

The LGSA/SoL Mecha: Improving on Legends

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(Garland material adapted from the conversions made by Chris Meadows)

The motive for the development of the LGSA Veritechs was to provide mecha suitable for the missions of the Outreach Service; to go beyond the current bounds of the alliance, unsupported, to search for the former subservient worlds of the Tyrolean Empire. Such exploration was also targeted at recalling any Zentraedi that may be left in those areas, as a third of the total fleet disappeared around those worlds during the war with the Invid. Complicating matters was the fact that no one really knew where the worlds were; the Zentraedi of the time only jumped to coordinates that were told to them, and didn't record them, the Inner Sphere worlds were denied the locations of these worlds, in the fear that they would foment rebellion, and the last of the true Robotech Masters took the information to their deaths at the hands of Zor Prime (Cabell was considered a security risk, due to his connections to Zor). So, the Outreach Service was formed to search out these worlds, observe them, and determine the best way, if any, to contact them and extend to them membership in the LGSA. This was much easier said than done.

The Symphony of Light also found it needed mecha of similar design, to aid in its recon units when exploring new dimensions, as well as when war erupted. As the most advanced of the member universes of the Symphony, Core took on the brunt of the design work, only to see their work dovetail perfectly with the work being done by the Outreach design team. They pooled their resources, and the first VAF-8 & VBF-2 prototypes flew in 2045. When the LGSA and SoL decided to upgrade their Veritechs, it became apparent that their ground-based mecha needed similar improvements. While some, like the Excaliber, underwent only minor upgrades, others, such as the MAC IV, underwent radical modifications. However, all retained at least an exterior similarity to the previous models.

Several mecha that didn't fit into the guidelines above were also put into production. LGSA versions of the SC Spartacus Veritech Hovertank and Salamander Battloid were adopted, as was an updated version of a Veritech scout car that saw limited service against the Invid. The strangest mecha to be adopted, however, was a licensed modification of a mecha designed in another universe, courtesy of the Symphony of Light. This was the Phalanx Mk V, based on the Phalanx IV Upgrade of the Alus universe. It was the first major exchange of military technology between dimensions as a result of dimensional travel.

When the first dimensional war involving the SoL occurred, they came to the conclusion that Veritechs more capable of heavy assault were needed. The first of these to be developed was the VVF-2 Fury, a derivative of the VVF-1 Vindicator of the REF. The Fury had a shadow device, of course, but had three times the missile load of the original VVF-1A "Zentraedi Buster", and 150% of the damage capability of the VVF-1S (The Shadow Vindicator of the late REF). The EU-12 was replaced by the EU-36 of the LGSA Spartacus Hovertank, and, most importantly, the main engines were replaced by the thrusters of the Macross-A universe's VF-17 Nightmare Valkyrie, making it capable of orbital flight. To make up for the loss in maneuvering ability caused by the removal of the Protoculture systems, several of the Emaan inertia control devices were incorporated into the design. The second mecha collaboration to come into service

was the LGSA/SoL version of the Orguss mecha. The mecha design was strengthened, weapons improved and the cockpit optimized for use in multiple environments. It served in surface-related tasks such as low altitude fire support for ground mecha, as it was well suited for such operations. A third collaboration involved a ground Veritech with a twisted history. Several versions of these mecha from the New Eden universe had actually EXISTED in the **Robotech** universes during the Southern Cross period, but were destroyed in the first contact with the Masters; a contact that was covered up by the SC and UEG. (see "The Andrews Incident" fanfic, based on **Robotech: The Movie**). The mecha is the Garland motorcycle.

Still later, a series of related crises brought the SoL once more to battle readiness. In 2055, the SoL found itself providing aid to the once-lost Outreach Service personnel, who were scattered in three different universes. In one, **Rifts** Earth, the threat comes from the Coalition States, who has (not knowing their connection) labeled two parts of the group (Macross Industries and Radio Free America) in their list of ten most wanted enemies. In the **Nazgul** universe, the threat is the strange combination of the Marduk and Varuta, who have devastated the Inner Sphere worlds, destroyed most of the REF, and caused Optera's sun to supernova! And, in **Macross-A**, several persons from the **Rifts** group (and some of their children) have been aiding the Macross 7 and Macross 5 fleets in their war with the Varuta. Unlike before, this is a war fought without the aid of the Circle of Ouroboros, so much work has to be done to bring the REF fleets out of mothballs and upgrade them for true fleet engagements. While the Fury and Orguss were suited for ground attack, they were not up to handling warfare on this scale, and the Explorer Legios was not a pure enough combat craft for their needs. Thus, a crash program was begun to develop a heavy assault Legios. The end result was the development of the VAF-9 Lightning and the VBF-3 Liberator, which both live up to their WWII namesakes' reputation.

Comprehensive List Of Official LGSA/SoL Mecha

Ground mecha (heavy)	Air/Space Veritechs	Cyclones/Garlands
Excalibur III	VAF-8E (Explorer) Alpha	VF-038-HT
Crusader III	VBF-2E (Explorer) Beta	VF-041-HS
Dehawk II	VVF-2 Fury	VF-052-HF
LRV-588	VMF-1S Metal Siren*	VF-052-HT
MAC IV	VZF-1 Zentran Valkyrie*	VF-064-XP
Phalanx Mk V	Automatic Attack Bits**	Garland 2-HV
Raider III	VOF-2S Super Orguss	Garland 3
Salamander Battloid	VAF-9L (Lightning) Alpha	
Spartan IV	VBF-3L (Liberator) Beta	
Spartacus Hovertank		
Z1A2 Tactical Battle Pod		
Z2A2 Officers Battle Pod		
Z4A1 Assault Battle Pod		

* SoL mecha used by pilots from the **Alus (Macross II)** universe;

** Usable with any of the Air/Space Veritechs, as well as the Z4 in space.

The LGSA Mecha

Mecha Name	Type	Based on...	From...
Excalibur III	Destroid	REF Excaliber Mk VII	Sentinels
Crosader III	Destroid	REF Gladiator Mk III	Sentinels
Dehawk II	Destroid	REF Gladiator Mk III	Sentinels
LRV-588	Ground VT	REF LRV-558	Magic of PB #4
MAC IV	Destroid	REF MAC III	Sentinels
Phalanx Mk V	Destroid	UN SPACY Phalanx IV	Macross II
Raider III	Destroid	REF Raidar X Mk XI	Sentinels
Recon Battloid	Battloid	ASC TC Battloid	Southern Cross
Spartan IV	Destroid	REF Spartan Mk XIII	Sentinels
Spartacus Hovertank	Ground VT	REF/ASC VHT	Southern Cross
Z1A2Tactical Battlepod	Destroid	REF Z-1 TBP	Sentinels
Z2A2Officers Battlepod	Destroid	REF Z-2 OBP	Sentinels
Z4A1Assault Battle Pod	Ground VT	REF Z-4 Pod	My Creation
VR-052 (4 models)	Cyclone	VR-052 Cyclone	Sentinels
VR-041-HL	Cyclone	VR-041-L Cyclone	Sentinels
VR-038-HT	Cyclone	VR-038-LT Cyclone	Sentinels
VR-064-XP	Cyclone	VR-064 Cyclone	P. Addicts #10
Garland 2-HV	Ground VT	Garland 7	Chris Meadows
Garland 3	Cyclone	Garlands 5, 6 & 8	Chris Meadows
VAF-8E Explorer Alpha	Veritech	VAF-7A Alpha	Sentinels
VBF-2E Explorer Beta	Veritech	VBF-1S Beta	Sentinels
VVF-2S Fury	Veritech	VF-1V Vindicator	Sentinels
VOF-2S Super Orguss	Veritech	Orguss Variable mecha	SDC: Orguss TV
VAF-9L Lightning Alpha	Veritech	VAF-7A Alpha	Sentinels
VBF-3L Liberator Beta	Veritech	VBF-1S Beta	Sentinels

Note: For purposes of weights in most mecha descriptions, tons are US tons for an empty mecha, while the same number of metric tons is roughly the weight of the mecha when fully loaded. The only exception is if separate weights are actually listed.

Note: Mini-missile Technology

There are two different types of mini-missile guidance: **internal** and **command**. Internal guidance is the type used in **Macross II** and is essentially a more limited version of that of larger missiles. Command guidance, however, is that used by **Robotech** and **Rifts** mini-missiles, and they are often mistakenly referred to as having no guidance at all. Command guidance means that the missiles are controlled by the launcher. In the high-tech games, this is by laser designation of the target, or use of laser signals to the missiles themselves to alter their course; but older, 20th century tech missiles got similar performance by way of wires spooled out from the back of the missile in flight, on which the commands were sent. Radio signals were rarely used, as they could be jammed. With laser designation, the missiles automatically calibrate to that SPECIFIC mecha's laser frequency in the targeting computer, and when launched will track the reflected light to the target. However, the target must be designated up to the time of impact; with ranges of a mile or less, this isn't a problem with mini-missiles, unless you want to change targets. Changing from one target at a range over 1 kilometer (0.6 miles) to any other takes one attack to let the missiles in flight reach their target. If the missile loses laser lock, its sensors detonate the

missile once it reaches the range of its last target (within 1% past that point).

Guidance Type	Advantages	Disadvantages
Internal	Always +3 to strike, plus Weapons systems bonus	Cannot be used for called shots No control after launch
Command	4 or more cannot be dodged	PP & WP do not add in
	PP & WP bonuses to strike, plus Weapon systems bonus	Launching 3 or more counts as Burst for strike bonus
	Can be used for called shot Can be redirected in flight*	Any number can be dodged Must have line of sight to hit

* Easier said than done, considering the speed of the missiles. Firer must first realize the mistake in missile flight, and then to redirect requires a strike roll with no bonuses, and a penalty equal to the pilot's PP-20; PPs over 20 DO NOT get a bonus this way, only no penalty. The redirection can be at nothing (i.e. the empty space beyond the original target, or another target within 50 feet/15m of the original. A pure miss on the redirection attempt means the original target is still hit; a miss due to penalties hits halfway between the old and new targets, and a miss due to dodge is treated normally. Note that, depending on the situation, both the old and new targets may still be in the blast radius of a miss, or even a successful redirection!

How Command Guidance Works(optional rule): It is commonly thought that mini-missiles are totally unguided. This is not true. In fact, they are more accurate than most guided missiles! Mini-missiles use what is known as COMMAND GUIDANCE; in other words, it is the launcher, not the missile itself that provides the steering commands. The exact process is described below.

Step One: Laser Designation. Also called "painting the target." This is the primary purpose of the targeting system that pops out of the shoulder of GR-103/GR-97-equipped Cyclones; the RL-6 has its own internal system that serves the same function. The targeting laser is aimed at an impact point chosen by the pilot, on which the missiles will home. Mini-Missiles CAN be used for single-missile called shots, but at normal penalties.

Step Two: Launch. The missiles are launched at the target; remember that only single missiles can be used for aimed shots, as multiple missiles would interfere with each other when trying to hit such a small target. One or two missiles are +3 to hit, three or more are +1 to hit (as per WP rules; If WP Heavy actually possessed, use its bonuses instead). Add in bonuses for High P.P., the targeting system, and/or Cyclone Weapon Systems, if applicable.

Step Three: Tracking. Remember that these missiles have to track to their targets; if the firer has to dodge, the missiles will no longer have guidance, and will continue on their last course in a straight line. Unless the target is stationary, this will always result in a miss.

Any target under 500 feet distance requires less than a second to reach, and won't interfere with the Cyclone's autododge(except vs. simultaneous attacks).

Targets at 501-1500 feet force the firer to waive the ability to dodge for one attack sequence.

Targets at 1501 feet to 1/2 mile cause the firer to lose the next attacks' action (if one possessed), WITH ONE EXCEPTION. If the firer still has both attacks and missiles remaining, he can fire another salvo at the same target while guiding the first missiles in (requiring another strike roll). The first volley of missiles hit at the end of the second action sequence, the second volley (if fired) at the end of the third, and so on. As long as missiles & attacks remain, continuing fire can be used.

Targets at 1/2 mile to 1 mile range can only be hit by certain mini-missiles. The rules are the same as for the last range, except that TWO attacks, not one are lost. The Continuing fire option is still available, however.

The LGSA Destroids

(Including non-transformable Zentraedi mecha)

Equipment and Features common to all LGSA Ground Mecha

Laser-Resistant armor: All LGSA mecha take 1/2 damage from lasers.

Armor Quality: Equal to that of the **Rifts** Universe ca. 2070; essentially the same level as all **Rifts** mecha save the KLS and CAN Republic mecha (which were developed later), as well as the original Glitter Boy. As such, these mecha cannot add additional armor on **Rifts** Earth as described in **Conversion Book I**, though they can have their current armor replaced by the "Chromium Guardsmen" armor (or built that way) at the Delta City facility on **Rifts** Earth.

Cyclones: All large LGSA mecha have at least one Cyclone per standard crew member.

Combat Systems - Targeting Computer: Can track 144 targets, IFF 72 of these.
 Combat Computer with at least one HUD.
 Laser Targeting system: 100 mile range, acts as range finder
 Radar: Minimum of 30 miles range.

Sensory Gear - Thermo-imager
 Nightvision optics (Image intensifiers)
 Active and Passive Infrared optic systems
 Active & Passive Ultraviolet optic systems

Communications - Radio: 600 mile range
 External Audio Pickup
 Loudspeaker
 Laser Uplink for use with orbiting craft/satellites ONLY.

Life Support - Heat & Radiation shielding
 Atmospheric system with Oxygen tanks and CO₂ scrubbers.
 Supplies standard crew with 6 weeks of breathable air.
 Heating/cooling system.
 2.5 cubic foot (67.5 liter) refrigerator with freezer mode.

Power - Most of the large mecha use a 16-cell protoculture system, with a 2-year lifespan.
 The MAC IV uses a 32 cell system, and requires refueling once per year.
 The Z4A1 uses a 24 cell system.
 The Cyclones use 1-cell protoculture systems (2 for VR-064).
 The Salamander, Garlands and LRV-588 use 10-year nuclear systems, as does the version of the Phalanx V made on Alus for use there.

Other Features - Voice-activated locking system.
Torso rotation: The following mecha can rotate their torso 180 degrees - Excalibur, Gladiator variants (Crusader & Dehawk), Phalanx, Raider, Salamander, and Spartan.

The LGSA Excalibur III:

Very little has changed in the evolution of the Excalibur from the REF model to the LGSA one. Most of the changes are superficial, due to advances in armor technology (equivalent to **Rifts** Earth, but not quite to pre-rifts standards yet). Vast strides in particle beam technology, however, have made the "one-armed bandit" Excalibur much closer in firepower to the original RDF model, with both the ROF and power level increased.

Classification: MBR-09 Mk VII-L Excalibur

Crew: One.

Speed: 75 mph/120 kph running (maximum); cruising speed is ½ of this.

Height: 26 ft/7.8m

Width: 19 ft/5.7m

Length: 11.5 ft/3.5m

Weight: 21.3 tons

Cargo: 1 Cyclone storage unit inside the pilot's compartment.

M.D.C. by Location -

Main Body: 500*	Upper Arms (2): 100 each
Pilot's Compartment: 300	Left (PBC) Forearm: 120
Legs (2): 250 each	Right Forearm: 150
SR Missile Pods(2): 150 each	Laser Head: 100**
GR-100 MM Pods(2): 120 each	Head Lasers (3): 30 each
Optional-EU-30: 100	Hands (2): 75 each

* Depleting main body MDC will shut down the mecha.

** Depleting the Head MDC will shut down all three head lasers.

Weapon Systems:

1. Particle Beam Cannon, PBC-22: A vastly superior derivative of the old PBC-11/12 line of the earlier Excaliburs.

Primary Purpose: Assault

Range: 10,000 ft (3km)

Mega-Damage: 2D4x10 per blast; bursts not possible.

Rate of Fire: As Pilot's combined hand-to-hand attacks.

Payload: Effectively unlimited.

2. Head Lasers: Improved versions of those found on the original Mk VII.

Primary Purpose: Assault

Secondary Purpose: Anti-missile Defense

Range: 4000 feet (1.2 km), double in space.

Mega-Damage: 5D6 for a single laser; 2D4x10+10 for all three volleyed.

Rate of Fire: As pilot's combined hand-to-hand attacks.

Payload: Effectively unlimited.

3. GR-100 Missile Launchers (2): Usually uses command guidance mini-missiles, but does have the capability to use internal guidance missiles if needed.

Primary Purpose: Assault/Anti-personnel

Missile Type: Any; Fragmentation and HE are standard issue.

Mega-Damage: Varies by missile type and volley size. Standard missile types listed above do 5D6 MD per missile.

Rate of Fire: Volleys of 2, 4 or 6 only (1, 2 or 3 per launcher).

Payload: 18 per launcher, for a total of 36.

Note: to prevent damage to both the MMLs and SRMLs, the GR-100s cannot fire in the attack immediately following a launch from the SRM launchers. This allows the SRM pod lids to close, so that they won't be blocking the firing ports of the GR-100s.

4. Short Range Missile Pods (2; 1 per shoulder): In one form or another, this launcher type is common to all Excalibur models.

Primary Purpose: Assault/Anti-Aircraft

Missile Type: Any; Armor Piercing and Plasma are standard.

Range: Varies by missile type.

Mega-Damage: Varies by missile type and volley size. Standard missile types listed above do 1D6x10 MD per missile.

Rate of Fire: Singly, or volleys of 2 or 4 (1 or 2 per launcher).

Payload: 12 per launcher, for a total of 24.

5. Hand to Hand Combat: See Mecha Combat - Excalibur (REF).

6. Optional use of an EU-30 Destabilizer gun pod: The standard gun pod of the VAF-8E Alpha, it can either function like an EU-20 (which it resembles) or draw on its magazine to fire a destabilizer blast. A destabilizer blast creates a 2D6+10 foot diameter hole in force fields. Only the Destabilizer blasts draw energy from the magazine. If used by a non-LGSA mecha, only the EU-20 mode can be used. LGSA, REF and ASC mecha can provide power to the weapon; otherwise, it will draw power from the magazine to fire.

Primary Purpose: Assault.

Range: 4000 feet.

Mega-Damage: 1D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts in the hands of LGSA, REF or ASC mecha).

7. Optional use of the CADS-VS Veritech Energy Saber: This is a derivative of the VR-041 CADS technology. When activated in a mecha's hand, it telescopes to a length of 4 meters, and the weapon (as well as the hand holding it) is enveloped by an energy field identical to that of the CADS-1.

Special Attacks: A natural 20 on an attack with this weapon will sever an appendage if it hits such a location by intent or on someone else's failed parry attempt, if the damage rolled is at least 50% of the appendage's MDC (or 10% of the main body, if no separate MDC listed). On a CALLED SHOT on such a location, the chance of a sever increases to a natural 18-20. W.P. Sword increases the chance to a natural 17-20, while fencing increases it to a natural 16-20. While a successful parry may not sever, it still inflicts 1/2 damage to the parrying item.

Special Defenses: The CADS-VS can be used to parry energy blasts at a -6 penalty to the parry attempt. The shot parried must be a single shot with a beam width under 1 meter; no, you can't parry Zentraedi ship lasers, light or otherwise. It can also be used to parry attacks of 4 or less missiles, but only AP missiles can be completely parried; all other missile types result in an arms-length explosion (1/2 damage to the arm, roll with impact for 1/4). In melee combat, a successful parry with the CADS-VS inflicts 1/2 the damage the attacker would have inflicted to the attacker's weapon or limb. Rolling a natural 20 to parry a non-critical strike results in normal damage (not 1/2) to the attacker's weapon. This damage cannot be rolled with.

Primary Purpose: Melee Combat.

Secondary Purpose: Defense.

Range: 25 feet (reach + weapon length).

Mega-Damage - Stab: 4D6, Lunge: 1D4x10, Slash: 1D4x10, Two-handed Slash: 2D4x10.

Swing Rate: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited. Power Source are two protoculture power cells with an average service life of 400 hours of use.

Bonuses: +2 to strike, +4 to parry. These apply only when the CADS-VS is the ONLY weapon used for the entire round. Also note that W.P. Sword and Fencing bonuses also apply to weapon.

