

Rate of Fire: Each double blast counts as one melee attack.

Payload: 8 blasts per energy magazine.

W.P. Penalty: -1 to strike even on an "Aimed" or Called Shot" due to poor balance.



LPP-2H Plasma Pistol

High-Yield, Wide-Angle Plasma Pistol

The LPP-2H variant mounts a wide-angle barrel that projects the plasma beam in a wide, flat arc from the weapon. It does damage to everything within three feet (0.9 m) of its blast, and can be quite lethal in close quarters.

Weight: 5 pounds (2.25 kg).

Range: 400 feet (122.4 m).

Mega-Damage: 3D8 M.D. to everything in a three foot (0.9 m) radius.

Rate of Fire: Single shots only, each single shot uses one melee attack.

Payload: 10 shots per energy magazine.

M-37 "Weasel"

10mm Semi-Automatic Pistol

The M-37 is a 10mm, blowback operated, single action pistol based on the venerable SIG P239. The Weasel packs a considerable punch with its 10mm ammunition, but has a strong recoil for a pistol and has a reputation for being high maintenance and prone to jamming in sandy or dusty environments. Commonly assigned to officers in the GMP, the Weasel is popular despite its shortcomings for the favorable penetration and stopping power of its 10mm ammunition.

Weight: 3.5 pounds (1.6 kg).

Range: 200 feet (61 m).

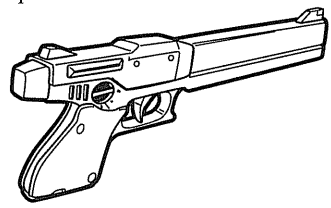
S.D.C. Damage: 5D6 S.D.C. with conventional ammo.

Mega-Damage: 1D4 M.D. for LEAP rounds.

Rate of Fire: Single shot, each counts as one melee attack.

Payload: 18 round clip.

Note: The Weasel has a strong recoil for a pistol and characters with a P.S. less than 12 are –2 to strike with this weapon.



M-35 "Ferret"

.45 Semi-Automatic Pistol

The semi-automatic .45 caliber M-35 is a recoil powered, hammerless double-action sidearm descended from the Smith & Wesson M&P. This pistol is constructed of high-strength polymers and carbon steel, making it lightweight and sturdy. Well balanced and accurate, the pistol also has an under-barrel accessory rail for mounting tactical lights and laser targeting systems. Acquired by the ASC as an officer's sidearm for the Tactical Corps and ATAC, the Ferret failed to find favor among the majority of the officers corps due to its heavy recoil and relatively limited ammunition capacity. While the majority of Ground Forces officers have switched to the M-37 Weasel, the Ferret has become popular among armored vehicle crews and tankers who appreciate the cachet of carrying a classic style .45 pistol.

Weight: 2.6 pounds (1.17 kg).

Range: 230 feet (70 m).

S.D.C. Damage: 4D6 S.D.C. conventional ammo.

Mega-Damage: 1D4 M.D. for LEAP rounds.

Rate of Fire: Single shot, each round fired counts as one attack.

Payload: 10 round clip.

Bonus: +1 to strike due to its excellent balance.

M-33 "Tayra"

4.5mm Caseless Semi-Automatic Pistol

The Tayra is a small frame, hammerless sidearm favored by the *Civil Defense Unit (CDU)* and *Civil Defense Flying Corps (CDFC)*. It chambers unique 4.5mm caseless ammo that makes the weapon lighter and smaller with a larger payload. The Tayra is accurate, but the caseless ammunition tends to jam more frequently under heavy combat and field conditions, making the Tayra unpopular among other branches of the ASC.

Weight: 2.6 pounds (1.17 kg).

Range: 260 feet (79.2 m).

S.D.C. Damage: 4D6 S.D.C. conventional ammo.

Mega-Damage: 1D4 for LEAP rounds.

Rate of Fire: Single shot, each round fired counts as one attack.

Payload: 15 round clip.

Bonus: +2 to strike due to its excellent balance.

Penalty: On a roll of Natural 2-4 on a roll of a 1D20, the Tayra jams and requires three melee actions (10 seconds) to clear the receiver and make the weapon ready to fire again. On a critical failure, a natural 1 on a roll of 1D20, there is a 50% chance the remaining ammunition in the magazine "cooks off" and "fires" the weapon, making it too hot to hold and it smokes for 1D6+4 minutes (could give away one's position) and cannot be repaired in the field (20% chance the Tayra is destroyed).

Rifles & Carbines

LAR-10 7.62mm Laser Assault Rifle

The LAR-10 is the infantry standard battle rifle of the ASC ground and aerospace forces, and was the first successfully mass produced man portable energy weapon fielded by the ASC. It is a 7.62mm, selective fire energy rifle capable of dishing out respectable damage at excellent range. It comes standard with a built-in 4x magnification scope with integrated red-dot sight, a telescoping butt stock and a high strength tactical sling.

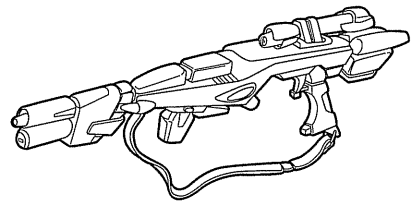
Weight: 9 pounds (4 kg).

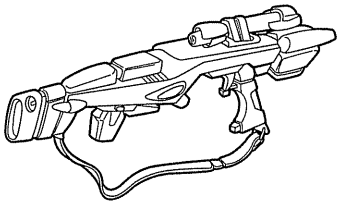
Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D. for a single blast, 1D4x10+6 M.D. for a three pulse burst.

Rate of Fire: Each single blast or burst uses one melee attack.

Payload: 40 single blasts or 14 pulse bursts per rechargeable energy magazine.





LAR-10C 7.62mm Laser Carbine

The -10C variant of the LAR-10 is a carbine version with a short barrel and optics calibrated specifically for Close Quarters Battle (CQB). It is issued mainly to vehicle crews, non-combat infantry and special forces teams. Due to its short barrel and optics, the weapon suffers from reduced range, but is especially accurate at ranges under 500 feet (152.4 m).

Weight: 5.25 pounds (2.3 kg).

Range: 1,400 feet (426.7 m).

Mega-Damage: 4D6+2 M.D. for a single blast.

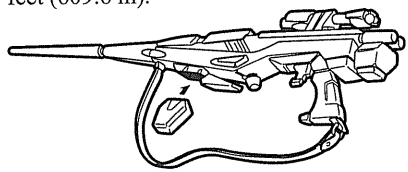
Rate of Fire: Each single blast counts as one melee attack.

Payload: 33 single blasts.

Bonuses: +1 to strike on an aimed, single shot at any range. The optics on the -10C model are calibrated specially for close combat, switch the 4x magnification for passive nightvision and give the weapon *+2 to strike* at ranges under 500 feet (152.4 m).

LAR-10L 7.62mm Heavy Laser Sniper Rifle

The LAR-10L or "Long Rifle" variant of the basic LAR-10 is a dedicated sniper's weapon. Fitted with a longer barrel filled with precision focusing lenses, a special sniper optics suite and a specially balanced frame, this weapon has excellent accuracy and penetration. The internal circuitry has been altered allowing for a higher yield beam and greater range, but at the expense of energy consumption. The Long Rifle fires single shots only, and is not well suited for combat at ranges closer than 2,000 feet (609.6 m).



Weight: 7 pounds (3.2 kg).

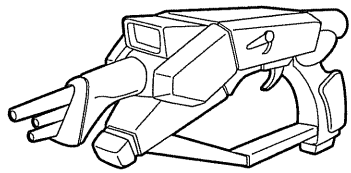
Range: 3,200 feet (975.4 m).

Mega-Damage: 4D6 M.D. for a single shot.

Rate of Fire: Each single blast uses one melee attack.

Payload: 16 shots per energy magagine.

Note: The optics on the LAR-10L are designed for snipers and provide 20x magnification with an illuminated reticle and give the weapon *+1 to strike* on an Aimed Shot at ranges of 2,000 feet (609.6 m) or greater. The Long Rifle grants no bonuses to strike at ranges under 2,000 feet (609.6 m).



LAR-12 5.56mm Light Laser Assault Weapon

The LAR-12 was a competing design to the LAR-10 that was passed over by the Tactical Corps and eventually adopted by the Tactical Space Corps. It's

a selective fire, 5.56mm laser rifle that is very accurate but has a slightly shorter range and a bit lower yield than the LAR-10. While it looks like a three-barreled weapon, the two barrels under the main weapon are a tactical light and laser targeter respectively.

Weight: 7 pounds (3.2 kg).

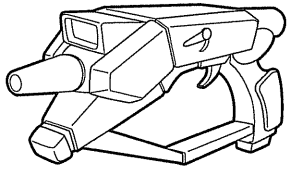
Range: 1,900 feet (579 m).

Mega-Damage: 4D4 M.D. for a single blast, 6D6+3 M.D. for a three pulse burst.

Rate of Fire: Each single blast or burst uses one melee attack.

Payload: 36 single shots or 12 pulse blasts per energy magazine.

Bonus: +1 to strike with either single shot or bursts.



LAR-12C 5.56mm Light Laser Carbine

The LAR-12C variant of the LAR-12 is a carbine version with a short barrel and optics calibrated specifically for Close Quarters Battle (CQB). It is issued mainly to vehicle crews, non-combat infantry and special forces teams. It has also found acceptance among TSC mechanized infantrymen due to its exceptional accuracy and reliability. Due to its short barrel and optics, the weapon suffers from reduced range, but is especially accurate at ranges under 500 feet (152.4 m).

Weight: 5.25 pounds (2.3 kg).

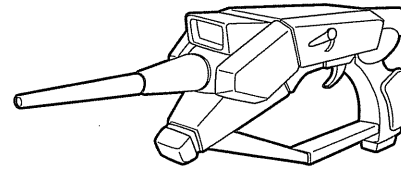
Range: 1,200 feet (366 m).

Mega-Damage: 3D6 M.D. for a single blast.

Rate of Fire: Each single blast or burst uses one melee attack.

Payload: 32 single shots, cannot fire pulse blasts or bursts.

Bonuses: +1 to strike on an aimed, single shot at any range. The optics on the -12C model are calibrated specially for close combat, switch the 4x magnification for passive nightvision and give the weapon *+2 to strike* at ranges under 500 feet (152.4 m).



LAR-12S "Sharpshooter"

5.56mm Dedicated Sniper Energy Weapon

The Sharpshooter variant of the basic LAR-12 is a dedicated sniper's weapon. Fitted with a longer barrel filled with precision focusing lenses, a special sniper optics suite and a specially balanced frame, this weapon has excellent accuracy and penetration. The internal circuitry has been altered allowing for a higher yield beam and greater range, but at the expense of energy consumption. The sharpshooter fires single shots only, and is not well suited for combat at ranges closer than 2,000 feet (609.6 m).

Weight: 7 pounds (3.2 kg).

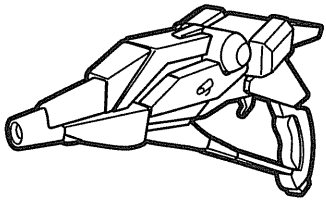
Range: 3,000 feet (914 m).

Mega-Damage: 4D6 M.D. for a single blast.

Rate of Fire: Each single blast uses one melee attack.

Payload: 14 blasts per rechargeable energy magazine.

Note: The optics on the -12S variant are designed for snipers, are 20x magnification with an illuminated reticle and give the weapon +1 to strike on an Aimed Shot at ranges *over* 2,000 feet (609.6 m), but no bonuses to strike at ranges *under* 2,000 feet (609.6 m).



LLC-8 5.56 Laser Carbine

Used by the members of the Recon Patrol, the LLC-8 is a medium yield 5.56 mm laser carbine made with the special forces member in mind. Sized more like a submachine-gun than a traditional rifle or carbine, this weapon is just the thing for CQB and command work, and has garnered fans in the Jungle and Forest Divisions as well.

Weight: 4 pounds (1.8 kg).

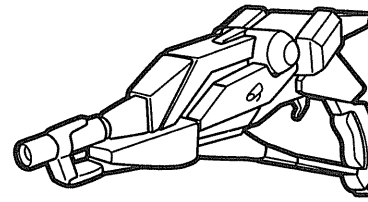
Range: 1,200 feet (365.76 m).

Mega-Damage: 2D6 M.D. for a single shot, or 6D6+3 M.D. from triple shot rapid-fire pulse.

Rate of Fire: Each single blast or pulse uses one melee attack.

Payload: 44 single shots or 11 pulse blasts per rechargeable energy magazine.

Note: The LLC-8 is +1 to strike with an aimed, single shot. No bonus for pulse blasts.



LLR-8 5.56mm Medium Laser Rifle

A full-barreled, long-range version of the LLC-8, this medium yield laser assault rifle is still smaller and lighter than the LAR-10. This weapon and its variants have found wide acceptance among the Recon Patrol as well as the assorted special forces divisions of the Tactical Corps.

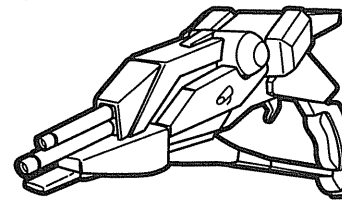
Weight: 4.4 pounds (1.98 kg).

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D6 M.D. for a single blast or 1D4x10 M.D. for a rapid-fire pulse.

Rate of Fire: Each single blast or rapid-fire pulse uses one melee attack.

Payload: 42 single shots or 14 rapid-fire pulse blasts per rechargeable energy magazine.



XLLC-8A 5.56mm Heavy Laser Carbine

A double-barreled version of the LLC-8, this weapon is an attempt to pack more killing power into a small-frame weapon. The weapon fires either a double blast from its two barrels, or a four shot rapid-fire pulse (two laser

pulse blasts for both barrels, four total laser pulses) simultaneously. This weapon has only been partially successful, while it has the same yield and stopping power of its heavier LAR-10 series siblings, it's an energy hog and prone to overheating and breaking under intense combat conditions.

Weight: 4.8 pounds (2 kg).

Range: 1,600 feet (487.7 m).

Mega-Damage: 4D6 M.D. for a dual blast and 1D4x10+4 M.D. for a rapid-fire, four shot pulse.

Rate of Fire: Each single blast or burst uses one melee attack.

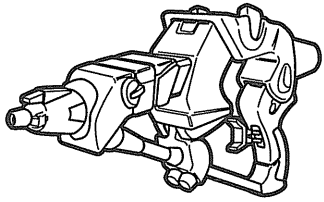
Payload: 20 dual blasts or 10 heavy bursts per rechargeable energy magazine.

Bonus: +1 to strike at any range for a double blast. +1 to strike on a four shot laser pulse at ranges under 600 feet (183 m) only.

Penalties/Design Flaw: Due to the intense energy requirements for this weapon, constant heavy combat may cause *overheating* and damage to the internal circuitry or focusing arrays. Burning through an entire magazine in less than two minutes (8 melee rounds) gets the weapon "hot," disrupts the focusing array and negates the bonus. Continued rapid-fire use with consecutive new magazines will cause the weapon to fire 4-pulse bursts only, eating up energy magazines quickly and inflicting grievous damage even when it is not necessary or desired.

IPC-12 5.56mm Ion Pulse Carbine

Issued to aerospace pilots, ships' crews and infantry troops of the TSC and TASC, the gangly IPC-12 is uniquely suited to the rigors of combat



in space. This 5.56mm selective fire ion weapon is small enough to use in the tight spaces and corridors of ships and space stations, as well as sized perfectly to be used as a survival weapon for aerospace pilots. The IPC-12 is built of reinforced, impact resistant polymers and has a reputation for being easy to care for and nearly impossible to break.

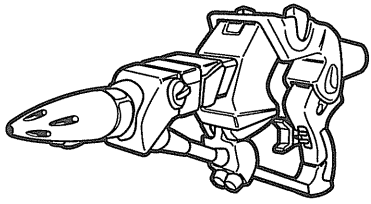
Weight: 5.6 pounds (2.52 kg).

Range: 1,500 feet (457.2 m).

Mega-Damage: 3D6+2 M.D. for a single blast, 1D6x10 M.D. for a three pulse burst.

Rate of Fire: Each single blast or burst uses one attack.

Payload: 30 single shots or 10 bursts.



IPC-12S Scattershot Ion Weapon

The IPC-12S variant has a conical barrel that ends with numerous small lenses in it, making an energy weapon that is roughly analogous to a shotgun. It fires a number of small ion beams in a spread pattern that can hit numerous targets at once. This weapon has proven frighteningly effective in boarding actions where the spread pattern can catch

grouped defenders in tight spaces and corridors. It's also an excellent house-clearing weapon and has found popularity amongst Civil Defense Unit tactical officers and Tactical Corps special forces units.

Weight: 5.6 pounds (2.52 kg).

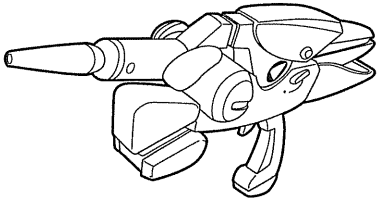
Range: 850 feet (259 m).

Mega-Damage: 3D6 M.D. to everything in a 3 foot (0.9 m) radius.

Rate of Fire: Each single blast uses one attack.

Payload: 30 rounds per rechargeable energy magazine.

Penalty: When using this weapon, the soldier has to be aware of his surroundings and those within the wide blast area to avoid inflicting unnecessary collateral damage, civilian casualties, and catching fellow troops in friendly fire.



LPW-3 6.5mm Light Plasma Carbine

This front-heavy carbine, quad-barreled weapon is one of the first man portable plasma weapons fielded by the ASC. It fires low-yield blasts of fiery plasma and has excellent stopping power against armored targets. It is heavily insulated against cold, moisture and impact as the LPW-3 and its cousins are used almost exclusively by members of the Cold Division (TCCD), and is a favorite of mechanized infantry in *Fenris powered suits*.

Weight: 6.2 pounds (2.79 kg).

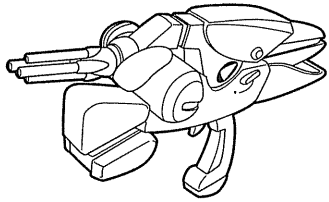
Range: 1,800 feet (548.6 m).

Mega-Damage: 2D8+4 M.D. for a single blast.

Rate of Fire: Each single blast uses one melee attack. Single shot only.

Payload: 48 single blasts per energy magazine.

Penalties: While the LPW-3 is a reliable weapon with good firepower, the front-heavy design takes some getting used to. Consequently, characters outside the TCCD, even those with W.P. Energy Rifle, are -2 to strike. Only characters trained in the Cold Division or who have the W.P. Heavy M.D. Weapons skill suffer no penalty.



XLPW-3R 6.5mm Medium Plasma Rotary Assault Rifle

The XLPW-3R was barely out of the experimental Research and Development lab before it was put into service. It is a four barrel rotary assault rifle that can fire a single plasma blast or four rapid-fire pulses. It was designed with the Cold Division (TCCD) in mind, and stands up to the extreme weather found in their frozen theater of operation. The weapon is also winning favor with the members of the Tactical Space Corps (TSC), especially among troops assigned to boarding spacecraft and Commando assaults. It has proved to be quite reliable in the field of combat.

Weight: 7.5 pounds (3.3 kg).

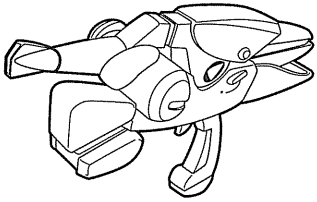
Range: 1,700 feet (518.16 m).

Mega-Damage: 1D8+2 M.D. for a single shot or 4D8+4 M.D. per rapid-fire four shot pulse.

Rate of Fire: Each single blast or multi-pulse counts as one melee attack.

Payload: 96 single blasts or 24 four-shot pulses per energy magazine.

Penalties: While the XLPW possesses excellent penetration and is capable of laying down good amounts of covering fire, the front-heavy design takes some getting used to. Consequently, characters outside the TCCD, even those with W.P. Energy Rifle, are -2 to strike. Only characters trained in the Cold Division or who have the W.P. Heavy M.D. Weapons skill suffer no penalty.



LPW-3S Medium Plasma Spread-Beam Rifle

Taking a page from the IPC-12S, the LPW-3S uses a wide angle barrel and special focusing lenses to produce the equivalent of an energy shotgun blast. When fired, this weapon casts a wide, flat horizontal beam of plasma that is capable of striking multiple targets and is deadly against grouped infantry and targets in tight quarters. It has the same stopping power as the standard LPW-3, but drastically shorter range due to the spread barrel. This weapon performed extremely well during the Cold Division's sweep and clear missions of wrecked Zentraedi ships.

Weight: 6 pounds (2.7 kg).

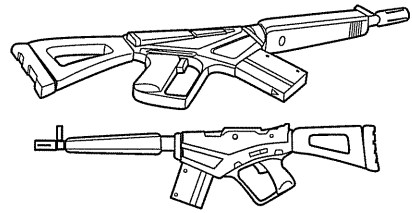
Range: 950 feet (289.6 m).

Mega-Damage: 2D8+2 M.D. to everything in a 4 foot (1.2 m) radius.

Rate of Fire: Single shots only, each blast uses one melee attack.

Payload: 48 blasts in a detachable energy magazine.

Penalties: The front-heavy design takes some getting used to. Consequently, characters outside the TCCD, even those with W.P. Energy Rifle, are -2 to strike. Only characters trained in the Cold Division or who have the W.P. Heavy M.D. Weapons skill suffer no penalty to strike.



M-25 "Wolverine" Rifle

The M-25 Wolverine assault rifle is used primarily by units of the GMP and CDU It is a gas operated, selective fire 7.62mm rifle based loosely on the FN-FAL, a rugged and reliable weapon that was common among U.N. and NATO forces during the Global War. Thoroughly modern, the Wolverine is lightweight yet sturdy, able to take incredible abuse and still operate. It has an integral rail system that allows for the mounting of different optics, tactical lights, grips and even a specially designed 25mm under-barrel grenade launcher. A carbine version, the M-25C is also produced with a shorter barrel and a folding stock. The M-25C is commonly assigned to battloid pilots, non-combat infantry and tactical S.W.A.T. officers.

Weight: 10 pounds (4.5 kg).

Range: 1150 feet (350 m), 850 feet (259 m) for the carbine.

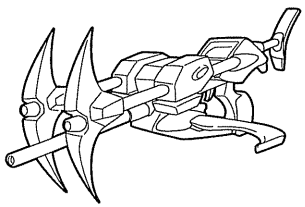
S.D.C. Damage: 4D6 S.D.C. for a single round or 1D4x10 S.D.C. with a five round burst.

Mega-Damage: 2D4 M.D. for a single round or 5D6 M.D. with a five round burst for SLAP rounds. 25mm grenades inflict 4D6 M.D. to a 5 foot (1.5 m) radius.

Rate of Fire: Each single shot or 5-round burst uses one melee attack. Grenades are single shot only.

Payload: 48 round box magazine. The grenade launcher carries 4 grenades.

Specialty Weapons



M-27 Mountaineer

Grapple Gun with Flare Launcher

Used by the Tactical Corps Mountain Division, the unique M-27 Mountaineer is more a tool than a weapon. Roughly the size of a large carbine, the standard M-27 mounts two heavy grapples attached to spools of light, high-tensile synthetic cable. The Mountaineer is used both for climbing and traversing chasms in mountainous and broken terrain, and can mount cable spools of 100-500 feet (30.5 to 152.4 m). The Mountaineer also mounts a .12 gauge flare launcher for use with parachute flares, good for illuminating valleys and mountainsides. Designed primarily as a tool, determined Mountain Division troopers can use the grapples as serviceable weapons, and the flare launchers can be modified to fire standard .12 gauge shotgun shells.

Weight: 12 pounds (5.4 kg).

Range: Up to 500 feet (152.4 m) for the grapples or shotgun. Parachute flares come in white, red and green, have a range of 8,000 feet (2,438.4m), light an area a mile (1.6 km) across and burn for 40 seconds.

Damage: The grapples inflict 2D6 S.D.C. damage when used as a weapon, and can be used to snare and entangle targets as well.

The flares make poor weapons, but the flare launchers can be modified to fire any .12 gauge shotgun shell (Armorer skill -10% or Weapons Engineer skill); 6D6 S.D.C. for solid slug, 4D6 S.D.C. to a 3 foot (0.9 m) radius for scatter shot.

Rate of Fire: One grapple at a time. The flares, or shells, are hand loaded one at a time.

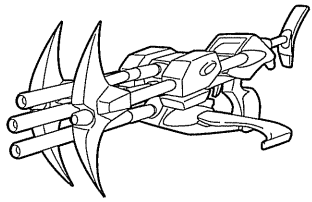
Payload: Two grapples and one flare/shell (M-27).

Note: The Mountaineer is -2 to strike as a melee weapon and as a projectile weapon due to its weight and front-heavy design. Only characters trained in the Mountain Division and those with the *W.P. Heavy M.D. Weapons* skill can use it without penalty.

M-27A "Three Ladies"

Mountaineer Grapple Gun with Light Laser Rifle

Used by the Tactical Corps Mountain Division (TCMOD), the M-27A or "Three Ladies" Mountaineer, looks, at a quick glance, to be the same as the M-27



only with three flare launchers, but looks can be deceiving. The "Three Ladies" are the three barrels of a light laser that can be use to fire harmless colored light beams (yellow, orange and red) as signal beams to mark locations in the sky or on the snow, as well as a light laser weapon.

Roughly the size of a large carbine, the M-27A also has two heavy grapples, same as the standard M-27, attached to spools of light, high-tensile synthetic cable. The Mountaineer is used both for climbing and traversing chasms in mountainous and broken terrain, and can mount cable spools of 100 to 500 feet (30.5 to 154.2 m).

Weight: 12 pounds (5.4 kg).

Range: Grapnel: Up to 500 feet (152.4 m).

Lasers: Up to 2,000 feet (614 m).

S.D.C. Damage: Grapples inflict 4D6 S.D.C. damage when used as a weapon, and can be used to entangle targets.

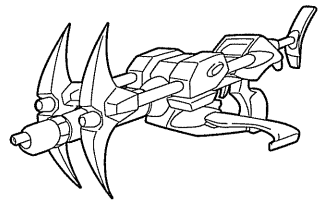
Mega-Damage: Signal Lasers: Harmless light beams for signaling and marking targets in colored light or as a weapon.

