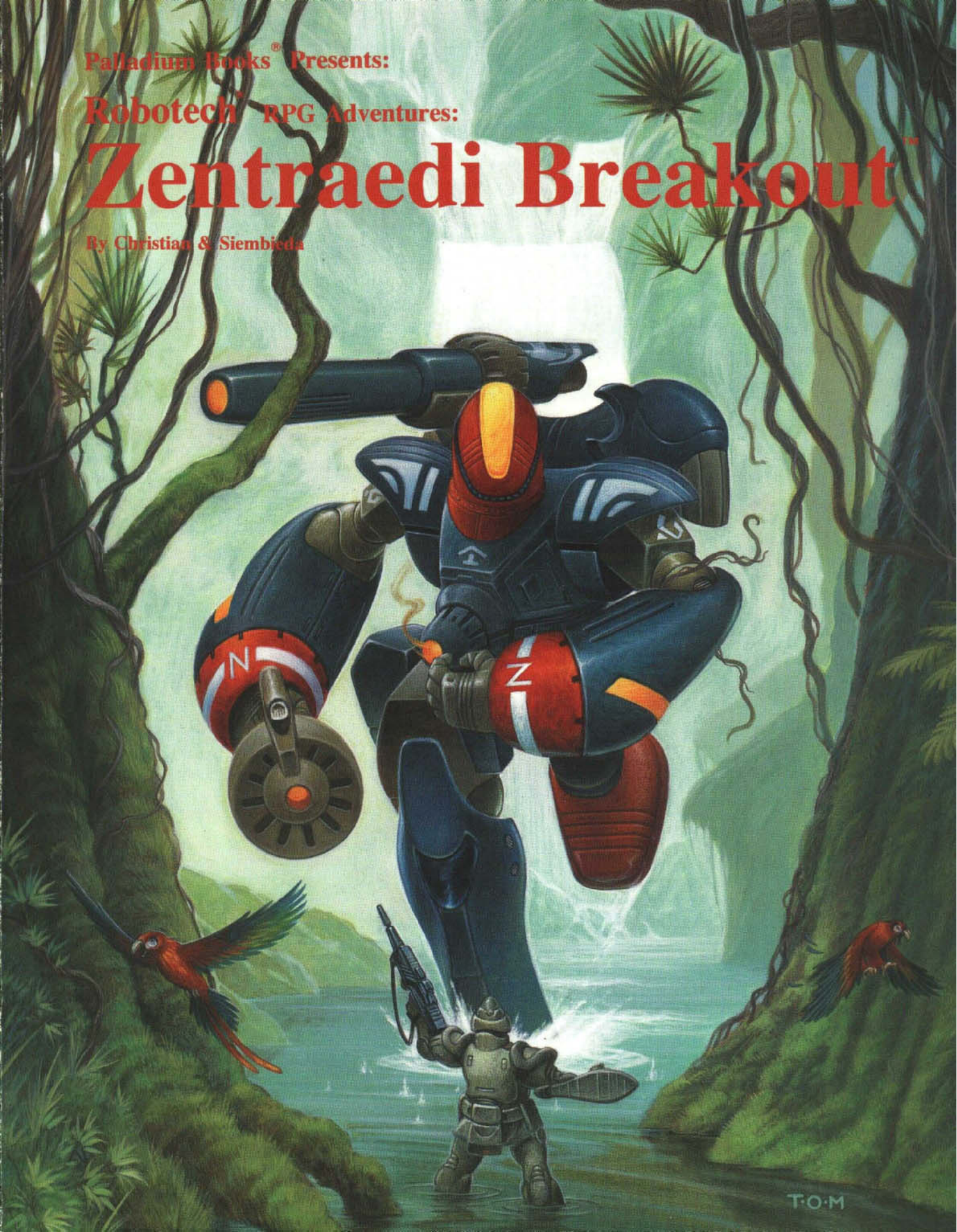


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Robotech® RPG Adventures:

Zentraedi Breakout™

By Christian & Siembieda



T.O.M

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Special Thanks to Wayne Breaux for another great job. Tom Miller for one of his best covers ever. Alan Letz at Harmony Gold for being a friendly and enthusiastic person to work with. Maryann, Thorn, Al, Jim and the usual gang of Palladium maniacs for all their efforts.