8. Optional use of the REF GU-XX.

The LGSA Gladiators - Mk III-S (Crusader III) & Mk III-P (Dehawk II):

Two versions of the Gladiator evolved in the wake of the Invid's departure. The first combined elements of the "Space Crusader" Gladiator variants and the Battloid mode of the VAF-5SB Condor. It features a dedicated space pack (which can only be used by the Mk IV, and can be jettisoned if needed), additional maneuvering thrusters, and improved laser weaponry. The second offspring of the REF Gladiator was designed for planetary assault from transport (landing not needed, if the planet has an atmosphere), with PBCs replacing the shoulder lasers and an improved model of the ASC Battloid Jet Pack as standard equipment. The Mk V "Dehawk II" is named for a prototype attempt (Project Dehawk) to merge Excalibur weaponry and a jet pack with an RDF Gladiator chassis, during the Malcontent era.

(Common)

Characteristic	Mk III-S Crusader III	Mk III-P Dehawk II
Crew:	One	One.
Speed(ground-max)	100 mph/160 kph	120 mph/192 kph.
Speed(ground-cruise)	50 mph/80 kph	60 mph/96 kph.
Speed(space)	1340 mph/2145 kph	
Speed(atmosphere)		350 mph/560 kph. Max altitude: 1 mile/1600m.
Height(Both)	27 ft/8.1m	
Width(Both)	14 ft/4.2m	
Length(Both - without packs)	11.5 ft/3.5m	
Length(Both - with packs)	16 ft/4.8m	
Weight(without pack)	20 tons	
	(space pack) add 5 tons	(jet pack) add 3.5 tons

Cargo (both): As Excalibur III - the Crusader III also has 3 extra rebreather cartridges for the Cyclone/CVR life support system and 4 reaction mass canisters for Cyclone space use.

M.D.C. by Location -	Mk III-S Crusader III	Mk III-P Dehawk II
Main Body:	500*	550*
Pilot's Compartment:	300	250
Arms (2):	150 each	150 each
Hands (2):	60 each	60 each
EU-30:	100	100
Upper Legs (2):	125 each	125 each
Lower Legs (2):	175 each	175 each
Leg MLs (2 per leg):	100 each	100 each
Space Pack/Jet Pack:**	200	180
GR-102 MM Pod:	150	150
Laser Turret:	50	50
Laser Cannons (S model):	250 each	
PBCs (P model):		200 each

* Depleting main body MDC will shut down the mecha.

** Space Pack for Mk III-S, Jet Pack for Mk III-P.

Gladiator **MBR-09 Mk III-S "Crusader III" Weapon Systems:**

1. GRA-16 Lasers (2): These are greatly increased in power over the Mk III's GRA-10 lasers, which were grossly underpowered in relation to all other mecha's primary weapons. Even the TZ-IV gun cluster of the Mk II had more firepower than the GRA-10s.

Primary Purpose: Assault

Range: 6,000 ft (3km)

Mega-Damage: 1D6x10 per single blast, 2D6x10 per twin volley (no bursts)

Rate of Fire: As Pilot's combined hand-to-hand attacks.

Payload: Effectively unlimited.

2. Rapid Fire Laser Turret: Improved version of the turret from the Mk III.

Primary Purpose: Assault

Secondary Purpose: Anti-personnel

Range: 2000 feet (.6 km), double in space.

Mega-Damage: Aimed dual shot: 1D4x10 MD, +3 to strike; Short Burst: 2D4x10 MD, +1 to strike (counts as 1 attack); Full Melee Burst: 3D6x10 MD, no bonuses (full bursts take all attacks); Full Burst, Spraying Wild: 1D4x10 MD to 1D6 targets, -1 to strike

Rate of Fire: As pilot's combined hand-to-hand attacks; the full melee bursts are usually done only by the second person in a two-man Mk V crew, using up the otherwise unused attacks of that crewman.

Payload: Effectively unlimited.

3. GR-102 Missile Launcher: Usually uses command guidance mini-missiles, but does have the capability to use internal guidance missiles if needed. Does have the capability to use plasma missiles, but rarely issued them.

Primary Purpose: Assault/Anti-personnel

Missile Type: Any; Fragmentation and HE are standard issue.

Mega-Damage: Varies by missile type and volley size. Standard missile types listed above do 5D6 MD per missile.

Rate of Fire: Singly, or volleys of 2, 4, 6 or 8.

Payload: 36 missiles.

4. MM-50 Short Range Missile System (Legs): Identical to the version found on the Mk III Gladiator.

Primary Purpose: Assault/Anti-Aircraft

Missile Type: Any; Armor Piercing and Plasma are standard.

Range: Varies by missile type.

Mega-Damage: Varies by missile type and volley size. Standard missile types listed above do 1D6x10 MD per missile.

Rate of Fire: Singly, or volleys of 2, 4 or 8.

Payload: 16 total (4 per launcher, 2 launchers per leg).

5. EU-30 Destabilizer gun pod: The standard gun pod of the VAF-8E Alpha (See description under the Excalibur III)

6. Hand to Hand Combat: See Mecha Combat - Gladiator (REF).

7. Optional use of the CADS-VS Veritech Energy Saber: See description under the Excalibur.

8. Optional use of the REF GU-XX.

9. Optional use of an experimental **Disruptor Mace**: This prototype weapon's business end is surrounded by an electromagnetic field that disrupts mecha and vehicle electrical systems on contact. In addition, versus Full-sized Zentraedi, it acts as a MD-inflicting version of the **Rifts** Neural Mace. For vehicle/mecha hits, roll on the table below:

01-40: No additional damage;

41-70: Area of opponent hit (including as a result of a successful parry of it or someone's attack parried by it) shuts down for 2D4 rounds;

71-95: As 41-70, except area's electrical system is burnt out & useless until rewired by a qualified mechanic;

96-00: OOPS! Both the target and the lower arm/hand holding the mace are affected! Roll once for the target, then once for the attacker.

Primary Purpose: Melee combat

Mega-Damage: 4D6, plus special effects.

Payload: Power Cell lasts for 3D6 hours of continuous use.

MDC: 30 when deactivated, but unlimited when activated (Mace's EM field is related to that generated by CADS).

Gladiator **MBR-09 Mk III-P "Dehawk"** Weapon Systems:

1. PBC-22 Particle Beam Cannons (2): These are identical to the PBC found on the Excalibur III, except that having two of them puts a limit on the total shots with them per melee.

Primary Purpose: Assault

Range: 10,000 ft (3km)

Mega-Damage: 2D4x10 per single blast; 4D4x10 for both volleyed.

Rate of Fire: As Pilot's combined hand-to-hand attacks; however, no more than 4 shots may be fired by each PBC per round. A volley counts as one shot by each PBC.

Payload: Effectively unlimited.

2-9.: Identical to the Crusader III.

The LGSA MAC IV:

The MAC IV is a mixture of multiple universe's technologies. While the body is based on the MAC III, it has four cannons mounted on top. Two are 400mm (16 inch) guns of the original MAC II, while the other two (the outermost ones) are PBCs based on the arm PBCs, only with extended range to match the direct fire capabilities of the conventional cannons. The arm cannons themselves are virtually unchanged from the MAC III, as are the other weapon systems. The biggest change, however is in the legs, which have been replaced by a hovercraft design based on the legs of the Alus universe's Monster Mk II. In addition, mini-missile launchers have been built into these new leg designs, making the MAC IV the first in the MAC/Monster series with serious close-in defense capability. It even has a bonus to dodge in the hands of a fully-trained pilot, but only when moving.

HWR-00 Mk X MAC IV

Crew: 2 or 3, with seating for up to 4 passengers in the cargo area. Passengers are often comm techs or military specialists using the mecha as a command post or communications station. The passengers could also be Cyclone Riders there to function as a defensive force for the MAC.

Speed: 45 mph/72 kph running, 60 mph/96 kph using hover system; cruising speed is about 30 mph/48 kph with either mode of locomotion.

Height: 50 ft/15.2m

Width: 40 ft/12.1m

Length: 40 ft/12.1m

Weight: 120 tons

Cargo: A small room! 10x6.6x6.6 feet (3x2x2m). This is the passenger area, and may have command post and/or communications equipment in it in addition to the passenger seats and the main crew's Cyclones.

M.D.C. by Location -

Main Body: 800*

Upper Arms (2): 125 each

Pilot's Compartment: 400

PBC Forearms (2): 150 each

Legs (2): 300 each

MR Missile Pod: 300

Top PBCs (2): 200 each

Top Cannons (2): 200 each

Drum Bombs (2): 100 each

Cargo Area: 250

- Depleting main body M.D.C. will shut down the mecha.

HWR-00 Mk X MAC IV Weapon Systems:

1. Top-Mounted Cannons: Like the MAC II, the MAC IV has four cannons up top. However, only the center two are autoloading howitzers as on the previous MACs. The outer two are PBC-30s; extended range versions of the PBC-20s used as arms by both the MAC IV and its predecessor, the MAC III. All four cannons can be volleyed in direct fire, but only the howitzers can be fired indirectly.

There are two types of volleys available for use of all four cannons together. The first volley setting, which has all four fire at exactly the same time, increases the chance of a critical strike to a natural 19 or 20, but allows a chance for the target to roll with the impact of the howitzer rounds, which arrive later than the PBC hits. The second setting delays the PBCs to fire so that they will hit simultaneously with the howitzer rounds, giving no chance for a roll with the impact of the latter, but with only normal chances of a critical.

Also, the arm cannons can be volleyed together with the top cannons, with all the limits and volley possibilities of both. One option is for all six to be volleyed; another is to let one crew member use the howitzers for direct fire, while another fires all four PBCs (top & arms) in volleys (in which case none of the special volley rules apply). To link the arm and top cannons requires that all these systems remain unused for one attack sequence while the volley command is input into the targeting computer (Weapon Systems roll at -20% required for success).

	Howitzers	PBCs
Range - Direct:	10 miles (16 km)	10 miles (16 km)
Range - Indirect:	40 miles (64 km)	N.A.
Mega-Damage:	2D6x10 per cannon	2D6x10 per cannon.
Payload:	40 rounds each	Unlimited.

Volleys Possible: 2 Howitzer rounds (direct or indirect fire);
2 PBCs (direct fire);
All top cannons (direct fire; 2 Howitzers + 2 PBCs);
4 PBCs* (direct fire; top and arm PBCs combined);
All top and arms combined* (direct fire; 4 PBCs & 2 Howitzers)

Range for PBC volleys: 10 miles for volleys with top PBCs only, 5 miles for those using arms.

Firing Arc for top cannons: 45° left/right and up/down from default position. Default is centered and elevated 30°.

2. PBC-20 Particle Beam Cannons (2): These are identical to those of the MAC III. They have a shorter range than the top PBCs, but inflict the same amount of damage. They are capable of 210° rotation, which means they can rotate from a position nearly touching the ground in front of the mecha, to pointing straight behind it. The arms also have 120° left/right arcs, going from 30° inward from the default position to straight out from the sides (90° from the default position). The arms can be volleyed together, but only against targets both weapons can point toward.

Primary Purpose: Assault

Range: 5 miles (8km)

Mega-Damage: 2D6x10 per single blast; 4D6x10 for both volleyed.

Rate of Fire: As firer's combined hand-to-hand attacks.

Payload: Effectively unlimited.

3. GR-108 Scattershot Missile Launchers (2; one per leg): these are located on the outer part of the legs, beneath the arms. Each launcher holds 24 scattershot mini-missiles. These missiles are effectively multi-warhead mini-missiles. Halfway to the target, they split into 4 smaller missiles (called "grenades"). After the split, they become impossible to dodge and -5 to be hit. However, any hit on one of them destroys the entire volley, as they have only 1 MDC each. While designed for anti-missile defense, they can be devastating against targets at short range, especially if the spread area is reduced so that all missiles hit the target. The three types of fire areas are as follows:

Swarm: all launched hit a single target;

Hive: all grenades hit a 10' radius area, for fragmentation purposes only (5D6 per scattershot missile fired to all targets in the area);

Blanket: each missile hits a 40'x40' grid (one grenade per quarter of the grid, with as many grids as there were missiles launched). Two missiles would cover a 80'x40' grid, three, a 120'x40' grid, and four either a 160'x40' or 80'x80' grid. All targets in the grid would take 1D6 MD each.

Note for both Hive and Blanket: A Critical Strike on these types means at least one (roll 1D4, +1 per missile fired more than one) grenade directly hit a target in the area of effect. Determine the target(s) randomly; if result is two or more, they can be on the same target only in the Hive version. For each hit, the target must roll under 1/2 its P.P. (or pilot's P.P. for mecha) or the hit will be a critical instead of a normal direct hit.

Primary Purpose: Defense

Missile Type: Scattershot missiles only.

Mega-Damage: 1D6x10+4 per missile, or 4D4 per grenade.

Blast Radius: treat a single grenade as a 5 foot blast radius (effectively covering a 10 foot wide region), or all 4 grenades going off in proximity to each other as a 12-15 foot radius.

Rate of Fire: Singly, or volleys of 2, 3 or 4.

Payload: 24 per launcher, for a total of 48.

4. Medium Range Missile Pod: Identical to the launcher of the MAC III, with one correction. Both the MAC III and MAC IV launchers hold 24 missiles, not just six. Considering that the arm of an REF Spartan is smaller than the MACs' launcher, yet holds 20 MRMs or LRMs, it is inconceivable that the former only holds only six missiles. However, six is the most missiles the launcher can fire in a round (takes one round for the reloader to cycle). If the pod is emptied on the third attack of a round, it will be ready to fire again on the third attack of the next round, etc.

Primary Purpose: Anti-Aircraft

Missile Type: Any; Heavy types such as Plasma are standard.

Range: Varies by missile type.

Mega-Damage: 2D6x10 per missile, for standard types.

Rate of Fire: Singly, or volleys of 2, 3 or 4.

Payload: 24 missiles total.

5. Drum Bombs(2): Identical to those of the MAC III. While the timer can be set for as little of as seconds, it would take a MAC IV already going full hover speed (60 mph) 18 seconds (one round plus one attack) to get completely clear of the bomb's blast radius. RELATIVE safety can be reached by moving out of the primary blast radius into the secondary one, which takes 6 seconds at maximum speed; this would put the MAC into the 1D6x100 MD range, which it has a chance of surviving. Double these times if having to start moving from a stop or low speeds. As you can see, these bombs are not used lightly, and are typically only installed when required by

the mission parameters..

Primary Purpose: Assault on enemy installations.

Secondary Purpose: Mecha Self-Destruct.

Range: Drop and run like hell!

Mega-Damage: 1D6x1000 to everything within 500' radius; 1D6x100 to everything from 500' to 1500' out.

Rate of Fire: Drop one or both.

Payload: Two.

6. Hand to Hand Combat - As MAC III, except that the MAC IV has a +2 to dodge when moving at speeds over 30 mph/48 kph; this is with full mecha combat only. An unmodified dodge is allowed with basic combat, but only if the MAC IV is going over 30 mph with the hover jets ONLY. Piloting the MAC IV as a hovercraft requires Pilot Hover Vehicles as a prerequisite, even though the actual Destroid piloting skill is required for the piloting.

The LGSA Phalanx Mk V:

The Dimensional Corps' first non-Robotech dimensional contacts included the universe of the **Macross II** OAVs, which adopted the registration name of **Alus** in the Symphony of Light. Alus became one of the LGSA's closest inter-dimensional allies, drawing on the LGSA's planetary and dimensional resources to begin full restoration of their world to its pre-Zentraedi beauty. As part of the cultural and technological exchange that resulted, mecha designs were swapped. While the LGSA designs were difficult for the Alus scientists to duplicate, the Alus designs were easily adaptable to Robotech standards. However, most of these were fairly clunky, if not primitive.

The only ground mecha worth fully converting was the Phalanx Mk IV, whose predecessor in **Macross** service was their analogue to the RDF Spartan. Once the design was in the hands of LGSA designers, it was picked apart, improved and put back together. This new Phalanx was designed for either Nuclear or Protoculture power plants, and had several other changes:

1. The leg mini-missile launchers were replaced by the higher-capacity integral "scattershot" missile launchers from the MAC IV's new leg design.
2. The "Upgrade" space booster system has been reworked as an attachment option for the Mk V, and can be removed and connected at repair facilities as needed. Note that the "Secondary Thrusters" listed in **Macross II** are actually the recoil thrusters (similar to the **Rifts** Glitter Boy) used to keep the mecha stable during mass launches, and to redirect gasses during launches.
3. The Mk IV's laser turret and central Mini-ML has been replaced by the Gladiator's laser turret.
4. The Raider's radar system has been installed.
5. The arms are now modular units that can be replaced by other arms in 1D4+2 minutes, or by a set of cargo-hauling equipment in 15 minutes. The latter cannot be used for combat purposes.

The LGSA Phalanx Mk V

Crew: Two minimum, with a total of five seats. Usual combat crew is three people - Pilot, Gunner and Communications.

Speed(ground): 60 mph/96 kph maximum, 40 mph/64 kph with space package.

Speed(space with booster package): 1340 mph/2145 kph

Height: 42 ft/12.7m

Width: 30 ft/9.1m

Length: 27 ft/8.2m

Weight(without pack): 32 tons with empty arms, 52 tons with arms loaded.

(space pack): add 5 tons

Cargo: Room for 4 Cyclones.

M.D.C. by Location -

Main Body: 500*

Missile Launchers (4): 200 each

Legs (2): 250 each

Leg Scattershot MLs (2): 100 each

Spotlight: 15

Laser Turret: 50

Steering Thrusters (3 per leg): 5 each

Pilot's Compartment: 300

Shoulder Connectors(2): 100 each

Feet (2): 100 each

Removable Space Pack: 300

Pack's Thrusters (2): 150 each

Recoil Thrusters (4): 100 each

* Depleting main body MDC will shut down the mecha.

Special Equipment -

1. Radar: There are times when the Phalanx will be used as a massive anti-aircraft battery. So, a modified version of the Raider's radar has been installed, complete with targeting & combat computer. Range: 200 miles (320km), can IFF by signature up to 300 targets and track 128 separate targets simultaneously.

2. Mass Launch track system: If a volley of 56 missiles is fired, it can use the tracking system to divide the volley to go after as many as 14 separate targets (see below).

Weapon Systems:

1. Long Range Missile Launchers (4): Each arm consists of two missile launchers that hold 42 long range missiles each. If a unit is empty or severely damaged, it may be jettisoned, but this typically only happens at a reloading station or if the continued presence of the pod endangers the mecha. The pods can each fire up to 14 missiles combined in a volley. Two options available on to the Phalanx Mk V are random mass fire (as the turrets on the Zentraedi ship turrets) and split volleys.

A split volley attack has several disadvantages. First, it takes one attack to designate each three targets; this means that designating the maximum of 14 targets takes 5 actions; this is in addition to the attack when the volley is actually fired. Second, by the time the missiles are actually launched, several of the targets may have already been destroyed by something else. If this occurs before launch, new targets may be chosen, but at the same cost as the choosing the originals. If new targets are not chosen, then that part of the launch is canceled. If the targets are destroyed while the missiles are in flight, then they will lock onto the nearest unidentified target to the original's last position, be it friend or foe. (Note: all LRMs used by the Phalanx are "Smart" missiles, and remember all friendly craft ID codes that were in the target area according to the

mecha's combat computer at the time of launch) Errant missiles can be command detonated, but only while within 100 miles/160 km of the Phalanx (the first 3 minutes of flight time). Lastly, at least 4 missiles must be assigned to each target, and the missiles are usually assigned in groups of 4 or 8, unless shooting at a large spacecraft. This may result in overkill, as the typical group of four missiles would inflict 16D6x10 MD for an average of 560 MD, and using the highest-tech missiles would average 2000 MD (8D4x100 MD)!

The advantage of a split volley is that it would take only 3 attacks to fire on 4-6 targets, 4 for 7-9 targets, 5 for 10-12 targets, or 6 for 13-14 targets. Multiple groups of missiles at 1 target is considered 1 target. Reduce the number of possible targets for a split volley by 4 for each one of the 4 units either empty, or jettisoned. So, if only 3 of the 4 pods present, only 10 targets could be declared this way, as the maximum amount of missiles in the mass launch would be 40 (14 from 2 launchers, 12 from the third).

These missiles can be set up for laser designation guidance. However, since all these features make for expensive missiles, wasteful firing practices are severely frowned upon.

Primary Purpose: Assault/Anti-Spacecraft

Range: 1200 miles (1920km) for Proton Torpedoes;

1800 miles (2880km) for Reflex/Nuclear Multi-Warhead.