Weapon Lasers: A single laser blast does 1D6 M.D., two inflict 2D6 M.D. or all three barrels can fire simultaneously at the same target inflicting 3D6 M.D. Also has a single beam S.D.C. laser setting that does 6D6 S.D.C. per single blast (10 of these equals one 1D6 M.D. blast).

Rate of Fire: One grapple at a time. One, two or three simultaneous laser blasts; counts as one melee attack, whether a single, double or triple blast is fired.

Payload: Two grapples and an energy magazine that can fire 90 single blasts, 45 dual blasts or 30 triple laser blasts.

Note: The Three Ladies Mountaineer is -2 to strike as a melee weapon and as a laser rifle due to its weight and front-heavy design. Only characters trained in the Mountain Division and those with the *W.P. Heavy M.D. Weapons* skill can use it without penalty.



M-27B "Alpine"

Mountaineer Grapple Gun with Spike Launcher

The M-27B replaces the flare launcher of the standard Mountaineer with a long-barreled 6mm spike launcher. These heavy tungsten spikes are primarily used as climbing and anchoring points, but can be used as a weapon in a pinch.

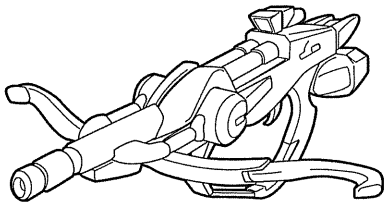
Weight: 12 pounds (5.4 kg).

Range: Up to 500 feet (152.4 m) for the grapples. 750 feet (228.6 m) for the spike launcher.

Mega-Damage: The grapples do 5D6 S.D.C. when used as a weapon, and can be used to entangle targets. The spikes fired from the gun inflict 1D4 M.D. per spike.

Rate of Fire: One grapple at a time and single shots for the spike launcher.

Payload: Two grapples, and 12 spikes in a pre-loaded, disposable magazine.



M-29 Arbalest Flechette Gun

The Arbalest is a newly developed weapon designed for the commando forces of the Tactical Corps Forest Division (TCFD). This weapon fires super dense 5.5mm tungsten flechettes that can tear through nearly anything and give the FD a stealthy and heavy hitting weapon for black ops work.

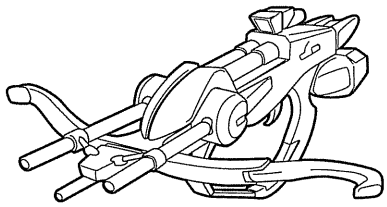
Weight: 10 pounds (4.5 kg).

Range: 1,200 feet (366 m).

Mega-Damage: 5D6 M.D. for a five round burst of flechettes. Can only fire bursts.

Rate of Fire: Bursts only, one burst uses one melee attack.

Payload: 45 tungsten flechettes (9 bursts) per magazine.



M-29L Arbalest Triple-Barreled Laser Weapon

The M-29L variant of the standard Arbalest mounts a multi-barrel laser weapon system in place of the flechette cannon. While it is lighter and has longer range than the standard M-29, it has less penetration and lower stopping power. This variant and the M-29I were designed to give TCFD troopers more adaptability and to reduce the reliance on heavy conventional ammunition.

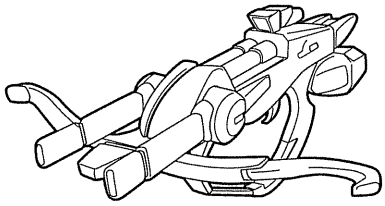
Weight: 6 pounds (2.7 kg).

Range: 2,000 feet (609.6 m).

Mega-Damage: 3D6 M.D. for a simultaneous triple blast from all three barrels at the same target.

Rate of Fire: Single triple-beam blast from all three barrels only and uses one melee attack.

Payload: 18 triple-barreled blasts per energy magazine.



M-29I Arbalest Ion Weapon

The M-29I Arbalest is a double-barrel ion weapon that offers excellent stopping power and good range. It is intended to give FD troopers more adaptability and to reduce the reliance on heavy conventional ammunition.

Weight: 6 pounds (2.7 kg).

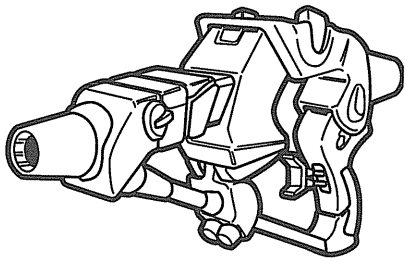
Range: 1,400 feet (426.7 m).

Mega-Damage: 3D6 M.D. for a single blast or 6D6 for a simultaneous double-barreled blast at the same target.

Rate of Fire: Single or double blast counts as one melee attack.

Payload: 24 single blasts or 12 double-barreled blasts per energy magazine.

Heavy Weapons



AGL-12 Grenade Launcher

This 25mm grenade launcher is based on the IPC-12 frame and designed to give TSC boarding parties extra punch. Carried by a dedicated grenadier, this blowback operated weapon can fire single grenades or volleys of six and is accurate over short and medium distances. The grenades are pre-loaded into nine-round magazines that load from the top of the weapon, and are easily changed when empty. While plasma and fragmentation grenades are most common for boarding actions, the AGL-12 can chamber any 25mm grenade in the ASC arsenal.

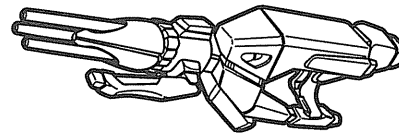
Weight: 10 pounds (4.5 kg).

Range: 1,500 feet (457.2).

Mega-Damage: Fragmentation: 4D6 M.D. to a 6 foot (1.8 m) radius. Plasma: 6D6 M.D. to a 4 foot (1.2 m) radius. Typical 25mm grenade: 4D6 M.D. to a 4 foot (1.2 m) radius.

Rate of Fire: Each single blast or volley of six uses one attack.

Payload: Nine grenades in a pre-loaded magazine. Changing the magazine takes three melee attacks (about 7-10 seconds).



HLW-6 Heavy Laser Squad Support Weapon

The HLW-6 is the first successful energy Squad Automatic Weapon (SAW) built by ASC designers. It's a massive, 7.62mm three-barreled, man portable, rotary cannon that can deliver massive amounts of fire at nearly 4,000 blasts per minute. This weapon is issued to ASC Ground Forces rifle teams as a support weapon, as well as to special heavy weapons squads and Special Forces. While its ruggedness and ability to lay down withering fire make this weapon popular among infantrymen, it suffers from being both heavy and an energy hog. Due to these shortcomings, the HLW-6 is better suited to cavalry squads with the weapon mounted to a jeep, truck or other vehicle and with access to mobile recharging facilities in an IFV or mobile command vehicle.

Weight: 37 pounds (16.6 kg).

Range: 2,600 feet (792.5 m).

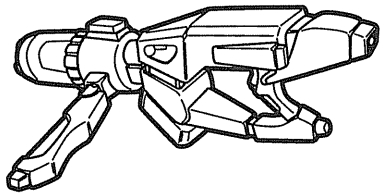
Mega-Damage: 1D4x10+5 M.D. for a rapid-fire burst. This weapon can only fire bursts.

Rate of Fire: Each burst counts as one melee attack.

Payload: Six bursts per rechargeable energy magazine. A wearable power pack can also be connected to the HLW-6 to extend its energy capacity. The power pack is a rechargeable, high-output capacitor in an alloy and rubber armored housing that connects to the rear of a trooper's utility belt or beneath a standard daypack or combat patrol pack. It's

ten inches (25.4 cm) long and has a diameter of about eight inches (10.2 cm), and holds enough energy for an additional 20 bursts.

Note: Soldiers need a P.S. of at least 17 or must have the *W.P. Heavy M.D. Weapons* skill to use this weapon without penalty. All others are -3 to strike due to the weight, bulk and awkwardness of the frame.



HPW-6 Heavy Plasma Squad Support Weapon

Another heavy, rapid-fire weapon based on the HW-6 frame, the HPW is a three-barreled rotary cannon that fires searing bolts of plasma energy. This weapon packs a heavier punch than the HLW-6, but uses more energy and is less accurate. Like the HLW, this weapon is best used mounted on a vehicle or fixed weapon mount in a bunker or installation.

Weight: 30 pounds (13.5 kg).

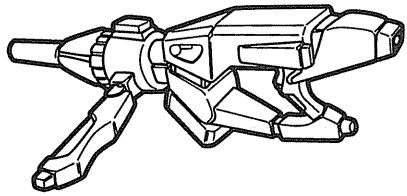
Range: 1,650 feet (503 m).

Mega-Damage: 1D8x10+6 for a rapid-fire energy burst.

Rate of Fire: Each burst uses one attack.

Payload: Three bursts per rechargeable energy magazine. A wearable power pack, same as the HLW-6, can also be connected to the HPW-6 to extend its energy capacity and provide an additional 10 bursts.

Note: Soldiers need a P.S. of at least 17 or must have the *W.P. Heavy M.D. Weapons* skill to use this weapon without penalty. All others are -2 to strike due to the weight, bulk and awkwardness of the frame.



XHCPW-6 Heavy Particle Squad Support Weapon

Taking a page from the Zentraedi playbook, this experimental squad support weapon is the ASC's first man portable charged particle weapon. It's unwieldy, high maintenance and uses an incredible amount of energy, but has an incredibly high damage yield for a single shot weapon and has the added bonus of being able to knock targets flat. This weapon has only recently entered field tests among the Tactical Corps and Tactical Space Corps, and is relatively rare.

Weight: 34.3 pounds (15.4 kg).

Range: 1,200 feet (366 m).

Mega-Damage: 1D6x10+12 M.D. for a single blast. This weapon fires a solid stream of charged particles at light speed, inflicting both heat and kinetic damage. When striking a humanoid target under ten feet (3 m) tall or 1,500 pounds (675 kg), there is a 40% chance that the target is knocked off its feet. Victims knocked down lose initiative and one attack as they struggle to their feet.

Rate of Fire: Each blast uses one melee attack.

Payload: Three blasts per rechargeable energy magazine. A wearable power pack, same as the HLW-6,, can also be

connected to the weapon to extend its energy capacity and provide an additional 9 blasts.

Note: Soldiers need a P.S. of at least 17 or must have the *W.P. Heavy M.D. Weapons* skill to use this weapon without penalty. All others are -3 to strike due to the weight, bulk and awkwardness of the frame.

RL-4 Light Anti-Aircraft Weapon

The RL-4 is a reusable, shoulder fired anti-aircraft weapon descended from the long-lasting Stinger. The launcher fires 60mm, laser guided anti-aircraft mini-missiles from a three round external magazine. These weapons are easy to use, cheap to produce and allow infantry platoons to protect themselves from aerial attack.

Weight: 18 pounds (8.1 kg) for the launcher.

Range: As per mini-missile, typically one mile (1.6 km).

Mega-Damage: Per mini-missile type, typically 5D6 M.D.

Rate of Fire: One at a time, each missile launched uses one attack.

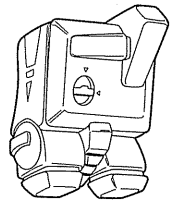
Payload: Three missiles in a pre-loaded magazine. It takes one melee round (15 seconds) to change the magazine.

Bonus: Laser targeting gives the RL-4 a +1 bonus to strike flying targets.

Tactical Gear

Standard Assault Pack (SAP)

The SAP is a small, hard-sided backpack that attaches to ASC issue body armor using the integrated Magnetic Interface Locking System (MILS). It is



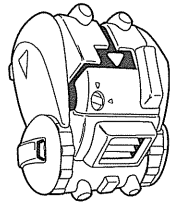
issued to units engaging in direct combat, and is designed to carry only the bare necessities that an infantryman needs in the field. The pack is sturdy, lightweight and has a locking 2,000 cubic inch main compartment with numerous integral tie-downs and ladder straps for attachment of modular equipment pouches, extra energy magazines, and other gear. There are also special variants on the Assault Pack designed specially for scouts, medics and snipers.

M.D.C.: 10

Weight: 7.5 pounds (3.4 kg).

Carrying Capacity: 28-30 pounds (12.6 to 13.5 kg).

Hard-Sided Rucksack



Larger and sturdier than the Assault Pack, the HSR is designed to carry everything a soldier needs while in the field. The main compartment can be locked, holds 4,800 cubic inches and has the same ladder straps and tie-down system as the Assault Pack. The Rucksack also has four extra MILS couplings, two in either side, for carrying extra hard and soft-sided pouches. The extra pouches can extend the carrying capacity of the Rucksack by up to 1000 cubic inches.

M.D.C.: 17

Weight: 10.8 pounds (4.8 kg).

Carrying Capacity: 50-53 pounds (23 to 23.8 kg).

Modular Individual Equipment Carrying System

The Modular Individual Equipment Carrying System (MIECS) consists of a sturdy, ballistic nylon and alloy foil-fiber web belt and detachable load-bearing suspenders made of the same material. The belt and load-bearing suspenders are two inches (5 cm) wide and adjustable to fit nearly every body size as well as over standard ASC issue body armor.

The MIECS is designed to carry hard and soft-sided pouches for equipment and ammunition that a soldier needs readily at hand. These pouches come in a variety of sizes, and range in use from magazine pouches to first aid kits to drop-leg systems for holsters and drop pouches. The pouches connect to the MIECS with a series of semi-permanent clips that can be undone with a screwdriver or other flat-bladed device. Drop-leg systems are suspended from the belt by a quick-release strap and strapped to the soldier's thigh. They consist of a reinforced panel with ladder straps for connecting various holsters and pouches. Pouches and holsters are either hard or soft-sided, weather-resistant and sealed by either hook and loop (soft-sided) or magnetic (hard-sided) systems. The MIECS and modular pouches come in desert, arctic, urban and forest digital camo, as well as colors to match each ASC branch colors. Common pouches include:

Magazine Pouch: Holds two rifle magazines, comes in 5.56mm, 7.62mm and ASC energy rifle sizes.

First Aid Pouch: Contains a roll of gauze, two pressure bandages, antiseptic cream, razor blade, roll of medical tape, mechanical tourniquet and air-passage stabilizer.

Radio Pouch: Holds one standard hand-held military radio.

Grenade Pouch: Carries four standard anti-personnel grenades.

Knife Sheath: Carries one military issue combat knife.

Shotgun Pouch: Carries eight rounds of .12 gauge shotgun ammunition.

Drop-Leg Holster: Strapped to the hip and attached to the belt via a drop-leg system, each holster is tailored to fit a specific ASC issue sidearm.

Drop Pouch: Attached to a drop-leg system like the sidearm holster, the drop pouch is useful for spent magazines or samples and has a draw-string opening.

M.D.C.: One for belt and load bearing suspenders. One each for soft-sided pouches, two each for hard-sided pouches.

Weight: 3.7 pounds (1.6 kg) for the MIECS belt and load bearing suspenders. Pouches weigh anywhere from .25 pounds (.11 kg) to 2.5 pounds (1.1 kg).

Tactical Field Radio Signals Interdiction Pack

Used mainly by the TC Recon Patrol, the Tactical Field Radio Pack is a man-portable, long-range military radio designed for use in deep reconnaissance and observation. The pack connects to any ASC issue body armor via the Magnetic Interface Locking System, and is commonly carried by reconnaissance patrols and dedicated radio/comms members of infantry units.

It consists of a high-powered modulated FM transceiver, satellite communications uplink and GPS receiver all nestled in an armored shell. The trans-

ceiver and uplink are encrypted and automatically change encryption every fifteen minutes, giving opponents –15% on rolls to intercept communications traffic. The radio pack also contains a powerful signal jammer, as well as equipment to intercept and decrypt enemy communications.

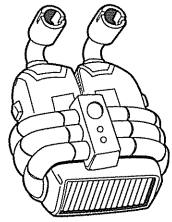
Range: 300 miles (480 km) in urban or densely cluttered areas (forests, mountains, ruins), 600 miles (960 km) in wide open areas like prairies and wasteland.

Power: High capacity, rechargeable gel-cell battery good for 18 hours of constant use. Battery life can be extended to 48 hours through conservative use. Radio batteries take four hours to recharge.

M.D.C.: 25. Any single attack directly to the pack that deals more than 40% of its M.D.C. has a 30% chance of rendering the Radio Pack inoperable.

Weight: 20 pounds (9 kg).

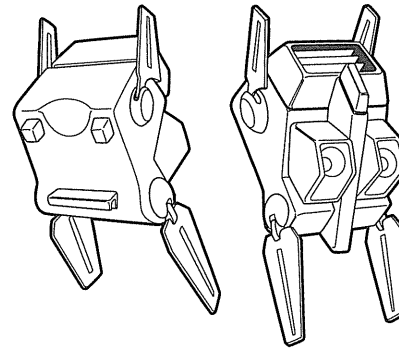
Tactical Environmental Pack



This wearable heat exchanger is worn by both the Desert and Arctic Divisions, and allows the standard infantryman to operate in extremes of heat and cold in comfort and safety. The pack connects to the built-in passive cooling systems in the standard CBR non-environmental unisuit and circulates them through a heat exchanger, maintaining a constant internal temperature of 75 degrees Fahrenheit (23.9 C) within the armor. The environmental pack is able to regulate temperatures as high as 140 degrees F (60 C) or as low as -40 degrees Fahrenheit (-40 C).

M.D.C.: 15

Propulsion Packs



Tactical Flight Pack (TFP)

Used by both the Tactical Air Force and the Civil Defense Flying Corps, the ubiquitous Tactical Flight Pack is the most common ASC propulsion flight pack. The TFP is powered by two miniature, high-output turbofans burning standard kerosene/unleaded jet fuel and producing thrust through vectored thrust nozzles. It is handy for search and rescue, reconnaissance and exploration, and is standard issue for CDFC Combat Search and Rescue units. The TFP attaches to ASC issue armor through the Magnetic Interface Locking System, and is controlled by a hand-held, hard-wired remote.

Speed: Maximum speed of 175 mph (280 km), cruising speed is a more relaxed 60-90 mph (96 to 144 km).

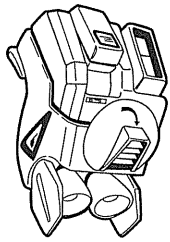
Altitude: Up to 15,000 feet (4572 m), but typically ranges from low altitude to 1000 feet (305 m). Ideal for navigating city streets, accessing rooftops and weaving through ruins.

Range: A full tank of fuel is good for six hours of constant flight.

Carrying Capacity: The TFP is designed to carry 350 pounds (157.5 kg),

enough for the average armored soldier with full field gear. The pack can carry more, but speed and range are reduced by 40%.

M.D.C.: 35



Tactical Jump Pack (TJP)

The TJP is common among Search and Rescue and Tactical Assault units of the ASC Paramilitary Forces. Powered by a high-capacity, rechargeable gel-cel battery, the TJP produces thrust via two miniature, high-output ducted fans. While incapable of true flight, the TJP is very quiet and capable of propelling an armored soldier hundreds of feet up or across. The Jump Pack is controlled by a handheld, hard-wired remote similar to the one used by the Flight Pack.

Speed:

Power Leaping: With a running start, the soldier can use the TJP to cover great distances or reach good height. By combining leaping and running, the soldier can achieve and maintain a speed of about 60 mph (96 km). However, "power leaping" or "jump running" as it is sometimes called, tires the soldier the same as if he was running across the ground, and the act of leaping means he misses the details of his surroundings as he hurls past them; -3 on Perception Rolls. The soldier can control the thrusters with good accuracy and can stop in mid-leap, change direction, hover for a couple seconds, and land softly to avoid jolts and damage to the knees and spine.

Limitations and Penalties: In addition to the -3 on Perception Rolls while jump running, this type of leaping or bouncing travel can be maintained through light forest or brush, but when traveling through anything denser the solider incurs the following additional penalties: -1 on initiative, -2 on Perception Rolls (cumulative), and -1 to strike, parry and dodge due to limited vision, his speed of travel, and jarring movement. Power leaping is discouraged in fog as one cannot gauge where he is leaping or landing.

TJPs are ideal for urban environments where the soldier can use the Jump Pack to rocket to the rooftop or an upper floor of a building, slow the descent of a fall, right himself and land on his feet like a cat, and to dodge Bioroids and incoming attacks.

M.D.C.: 35.

Flying Speed: Not applicable, the Jump Pack is incapable of flight.

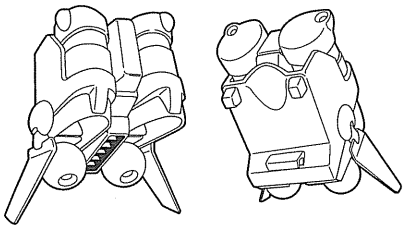
Range: The Tactical Jump Pack can propel a soldier in full body armor up to 200 feet (61 m) up or 450 feet (137 m) across.

Bonuses: +2 to dodge and +2 to roll with impact.

Carrying Capacity: 350 pounds (157.5 kg), enough to propel a fully armored soldier with full field gear. The pack can carry more, but jump ranges are reduced by 40%.

TSC EVA Pack

The EVA Pack was designed for the Tactical Space Corps (TSC) to give mechanized infantrymen and boarding parties more maneuverability in zero and micro-gravity environments. The EVA Pack uses an array of xenon-fueled gridded ion thrusters to produce sufficient thrust to move a fully armed and equipped TSC mechanized infantryman through the vacuum of space. It also pro-



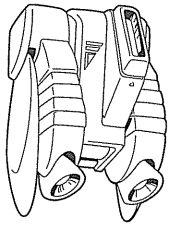
vides additional oxygen and air filtration for prolonged activity in space.

Speed: 300 mph (480 km) in space only. The EVA pack can not be used in atmosphere.

Range: Fully fueled, the EVA pack is good for five hours of constant use.

Bonus: +1 to dodge in space.

M.D.C.: 25



TASC Emergency EVA Pack (EEVA)

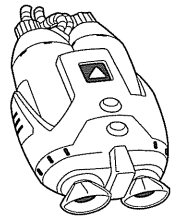
The Emergency EVA Pack is a smaller and more compact version of the TSC EVA Pack. Issued to the pilot corps of the TSC and TASC, the EEVA Pack is a last ditch emergency vehicle for pilots set adrift in space. Using smaller versions of the xenon fueled gridded ion thrusters used in its larger sibling, this pack is relatively slow, but using one is seen as preferable to floating aimlessly through hostile space. It also provides additional oxygen and air filtration for prolonged activity in space, as well as an emergency beacon that broadcasts an encrypted signal up to 2,500 miles (4,000 km) to assist in rescue operations.

Speed: 100 mph (160 km).

Range: Fully fueled, the Emergency EVA Pack is good for three hours of constant use. The beacon has its own battery good for 48 hours.

Bonus: +1 to dodge in space.

M.D.C.: 25



TCND Underwater Operations Pack

Issued to Combat Divers, Naval Commandos and underwater construction crews, this pack is combination SCUBA equipment and underwater propulsion system. The SCUBA equipment is a dual cylinder, fully closed circuit rebreather that mates directly to the environmental systems of TCND CBR dive armor. Along either side of the cylinder are two electronically driven ducted propeller water jets that can propel a diver through the water at excellent speeds. The pack also has an emergency beacon with a 50 mile (80 km) range to help in rescue efforts.

Speed: 8.6 knots (10 mph/16 km).

Range: The cylinders hold ten hours worth of oxygen. A full battery is good for 12 hours of propulsion.

Bonus: +1 to dodge underwater.

M.D.C.: 25

ASC Emergency Survival Pack (ESP)

The ESP is packed aboard all fighting vehicles, mecha and aircraft of the ASC. It consists of a soft-sided shoulder bag covered in pouches and pockets that hold all of the included equipment. The bag is sturdy, weatherproof and can carry an additional fifteen pounds (6.7 kg) of

equipment. Standard equipment includes the following:

Bivouac Bag: Weatherproof sleeping bag that doubles as a temporary shelter. Protects the sleeper to -20 degrees Fahrenheit (-29 Celsius).

High-Intensity Flashlight: 500 foot (152 m) range; powered by solar charged cell.

Compass/Inertial Mapper: Lets you know how far you've traveled and in which direction. +10% on Land Navigation rolls. Mirrored finish on one side for signaling.

Mini-First Aid Kit: Gauze roll and pads, 48 adhesive bandages, roll of medical tape, pair of scissors, pocket knife, bottle of painkillers, bottle of vitamins, 2 doses universal anti-venom, 2 doses anti-radiation, and protein healing salve.

Hunting and Fishing Kit: Fishing line, hooks, wires and small pulleys good for fishing and setting snares.

Saw Wires: Serrated, ultra-hard wires with ring handles able to cut through nearly any S.D.C. material. Does all the work of a saw in half the time.

Fire Starter: Metal, wind-proof lighter and one cube of compressed accelerant. Good for lighting dozens of fires.

Survival Gear: Heavy-duty survival knife, small hatchet, folding shovel, pocket mirror, four signal flares, concentrated sanitizer (for face and hands), a washcloth, canteen, and food bag.

Climbing Gear: 30 feet (9.1 m) of lightweight climbing rope, pair of climbing gloves, 6 ceramic spikes/pitons and small hammer.

Modular Climbing System

Used primarily by the mountaineers of the Tactical Corps Mountain Division (TCMOD), the MCS consists of a series of clip-on plates that replace the forearm and knee covers as well as the shoulder plates of any non-environmental armor. This system contains various tie-downs and carabiners, along with two oversized shoulder mounts holding 100 feet (30.48 m) of high-tensile synthetic cable each.

ASC Body Armor

Continuing the ASC ideal of smaller and faster, the newly designed CBR armors fielded by the ASC have redefined the role of infantry and human scale operations in the modern age of mechanized warfare. Made of lightweight, laser resistant ceramic/alloy composites and making use of integrated tactical communications and energy collection systems, these armors have increased the combat effectiveness and survivability of the average infantryman tenfold. The advanced ceramic/alloy composites used in the armor provide excellent protection against both traditional firearms as well as the newly fielded personal focused energy weapons. When properly worn, CBR armor also provides protection against hazardous environments, extremes of temperature and nuclear, biological and chemical agents.

Each branch of the ASC armed forces wears a unique CBR suit with differing trim and helmets to differentiate between enlisted men, NCOs and officers. The armor comes in both male and female versions, with the male suits being bulkier and the female suits more slender and form fitting. These stylistic differences serve not only to differentiate between the branches of the ASC, but to allow quick identification of personnel during the chaos of combat. CBR armor also makes use of arm mounted shields to further protect troops, adding further to

the medieval look of the already baroque armor.