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Zentraedi Breakout

Written By: **Deborah Christian**
Kevin Siembieda

RPG Rules & Story Editor: **Kevin Siembieda**

Senior Editor: **Alex Marciniszyn**

Editors: **Thomas Bartold**
James A. Osten

Cover Painting: **Thomas Miller**

Interior Art: **Wayne Breaux**
Kevin Long

Art Direction & Key lining: **Kevin Siembieda**

Typography: **Maryann Siembieda**

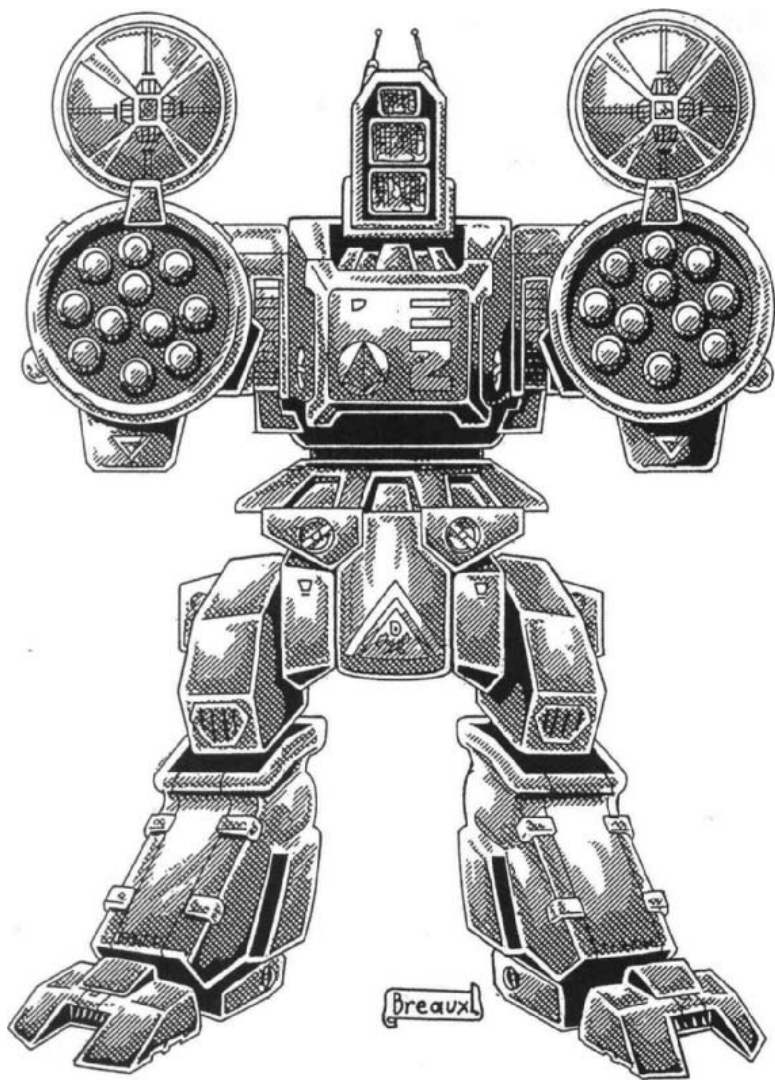
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Overview

Zentraedi Breakout is the first new **Robotech** sourcebook in several years. Between these covers you will find new information and background about the South American continent as a whole and the Argentine Quadrant in particular. The focus is trouble coming from the **Zentraedi Control Zone** and the **Robotech Defense Force's (RDF)** efforts to contain that trouble. It contains the military and political hierarchy in South America, RDF operations, military units that serve independent of mecha troops, border surveillance outposts and stealth reconnaissance teams. People, geography and resources of the region are also explored. Interesting Non-Player Characters (NPCs) are provided and adventure lead-ins are suggested. One such element is a town setting that can be used either as a duty station or as a resort for much needed R&R by battle-weary soldiers and mercenaries. The game master can flesh out sojourns in the Argentine Quadrant and excursions into the other parts of South America. Hopefully, all of this will help to bring the world of Robotech alive and provide hours of adventure!