Mega-Damage: 4D6x10 per missile, standard. The more powerful versions are reserved for specific missions where the firepower is needed (such as if the unit is defending against spacecraft instead of trans-atmospheric mecha and landing craft)

Rate of Fire: Volleys of 4,8,12,16,20,24,28,32,36,40,44,48,52 or 56.

Payload: 42 per launcher, for a total of 168.

2. Rapid Fire Laser Turret: The same turret as the LGSA Crusader & Dehawk.

Primary Purpose: Assault

Secondary Purpose: Anti-personnel

Range: 2000 feet (.6 km), double in space.

Mega-Damage: Aimed dual shot: 1D4x10 MD, +3 to strike;

Short Burst: 2D4x10 MD, +1 to strike (counts as 1 attack);

Full Melee Burst: 3D6x10 MD, no bonuses(all attacks);

Full Burst, Spraying Wild: 1D4x10 MD to 1D6 targets, -1 to strike (all attacks);

Rate of Fire: As firer's combined hand-to-hand attacks; the full melee bursts are usually done only by the second person in two-man crew.

Payload: Effectively unlimited.

3. GR-108 Scattershot Missile Launchers (2; one per leg): See the MAC IV description.

4. Hand to Hand combat: As the **Macross II** Phalanx Mk IV.

The LGSA Raider V:

Very little has changed in the evolution of the Raider from the REF model to the LGSA one. The changes made range from armor and power increases to an improved fire linkage system. In the REF model, inefficiencies in the powering of all three lasers in an arm led to such a triple blast being only 11% more powerful than a two-laser blast. If a volley of two lasers could be considered as an adjusted efficiency of 100%, then three or six lasers fired at an efficiency of only 83.3%. The Raider V corrects this flaw.

ADR-09 Mk XI-V Raider V

Crew: One

Speed: 100 mph/160 kph running (maximum); cruising speed is ½ of this.

Height: 24.75 ft/7.5m

Width: 18 ft/5.5m

Length: 11.6 ft/3.5m

Weight: 17.5 tons

Cargo: 1 Cyclone storage unit inside the pilot's compartment.

M.D.C. by Location -

Main Body: 450*

Upper Arms (2): 150 each

Pilot's Compartment: 300

Lasers (3 per arm): 100 per barrel

Legs (2): 250 each

Sensor Unit: 80**

GR-100 MM Pods(2): 120 each

* Depleting main body MDC will shut down the mecha.

** Depleting the Sensor MDC will reduce the Raider to normal Destroid levels

Special Systems:

1. Advanced Radar: Range: 200 miles (320km), can IFF by signature up to 300 targets and track 128 separate targets simultaneously.

2. Onboard Computer

3. Laser Communications

4. Spotlights on arms.

5. Retractable Arms under sensor disc (3). Can extend 26.5 ft (8m) out, and have a robotic PS 20 and 3 MDC.

Weapon Systems:

1. Tri-Barrel Laser Cannons (3 per arm): While the Sensor Disc is active, these are +2 to strike in addition to all other bonuses. In addition to the resolution of the REF model's power quirk, these weapons also are variable lasers, capable of adapting to defeat armor such as that used by the Rifts Chromium Guardsman/Glitter Boy as well as diffusion-style laser resistance (used on ASC & REF mecha and body armor), but the setting must be actively engaged to do so (not an automatic setting - the pilot must realize that their target has one of these things, and activate the program to search for a vulnerable frequency - takes 2D4 actions after activation or 1D4 hits of the weapon at the reduced damage).

Primary Purpose: Assault/Anti-Aircraft

Range: 8 miles (12.8km)

Mega-Damage - One Laser: 3D6+2;

Two Lasers: 1D4x10;

Three Lasers (one arm): 1D6x10;

Four Lasers (2 lasers per arm): 2D4x10;

All 6 Lasers: 3D4x10.

Rate of Fire: As Pilot's combined hand-to-hand attacks.

Payload: Effectively unlimited.

2. GRL Defense Lasers: Identical to the REF system, except also improved to a variable frequency system (rules for the variable system as the main weapons).

Primary Purpose: Defense/Anti-Personnel

Range: 200 feet (66m), double in space.

Mega-Damage - Aimed shot: 3D6; Burst: 6D6; Spray (-4 to strike): 2D6 to 1D4 targets.

Rate of Fire: As pilot's combined hand-to-hand attacks.

Payload: Effectively unlimited.

3. GR-100 Missile Launchers (2): Usually uses command guidance mini-missiles, but does have the capability to use internal guidance missiles if needed.

Primary Purpose: Assault/Anti-personnel

Missile Type: Any; Fragmentation and HE are standard issue.

Mega-Damage: Varies by missile type and volley size. Standard missile types listed above do 5D6 MD per missile.

Rate of Fire: Volleys of 2, 4 or 6 only (1, 2 or 3 per launcher).

Payload: 18 per launcher, for a total of 36.

5. Hand to Hand Combat: See Mecha Combat - Raider (REF).

The LGSA Salamander Recon Battloid:

On looking back at the dark years of the ASC, two mecha designs stood out in the minds of the LGSA. One, the Spartacus Veritech Hovertank, had also been an REF mecha. Indeed, it was the only ASC ground mecha that was both armed and armored enough to survive on a real battlefield. The other standout mecha was the Tactical Corps' Salamander Battloid. It was too lightweight to survive long on the battlefield, yet it managed to attain a 1/1 kill ratio versus Bioroids, the best of all the Battloids. Against all odds, the TC Battloid was a survivor, and those few that survived the war against the Masters featured prominently in the guerilla war versus the Invid, as its fusion power plant helped it hide when Cyclones and Alphas couldn't.

If it had not been for Lazlo Zand's twisted manipulation of the Southern Cross, who knows what course ASC mecha design might have taken? Instead of weak, powerless mecha, what would have developed? In the LGSA Recon Battloid, based more on the original proposal for the TC Battloid than on what actually was produced, we see what the Battloid might have been without Zand's apocalyptic designs. The armor load, reduced on Zand's orders, is restored, then enhanced by the use of new materials. The REF-designed GR-100 mini-missile launchers of the Excalibur & Raider, originally intended for all ASC battloids, are restored as well. A real jet pack replaces the back thruster, giving it flight speeds to match its ground movement.

Other technological advances included are a sensor suit superior to that of the REP/GMP Monocle (which it fills the role of for the LGSA), more powerful head lasers, and the use of the EU-36 Gun Pod (a rifle version of the EU-30 with greater power and range). Had the LGSA version of the Battloid been present in the Second Robotech War, things would have happened very differently, even with the older versions of these weapons. At least, the Masters would have found assaults on ground installations much more difficult and costly, if not near impossible.

RSR-10 Mk XII Salamander II Battloid

Crew: One.

Speed: 125 mph/200 kph running or flying (maximum); cruising speed is ½ of this. Maximum altitude is 2 miles.

Height: 20 ft/6.6m

Width: 10 ft/3m

Length: 6.6 ft/2m, not counting gun pod

Weight: 16 tons

Cargo: 1 Cyclone storage unit inside the pilot's compartment.

M.D.C. by Location -

Main Body: 450*

Upper Arms (2): 100 each

Pilot's Compartment: 200

Forearms/shields (2): 400 each

Legs (2): 250 each

Head: 100**

GR-100 MM Pods(2): 120 each

Head Lasers (2): 30 each

EU-36: 150

Hands (2): 50 each

Camera System: 20

Spotlight: 10

Jet Pack: 100

* Depleting main body MDC will shut down the mecha.

** Depleting the Head MDC will shut down all head lasers.

Weapon Systems:

1. Head Lasers: Improved versions of those found on the ASC model. These serve as a close-in defensive weapon, and (by virtue of the head's rotation) are the only weapons capable of firing at an enemy approaching or grappling from behind. In fact, the survival of nearly all of the ASC Battloids who fought in the two-year guerilla war with the Invid is directly attributable to the fact that the Invid had figured out that most human mecha were weaponless with Scouts clinging to them. Those who tried this strategy on the ASC Battloids did not live to report their failure.

Primary Purpose: Defense

Range: 4000 feet (1.2 km), double in space.

Mega-Damage: 5D6 for a single laser; 1D6x10 for both volleyed.

Rate of Fire: As pilot's combined hand-to-hand attacks.

Payload: Effectively unlimited.

2. GR-100 Missile Launchers (2): Usually uses command guidance mini-missiles, but does have the capability to use internal guidance missiles if needed.

Primary Purpose: Assault/Anti-personnel

Missile Type: Any; Armor Piercing are standard issue.

Mega-Damage: Varies by missile type and volley size. Standard missile types listed above do 1D4x10 MD per missile.

Rate of Fire: Volleys of 2, 4 or 6 only (1, 2 or 3 per launcher).

Payload: 18 per launcher, for a total of 36.

3. EU-36 Destabilizer Rifle: A long-barreled version of the EU-30, its focusing system increases both the damage and range, even though it uses the same magazine and most of the same parts as the EU-30. Disruption of force fields is identical to the EU-30.

Primary Purpose: Assault.

Range: 6000 feet.

Mega-Damage: 2D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts in the hands of LGSA/REF/ASC mecha).

4. Hand to Hand Combat: See Mecha Combat - ASC Battloid.

5. Optional use of the CADS-VS Veritech Energy Saber: See description under the Excalibur.

5. Optional use of the EU-30 instead of the EU-36: A common substitution when the Battloid will be traveling in areas that the EU-36's length would be a liability.

The LGSA Spartan IV:

As a mobile missile battery, the Spartan in its many incarnations had been unsurpassed, until the adoption of the Alus/**Macross II** Phalanx. Still, the Phalanx was more of a strategic asset, while the Spartan served a tactical role. To improve on the Spartan's combat and non-combat viability, several minor changes were made to the REF design. First of all, the missile pods were enlarged to handle 24 missiles each, which gave the mecha 8 more missiles than the REF design, and 4 more than the massive RDF Spartan. The mini-missile launcher could use either type of missile guidance, and the retractable arms were strengthened.

The most important change was the installation of laser designators in certain LGSA mecha. Now, Any VAF-8E, LRV-588, Salamander Battloid or a Cyclone carrying a designator pod instead of an EP-37 or EP-40 could "paint" targets for the Spartan over a thousand miles away, and all the Spartan crew has to do is set the missile sensors for the right laser frequency and fire them at that area. The laser is invisible to normal vision, and can only be seen when it hits a target by viewers using passive IR systems, and the viewers must be specifically using this device. If an immobile target is "painted" by the laser, it is missed only on the roll of a natural "1". On a roll of 12 or higher, the exact location painted on the target is hit (effectively a called shot), while rolls of 2-11 hit the main body. For purposes of hit location, bonuses do not apply, but they do apply to the total strike roll for purposes of the target's attempt to dodge and roll with impact. However, due to the nature of the ASC/REF type of laser resistance (which effectively converts the arriving laser energy into thermal energy and dissipates it), the rolls against these type armors needed to hit, and for exact location hits, is three points higher (1-4 misses, 5-14 hits main body, 15+ acts as called shot).

For moving targets, it is the person using the laser designator that must make a successful hit on the target (no dodge or parry) with the designator at least at the beginning of the round the missiles arrive, or earlier, and continued until the missiles hit. Note that if the missiles are in flight, but won't arrive until after next attack, the person with the designator can switch targets by pointing at the new target and rolling a new strike roll. Persons using a designator usually use all their attacks until the missiles hit to hold the target, as such strikes are usually the first thing to hit in an attack. If they are already in an attack/defense situation, then they can participate in combat, but cannot be using the designator while doing so, and must remember the ETA of the missiles in order to reacquire the target for them as they approach.

SDR-09 Mk XIII-B Spartan IV

Crew: One or Two. While the standard pilot station can operate all the weaponry, it is usually removed and replaced by a two-person (pilot and weapons operator) cockpit when the Spartan is to be used in a more active offensive role. In this situation, the pilot can fire the GR-101 while the other crewman fires the LRMs. The presence of the GR-101 is what allows the cockpit to be expanded enough to seat two, but the little added room is such that the 2-person version is rarely installed, and can be swapped out in 1D4+1 hours.

Speed: 70 mph/104 kph maximum, cruising is ½ this speed.

Height: 30 ft/9m

Width: 22 ft/6.7m

Length: 17 ft/5.7m

Weight: 25 tons with empty arms, 36 tons with arms loaded (metric)

Cargo: Room for a Cyclone, in the one-seat version. The two-seat version uses the extra space to install the second crew seat. This is another reason why pilots are not fond of the two-seater

M.D.C. by Location -

Main Body: 500*

Missile Launchers (2): 200 each

Legs (2): 250 each

GR-101 - Cover: 150

GR-101 - Launcher: 50

Pilot's Compartment: 300

Shoulder Connectors(2): 100 each

Retractable Arms (2): 50 each

Spotlight Unit: 30

* Depleting main body MDC will shut down the mecha.

Special Equipment -

1. Radar: There are times when the Spartan will be used as a massive anti-aircraft battery. So, a modified version of the Raider's radar has been installed, complete with targeting & combat computer. Range: 200 miles (320km), can IFF by signature up to 300 targets and track 128 separate targets simultaneously.

2. Spotlights: Two IR Spotlights (different wavelengths) and four conventional spotlights.

Weapon Systems:

1. Long Range Missile Launchers (2): Each arm consists of a missile launcher holding 24 long range missiles each, though medium range missiles can be substituted in a pinch. If a unit is empty or severely damaged, it may be jettisoned, but this typically happens at a reloading station or if the continued presence of the pod endangers the mecha. At a reloading station, an arm can be replaced in 3D4 melee rounds.

Primary Purpose: Assault/Anti-Spacecraft

Range: Varies by missile type.

Missile Types: Usually Proton Torpedoes and/or Reflex Multi-Warhead for first strike missions, but HE is also commonly used for attacking structures.

Mega-Damage: Varies by missile type.

Rate of Fire: Volleys of 2,4,6,8,10,12,24 or all missiles remaining.

Payload: 24 per launcher, for a total of 48.

2. GR-101 Mini-Missile Launcher: A formidable close-in weapon, it uses only plasma mini-missiles, which can use either guidance type (chosen by firer).

Primary Purpose: Defense

Missile Type: Plasma only.

Mega-Damage: 1D6x10 per missile.

Rate of Fire: Singly, or volleys of 2,4,6,8,10,12 or 24.

Payload: 48.

3. Hand to Hand combat: As the REF Spartan.

The LGSA Battle Pods

(Z1A2, Z2A2 and Z4A1; the latter is described fully in the ground Veritech section)

One of the tragedies of the REF mission was the distrust shown by many toward the Zentraedi complement of the mission. Of course, the majority of these bigots were supporters of T.R. Edwards and the ASC, and were purged from REF leadership as a result of Edwards' actions. By that time, the mecha for Zentraedi use had been woefully weakened. In the wake of the invasion of Optera, Dr. Burke's original designs for the pods were restored, but were unusable by most of the surviving Zentraedi until the Masters' hidden cloning & sizing chambers were discovered by the REF in 2030. The Z1A1 & Z2A1 went into production soon afterward, and the eventual discovery of two Zentraedi survivor colonies (at former Invid/Zentraedi battle sites) and the G-95 Factory Satellite swelled the population of known Zentraedi, leading to full-scale production of the original Z4 Assault Battle Pod in preparation for the retaking of Earth. Remarkably, the Zentraedi who remained full-sized felt the Imperative the least, and began the colonization and terraforming of New Fantoma.

The micronized Zentraedi felt the pull of space, however, and after the Invid's departure many became listless. Many joined the Dimensional Corps and Outreach Service out of a need for something to belong to, as well as the appeal of the latter's mission to find the lost worlds of the old empire, and along with them, the remnants of the Zentraedi fleet. With the reeducation of the two Zentraedi colonies, and an exchange of colonists (one site was male, the other was female), defensive fleets for these worlds were needed as well. Out of these needs, the A2 upgrades of the Z1 & Z2 were developed, as well as the A1 upgrade of the Z4.

As with the original REF versions, the greatest advantage of these designs was that they could be piloted by Zentraedi using only their original training/programming. Only the arms required getting used to, and the design of the arm controls was taken directly from the controls of the old Recovery Pod's arms. The missile pods of the Z-series mecha could use either Terran-style fire control, or could be set to emulate the launchers of the Light Artillery Pod. Every weapon's firing system, with the exception of the Z1's EU-30, was either a duplicate of a familiar Zentraedi system, or could be set to emulate one. In all, the perfect balance between old and new is achieved.

Note - For purposes of play, the Z1A1 & Z2A1 are identical to the Z1 & Z2 listed in the Sentinels, except that they have the Mini-missile launchers listed below mounted on them. The A2 models have additional armor and some weapons changes in addition these launchers.

Z-Series Pods

Pod Designation	REF/LGSA Service		Mecha Type	Notes
	Entered	Left		
Z1 (original)	2020	2029	Destroid	
Z1A1	2029	2039	Destroid	Has modified GR-102
Z1A2	2039	N.A.	Destroid	LGSA mecha; described here
Z2 (original)	2020	2029	Destroid	
Z2A1	2029	2039	Destroid	Has modified GR-101
Z2A2	2039	N.A.	Destroid	LGSA mecha; described here
Z3 Cyclops	2020	2035	Scout Ship	Replaced by VAF-8E/VBF-2E
Z4 (original)	2029	2039	Ground VT	
Z4A1	2039	N.A.	Ground VT	LGSA mecha; described here

The TBP-Z1A2 Zentraedi Tactical Battle Pod

Crew: One, with room for one passenger.

Speed-Running: 175 mph (280 kph) maximum, cruising speed is 100 mph.

Space: 650 mph (1040 kph) maximum.

Cannot fly in Earth-like gravitic/atmospheric conditions, but can hover at altitudes around 300 ft (90m), and make booster-assisted leaps.

Height: 25 feet (7.6m).

Length: 14 feet (4.25m).

Width - 15 feet (4.5m).

Weight: 14 tons.

Cargo: Instead of a passenger, up to 500 lbs. of cargo can be carried in the back seat area. The Cyclone storage bay is directly behind the back seat, and if the Cyclone removed, that area can hold an additional 250 lbs.

Standard Equipment: As for all LGSA ground mecha. A VR-052-HF Battler Cyclone is standard issue, but requires the Pilot Motorcycle or Cyclone skill for use in Cycle mode by Zentraedi Warrior OCC characters. In Cyclone Battle Armor mode, Zentraedi Warriors use their Pilot Zentraedi Mecha skill (at -10%), and receive Basic Combat in all Cyclones as a result of their earlier training in Zentraedi Power Armor, treated as an OCC skill (1 level over OCC level).

M.D.C. by Location:

Main Body: 370*

Pilot's Compartment: 200

Upper Arms(2): 75 each

Forearms(2): 100 each

PBCs(2): 75 each

Hands(2): 50 each

GR-102: 150

EU-30: 100

Engine Thrusters(2): 120 each

Sensor Eye: 50**

Autocannons(2): 40 each

Legs(2): 200 each

Lasers(2): 60 each

*Depleting the main body amount shuts down the mecha.

** Destroying the sensor array affects the Z1 the same way destroying an Alpha's sensor head would.

Weapon Systems:

1. Dual Variable-power Particle Beam Cannons: These are identical to those found on the original Z4 pod, and have been transplanted to the A2 models of the Z1 & Z2. They are similar to the one large PBC possessed by the old Officer's Pod, including that their field of fire is limited to 60° up/down and 45° left/right. However, the pilot can choose one of three power settings, with higher settings reducing the rate of fire. The power setting must be chosen at the weapon's first use in any specific combat round, and can only be changed at such times. Damage settings are:

Setting #	Damage (one)	Damage (both)	Max ROF/round
1	4D10 MD	8D10 MD	As pilot's HTH
2	1D6x10 MD	2D6x10 MD	4 per barrel
3	5D10+25 MD	10D10+50 MD	2 per barrel

The first setting is equal to the PBCs of the old TBP and the REF Z1 & Z2 pods, while the third is equal to the PBCs found on the old Officer's Pod and the Excaliburs. The middle setting allows a compromise between firepower and rate of fire. Using setting #2 as an example, a pilot can fire a total of 8 blasts with the PBCs, up to his maximum number of Mecha Combat/HTH attacks for the round. These 8 blasts could be in the form of 4 dual blasts, 8 single blasts, 2 dual and 4 single, etc. A tough foe might require a pounding with #2 dual blasts, while one with heavy firepower might require going with setting #3 for a quick kill.