Standard CBR Mk.2Armor Features:

All CBR armor suits share the following standard features:

1. Magnetic Interface Locking System (MILS): The MILS uses small, powerful electromagnets to secure the different tactical and propulsion packs to the mounts on the back of the CBR's clamshell. The MILS can be activated or deactivated in moments, and makes a tight, nearly unbreakable seal between the armor and the pack. To remove a pack while the MILS is active requires a combined P.S. of 50, or an Augmented P.S. of at least 30. Anything with Robotic P.S. can remove a pack with no problems.

2. Motion Reclamation System: A series of small kinetic energy harvesters are embedded in the joints and hinges of the CBR's modular plates. These energy harvesters convert kinetic energy into electricity to power the MILS and any other embedded electronic devices or, in the case of environmentally sealed armors, the onboard environmental systems. The electricity is stored in a small battery, and two hours of strenuous activity, or four hours of light activity, will produce enough power to run any onboard systems for twelve hours.

3. Tactical Radio: CBR helmets have an integrated narrow band, multi-frequency radio used for squad level tactical communications. These radios are voice activated, encrypted and have a range of 2.5 miles (4 km).

4. Integrated Hydration Bladder: The unisuit has an integrated, refillable hydration bladder attached between the shoulder blades that runs along the wearer's spine. The hydration bladder holds 100 ounces (0.78 gallons or 3 liters) and can be removed for washing. A long, flexible hose runs from the bladder, over the shoulder and to the neck of the unisuit where it is held by a Velcro fastener. This hose acts as a straw and is capped with a rubber stopper. The wearer simply bites down on the rubber stopper to open it to allow drinking. This hydration bladder has replaced the canteen as the standard personal hydration vessel.

5. Removable Faceplate: The faceplate of all CBR armors can either flip up or be completely removed, and has integrated eye protection that is shatter proof, polarized and photochromic (self-tinting). The photochromic coating provides +3 to save against being blinded by flash/bangs, glare or sudden bursts of bright light.

6. Laser Resistant Plates: The ceramic/alloy composites used in the construction of the hard plates of CBR armor are inherently laser resistant. Reduce any damage from laser tools or weapons by 25%.

7. Nuclear, Biological and Chemical Shielding: Through a combination of embedded materials and chemical coatings, the CBR unisuit provides adequate protection against nuclear, biological and chemical agents. CBR helmets also have an integral gas mask with replaceable filters that can filter most commonly used inhalant NBC agents. While this is not complete protection like environmentally sealed suits, the NBC shielding is good protection for a soldier in the field. The anti-NBC coating and integral gas mask provide a +4 to save vs lethal and non-lethal poisons to resist chemical and biological agents that deal

damage through contact (blistering agents like Mustard Gas and its derivatives, nerve agents like VX gas, etc.) or inhalation (asphyxiants, incapacitating agents and tear gas variants) as well as radiation, and reduces damage caused by these agents by 40%. Reduce bonuses to save and damage reduction by half if the victim is not wearing the suit's helmet and gloves.

8. Passive Temperature Control: The unisuit is insulated, water resistant and is built to wick away sweat and moisture. The suit is also woven with tiny channels that contain a liquid compound related to anti-freeze. While these channels are usually just part of the passive temperature control system, they can be coupled to the ASC Heat Exchanger pack to keep the soldier warm or cool in extreme hot or cold temperatures. The passive temperature control properties of the unisuit work to keep the wearer ten degrees Fahrenheit (5.6 degrees C) warmer or cooler than ambient temperature.

9. Fire Resistance: The CBR unisuit is fire resistant, will not burn and reduces damage done by normal fires (campfires, bonfires, house fires, vehicle fires, etc.) by 75%.

CBR Mk. 2

Non-Environmental Combat Armor

Mk. 2 non-environmental armor consists of a flexible, skintight unisuit made of a Kevlar/Nomex and alloy foil-fiber weave beneath modular alloy composite and ceramic plates. The unisuit provides limited protection against nuclear, biological and chemical agents, insulates the wearer against extremes in temperature and contains integral connectors for the ceramic composite hard plates.

The hard plates consist of a clamshell for the chest and back, plates for the shoulders, upper arms, forearms, waist/groin, thighs and shins. Armored boots and gloves provide protection for hands and feet, and a padded, armored helmet protects the wearer's head. Heavy armor, like that worn by the Tactical Corps and Tactical Corps Desert Division, has armored inserts that protect the abdomen and back, as well as reinforced joints between the plates. Mk. 2 armor comes in light and heavy varieties, and varies in color and appearance depending on service branch.

CBR Mk. 2 Light Armor

M.D.C. by Location:

Helmet – 35

Arms (2) – 18 each

Legs (2) – 30 each

Clamshell/Chest/Main Body – 55

Unisuit (underlining) – 25

Weight: CBR Mk. 2 Light Armor weighs twelve pounds (5.4 kg) including the unisuit.

Penalties: -5% penalty on skills requiring flexibility and mobility such as Swimming, Climbing, Acrobatics, Escape Artist, etc.

Service: It is worn by the following branches of the ASC: Alpha Tactical Armored Corps, Civil Defense Unit, TC Cold Division, TC Forest Division, TC Marsh Division, TC Mountain Division and TC Recon Patrol.

CBR Mk. 2 Heavy Armor

Mega-Damage by Location:

Helmet – 50

Arms (2) – 24 each
Legs (2) – 38 each
Main Body – 85
Unisuit (underlining) – 25

Weight: 20 pounds (9 kg) including the unisuit.

Movement Penalties: -12% penalty on skills requiring flexibility and mobility such as Swimming, Climbing, Acrobatics, Escape Artist, etc., and reduces running speed by 5%.

Service: Used primarily by the Tactical Corps and TC Desert Division.

CBR Mk. 2E Combat Armor Environmental Hardsuit

CBR environmental hardsuits are descended from the UEDF's CHR-1 Hazardous Environment suit. Advances in materials as well as environmental systems have allowed the ASC to capitalize on the fully sealed armor idea, providing a sturdy, relatively lightweight suit that *fully protects* the wearer from hostile environments. Worn by aerospace pilots, combat divers and TSC naval infantry, these suits consist of a fully articulated, positively pressurized hardsuit that is worn much like a spacesuit or hard diving suit. The suits are made primarily of ceramic composite plates that lock together with flexible joints that provide the wearer with both flexibility and protection. Environmental suits do not utilize a unisuit, but instead have all the standard features integrated into a built-in lining. Mk. 2E environmental hardsuits come in light and heavy varieties and vary in style and color depending on service branch.

Features of All CBR Environmental Armor:

1. Full Environmental Shielding: CBR full environmental hardsuits are positively pressurized and proofed against radiation, chemical and biological agents. These suits have an internal computer that runs the life support systems and a built-in oxygen tank good for two hours of use fully buttoned up. The oxygen supply can be extended indefinitely by drawing in outside air and filtering it through the integral scrubbers, or with external oxygen packs.

2. Heat and Fire Resistance. CBR hardsuits are nearly impervious to extremes of temperature up to 2,000 degrees F (1,093 degrees C) and down to -300 degrees F (-184.4 degrees C). These suits are also fireproof and take no damage from normal fires (campfires, bonfires, house fires, vehicle fires, etc.). Nuclear fires, napalm and plasma fires all deal normal damage.

CBR Mk. 2E Light Armor

M.D.C. by Location:
Helmet – 45
Arms (2) – 22 each
Legs (2) – 35 each
Main Body – 75

Weight: 18 pounds (8.1 kg).

Movement Penalties: -10% penalty on skills requiring flexibility and mobility such as Swimming, Climbing, Acrobatics, Escape Artist, etc., and reduces running speed by 5%.

Service: Used primarily by the ASC Tactical Air Force, Tactical Armored Space Corps and the Civil Defense Flying Corps.

CBR Mk. 2E Heavy Armor:

M.D.C. by Location:

Helmet – 45

Arms (2) – 30 each

Legs (2) – 50 each

Main Body – 105

Weight: 25 pounds (11.25 kg).

Movement Penalties: -15% penalty on skills requiring flexibility and mobility such as Swimming, Climbing, Acrobatics, Escape Artist, etc., and reduces running speed by 10%.

Service: Used primarily by the ASC Tactical Space Corps, Global Military Police and Navy Division.

CB-S Tactical Shields

Made of the same ceramic alloys as the CBR body armors, the CB-S shields give a soldier an extra level of protection against both melee and ranged attacks. Used by a number of branches within the ASC, these shields come in light, medium and heavy types, and vary in color and style to match the armor they come with. CB-S Tactical Shields are used by most of the ASC, with the exception of the Navy Division, Tactical Air Force, Civil Defense Flying Corps, and the Tactical Corps Mountain Division.

Light Shields: 25 M.D.C. Weight: 5 pounds (2.25 kg). +1 to parry.

Medium Shields: 40 M.D.C. Weight: 10 pounds (4.5 kg). -5% to skills that require manual dexterity (Pick Locks, Demolitions, Field Surgery, etc.). +1 to parry.

Heavy Shields: 55 M.D.C. Weight: 15 pounds (6.75 kg). -10% to skills that require manual dexterity (Pick Locks, Demolitions, Field Surgery, etc.). +2 to parry.

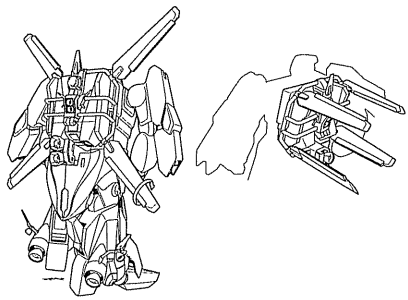
Special Features of Shields:

Spotlights: Shields worn by the TSC, TASC, TCDD, TCCD, and TCFD contain tiny, high intensity xenon floodlights with a 300 foot (91.4 m) range. These lights are powered by a rechargeable power cell with a six hour life-span.

Integral Weapon Sheath: The Heavy shield worn by the GMP has an integral sheath to carry the *S-11 Stun Baton* (described earlier). The sheath locks the baton in place so that it can't slip out during vigorous activity.

GMP Officer's Weapon Sheath: The shields of GMP officers carry a short sword (2D4 S.D.C. damage) in place of the Stun Baton.

Mecha Booster Packs



AJP-01 Battloid Jump Pack

This bolt-on thruster and stabilizer pack was designed to allow ASC battloids and earthbound variable mecha to be air dropped from aerial transports like the SC-37 Phoenix. It consists of an adjustable cage that contains four small winglets and a pair of high-output maneuvering thrusters with steerable nozzles, two bolt-on three nozzle thruster packs that mount to the mecha's lower legs, and a separate two nozzle thruster

block that attaches to the lower back. While the pack does not grant a battloid the ability to fly, it does allow them to control a fall and land on their feet. The jump pack is also perfect for air-drops and insertions behind enemy lines. It carries all of its fuel, a mixture of nitrogen tetroxide and hydrazine, within the thruster packs, and tends to use its entire fuel payload in slowing the fall and any maneuvering. When used as a space booster pack, the rockets are replaced with the xenon fueled gridded ion thrusters from the OMS-2. All thruster nozzles are steerable, and along with the limited control surfaces of the winglets, allow an amazing amount of agility in the air, more so than a traditional parachute. This enables the battloid to avoid anti-aircraft fire and dodge hostile, incoming Bioroids, aircraft and mecha.

In outer space it enables battloids to maneuver (albeit, slowly), board enemy spacecraft and engage in space combat.

The whole AJP system was designed to be as unobtrusive as possible, and has little effect on the performance of a battloid wearing it. The wings fold down and out of the way, and the whole thing is made of extremely lightweight materials. The AJP can be fit to any of the ASC battloids, as well as the Spartas and Myrmidon Hover Tanks, although the Spartas and Myrmidon cannot transform while bolted into the pack; it can only be used in battloid mode.

M.D.C. by Location

Wings/Fins (4) – 20 each

Mid-Back Thruster Pack – 45

Lower Back Thruster Pack – 25

Leg Mounted Thruster Packs (2) – 75 each

Note: Due to the wings and vectored thrusters, the AJP-01 grants a battloid a bonus to dodge while in the air, while leaping and in outer space.

Speed & Statistical Data:

Hovering: The battloid must first run and leap into the air. Then it can hover in the air up to 20 feet (6.1 m) for 1D4 minutes before drifting back to the ground.

Leaping: The Battloid Jump Pack enables the mecha to leap 100 feet (305 m) high or across.

Outer Space Propulsion: Bursts from the thrusters enable the battloid to maneuver in the vacuum of space. However, speed is a ponderous 15 mph (24 km) and suitable to working outside of the spacecraft, boarding enemy vessels, recovering salvage and similar operations, not dogfighting or fast maneuvering.

Bonuses: Can slow descent and land on its feet like a cat when dropped out of an aircraft from great heights, or leaps or falls from the roof of a skyscraper or other tall building; +5 to roll with impact/fall, +2 to dodge while in the air, leaping and when maneuvering in outer space, and +1 to strike with a leap kick attack.

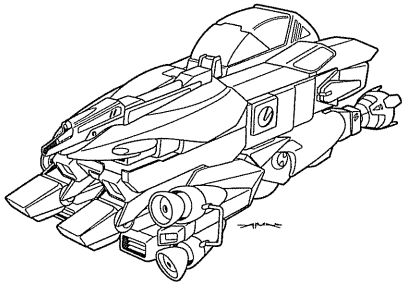
Weight: 1,050 pounds (472.5 kg).

Cargo: None, the jump pack hooks to the exterior of the battloid.

Power System: Standard power system good for up to 48 hours of continuous use/jumps.

Built-in Weapons Systems: None.

Limitations of Note: Jump pack can only be used by battloids. That means *ground Veritechs* such as the Hover Tank and Myrmidon must jettison the jump pack to change from battloid into tank or transport mode.



Hover Tank Thruster Pack

OMS-2 Orbital Maneuvering and Survival System

The Orbital Maneuvering and Survival System was designed late in the Second Robotech War in an effort to make the Spartas Hover Tank spaceworthy. The main component is a retrofitted, positively pressurized cockpit with a retractable, polycarbonate canopy resembling the one on the Ajax space fighter. The entire mecha also has its environmental systems upgraded to withstand the rigors of orbital use. Extra propulsion is provided by two sets of bolt-on thrusters mounted over the auxiliary, retractable hover jets mounted on the mecha's lower legs, and two massive rockets mounted at the hinge of the mecha's knees.

The leg mounted thrusters are high-output, two nozzle xenon fueled ion thrusters. Each thruster has a steerable nozzle for thrust vectoring, and each thruster pack carries enough xenon fuel for *eight hours* of constant orbital operation. The larger rockets are disposable, liquid oxygen fueled rockets used mainly for deploying the mecha from a shuttle or mecha carrying ship to an enemy ship. These rockets have enough fuel for essentially one use, *fifteen minutes* maximum, and are automatically jettisoned when the mecha transforms to tank or battloid mode. These thrusters allow the normally earthbound mecha to move and fight in space with a decent amount of proficiency, although they are still slower and more awkward than dedicated space fighters like the Ajax.

Hover Tanks equipped with the OMS-2 were designated V/HT-1A2 and V/HT-1A3, depending on their original weapons load out. These last minute upgrades were moderately successful, although the new cockpit oftentimes interfered with the mecha's transformation to battloid mode. While not perfect, the OMS-2 system did allow Spartas squads to be deployed aboard Tirolian ships, where they did significant damage and were responsible for destroying at least one of the massive Colony Ships.

M.D.C. by Location:

Canopy – 50

Reinforced Pilot's Compartment – 100

Leg Mounted Ion Thruster Packs (2) – 75 each

Disposable Rockets (2) – 60 each

Speed & Statistical Data:

Outer Space Propulsion: Bursts from the thrusters enables the Hover Tank to maneuver in the vacuum of space at speeds of up to 220 mph (352 km). However, as noted above, the disposable rocket are capable of bursts of much greater speed, up to 1,580.6 mph (2,529 km) or Mach 2.1, to engage in dogfights with space fighters and enemy mecha, high speed pursuit, evasive maneuvers and boarding operations.

Bonuses: +3 to dodge in space and +1 to roll with impact.

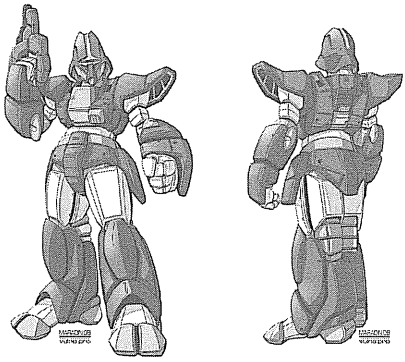
Weight: 4 tons.

Cargo: Not applicable.

Power System: Standard power system good for up to 8 hours of constant use in orbit/space, 3-4 times that without constant fighting.

Built-in Weapons Systems: None.

Limitations of Note: As the OMS-2 system was rushed into production, a few bugs were left in the system when the program was deployed to Spartas units within ATAC. Every time the pilot transforms to Battloid mode, there is a 10% chance of some sort of error (fatal computer error, jumped gears within the transformation system, etc.) that will prevent the mecha from transforming. Once this happens, the Spartas will be unable to transform to battloid mode without a diagnostic and repair back at base.



APR-4 Golem

Autonomous Patrol Robot

Note: The Golem is included here, in the section on weapons and gear, because it is, in fact, *a weapon* used by the Civil Defense Unit and Global Military Police. The APR-4 Golem is an unmanned *robot* with an artificial intelligence (A.I.). It is given simple defense and combat orders the robot tries to carry out to the best of its ability.

The APR-4 Golem represents a revolutionary breakthrough in both robotics and computer intelligence. The first, *true artificial intelligence* developed by the Earth Forces, the APR intelligence was designed by UEEF and ASC engineers before the departure of the Expeditionary Force, and is the predecessor to the JANICE intelligence designed by *Doctor Lang* during the UEEF's mission to Tirol.

The Golem was designed as a joint project between the Global Military Police (GMP) and the Civil Defense Unit (CDU), for riot control and civilian crime investigation, as well as military police duties and guarding VIPs. While successful in creating a true thinking machine, the project fell well short of their intended goals, due to limitations of the artificial intelligence technology. As a result, Golems tend to be slow, plodding and easily distracted. Too much information tends to confuse the robot and freeze up its logic centers, making it unfit for heavy combat. They do, however, make excellent partners for teams of GMP or CDU policemen and perform well under human supervision and leadership.

Golems are armored in a ceramic composite that resembles the CBR infantry combat armor. This armor is light but relatively tough, and stands up well to small arms, light explosives and shrapnel. Heavy weapons and those mounted on mecha and vehicles easily overcome the Golem's armor, and Bioroid teams had no problem quickly destroying these hapless robots when they encountered them. Golems are armed with an array of riot control weapons such as grenade launchers and acoustic weapons, and are often deployed with CDU riot policemen wearing Unicorn riot control powered

suits. When deployed in riot control missions, the Golem can also carry an optional riot shield (50 M.D.C.) and wield a large shock baton.

Type: APR-4 Golem.

Class: Autonomous Law Enforcement Patrol Robot.

Crew: None.

M.D.C. by Location:

* Head – 90

Shoulders (2) – 50 each

Upper Arms (2) – 35 each

Forearms (2) – 60 each

Hands (2) – 20 each

Upper Legs (2) – 70 each

Lower Legs (2) – 40 each

Feet (2) – 25 each

AGR-40 Grenade Launcher – 15

Spotlight – 2

** Main Body – 142

* Destroying the Golem's head will destroy all optical and audio sensors and has a 65% chance of shutting the unit down completely. If the unit does not shut down it immediately loses control, lashing out blindly with hands and weapons at anything nearby. This is due to a serious flaw in the A.I. programming. Due to this, each unit is equipped with an emergency cut-off system that can be activated remotely by the unit's human partner.

** Destroying the main body renders the unit inoperable.

Speed:

Running: 45 mph (72 km).

Leaping: The Golem can muster jumps of 15 feet (4.5 m) up or across. Add 10 feet (3 m) for a running start.

Statistical Data:

Height: 16 feet (4.9 m).

Width: 7.5 feet (2.3 m).

Length: 4.2 feet (1.3 m).

Weight: 7 tons.

Physical Strength: Robotic P.S. of 30.

Cargo: None, only what the robot can carry.

Power System: The Golem uses a series of electric motors run by a hydrogen fuel cell stack for power. Fully fueled and under normal conditions, the Golem can operate continuously for seven days.

Weapon Systems:

1. **AGR-40 Riot Control Grenade Launcher:** The AGR-40 is a recoil operated, semi-automatic grenade launcher designed to deploy special 40mm anti-riot grenades. While officially a non-lethal crowd control weapon. The AGR-40 can chamber any standard 40mm grenade in the ASC arsenal, this gives the Golem the ability to be outfitted for straight combat as a support unit.

Primary Purpose: Riot Control.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the robot's chassis.

Range: 1000 feet (304.8 m).

Mega-Damage: This weapon is designed to deploy non-lethal grenades for riot control. Typical non-lethal grenades include:

Smoke: Used for cover and marking. Releases a billowing cloud of smoke that will obscure a 50 foot (15.24 m) area. Available in white, black, red, green and yellow.

Stun/Flashbang: A mix of ammonium and magnesium that explodes with a loud boom and a shower of white-hot sparks. It causes temporary blindness,

temporary deafness and minor bleeding from the ears in any target within 30 feet (9.1 m) not wearing an environmental suit or protective headgear. Victims lose two melee attacks, are -2 to initiative and -8 to strike, parry and dodge for 1D6 melee rounds. Victims in environmental armor are still startled and are -2 to strike, parry and dodge for 1D4 melee rounds.

Tear Gas: A mildly caustic and non-lethal gas that causes nausea, stinging and watering eyes, breathing difficulty and skin irritation to all targets in a 20 foot (6.1 m) radius. Victims are blinded, -10 to strike, parry and dodge, -4 to initiative, and lose two attacks for 1D6+2 melee rounds (a successful save vs non-lethal poison reduces penalties by half). Targets in environmental suits are completely unaffected.

Sting: This grenade works like a fragmentation grenade, but instead of a steel body the grenade consists of a rubber sphere packed with dozens of hard rubber balls around a light explosive charge. Upon detonation, the rubber balls strike everything in a 10 foot (3 m) radius, stunning and incapacitating any targets in range. Damage: 2D6 S.D.C. and all targets have a 20% chance of being knocked unconscious. Victims in environmental suits or inside a sealed vehicle are completely unaffected.

Hard Foam: These grenades explode in a shower of sticky yellow foam that hardens into a concrete-like substance in a matter of seconds to completely immobilize all targets within a five foot (1.5 m) radius. The foam can withstand up to 25 M.D. before being destroyed. Targets making a successful dodge are not immobilized, but are still splashed and lose the use of one limb (G.M.'s discretion).

Rate of Fire: Singly, or in volleys of two or four.

Payload: 10 grenades in the internal magazine. Another 10 grenades can be carried in a pre-loaded magazine and can be changed in two actions.

2. Short-Range Acoustic Device: Mounted in the lower abdomen, this sonic weapon emits debilitating sound frequencies that disorient and disable all targets in range. The weapon causes nausea, disorientation, temporary deafness and bleeding from the ears. Where the grenade launcher allows a Golem to affect large groups of rioters, the SRAD is a more focused weapon, allowing the robot to single out particularly troublesome or dangerous individuals and bring them down quickly with little collateral damage.

Primary Purpose: Riot Control.

Secondary Purpose: Anti-Personnel.

Weight: Not applicable, part of the robot's chassis.

Range: 750 feet (228.6 m).

Damage: 1D4 S.D.C. damage plus stun. A victim who is stunned is -6 to strike, parry and dodge, plus reduce the character's speed and number of attacks per melee round by half. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times by the sound blast, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he will suffer the stun penalties for 1D4 minutes. Roll to save, a failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the

charge will impair his movement as per the penalties previously described.

Rate of Fire: One blast uses one melee attack.

Payload: Effectively unlimited.

3. **Shock Baton:** Made of high-impact polycarbonate with a tungsten core, these six foot (1.8 m) batons are a large version of the ones used by CDU riot policemen to move and disperse crowds. Used as a blunt weapon, these batons inflict significant non-lethal damage and cause incredible pain due to their construction. These batons also contain an electrical stunning device like a taser used to incapacitate rioters. Golems using a shock baton need to be closely supervised by a human partner. Due to the robot's strength and the size and heft of the baton, there have been incidents of Golems getting carried away and killing rioters by accident. This fact alone makes unruly mobs give the hapless robots a wide berth.

Primary Purpose: Riot Control.

Secondary Purpose: Anti-Personnel.

Weight: 20 pounds (9 kg).

Damage: 5D6 S.D.C. damage (unless the robot pulls its punch/attack from the physical blow, plus stun. A victim who is stunned is -8 to strike, parry and dodge, plus reduce the character's speed and number of attacks per melee round by half. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he will suffer the stun penalties for 1D4 minutes. Roll to save, a failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the charge will impair his movement as per the penalties previously described.

Duration of Stun Effects: 2D4 melee rounds. The duration of the impairment is increased 2D4 melee rounds for every hit by the baton for which the character does not save.

Save vs Shock Baton: 16 or higher; the same as saving against non-lethal poison. The character must save each time he or she is struck. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay.

Rate of Fire: Equal to the robot's number of attacks.

Range: Hand to hand combat.

Payload: Internal, rechargeable battery good for 20 shocks. Requires six hours to reach a full charge and can hold a charge for up to a week.

4. **Hand to Hand Combat:** While slow, the Golem is powerful and makes a formidable scrapper.

Attacks per Melee Round: Four.

Hand to Hand Damage: Robotic P.S. of 30.

Restrained Punch/Forearm: 6D6 S.D.C. or 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D. Counts as two attacks.

Kick Attack: 2D4 M.D.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

Jump Kick: 2D8 M.D. Counts as two attacks.

Body Block/Ram: 1D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knock-down against targets up to 50% bigger. Target loses initiative and two melee attacks.