The first half of this work describes the region, peoples, history, and military developments in the strategic Argentine Quadrant. Players can safely read the first half of this book without fear of spoiling the adventures they may become embroiled in. Most of the background information is common knowledge to RDF soldiers and other characters who live and work in South America. Likewise, newcomers to the area will learn most of this information from newspapers and television reports, books, magazines, RDF data files, fellow soldiers, local inhabitants, gossip, rumors, and so on.

The second half contains adventures related to the patrolling of the Control Zone and the containment of marauding Zentraedi. The main adventure, "Zentraedi Breakout," casts the player characters in strategic roles, as they try to halt what turns out to be one of the Zentraedi's last great pushes to break out of the Control Zone.

Zentraedi Breakout is the first **Robotech** supplement to combine the RDF with the fledgling **Armies of the Southern Cross!** The inclusion of the Armies, O.C.C.s and mecha of the Southern Cross can be considered optional and easily excluded from the adventure environment. However, the Game Master and players may find they are eliminating a unique and fun avenue of play. The **Robotech Role-Playing Game** is absolutely needed to play. The **RDF Manual, Zentraedi** and **Southern Cross** books provide more mecha, vehicles, weapons and helpful information that will increase the scope of the adventure environment. Of course, players will need and want **Robotech Book Four: Southern Cross** if they are including these characters and mecha in the adventure setting. **Note:** The Game Master and players can make photocopies of maps and charts included in this book for their personal game use.

Some Important Story Elements

The **Zentraedi Breakout** sourcebook should open up new avenues of adventure for both the Game Master and players. The background information and ideas are loosely set in the time period of 2016, but can also play well any time between the founding of the **Armies of the Southern Cross** (2015) to about the year 2028.

1. **The Armies of the Southern Cross** is still a fledgling force, not yet fully equipped with mecha nor fully deployed throughout the world. Its soldiers are green and the new mecha experimental. **GM Note:** Take this unique opportunity to combine RDF and Southern Cross characters and mecha. South America is the perfect environment for the new army to get some measure of "real" combat experience. Thus, they are likely to be a major force in the South American Sector.

2. **The Zentraedi** have not yet been beaten into submission and are still powerful enough to escape from the Control Zone (although there are few other places where they can find refuge — the African Congo is one). A common ploy of the Zentraedi warriors is to leave the protection of the jungle to conduct raids against human communities and military installations, and then return to the Control Zone. These raids can be to seize weapons, equipment and supplies, to capture human slaves, or to strike out and damage/kill the enemy (military or civilian Micronians/humans). These "hit and run" guerilla tactics have served the giants well and make them a constant threat.

Zentraedi military operations can be reconnaissance, robbery, seek and destroy missions, espionage (especially by micronized Zentraedi spies), assassination and sabotage typically motivated by feelings of revenge, hatred, or misplaced loyalty to a futile war. Targets are most frequently located in South America, Central America and Mexico, but the Zentraedi have supersonic mecha and vehicles that can take them virtually any place in the world. This means the old United States, Canada and Africa are the next closest targets and are vulnerable to surprise attacks by the alien rogues.

G.M. Note: Remember that the mecha and spaceships can function underwater like submarines, giving the aliens the ability to travel beneath the ocean waves to strike any place in the world!

3. **The Merchant Republic** does not yet exist, but the elements for its future development are in place in the Argentine Quadrant and grows with the passing of every day. This should provide story elements of political conquest, heroics, rivalry, unrest, corruption and power plays. For example: Many of the fledgling nations and unallied communities play down the real Zentraedi threat to attract business and aid from the forces behind the emerging Merchant Republic, RDF, E.B.S.I.S and others. Some are well meaning while others are heartless opportunists.

4. The Zentraedi rogues loathe the Robotech Defense Force above all others. Consequently, the average Zentraedi will lash out, trick or sabotage any RDF forces, including mecha, reconnaissance patrols, foot soldiers, border patrols, messengers, medical personnel and RDF allies, without provocation.