Primary Purpose: Assault.

Mega-Damage: Special; see above.

Range (by Setting #1/#2/#3) - 4000/7500/10,000 feet

Rate of Fire: Special; see above.

Payload: Unlimited.

2. Top-mounted Lasers (2): These weapons fire rearward, covering the pod's back with the same size firing arcs as the PBCs have forward.

Primary Purpose: Defense.

Range: 4000 feet.

Mega-Damage: 3D6(singly), 6D6(volley).

Rate of Fire: As Pilot's combined HTH.

Payload: Unlimited.

3. GR-102 Mini-missile Launcher: This launcher is located on the top of the mecha between the sensor eye and PBCs, and uses a different lid system than the GR-102 of the Gladiator (two half-lids opening to the sides, instead of one lid opening to the back). When the GR-102 is in operation, the PBCs go to their most vertical position, and cannot be used in the action immediately after a missile launch, unless firing at a target above the pod.

Primary Purpose: Assault.

Secondary Purpose: Anti-missile Defense.

Missile Type: Varies; standard are HE or Fragmentation Mini-missiles.

Mega-Damage: Varies (usually 5D6 per missile)

Range: Varies by missile type; usually 1/2 mile.

Rate of Fire: Singly, or volleys 2, 4, 6 or 8.

Payload: 36 missiles.

4. EU-30: See description under the Excalibur.

5. Autocannons(2): While the original Z1's autocannons used ammo originally developed for the RDF TZ-IV Destroid gun cluster, the Z1A2's autocannons are modified GU-XX designs, to utilize all the surplus ammo left over from the war with the Invid.

Primary Purpose: Anti-personnel.

Secondary Purpose: Anti-missile Defense.

Range: 4000 feet.

Mega-Damage-One Cannon: Short burst = 4D6, Medium burst = 1D4x10.

-Both: Short: 1D4x10+10, Medium: 2D4x10+10.

Rate of Fire: Short and Medium bursts count as 1 attack each, either singly or volleyed. Full melee bursts are not possible.

Payload: 40 short bursts per cannon; 1 medium = 2 short.

6. Optional use of Hand to hand Combat: See Z1 combat from **The Sentinels**.

7. Optional use of the Disruptor Mace: See LGSA Gladiator.

8. Optional use of the GU-XX: The primary advantages of using this weapon instead of the EU-30 are that it uses the same ammo as the autocannons, can be used as a pistol by full-sized Zentraedi, and can be reloaded by such users in the field, whereas the EU-30 isn't (it uses its magazine disruptor charges to power normal shots if used by incompatible mecha or Zentraedi). The GU-XX's statistics are generally the same as the autocannons above.

The OBP-Z2A2 Zentraedi Officer's Battle Pod

Crew: One.

Speed-Running: 175 mph (280 kph) maximum, cruising speed is 100 mph.

Space: 650 mph (1040 kph) maximum.

Flight: 670 mph maximum, 300 mph cruising. Maximum altitude is 10,000 feet (3km). Hovering only has a maximum altitude of 1000 feet.

Height: 27 feet (8.2m).

Length: 16 feet (4.8m).

Width: 20 feet (6m).

Weight: 20 tons.

Cargo: Cyclone storage only. The Cyclone storage bay is behind the seat, and if the VR-052-HF is removed, the area can hold 220 lbs./100 kg.

M.D.C. by Location:

Main Body: 420*

Pilot's Compartment: 200

Upper Arms(2): 100 each

Forearms(2): 150 each

PBCs(2): 75 each

Hands(2): 30 each

EU-30: 100

Engine Thrusters(2): 120 each

Sensor Eye: 50**

Impact Cannon(2): 40 each

Legs(2): 150 each

Searchlights(2): 25 each

GR-101 Cover: 100

GR-101 Launcher: 50

- * Depleting the primary main body amount shuts down the mecha.
- ** Destroying the sensor array affects the Z2 the same way destroying an Alpha's sensor head would.

Weapon Systems:

1. Dual Variable-power Particle Beam Cannons: These are identical to the ones on the Z1A2, except that their field of fire is 60° up/down and 90° left/right.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Mega-Damage: Special; see below.

Setting #	Damage (one)	Damage (both)	Max ROF/round
1	4D10 MD	8D10 MD	As pilot's HTH
2	1D6x10 MD	2D6x10 MD	4 per barrel
3	5D10+25 MD	10D10+50 MD	2 per barrel

Range (by Setting #1/#2/#3) - 4000/7500/10,000 feet

Rate of Fire: Special; see above.

Payload: Unlimited.

2. Weapon Arms: Each arm has two weapons, based on the old OBP arms: a PBC and an Impact Cannon. Both arm weapons can be volleyed together, provided both are in range, and a successful Weapon Systems roll will allow both arms (one pair of like weapons, or all four) to be volleyed. A Weapon Systems roll at -30% will allow the volleying of both arms and the top PBCs together, but each volley of this sort counts as two attacks.

Weapon -	PBCs	Impact Cannons
Primary Purpose:	Assault	Anti-aircraft
Range:	4000 feet	2000 feet
Mega-Damage:	4D10 each	2D6 each
Rate of Fire(both):	As Pilot's combined HTH.	
Payload:	Unlimited	50 rounds each

3. GR-101 Mini-Missile Launcher: Identical to the system mounted on the Spartan Mk XIV, mounted on the underside of the pod.

Primary Purpose: Defense

Missile Type: Plasma only.

Mega-Damage: 1D6x10 per missile.

Rate of Fire: Singly, or volleys of 2,4,6,8,10,12 or 24.

Payload: 48.

4. Rear Impact Cannons(2): These cover the Z2's rear, and are located between the rear thrusters.

Primary Purpose: Defense.

Range: 2000 feet.

Mega-Damage - Single Cannon: 2D6, Both Volleyed: 4D6;

Burst fire, both cannons: 1D6x10 (3 rounds from each cannon).

Rate of Fire: As Pilot's combined HTH.

Payload: 60 rounds per cannon.

5. Optional use of Hand to hand Combat: As REF Z2 Pod.

LGSA Ground Veritechs:

There are a number of ground mecha in service to the LGSA, but while the non-transforming types tend to serve in the roles of Armored forces (like 20th Century tanks), the Veritech designs tend toward more scout, infantry, and rapid deployment roles. Indeed, two of the Ground Veritech designs are heavily armored hovertanks, that are much faster in their vehicle modes than any of the Destroids mentioned above. However, they are complex, expensive, designs, and best suited for small, elite, units.

With the exception of the Cyclones (who go by mostly the REF Cyclone's list of standard features), these designs typically have either their own unique equipment, or the best from both the Ground and Aerospace features lists - see each individual mecha for a description of what subset of sensors and communications gear should be followed. The Garlands are the most different, but they are, after all, the product of another world's designers (who, ironically, had been dead 500 years before they were built, and the designs taken from hacked archives within Megazone 23's Bahamut computer).

The LRV-588 Land Recon Vehicle

(based on the LRV-558 by Hugh Moore)

The LRV-558 was a ground Veritech developed late in the war against the Zentraedi. It had two modes, Car and Battloid, with an aircraft-style cockpit that could hold a pilot and a single passenger. It was the smallest non-power-armor Battloid ever widely used by the RDF/REF; only the ASC MODAT-5/Garland was smaller, and it never saw common use, thanks to the Andrews Incident of 2027. The LRV-588 is the LGSA upgrade of the mecha, incorporating better armor and mini-missile launchers, as well as an armored casing for the sensor head, making it resemble a weaponless VF-1J head.

Note: the designation of the original mecha as "LRV-588" in *Robotech RPG Book 8: Strike Force* was actually a typo that was never caught - IIRC one of the Palladium staff did a Homer Simpson imitation when I pointed it out at Gen Con a decade ago. Ironically, I had been using that very same LRV -588 designation for this version for close to four years - but had never put this on the web until after Book 8 was at the printer in 1995 (a really spooky coincidence). This version is a further refinement of my corrected version of the LRV-558 I did for my own game in 1991, as the stats in neither *Strike Force* nor *MoPB #4* actually match the art.

Vehicle Type: Veritech Car (transformable).

Crew: One, with a passenger/second crewman in the back seat. Two people can be stuffed into the back in vehicle mode, but would make transformation extremely dangerous, due to the small area the seats have to rotate in, during the shift.

M.D.C. by Location:

Head: 100	Headlights (2): 2 each(a)
Shielded Tires (4): 15 each(a)	Arms: 100 each
Shoulder Missile Launchers: 25 each	Hands: 25 each
Legs: 150 each	Feet: 30 each*
Reinforced Pilot's Compartment: 200	Ion Cannon: 100
Windshields(front, rear): 30 each(b)	Windows (sides): 20 each(b)
**Main Body: 450	EU-30 (optional): 100

(a) Small target: -4 to hit in addition to called shot.

(b) As (a), but shielded in Battloid mode (cannot be hit).

*Destruction of the feet results in the loss of thruster assisted leaps.

**Destruction of the main body will shut the unit down completely.

Speed - Land: In transport mode the vehicle can maintain a speed of 300 mph for 10 minutes (40 melees), after which it must slow to a cruising speed of 220 mph for 30 minutes (120 melees) before returning to a higher speed. This is on a flat surface - reduce off-road speeds on more difficult (though drivable) terrain by 75% (to 75 mph/55 mph).

Running: In battloid mode the vehicle can run 70 mph.

Leaping: The LRV-588 can leap 400 ft straight up or forward with the help of the foot thrusters. It cannot fly or hover.

Space Propulsion: The LRV-588 can move through space at 350 mph for as long as its supply of reaction mass lasts. Getting to full speed or making a controlled stop from that speed as

a quick start (uses 3 actions) takes 2% of the full tank amount per 70 MPH gained or lost (turning around requires stop amount PLUS amount to get back up to speed), and another 1D4+ (speed/100)% is used for steering and other course corrections every 5 minutes (about 2 hours supply of reaction mass for steering purposes, course corrections, etc.) - if one wants to take 10 minutes to get to speed, or to stop from top speed, one can do it just using the steering thrusters (takes 1D4+6% of fuel; odds are for a slight savings in fuel use). Engaging in space combat uses 5% of the full tank amount per melee round.

Climbing: Possible, with a skill proficiency of 40%+4% per level of experience. Add 10% if the pilot has the climbing skill.

Height: 5.8 ft(1.8m) in transport mode, 16 ft(4.8m) in battloid mode.

Width: 6.6 ft(2m) in transport, 8.6 ft(2.6m) in battloid.

Length: 18 ft(5.5m) in transport, 7 ft(2.1m) in battloid.

Weight: 7 tons.

Cargo: The "trunk" has a capacity of 36 inches long, 54 inches wide, and 18 inches deep, located behind the passenger seat. A person can sit there (hanging on to cargo tie-downs, but this would require leaving the hatch open (unless the person is very small, or a contortionist). The trunk is actually an area of void space needed for the transformation, and was not originally intended for cargo use, so anyone or anything in that area will be ejected, on engaging Battloid mode (GM call as to damage item or person may take as a result). The LRV-588 can carry one Cyclone on the back in trunk, which must be left open due the size of the Cyclone's storage mode (it will detach upon transformation and the driver will have to retrieve it each time). Most LRV crews don't consider it worth the effort, or stick it into the passenger seat if operating the mecha solo (typically, if used for reconnaissance, the second seat is the sensor operator).

Main Engine: FH-3001 Fusion Turbine

Range: 1000 miles at cruising speed, 800 miles at maximum speed

Weapon Systems:

1. 8 Medium Range Missiles: The missiles are a defense against pursuing enemies. In transport mode, the missiles appear on each side of the rear passenger compartments. They have an arc of fire of 65 degrees in both modes. In Battloid mode the missiles are mounted on the shoulders.

Note: the headlights are on the launchers, and the launchers partially deploy when the lights are active in transport mode.

Primary Purpose: Defense

Range: 40 miles, but rarely fired at distances over 10 miles.

Missile Type: Varies, but usually Heavy high explosive.

Mega-Damage: Varies by missile type.

Rate of Fire: One at a time, or in volleys of two.

Payload: 8 missiles (4 per shoulder)

2. Rapid-Fire Ion Cannon: The cannon is mounted on the right arm of the battloid. It draws on the power of the engine of the Veritech. The cannon can be moved from the right arm to the left arm if the right equipment is available. The weapon cannot fire in transport mode. The cannon also has a laser designator built into it, to allow it to act as a forward observer for bomber aircraft.

Primary Purpose: Anti-Aircraft

Range: 6000 ft

Mega-Damage: 1D6x10.

Rate of Fire: Equal to pilot's hand-to-hand attacks.

Payload: Unlimited

3. GR-110 Mini-missile Launchers (2; on legs): These are built into the legs of the LRV-588, forward of the wheels. In Battloid mode, they are on the outside of the legs, above the wheels. They use only Armor Piercing missiles, and are the only armaments change from the LRV-558.

Primary Purpose: Assault

Missile Type: Armor Piercing only.

Range: 1 mile.

Mega-Damage: 1D4x10 each.

Rate of Fire: One at a time, or in volleys of two or four.

Payload: 12 per launcher, for a total of 24.

4. Hand to Hand: Punch: 1D4, Body Block: 1D6, Kick: 1D4 Leap Kick: 2D4.

Hand to Hand Bonuses from LRV-588 Combat Training

2 hand to hand attacks per Melee (plus pilot's).

+2 to roll with punch, fall, or impact, reducing damage by half.

+1 to strike.

+3 to parry.

+4 to dodge in battloid mode, +6 in transport mode.

Additional hand to hand attack at levels five and ten.

Basic Combat is as Beta-Basic, except ignore references to flying and treat transport mode as Guardian for purposes of dodges.

5. Optional use of the EU-30 Destabilizer gun pod: See the description of this weapon in either the VAF-8E Explorer Alpha or LGSA Excalibur Destroid descriptions. It is holstered on the left arm when not in use (such as in transport mode).

Primary Purpose: Assault.

Range: 4000 feet.

Mega-Damage: 1D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts in the hands of LGSA/REF/ASC mecha).

The LRV-558 piloting skill is a specialized form of Pilot Veritech when used in Battloid mode, but anyone with Pilot Automobile can pilot it in transport mode. In fact, in transport mode, use the higher of the two skills if both possessed.

The LGSA Spartacus II Veritech Hovertank:

As mentioned earlier in the description of the Recon Battloid, the original Spartacus Veritech Hovertank had been both an ASC and REF mecha, and had served admirably with both forces (though, due to a typo in the contracts regarding its development, it was often mistakenly referred to as the "Spartas" by those outside the military). The LGSA version of this mecha retains all the features that made the original a success, only with improved technology. The ion cannon has had increases in both shot power and power reserves, and the EU-11 has been replaced by the EU-36. Finally, the gatling has had new ammunition developed that radically increases its lethality. Combined with increases in armor, these weapons prove that the oldest LGSA design (the original dating back to the Malcontent wars circa 2017) is still one of the best. In fact, these mecha have locked up the old role of the Marines, always going in first where the Destroids and air VTs fear to tread.

M.D.C. by Location -

Main Body: 550*	Arms (2): 150 each
Pilot's Compartment: 300	Arm Shields (2): 750 each
Legs (2): 300 each	Head: 100
Ion Cannon: 150	Autocannon: 80
EU-36: 150	Hands (2): 50 each
Hoverjets(4): 75 each	Headlights (2): 10 each

* Depleting main body MDC will shut down the mecha.

Crew: One, with room for two passengers in back(cannot operate weapons).

Speed: 100 mph/160 kph in Vehicle mode (maximum altitude 120 ft/36m).

Guardian Mode: 8 mph.

Battloid Mode: 60 mph/96 kph.

Capable of 100 ft/30m vertical or horizontal leaps from a still position in all modes; add 20% for every 10 mph/16 kph of speed.

Height(modes V/G/B): 7.3 ft(2.2m)/14.7 ft(4.5m)/20.3 ft(6.7m)

Width: 9 ft(2.7m)/7.3 ft(2.2m)/14.3 ft(4.3m)

Length: 20 ft(6m)/25.3 ft(7.7m)/6.6 ft(2m)

Weight: 16 tons

Cargo: 1 Cyclone storage unit inside the pilot's compartment.

Standard Systems: As LGSA Destroids

Weapon Systems:

1. Main (Ion) Cannon: Located in the left arm weapon housing/shield in Battloid mode. Normally exposed only in Guardian mode, it can be extended from the shield in Battloid mode. However, it can only be fired once per round in the latter. Unlike the ASC version, using the cannon in Battloid mode does not cancel all other attacks in the round, however.

Primary Purpose: Assault

Range: 10,000 feet (3 km).

Mega-Damage: 3D6x10 per blast. Volleys not possible.

Rate of Fire-Guardian mode: As pilot's combined hand-to-hand attacks.

-Battloid Mode: Once per round, maximum.

Payload: Conditionally unlimited. Weapon has a 50 shot power reserve that regenerates one shot per six minutes (10 per hour). However, completely draining this reserve will disable the cannon for 3D6x10 minutes.

2. 32mm Autocannon: This is a three-barrel gun that uses depleted uranium APDS rounds. Besides the change in round composition, the propellant had to be improved in order to keep the same range as the old ammo with the new, ultra-dense rounds. It is usually a backup weapon in Guardian mode, but is sometimes extended out of the right arm shield in Battloid mode. This is most common when the EU-36 is damaged or lost in combat, or energy weapons have no effect on the opposition.

Primary Purpose: Assault/Anti-personnel

Range: 4000 feet (1200m).

Mega-Damage: 1D6x10 per burst.

Rate of Fire: As pilot's combined hand to hand attacks.

Payload: 40 bursts of ammo per internal belt feed. A total of 6 belts (1 loaded and 5 spares) are carried, but it takes the autoloader 1 full melee round to load a fresh belt. Total payload (all six belts) is 240 bursts.

3. EU-36 Destabilizer Rifle: A long-barreled version of the EU-30, its focusing system increases both the damage and range, even though it uses the same magazine and most of the same parts as the EU-30. Disruption of force fields is identical to the EU-30.

Primary Purpose: Assault.

Range: 6000 feet.

Mega-Damage: 2D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts in the hands of LGSA/REF/ASC mecha).

4. Hand to Hand Combat: See Mecha Combat - ASC Hovertank.

5. Optional use of the CADS-VS Veritech Energy Saber: This is a derivative of the VR-041 CADS technology. When activated in a mecha's hand, it telescopes to a length of 4 meters, and the weapon (as well as the hand holding it) is enveloped by an energy field identical to that of the CADS-1. See the description of this weapon in either the VAF-8E Explorer Alpha or LGSA Excalibur Destroid descriptions.

The LGSA ABP-Z4 Assault Battle Pod (Veritech)

(See Destroid entry for Z1 & Z2 pods for background)

Outwardly, the Z4 has a strong resemblance to the old (full-sized) Zentraedi Glaug Officer's Battle Pod. It is roughly the same height, and its hull is much like the older pod's in shape. However, there are two PBCs between the thrusters, not just one, and the cockpit has been fully enclosed. The forward sensor "nose" has been extended, and far more sophisticated sensors are present. The nose autocannons have been replaced by lasers. But the biggest differences are in the limbs. The arms resemble a cross between those of the RDF Gladiator and the Female Power Armor. These arms have fully articulated hands, as well as triple-barrel Pulse Lasers on the forearms. The legs, too, are bulkier, with a new, advanced knee joint design and feet that are designed for high speeds. On closer examination, one will notice a complex hover system built into the legs' calves; a position that gives away the Z4's status as a Veritech.

The "Pod" is but the "Guardian" mode of the mecha. The vehicle mode is a hoversuit, which gets its forward movement from the thrusters in the main hull. In Hoversuit mode, the vehicle is capable of low altitude flight, space flight, and even atmospheric reentry, with the hover engines acting as retro-rockets. The arms can be used in this mode, but only when the mecha is in space, flying or at a near-stop on the ground (5 mph or less). The default position of the arms when not in use in this mode is paralleling the shin area of the lower legs, giving the arm lasers (which are mounted in rotating sleeve) a clear 180 degree field of fire from directly ahead of the mech to directly aft of it (facing aft is the default position) or any point along the way. This allows the pulse lasers to be volleyed with the nose lasers, or have both fire at a chasing attacker, or one set fire at a threat from the side. When entering an atmosphere from space, the arms must be locked down on the shins as to shield them from the full force of reentry. The knee joint is the rearmost part of the mecha in this mode, and is engineered only to bend this far past vertical in this mode. The feet, with smaller hoverpads built in, are now at the front, acting as an aerodynamic feature as well as an emergency braking system.