Systems of Note:

A. Law Enforcement Programming: The Golem's A.I. is programmed, in theory, to be the perfect policeman. In practice, the Golem tends to be slow and easily confused under heavy combat conditions. The Golem's computer contains a complete police database containing laws, law enforcement procedures and known criminals. The robot also has an uplink that allows it to access the GMP and CDU mainframes to retrieve information about suspects and to identify people it is dealing with. The robot possesses the following skills, all at 85%: Law, Crime Scene Investigation, Interrogation, Radio: Basic, Streetwise, and Surveillance.

B. Combat Programming: As their duties put them in constant danger, Golems have the following combat abilities: 4 attacks per melee.

Bonuses: +2 to strike, +2 to parry, +3 to disarm, +4 to pull punch.

Weapon Skills: W.P. Handguns, W.P. Rifles, W.P. Heavy Mega-Damage Weapons, and W.P. Blunt; all W.P.s are considered to be at sixth level.

C. Sensors and Electronics: The Golem has the same electronics and sensor suite as the ASC's powered suits.

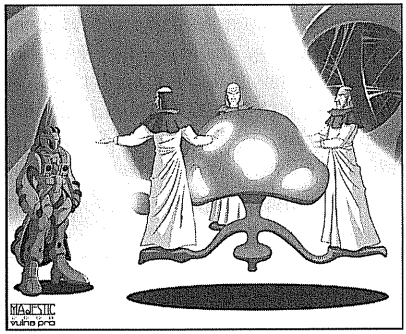
The Robotech Masters

"What Roman power slowly built, an unarmed traitor instantly overthrew."

– Claudius

The Robotech Masters are a people at the end of an era. Their powerful, pan-galactic Tirolian Empire, built over millennia through guile, economic power and military force, is crumbling around them. Their once orderly society has become fractured and decadent. Civil war and violent uprisings plague their vassal worlds. Their leaders are paralyzed in internecine fighting and mired in political intrigue. Arrogance has brought them here to the steps of ruin. Arrogance, greed, and a fundamental disregard of nature has twisted their once grand ideals into something ugly, desperate, and dying.

When the Tirolians first took to the stars from the cradle of their Fantoma system millennia ago, they were fueled by a spirit of discovery and the desperate need to find space and resources for their heavily overpopulated homeworld. Already an advanced society well versed in bio-medical and genetic sciences, they had eradicated diseases, extended their natural life spans and had begun a program of eugenics through cloning and restrictive laws governing natural reproduction. While their technology helped control population growth, the small planet of Tirol was still overtaxed, so their leaders, scientists, and engineers began looking to the stars for the answer. With the development of their first starships and crude interstellar drives, they saw the exploration and exploita-



tion of space as the solution to their resource problem and immediately set out to map their star system and see what lay beyond.

This began what is considered the *Golden Age of the Tirolian Republic*, a time of great expansion and change. Out among the stars the Tirolian space forces began making contact with other worlds and setting the diplomatic and economic foundation for an interstellar military and economic powerhouse. Back on Tirol in their capital city of Tiresia, the Tirolian Senate passed laws and decrees tightening population controls and giving more and more power to industrial and technological concerns. A mighty military force called the *Tirolian Legion* was formed during this time, made up of professional soldiers and bolstered with ranks of conscripts and slaves. This force was tasked with protecting Tirol and her off-world interests, and soon became a very visible symbol of Tirolian power.

A sociopolitical group called the *Masters* gradually came to prominence around this time. Always a superstitious people prone to looking for *signs* and *portents* of the future in everything, Tirolians historically attached a special cultural significance to the number *three*. These traditions presented an opportunity for the *Masters* to gain influence in Tirolian society. From their research into biology, psychology, and sociology, the Masters perfected a process of controlling their followers through the compartmentalization of all thoughts and actions. This social structure was found to be most effective among groups of triplets that were simultaneously indoctrinated. Responsibilities of gathering, analyzing, and acting on information were divided up among groups of threes, being deliberated and agreed upon as a group. Rebellious thoughts of an individual would typically be suppressed by the other two members of a triumvirate, ensuring obedience as a whole.

To disseminate their philosophy into Tirolian culture, a covert cultural campaign was orchestrated. Groups of three began to show up in their art and design and it became fashionable among the populace to have children cloned as batches of identical triplets. *The number three* began to dominate their racial psyche, and even their entire system of mathematics became base three over time. It was also during this period that Tirolian society began to see the rise and primacy of *the Triumvirate*, groups of three clones that were individuals but thought and acted as one.

Space exploration and expansion continued for millennia. The methods of Tirolian expansion gradually changed from diplomacy based on alliance building to complete subjugation by military force and economic coercion. The Tirolians began a campaign of conquest, taking people and planets by force when they couldn't acquire them through economic manipulation and guile. Worlds that submitted willingly became *Vassal Worlds*, administered from Tiresia, but with their own figurehead governments

that were totally beholden to the Tirolians. Worlds that resisted were taken by force, their people *enslaved* and their planets stripped of resources and turned into polluted industrial and production centers.

Political power began to split among three separate factions: scientists, warriors and politicians. The stratifying of Tirolian society took root and a *caste system* evolved. Under this new system, Tirolians were cloned in triplets, and from the time of their births, were segregated into castes that they would inhabit their entire lives. Eventually, the Tirolian people would be completely prohibited from natural reproduction. The business of population control was given over to the Senate and run by bio-medical scientists. Soon, the whole population would be rigidly controlled and after a few generations, the entire populace was made up of clones of the original Tirolians.

It took millennia to cement their hold over a wide swath of star systems, and just as the Tirolians achieved what their leadership considered the peak of power, a singular event would take their society to even greater heights before their spectacular downfall. A lone reconnaissance ship stumbled on a primitive looking planet far out on the fringes of space. One thing that drew their interest was a massive amount of energy that seemed to suffuse the entire planet. It looked to Tirolian instruments like fusion, but on a scale far and above that which simple nuclear power could generate. Probes were sent and a lush, tropical jungle planet covered in strange, living structures was discovered. The inhabitants called themselves **Invid**, but the life forms were so alien and unconventional that the scientists didn't know what to make of them. Teams led by the charismatic and brilliant scientist named **Zor**, landed and initiated first contact with the strange and reclusive Invid.

The Invid were a strange dichotomy. They were simple, peaceful organisms in a tightly structured society with limited use of technology, but with a remarkable ability to understand and evolve with their environment. It was discovered that the massive energy readings from this planet, called *Optera*, came from the Invid's use of an indigenous plant. Small, pale and relatively innocuous, the Invid used this strange flower that blossomed in groups of three for everything from a food source, to a religious talisman, to a power source for their population centers called *hives*. Upon seeing their deep and nearly mystical dependence on this plant, Zor named it the "Flower of Life."

Over the next few years, the Tirolians worked closely with the Invid, trading for their knowledge of the Flower of Life and the power that they generated from it, called **Protoculture**. Through trade and research, the Tirolians began to develop a highly advanced branch of science they called **Robotechnology**. They perfected Space Fold drives, allowing them to bridge the distances between stars in seconds. Protoculture helped advance their understanding of biological sciences as well, allowing them to enhance their own forms and genetically engineer their Legion into fearsome new Armada that would become predecessors to the giant **Zentraedi**.

The *Masters* within the Tirolian leadership became obsessed with Protoculture and the Invid Flower of Life. They saw the flower and its three blossoms as

an omen, *a sign* compelling them to seize this new resource exclusively for themselves and expand their domination. They took on the title *Robotech Masters*, and began to get to the business of galactic empire building. The Masters initially attempted to cajole and charm the Invid with trade goods and flattery. However, Zor remained the primary contact with the Invid, sharing technological knowledge and ideas with their leader, the *Regess*. Years passed and Zor, unaware of the Masters' ulterior motives, became ever closer to unlocking Protoculture's *final secrets*. Ultimately, Zor created *the Protoculture Matrix*, a mechanism through which the Flower of Life was processed directly into pure energy, thereby bypassing Invid involvement. By this time, Tirolian society had become increasingly dependent on *Protoculture*, and the development of the *Matrix* heralded the advent of a new era. The Masters, realizing that their goal was at hand and seeing no more use for the Invid, unleashed their Zentraedi Armada upon unsuspecting Optera.

In the initial onslaught, the Masters and their Zentraedi killed uncountable numbers of the peaceful Invid. They swept in and seized the Protoculture Matrix, research data, and materials from Zor's laboratories. Zor was whisked back to Tirol, hailed as a Hero of the Empire, and lavished with awards, titles and commendations. However, the betrayal shocked Zor, and no amount of personal gain could wipe away the injustice and destruction his people had inflicted upon the Invid. Indeed, the betrayal began a backlash from the Invid that would stretch into the centuries and engulf the entire galaxy.

Over the following centuries, the Robotech Masters and the Invid have been locked in war. The Invid regressed as a society, the Regess focused on revenge and the destruction of the man she held responsible for the death of her children, *Zor*. Meanwhile, the overextended Tirolian Empire began to slowly unravel. The prolonged era of conflict and self-obsession took a toll on their once great society, and it slid into poverty and deprivation as most usable resources were diverted to the war effort. As their power contracted, slave and vassal worlds began to rebel and secede. Uprisings rocked the Empire. Tirolian society fractured along social and political lines. Even their control of their mighty Armada became strained as the Zentraedi reveled in their existence solely for war itself.

Zor was disgusted with his superiors and their manipulation of both him and the Invid, but on Tirol the Masters were able to keep him in check and control his agitation against the entrenched power structure. Civil war erupted on Tirol and then Zor delivered what could be considered the final blow against an already flagging Empire. Under the guise of finding a suitable new world to seed with the Flower of Life, Zor packed the remaining operational *Protoculture Matrix* onto a warship, and embarked into an uncharted region of deep space with a hand-picked crew of loyal Zentraedi and Tirolians.

During a heated battle with Invid forces, Zor was mortally wounded right before he delivered his final betrayal. His battlefortress, and the Protoculture Matrix aboard it, disappeared into a hyperspace fold to unknown coordinates. In a fit of desperation, the Masters had

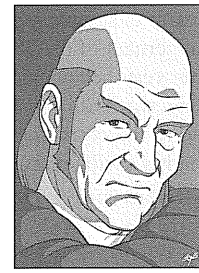
his remains returned to Tirol in a futile attempt to recover fragments of knowledge of the Protoculture Matrix from his deceased brain. His genetic code was painstakingly preserved as the Masters began the process of producing clones with the goal of resurrecting their ideological foe and the memories locked inside him.

The Masters immediately dispatched the Zentraedi High Lord Dolza and his massive Armada to retrieve the spaceship with the last Protoculture Matrix, but the search would take years.

Without access to Protoculture production, energy supplies began to dwindle and the mighty Tirolian war machine began to grind to a halt. The Empire lost more and more ground as they were unable or unwilling to defend their vassal worlds. Their clone populace became uncontrollable and their genetic stocks began to become corrupted. Eventually, even their hidden reserves of Protoculture became corrupted and unusable due to an infestation of the Invid *Flower of Life*. After decades of decline, Dolza had not returned with Zor's ship, and the Robotech Masters had stared at the end of their Empire and all they had built.

In desperation they gathered the last of their Motherships and used what little Protoculture they had left to clone strains of uncorrupt "True" Tirolians for colonization. With their pure clones and desperately low Protoculture reserves, the Masters' *fleet* set out to the last known coordinates of Dolza's fleet in search of their missing fleet and the stolen Protoculture Matrix. They left behind war ravaged Tirol and the smoking remains of their Empire, abandoning what remained of their fleets and bases to be overrun by the vengeful and ravenous Invid. They took to the stars like they had millennia before, but this time for their very survival.

High Master



Leadership Triumvirate (NPC Only)

The High Master is the ultimate authority within the Tirolian Leadership Triumvirate, and both *Clone Master* and *Science Master triumvirates* answer to them. Scheming and manipulative by nature, they are the ultimate politician and serve as the elders of Tirolian society. They make up the bulk of the Tirolian Senate, and are mainly content to while away their days playing the incessant power games within that august body. While they wield incredible political power and historical and legal knowledge, due to their programmed specialization when cloned, they have few notable skills that are applicable outside the halls of the Senate. They must rely on the well balanced counsel of their Clone Master and Science Master colleagues to assist them in the *day to day* running of their vast, pan-galactic empire.

High Masters are, in general, arrogant sociopaths whose only goal is power for power's sake. Silver tongued liars and master manipulators, they have won just as many wars and taken just as many planets through trickery and guile as they have through force of arms. They tend to take the long view of things, a luxury granted them by their centuries-long life spans. They spin intricate webs of lies, false promises, and veiled

threats and wait patiently for their enemies, and often allies, to stumble into their trap and be gobbled up by the nearly unstoppable financial and military juggernaut of the Tirolian Empire. It was this very behavior that sparked the eons long war with the Invid, and ultimately led to the corruption and decline of their mighty civilization.

Attributes: I.Q. 2D6+15, M.E. 2D6+11, M.A. 2D6+13, P.S. 1D6+7, P.P. 1D6+7, P.E. 1D6+9, P.B. 1D6+7, Spd 1D6+5.

O.C.C. Bonuses: +25% to evoke trust or intimidate.

Hit Points: P.E. +1D4 per level.

S.D.C.: 25

Height: 6 feet (1.8 m) plus 1D8 inches (2.5 to 20 cm).

Weight: 180+4D6 pounds (81+2D6 kg).

Life Span: 6D6x10+80 years.

Natural Abilities: All High Robotech Masters possess limited psychic powers. These are primarily sensory and communications powers, and not offensive in nature.

Limited Telepathy: A one-way transmission of thoughts, sort of a psychic broadcast. This is how the High Masters communicate amongst themselves as well as with underlings and advisors. Range: 300 feet (91.5 m). Duration: Indefinite. Note: Can speak to as many as three people at once.

Limited Empathy: The High Master can sense the emotional states of those around him. A handy power to have for beings who are expert at playing on people's emotions and manipulating others. Range: 100 feet (30.5 m). Duration: Indefinite.

Precognitive Awareness: This is a sixth sense that automatically alerts the High Master to any potential danger, including traps, ambushes, etc., and allows the High Master to act first (automatically has the initiative at the start of an attack in the first round of any combat), and grants him a +4 to dodge only. Range: 100 feet (30.5 m). Duration: Indefinite.

Total Recall: The ability to instantly and completely recall anything they've seen, read or heard. A recalled memory will last for 30 minutes and can be recalled at will.

Experience Level: 2D4+4 or as set by the Game Master for NPCs. Robotech Masters are *not* available as player characters.

Common Skills: Computer Operation, Language: Tirolian, Literacy: Tirolian, Mathematics: Basic, and Pilot Hover Vehicle, all at +20%.

O.C.C. Skills:

History: Tirolian Empire (+20%)

Law: Tirolian (+20%)

Leadership

Lore: Invid (+15%)

Lore: Robotech Masters (+25%)

Lore: Zentraedi (+15%)

Public Speaking (+15)

Wardrobe and Grooming (+10%)

O.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 2, 4, 8 & 12.

Communication: Any (+5%).

Domestic: None.

Electrical: None.

Espionage: Any (+15%).

Mechanical: None.

Medical: None.

Military: History, Lore and Theory only (+5%).

Physical: None.

Pilot: None.

Pilot Related: None.

Science: None.

Technical: Any (+10%).

W.P.: None.

Wilderness: None.

Secondary Skills: Select four skills from the Secondary Skill list found in **Robotech® The Shadow Chronicles® RPG**, plus one additional skill at levels 2, 5, 8, 11 and 14. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: Robes of state, personal palm computer.

Equipment Available on Assignment: As the ultimate leaders of the Tirolian Empire, the High Robotech Masters have access to anything they could want.

Monthly Wages: High Masters don't draw a salary from the Tirolian Treasury. Their day to day needs are provided by the Empire.

Personal Savings: High Masters have savings in the millions of Tirolian Denari through their lineage fortunes, land holdings and investments.

Clone Master

The Clone Masters, so called due to their dominion over the millions of cloned warriors in the Tirolian Legion, are the Ministers of War of the Tirolian Empire. They are the highest ranking officers in the Legion's officer corps and may be considered Generals in the army. They advise on military matters within the Senate, plan invasions and ensure that the massive Tirolian military machine runs smoothly. The most martial of the Leadership Triumvirates, Clone Masters are consummate tacticians and hardy warriors. They are also responsible for the creation of the Zentraedi, and their organization as the Masters' force projection troops.

Much like their triumvirate colleagues, the High Masters and Science Masters, Clone Masters love power and intrigue. More practical, and arguably more ruthless than the High Masters, the Clone Masters play at senatorial politics as men do at a game of chess. They look far forward, and are the masters of wielding an iron fist in a velvet glove.

Attributes: I.Q. 2D6+8, M.E. 2D6+8, M.A. 2D6+8, P.S. 2D6+8, P.P. 2D6+6, P.E. 2D6+10, P.B. 1D6+8, Spd 2D6+8.

O.C.C. Bonuses: +10% to trust/intimidate, +1 on initiative, +1 to strike, parry and dodge, and +1 to strike with any ranged weapon.

Hit Points: P.E. attribute number +2D6 per level of experience.

S.D.C.: 45

Experience Level: 1D6+5 or as set by the Game Master for NPCs. Clone Masters are not recommended as player characters, but may be played as such at the G.M.'s discretion. They start as young clones of first level experience and use the Ground Forces O.C.C. experience table.

Common Skills: Computer Operation, Language: Tirolian, Literacy: Tirolian, Mathematics: Basic, and Pilot Hover Vehicle, all at +15%.

O.C.C. Skills:

Leadership

Lore: Invid 80%

Military Etiquette 85%

Military History 85%

Military Tactics 85%

Military: Two of choice at 70%.

Radio: Basic 90%

Space Survival 80%

Theater Warfare: 2 of choice at 80%.

Zero Gravity Combat

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Assassin

O.C.C. Related Skills: Select four other skills at level one, plus one additional skill at levels 2, 4, 6, 8 and 12.

Communication: Any (+5%) except Performance and Sing.

Domestic: None.

Electrical: None.

Espionage: Any (+10%).

Mechanical: None.

Medical: None.

Military: Any (+20).

Physical: Any except Acrobatics and Gymnastics.

Pilot: Any (+10 to any military piloting skills).

Pilot Related: Any (+10%).

Science: None.

Technical: Lore and History skills only.

W.P.: Any.

Wilderness: None.

Secondary Skills: Select four skills from the Secondary Skill list found in **Robotech® The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9, 12 and 15. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: Uniform, personal portable computer, side arm (1D6 M.D.), personal communicator.

Equipment Available on Assignment: As a member of the leadership caste and Tirolian Ministers of War, Clone Masters have access to any and all weapons, armor, equipment, mecha, ships and aerospacecraft in the Masters' arsenal.

Monthly Wages: Clone Masters are paid in land, tributes and spoils of war like the rest of the leadership caste. They also draw a salary from the Tirolian Empire of 2D6x1000 Tirolian Denari per month.

Personal Savings: A Clone Master triumvirate will typically share a well appointed if spartan estate on one of the Tirolian Empire's Vassal Worlds with a number of servants and slaves. They are heavily invested in Tirolian military and technological concerns and have savings in the hundreds of thousands of Tirolian Denari.

Science Master

Cool and competent, Science Masters are responsible for all technological, scientific and educational matters within the Empire. Science Master triumvirates develop Space Fold generators, perfect genetic manipulation, and plumb the very depths of Robotechnology to help forge the Tirolian Empire into a truly pan-galactic force. Science Masters are rarely encountered outside of their laboratories or institutions. They consider all spheres of science their domain and count some of the galaxy's most accomplished engineers and bio-medical scientists among their numbers.

While they are part of the Senate and are nominally part of the Leadership Triumvirates, Science Masters are mostly disconnected from Tirolian society at

large, and only attend to their senatorial duties under duress. Their manipulative urges are borne out among the halls of academia throughout the Empire, as well as through industrial espionage and the accumulation of knowledge.

Attributes: I.Q. 2D6+13, M.E. 2D6+11, M.A. 1D6+5, P.S. 1D6+5, P.P. 2D6+5, P.E. 2D6+7, P.B. 1D6+7, Spd 1D6+5.

O.C.C. Bonuses: +2 on Perception Rolls.

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 20

Experience Level: 1D6+5 or as set by the Game Master for NPCs. Science Masters are not recommended as player characters, but are allowed at the Game Master's discretion. They start at first level and use the Paramilitary Forces O.C.C. experience table.

Common Skills: Computer Operation, Language: Tirolian, Literacy: Tirolian, Mathematics: Basic, and Pilot Hover Vehicle, all at +18%.

O.C.C. Skills:

Computer Programming (+20%).
Language: Two of choice (+10%).
Literacy: Two of choice (+10%).
Mathematics: Advanced (+16%)
Research (+20%)

Science Specialty Skills: Pick one of the following areas of specialty:

Applied Scientist (Engineer, Architect): Any four Mechanical skills at +24%, and any two Electrical skills at +15%.

Physical Scientist (Chemist, Physicist, Astronomist): Any four Science skills at +25%, and any two Technical skills at +15%.

Social Scientist (Anthropologist, Philosopher, Linguist): Any two Communication skills at +20%, any two Science skills at +15%, and any two Technical skills at +20%.

Life Scientist (Biotechnologist, Medicine): Any four Medical skills at +22%, and any two Science skills at +20%.

O.C.C. Related Skills: Select five other skills at level one, plus one additional skill at levels 2, 4, 7, 10 & 13.

Communication: Any except Sing and Performance.
Domestic: None.
Electrical: Any (+10%).
Espionage: Any.
Mechanical: Any (+10%).
Medical: Any (+10%).
Military: None.
Physical: None.
Pilot: None.
Pilot Related: None.
Science: Any (+12%).
Technical: Any (+10%).
W.P.: None.
Wilderness: None.

Secondary Skills: Select four skills from the Secondary Skill list found in **Robotech® The Shadow Chronicles® RPG**, plus one additional skill at levels 4, 8 and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

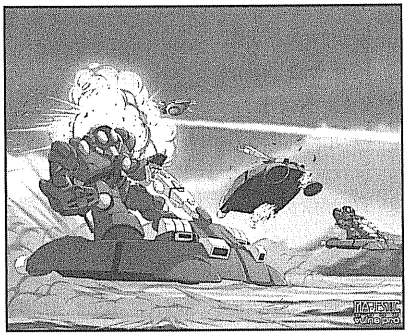
Standard Equipment: Uniform, equipment related to scientific specialty, personal palm computer, personal communicator.

Equipment Available on Assignment: As the Tirolian Ministers of Science and Technology, Science Masters have access to any and all research,

laboratory, medical and educational facilities and equipment.

Monthly Wages: Science Masters are paid in land, tributes and spoils of war like the rest of the leadership caste. They also draw a salary from the Tirolian Empire of 2D6x1000 Tirolian Denari per month.

Personal Savings: Science Master triumvirates will usually reside in luxurious housing within research or educational facilities. They will be heavily invested in science, medical and technological interests and have savings in the hundreds of thousands of Tirolian Denari.



Tirolian Legionnaire

Warrior Caste

Legionnaires are natural and deadly warriors. Much like the giant Zentraedi, who are, in fact, descended from the purest specimens among the Legion's warriors and leaders, Legionnaires know only the thrill of battle and the life of a military man. These soldiers are decanted from cloning tanks fully grown and programmed with a host of skills. Their lives are spent training and fighting, and they are kept under control through a regimen of brainwashing, propaganda and chemical dependency.

Legionnaires make up the Masters' ranks of Bioroid Terminators, Internal Security and peacekeeping forces. They guard the interests of the Empire, and work closely with their Tirolian cousins while taking and taming hostile planets. Their roles are strictly dictated by the Legion's hierarchy, closely resembling the civilian caste system. This is enforced through biological and social programming, and few, if any Legionnaires rise in rank outside of their given class.

The Legion hierarchy is organized between Officers, Centurions and common Enlisted. **Officers** are half warrior, half politician and are mainly wealthy, land owning triumvirates. There are good officers and bad officers, as there are in any military force, but all officers look down on their troops, underlings and even civilians with contempt born of their caste system.

Centurions are the Non-Commissioned Officers of the Legion. They inhabit a power limbo, a space between Officers and common Enlisted where they are expected to exhibit leadership, discipline and fighting prowess. Centurions are the workhorses of the Legion, and the real motivating force in any unit.

Common Enlisted Legionnaires come in two kinds, volunteers and conscripts. Volunteers are common Tirolians that have been cloned for the purpose of being fighting men. They make up the bulk of the Legion, and take great pride in their place. Conscripts are just that. Little more than slaves, conscripts are prisoners, vanquished foes and casteless Tirolians used mainly as advance infantry troops and cannon fodder. Even the lowest and most common Enlisted looks down on conscripts, and they have short and violent tenures with the Legion.

Attributes: I.Q. 1D6+8, M.E. 1D6+6, M.A. 1D6+6, P.S. 2D6+10, P.P. 2D6+6, P.E. 2D6+8, P.B. 2D6+5, Spd 2D6+12.

O.C.C. Bonuses for Officers and Centurions Only: +1 melee attack and +1 to strike with any weapon (melee or ranged).

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 35 plus any bonuses from Physical skills.

Experience Level: 1D6+4 or as set by the Game Master for NPCs. Player characters start at first level.

Common Skills: Computer Operation, Language: Tirolian, Literacy: Tirolian, Mathematics: Basic, and Pilot Hover Vehicle, all at +10%.

O.C.C. Skills:

Climbing (+10%)

Military Etiquette (+15%)

NBC Warfare (+10%)

Radio: Basic (+10%)

Running

Space Survival (+10%)

Zero Gravity Combat (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P.: Two of choice.

Hand to Hand: Expert (may be changed by an M.O.S.).

M.O.S. Selection: Pick one Tirolian M.O.S., described at the end of this stat block, for the character's area of specialty.

O.C.C. Related Skills: Select three other skills at level one, plus one additional skill at levels 2, 4, 8 & 12.

Communication: Any.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: Any (+5%).

Mechanical: Basic Mechanics only.

Medical: First Aid only.

Military: Any (+10%).

Physical: Any.

Pilot: Any (+5%) except Mecha and Aerospacecraft piloting skills.

Pilot Related: Any (+5%).

Science: None.

Technical: Any.

W.P.: Any.

Wilderness: Any.

Secondary Skills: Select three skills from the Secondary Skill list found in **Robotech® The Shadow Chronicles® RPG**, plus one additional skill at levels 3, 9, and 12. These are additional areas of knowledge and do not get any bonuses other than possible bonuses for having a high I.Q. All Secondary Skills start at base level.