5. The Zentraedi have enslaved and intimidated large numbers of humans inside the Control Zone to serve them as their slaves or minions. However, not all humans associated with the aliens are slaves or dupes. Some are evil villains, bandits or warlords who have joined forces with the giants for their own gain. In other instances, raiding parties have captured humans from outside the Control Zone and have carried them back to their jungle refuge. This can only serve as a catalyst for war,

rescue and conflict. **G.M. Note:** Again, this should provide many adventure opportunities and intrigue.

6. There are scores of independent Zentraedi armies, groups and tribes. Negotiating peace with one group leaves dozens of others not bound to any such agreement. Some of these groups are more militant, vicious and deadly than others. Some are downright cowardly or badly organized. These are more likely to be bandits and opportunists who flee if the going gets too rough. Others are well organized military forces who fight with courage and cunning. Still others are fanatics who take amazing risks, show no mercy to the enemy (all humans) and who may be suicidal maniacs.

These are just some of the elements for conflict and adventure.

South America Revisited

The Strongholds of Humankind

The upheaval of the disastrous war has reshaped the face of South America. The old names of people, places and nations have been changed, and many of the old cities and countries have vanished, blasted into oblivion by the invaders. The borders of the new quadrants follow rivers, cliffs and natural divisions in terrain. Only rarely does a borderline cleave to the artificial and outdated national borders that existed prior to the Zentraedi invasion. Within each of the quadrants are new nation-states, baronies, villages and tribal communities. South American is divided into four strategic quadrants: **Venezuela, Brazilia, Argentine, and the Zentraedi Control Zone.**

Except for the Argentine Desert, the geography of South America is relatively unaltered from what it was like in the 20th Century. The Argentine Desert is the greatest scar the Zentraedi have left upon the land. The Amazon river basin remains one of the mightiest waterways of the world, and its course was not significantly affected by the attacks of the planet blasting invasion force. The Andes Mountains are still a formidable bulwark along the west coast of the continent.

The following section provides a brief overview of the Zentraedi Control Zone, Brazilia Quadrant and Venezuela Quadrant. Only the Argentine Quadrant is explored in great detail.

Note: There are noticeable differences between Quadrant boundaries depicted in the various Robotech sourcebooks. The maps in **Zentraedi Breakout** are based on the Quadrant and Sector breakdown found in the *RDF Manual*, pg. 35. Later books, such as *Southern Cross* and *Invid Invasion*, show a slightly different representation of Quadrant borders because they depict the globe in a later time frame. What is labeled the Venezuela Quadrant includes a portion of Peru that in 2016 is actually part of Brazilia Quadrant. This reflects the regions of dominant activity in the Argentine Theater and the fact that in later years, power shifts in the Argentine Quadrant cause its northern border to be moved southward. Again, during the time of this writing (2016), international borders are correct as depicted on these maps. They will change or at least be remembered differently in the future, as noted above.