In Battloid mode, the sensor arrays (with the nose lasers attached) swivel 90° forward as a unit, becoming a head capable of 180° degree left/right movement. The legs straighten, and the knee functions similar to a human one. The PBCs recess into the hull, and the hull is now perpendicular to the ground, the thrusters being at the Z4's "backside". Being a micronian mecha, the Z4's pilot's compartment is buried deep inside the hull, and rotates during the mode change in the same manner as those found in the other Veritech mecha. Also, in Battloid mode, what had been the underbelly of the Z4 now becomes the chest. This allows the mecha to present a little-attacked (and therefore, rarely damaged) surface to the enemy.

While the Z4 owes much of its design to the old Glaug OBP, its weapons have undergone many changes from the old mecha. This is partly because of advances in technology, and partially because of its use of a micronized pilot. The short range missile launchers of the Glaug have been replaced by a launcher similar to a single Beta MM-40 unit on the back of the Z4. The main PBC has been replaced by two variable-power models, and the nose cannon have been replaced by lasers, functioning as head lasers in Battloid mode. The new arms & hands allow the use of gun pods by the Z4 as well.

The ABP-Z4A1 Zentraedi Officer's Heavy Assault Battle Pod

Crew: One, with room for up to three passengers. The rear bench seat does not rotate in the change to Battloid mode, which means the passengers are placed on their back in that mode.

M.D.C. by Location:

Main Body: 700 (+150)*	EU-36: 150
Pilot's Compartment: 300	Engine Thrusters(2): 200 each
Arms(2): 250 each	Sensor Array/Head: 100**
Forearm Lasers(2): 60/set	Feet(2): 150 each
PBCs(2): 100 each	Legs(2): 325 each
Hands(2): 80 each	

* Underside/Battloid chest has an additional 150 MDC armor that must be eliminated before attacks that hit it can penetrate to the main body. Depleting the primary main body amount shuts down the mecha.

** Destroying the sensor array affects the Z4 the same way destroying an Alpha's sensor head would. Vision outside of the Z4 is reduced to backup video cameras located in the top and bottom hulls.

Speed - Battloid Mode, Running: 60 MPH, Space: 150 MPH.

Guardian/Pod Mode, Running: 200 MPH, Flying: 670 MPH[^], Space: 2010 MPH.

Hovertank Mode, Ground: 350 MPH, Flying: 670 MPH[^], Space: 2010 MPH.

[^] Maximum altitude 10,000 feet, or over 100 feet over ground at higher altitudes.

Height(feet) - Battloid: 72, Guardian: 55, Hovertank: 24.

Length(feet) - Battloid: 27, Guardian: 38, Hovertank: 45.

Width - Battloid & Hovertank: 30 feet, Guardian: 36 feet.

Weight: 56 tons.

Main Engines & Power Source: Uses an Protoculture cell system identical to an Alpha's, but uses Protoculture at twice the rate of an Alpha. The two main thrusters of the Z4 are modified versions of the Beta's rocket thrusters.

Standard Equipment: As the LGSA Veritech aircraft (essentially, as the VAF-6R, plus a Shadow Device, and a 100-mile radar range), with the power supply modified as above. The reason for the power drain is that, unlike other REF-specific Veritechs, the Z4 relies primarily on energy weapons, not missiles. A VR-052-HF Battler Cyclone is standard issue. Zentraedi not formally trained in Cyclone can use it as power armor (at -10% to their Zentraedi Mecha skill) and Cyclone Basic Combat at their level, but require pilot Motorcycle to use in Cycle mode.

Cargo: Instead of passengers, up to 1000 lbs. of cargo can be carried in the back seat area. The Cyclone storage bay is behind the bench seat, and if the VR-052-HF is removed, that area can hold an additional 250 lbs.

Weapon Systems:

1. Dual Variable-power Particle Beam Cannons: These have been upgraded over the originals (which are now used by the Z1 & Z2). Their field of fire is limited to 60° up/down and 45° left/right. However, the pilot can choose the power setting he or she wants the cannons to function at, with the higher settings reducing the rate of fire. The power setting must be chosen at the weapon's first use in any specific combat round, and can only be changed at such times. Damage settings are:

Setting #	Damage (one)	Damage (both)	Max ROF/round
1	1D6x10 MD	2D6x10 MD	As pilot's HTH
2	2D4x10 MD	4D4x10 MD	4 per barrel
3	3D4x10 MD	4D6x10 MD	2 per barrel

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Modes usable in: Guardian/Pod, Hovertank

Mega-Damage: Special; see above.

Range (by Setting #1/#2/#3) - 4000/7500/10,000 feet

Rate of Fire: Special; see above.

Payload: Unlimited.

2. Tri-barrel Arm Pulse Lasers: These are based on those of the old Female Power Armor. They can be volleyed together in any mode, and have a special option to allow volleying with the nose lasers in Hovertank mode. To volley the arm and nose lasers requires a Weapon Systems roll at -30% before firing. A failed roll results in only one weapon system firing, but success means that the weapons will volley together until the arms are moved, a target in the arc of only one side's weapons is targeted, or the Z4 changes modes. As the lasers are mounted in hinged "sleeves", they have a 180 degree arc of fire, allowing their use in defending against missile attacks in Vehicle mode. While the lasers can be moved that way in the other modes, it is rare, only done when the weapons computer can't hit the target through arm movement alone.

Primary Purpose: Assault.

Range: 4000 feet.

Modes usable in: All, with special use in Hovertank mode.

Mega-Damage: 5D6(singly), 1D6x10(volley); Special: Volley with Nose lasers does 2D6x10 MD total.

Rate of Fire: As Pilot's combined HTH.

Payload: Unlimited.

3. Short range missile launcher: Unlike the old Officer's Pod, the Z4's missile launcher is located on the top of the fuselage, forward of the thrusters under the PBC barrels. Note that the PBCs are linked to commands to the launchers, to allow the PBCs to temporarily swing back to default position when the missiles are fired in Battloid mode, as to be clear of the launcher

Primary Purpose: Assault.

Secondary Purpose: Anti-missile Defense.

Missile Type: Short range (medium warhead) missiles only.

Mega-Damage: 1D6x10 each.

Range: Varies by missile type; usually 2-5 miles.

Rate of Fire: 2, 4 or 6.

Payload: 10 in ready position, with a set of reloads, for a total of 20.

4. Head/Nose Lasers: These can be volleyed together in any mode, and have a special option to allow volleying with the arm lasers in Hovertank mode (see #2 above).

Primary Purpose: Assault.

Range: 4000 feet.

Modes usable in: All, with special use in Hovertank mode.

Mega-Damage - Single: 5D6, Volley: 1D6x10. Special: See #2.

Rate of Fire: As Pilot's combined HTH.

Payload: Unlimited.

5. EU-36 Destabilizer Rifle: A long-barreled version of the EU-30, its focusing system increases both the damage and range, even though it uses the same magazine and most of the same parts as the EU-30. Disruption of force fields is identical to the EU-30. One EU-36 is standard for a Z4, but two may be carried. Note that the Z4 has to deploy its arms in Hovertank mode in order to fire the EU-36 in that mode, and that the EU-36 has to be modified for use on the Z4, due to the large size of the mecha. Unlike the GU-XXL of the REF model, these guns are stored in the hands of the mecha, in all modes, but can be stowed attached to the arm similar to the VF-1's method of storing the GU-11 (must be removed to the hand to be fired).

Primary Purpose: Assault.

Range: 6000 feet.

Mega-Damage: 2D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts in the hands of LGSA/REF/ASC mecha).

6. Optional use of Hand to hand Combat: As REF Officer's Pod, but Veritech or Destroid Basic combat can be used. The Z4 has a +1 bonus to Parry, Dodge and Roll. HTH Combat
Mega-Damage - Punch: 2D6, Power Punch: 3D6, Kick: 3D4, Stomp: 2D4, Body Block/Tackle: 2D6, Hovertank Ram: 1D6 MD per 25 MPH.

7. Optional use of the GU-XXL 35mm Tri-barrel Gun Pod: The GU-XXL (the name started out as a joke, but stuck) was the standard Gun Pod of the REF-era Z4. Effectively a scaled-up GU-XX, it has a twin (side by side) magazine feed. Each individual magazine slot can accept a standard GU-XX magazine. Alternately, a magazine specifically designed for the GU-XXL can be used, that has 4 times the capacity of a standard GU-XX magazine, and takes up both magazine slots. One GU-XXL is standard for a Z4, but two may be carried. Note that the REF Z4 carried this gun pod on an underside mount, and if carried that way by the LGSA Z4, it can be

used as a fixed-forward weapon in Vehicle Mode, and requires transformation to relocate the weapon to the hand (unlike the EU-36, which has no provision for undercarriage mounting). Of course, using the undercarriage mount also prevents safe atmospheric reentry for orbital drop missions, so the weapon is usually hand/arm stowed for such missions.

Primary Purpose: Assault.

Secondary Purpose: Anti-missile Defense.

Range: 4000 feet.

Mega-Damage(bursts): Short = 4D6, Medium = 1D4x10, Full Melee = 2D4x10.

Rate of Fire: Varies by magazine type used. 1 Full Melee burst = 2 medium = 4 short. Each GU-XX magazine holds 40 short bursts. The large GU-XXL magazine holds 160 short bursts.

LGSA/SoL Cyclones

Model Types:

VR-038-HT: Light Combat/Cargo work

VR-041-HL: Special Operations

VR-052-HF: Pilot Survival Gear

VR-052-HR: Standard Combat model

VR-052-HS: Heavy Combat model

VR-052-HT: Ship Defense model

VR-064-XP: Experimental Special Operations/Heavy Combat model

The Cyclones perhaps show the greatest variance between models, and even their various portrayals. However, there are three basic model types, whose weapon loads remain unchanged from the REF versions, mostly as a cost-saving measure (Most surviving REF Cyclones were dismantled to make the LGSA versions, with the only major change being replacement of older armor with newer materials)..

VR-038-HT: Has no integral weapons. Its primary users are those not likely to be in front-line action. Uses include scouting missions, intelligence gathering and use as an exoskeleton for cargo lifting. Comes standard with the RL-6 which, unlike other Cyclone heavy weapons, can just as easily be used by the pilot when not using the mecha at all. It is an upgrade of the REF VR-038-LT.

VR-041-HL: The special forces model. It comes standard with the GR-103 chest mini-missile system, and CADS vibroblades on both arms. It is often issued a heavier sidearm in addition to the Gallant H-90. It is an upgrade of the REF VR-041-L.

VR-052: There are 4 major variants of this model. The HR & HS variants have the VR-041's missile launcher in addition to the weapons mounted/carried on their forearm(s). These are the main-line combat models. However, the more common variants are the HF & HT models, without the chest missiles. The HF variant was designed as a survival mecha for Veritech pilots, as part of the fighters' standard equipment. It was generally thought that pilots wouldn't need more than 4 missiles for this purpose, as they would probably be rescued and return to flight duty in short order. The HT variant was designed as a general space use/ship defense mecha. To prevent major hull damage from missed shots, it was given no missiles, only the HR variant's

EP-40 sidearm. It also has the capability to carry propellant bottles to allow the thruster to be used for space flight.

The absence of GR-103s on the HF & HT models (and the original F & T variants used by the REF) result in reduced weight, manufacture cost and ammunition requirements for these "Backup" mecha. However, such savings didn't make combat easy for the REF pilots and ships' crew who had to use the F & T models to survive on Invid Earth for 1-3 years, so pilots will try to requisition the heavier models if possible. In fact, the HR & HS models are standard equipment for the Outreach and SoL mecha (pilot's choice).

There is also one other model, undergoing prototype testing. The **VR-064-XP** combines the best features of the VF-041 & VR-052, plus has a chest-mounted reflex (particle) cannon. Of course, such a weapon causes much greater demands on the power system, so it has a two-cell power system.

LGSA Cyclone Power Armors

Crew: One, though a passenger can ride in motorcycle mode..

M.D.C. by Location (not counting Body Armor totals, underneath the actual PA):

Note: All areas of the Cyclone and CVR armors are laser resistant, taking half damage from lasers, with the exception of the faceplate of the CVR-3.

Main Body: 250/200/300*	Tires: 5 each
Rocket Thrusters: 50	Legs: 125 each
Head: As CVR used (see below)	Storage Boxes: 5 each
Headlights: 2	Forearms: 60 each^
Weapons: See individual listings below	

*Depleting the main body shuts the mecha down. The 038 has 200 MDC, the 064 has 300 MDC.

^Unlimited if CADS are possessed and are active.

Available Body Armor types:

CVR-3/CVR-4 Body Armor: These Cyclones typically utilize CVR-4, an enclosing, fully environmental suit that replaces the REF CVR-3 (which relied on a special ballistic body sleeve/undersuit for its integrity. Examples of the body sleeve are the suits worn by Scott & Rook in the TV series, though Rook altered her body sleeve considerably). CVR-3 can be used, if desired, but has a weakness against aimed shots.

CVR-3 M.D.C. by Location:

SPECIAL: A.R. 20 versus S.D.C. weapons to strike areas not completely protected by the hard armor. This drops to A.R. 18 if the ballistic body sleeve is not worn (or the arm sleeves cut off).

Main Body: 50

Legs: 25

Arms: 15

Helmet: 50

The helmet also has another weakness, in that while it is solid protection from explosives, impacts and energy weapons from most angles, the actual FACEPLATE is a High-S.D.C. (**NOT M.D.C.**) Material, and is considered S.D.C. 750. Any called shot to the faceplate requires a total of 15 or more to hit, otherwise a face hit is possible only on a critical strike.

CVR-4 M.D.C. By Location:

Main Body: 75

Legs: 40

Arms: 25

Helmet: 60 (fully integrated faceplate)

CVR-5 Body Armor:

By 2056, CVR-5 is introduced, using technology acquired from **Rifts** Earth. Unlike the CVR-5 variant used as the Delta City replacement for the Glitter Boy Personal Armor, the helmet is part of the actual PA design, so is made to much higher standards. This suit more closely resembles CVR-3 than CVR-4, but uses the technology of the Japanese Armatech AT-A11 body armor.

Main Body: 120 (40 without hard armor pieces)

Legs: 60 each (30 without hard armor pieces)

Arms: 40 each (20 without hard armor pieces)

Helmet: 75 (fully integrated faceplate)

Speed - Motorcycle Mode: 210 mph maximum.

Battloid Mode - Running: 60 mph maximum.

Battloid Mode - Flying: 180 mph maximum.

Battloid Mode - Leaping: up to 100 feet with boosters, without going completely into flight operations. 20 feet without boosters.

Cycle Dimensions: 5 feet long, 3.6 feet high, 2 feet wide at widest point)

Battle Armor Dimensions: Height=pilot's + 1'; Width = 3.5 ft; Length = 3.5 ft.

Weight(038/064/others): 150/200/300 lbs. fully loaded, plus weight of pilot.

Engines: One-Cell Protoculture Engine (two for 064).

Standard equipment: Two cargo boxes, with Gallant H90 and at one set of reloads for each of the standard missile systems of the Cyclone, plus two magazines each for the magazine-fed weapons (such as the RL-6, Gallant & EP weapons). See the REF Cyclones for rest of standard features.

Weapon Systems: Consult the following chart -

(X = Standard; O = Optional; L = Left Side only; R = Right Side only)

Weapon System	038	041	052HF	052HR	052HS	052HT	064	Notes
GR-103 Chest Mini-ML		X		X	X		L	
GR-97 Arm Mini-ML*	O		O	*	X	*	X	
EP-37 Beam Rifle	O	O	O	O	O	O	O	5 M.D.C.
EP-40 Beam Gun	O			X		X		10 M.D.C.
RL-6 Rocket Launcher	X	O		O		O		3 M.D.C.
Reflex Autocannon							R	
CADS Vibroblades		X	X	X			X	

* One GR-97 can be mounted on the arm shield that doesn't hold the EP-40, but this is usually a user modification, and requires permission from the user's unit commander.

1. GR-103 Mini-missile Launchers: Two 6-shot mini-missile launchers are located in the shoulder areas of the VR-041, VR-052-HR and VR-052-HS. Only one of these (in the left chest) is located on the VR-064. Note that the VR-052s using this system have headlight assemblies like the VR-041, as the launchers are located in front of the windscreen in Cycle mode. They usually are armed with the more destructive missile types (AP or Plasma), but can use any mini-missile type. The GR-103 can be fired in either mode, but usually is fired in Battloid (the lack of mobility of the Cycle mode makes it near impossible to track a moving target).

Primary Purpose: Assault.

Range: Varies by missile type.

Mega-Damage: Varies by missile type.

Rate of Fire: Singly, or volleys of 2,4,6 or all remaining.

Payload: 6 per launcher.

2. GR-97 Mini-missile Launchers (2): Two 2-shot mini-missile launchers are located on the forearm shields of the VR-052-HF & HS (front wheel guards in Cycle mode), and can be fitted to a VR-038-HT or other VR-052 if desired. A modified version is also used on the arms of the VR-064. The GR-97s can fire Plasma mini-missiles only. It can be fired in either mode, but Battloid mode is the preferred mode (same reason as with GR-103).

Primary Purpose: Assault.

Range: 1 mile.

Mega-Damage: 1D6x10.

Rate of Fire: Singly, or volleys of 2 or 4 (both launchers volleyed).

Payload: 2 per launcher, for a total of 4.

3. RL-6 Rocket (Mini-missile) Launcher: A magazine-fed, hand-held 6-shot mini-missile launcher, it can be attached to the forearm plate or next to the handlebars in Cycle mode (the latter is preferred, as it allows replacing magazines while the Cycle is in motion, and also to let the pilot use it as a hand-held weapon at a moment's notice without changing modes). It can fire in both modes if mounted by the handlebars, Battloid only if carried by the wheel. It can be carried as a backup weapon by a VR-052 Cyclone, provided that its location doesn't directly interfere with another weapon (such as the empty forearm shield of the "HR" or "HT" variants, or the handlebar area of the "HF" and "HS" variants). The RL-6 can use any mini-missile type, except Plasma.

Primary Purpose: Assault.

Range: Varies by missile type.

Mega-Damage: Varies by missile type.

Rate of Fire: Single shots only.

Payload: 6 per magazine (takes two actions to change magazines).

4. CADS-1 Vibroblades (2): These are force-field-enhanced vibroblades that extend from the oversized wheel covers/arm shields of the VR-041 and VR-064. They can only be used in Battloid hand-to-hand combat, except to parry ranged weapons. Parrying energy weapons is with a straight dice roll only (no bonuses). Versus other attacks, active CADS give a +2 to parry in addition to all other bonuses. Also, while active, the force fields make the Cyclone's arms below the elbow immune to any damage. Note that missiles can be parried, but only Armor Piercing missiles can be stopped completely. All other missiles do blast (1/2) damage on a successful parry, 1/4 if successfully rolled with (if possible)

Primary Purpose: Hand to Hand combat.

Secondary Purpose: Defense.

Range: Pilot's reach plus 3 feet.

Mega-Damage: 2D6 Slash, 3D6 Punch, 6D6 Power Punch (2 attack action).

Number: 2; one per arm.

Note: Frequent use of CADS will double power consumption. Also, these cannot be mounted on the other standard Cyclones.

5. EP-40 Pulse Laser Pistol: A Pistol sized only for use by power armors (such as the Cyclone or its predecessors, the Garland & Tornado), it is normally mounted on the right forearm / wheelguard of VR-052 "HR" & "HT" models, but can be mounted on the VR-038 as an optional weapon. It can fire in both modes, and is probably the best weapon for Cycle mode of all those listed. In Cycle mode, it has the ability to rotate up to 75% from horizontal to fire at airborne targets, though to aim while moving means the Cyclone has to be heading straight for its target. A mecha-trained engineer can modify the gun for left-handed mounting. Note that the gun is actually MOUNTED on the forearm plate, and slides forward when needed for firing. If modified for use by other mecha, the gun will always include the Cyclone's modified arm shield, as it is in the shield that the weapon's magazine is held.