Standard Equipment: Uniform, Tirolian Combat Armor, Flight Suit (if an aerospace or Bioroid pilot), personal effects. Most day to day needs are taken care of by the Tirolian Legion.

Equipment Available on Assignment: The typical Legionnaire can, by assignment, have access to any and all weapons, armor, vehicles, explosives and equipment as dictated by mission parameters.

Monthly Wages: Legion Officers make 1D6x1000 Tirolian Denari per month plus land and any spoils of war depending on rank. NCOs and Enlisted Legionnaires make 2D6x100 Tirolian Denari per month. Conscripts draw no salary as they are essentially slaves.

Personal Savings: 2D6x1000 Tirolian Denari for Officers, 2D4x100 for

NCOs and Enlisted. Legionnaires will also have personal collections of war spoils (flags, coins, weapons) and Officers will have land granted them by the Legion.

Legionnaire M.O.S. Packages

Aerospace Pilot: Aerospace Pilots make up the bulk of the air wings aboard Robotech Masters' ships. These pilots are trained in flying the deadly Roil Tiluvo Assault Corvettes as well as the numerous shuttles and launches used aboard the Masters' ships. They are intense and dedicated to both the defense of their fleets and the annihilation of their enemies.

Navigation (+15%)
Aerospace Fighter (+20%)
Boarding Spacecraft (+10%)
Combat Flying
Navigation (+15%)
Sensory Equipment (+10%)
Spacecraft: Light and Medium (+20%)
Space Navigation (+15%)
Weapon Systems (+10%)
Zero Gravity Combat (+10%)

Bioroid Pilot: Bioroid Pilots operate all variants of the quick and lethal Bioroids. These pilots are the primary troops of the Masters' ground forces, and as such, are the most common and most feared of their conventional forces.

Boarding Spaceships (+15%)
Land Navigation (+10%)
Mecha Elite Combat Training: Bioroid
Navigation: Space (+10%)
Pilot Bioroid (+20%)
Pilot Bioroid Gravsled (+20%)
Sensory Equipment (+10%)
Space Survival (+5%)
Weapon Systems (+15%)
Wilderness Survival (+10%)
W.P. Heavy Mega-Damage Weapons

Bioroid Terminator: Though called a "Bioroid" Terminator, this special combat soldier does not pilot Bioroids, but serves as an elite commando and elite guard who only answers to the Robotech Masters. They protect the Masters and engage in special combat operations, usually ship defense and seek and destroy missions. In short, they are trained killers.

Demolitions (+24%)
Demolitions Disposal (+20%)
Hand to Hand: Commando
Pilot Bioroid Gravsled (+15%)
W.P. Energy Pistol
W.P. Energy Rifle
W.P. Heavy M.D. Weapons
W.P. Starship Artillery
Zero Gravity Combat (+10%)

Heavy Infantry: Masters of heavy man-portable and vehicle mounted weapons, these troopers are known for their brute force approach and love of firepower. They are also commonly responsible for upkeep and maintenance of the Legion's weaponry and ordnance.

Armorer (+20%)
General Repair & Maintenance (+15%)
Optical Systems (+10%)
Vehicle Armorer (+20%)
Weapon Systems (+15%)
W.P. Heavy Military Weapons
W.P. Heavy M.D. Weapons
W.P. Shotgun

Internal Security Forces: Tasked with keeping peace and order on both Vassal Worlds as well as onboard the massive Motherships, these troops are

roughly the equivalent of Military Police.

Crime Scene Investigation (+10%)
Intelligence (+15%)
Interrogation (+20%)
Law: Tirolian (+20%)
Optic Systems (+10%)
Surveillance (+10%)
W.P. Blunt

Special Forces: War in the shadows is the Special Forces trooper's bread and butter. Trained in unconventional and asymmetric warfare, these masters of infiltration and sabotage can paralyze a conventional enemy force unaccustomed to their style of fighting. Small squad tactics, hit and run strikes and close quarter combat are all in a day's work for the Special Forces. These soldiers usually work in squads and are often given seemingly impossible missions.

Camouflage (+20%)
Detect Ambush (+15%)
Detect Concealment (+10%)
Hand to Hand: Martial Arts
Land Navigation (+15%)
Prowl (+15%)
Tracking (people; +10%)
Trap/Mine Detection (+10%)
Wilderness Survival (+15%)
W.P.: Three of choice.

Tirolian Legion Ranks

Officers:

Imperator
Legate
High Tribuni
Camp Prefect
Tribuni

Centurions:

High Centurion
Master Centurion
Centurion

Enlisted:

Tessarius
Legionnaire
Conscript

Tirolian Muse

A Tirolian Civilian Occupation

Muses are integral to Tirolian society. It is through the Muse triumvirates and their music that the Tirolian leadership pacifies their citizenry. Each Muse triumvirate consists of three identical clone sisters. Each of these sisters is tasked with playing one of the trio of sacred Tirolian instruments: the *Cosmic Harp*, the *Celestial Barbiton* and the *Empyrean Harmonium*.

The Cosmic Harp is played by passing the musician's hands through light beams to activate a resonator at the base of the instrument. **The Celestial Barbiton** is a stringed instrument that resembles a modern Earth cello, and the **Empyrean Harmonium** is an electric keyboard instrument capable of reproducing a wide range of sounds like an organ.

When played together, and accompanied by the soothing voices of the Muses themselves, these instruments are capable of weaving complex melodies that can control the emotions, moods, and even the very thoughts of the Tirolian populace. The Muses, while outside of the civilian, military or leadership triumvirates, are accorded a very high place in Tirolian society, and are a combination of priestess and musical star.

Songs of the Tirolian Muses:

Song of Courage: A swelling, inspirational song like a military march. It grants the following bonuses: +6 to S.D.C., +5 to save vs Horror Factor and +1 to save vs chemical and biological attacks.

Song of War: A driving, martial song that drives Tirolians to fight and kill. The song drives warriors to fight on through impossible odds and grievous injury. It grants the following bonuses: +1D4+6 (fights through pain), +1 to initiative, +1 to strike and disarm, +2 to parry, and +1 on all saving throws.

Song of Soothing: The most commonly played song by the Muses, the Song of Soothing keeps the Tirolians relaxed, passive, happy, submissive and easy to control. Tirolians under the effects of the Song of Soothing are -2 to initiative, -3 to parry and dodge, lose two attacks per melee and are easily impressed or intimidated by the Robotech Masters (effectively gives their leaders a +20% to inspire and evoke trust/obedience or intimidation/obedience).

Song of the Craftsman: This song inspires the craftsmen and artisans among the Tirolians, improving productivity and quality of products. Tirolians under the effects of the Song of the Craftsman are +10% to any and all work skills, including Science, Mechanical, Electrical and other skills related to their occupation, and it takes them 20% less time to accomplish any work task.

Alignment: Any.

Attributes: I.Q. 1D6+9, M.E. 1D6+7, M.A. 1D6+13, P.S. 1D6+5, P.P. 1D6+9, P.E. 1D6+7, P.B. 1D6+11, Spd 1D6+7.

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C.: 15.

Experience Level: 1D6+4 or as set by the Game Master for NPCs. Player characters start at first level.

Common Skills: Computer Operation, Language: Tirolian, Literacy: Tirolian, Mathematics: Basic, and Pilot Hover Vehicle, all at +5%.

O.C.C. Skills:

Dance (+20%)

Performance (+20%)

Play Musical Instrument (Cosmic Harp, Celestial Barbiton, or Empyrean Harmonium; pick one; +30%)

Sing (+20%)

Seduction (+15%)

Philosophy (+5%)

Wardrobe and Grooming (+10%)

Choice of any two Communication skills (+5%).

Choice of any two Technical skills, except Damage Control, Excavation, General Repair, and Jury-Rig.

O.C.C. Related Skills: None.

Secondary Skills: None.

Standard Equipment: Clothing, musical instrument, makeup, and personal effects. Most day to day needs are taken care of by the Tirolian government.

Equipment Available on Assignment: Musical instruments and items to satisfy basic needs, including a place to live and area to perform.

Monthly Wages: 1D4x1000 Tirolian Denari per month plus all basic needs (room and board, food, medical care, etc.).

Personal Savings: 1D6x1000 Tirolian Denari.

Tirolian Civilians

When the Masters left their war-torn homeworld for Earth, their massive Motherships also served as colony ships full of hundreds of thousands of Tirolian *civilians*. These civilians were handpicked from pure genetic strains and specially cloned to be the start of a *new Empire*. They were housed in specially built, multi-level cities built within the bellies of the gigantic Motherships. The Tirolians lived out their days aboard the vessels as they had on Tirol, going about their business under the watchful eye of the omnipresent *Internal Security Forces*. The ship's production and bio-medical facilities kept the clones fed and healthy, and the songs of the *Tirolian Muses* kept them passive during the long years of travel.

Tirolian civilians are structured into a societal triumvirate, split among merchants, craftsmen and nobles. Like the leadership and military triumvirates, each clone is created as part of one caste and they live out their lives within these confines. Each caste looks down on the others, and the rivalry and distaste, along with the songs of the Muses, keep the clones too busy with their small, petty machinations to be much threat to the Masters' leadership.

Tirolian Clone Citizen: To make and play a Tirolian clone citizen, use the **Civilian O.C.C.** found on page 226 of the **Robotech® The Macross® Saga** sourcebook.

While Tirolians are nearly identical biologically to humans, their intellectual and emotional growth are stunted by the Masters in an effort to make them more easily controlled. Since the colonies aboard the Motherships were meant to encapsulate the perfect Tirolian society, any occupation or service that a clone could have expected to find on Tirol can be found aboard their vessel. There are craftsman, shopkeepers, entertainers, engineers, artists, and a whole multitude of trades that can be found among the Tirolian colonists. Game Masters can allow the use of any and all occupations from **Robotech® The Macross® Saga** sourcebook in their games, and are encouraged to create any Tirolian specific occupation that fits their individual campaigns.

Alignment: Any, same as humans.

Attributes: Same as humans, 3D6 for all stats.

Size & Weight: Same as humans.

Hit Points: P.E. attribute +1D6 per level of experience, same as humans.

Level of Experience: 1D4+3 or as set by the Game Master for NPCs (Non-Player Characters). Player characters start at first level.

Common Skills: Computer Operation, Language: Tirolian, Literacy: Tirolian, Mathematics: Basic, and Pilot Hover Vehicle, all at +5%.

O.C.C. Skills, Other Skills, Equipment & Pay: As per occupation and the Civilian O.C.C. described in the **Robotech® Macross® Saga** Sourcebook.

Bioroids

Fighting Mecha of the Tirolian Empire

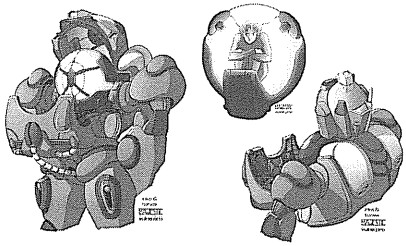
The Bioroids are the primary fighting mecha of the ground forces of the Tirolian Empire. A unique synthesis of man and machine, these mecha are light, fast and can operate in nearly any environment or theater of battle. Produced in the millions, Bioroid mecha have been in service with the Tirolian Empire for generations. If the Zentraedi could be considered the *Naval* and *Marine Expeditionary forces* of the Masters' empire, the Bioroids are their *Internal Security* and *Peacekeeping forces*. Bioroids are sent in after the Zentraedi to hold planets, pacify populations and generally keep order on the Masters' Vassal Worlds. They also serve aboard the massive Tirolian Motherships as internal security and defense forces, keeping the clone populations in line.

The current generation of Bioroids have been in service for centuries, brought online before the Tirolian Empire's slide into anarchy and civil war. They include the **Mark I** and **Mark II Bioroid Soldiers,** the **Mark III Command Bioroid** and the **Mark I Reconnaissance Bioroid.**

A new Bioroid, the lethal "**Invid Fighter**," appeared on Earth toward the end of the *Second Robotech War.* These dangerous mecha were a last ditch effort by the Science Masters to produce a new Bioroid that would perform equally well against both the *Invid* and *human forces.* Along with the Invid Fighters, the Science Masters also unveiled upgraded versions of the Mk.I Bioroid Soldier and Mk.III Bioroid Commander. These newly designed Bioroids entered very late in the war.

Bioroids are easily identified in the field by the color of their armor. The **Mk.I** and **Mk.Ia Bioroid Soldiers** and **Mk.I Reconnaissance** units are <u>all</u> a *dull blue color,* with the Recon unit commonly confused with the Bioroid Soldier unit, a mistake that works in their favor. The **Mk.II Bioroid Officer** is *olive green*, making it stand out somewhat among its duller hued cousins. The **Mk.III** and **Mk.IIIa Bioroid Commanders** and the newly deployed **Invid Fighter** are all various shades of a matte *crimson* to *blood-red* color, and very distinctive on the field of battle. These distinctive colorings have led to the practice of ASC troops identifying Bioroids by their colors – "Blue Bioroid," "Green Bioroid," "Red Bioroid" – as opposed to the unit or reporting names offered by GMP and TC military intelligence.

Much like Zentraedi mecha, Bioroids rely on *speed* and *firepower* rather than heavy armor to survive on the battlefield. They are fast and agile, their drive system a combination of artificial musculature, haptic force-feedback systems and neural network circuitry. They have no traditional controls, as they are essentially driven by the pilot's mind. The pilot sits within an armored cocoon, its walls lined with touch surfaces embedded with force-feedback sensors. These sensors pick up the pilot's movements and translate them into motive force through the mecha's unique drive system. The pilot also wears a neural interface helmet that transmits his thoughts through the neural net circuitry, making the mecha an extension of the pilot and



allowing him to control it with amazing precision. This control interface, plus the mecha's full joint articulation, allows the pilot and mecha to move, climb, run, jump, crawl, etc., with the same ease and dexterity of an unarmored human being. It is a true synthesis of man and machine, with machine responding at the speed of thought.

Bioroid armor is a light alloy composite that retains the mecha's speed while providing respectable protection from both small arms and light mecha mounted weaponry. While the armor has good stopping power against energy weapons and projectile weapons, it has proven inadequate against explosives, impact and concussion weapons. These attacks tend to disrupt the delicate biocircuits and neural interfaces, and can cripple or even render a Bioroid inoperable with a few heavy impacts. This is a problem the Tirolian defense engineers have been slow to deal with, and it has persisted through multiple generations of these otherwise dependable and rugged mecha.

Most Bioroids carry no internal weapons, relying instead on hand-held weapons like the *Mk.I Pulse-Beam pod* and their *fists* and *feet*. The Mk.II and Mk.III Bioroids, **Green** and **Red Bioroids** respectively, have small *plasma weapons* built into the mecha's head for use as defensive and anti-personnel weapons. Thanks to their humanoid chassis and full articulation, Bioroids are very effective melee fighters. With their enhanced strength and agility they are able to punch well above their weight, and have been observed shattering ASC Chobham-composite armor plates with one or two punches or kicks. As mentioned before, the Bioroids' internal circuitry and drive systems are relatively fragile and susceptible to damage from shock and impact. Consequently, Bioroids try to avoid hand to hand combat, preferring instead to use surprise, speed and long-range attacks from aboard their Hover Sled assault vehicles. Tactical camera footage has shown that when engaged with SPARTAS or Salamander units, the ASC mecha were able to disable or destroy Bioroids with concussion and physical attacks in as few as four strikes.

While some say they are not as frightful or intimidating as their Zentraedi cousins, Bioroid units are, without question, every bit as lethal in the field. They use the same swarming blitzkrieg combat style, learned from centuries fighting the Invid, and used to great effectiveness. During the *Second Robotech War*, Bioroid units mounted on their Hover Sleds proved to be a deadly opponent for the UEG and ASC forces, maintaining a nearly 2:1 ratio of kills over the beleaguered Earth defenders.

Standard Bioroid Features, Sensors & Weapons

1. Radar: All Bioroids utilize a sophisticated, miniaturized three dimensional battlefield radar. This radar system tracks airborne targets to a range of 100 miles (160 km) and land targets up to 30 miles (48 km) depending on terrain. The radar allows the pilot to track up to 96 targets, and has limited Identity Friend

& Foe (IFF) capabilities with a database of up to 2000 known Tirolian Empire enemies.

2. Combat Computer: The combat computer utilizes the IFF data from the radar as well as a laser targeting system to improve the combat performance of the mecha. The computer grants a *+2 bonus to strike* with all integral weapon systems and any handheld, long-ranged weapon.

3. Communications Suite: Bioroids have a comms suite consisting of a powerful, military band radio. This radio is encrypted and broadcasts both wide band and directional. Range is 200 miles (320 km).

4. Passive Nightvision: Passive amplification nightvision that uses ambient light to form a visible image. Range is 1,500 feet (457.2 m).

5. Thermal Imaging: Converts the heat signatures of objects and living beings into a visible image. Allows the pilot to see through smoke, inclement weather and even through buildings. Range is 1,500 feet (457.2 m).

6. Infrared Sensor: Onboard infrared sensor that allows it to see in the IR spectrum. The IR image is easily obscured by smoke and inclement weather. Range is 1,500 feet (457.2 m).

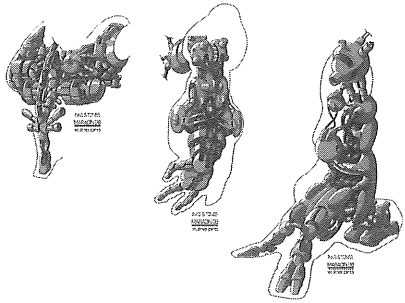
7. Audio Pickup: An external audio pickup that can pick out a sound as quiet as a whisper at 650 feet (198 m). This system is foiled by ambient sound louder than 100 decibels.

8. Spotlights: Standard Light: Each Bioroid has a small, high-intensity xenon light mounted in the chest beneath a retractable shield/blackout cover. The light has an adjustable iris which allows the light to be flooded or spotted to act as both flood and spotlight. It projects visible light to a range of 800 feet (244 m).

Infrared Spotlight: Emits an infrared beam that is invisible to the naked eye, but can be seen with the right sensors or optics. Range is 1,200 feet (366 m) but is reduced by half in smoke and/or inclement weather.

9. Tactical Camera: This camera can record up to 180 minutes of footage into memory that can then be downloaded and watched. This footage is usually used for training and combat analysis. Clone Masters can also link to these cameras for real-time combat observation.

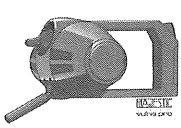
10. Tactical Life Support: All Bioroids have an airtight and positively pressurized pilot's compartment that can be buttoned up to protect against biological and chemical agents. The mecha has an onboard oxygen supply of 48 hours, but that can be extended to a week with the use of external intakes and the onboard re-circulation and filtering system. The mecha is shielded against radiation and insulated against temperatures up to 400 degrees centigrade. Normal fires do no damage, but napalm, plasma and nuclear fires do full damage.

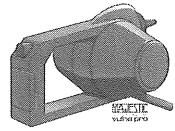


11. Articulation: Each Bioroid has a full range of articulation at the shoulders, elbows, hips, knees and feet, en-

abling the mecha to climb, fight and use weapons and tools as easily as its Tirolian pilot.

12. Electromagnetic Stability Plates: Mounted in the feet of every Bioroid are a set of powerful electromagnets that enable the mecha to adhere to decks and hulls of starships. Dislodging a planted Bioroid is a tall order, and requires either a combined Robotic P.S. of 50, a single attack that destroys more than one third of the Bioroid's main body M.D.C., or a full speed ram from a shuttle-sized or larger spacecraft. Destroying a Bioroid's legs or feet will immediately knock it from the deck.





13. Standard Issue, *Bioroid Drum Gun Pod* – TPBGp-Mk.I Pulse Beam Gun Pod (1): This awkward looking, drum-shaped 22mm Bioroid sidearm fires heavy ion bolts at a rate of 450 rounds per minute. The Mk.I gives the Bioroid a heavy punch and has very favorable penetration and stopping power. While a very respectable weapon, the Mk.I tends to be front heavy and suffers from relatively short-range and heavy energy consumption. While the Mk.I is standard issue for the Nous'dohl "Blue" Bioroid, it has been phased out of service for other Bioroid units, replaced by the more accurate and more efficient Mk.II Bioroid Disc Gun Pod. However, any Bioroid pilot may choose to use the Drum Gun Pod.

Primary Purpose: Anti-Mecha & Assault.

Secondary Purpose: Anti-Personnel.

Weight: 200 pounds (90 kg).

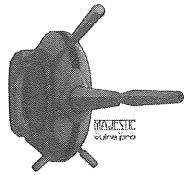
Range: 1,200 feet (366 m).

Mega-Damage: 2D6 M.D. for a single blast, 1D6x10 M.D. for a five round burst.

Rate of Fire: Single shots or five pulse bursts. Each shot or burst uses one attack.

Payload: 300 single blasts or 60 bursts in an internal, rechargeable Protoculture magazine.

Note: Due to its awkward construction, the Mk.I is -2 to hit when firing bursts, and gets no bonus for an Aimed Shot.



14. Standard Issue, *Bioroid Disc Gun Pod* – Tr-PBGp-Mk.II Pulse Beam Gun Pod (1): This disc-shaped energy weapon has greater range and firepower than the Bioroid Drum Gun Pod and is used by Bioroid pilots and Bioroid Terminators/shocktroopers.

Primary Purpose: Anti-Mecha & Assault.

Secondary Purpose: Anti-Personnel.

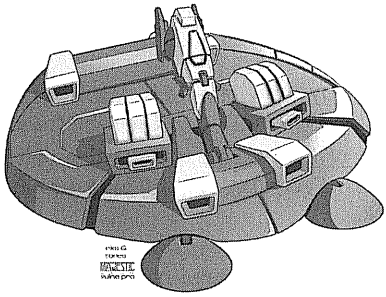
Weight: 175 pounds (79 kg).

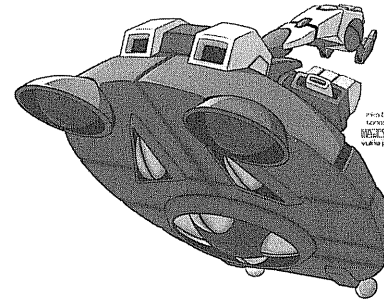
Range: 2,000 feet (609.6 m).

Mega-Damage: 3D6 M.D. for a single blast, 2D4x10 M.D. for a five round burst.

Rate of Fire: Single blasts or five pulse bursts. Each single blast or five pulse burst use one melee attack.

Payload: 260 single blasts or 52 bursts in an internal rechargeable Protoculture magazine.





Bioroid "Hover Sled"

Mk.I Anti-Gravity Assault Vehicle

Designed to give Bioroids flight capabilities, the Mk.I Bioroid Hover Sled has been in production, relatively unchanged, for centuries. The sled functions as a "flying platform" on which a Bioroid stands and maneuvers with the tilt or an easy to use handlebar control system. Though the sleds are lightly armored, they are fast and extremely maneuverable. Furthermore, their small size makes them more difficult to hit.

The Masters' anti-gravity flight mechanism enables the Hover Sleds to function in an atmosphere and in outer space. Two ion cannons are built into the forward section of the sled, providing Bioroid pilots with an all-purpose weapon suitable for strafing ground attacks, battling ground mecha and enemy infantry, and urban combat in the streets, as well as dogfights in the air and space combat. Combined with the Bioroid Assault Corvettes, air mobile Bioroid squads mounted on Hover Sleds do an exceptional job at guaranteeing air superiority for Masters' Ground Forces.

ASC Reporting Name: Bioroid "Hover Sled".

Vehicle Type: THS-A Mk.I Bioroid Anti-Gravity Assault Platform.

Class: One Mecha, All Weather Anti-Gravity Assault Vehicle.

Crew: One.

M.D.C. by Location:

* Control Yoke – 75

** Ion Cannons (2) – 40 each

*** Anti-Gravity Pods (3) – 50 each

Rear Thrusters (2) – 40 each

*** Main Body – 150

* Destroying the control yoke will make the sled unflyable. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -3 to strike.

** Taking out one Ion Cannon reduces firepower to 5D6 M.D.; destroying both knocks out the sled's built-in weapon system. The pilot is limited to whatever firearms he might have on him, but flying and shooting at the same time reduces all combat bonuses of the Bioroid by half.

*** Destroying one pod has no detrimental effect. Destroying two reduces speed and altitude by half, and destroying all three makes the sled unflyable and it crashes.

*** Destroying the main body renders the sled unusable and it crashes.

Speed: 260 mph (416 km) in atmosphere to a maximum of 32,000 feet (9753.6 m). Speed is quadrupled in space.

Statistical Data:

Height: 4.8 feet (1.4 m).

Length: 30 feet (9.1 m).

Width: 13.4 feet (4.1 m).

Weight: 8 tons.

Cargo: None, just the Bioroid.

Power System: One miniaturized Protoculture reactor powering three anti-gravity generators and two FDY Mk.II plasma shock thrusters. The reactor has enough Protoculture fuel capacity to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Bonus: The Bioroid hover sled is +2 to dodge while flying.

Weapon System:

1. **TDS-I 44 Ion Pulse Cannons (2):** These high output, rapid-fire ion blasters fire compact discs of ion energy at an extremely high rate of fire. These weapons fire simultaneously at the same target, can only fire bursts, and give the Bioroid pilot excellent medium-range anti-aircraft and anti-mecha capabilities while mounted on the Hover Sled.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Anti-Mecha and Anti-Armor.

Weight: Not applicable, part of the Hover Sled's chassis.

Range: 3,000 feet (914.4 m).

Mega-Damage: 1D6x10 M.D. per double barrel blast; rapid-fire pulse blasts only.

Rate of Fire: Each blast counts as one attack.

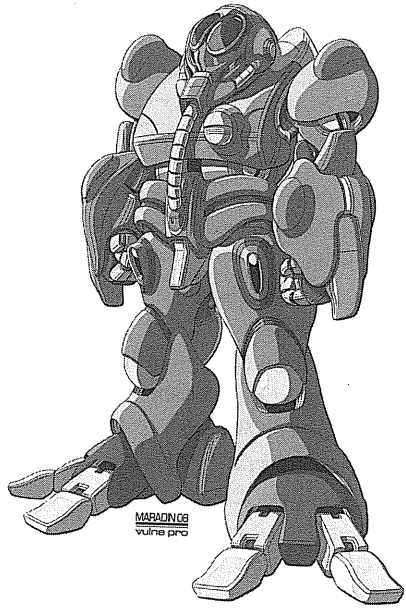
Payload: Effectively unlimited, powered by the sled's Protoculture reactor.