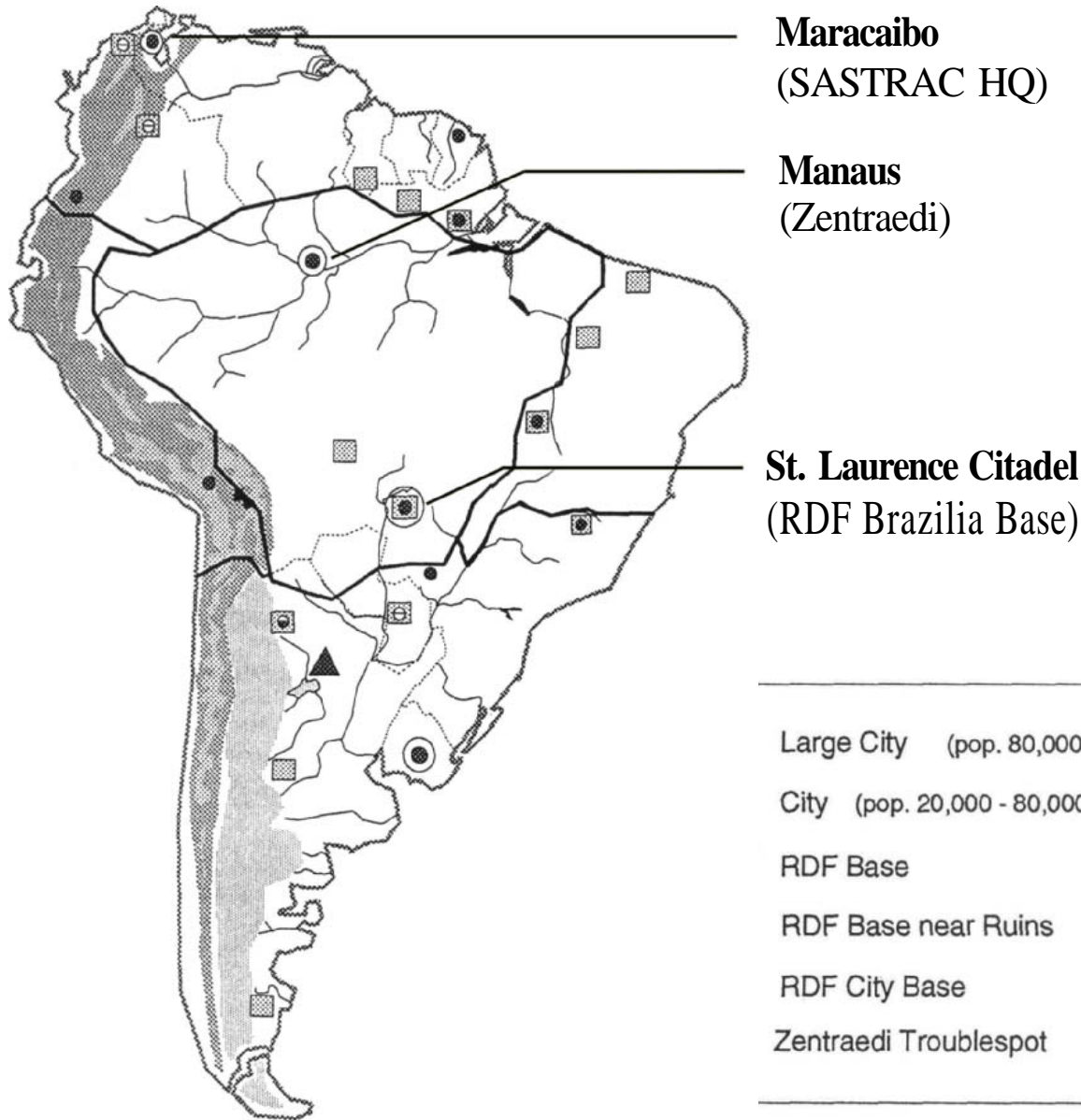
The three countries of Guyana, Surinam and French Guiana have banded together into a democratic republic collectively called **Guyanans**, and have expanded south and east into what was formerly Brazilian territory. The Robotech Defense Force has one of its largest military operations headquartered in this country, not only because of its proximity to Zentraedi activity, but because the government of Guyanas is doing absolutely everything it can to assist the armed forces based in its country. The fledgling Armies of the Southern Cross have also been invited to establish a base of operations here. A small Southern Cross base is currently under construction. Its troop training and operations are being assisted by the RDF. Note: The government and people of Guyanas are one of the most honest and active forces in the world dedicated to the reconstruction of the Earth and human civilization.

Columbia is a separate nation in this quadrant. The new capital of Columbia is Call, a city of 60,000 located near the southwestern border. The former capital of Bogota and the shipping center of Cartegena, both of which had grown into international trade importance by the



Venezuela Quadrant

The northernmost portion of the South American Sector is the Venezuela Quadrant which encompasses the former nations of Venezuela, Columbia, Guyana, Surinam, and French Guiana. Its southern border overlooks the Amazon basin and marks one edge of the Zentraedi Control Zone perimeter.



year 2010, were reduced to rubble by Zentraedi attackers in 2013. Important **RDF bases** are located within these ruins because of their strategic location and importance. The presence of the RDF and the viability of the area has brought survivors back to the region. Consequently, both locales are the site of growing communities (under 10,000 people at each).