Primary Purpose: Assault.

Range: 2000 feet.

Mega-Damage: 4D6 per blast.

Rate of Fire: As Modern W.P.

Payload: 40 blasts per magazine.

6. EP-37 Pulse Laser Rifle: A Rifle sized only for use by power armors (such as the Cyclone or its predecessors, the Garland & Tornado), micronized High Command Zentraedi, Large Praxians and Karbarrans. Humans attempting to use it outside of power armor are -3 to hit because of its unwieldiness. It can be stored in the same manner as an RL-6, except that it is mounted with the grip rotated in, and the barrel running down parallel to (not over) the front of the Cycle. This allows it to be stored on a Cyclone that has GR-103s. It can only be used in Battloid mode. It is the most commonly-used optional weapon, other than the Gallant H-90.

Primary Purpose: Assault.

Range: 4000 feet.

Mega-Damage: 1D4x10 per blast.

Rate of Fire: As Modern W.P.

Payload: 10 blasts per magazine.

7. Mini-missile Launcher Sidecar: Two different sidecars were commonly used; other than their capacity, they are identical as weapons. The major cosmetic difference is that the 9-shot launcher could be disguised as a pre-war motorcycle gear storage sidecar (and could hold 2 Cyclone storage boxes as part of the deception), while the 12-shot launcher was unmistakably a weapon. Generally, these were armed with plasma missiles, but could use other types if Plasma missiles were in short supply.

Primary Purpose: Assault.

Range: 1 mile (Plasma).

Mega-Damage: 1D6x10 (Plasma).

Rate of Fire: Singly, or volleys of 2, 3 or 6.

Payload - 9-shot: 18 missiles (9 readied, plus 9 in autoloader).
- 12-shot: 24 missiles (12 readied, plus 12 in autoloader).

Note: The Autoloader activates only when all readied missiles are used.

8. Reflex Autocannon: This recent advance in Robotechnology is mounted on the Right Chest area of the VR-064, replacing the GR-103 that would be found there on a 041 series Cyclone. Due to the amount of power this weapon uses, it can only be fired twice per round, and never in consecutive actions. Also, on a natural "1" to strike, the weapon will overheat for 2D6 attacks.

Primary Purpose: Anti-Mecha

Modes Usable: Both

Mega-Damage: 3D6x10

Range: 1 Mile

Rate of Fire: 2 per round maximum.

Payload: Unlimited.

9. Optional Weapons: Though not developed originally for the Cyclone, it can use any of the handheld weapons of the Garland.

10. Hand to Hand Combat: As REF Cyclones. To pilot the VR-064 at full efficiency requires full combat in both VR-052 & VR-041 mecha combat.

The LGSA/SoL Garlands

Written up originally as ASC mecha for "Third Invid War" by Chris Meadows

Modified back to Megazone 23 mecha by Stanley Bundy

These mecha are, of course, from an alternate universe, yet have Robotech universe ties. Both of these were pre-prototype designs for advancing the basic Garland/MODAT design project for the Armies of the Southern Cross, but were cut off short of testing by the loss of the original Garland prototypes in "The Andrews Incident" (the ASC parallel to the events of *Megazone 23 Part One*) and the belief that the designs had been compromised to the Robotech Masters. When the Dimensional Corps discovered **Eden** (an Earth which had just seen the Megazone 23 population escape pod land, at the end of *Part Two*), the *Dreamweaver's* stealth systems saved it from meeting the fate of the generation ships destroyed by ADAM, and they were able to figure out that, as long as they stayed in the Lagrange Point on the opposite side of Earth from the Moon, they would be safe from further detection (and it was a safe point for later missions to arrive and depart). The locals were still in shock from their illusive world being shattered (literally), and the DC wasted no time coming to their aid. The city infrastructure was badly damaged by the hacking of Bahamut, and it would take major work to restore everything to full functionality.

It was, as a result, mission specialists called in to work on Bahamut that discovered the hidden stasis chamber, and awoke the slumbering programmer, whose likeness and personality had been the basis for the computer guardian, Eve, of the Megazone. With her guidance, the corruption that befell the city in the mainline Megazone universe after the fall to Earth would not occur, especially with the aid being provided by other Earths. While in no position to really give anything back to the alliance, other than an uninhabited world for colonization, the next best

thing they had to give was their military, many of whom felt guilty after discovering the truth of what they had done, and almost done to themselves by doing so.

Most of the surviving military, therefore, was taken away from Eden, to try to make amends for their actions; including B.D. and his men, who had managed to fly to Earth while ADAM had been busy dismantling the two large vessels. They would end up serving the various dimensional alliances as front line troops, before eventually being allowed to retire to worlds other than Eden, in exile. Their vehicle designs, including an advanced version of the Garland that had not been produced prior to the ship's destruction, were turned over to the DC, and were further modified by LGSA techs before entering production. The two Garland types here are the ones adopted as heavy infantry by the LGSA and other Symphony members, intermediate between the Cyclone and the much larger variable fighters/Veritech.

Model Types (2): Garland 2 hover cycle (seen in original form in MZ23 Part II)

Garland 3 wheeled cycle (roughly analogous to the MZ23 III Garland)

Class: Heavy Transforming Motorcycle

Crew: One. One or two passengers may ride behind the pilot but will be ejected if it has to switch modes.

M.D.C. by Location -

*Motorcycle/#Battloid Mode

(1) Tires (G3)*: 4 each

(2) Rear Rocket Thruster Pack*#: 100

(3) Main Body*#: 300

Rear Outriggers/Arms(2)*#: 75 each

Reinforced Pilot Compartment*#: 100

Legs#: 150 each

(4) Head#: 100

(1) Hover Thrusters (G2-HV)*: 40

Windshield*: 20

N-1 Net Canister*#: 20

GU-19 or GU-21 gun pod*#: 80

Hands#: 30 each

Feet#: 60 each

Headlights* (1 front, 2 on arms): 2 each

NOTES:

(1) Due to the protection of the outriggers, the rear tire or hover thrusters are at an additional -5 from a called shot to hit.

(2) When the rocket thruster pack is destroyed, reduce flight speed and rocket-assisted jumps by ½.

(3) When Main Body M.D.C. is depleted, the unit shuts completely down.

(4) When the head is destroyed, the Garland loses all its sensors, including visual, and the pilot will be completely blind. The Garland will be at -10 from normal to parry, dodge, strike, roll, etc. The only way the pilot will be able to see will be to pilot with the seat in its 'up' position, in which case the pilot will be vulnerable to attack.

STATISTICS:

Power Plant: Nuclear fusion power plant.

Speed - Motorcycle mode(G3): 200 mph max (320 kph)

Hovercycle mode(G2-HV): 250 mph max with a maximum height of 200 feet.

Turbo boost: Allows Garland 3 to make jumps of up to 40 feet across or 20 feet high; or increases speed of either Garland type by 100 mph for up to two melees. Pilot must make roll for each melee at -30% (cumulative with other penalties)

Battloid mode, running: 70 mph max

Battloid mode, flying: Hover stationary up to 200 feet (61.5 m) above the ground and fly up to 1,000 feet above the ground at a max speed of 200 mph (320 kph). Due to the increased efficiency of this model, the nuclear cells can support flight almost indefinitely.

Battloid mode, leaping: The powerful legs of the Garland mecha can leap up to 20 feet (6.1 m) high or across unassisted by the thrusters. A thruster-assisted leap can propel the mecha up to 200 feet high or lengthwise.

Height: Battloid Mode: 12 feet; Motorcycle Mode: 5 feet including optional roll cage. 3.5 feet to top of dash

Width: Battloid Mode: 6 feet; Motorcycle Mode: 5 feet at outriggers, narrowing to 1 foot at front wheel.

Length: Battloid Mode: 6 feet; Motorcycle Mode: 10 feet

Weight: 3000 lb.

Cargo: None; minimal storage space on motorcycle/inside robot for rifle or pistol, a few clips, and some rations.

WEAPON SYSTEMS: (Choose one Gun Pod; the rest vary by model)

1.a. GU-19 35mm Gun Pod: During the upgrading of the New Eden designs for SoL use, the designers came to the conclusion that the original gun pod for the Garlands was limited by its inability to support fully automatic rates of fire. Therefore, one of the designs intended for the ASC doppelganger of the Garland series was resurrected, using the caseless 35mm ammunition of the GU-XX. The caseless ammunition allowed a higher rate of fire and ammunition capacity than conventional ammunition, and the GU-19's larger clip dramatically increased the kill power of the Garland unit.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 4000 feet

Mega-Damage: 4D6 per short burst, 1D4x10 per long burst, 2D4x10 per full melee burst.

Rate of fire: Short or medium bursts count as one attack; equal to the pilot's combined hand-to-hand attacks per melee. A full melee burst takes the place of all attacks.

Payload: Can fire 12 short bursts, 6 long bursts, or 3 full melee bursts per clip. Each Garland may carry four clips (2 per arm); engaging a spare clip requires 2 melee actions (1 to remove clip from leg, 1 to slide into place). Although the GU-19 uses the same ammunition as the GU-XX, the magazine clips are incompatible; the ammunition from GU-XX clips will have to be reloaded into a GU-19 clip before it can be used.

1.b. GU-21 45mm Recoilless Rifle Gun Pod: The GU-21 is a rather powerful and dangerous weapon developed shortly before the destruction of Megazone 23, and it was up to the upgrade team to work out its bugs. It is valued for its destructive potential by both Garland and Cyclone units, but is made and issued in such low numbers that the latter rarely can acquire one, and then only for expected heavy combat duty. In other words, you WON'T find one of these stored in a survival mecha compartment in a VT or Destroid.

The GU-21 can fire 45mm fin-stabilized grenades of several different types, and uses a special multi-compartmented magazine that can contain up to three different types of grenades, allowing the pilot to select the type he wishes to fire at the touch of a button. Grenade types include High Explosive Anti-Tank, Fragmentation, Incendiary, Smoke, or Gas grenades, or starshell flares. The GU-21 may also be equipped with an external N-2 net launcher.

Primary Purpose: Assault

Secondary Purpose: Anti-Mecha, Crowd Control

Range: 3000 ft

Mega-Damage: HEAT: 2D4x10 MD (10 foot burst radius),

FRAG: 1D6x10 MD (40 foot burst radius),

Incendiary: 1D4x10 MD plus ignites any flammable materials,

Smoke or Gas: 4D6 SDC impact damage. The smoke grenades will block sight and infrared sensors, and the gas grenades may contain tear gas, sleeping gas, or other types.

Starshells will do 2D6 MD if fired at something, but their primary purpose is to create a brilliant white light that illuminates the immediate area and lasts for 2D4 melee rounds (15 seconds to 2 minutes).

Rate of fire: Single shots only; number of shots per round is equal to the pilot's combined hand-to-hand attacks.

Payload: 30 grenades; may be subdivided into groups of 10 of different types. Switching types of grenade requires one melee action.

1.c. N-1 Net Launcher: This gun pod fires a woven cable net about ten feet in diameter. To break through this net, the victim must inflict 20 MDC points to it, by tearing or cutting it. Otherwise it will take 4D6 melees (minus 1 melee per +1 bonus to parry, dodge, or strike from P.P.) to disentangle oneself. Rolling with the impact cuts escape time in half. This gun (and its parallel ASC development) was designed for use by Megazone Police Harguns (and later, Garlands) to capture fugitives or suspects without a great risk of harming them (or nearby innocents).

Primary Purpose: Capture

Range: 100 feet

Mega-Damage: None; see above

Payload: One net per canister; the Garland may carry two spare canisters (one per each leg); reloading canister takes two melee actions (one to remove the empty, one to slide the new canister on). Spent canisters are typically reloaded by machine; reloading a canister by hand requires 2D6x10 minutes.

Rate of Fire: Once per melee

1.d. Optional use of the EP-37 instead of one of the above gun pods.

1.e. Optional use of an EU-30 as a two-handed gun pod.

2. Optional use of an N-2 Net Launcher: This canister attaches to the GUs above or EP-37, just to the left of the barrel. It is effectively a single-shot version of the N-1 above, as an optional accessory to the gun pods.

Primary Purpose: Capture

Range: 100 feet

Mega-Damage: None; see above

Payload: One net per canister; the Garland may carry two spare canisters (one per each leg); reloading canister takes three melee actions (one to remove the empty, one to slide the new canister on, one to connect it to the gun pod's firing systems). Spent canisters are typically reloaded by machine; reloading a canister by hand requires 2D6x10 minutes.

Rate of Fire: Once per melee

3. Beam saber (standard on Garland 2, optional for Garland 3): One of the more interesting designs from the Garland developmental era was the creation of an effective bottled-plasma melee weapon - a "beam saber". This hand-held weapon normally stores in the mecha's leg until needed. It is powered by the Garland's nuclear power supply. Note that Cyclones are too underpowered to use the saber (CADS, having a solid core, work much better for them), and the scientists have not yet been able to create a bigger saber for use by the larger mecha (which is why the Destroids & Veritechs use the CADS-VS). The beam saber's window of viability just happened to fall in a size useful only to the Garland, though it could conceivably be issued and used by the Chromium Guardsman/Glitter Boy & Gunbuster armors of the LGSA **Rifts** Earth contingent. If used on a Garland 3, replaces one or both Vibro-blades.

Primary Purpose: Assault/Defense

Secondary Purpose: Tool for cutting

Mega-Damage: 1D4x10; If beam saber successfully parries weapon, the weapon takes 1D4x10 + damage it normally does.

Payload: Unlimited; hooks into robot's internal power supply.

4. Magnetic Tow Cables (standard to both): The Garlands are equipped with two magnetic tow cables, one in each shoulder. Each has a range of 200 feet, and may be fired forward or backward in Motorcycle mode. The cables are fired from the shoulders in motorcycle mode; from the outriggers in motorcycle mode. May be used as weapons, but do minimal damage. Cables may be broken by inflicting 5 M.D.C. to them.

Primary Purpose: Rescue/Recovery/Capture

Secondary Purpose: Defense

Range: 200 feet

Mega-Damage: 1D4 M.D.

Rate of Fire: Once per each arm, per melee.

5. GR-94 Forearm Missile Launcher (2): The Garland is equipped with concealed mini-missile launchers in the forearms. These launchers are similar to those found on the VR-052 Battler Cyclone. While not originally found in the Garland 2 design, they were added to it as part of the technology upgrade leading to the adoption of the two designs.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft (ground-to-air missiles)

Missile Type: Plasma mini-missiles only!

Range: 1 mile (1.6 km).

Mega-Damage: 1D6x10 M.D.

Rate of Fire: Individual or a volley of two (2) fired simultaneously.

Payload: Four (4) total. Reloading requires about two melees.

6. Vibro-Blade Assault Knives(2) (standard to Garland 3): These are located in sheaths in the arm units of the Garland. They require only one melee action to deploy, and can be used as a lethal weapon. Deployment is usually accomplished by crossing the Garland's arms and grasping the handles with opposite hands. One of these can replace the beam saber of the Garland 2, but it is rarely done, because of the beam saber being a much more effective weapon and that it takes two actions to be retrieved and activated from the Garland 2's leg storage area.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 3D6; 2D6 if thrown

Range: As thrown weapon, 200 feet

Payload: 2 blades are carried

7. Hand-to-hand combat: Rather than fire any weapons, the Garland can engage in hand-to-hand combat. Punch--1D6 M.D. (has equivalent strength of P.S. 50); Kick--1D6 M.D.; Leap Kick--2D6 M.D. (counts as 2 attacks); Body Flip--1D6 M.D.; Body Block--1D6 M.D. (counts as 2 attacks)

STANDARD EQUIPMENT AND SENSORS:

* Fuel Capacity: Ten years nuclear life.

* Radar: Range 60 miles (for aerospace target - closer to 10 for ground use); can track up to 24 targets simultaneously

* Computer Scanning Terminal/Combat Computer: This terminal has standard accessing ability (suitable for searching police databases for criminal records, for example), limited scrambler/descrambler capacity, and runs all the mecha's other scanning systems. It also controls the Garland's communication functions. It performs no analysis and gives the pilot no bonuses of any kind; however, it does calculate, store, and transmit data onto the cockpit computer screen, windshield HUD, or pilot's helmet display.

* Radio/Video Communications: Wide band and directional, radio and video telecast capabilities. Range is 600 miles or can be boosted indefinitely via satellite relay.

* Laser Communications: Long-range, directional communication system. Range 150,000 miles.

* Laser Targeting System: Range 200 miles (in outer space; range on Earth is limited due to atmospheric refraction and the curvature of the horizon). Mainly used for range-finding during space operations, at ranges over the mecha's actual weapon range, though can be used as a laser designator for other, longer range, weapons fired by another craft.

* External Audio Pickup: Range 300 feet.

* Loudspeaker: Amplifies pilot's voice up to 90 dB.

* External Video System: A video camera relays images to a cockpit monitor. 360 degree rotation. Range: 1200 feet. Telescopic capability: 6x.

* Thermo-Imager: Special passive optical system for detecting heat emitted by objects. Range 1600 feet.

* Hydraulic Pilot's Seat: The head unit opens forward and backward like a canopy, and the pilot seat rises approximately two feet to give the pilot a clear vantage point. From here the pilot may

fire hand-held weapons, use binoculars, or simply grab a breath of fresh air. The robot may still be piloted in this position. Raising/lowering the seat requires 1 melee action.

- * Ejector Seat: In case of emergencies, the pilot can be instantly ejected.

- * Heat and Radiation Shields

- * Independent Oxygen and Circulatory System: Contains enough oxygen for 12 hours; recirculation extends the supply to 1 week.

WHO MAY PILOT A GARLAND

Anyone who has Pilot Motorcycle and any mecha/RPA piloting skill may pilot the Garland. If any mecha piloting skill is possessed at full/elite level, the pilot will have BASIC proficiency (Basic Combat is as Cyclone Basic Mecha Combat skill). Elite combat costs one skill for those who may be trained in it (most often, LGSA ground forces or Military Specialist O.C.C., but can be taken by Veritech pilots as well).

Garland Mecha Combat Elite Combat Training

- * 2 hand-to-hand attacks per melee (plus those of the pilot)

- * Body flip/throw: 1D6 M.D. plus victim loses initiative and one attack that melee. Possible only in Battloid mode.

- * Body block/tackle/ram: 1D6 M.D. plus 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks.

- * Kick attack

- * Leap kick: 2D6 M.D.; counts as two attacks

- * +3 to strike

- * +3 to parry

- * +4 to leap dodge. An automatic dodge just like the parry, with no loss of attacks per melee.

The Garland is so mobile that the pilot can leap, hop, and skip out of the way without penalty.

- * +4 to dodge. This is the regular type of dodge, applicable when in motorcycle mode.

- * +3 to roll with punch

- * Critical Strike, same as pilot's hand-to-hand.

- * One additional hand-to-hand attack at level five.

- * One additional hand-to-hand attack at level ten.

- * +1 to initiative for Garland 2-HV only.

- * Damage: Punch: 1D6 M.D., Kick: 1D6 M.D., Leap Kick: 2D6 M.D. Body Flip/Throw: 1D4 M.D., Body Block/Tackle: 1D4 M.D.

- * The Garland also has a physical strength (P.S.) equal to P.S. 50.

The LGSA/SoL Aerospace Veritechs

The first new Veritechs in over 15 years (the VAF-8 & VBF-2) entered use in 2045. Both have the same general body designs of the shadow versions of their predecessors, but have many internal changes. The most prominent of these is the addition of a small fold engine to the Beta, to allow it to be used as an advance scout. Both mecha have superior sensors, shadow devices and communication systems. The Beta also has a computer system holding complete (as possible) databases on LGSA history and science; Outreach Betas also hold Tyrolean history and Zentraedi fleet records, while the SoL's Betas have datafiles covering most of the plausible science fiction ever written on Earth, for purposes of identifying worlds monitored by advance scout crews. Note that as non-SF worlds are much harder to identify from space than SF worlds, they are not listed in the data.

Other, more external, changes to the design of the VAF-8E were the use of a head similar in styling to the VAF-6J, and the relocation of the sensor head. The sensor head's sensors are now located in the mecha's head, as well as a fully functional second sensor suite built into the Alpha's main body. This built-in redundancy helps the mecha better survive combat conditions, as the body sensor site is not as obvious a target as in the original models.