"Blue" Bioroid Soldier

TBr-I Mk.I Nous'dohl (Warrior)

The highly successful "Nous'dohl," known commonly among the ASC as the **"Blue Bioroid"** or *Bioroid Soldier*, is the most common mecha in the Robotech Masters' arsenal. Much like the Zentraedi Regult Battle Pod, the Nous'dohl has become the most visible symbol of the imperialism and military might of the *Robotech Masters*. As the primary infantry mecha of the Tirolian Ground Forces, the Nous'dohl has seen action on tens of thousands of battlefields all across the galaxy. It is a simple, rugged design that is easy to pilot, relatively easy to maintain, and easy to mass-produce to fuel the Masters' massive military-industrial machine.

A solid and reliable mecha, the Nous'dohl/Blue Bioroid has soldiered on



in service of the Robotech Masters for centuries. Armed solely with the Mk.I Drum Gun Pod and reliant on the Mk.I Hover Sled for flight and heavy weapons, these combat mecha have a reputation for swarming in large numbers, engaging in strafing runs and dogfights, and being generally hard to kill. Their armor is the thinnest of the Bioroids, but is more than made up for by their speed, mobility and ferocity. Nous'dohl/Blue Bioroids are the second fastest Bioroids, only the Reconnaissance units are faster, and the Blues leverage that speed into killing power. While the Nous'dohl is an older and somewhat underpowered model, its ability to run rings around most Earth mecha makes it a force to be reckoned with, especially in large numbers. The standard TBr-I Mk.I or original "Blue Bioroid" is easily identified by its pair of large, bulbous looking eyes, a hose that gives it a bit of an "elephant's trunk" appearance, and a pair of large, splayed toes.

ASC Reporting Names: "Blue" Bioroid, Standard Infantry Unit.

Vehicle Type: TBr-I Mk.I Bioroid Soldier.

Class: One Man, All-Weather, Non-Variable Mechanized Infantry Battloid.

Crew: One.

M.D.C. by Location:

* Head – 75
Upper Arms (2) – 50 each
Forearms (2) – 65 each
Hands (2) – 30 each
Upper Legs (2) – 75 each
Lower Legs (2) – 90 each
Feet (2) – 65 each
Gun Pod – 50
** Pilot Interface Cocoon – 25
*** Main Body – 125

* Destroying the head knocks out all sensors and communications, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one melee attack. Destroying the head also exposes the pilot interface cocoon to direct damage. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -2 to strike.

** The interface cocoon is lightly armored and delicate. Any attack that inflicts more than 45% damage in one hit has a 40% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed: Running: 100 mph (160 km) running. Bioroids are incapable of flight and must rely on the Hover Sled for flight.

Leaping: 45 feet (13.7 m) up or 120 feet (36.5 m) across. A running start will increase jump distance by 30 feet (9.1 m).

Statistical Data:

Height: 21 feet (6.4 m).

Length: 6.7 feet (2 m).

Width: 9.1 feet (2.8 m).

Weight: 11.3 tons.

Physical Strength: Robotic P.S. of 32.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel

slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **TPBGp-Mk.I Pulse Beam Drum Gun Pod (1):** Standard issue to the Mk.I Blue Bioroid. Weight: 200 pounds (90 kg). Range: 1,200 feet (366 m). Mega-Damage: 2D6 M.D. for a single blast, 1D6x10 M.D. for a five round burst. Payload: 300 single blasts or 60 bursts. Penalty: -2 to hit when firing bursts. **Note:** See *Standard Bioroid Features, Sensors & Weapons #13* for complete stats and details.
2. **Hand to Hand Combat:** The Nous'dohl is a respectable melee fighter, and can hold its own against the more heavily armored ASC mecha.

Hand to Hand Damage: Robotic P.S. of 32.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D4 M.D.

Power Punch: 4D4 M.D. Counts as two attacks.

Kick Attack: 2D8 M.D.

Leap Kick: 4D8 M.D. Counts as two attacks.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

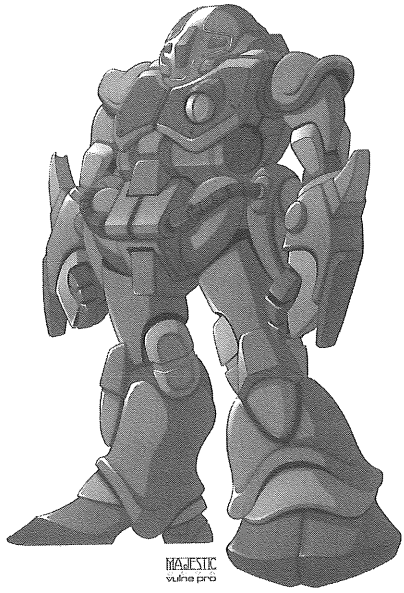
Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

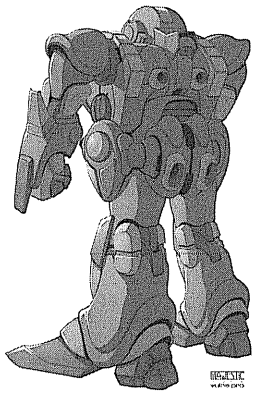
Bonuses with Mecha Elite Combat Training (MECT): Bioroid Only. +1 attack per melee at levels 2, 4, 6, 8 and 11. +1 on initiative, +2 to strike (in hand to hand combat), +1 to strike with ranged weapons, +2 to parry and dodge, +1 to disarm, and +2 roll with impact. **Note:** These bonuses only apply when the clone pilot has the MECT: Bioroid skill. When not inside a Bioroid mecha, the pilot only has his regular hand to hand bonuses.

Upgraded "Blue" Bioroid Soldier

TBr-I Mk.Ia Neue Nous'dohl

The Nous'dohl received a new lease on life toward the end of the Second Robotech War when the Robotech Masters gave it a complete upgrade through a Service Life Extension Program (SLEP). Part of the Masters' efforts to modernize their forces with what few resources they had left, the SLEP program *updated* the *Blue Bioroid to the Mk.Ia* and later also





upgraded the *Red Bioroid to the Mk.IIIa.* The SLEP upgrade incorporated advances learned in the development of the more advanced and deadly *Bioroid Invid Fighter,* making the time honored Nous'dohl a newer and more viable combat mecha for the foreseeable future. This "new" look included a more heavily armored head, better armor all around, harder, sharper edges, toes together and the reconfiguration of the exposed hose away from the center of the body.

ASC Reporting Names: "New Blue" Bioroid, Upgraded Infantry Unit.

Also known as "Big Blue," and "Blue Bioroid Two" by ASC troops in the field.

Vehicle Type: TBr-I Mk.Ia Bioroid Soldier; upgraded.

Class: One Man, All-Weather, Non-Variable Mechanized Infantry Battloid.

Crew: One.

M.D.C. by Location:

* Head – 100

Upper Arms (2) – 45 each

Forearms (2) – 75 each

Hands (2) – 36 each

Upper Legs (2) – 95 each

Lower Legs (2) – 110 each

Feet (2) – 85 each

Gun Pod – 50

** Pilot Interface Cocoon – 45

*** Main Body – 152

* Destroying the head knocks out all sensors and communications, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one melee attack. Destroying the head also exposes the pilot interface cocoon to direct damage. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -3 to strike.

** The interface cocoon is lightly armored and delicate. Any attack that inflicts more than 40% damage in one hit has a 25% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed:

Running: 120 mph (192 km) running. Bioroids are incapable of flight and must rely on the Mk.I Hover Sled for flight.

Leaping: 45 feet (13.7 m) up or 120 feet (36.5 m) across. A running start will increase jump distance by 30 feet (9.1 m).

Statistical Data:

Height: 21 feet (6.4 m).

Length: 6.7 feet (2 m).

Width: 9.1 feet (2.8 m).

Weight: 11.3 tons.

Physical Strength: Robotic P.S. of 34.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power

to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **TPBGp-Mk.II Pulse Beam Disc Gun Pod (1):** Standard issue to the Mk.II Blue Bioroid. Weight: 175 pounds (79 kg). Range: 2,000 feet (609.6 m). Mega-Damage: 3D6 M.D. for a single blast, 2D4x10 M.D. for a five round burst. Payload: 260 single blasts or 52 bursts. Penalty: None. **Note:** See *Standard Bioroid Features, Sensors & Weapons #14* for complete stats and details.
2. **Hand to Hand Combat:** As a basic infantry unit, the Nous'dohl is a respectable melee fighter, and can hold its own against the more heavily armored ASC mecha.

Hand to Hand Damage: Robotic P.S. of 34.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D4 M.D.

Power Punch: 4D4 M.D. Counts as two attacks.

Kick Attack: 2D8 M.D.

Leap Kick: 4D8 M.D. Counts as two attacks.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

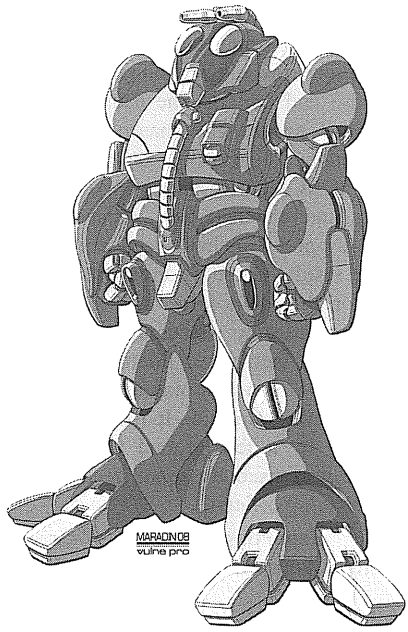
Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): Bioroid Only. +1 attack per melee at levels 2, 4, 6, 9 and 12. +2 on initiative, +3 to strike (in hand to hand combat), +1 to strike with ranged weapons, +2 to parry and dodge, +1 to disarm, +2 to pull punch, and +3 roll with impact. **Note:** These bonuses only apply when the clone pilot has the MECT: Bioroid skill. When not inside a Bioroid mecha, the pilot only has his regular hand to hand bonuses.

"Green" Bioroid Officer

Tbr-I Mk.II T'siendral (Executor)

The Mk.II T'siendral Bioroid is an up-armored version of the standard Mk.I Nous'dohl "Blue" Bioroid Soldier. The T'siendral, roughly translated from Tiro-



lian as "Executor," is primarily used by the shipboard internal security forces of the Tirolian Fleet. Designed initially as a Service Life Extension Program for the standard Mk.I, the resulting "**Green Bioroid**" packs heavier armor and a more advanced bio-mechanical drive system that was supposed to increase the original unit's survivability by 30%. While it performed well in tests, its increased armor caused the mecha to be slower and more finicky in the field of battle. The new drive system was overly complex and vulnerable to maintenance problems under heavy combat conditions.

The production of Green Bioroids was scheduled to be scrapped until the Masters' Internal Security Forces (ISF) lobbied to have the program assigned to them. The ISF needed a heavy armor unit to augment the aging Terminator light powered suit that had been in use for centuries. Well aware of the flaws of the Mk.II program, the ISF felt that the new Bioroid would be well suited to ship defense and policing the usually docile civilians aboard the massive Tirolian Motherships. The Mk.II has performed well in its security duties for centuries now, and in that time most of the mecha's problems have been ironed out. As a result, Green Bioroids remain in use for ship defense as well as limited use for boarding spacecraft and heavy assault. In fact, when piloting a Hover Sled, the Green Bioroids are as speedy as any other Bioroid. It has also been adopted by a few ground forces units where it is used by squad leaders and low-ranking officers.

ASC Reporting Names: "Green" Bioroid, Armored Infantry/Security Unit.

Vehicle Type: TBr-I Mk.II Bioroid Officer.

Class: One Man, All-Weather, Non-Variable Mechanized Infantry Battloid.

Crew: One.

M.D.C. by Location:

* Head – 90

Plasma Cannons (2, head) – 14 each

Upper Arms (2) – 60 each

Forearms (2) – 70 each

Hands (2) – 30 each

Upper Legs (2) – 85 each

Lower Legs (2) – 95 each

Feet (2) – 80 each

Gun Pod – 50

** Pilot Interface Cocoon – 50

*** Main Body – 180

* Destroying the head knocks out all sensors and communications, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one melee attack. Destroying the head also exposes the pilot interface cocoon to direct damage. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -2 to strike.

** The interface cocoon is lightly armored and delicate. Any attack that inflicts more than 35% damage in one hit has a 25% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed: Running: 80 mph (128 km) running. Bioroids are incapable of flight and

must rely on the Mk.I Hover Sled for flight.

Leaping: 35 feet (10.6 m) up or 80 feet (24.4 m) across. A running start will increase jump distance by 20 feet (6.1 m).

Statistical Data:

Height: 21.4 feet (6.52 m).

Length: 6.7 feet (2.05 m).

Width: 9.1 feet (2.8 m).

Weight: 13.8 tons.

Physical Strength: Robotic P.S. 36.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **Tr-PlC 12.7mm Plasma Cannons (2):** These medium yield 12.7mm automatic plasma cannons are mounted to the Bioroid's head and give the pilot a powerful, close-range weapon for anti-personnel work. They can elevate +/- 30 degrees and have excellent penetration and damage yield.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the Bioroid's chassis.

Range: 850 feet (259 m).

Mega-Damage: 4D6 M.D. for a dual blast from the two cannons fired simultaneously at the same target. 1D4x10 M.D. for a rapid-fire pulse from each gun fired simultaneously at the same target.

Rate of Fire: One dual blast or a quadruple pulse counts as one melee attack.

Payload: Effectively unlimited, tied to the Bioroid's Protoculture reactor.

2. **TPBGp-Mk.I Pulse Beam Drum Gun Pod (1):** Standard issue to the Mk.I Green Bioroid. Weight: 200 pounds (90 kg). Range: 1,200 feet (366 m). Mega-Damage: 2D6 M.D. for a single blast, 1D6x10 M.D. for a five round burst. Payload: 300 single blasts or 60 bursts. Penalty: -2 to hit when firing bursts. **Note:** See *Standard Bioroid Features, Sensors & Weapons #13* for complete stats and details.
3. **Hand to Hand Combat:** Stronger than the Mk.I and Mk.Ia, the Mk.II Green Bioroid is a good fighter and inflicts good damage in close combat, but is slower and more susceptible to attack.

Hand to Hand Damage: Robotic P.S. 36.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Rip/Tear Attack: 1D8 M.D.

Power Punch: 4D6 M.D. Counts as two attacks.

Kick Attack: 3D8 M.D.

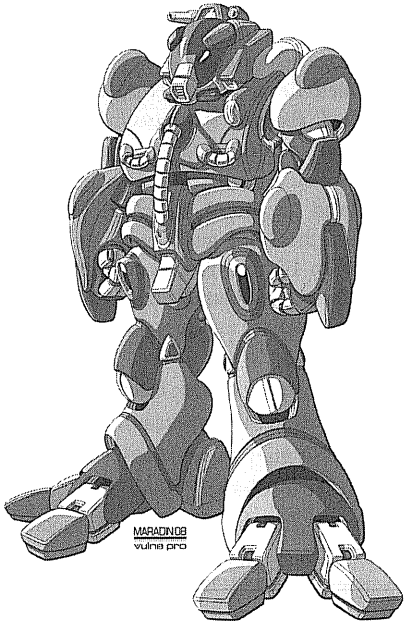
Leap Kick: 5D8 M.D. Counts as two attacks.

Stomp: 3D6 M.D. against targets under seven feet (2.1 m) tall.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT) Bioroid Only: +1 attack per melee at levels 3, 6, 9 and 12.

+2 to strike (hand to hand combat), +1 to strike with ranged weapons, +2 to parry, +1 to dodge, +2 to pull punch, and +1 to roll with impact. **Note:** These bonuses only apply when the clone pilot has the Mecha Elite Combat Training: Bioroid skill. When dismounted from the Bioroid, the pilot only has his regular hand to hand bonuses.



"Red" Bioroid Commander

TBr-I Mk.III Gister'dohl (Warlord)

The Gister'dohl, known to ASC mecha pilots and mechanized infantrymen as the "**Red Bioroid**," is a *Bioroid Command Unit* commonly found leading special squads and commanding platoons or larger groups of Bioroids. It shares similar design cues with the older Blue and Green Bioroids and uses the same reliable drive system and chassis as the blue Nous'dohl, but with a few notable improvements. Enhancements include increased armor without sacrificing speed, as well as a special command suite. The Mk.III Gister'dohl/Red Bioroid has one plasma cannon mounted on its head for defense and anti-personnel combat, but in place of the second is an advanced Command/Communications and Control computer suite. Like the C3 suite found on the Zentraedi Glaug Officer's Pod, the Red Bioroid's C3 computers allow it to link to other Bioroids in its unit, increasing their combat abilities and battlefield survivability. Perceptive members of the ASC have found that destroying this Bioroid Command Unit will compromise the function of the rest of the group, though this is much easier said than done.

ASC Reporting Names: "Red" Bioroid, Command Unit.

Also known as: "Red Commander" by ASC troops in the field.

Vehicle Type: TBr-I Mk.III Bioroid Commander.

Class: One Man, All-Weather, Non-Variable Mechanized Infantry Battloid.

Crew: One.

M.D.C. by Location:

* Head – 75
Upper Arms (2) – 60 each
Forearms (2) – 75 each
Hands (2) – 32 each
Upper Legs (2) – 80 each
Lower Legs (2) – 95 each
Feet (2) – 75 each
Gun Pod – 50
** Pilot Interface Cocoon – 35

*** Main Body – 155

* Destroying the head knocks out all sensors and communications, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one melee attack. Destroying the head also exposes the pilot interface cocoon to direct damage. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -2 to strike.

** The interface cocoon is lightly armored and delicate. Any attack that deals more than 40% damage in one hit has a 25% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed:

Running: 100 mph (160 km) running. Bioroids are incapable of flight and must rely on the Hover Sled for flight.

Leaping: 45 feet (13.7 m) up or 120 feet (36.5 m) across. A running start increases jumping distance 30 feet (9.1 m).

Statistical Data:

Height: 21.5 feet (6.5 m).

Length: 6.7 feet (2 m).

Width: 9.1 feet (2.8 m).

Weight: 12 tons.

Physical Strength: Robotic P.S. of 36.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **Tr-PlC 12.7mm Plasma Cannon (1, Head):** This medium yield 12.7mm automatic plasma cannon is mounted to the Bioroid's head and gives the pilot a powerful, close-range weapon for anti-personnel work. It can elevate +/- 30 degrees and has excellent penetration and damage yield.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the Bioroid's chassis.

Range: 850 feet (259 m).

Mega-Damage: 2D8 M.D. for a single blast or 1D4x10 M.D. for a rapid-fire four-pulse burst.

Rate of Fire: A single shot or burst counts as one melee attack.

Payload: Effectively unlimited.

2. **TPBGp-Mk.I Pulse Beam Drum Gun Pod (1, Handheld):** Standard issue to the Mk.II Red Bioroid. Weight: 200 pounds (90 kg). Range: 1,200 feet (366 m). Mega-Damage: 2D6 M.D. for a single blast, 1D6x10 M.D. for a five round burst. Payload: 300 single blasts or 60 bursts. Penalty: -2 to hit when firing bursts. **Note:** See *Standard Bioroid Features, Sensors & Weapons #13* for complete stats and details.
3. **Equipment of Note:** Standard, plus the following CCC Unit:

Command, Communications and Control (CCC) Computer: As a field command unit, the Gister'dohl Mk.III has a powerful IFF/Command and Control computer that gives the field commander

the ability to send combat data and target coordinates, and regulate and control all Bioroids under his command. The IFF can identify up to 1,500 different enemy targets, and track 36. The CCC computer on the Bioroid can link to all other Bioroids in the squad (up to 12) and grants an additional bonus of +1 on initiative, +1 to strike, and +1 to parry and dodge to all Bioroids linked to the Red Commander. This requires a roll on the Sensory Equipment skill at -10% due to the chaos of combat.

4. **Hand to Hand Combat:** The Red Bioroid is an excellent fighter and lethal in hand to hand combat as well as long-range attacks.

Hand to Hand Damage: Robotic P.S. 36.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Rip/Tear Attack: 1D8 M.D.

Power Punch: 4D6 M.D. Counts as two attacks.

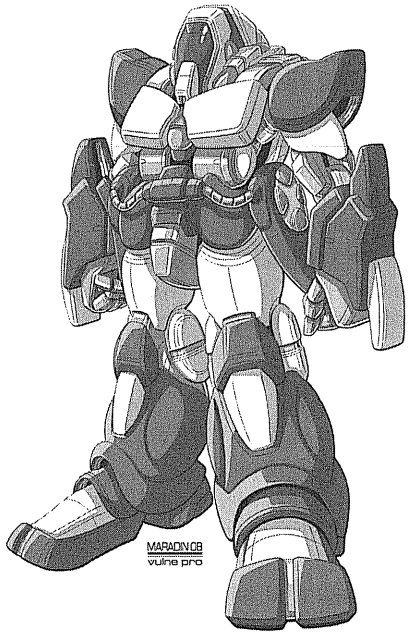
Kick Attack: 3D8 M.D.

Leap Kick: 5D8 M.D. Counts as two attacks.

Stomp: 3D6 M.D. against targets under seven feet (2.1 m) tall.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT) Bioroid Only: +1 attack per melee at levels 1, 3, 6, 9 and 12. +2 on initiative, +1 on Perception Rolls, +3 to strike (hand to hand combat), +1 to strike with ranged weapons, +2 to disarm, +3 to parry and dodge, +3 to pull punch, and +2 to roll with impact. **Note:** These bonuses only apply when the clone pilot has the *MECT: Bioroid skill.* When dismounted from the Bioroid, the pilot only has his regular hand to hand bonuses.



Upgraded "Red" Bioroid Commander

TBr-I Mk.IIIa Neue Gister'dohl

Like the Mk.I, toward the end of the Second Robotech War, the Mk.III went through a Service Life Extension Program (SLEP) like the "Blue" Mk.I, resulting in the brand new and even deadlier Mk.IIIa "Red" Bioroid Commander. The Mk.IIIa looks significantly different from the original Red Bioroid, with a redesigned head and chassis, updated combat computers and drive system, more armor, and different feet than its predecessor. The changes incorporate improvements gleaned from the development of the fast and powerful *Invid*

Fighter. This means the SLEP upgraded Red Bioroid is even more heavily armored without sacrificing speed and maneuverability. In fact, the Red Bioroid Mk.IIIa is a terror even when under the control of a pilot of average skill and experience. The highly tuned drive system and advanced computers let it run faster, jump higher, shoot straighter and hit harder than any other Bioroid, save the newly developed Invid Fighter. However, like the Invid Fighter, the upgraded Commander was introduced far too late to make a significant impact in the outcome of the war.

ASC Reporting Names: "New Red" Bioroid, Upgraded Command Unit.

Also known as "Big Red" and "Red Bioroid Two" by the ASC troops in the field.

Vehicle Type: TBr-I Mk.IIIa Bioroid Commander; upgraded.

Class: One Man, All-Weather, Non-Variable Mechanized Infantry Battloid.

Crew: One.

M.D.C. by Location Mk.IIIa Upgrade:

*Head – 100

Upper Arms (2) – 65 each

Forearms (2) – 90 each

Hands (2) – 30 each

Upper Legs (2) – 85 each

Lower Legs (2) – 115 each

Feet (2) – 75 each

Gun Pod – 50

** Pilot Interface Cocoon – 80

*** Main Body – 200

* Destroying the head knocks out all sensors and communications, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one melee attack. Destroying the head also exposes the pilot interface cocoon to direct damage. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -3 to strike.

** The interface cocoon is lightly armored and delicate. Any attack that inflicts more than 30% damage in one hit has a 15% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed:

Running: 122 mph (195.2 km) running. Bioroids are incapable of flight and must rely on the Hover Sled for flight.

Leaping: 50 feet (15.2 m) up or 130 feet (39.6 m) across. A running start increases jumping distance 30 feet (9.1 m).

Statistical Data:

Height: 22 feet (6.65 m).

Length: 6.7 feet (2.05 m).

Width: 9.1 feet (2.8 m).

Weight: 11.9 tons.

Physical Strength: Robotic P.S. 40.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **TPBGp-Mk.II Pulse Beam Disc Gun Pod (1):** Standard issue to the Mk.IIIa Red Bioroid. Weight: 175

pounds (79 kg). Range: 2,000 feet (609.6 m). Mega-Damage: 3D6 M.D. for a single blast, 2D4x10 M.D. for a five round burst. Payload: 260 single blasts or 52 bursts. Penalty: None. **Note:** See *Standard Bioroid Features, Sensors & Weapons #14* for complete stats and details.

2. **Equipment of Note:** Standard, plus the following CCC Unit:

Command, Communicaitons and Control (CCC) Computer: As a field command unit, the Gister'dohl Mk.IIIa Upgrade has a powerful IFF/Command and Control computer that gives the field commander the ability to send combat data and target coordinates, and regulate and control all Bioroids under his command. The IFF can identify up to 3000 different enemy targets, and track 72. The CCC computer on the Bioroid can link to all other Bioroids in the squad (up to 12) and grants an additional bonus of +2 on initiative, +1 to strike and +2 to parry and dodge to all Bioroids with which it is linked. This requires a roll on the Sensory Equipment skill at -10% due to the chaos of combat.

3. **Hand to Hand Combat:** A deadly combatant in close combat and at a distance with ranged weapons.

Hand to Hand Damage: Robotic P.S. 40.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D. Counts as two attacks.

Kick Attack: 3D8 M.D.

Stomp: 3D6 M.D. against targets under seven feet (2.1 m) tall.

Leap Kick: 5D8 M.D. Counts as two attacks.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training Only: +1 attack per melee at levels 1, 3, 6, 9, 12 and 15. +3 on initiative, +1 on Perception Rolls, +3 to strike (hand to hand combat), +2 to strike with ranged weapons, +3 to parry and dodge, +2 to disarm, +3 to pull punch, and +4 roll with impact. **Note:** These bonuses only apply when the clone pilot has the MECT: Bioroid skill. When not inside a Bioroid mecha, the pilot only has his regular hand to hand bonuses.