The old seaport of **Maracaibo** on the north coast of Columbia is now the largest and most prosperous city of the Quadrant, with a population in excess of 310,000. A distant second is Jari, with a population of 147,000. Jari is the provincial capital of Guyanas, located in the hills that slope down into the eastern Amazon basin; it doubles as the main RDF headquarters in the area.

The actual country once known as **Venezuela** has devolved into a collective of isolated towns and villages; some charismatic politicians and diplomats keep the country in the forefront of international attention, but this country has no large cities and has lost most of the industrial base it so painstakingly built up throughout the 20th century. The dense population areas are concentrated along the coast of the Caribbean Sea. Its primary waterway is the Orinoco River.

Brazilia Quadrant

If the Zentraedi Control Zone were not nestled in its middle like an indigestible lump, the Brazilia Quadrant would stretch uninterrupted from coast to coast, across the middle third of the continent. Instead, Brazilia is informally divided between East and West. East Brazilia is fronted by the ocean on one side with the dense Zentraedi occupied rain forest on the other.

On the shattered east coast, the land and people of old Brazil struggle to make a comeback. The coastal highlands that stretch from north to south have been devastated and cratered by attacks from space. With the exception of the modern city of Federale and a handful of ocean coast towns, East Brazilia is generally composed of peasant farmers (mainly crops of sugar cane, beets, tea, coffee, corn and rice), livestock/cattle raisers, fishermen and laborers. Most live in small villages, on farms, or in family clans. Other than the city of Federale and a few towns, communication and transportation have been severely impaired and are roughly equal to the turn of the 20th Century. The typical person travels by foot or by animal and news is carried by mouth and messenger. The occasional modern automobile or hover vehicle seen beyond the big city is a rarity and usually the property of the wealthy, foreign visitors, the military or bandits.

Note: The Zentraedi Control Zone is covered in sections elsewhere in this book.

The City of Federale



The old Federal District capital of Brasilia has been wiped from the earth, although a distant suburb on the edge of the district served as a shelter for survivors and has become the new capital of the Quadrant. This city is known as **Federale** and has become the center of reconstruction in the quadrant. It is reasonably modern, roughly equal to a typical 20th century city. There is running water, electricity, paved streets, street lights, buildings made from steel and concrete and public transportation (rail and bus — less than 20% of the families own their own vehicle). However, it is a poor community that suffers from over-crowding and lack of sufficient resources. However, even the city of Federale is a place of chaos, poverty and mixed levels of technology. Too many refugees have flooded the city. This has created a small, modern city at the center with miles of slums and suburban shanty towns surrounding it.

The shanty towns and slums are filthy, squalid places. The houses are little more than crude huts and tents made from scavenged remnant of the old ruins, mud, wood, and tattered sheets of cloth. Some live in abandoned and gutted automobiles and trucks, others have no homes at all, wander the streets and sleep under the stars. There is no electricity or running water, except for the occasional business establishment that has a private generator. Disease, malnutrition and pestilence are a constant problem due to overcrowding and poor sanitation. Crime is also a problem, although most people try to work together. Despite these terrible conditions, the people continue to come. They see Federale as a place of growth, hope and a safe haven under the protection of the RDF. The people feel safer at Federale than in the forest and at the mercy of the Zentraedi rogues, bandits and wild animals.

At the heart of this reconstruction is the headquarters of the largest RDF base in the area, **St. Laurence Citadel**. The strong military presence in this coastal strip serves to bind the peoples and villages together. The political splintering of the west has not taken place here, where militia organizations and civil defense coordination have provided a semblance of greater political unity in the area.