Note: The original RPG material is in error; the "headless" VAF-7 is the AI drone Shadow Fighter. The piloted Shadow Fighter has the head design of the Vindicator (which resulted from a misinterpretation of the piloted VAF-7).

External changes to the VBF-2 include modifications to the sensory equipment (mistaken as MRMs in the RPG), as well as a broader "body" section in Battloid mode, to better handle the additional gear. One Cyclone is stored behind each missile Launcher, while the third is stored in the science station area (the bomb/missile bay).

The VVF-2S and VOF-2S came about from the need for Veritechs more suited for ground assault. The first of these to be developed was the VVF-2 Fury, a derivative of the VVF-1 Vindicator of the REF. The Fury had a shadow device, of course, but had double the missile load of the original VVF-1A (which utilized the remaining stockpile of the large RDF SRMs), and 150% of the damage capability of the VVF-1S (The Shadow Vindicator of the late REF, which had 70 MRMs). The EU-12 was replaced by the EU-36 of the LGSA Spartacus II Hover tank, and, most importantly, the main engines were replaced by the thrusters of the Macross-A universe's VF-17 Nightmare Valkyrie, making it capable of orbital flight. To make up for the loss in maneuvering ability caused by the removal of the Protoculture systems, several of the Emaan inertia control devices were incorporated into the design. The second mecha collaboration to come into service was the LGSA/SoL version of the Orguss mecha. The mecha design was strengthened, weapons improved and the cockpit optimized for use in multiple environments. It served in surface-related tasks such as low altitude fire support for ground mecha, as it was well suited for low altitude operations.

The VAF-9 Lightning and VBF-3 Liberator grew out of further conflicts in the 2050s, when the SoL had to provide aid to the two dimensions whose courses were altered by the "Rift Event" of 2052, as well as coming to the aid of the Macross 7 fleet in one of the allied **Macross** universes. These latest Alpha and Beta derivatives are wholly dedicated to warfare, with none of

the frills of the Explorer models. Weapon systems use the latest weapons technology (some of it acquired through espionage on **Rifts** Earth), and one of these Legios is the match of at least three of the REF versions. They also incorporate the Emaan inertial technology, giving them autododge capability.

Standard Equipment(all): All six of these VTs have shadow devices, as well as all the standard and special equipment listed for the VAF-6R. Radar range is 100 miles. {Note that the 10 miles listed for REF models has to be a typo, because at full speed the Alpha & Beta could only see a few seconds ahead of them, less if the target is approaching head on. Even contemporary fighters (and many civilian aircraft) have radar with better ranges.}

Coloring: LGSA VTs have a unique coating that can be altered by stimulation from electrical impulses. However, the coating has only two states. The first color state is a dull black, suitable for night combat and orbital surveillance. The second is a highly reflective gold that is laser resistant. It takes one action (1D4+1 seconds) to change color states.

VAF-8E & VAF-9L Special Systems - These Alphas have a laser designator built into the head. The VAF-9 also has Emaan inertia control devices.

VBF-2E Special Systems - The VBF-2E Beta carries a standard 3-man crew (comm tech, field scientist, and either a VT pilot or a military specialist in the main seat), and therefore carries three Cyclones. It has a small fold system, capable of folding the Beta and its accompanying Alpha 100 light-years in combined jumps. This fold system is powered by a single-seed Protoculture matrix, and that is the only known way of powering it. Unlike the ships used by the SoL, VBF-2Es cannot be used to fold between dimensions and must be transported to the other dimension by those ships for exploratory missions.

The VBF-2E also has a hyperspace communications link for real-time communications with other LGSA/SoL vessels and VTs. Note that the VAF-8E does not have this equipment, but can be tied into it while linked to the Beta or by communicating with the Beta and using it as a relay station. The VBF-2E also has the capability to monitor a planet's communication net from orbit, and has cryptographic equipment for code-breaking; however, the language being decoded must be known. The Beta's backup sensors are as strong as the primaries, but losing the sensor head means loss of the hypercomm system.

VBF-3L Special Systems - The VBF-3L Liberator Beta carries a standard 2-man crew (the pilot, plus a comm tech or military specialist in the back seat), and therefore carries two Cyclones. It has the same fold & hyperspace comm systems as the VBF-2E. While the Liberator can be operated solo, its weapons controls are generally split between both crewmen (must be specified before entering combat). A Weapon Systems roll can allow one crewman to take over the weapons of the other, but only if the other voluntarily relinquishes control, or an override code is input. The same method is used for exchanging the piloting controls, as the Liberator can be flown by either crewman. In fact, for the crewman not currently piloting the mecha, the weapon are controlled using the secondary piloting controls. Inputting the code takes two actions; voluntary switches take one action. The VBF-3 also has the Emaan inertia control devices.

Special Note for Both Beta models: Fire Control notes in weapon descriptions need to be defined here, before they are encountered below. A weapon listed as "can only be used by pilot"

is limited to use by the Beta pilot when operating as an individual mecha, the Alpha pilot when part of a Legios (IF the weapon can even fire when the two mecha are joined).

The Communications tech can operate the missile launchers of the Beta, but must be given control of the launchers by the actual pilot(s) through a series of selector knobs. The typical layout of the switches for each Beta missile launcher is as follows:

Alpha Pilot*

Beta Pilot (-)(knob)

Comm station

*When the Beta is not attached to an Alpha, the system defaults to "Beta Pilot" on this setting, but will immediately return to its stated function if a linkup occurs.

Standard Equipment (Fury and Orguss-S): Both mecha also include a Cyclone as survival gear. The Fury's storage area is as the Alpha, while the Orguss stores it behind the pilot in the cockpit. The inertia control devices of both give them autododge capability (see below). If needed, either mecha can add a second seat behind the pilot's seat, but this is rare.

Emaan Inertia Control Devices(VAF-9, VBF-3, VVF-S & VOF-2S): The strength of these devices can be varied considerably. In the lighting setting, it was possible for an old man and a teen to drag the original Orguss, cross-country without landing gear! That setting was mainly used in the original Orguss mecha for purposes of mooring. Secured to its mooring stalk, the little mass not offset was countered by the breeze across the wings, causing the Orguss to bob like a cork in water. At settings of 1/3 or less normal mass, the mecha can use its normally low-powered flight capability to achieve orbit. In the lightest setting, it can achieve orbit in **BATTLOID MODE**. **Note:** These devices use for pilot compartment comfort means that the pilot NEVER needs to experience gee forces outside of the -1 to +5 gee range, except in high speed collisions (which would probably destroy the mecha and kill the pilot), and has artificial gravity in the cockpit in space. It counters high gravity on large planets, and eliminates the need for g-suits, though a prudent pilot wears at least environmental body armor in case ejection is needed.

The devices, besides the bonuses given in combat, have some combat uses. First of all, one can use the devices to double the power of melee attacks, but at a cost of forfeiting the autododge capability of the mecha for 1D4 attacks afterward. Secondly, an object up to 12 tons may be lifted and its mass countered. When let loose, it retains its momentum, but regains its mass; the devices do not eliminate the inertial effects when holding the objects, just suppresses them, so the kinetic energy involved returns to its true level when the object released. The pilot of original Orguss would occasionally grab an enemy mecha, countering its inertia, spinning it around a few times to speed it up, then throw it at incoming mecha or missiles.

Veritech Statistics(dimensions=feet, speed=MPH)

Statistic	Alpha			Beta			Combined (Legios)		
	Jet	Gdn.	Bat.	Jet	Gdn.	Bat.	Jet	Gdn.	Bat.
Length (ft)	34	34	6	32	32	24	60	60	40
Width	22	22	13	64	64	28	64	64	64
Height	15	20	30	20	28	35	20	28	32
Air Speed(MPH)	1541	670	670	5561	600	300	5561	600	**
Ceiling(miles)	60*	60*	2*	orbit	60*	1.5*	orbit	60	20
Ground Speed - Alpha: 120 MPH; Beta: 80 MPH									
Weight - Alpha: 11 tons empty, 17 loaded; Beta: 18 tons empty, 24 loaded									
Weight - Combined: 29 tons empty, 41 tons loaded									
* VAF-9 & VBF-3: can reach orbit in any mode, using the IC devices.									
** As Jet in space, as Guardian in atmosphere.									

Statistic	Fury			Super Orguss#		
	Jet	Guardian	Battloid	Jet	Guardian	Battloid
Length	47	47	10	22	12	12
Width	46	46	20	31	31	22
Height	22	30	46	12	24	29
Top Air Speed*	9000	670	670	670	670	100
Ceiling(miles)	orbit	orbit	orbit	orbit	orbit	orbit
Ground Speed			20 MPH			80
Weight**	21 tons empty, 32 loaded			18 tons empty, 24 loaded		

* Unlimited in space, in any mode.

** with inertia control off. With the devices on at max, weight is 20 kg times the original mass; Example: a fully loaded Fury would weigh 640 kg.

The fourth Orguss mode, called "Tank" mode, is effectively the Battloid body, with the legs folded forward at the knee, using the foot and back thrusters (with lots of inertial control) to act as a hovercraft. Its width is 15 feet, width is 22 feet (from arms), and height is 18 feet. Ground and air speed are both 120 mph, and the maximum rate of climb is 100 feet per minute.

VAF-8E Alpha Combat Statistics

M.D.C. by Location -

Main Body: 500*	Pilot's Compartment: 200
Upper Legs: 150 each	Lower Legs: 150 each
Head: 75	Hands: 30 each
Forearms: 75 each	Shoulders: 100 each
Wings: 150 each	Tail Fins: 60 each
GR-12: 150 each	EU-30: 100
CADS-VS: 100; unlimited when active.	

* Depleting M.D.C. shuts down the mecha.

VAF-8E Weapon Systems

1. MM-60 Multi-Missile System with Smoke Dischargers: The smoke screen equipment is noted here because of its location. The positions of the launchers are as follows:

Shoulder Launchers: each holds 8 missiles;

Forearms: 2 launchers per forearm, holding 5 missiles each;

Lower Legs: each lower leg has four launchers, holding 4 missiles each. There are upper and lower launchers on the outside of the legs, with upper launchers only on the inside area. For some missions involving probable ground combat, the fourth launcher on each leg (the ones not

able to fire in Jet mode) can be replaced by smoke dischargers (the smoke dischargers were standard loadout for most REF Alphas in the Earth Liberation missions). There are several smoke types available. One is opaque to thermal scans and IR, and a second absorbs radar waves. A type developed in the last days of the Invid War also prevents detection of protoculture energy. Modified for skywriting, 3D6+7 letters can be written, but it ruins the dischargers for military use until reversed.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Missile Type: Any REF-style SRMs.

Mega-Damage: Varies by missile type.

Range: Varies by missile type; usually 2-5 miles.

Rate of Fire: 1, 2, 4, 8, 16, 30 or all remaining missiles.

Payload: 60 total, if smoke dischargers used, 68 if an all-missile load.

2. GR-12 Shoulder Launch Systems(2): Each of these holds 12 additional short range missiles, and are actually built into the chest. They function similarly to the shoulder launch systems of some Destroids, and are completely independent of the MM-60 system (cannot be volleyed together).

Primary Purpose: Assault.

Missile Type: Any REF-style short range missiles.

Mega-Damage: Varies, but usually 1D6x10 each.

Range: Varies by missile type; usually 2-5 miles.

Rate of Fire: 1, 2, 4, 6, 12 or all remaining missiles.

Payload: 24 missiles (12 per launcher).

3. EU-30 Destabilizer: The standard VAF-8E gun pod, it can either function like an EU-20 (which it resembles) or draw on its magazine to fire a destabilizer blast. A destabilizer blast creates a 2D6+10 foot diameter hole in force fields. Only the Destabilizer blasts draw energy from the magazine. If used by a non-LGSA mecha, only the EU-20 mode can be used. LGSA, REF and SC mecha can provide power to the weapon; otherwise, it will draw power from the magazine to fire.

Primary Purpose: Assault.

Range: 4000 feet.

Mega-Damage: 1D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts in the hands of LGSA, REF or ASC mecha). 1 extra magazine is stored in the left leg.

4. Jet Lasers: These are in the nose of the Alpha in Jet and Guardian modes, between the cockpit and the nosetip. They can fire in both modes, but are -4 to hit in Guardian mode. They are otherwise identical to VF-1 jet lasers.

Primary Purpose: Anti-Aircraft.

Range: 4000 feet.

Mega-Damage: 6D6 per dual blast.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

5. Head Laser: The Alphas that originally left Earth on the SDF-3 had lasers mounted on the head. Due to bureaucratic "material-saving" measures by the REF at Tyrol, later versions retained the housing, but not the weapon itself. Some models instead mounted mini-missiles on the head, but these proved somewhat suicidal to use against an Invid using melee attacks (their preferred form of combat). As a result, the pilots of Mars Division were denied the only weapon they could have used against Invid Scouts, whose only offensive ability was to swarm the target and rip it to shreds, rendering all other Alpha weapons useless. A bitter lesson was learned by those responsible for the weapon's removal. When the VAF-8E was proposed, the first "new" weapon proposed was the head laser.

Primary Purpose: Defense.

Range: 1000 feet.

Mega-Damage: 4D6 per blast.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

6. Hand to Hand Combat: See Mecha Combat - Alpha.

7. The CADS-VS Veritech Energy Saber: This is a derivative of the VR-041 CADS technology. Deactivated, it is a rod about 1 meter long, stored in the right upper leg. When activated in a VT's hand, it telescopes to a length of 4 meters, and the weapon (as well as the hand holding it) is enveloped by an energy field identical to that of the CADS-1.

Special Attacks: A natural 20 on an attack with this weapon will sever an appendage if it hits such a location by intent or on someone else's failed parry attempt. On a CALLED SHOT on such a location, the chance of a sever increases to a natural 18-20. W.P. Sword increases the chance to a natural 17-20, while fencing increases it to a natural 16-20. While a successful parry may not sever, it still inflicts $\frac{1}{2}$ damage to the parrying item.

Special Defenses: The CADS-VS can be used to parry energy blasts at a -6 penalty to the parry attempt. The shot parried must be a single shot with a beam width under 1 meter; no, you can't parry Zentraedi ship lasers, light or otherwise. It can also be used to parry attacks of 4 or less missiles, but only AP missiles can be completely parried; all other missile types result in an arms-length explosion ($\frac{1}{2}$ damage to the arm, roll with impact for $\frac{1}{4}$). In melee combat, a successful parry with the CADS-VS inflicts $\frac{1}{2}$ the damage the attacker would have inflicted to the attacker's weapon or limb. Rolling a natural 20 to parry a non-critical strike results in normal damage (not $\frac{1}{2}$) to the attacker's weapon. This damage cannot be rolled with.

Primary Purpose: Melee Combat.

Secondary Purpose: Defense.

Range: 25 feet (reach + weapon length).

Mega-Damage - Stab: 4D6, Lunge: 1D4x10, Slash: 1D4x10,

Two-handed Slash: 2D4x10.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited. Power Source are two protoculture power cells with an average service life of 400 hours of use.

Bonuses: +2 to strike, +4 to parry. These apply only when the CADS-VS is the ONLY weapon used for the entire round. Also note that W.P. Sword and Fencing bonuses also apply to this weapon.

VBF-2E Beta Combat Statistics

M.D.C. by Location -

Main Body: 700*	Pilot's Compartment: 300
Upper Legs: 150 each	Lower Legs: 200 each
Sensor Head: 70**	Hands: 50 each^
Forearms: 400 each^	Chest ML Sections: 200 each
Wings: 150 each	Upper Arms: 120 each
EU-15: 100	Missile Bay/Science Station: 400
CADS-3: 100^	Secondary/Alpha Thrust Diversion Thrusters: 100 each
Main Thrusters: 200 each	

* Depleting M.D.C. shuts down the mecha.

** Destroying the Primary Sensor Head means the hyperspace communications system is rendered inoperative. However, the backup systems in the main body prevent loss of combat ability, unless they too are rendered inoperative (such as by a critical side effect).

^ Unlimited M.D.C. when CADS-3 activated.

VBF-2E Weapon Systems:

1. MR-10 Missile Systems(2): These launchers use medium range missiles, as opposed to the MM-40's SRMs. The two MR-10s can fire independently or in a volley, and hold 10 missiles each in 2 rows of 5. The launcher is also limited to the most powerful types of medium range missiles. These launchers cannot fire when the Beta is connected to an Alpha to form a Legios tandem. Note: The MR-10/MM-16 system was actually used on many late model REF Betas, and in fact was the weapon layout of the Beta used by Bernard's force on the road to Reflex Point.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Missile Type: Medium range missiles.

Mega-Damage: 2D6x10 each.

Range: Varies by missile type.

Rate of Fire: 1, 2, 4, 6, 8, 10 or all.

Payload: 20 total(10 per launcher).

2. MM-16 Missile Systems (2): The body has two 8-shot SRM launchers, located behind the MR-10 launchers. These pop up in order to fire (as opposed to the lids flipping down on the front of the MR-10s). They can be fired in any mode, except when the Jet-mode Beta is connected to a Battloid-mode Alpha.

Primary Purpose: Assault.

Missile Type: Short range missiles.

Mega-Damage: Varies by missile type.

Range: Varies by missile type; usually 2-5 miles.

Rate of Fire: 1, 2, 4, 6, or 8.

Payload: 32 total(8 ready per launcher, plus 1 set of reloads).

3. EU-15: This is a highly modified tri-barrel version of the EU-11 built into the main body. The use of an energy weapon frees up the old ammunition bay for installation of the Beta's advanced electronics. Due to its position, this weapon cannot fire when linked to an Alpha.

Primary Purpose: Assault.

Mega-Damage: 3D4x10 MD per blast.

Range: 6000 feet.

Rate of Fire: As pilot's combined hand to hand.

Payload: Unlimited.

4. Jet Lasers: These are located on the tops of the legs in Battloid and Guardian modes.

Primary Purpose: Anti-Aircraft.

Range: 6000 feet.

Mega-Damage: 2D4x10 per dual blast.

Rate of Fire: Jet mode only. As Pilot's HtH Attacks. (can only be fired by the pilot).

Payload: Unlimited.

Note: Can be volleyed with the EU-15, or with the Alpha lasers (when part of a Legios) as one attack. Damage for Beta-only volley is 5D4x10, Legios volley is 3D4x10.

5. Medium/Long Range Missile Bay: Due to the use of part of the bomb-bay space for inclusion of the VBF-2E's special systems, its capacity is reduced. This area can still be used for cargo/passenger transport if the bay modules are not used. It is located in the chest area in Battloid mode, and between the missile launchers and the cockpit in the other modes. These are only usable in Jet mode. The racks on the walls hold 8 MRMs each, or can be replaced with slanted racks that hold 3 LRMs each.

If outfitted for a pure combat mission (only one or two crew), the science station module can be replaced by one of two missile launcher modules. The LRM module holds 8 missiles, while the MRM module holds 16 missiles. When fired, the missiles drop out of the mecha, then fire their engines. Note that the bay literally has a "bomb bay" style hatch as its floor, for this purpose. This hatch is often used for other purposes, such as dropping supplies (up to 500 lbs., or even two Cyclones packed in storage mode, rigged with parachutes) for ground personnel, and even recovery of ground troops (Beta hovers, while troops climb a rope ladder, or parks to allow 2 stretchers to be mounted onto the missile release gear - though not droppable).

Primary Purpose: Assault.

Secondary Purpose: Anti-Spacecraft.

Missile Type: Medium & Long range missiles.

Mega-Damage: Varies by missile type.

Range: Varies by missile type.

Rate of Fire: Varies by setup.

Standard (MRM) Rack Module: 2 or 4 (1 or 2 per rack).

LRM Side Rack Module: 1 per rack.

LRM Bay Module: 1 or 2 (may be volleyed with LRM side racks).

MRM Bay Module: 1, 2 or 4 (may be volleyed with MRM side racks).

Payload: Variable, based on racks used. There is room for two side racks and one bay module, the latter replacing the Science module (as well as the scientist's Cyclone) in the bay.

6. CADS-3(2): These are derivatives of the VR-041 CADS technology. Deactivated, they are recessed inside the arm shield, replacing the linear arm cannons of the VBF-1. When activated, they extend 2 meters from their slots above the VT's hands, and an energy field covers both the blades and the forearm shields.