Bioroid Scout

Tbr-R Mk.I
T'sienramp (Observer)

The Scout Bioroid is a fast and lightly armored reconnaissance unit recently fielded by the Tirolian Ground Forces. Relatively rare, this mecha is packed with sophisticated sensors, cameras and stealth technology to assist the advance of friendly forces and observe and hinder enemy movements. It uses the same light armor as the Mk.I Bioroid Soldier, and is coated in a flat blue, radar absorbing paint that allows it to blend in among ranks of standard Mk.Is. They operate within standard Bioroid platoons, as well as in dedicated reconnaissance squads alongside Tirolian light recon and special forces units.

The T'sienramp Scout has proven very successful, and has greatly increased the effectiveness of Tirolian ground forces. Its advanced reconnaissance suite and stealth systems enable it to observe, study and track enemy movement as well as relay communications (extending

range) and coordinate with Searchlight Drones, forward observers, and spies on covert operations. The Scout's mission parameters usually involve sneaking around and spying rather than charging enemy lines. Scout Bioroids are used in mixed combat units, as well as deployed as reconnaissance squads, escorts, guards, intelligence gathering operatives, spy units, search and destroy, search and rescue teams and as forward observers. In the capacity of a forward observer, the Scout coordinates and shares data with *Searchlight Drones* in the area, and one Scout Bioroid may command 2-6 Drones when operating as a forward observer or when on perimeter patrol, guard duty or scouting missions.

ASC Reporting Names: Scout Bioroid, Reconnaissance Unit.

Vehicle Type: TBr-R Mk.I Bioroid Scout.

Class: One Man, All-Weather, Non-Variable Reconnaissance Battloid.

Crew: One.

M.D.C. by Location:

* Head – 75

Upper Arms (2) – 50 each

Forearms (2) – 65 each

Hands (2) – 30 each

Upper Legs (2) – 75 each

Lower Legs (2) – 90 each

Feet (2) – 65 each

Gun Pod – 50

** Pilot Interface Cocoon – 25

*** Main Body – 140

* Destroying the head knocks out all sensors, communications and advanced sensors, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one attack. Destroying the head also exposes the pilot interface cocoon to direct damage. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -2 to strike.

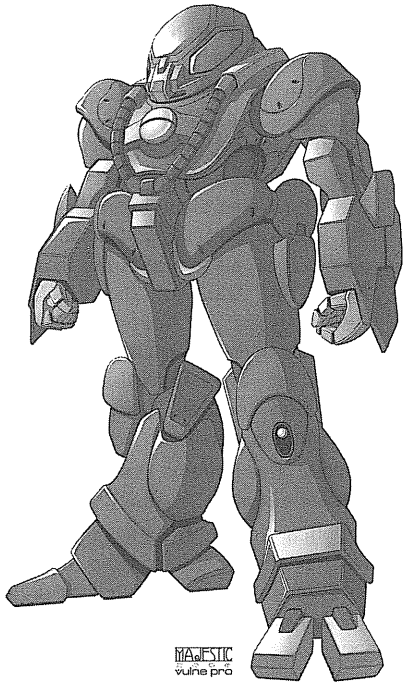
** The interface cocoon is lightly armored and delicate. Any attack that inflicts more than 40% damage in one hit has a 25% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed:

Running: 120 mph (192 km) running. Bioroids are incapable of flight and must rely on the Mk.I Hover Sled for flight.

Leaping: 45 feet (13.8 m) up or 120 feet (36.5 m) across. A running start will in-



crease jump distance by 50 feet (15.2 m).

Statistical Data:

Height: 21 feet (6.4 m).

Length: 6.7 feet (2.05 m).

Width: 9.1 feet (2.8 m).

Weight: 11.3 tons.

Physical Strength: Robotic P.S. of 30.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **TPBGp-Mk.I Pulse Beam Drum Gun Pod (1, Handheld):** Standard issue to the Mk.I Scout Bioroid. Weight: 200 pounds (90 kg). Range: 1,200 feet (366 m). Mega-Damage: 2D6 M.D. for a single blast, 1D6x10 M.D. for a five round burst. Payload: 300 single blasts or 60 bursts. Penalty: -2 to hit when firing bursts. **Note:** See *Standard Bioroid Features, Sensors & Weapons #13* for complete stats and details. May substitute the Tr-PBGp Mk.II Bioroid Disc Gun Pod (see description #14 for complete details).
2. **Special Equipment: An Enhanced Reconnaissance Sensor System:**

12x Optical Image Enhancement: The optical enhancement magnifies the pilot's vision by twelve, as well as digitally sharpening and stabilizing the image.

Digital Video and Still Recorder: A digital still camera and video recorder. The camera can record twelve hours of video or thousands of images on internal digital media. These images can be broadcast to others with the ability to receive them, as well as be downloaded from the digital media back at base. 10x optical magnification as well as digital sharpening and stabilization.

External Audio Pickup: This system works both multi-directionally and as a shotgun mic. It can pick up sounds as quiet as a whisper at 1500 feet (457.2 m) and can sift through ambient sound for specific noises.

Laser Distancer and Range Finder: Can estimate distance, altitude and rate of approach/travel as well as be used to paint a target for airborne and ground based ordnance delivery. Range is two miles (3.2 km).

Encrypted Long-Range Communications Array: A high-powered, long-range and encrypted comms array. This array can link directly to other Bioroid Scouts, Gister'dohl Command Bioroids, and reconnaissance squads to transfer encrypted text and video. The range of the link is 1500 feet (457.2 m). The Bioroid also mounts more robust transmitters and antennas that extend the range of the standard radio to 400 miles (640 km). The system can also scramble enemy communications, and can be focused to temporarily overload enemy comms arrays for 1D6 rounds. This gives the T'sienramp Scout a limited electronic attack capability and requires an Electronic Countermeasures roll. If the character doesn't have the Electronic Countermeasures skill, Radio: Basic can be used, but at -15%.

Enhanced Radar Suite: More robust radar antennas are installed on the Scout that allow the pilot to identify and track up to 50 different airborne targets to 150 miles (240 km) and 25 land targets to 50 miles (80 km). The data from the radar can be broadcast to other mecha, ships or installations. The radar can also be focused and used to temporarily burn out an enemy's radar for 1D6 rounds. This gives the Bioroid a limited electronic attack capability and requires an Electronic Countermeasures roll. If the character doesn't have the Electronic Countermeasures skill, Sensory Equipment can be used, but at -15%.

Enhanced Sensor Suite: The Scout Bioroid carries the following sensors in addition to the standard enhanced optics: Radiation Detector, Ionization Chamber, Spectral Chemical Analyzer, Seismic Sensors, and Acoustic Sensors.

3. **Special: Sensor Spoofers:** These integrated spoofers and heat shields along with the radar absorbing coating on the T'sienramp, make this mecha extremely hard to find with electronic sensors. The Bioroid's already quiet drive system is further muffled to reduce the noise the Bioroid makes during normal use. Anyone trying to find one by radar or enhanced optics is -15% to their Sensory Equipment skill roll, and anyone using acoustic sensors is -10% for the same roll.
4. **Hand to Hand Combat:** The Scout Bioroid can hold its own in combat, but is not designed for battle.

Hand to Hand Damage: Robotic P.S. of 30.

Restrained Punch/Forearm: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D. Counts as two attacks.

Kick Attack: 2D4 M.D.

Leap Kick: 2D8 M.D. Counts as two attacks.

Stomp: 2D6 M.D. against targets under seven feet (2.1 m) tall.

Body Block/Ram: 1D8 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 50% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): Bioroid Only: +1 attack per melee at levels 2, 6 and 10. +1 on initiative, +1 to strike (in hand to hand combat), +1 to parry, +3 to dodge, and +3 to roll with impact. **Note:** These bonuses only apply when the clone pilot has the MECT: Bioroid skill. When not inside a Bioroid mecha, the pilot only has his regular hand to hand bonuses.

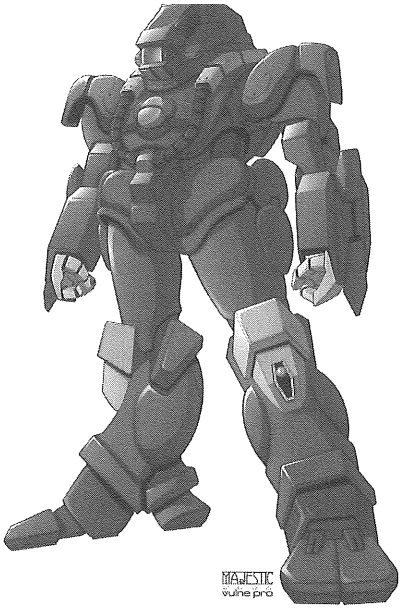
"Triumvirate" Bioroid Invid Fighter

TBr-A Mk.I

Inbida T'siendiel (Invid Killer)

The fast and lethal "**Invid Fighter**" was built by the Science Masters late in the Second Robotech War. It was designed with fighting both humans and Invid in mind, which means the mecha is fast, agile and deadly. Using the last of their reserve Protoculture, the Science Masters and Clone Masters worked together to create this dangerous and unique Bioroid, starting with the pilots.

Invid Fighter Pilots, called the Vada Prime, are cloned as sets of identical triplets from the best genetic stock the



Masters had left from their once-storied *Tirolian Legion*. Already born with exceptional traits, these triplets are then highly trained, and programmed and indoctrinated to *think and fight as one* even though they fight in squads of three. This means they watch each other's backs, use team strategies and tactics, and put the welfare of the trio and success as a group over the accomplishments of the individual pilot. In that regard, the three really do fight as *one*, and that alone makes them very dangerous. Invid Fighter pilots also have limited, instinctual telepathic powers that allow them to read each other's thoughts, feel each others emotions, and communicate instantly between themselves. In their highly tuned and heavily armed mecha, they think, move and fight as one organism. All three Invid Fighters often attack one target at a time, three on one, quickly overwhelming their opponent, rip him to shreds, and move on to the next. They are deadly and brutal fighters who battle to win. That may mean success in crippling an opponent and taking him/them out of the battle rather than absolutely destroying him. That having been said, such fast-attack crippling tactics are done for a strategic reason, not compassion. Invid Fighters are completely merciless and enjoy utterly decimating their opponents, making their triumvirate squads the most feared units on the battlefield. These fighting tactics, precision team combat, and absolute ruthlessness to get the job done, are also exactly what's needed to fight the Invid. An enemy the Masters hate more than any other.

Ironically, while their group thinking is one of the trio of Invid Fighters' greatest assets, it is also their greatest weakness. When one of the three is destroyed, it breaks the telepathic link, and the sense of loss dramatically reduces the team's effectiveness. The two remaining pilots remain together and fight as a pair, but their confidence (and bonuses) is gone; they tend to be more reckless and careless, almost as if daring the enemy to kill them too so they may be with their sibling in death.

The Bioroid Invid Fighter itself is modeled after the agile new Bioroid Scout, only with the recon and stealth systems replaced with advanced targeting, IFF, more armor and bio-mechanical systems. These new drive systems and sensors make the mecha incredibly lethal, outfighting and outrunning nearly anything else in the Masters' arsenal. They are armed with the Mk.II Bioroid Disc Gun Pod, and their armor is an alloy specially treated to resist the Invid's plasma weapons. Luckily for Earth de-

fenders, the impact of the Invid Fighter was comparatively limited due its late roll-out toward the end of the Second Robotech War. The units that engaged the Army of the Southern Cross inflicted heavy casualties, and ASC pilots were advised to engage these deadly mecha with extreme caution.

ASC Reporting Name: "Triumvirate" Bioroid, Advanced Armored Unit.

Vehicle Type: TBr-A Mk.I Bioroid Invid Fighter; advanced.

Class: One Man, All-Weather, Non-Variable Advanced Mechanized Infantry Battloid.

Crew: One.

M.D.C. by Location:

* Head – 120

Upper Arms (2) – 85 each

Forearms (2) – 90 each

Hands (2) – 35 each

Upper Legs (2) – 100 each

Lower Legs (2) – 130 each

Feet (2) – 90 each

Gun Pod – 50

** Pilot Interface Cocoon – 100

*** Main Body – 235

* Destroying the head knocks out all sensors and communications, leaving the pilot with a back-up radar system with a ten mile (16 km) range. This also reduces all combat bonuses by 75% and the pilot loses one melee attack. Destroying the head also exposes the pilot interface cocoon to direct damage and destroys the Bioroid's link to its triumvirate squad mates. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -2 to strike.

** The interface cocoon is lightly armored and delicate. Any attack that deals more than 40% damage in one hit has a 50% chance of killing the clone pilot inside due to power surges and deadly neural feedback. The cocoon can only be damaged once the Bioroid's head is destroyed.

*** Destroying the main body renders the Bioroid inoperable.

Speed:

Running: 130 mph (208 km) running. Bioroids are incapable of flight and must rely on the Mk.I Hover Sled for flight.

Leaping: 60 feet (18.3 m) up or 130 feet (39.6 m) across. A running start increases jump distance by 50 feet (15.2 m).

Statistical Data:

Height: 22 feet (6.7 m).

Length: 6.7 feet (2 m).

Width: 9.1 feet (2.8 m).

Weight: 12.5 tons.

Physical Strength: Robotic P.S. of 42.

Cargo: None.

Power System: One miniature Protoculture reactor generating electrical power to drive the biological circuitry and myomer fibers of the Bioroid's drive system. The reactor has capacity for enough compressed Protoculture fuel slugs to operate under combat conditions for one month, but will typically carry much less fuel because of rationing.

Weapon Systems:

1. **TPBGp-Mk.II Pulse Beam Disc Gun Pod (1, Handheld):** Standard issue to the Invid Fighter. Weight: 175 pounds (79 kg). Range: 2,000 feet (609.6 m). Mega-Damage: 3D6 M.D. for a single blast, 2D4x10 M.D. for a five round burst. Payload: 260 single blasts or 52 bursts. Penalty: None. **Note:** See *Standard Bioroid*

Features, Sensors & Weapons #14 for complete stats and details.

2. **Special Equipment of Note:** In addition to all features standard to Bioroids, the Invid Fighter is shielded against all types of plasma weapons and takes *half damage* from them. (The mecha's armor is made of a special alloy used to protect it from the Invid's plasma disc weapons.)
3. **Hand to Hand Combat:** The Invid Fighter is a skilled and deadly opponent in close combat and long-range.

Hand to Hand Damage: Robotic P.S. of 42.

Restrained Punch/Forearm: 1D6 M.D.

Full Strength Punch: 3D6 M.D.

Power Punch: 1D6x10 M.D. Counts as two attacks.

Kick Attack: 5D8 M.D.

Leap Kick: 1D8x10 M.D. Counts as two attacks.

Stomp: 4D6 M.D. against targets under seven feet (2.1 m) tall.

Body Block/Ram: 2D6 M.D. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

Bonuses with Mecha Elite Combat Training (MECT): Bioroid. +1 attack per melee at levels 1, 3, 5, 7, 9, 11 and 13. +3 on initiative, +3 on Perception Rolls, +4 to strike (hand to hand combat), +2 to strike with ranged weapons, +3 to parry and dodge, +3 to auto-dodge, +3 to disarm, +3 to pull punch, and +3 roll with impact.

These bonuses only apply when the clone pilot has the MECT: Bioroid skill. Furthermore, they are reduced by half when the trio of Invid Fighters are reduced to two or one. **Note:** When not inside a Bioroid mecha, the pilot only has his regular hand to hand bonuses. Further note that the FULL MECT: Bioroid bonuses only apply when the *entire three-man squad is intact.*

4. **Special Bonuses of the Invid Fighter Triumvirate:** Double the bonuses to *initiative, auto-dodge, strike with ranged weapons, pull punch* and *disarm*, when the *three fight as one!* That's how confident, effective and deadly they are when fighting together. These bonuses apply whether the three are attacking the same enemy target (a common tactic) or each takes a different target but remain in close proximity to each other (within 2,000 feet/609.6 m) and are fighting for the same goal/purpose.

Special Penalties: If the trio of Invid Fighters are separated, the bonuses of #4, above, do not apply, but each retains the MECT bonuses listed in #3.

HOWEVER, if *one* of the three Invid Fighter clones is *killed*, ALL bonuses are *permanently reduced* to only +1, and the number of attacks per melee round are permanently reduced *by half.* The natural, telepathic link they share means they instantly know when one of their trio is injured, in distress or slain.

If the Bioroid of one of the three is destroyed, but the pilot survives, all Special Bonuses (#4) are lost, but the other two keep half of their MECT bonuses (#3), and one or both are likely to rush to the rescue and retrieval of their fallen triplet. Under this circumstance, there is a 75% likelihood the remaining pair of Invid Fighters, with their triplet in their arms, retreat to get their fallen brother to safety. They are not likely to rejoin that

same battle, but all three will be ready to fight in the next one.

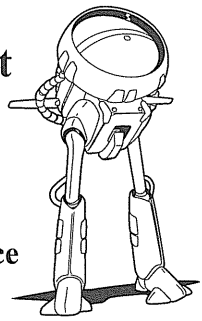
If two Invid Fighter clones are slain, the third usually goes on a killing spree, battling till his own death.

Tirolian Guns & Gear

Searchlight Drone

TQ-LR Mk.II

Automated Reconnaissance Robot



These simple looking drones seem to be little more than walking spotlights, but they are much more than they appear.

Searchlight Drones possess artificial intelligence and perform important military functions for the Masters. Built into each one is an enemy recognition system (FFI/Friend and Foe Identification) that enables the Drone to identify enemy targets. Furthermore, the Drones possess laser range finding and targeting systems that function in the ultraviolet spectrum of light, making them invisible to the naked eye and to most artificial optic systems commonly used by combat forces.

The Drones function as forward observers, finding and marking targets, measuring coordinates, and transmitting encrypted data to Bioroid patrols, artillery, spacecraft and other combat units of the Masters. When an enemy target is identified and a responding force arrives (in the form of an assault team or missile attack), the Searchlight Drones turn their spotlights on the advancing or specified targets and bathe the enemy in light for Bioroids and other combatants to more easily find them and make an accurate strike. This tactic also serves as a decoy to distract the enemy from the incoming forces. Thus, a squad of ASC mecha pilots or troops should fear a Searchlight Drone, because if it targets them, a volley of missiles or a squad of Bioroids or Bioroid Terminators is most likely about to strike.

Searchlight Drones have no weapon or combat systems of their own, but are usually part of a larger military force. Searchlight Drones are able to follow simple commands and can be controlled by either voice or radio. The Drones can alter their illumination from a soft low-visibility glow to a high-intensity spotlight to mark and illuminate targets up to two miles (3.2 km) away on the ground, 5 miles (8 km) in the sky, and 12 miles (19.2 km) in outer space. The drones can also project infrared illumination (invisible to the human eye, but visible via infrared optic systems) at half the range of visible light.

The Drones may be part of a reconnaissance patrol under the command of one or two *Bioroid Scouts,* or the forward observers of an advancing army. Searchlight Drones are most often used in offensive infantry operations and combat sieges, and as perimeter patrol units, as well as assisting in search and rescue operations and construction and excavation.

M.D.C. by Location:

* Light Lens – 18

Retractable Lens Hood – 22

Sensor/Communications Fins (2) – 12 each

Legs (2) – 40 each

Feet (2) – 25 each

** Main Body – 70

* Destroying the lens makes the Drone unable to focus and use its searchlight beam, but it can still use its concealed targeting lasers to find, identify and mark enemy targets.

** Destroying the main body reduces the Drone to a pile of scrap metal.

Speed: 50 mph (80 km) running.

Drone Bonuses: +5 to target/strike with light beams (no damage) and +2 for it to dodge incoming attacks.

Bonuses for Bioroids, Combat Troops, Aircraft & Missile Strikes: The Masters' troops, mecha, and ships are +2 to strike targets identified and "marked" (invisibly) or bathed in light (infrared or visible light) by the Searchlight Drone. Destroy the Drone and the bonus is gone.

Features & Sensors of Note:

Simple Artificial Intelligence: The primary purpose of the Searchlight Drone is to identity, locate and mark/illuminate enemy targets for attack by Bioroids and other forces. To this end, the Drone has Identify Friend and Foe (IFF) capabilities with a database of up to 3,800 known Tirolian Empire enemies, and can be programmed with or learn new enemy targets as necessary.

The Searchlight Drone seeks, targets, illuminates, and notifies (radios) the combat forces of its Masters whenever and wherever it finds the enemy, nothing more. It has no combat capabilities and usually stands in place during combat, locating enemy targets and transmitting enemy coordinates and movement. The Drone is only capable of dodging obvious incoming attacks, and unless ordered to do otherwise (e.g. a command to retreat), it stands its ground and continues to transmit data until it is destroyed. The Drone has no audio capabilities, nor can it communicate, think or react to humans or external situations beyond its basic programming and purpose.

Note: When a lone soldier or squad of soldiers knows they have been spotted and identified by a Searchlight Drone, they can expect 3-6 Bioroids on hover sleds to arrive to investigate and dispatch the enemy. If the Earth forces are in mecha themselves, the Bioroid force dispatched is likely to be roughly one-to-one.

Skills of Note: In addition to identifying and targeting the enemy, Searchlight Drones have the equivalent of the following skills: Mathematics: Advanced and Basic 98%, Land Navigation 90%, Prowl 55%, Radio: Basic 98% and Laser Communications 98% (both of the latter are limited to its own internal systems).

Combat Computer: The combat computer utilizes the IFF data from the radar as well as a laser targeting system to accurately pinpoint enemy movement and key strategic targets. This information is transmitted to the regional command post, which responds accordingly to the threat. As noted under bonuses, this data and targeting give the Bioroids and combatants using its data for coordinated attacks, air strikes or missile attacks, a +2 bonus to strike. This is in addition to the attacker's usual bonuses.

Radar: A sophisticated, miniaturized three dimensional battlefield radar that can track up to 75 airborne targets to a range of 100 miles (160 km), land targets up to 30 miles (48 km) depending

on terrain, and targets in space up to 200 miles (320 km).

Communications Suite: A powerful, military band radio that sends encrypted transmission on oscillating frequencies. Has both wide band and directional capabilities. Range is 400 miles (640 km) on the ground, but can be extended indefinitely when the transmission is "bounced" from relay stations, Bioroid Scouts, satellites or even other Searchlight Drones.

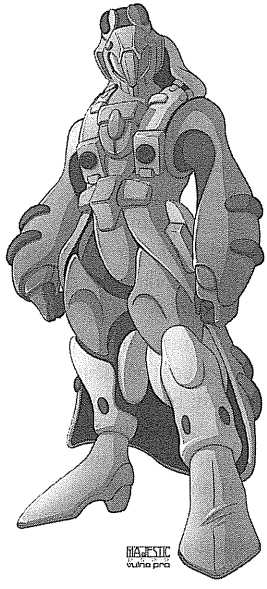
Electromagnetic Stability Plates: Mounted in the feet are electromagnets that enable the robot to adhere to decks and hulls of starships. Dislodging a planted Searchlight Drone is a tall order, and requires either a combined Robotic Strength of 50, a single attack that does more than one third of the Drone's main body M.D.C., or a full speed ram from a fighter-sized or larger spacecraft. Destroying a Drone's legs or feet will immediately knock it from the deck.

Bioroid Terminator Combat Armor

TPR-L Mk.III
Powered Light Body Armor

The Bioroid Terminator Light Body Armor has been in service with the Tirolian Internal Security Forces for centuries. The powered, environmental combat suits are designed for the Robotech Masters' elite guard, known as Bioroid Terminators, as well as their special forces operatives. Relatively heavy for its size, it augments the wearer's speed, strength and durability through the use of synaptic bio-feedback systems and an electrically driven myomer artificial musculature, similar to what is used in the Bioroids. These suits are ubiquitous among the Internal Security Forces (ISF), and are used primarily in defending the Masters, repelling boarders, riot control and peacekeeping roles. They have become, much like the larger Bioroids, a symbol of the terrible might of the Tirolian Empire, and ISF troopers in Terminator suits are treated with an equal mixture of fear and respect amongst the populations of the Empire's vassal worlds.

The armor itself provides good damage protection, and the outer "long coat" also provides additional protection as well as a distinctive appearance or camouflage. The combined package is effective against small arms, light explosives and the weapons of light caliber vehicles and mecha. Heavier weapons, like the EU-11 carried by the ASC's Hover Tank, make quick work of Terminators as shown by tactical footage from the *15th ATAC*'s raid on a crashed Tirolian



Mothership. Terminators carry a high-yield, rapid-fire laser assault rifle, but can use any of the man-portable weapons in the Tirolian arsenal.

The suit also has an integral optical camouflage system built into the long coat or cloak that allows the wearer to blend into any surrounding, making them extremely difficult to spot when they are hiding or on the prowl.

Type: TPR-L Mk.III Terminator Combat Armor.

Class: Powered Light Body Armor.

Crew: One.

M.D.C. by Location:

* Helmet – 60

Arms – 35 each

Legs – 50 each

** Main Body: Long Coat/Camouflage Cloak – 85

*** Main Body: Underlying Armor/Suit – 35

* Destroying the helmet destroys the suit's environmental integrity and has a 20% chance of knocking the pilot unconscious. This is a small and difficult target requiring a "Called Shot" and even then the attacker is -4 to strike.

** Inflicting more than 50% M.D. to the long coat has a 60% chance of knocking out the camouflage system. If all the M.D.C. of the long coat is destroyed, all future damage comes off the underlying armor.

*** This armor can only be accessed after the long coat is destroyed. Eliminating the main body destroys the underlying armor, rendering it useless and immobile. The wearer loses all combat bonuses and abilities of the suit, and his normal Spd attribute number, attacks per melee round, and combat bonuses are *reduced by half* due to the dead weight and inflexibility of the shattered armor. He must exit the dead armor (takes three melee actions/8 seconds) to move as normal or he is a sitting duck.

Speed: Running: Spd attribute 66 (45 mph/72 km).

Leaping: Terminator suits can jump 12 feet (3.6 m) up and 15 feet (4.6 m) lengthwise from a standing start. Add 10 feet (3 m) for a running start.

Statistical Data:

Height: Adds eight inches (0.18 m) to the height of the clone inside. Can be adjusted to fit clones between 5.6 and 6.6 feet (1.7 and 2 m).

Width: Varies by wearer; approx 2 feet (0.6 m).

Length: Varies by wearer; approx 1 foot (0.3 m)

Weight of Armor: 123 pounds (55.3 kg).

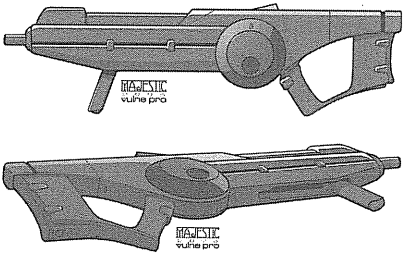
Physical Strength: Augmented P.S. of 28.

Cargo: None, only what the wearer carries or straps to the armor.

Power System: One micronized Protoculture generator powering a hybrid bio-mechanical drive system. The generator carries enough Protoculture to operate for two years of constant operation.

Weapon Systems:

1. **Tr-LR-H Laser Assault Rifle:** This heavy weapon is a selective fire, 8.5mm laser assault rifle carried predominantly by Tirolian Internal Security Forces (ISF) equipped with Terminator suits. It is fed from a unique, drum-style Protoculture magazine that is fed into the receiver horizontally, and comes standard with a fold-out foregrip and a laser sight. The LR-H has a reputation for reli-



ability and good stopping power, and has served with the ISF for centuries.

Weight: 7.1 pounds (3.2 kg).

Range: 3,000 feet (914 m).

Mega-Damage: 3D4 M.D. for a single blast or 5D6 M.D. for three rapid-fire pulses.

Rate of Fire: Each single shot or burst uses one melee attack.

Payload: 250 single shots or 83 pulse attacks per Protoculture drum magazine, or any combination thereof.

Bonus: The LR-H is +1 to strike on aimed, single shots only.

2. **Hand to Hand Combat:** The Terminator Armor enhances the wearer's strength and speed, giving him the ability to inflict significant damage in melee combat, especially to people not in body armor.

Hand to Hand Damage:

Restrained Punch/Forearm: 1D4+13 S.D.C.

Full Strength Punch: 1D6+13 S.D.C.

Power Punch: 1D6 M.D. Counts as two attacks.

Kick Attack: 1D8+13 S.D.C.

Jump Kick: 1D6 M.D. Counts as two attacks

Body Block/Ram: 1D6+7 S.D.C. per 20 mph (32 km) of running speed. Uses two attacks and has a 60% chance of knockdown against targets up to 50% bigger. Target loses initiative and two melee attacks.

3. **Systems of Note:** Fully environmentally sealed, passive nightvision (1000 feet, 304.8 m), thermal vision (1000 feet, 304.8 m), long-range, narrow band military radio with scrambler (12 miles, 19.2 km).

Hand to Hand Combat Bonuses from the Armor: +1 on initiative, +2 to parry, +3 to dodge, +1 to disarm, +2 to pull punch, +15% to Prowl thanks to the optical camouflage cloak, and no movement penalties due to the augmentation of the powered suit.

Tirolian Armor & Weapons

Legionnaire Flight Suit

Legionnaire Bioroid and Aerospace pilots wear a distinctive, one-piece suit that acts as both pressure and space suit. The suit is made of a strong, form fitting, ballistic elastic fabric woven with metal alloy foil fibers that exerts mechanical counter pressure on the pilot. The mechanical counter pressure squeezes the pilot and keeps them safe in both atmosphere as well as vacuum. The suit is armored at the elbows, forearms, knees, spine and small of the back with flexible, lightweight armor gel plates and has an integral oxygen and bio-monitoring unit attached to the back.

A.R.: 10

S.D.C. by Location:

Arms (2) – 15 each

Legs (2) – 20 each
Gel Reinforcement Plates (8) – 12 each
Main Body – 30

Legionnaire Combat Armor

This baroquely styled, non-environmental combat armor resembles the Terminator Armor without its optical camouflage cloak. Made of thin ceramic composite plates over a utility suit, this armor provides excellent protection against small arms, shrapnel and light explosives, but is easily overcome by heavy and vehicle/mecha mounted weapons. It comes in light and heavy varieties (Tr-LCA-L and Tr-LCA-H), and is standard issue among all units of the Tirolian Legion save conscripts.

Standard Features:

1. Radiological, Chemical and Biological Shielding: The armor is specially coated and the helmet comes with an integral gas mask. +4 to save vs lethal and non-lethal poisons.

2. Heat Shielding: Resistant to normal fires up to 1,500 degrees F (815 C).

3. Tactical Radio: Narrow-band, short-range radio built into helmet. 3 mile (4.8 km) range.

M.D.C. by Location:

Tr-LCA-L (Light):
Helmet – 35
Arms – 15 each
Legs – 22 each
Main Body – 38

Tr-LCA-H (Heavy):
Helmet – 45
Arms – 22 each
Legs – 32 each
Main Body – 50

Tr-ISG Mk.I

Ion Blaster Gun

This light 4.45mm Ion submachine-gun is issued to ISF troopers and members of the Tirolian Legion Special Forces. Able to fire single shots or bursts, this small, versatile weapon has served well for centuries, and its ubiquity and ease of use has made it popular among insurgents on Tirolian vassal worlds.

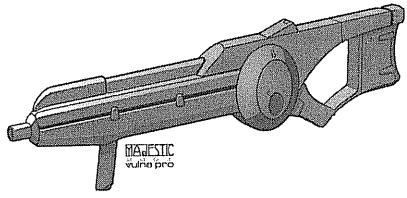
Weight: 5 pounds (2.25 kg).

Range: 1,000 feet (305 m).

Mega-Damage: 1D8 M.D. for a single blast, 3D8 M.D. for a triple shot rapid-fire pulse.

Rate of Fire: Single shots or rapid fire pulse. Each shot or pulse uses one melee attack.

Payload: 160 single shots or 40 pulse attacks per rechargeable Protoculture magazine.



Tr-LLR Mk.I

Legionnaire Assault Rifle

The Tr-LLR is a lighter version of the Tr-LR-H "Terminator Rifle" and looks nearly identical except for a few markings. This selective fire, 6.5mm la-

ser rifle is standard issue to the Tirolian Legion, and is known to be tough and durable. The weapon comes in a number of versions, including a carbine with a folding stock and shorter barrel, and has a number of attachable accessories like optics, foregrips and even a four shot grenade launcher.

Weight: 6 pounds (2.7 kg).

Range: 2,000 feet (609.6 m).

Mega-Damage: 2D4 M.D. for a single blast, 3D6+3 M.D. for triple shot rapid-fire pulse.

Rate of Fire: Single shot or pulse. Each single shot or pulse attack uses one melee attack.

Payload: 250 single shots, or 83 rapid-fire pulses, or any combination thereof.

Tr-LRL Mk.I

Light Rocket Launcher

This shoulder fired rocket launcher fires 78mm anti-aircraft and anti-armor folding fin rockets from pre-loaded five round magazines. It's used by both heavy weapons squads in the Legion as well as insurgents among the Empire's vassal worlds.

Weight: 18 pounds (8.1 kg) for the launcher.

Range: By mini-missile, typically between one and five miles (1.6 to 8 km).

Mega-Damage: By mini-missile type; typically 5D6 M.D.

Rate of Fire: One at a time, each missile launched uses one attack.

Payload: Five missiles in a pre-loaded magazine. It takes one action (3 seconds) to change the magazine.

Tirolian Spacecraft

Nupars-Zytsche Class

Tirolian Fleet Mothership

These massive, hexagonal super-capital ships are the ultimate expression of the military, technological and scientific prowess of the dying Tirolian Empire. Commissioned by the Robotech Masters to be both the ultimate fleet mothership and colonization vessel, these powerful ships dwarf anything currently operating among the spacefaring worlds of the known galaxy except the Tirolians' own factory satellites. They carry enough armament, resources, and personnel to conquer other worlds, set up viable colonies, and have the firepower to protect them. A flotilla of these massive ships left Tirol en route to Earth in a last ditch effort to secure the final remaining *Protoculture Matrix* (hidden in the SDF-1) and alleviate the energy crisis within the Tirolian Empire and its slow decay from within. The appearance of these ships in Earth orbit signaled new hostilities and threw the already beleaguered human homeworld into yet another interstellar war. This ship, along with the rest of the Masters' fleet, will be discussed in greater detail in a future supplement dedicated to the spacecraft of Robotech.

Model Type: Nupars-Zytsche Class Mothership.

ASC Reporting Name: Masters' Mothership.

Class: Fleet Command Carrier/Colony Ship.

Ship's Complement:

Command Complement: 25 High Master Triumvirates, 45 Science Master Triumvirates, and 30 Clone Master Triumvirates.

Ship's Crew: 9,000

Embarked Aerospace Pilots and Ship Crews: 12,000

Embarked Bioroid Pilots: 33,000

Civilian Population/Colonists: Up to 500,000.

Mecha and Ship Complement:

Bioroids with Hover Sleds: 35,000

Bioroid Assault Dropships (All Classes): 300

Support and Logistics Ships: 500

M.D.C. by Location:

* Forward Hull Section (1/3) – 110,000
** Midships Hull Section (1/3) – 150,000
*** Aft Hull Section (1/3) – 130,000
**** Hull per 40 feet (12.2 m) – 150
Interior Bulkheads per 10 Feet (3 m) – 75
Interior Hatches – 100 each
Exterior Hatches – 250 each
Large Ship Hangar Bays (9) – 3,500 each
Mecha Launch Bays (120) – 1,500 each
Ventral Hyperspace Antennas (2) – 7,500 each
Dorsal Sensor Cone – 4,500
Deployable Forcefield Webs – 7,500 each
TrPC-H Particle Cannons (96) – 450 each
TrLC-M Laser Cannons (120) – 200 each

* Destroying the forward hull section will destroy the forward mecha launch bays and offensive batteries. This will severely limit the ship's fighting abilities.

** Destroying the midships hull section will destroy the command deck as well as the majority of mecha launch facilities. This will eliminate all weapons controls, rendering the ship flyable but unable to fight. This will also cause severe damage to the civilian living spaces and could result in tens of thousands of casualties.

*** Destroying the aft section of the hull will destroy the aft mecha launch bays and offensive batteries. This will severely limit the ship's fighting abilities.

**** Punching holes in the hull will cause the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Hover: Despite their mass and awkward shape, Masters Motherships can easily enter and leave gravity wells thanks to their anti-gravity drive and can hover stationary at any altitude.

Flying: Maximum atmospheric speed of 900 mph (1,440) or Mach 1.8.

Space: Orbital cruising speed of 17,800 mph (28,480 km or Mach 23.5). Maximum interplanetary speed of approximately 1,863,000 mph (2,980,800 km or .003 light speed) can be attained by ten days of constant acceleration.

Maximum Range: Technically unlimited. The ship's reflex furnace has fuel enough for 50 years of operation and each ship carries full production facili-

ties to keep the military and civilian populations fed, sheltered and equipped as long as there are raw materials in the holds. The fold array is good for jumps of up to 200 parsecs, with longer trips requiring multiple folds.

Statistical Data:

Length: 4.5 miles (23,818 feet or 7,260 m).

Beam: 3.6 miles (19,078 feet or 5,815 m).

Height: 3,970 feet (1,210 m).

Weight: 6,280,000,000 tons fueled and provisioned.

Power Source: One Fantoma Heavy Drive Yards super-capital Reflex Furnace powering one Mk.III Graviton Expulsion Drive. The Reflex Furnace also powers a Mk.I Super Heavy Gravity Control System and 1,200 plasma shock vernier thrusters.

Weapon Systems:

1. **Super Heavy Reflex Cannon:** Similar to the powerful cannon mounted in the Macross and Pioneer Super-Dimensional Fortresses, this massive particle accelerator weapon is the main ship's cannon for the Masters' Motherships. Unlike the SDF cannons, the Masters' Reflex Weapons seem to use the entire hull of the ship as an energy conductor, and the devastating beam can be fired in any direction from any part of the ship.

Primary Purpose: Anti-Capital Ship.

Secondary Purpose: Planetary Bombardment.

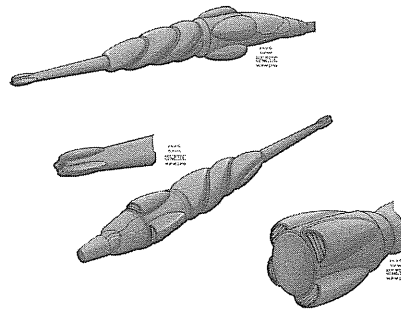
Weight: Not applicable, part of the ship's hull.

Range: 60,000 miles (96,000 km).

Mega-Damage: The beam annihilates *everything* in its path.

Rate of Fire: Once every two minutes (8 melee rounds).

Payload: Unlimited.



2. **TrPC-H Mk.II Heavy Particle Cannons (96):** Scattered around the hull in 12 gun offensive batteries, these big retractable particle cannons are the primary anti-ship weapons of the Motherships. With eight of these batteries, the ships have a nearly 360 degree field of fire and are able to strike at enemies from any angle without having to change the direction or facing of the ship. These batteries make approaching hostile Motherships from any angle a dicey proposition.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Installation.

Weight: Not applicable, part of the ship's hull.

Range: 11,000 miles (17,600 km).

Mega-Damage: 2D10x100 M.D.

Rate of Fire: Twice per melee.

Payload: Effectively unlimited.

3. **TrLC-M Mk.III Triple-Barreled Point Defense Laser Turrets (120):** These unique, three-barreled point defense weapons are built into an armored domed turret, have a 360 de-

gree rotation and comprise the bulk of the Mothership's close-in weapon system. Deadly accurate against small ships, aerospace craft, mecha and missiles, these weapons work in concert with the deployable hex shield and make it extremely difficult to get close to these ships.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: 4,500 feet (1,371 m).

Mega-Damage: 2D4x10 M.D.

Rate of Fire: Each blast counts as one attack.

Payload: Effectively unlimited.

Note: +1 to strike small ships and fighters.

4. **Ship's Systems of Note:** Life support for crew, troops and civilians, command and control abilities, combat and civilian aerospace traffic control, advanced sensors and fire control systems, escape pods and lifeboats, full military and civilian production facilities, full scientific and cloning facilities, wide-band broadcast facilities, hangars for numerous shuttles and small sub-capital ships.

   Forcefield Web Generators: The hull of the Mothership is covered in dozens of forcefield generators that project local forcefields that resemble spider webs. These forcefields are about 50 feet (15.24 m) across, can be deployed in seconds and seem to be used primarily as a point defense system to augment the close-in weapon systems. It is important to note that the Mothership's guns can shoot through these fields, making them extremely difficult to defeat.

Quiltra-Draenitzs Class

Tirolian Transport Ship

These ships resemble an oddly proportioned aircraft carrier, and make up the bulk of the Masters' logistics fleet. Highly modular, ships of this class are configured as troop and mecha carriers, repair and hospital ships, bulk freighters or fleet tenders. With a relatively powerful weapons load out and the ability to enter and leave gravity wells with ease, these vessels make excellent landing ships and are carried aboard Motherships in special hangars. This ship, its variants, and the rest of the Masters' fleet, will be discussed in greater detail in a future supplement dedicated to the spacecraft of Robotech.

Model Type: Quiltra-Draenitzs Class Transport Ship.

ASC Reporting Name: Masters' Transport Ship.

Class: Multi-Purpose Transport/Landing Ship.

Ship's Complement:

Ship's Crew: 71

Mecha Complement:

Bioroids with Hover Sleds: 360

Shuttlecraft: 6

M.D.C. by Location:

* Forward Hull Section (1/3) – 50,000

** Midships Hull Section (1/3) – 55,000

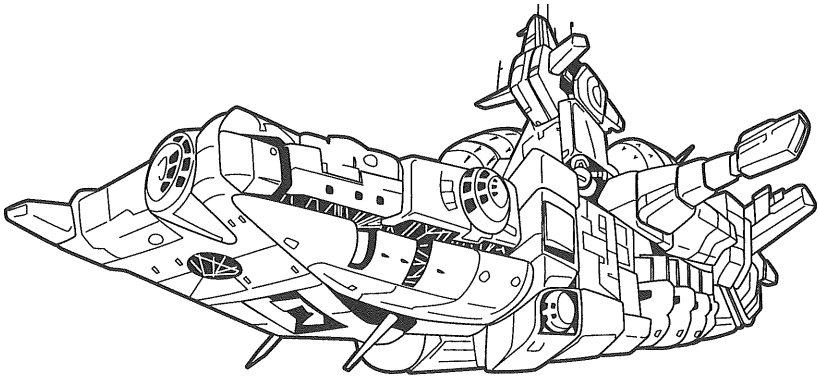
*** Aft Hull Section (1/3) – 62,000

**** Hull per 40 feet (12.2 m) – 150

Interior Bulkheads per 10 feet (3 m) – 60

Interior Hatches – 75 each

Exterior Hatches – 120 each



Cargo Hangar Doors (6) – 300 each

Main Thruster Array – 10,000

Vernier Thrusters (65) – 150 each

Point Defense Lasers (39) – 120 each

Main Sensor Tower – 4,500

Extendable Docking Arm – 2,500

* Destroying the forward hull section will destroy the forward cargo bays and mecha hangars.

** Destroying the midships hull section will destroy the command deck as well as the majority of mecha launch facilities. This will eliminate all weapons controls, rendering the ship flyable but unable to fight.

*** Destroying the aft section of the hull will destroy the engines, setting the ship adrift.

**** Punching holes in the hull will cause the damage control system to automatically seal off whatever compartment has been exposed to vacuum. Ships are highly compartmentalized to prevent easy decompression of the whole ship.

Speed:

Hover: Tirolian Transport Ships can easily enter and leave atmosphere, and can hover stationary at altitudes up to 25,000 feet (7,620 m) thanks to their gravity control systems.

Flying: Cruising speed of 1,200 mph (1,920 km or Mach 1.6) but can reach sufficient speeds to breach atmosphere under full thrust.

Space: Orbital cruising speed of 17,800 mph (28,480 km or Mach 23.5). Maximum interplanetary speed of approximately 1,863,000 mph (2,980,800 km or .003 light speed) can be attained by six days of constant acceleration.

Maximum Range: Limited only by supplies. The ship's reflex furnace has fuel enough for 50 years of operation, although shipboard expendables are only good for two to four months of constant deployment with a standard crew and troop complement. The fold array is good for jumps of up to 135 parsecs, with longer trips requiring multiple folds.

Statistical Data:

Length: 1,673.2 feet (510 m).

Beam: 656.2 feet (200 m).

Height: 977.6 feet (298 m).

Weight: 1,220,000 tons fueled and provisioned.

Cargo: 400,000 tons.

Power Source: One Fantoma Heavy Drive Yards Mk.I Sub-Capital Reflex Furnace producing thrust through one FHDY Dual Nozzle Sub-Capital Thruster Bank. The ship also has 65 steerable plasma shock thrusters as vernier thrusters and a Mk.III Sub-Capital Gravity Control System.

Weapon Systems:

1. **TrLC-M Point Defense Laser Turrets (39):** These unique, three-barreled point defense weapons fire a distinctive three beamed laser blast and comprise the bulk of the Mothership's close-in weapon system. Deadly accurate against small ships, aerospace craft, mecha and missiles, these weapons make it extremely difficult to get close to these ships.

Primary Purpose: Anti-Mecha and Anti-Missile.

Secondary Purpose: Anti-Ship.

Weight: Not applicable, part of the ship's hull.

Range: 4,500 feet (1,371 m).

Mega-Damage: 1D6x10 M.D. per single three-beam blast.

Rate of Fire: Each blast counts as one attack.

Payload: Effectively unlimited.

Note: +1 to strike small ships and fighters.

2. **Ship's Systems of Note:** Life support for crew and troops, advanced sensors and fire control systems, escape pods and lifeboats, modular interior holds and bays.

Roil-Tiluvo Class

Tirolian Assault Dropship

The Roil-Tiluvo is the Assault Dropship configuration for a family of Tirolian corvettes based around the same hull. Assault Dropships are transatmospheric fast-attack vessels and armored landing ships that usually carry a platoon sized group (30-40) of Bioroids mounted on hover sleds. These hardy and versatile ships are the primary method of insertion for Bioroid platoons, and their rapid launch capabilities have landed them the nickname "Bioroid Dispensers" among pilots of the ASC. Assault Dropships are fast for their size, relatively heavily armored and packed with incredible firepower for a ship of their class. They are lethal and hard to kill and should be approached with extreme caution. This ship and its sister classes, along with the rest of the Masters' fleet, will be discussed in greater detail in a future sourcebook dedicated to the spacecraft of Robotech.

Model Type: Roil-Tiluvo.

Also known as "Bioroid Dispensers" by ASC troops in the field.

Class: Heavy Landing Craft/Assault Dropship.

Ship's Crew: Three.

Mecha Complement: 30-40 Bioroids on Hover Sleds (60 Bioroids without the sleds).

M.D.C. by Location:

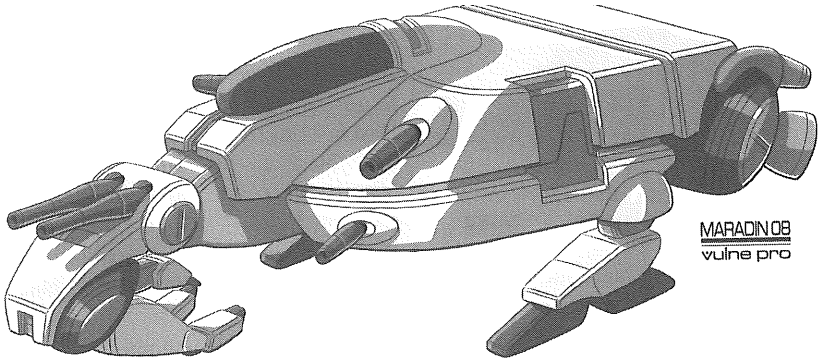
* Command Bubble – 275

Landing Skids (2, rear) – 200 each

Forward Landing Skid/Weapon Mount – 300

** Rear Thrusters (2) – 120 each

Launch Hatches (2) – 200 each



TrPC-L Mk.II Particle Cannons (2) – 120 each

TrLC-L Laser Cannons (4) – 100 each

TrIC-L Ion Turret – 220

*** Main Body – 1,200

* Destroying the command bubble will cause the entire thing to shatter and collapse in on the flight crew. This has a 25% chance of destroying the command deck and killing anyone inside, causing the ship to crash. If the crew survives, reduce speed and combat bonuses by half and the vessel is no longer spaceworthy.

** Destroying one rear thruster reduces all speeds and altitude by half, and if destroyed in atmosphere the ship is unable to return to orbit. Destroying both thrusters causes the ship to crash.

*** Destroying the main body will render the ship unflyable.

Speed:

Hover: The dropship can easily enter and leave Earth atmosphere, and can hover stationary at altitudes up to 25,000 feet (7,620 m) thanks to their gravity control systems.

Flying: 980 mph (1,568 km) or Mach 1.28.

Space: 13,860 mph (22,176 km) or Mach 18.

Maximum Range: Limited only by supplies. The ship's furnace has fuel enough for one month of operation, although shipboard expendables are only good for ten days of constant deployment with a standard crew and troop complement. Roil-Tiluvo dropships have no Fold generators and are not Fold capable.

Statistical Data:

Length: 399.9 feet (121.9 m).

Beam: 119.7 feet (36.5 m).

Height: 75.7 feet (23.1 m).

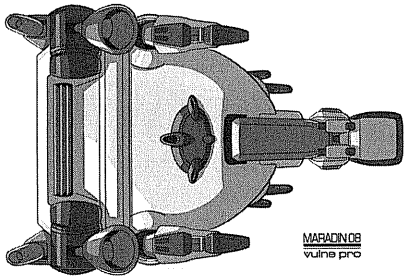
Weight: 2,250 tons fueled and provisioned.

Cargo: 1,500 tons.

Power Source: One miniaturized Reflex furnace powering two sub-capital fusion turbines producing thrust through vectored thrusters, numerous vernier thrusters and four miniaturized gravity control generators.

Weapon Systems:

1. **TrPC-L Mk.II Dual-Barreled Particle Cannon:** These big guns are mounted in the forward landing skid and are the Roil-Tiluvo's primary offensive weapon system. Both barrels



fire together in rapid succession, and lay down an incredible amount of fire at respectable ranges. These cannons have been witnessed gutting TAF fighters and TASC variable fighters in one or two shots, and give the Assault Dropship a nasty reputation as a ship killer.

Primary Purpose: Anti-Aerospacecraft.

Secondary Purpose: Anti-Mecha.

Weight: Not applicable, part of the ship's hull.

Range: 6,000 feet (1,829 m).

Mega-Damage: 1D10x10+20 M.D. per dual blast.

Rate of Fire: Each burst uses one melee attack.

Payload: Effectively unlimited, tied to the ship's Protoculture reactor.

2. **TrLC-L Mk.III Single Barrel Laser Cannons (4):** Mounted in ball turrets on either side of the ship aft of the forward landing skid, these weapons are integral to the Assault Dropship's close-in weapon system. These lasers can be fired singly or in double or quad blasts and are very effective at clearing missiles and aircraft out of the dropship's way. These weapons have a 45 degree field of fire and may fire at the same target or up to four different targets.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Missile.

Weight: Not applicable, part of the ship's hull.

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D6 M.D. per single blast or 1D4x10 M.D. for a simultaneous dual blast at the same target, and 2D4x10 M.D. for a quad blast at the same target.

Rate of Fire: Fire-linked double blasts use one attack. Fire-linked quad blasts use two attacks.

Payload: Effectively unlimited.

3. **TrIC-L Four-Barreled Rotary Ion Turret (4):** This automated, four barrel ion turret sits in an armored dome on the belly of the Assault Dropship's hull and is part of the ship's close range weapon system. Each barrel is fixed in one direction facing forward, aft, port and starboard and has a 30 degree field of fire. Only one barrel can target an enemy at a time, but all four barrels can fire on four different targets *at once*. This turret fills in a blind spot left by the forward CIWS lasers, and keeps enemies from the Dropship's soft ventral armor.

Primary Purpose: Anti-Mecha.

Secondary Purpose: Anti-Aerospacecraft.

Weight: Not applicable, part of the ship's hull.

Range: 2,000 feet (609.6 m).

Mega-Damage: 5D6 M.D. per single blast.

Rate of Fire: Each single shot uses one melee attack.

Payload: Effectively unlimited.

4. **Ship Systems of Note:** Mecha launch and recovery systems, life support for all crew and embarked troops, advanced combat computers.

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