Special Attacks: A natural 20 on an attack with this weapon will sever an appendage if it hits such a location (by intent, or on someone else's failed parry attempt). On a CALLED SHOT on such a location, the chance of a sever increases to a natural 19-20. W.P. Sword increases the chance to a natural 18-20, while fencing increases it to a natural 17-20. While a successful parry may not sever, it still inflicts $\frac{1}{2}$ damage to the parrying item.

Special Defenses: The CADS-3 can be used to parry energy blasts, but at a -3 penalty. The shot parried must be a single shot with a beam width under 1 meter; no, you can't parry Zentraedi ship lasers, light or otherwise. It can also be used to parry attacks of 6 or less missiles, but only AP missiles can be completely parried; all other missile types result in an arms-length explosion ($\frac{1}{2}$ damage to the arm, roll with impact for $\frac{1}{4}$). In melee combat, a successful parry with the CADS-3 inflicts $\frac{1}{2}$ the damage the attacker would have inflicted to the attacker's weapon or limb. Rolling a natural 20 to parry a non-critical strike results in normal damage (not $\frac{1}{2}$) to the attacker's weapon. This damage cannot be rolled with.

Primary Purpose: Melee Combat.

Secondary Purpose: Defense.

Range: 25 feet (reach + weapon length).

Mega-Damage - Punch/Stab: 6D6, Slash: 1D4x10,

Power Punch (counts as 2 attacks): 2D4x10.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

Bonuses: +3 to parry. These apply only when the CADS-3 is the ONLY weapon used for the entire round. Also note that W.P. Sword and Fencing bonuses also apply to this weapon.

7. Hand to Hand combat: See Mecha Combat - Beta. As the Beta has an incredible range of weaponry, use of offensive HTH combat is usually a last resort.

VAF-9L Lightning Combat Statistics

M.D.C. by Location -

Main Body: 600*	Pilot's Compartment: 200
Upper Legs: 200 each	Lower Legs: 250 each
Head: 100	Hands: 30 each
Forearms: 125 each	Shoulders: 150 each
Wings: 200 each	Tail Fins: 75 each
EU-60: 150	CADS-VS: 100/unlimited when active.

* Depleting M.D.C. shuts down the mecha.

Speed, statistics, etc: See intro to this section above.

VAF-9L Weapon Systems

1. MM-100 Multi-Missile System: This system is a refinement of the MM-60 & GR-12 systems of older models, finally integrating the two. However, the smoke dischargers are not used. The positions of the launchers are as follows:

Shoulder Launchers: each holds 8 missiles;

Forearms: 2 launchers per forearm, holding 6 missiles each;

Lower Legs: each lower leg has four launchers, holding 4 missiles each;

Chest: 14 missiles in each chest; these were the positions of the GR-12 launchers in the VAF-7 & VAF-8.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Missile Type: Any REF-style SRMs.

Mega-Damage: Varies by missile type, but use the missile damage listings from **Rifts WB 11:**

Coalition War Campaign.

Range: Varies by missile type; usually 2-5 miles.

Rate of Fire: 1, 2, 4, 8, 12 or 24 missiles.

Payload: 100 total.

2. EU-60 Destabilizer: The standard VAF-9L gun pod, it is a radical upgrade of the EU-30 (which it resembles). Only the VAF-9 can use the standard mode of fire of the weapon. A destabilizer blast creates a 2D6+10 foot diameter hole in force fields. Only the Destabilizer blasts draw energy from the magazine.

Primary Purpose: Assault.

Range: 4000 feet for destabilizer fire; 2 miles for standard fire.

Mega-Damage - Destabilizer: 1D6x10.

- Standard Mode: 2D4x10 for Single Shot; 3D6x10 for a Short Burst; 1D4x100 for a Long Burst.

Rate of Fire: As Pilot's combined Hand to Hand Attacks; Long Bursts count as two attacks, during which attempts to autododge are without bonuses.

Payload: 40 destabilizer blasts (unlimited normal shots in the hands of the VAF-9 only). 1 extra magazine is stored in the left leg.

3. Jet Lasers: These are in the nose of the Lightning in Jet and Guardian modes, between the cockpit and the nosetip. They can fire in both these modes.

Primary Purpose: Anti-Aircraft.

Range: 2 miles.

Mega-Damage: 2D6x10 per dual blast.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

4. Head Laser: The VAF-9L's head style is the same as the VAF-6J.

Primary Purpose: Defense.

Range: 1000 feet.

Mega-Damage: 1D4x10 per blast.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

5. Hand to Hand Combat: As Mecha Combat - Alpha, except that all dodges are Autododges (if space permits), and the Lightning has an additional +2 to dodge and roll with impact. These modifiers come from the inclusion of the Emaan inertial technology.

6. The CADS-VS Veritech Energy Saber: As the VAF-8E.

VBF-3L Liberator Beta Combat Statistics

M.D.C. by Location -

Main Body: 900*

Upper Legs: 250 each

Sensor Head: 75**

Forearms: 600 each^

Wings: 250 each

EU-40: 100

CADS-3: 100^

Primary Thrusters: 250 each

Pilot's Compartment: 300

Lower Legs: 300 each

Hands: 75 each^

Chest ML Sections: 400 each

Upper Arms: 200 each

Missile Bay: 400

Secondary/Alpha Thrust Diversion Thrusters: 200 each

* Depleting M.D.C. shuts down the mecha.

** Destroying the Primary Sensor Head means the hyperspace communications system is rendered inoperative. However, the backup systems in the main body prevent loss of combat ability, unless they too are rendered inoperative (such as by a critical side effect).

^ Unlimited M.D.C. when CADS-3 activated.

VBF-3L Weapon Systems

Special Note - Strafing Runs: Strafing runs can hit most targets in a 3D6x10 ft. long, 15 ft. wide path. For each target, determine the orientation of the target, add the height (in feet) to the length (if strafed from front or rear) or width (if strafed from side), roll 1D20, and compare to the die roll.

If the die roll is higher than this number, the target is missed.

If the target is hit, the difference between the numbers / 5 is the number of hits from the strafe; treat 0-2 as half damage, otherwise round to nearest multiple of 5. If using random locations, roll the location for each strike.

1. MR-32 Missile Systems(2): Similar to the MR-10s and MM-16s on the VBF-2E, but with one major difference. When in Battloid mode, they fire as the MR-10 did (hatches flip open on the front). But, in all other modes, or when attached to an Alpha, the launchers "pop up" like the MM-16. Each launcher has two rows of 4 MRMs in the ready position. If the firer wishes to exchange missiles in the ready positions (to another type of MRM carried in the reload area), a roll must be made vs. Weapon Systems at -20%. This takes one attack/action. Reloads occur automatically when all the ready slots on one launcher are emptied; reloading a partially used launcher takes one action.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Missile Type: Medium range missiles.

Mega-Damage: Varies by missile type. The types usable are...

HE(heavy) or AP: 3D6x10;

Plasma: 4D6x10;

Multi-Warhead: 5D6x10.

Range: Varies by missile type.

Rate of Fire: 1, 2, 4, 6, 8, or 16.

Payload: 64 total (8 in ready position, plus 3 reloads; per launcher).

2. MM-6 Missile Systems (2): The body has two vertical launch SRM launchers located between the MR-32s and the Cyclone storage. These missiles are primarily for use in causing missile volley fratricide (blowing up incoming missile volleys). It is the only system that can be fired by either crewman without any switching needed, as one crewman might see an incoming attack that the other does not. Will ONLY target missile volleys, unless a Weapon Systems roll is made at a -60%.

Primary Purpose: Defense.

Missile Type: Short Range Fragmentation missiles (new technology).

Mega-Damage: 2D4x10 each.

Range: 3 miles.

Rate of Fire: 1 or 2.

Payload: 12 total (6 per launcher).

3. EU-40: This is a tri-barrel weapon based on the same technology as the EU-60, but without the disruptor option. It is generally fire-linked with the jet lasers in Jet mode.

Primary Purpose: Assault.

Mega-Damage: 6D6x10 MD per triple blast. Bursts are not possible.

Range: 2 miles.

Rate of Fire: As pilot's combined hand to hand.

Payload: Unlimited.

Fire control notes: can only be fired by the pilot. Cannot fire as part of a Legios tandem, or in Battloid mode.

4. Jet Lasers: These are located on the tops of the legs in Battloid and Guardian modes (and so cannot fire in that mode), and replace the two leg/jet-mode GU-XX in the VBF-1. They are based on the same technology as the EU-40, and are fire-linked with it when operating alone, but with the Lightning's jet lasers in the Legios combination.

Primary Purpose: Anti-Aircraft.

Range: 2 miles.

Mega-Damage - Liberator Only: 3D6x10 for single target;
1D6x10 for all targets in a strafing run.

Mega-Damage - In Legios tandem: 5D6x10 for single target;
2D6x10 for all targets in a strafing run.

Rate of Fire: Jet mode only. As Pilot's HtH Attacks. can only be fired by the pilot.

Payload: Unlimited.

5. Medium/Long Range Missile Bay: Due to the removal of most of the VBF-2's special equipment, much more room is opened up for weapons use. It is located in the chest area in Battloid mode, and between the missile launchers and the cockpit in the other modes. These are only usable in Jet mode. The racks on the walls hold 8 MRMs each. The "bomb bay" area, if not being used transport troops or supplies, carries one of two removable missile launcher modules. The LRM module holds 24 missiles, while the MRM module holds 48 missiles. When fired, the missiles drop out of the mecha, then fire their engines. Note that the bay literally has a "bomb bay" style hatch as its floor, for this purpose. This hatch is often used for other purposes, such as dropping supplies (up to 500 lbs., or even two Cyclones packed in storage mode, rigged with parachutes) for ground personnel, and even recovery of ground troops (Beta hovers, while troops climb a rope ladder, or parks to allow 2 stretchers to be mounted onto the missile release gear - though not droppable).

Primary Purpose: Assault.

Secondary Purpose: Anti-Spacecraft.

Missile Type: Medium & Long range missiles.

Mega-Damage: Varies by missile type.

Range: Varies by missile type.

Rate of Fire: Varies by setup.

Standard (MRM) Rack Module: 2, 4, 6 or 8(1-4 per rack).

LRM Bay Module: 1, 2 or 4.

MRM Bay Module: 1, 2, 4 or 8.

Payload: Based on module used. 64 MRMs, or 16 MRMs and 24 LRMs.

6. CADS-3(2): AS on VBF-2E

7. Hand to Hand combat: See Mecha Combat - Beta. As the Beta has an incredible range of weaponry, use of offensive HTH combat is usually a last resort. One major change is that all dodges are now autododges.

VVF-2S Fury Combat Statistics

M.D.C. by Location -

Main Body: 700*	Pilot's Compartment: 250
Upper Legs: 200 each	Lower Legs: 200 each
Head(Sensors): 100**	Hands: 45 each
Forearms: 100 each	Shoulders: 125 each
Wings: 250 each	Tail Fins: 75 each
EU-36: 150	CADS-VS: 100/unlimited when active.

* Depleting M.D.C. shuts down the mecha.

** Destroying the Sensor Head reduces radar range to 1 mile, and destroys the laser targeting system (-1 to strike) and main communications systems (no laser, backup radio: 60 mile range).

Weapon Systems:

1. MM-160 Multi-Missile System with Smoke Dischargers: This system is to use the REF/LGSA short range missiles. It cannot use pre-2020 or Zentraedi SRMs, as they are too big. Each launcher holds one set of reloads, thereby more than doubling the missile capacity of the earlier versions. The positions of the launchers are -

Shoulder Launchers: each holds 10 missiles in "ready" position;

Forearms: two launchers per arm, each holding 6 missiles in "ready";

Lower Legs: each lower leg has four launchers. There are upper and lower launchers each side of the leg, with the upper launchers containing 5 missiles in "ready". The lower launchers have 4 missiles each in "ready" position, but also hold a more compact version of the smoke dischargers of the original Vindicator.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Mega-Damage: Varies by missile type.

Range: Varies by missile type.

Rate of Fire: 1, 2, 4, 8, 16, 32 or all remaining readied missiles. No more than 80 missiles can be fired in a round.

Payload: 160 total.

2. EU-36 Destabilizer Rifle: A long-barreled version of the EU-30, its focusing system increases both the damage and range, even though it uses the same magazine and most of the same parts as the EU-30. Disruption of force fields is identical to the EU-30.

Primary Purpose: Assault.

Range: 6000 feet.

Mega-Damage: 2D4x10 (either mode).

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: 40 destabilizer blasts (unlimited normal blasts).

3. Jet Lasers: These were the most powerful lasers used in this role by any of the Veritechs, prior to the Lightning & Liberator.

Primary Purpose: Anti-Aircraft.

Range: 6000 feet.

Mega-Damage: 2D6x10 per dual blast.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

4. Optional Hand to Hand Combat: See Mecha Combat-Vindicator

5. CADS-VS: As VAF-8E Alpha.

VOF-2S Super Orguss Combat Statistics

M.D.C. by Location -

Main Body: 500*

Upper Legs: 150 each

Head(Sensors): 60**

Arms: 250 each

Wings: 200 each

Right Arm Cannon: 150

Pilot's Compartment: 200

Lower Legs: 100 each

Hands: 75 each

Shield(Right arm): 500

Wing/Hip Engines: 75 each

CADS-VS: 100/unlimited when active.

* Depleting M.D.C. shuts down the mecha.

** Destroying the Sensor Head reduces radar range to 1 mile, and destroys the laser targeting system (-1 to strike) and main communications systems (no laser, backup radio: 60 mile range).

Weapon Systems (all distance weapons can fire in all modes):

1. Arm Missile/Ion Cannon with Shield Magazine: This dual use system typifies the Emaan tendency to make weapons serve multiple roles. Its missile payload is stored inside the arm shield. When serving as a missile launch tube, the barrel's ion emitter is protected by a cover that slides into place when the missile option is toggled on the control stick.

Primary Purpose: Assault.

Missile Type: Special - very short range missiles with MRM warheads.

Mega-Damage: 2D6x10 (Missiles), 2D4x10 (Ion Cannon)

Range: 2 miles (either weapon).

Rate of Fire: As Pilot's hand to hand. Weapons are single shot only.

Payload: 18 missiles. The ion cannon is limited to 50 shots before depleting its power reserve, which regenerates 1 shot per 5 minutes.

2. Wing Missiles (MM-15 x 4): The wings have two hard points each, and can accept any loads normally used by the VF-1. Standard for LGSA/SoL use are 4 MM-15/UUM-7 missile pods. The MM-15s are 15-count missile pods used in sets of four. Each launcher can fire up to five missiles per attack, but missile fire from these pods is always balanced in distribution from the launchers (equal numbers from both wings), unless one or both of the pods on a wing have already been jettisoned. The launchers' ROF are as follows - ROF: 2, 4, 6, 8, 10, 12, 16 or 20.

There are only two real flaws in these launchers. The first is that all missiles in a pod must be of the same type. The second flaw is fragility. Each MM-15 can take 40 M.D.C. before shutting down. If a pod takes a total of 40-74 M.D.C., it is jettisoned by the fire control system as a safety hazard. If it takes a total of 75 or more M.D.C., and still has missiles inside, the missile propellant has a 6% per missile chance of exploding (5 missiles, 30% chance, etc.). If there is an explosion, the wing takes a critical strike without a chance to roll with the damage. The damage is from both the propellant (2D6 M.D. per missile) and the 1D4 warheads, which are set off by the explosion. Armor Piercing and non-damaging missiles (such as gas missiles) do not do warhead damage. If by some miracle the missile load is fire retardant missiles, the damage is only 1D4 M.D. per missile. This damage is on top of the damage that was passed along to the wing in the initial hit.

The Chance of being hit: Each time a wing is hit, there is a 15% chance for each pod on that wing that the pod is hit directly by the attack. If one pod is hit, it takes half the damage, while the wing takes the other half. If both pods are hit, each pod and the wing take 1/3 the total damage each.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Missile Type: Any LGSA/SoL short range missiles.

Mega-Damage: Varies by missile type.

Range: Varies by missile type.

Rate of Fire: 2, 4, 6, 8, 10, 12, 16 or 20.

Payload: 15 per launcher, for a total of 60.

3. Arm Mini-Missiles: The arm mini-missile launchers use guided missile types, similar to those from **Macross II**.

Primary Purpose: Assault.

Secondary Purpose: Anti-Aircraft.

Missile Type: SoL internal guidance mini-missiles.

Mega-Damage: Varies by missile type.

Range: Varies by missile type.

Rate of Fire: 1, 2, 3, 4 or 6 (3 per arm).

Payload: 12 per arm, for a total of 24.

4. Arm Plasma Cannons(2 per arm): These fire plasma discs similar to those of Invid mecha.

Primary Purpose: Anti-Aircraft.

Range: 2000 feet.

Mega-Damage: 2D6+3 for one barrel;

5D6 for both barrels (one arm);

1D6x10 for both arms volleyed.

Rate of Fire: As Pilot's combined Hand to Hand Attacks.

Payload: Unlimited.

5. CADS-VS: As VAF-8E Alpha.

6. Optional use of Hand to Hand: Basic Combat has bonuses identical to Mecha Combat Basic - Alpha. Elite Combat is as follows.

Mecha Combat Elite - Orguss

2 Additional attacks per round

+2 to Strike

+2 to Parry

+2 to Normal dodge in Tank mode

+3 Automatic Dodge in Battloid & Jet modes

+5 Automatic Dodge in Gerwalk mode

+3 to roll with punch, fall or impact

Add one additional attack at level five.

Add one additional attack at level ten.

Melee combat Damage: Punch: 4D6 M.D., Power Punch (2 attacks): 1D4x10 M.D.,
Kick: 5D6 M.D., Leap Kick: 1D6x10 M.D.C., Parry/Attack(Shield Bash): 3D6 M.D.,
Body Block/Tackle: 3D6 M.D., Body Flip/Throw: 2D4 M.D.

Appendix: Other mecha used in the LGSA Universe

While this article dealt with the mecha of the LGSA & SoL, some mention must be made of the other mecha used in this universe.

The Z3 has been phased out of military use, but can still be found (both in the micronian version and the original) in civilian hands as a cargo hauler, RV and (in one known instance) a pirate radio station. Inspired by the latter, the Rifts universe LGSA team has done the same for a couple Z3s, for their Radio Free America operation.

The Alus/**Macross II** VF-XX has been adopted by the Zentraedi colonies as their primary air Veritech, due to its simplicity in use. The Metal Siren is undergoing trials at the Gloval Research facility on Tyrol, in preparation for an evaluation on improvements to be recommended to the Alus government. These improvements MAY lead to at least limited use in the LGSA universe. The Alus Automatic Attack Bits can be used with any LGSA air/space Veritech, including the Z4 when used in space.

VF-11s, while still the primary service fighter of **Macross-A**, are also common in the hands of many RDF-era personnel in the Robotech universes and **Macross-B**, due to its similarity to the VF-1. In fact, Macross-B has adopted it as their primary defensive fighter, having phased out the VF-1 and VF-4. At least a dozen licensed VF-17s have been manufactured in other universes as well, mostly as personal craft, while the **Nazgul** universe foursome from the LGSA arranged for the mass production of the VF-11 to supplement Legios production, as part of their REF Fleet, and produced a dozen VF-17s for use by the Nazgul squadron.

While REF Destroids have mostly been scrapped or relegated to colonial garrison duty, a few Excaliburs and Gladiators can be found stripped of weapons in use as construction mecha. A few others retain their missile launchers, armed with fire-retardant foam missiles and are equipped with other fire-fighting gear.

Many VAF-6 Alphas and REF Cyclones found their way into civilian hands during the war versus the Invid, and are still there. However, ammo for these must be bought through military channels, and most are registered with the appropriate planetary government. The few Betas in civilian hands are hot commodities, as they are the cheapest orbital craft to operate (but cost more than most civilian shuttles when put up for sale!). A civilian version of the "38-lite" (the VR-038-CV) is openly marketed. It is identical to the original VR-038-LT, except that it does not have the military version's computers, and comes with 1000 SDC AR 15 CVR-C armor.

Through dimensional trades, several other items can be found in private hands, though all are registered and nearly all belong to current or former members of the Dimensional Corps. These include Stingray Productions hardsuits and Motoslaves, two SPT units, and one AV-98S Ingram.