The RDF assists the local authorities in trying to do what they can for the people, but the situation is out of control. The RDF's main purpose is a military one — to contain the enemy Zentraedi forces and defend the area. They are not prepared to help rebuild a city and deal with all the social troubles and woes of a civilian community. The RDF is also concerned about the people's safety from the Zentraedi. The reason they established such a large military base near Federale is because of its close proximity to the Control Zone and the border of the Argentine Quadrant — both hotbeds of rogue Zentraedi, bandit and military activity. Thus, the city of Federale is not the refuge the people believe it to be. In fact, the larger the city becomes, the more likely it is to attract Zentraedi attacks. A desperate situation that breeds hope and safety with despair and danger.

Note: The official population of Federale is 24,000, but there are an estimated 33,000 additional people living in the shanty towns around it.

West Brazilia

Peru, Ecuador & Bolivia

Oddly enough, **Peru** and **Ecuador** are generally considered the west coast portion of the Brazilia Quadrant. It is separated from the commonly recognized eastern section of Brazilia by the rain forest and Control Zone. The nation of Peru first **absorbed** Ecuador as refugees turned to them for help during the war, then splintered into numerous small baronies. As the baronies become more powerful and a sense of old national identity fades, the term "Peru" has become a regional name rather than a political identifier.

The strongest barony in this western region can be found where Peru overlaps old Bolivia. There, the city of **La Paz** is intact and is a growing political force, trading with the hardy Indian tribes of the high Andes. Military forces based there also help retain possession of Lake Titicaca and thus control the loftiest heights of the mountains. This is one boundary of the Zentraedi Control Zone that does not fluctuate in the give and take of war and seldom falls under assault.

The country of **Bolivia** no longer exists and is generally considered to be part of the Zentraedi Control Zone. Part of its population has fled to the Argentine Quadrant. Those who remained behind have been absorbed by the Zentraedi. **Note:** The Zentraedi Control Zone is given in-depth coverage in a later section.

Argentine Quadrant

The Argentine quadrant occupies the lower third of the continent. It is made up of the countries once known as Chile, Argentina, Paraguay, Uruguay, the tip of southern Brazil, and Tierra del Fuego. The Parana, a winding, swift-flowing river fed by run-off from the forested highlands, is the primary waterway in the region.

Zentraedi attacks in this area have left a heavy mark on the once-fertile pampas, the rolling grasslands of Argentina. Where vast plains once sheltered cattle, sheep and hundreds of ranching and farming villages, the lush countryside has been blasted into a harsh wasteland where only twisted shrubs grow. The inland arid zone of old Argentina, already blighted by nature, was further damaged by alien attacks. The wholesale destruction of this region overflowed into the Andes Mountains in the southern end of the continent, leaving twisted ruins in place of cities. Millions were killed in the process.

The nation of **Chile** has vanished, and a pastiche of fortified towns and bandit kingdoms has replaced it. Chile, which never had a strong industrial base to begin with, quickly shattered into a hodgepodge of survivors trying to rebuild the ruins of their villages, roving gangs of human desperadoes who found it easier to prey on others than to work and Indian tribes in the mountains.

The survivors of the Argentina devastation confronted a different fate. Masses of refugees fled the conflagration. They journeyed north and east in search of a place they could make into their home. Their travels led them into the less heavily damaged pampas of **Paraguay** and across the neighboring border into **Uruguay**.

The government and infrastructure of **Paraguay** had suffered heavily from alien attacks, and as that nation crumbled into collapse, the influx

of refugees encountered no organized resistance as they turned Upper Argentina into a new homeland. This hilly and grassy region, with borders paralleling those of old Paraguay, is the new agricultural heartland of the Argentine Quadrant.

A different story unfolded as the wave of Argentinean refugees sought entry into neighboring **Uruguay**. This nation was barely touched by the space bombardments or the enemy troop attacks that followed. The flood of refugees was too much for Uruguay to absorb. When the government tried to turn the immigrants away, violence broke out, and civil war exploded in the region. Two years of turmoil followed — human against fellow human. In the end, Argentinean General Alfonso Mendoza was successful in conquering Uruguay, thereby gaining a new homeland for the displaced people he had led out of the Argentine Desert. The country forged by General Mendoza and his supporters is called El Vencedor — "The Victor."

The same devastation that sundered roads, transportation and communications in Brazil effectively separated the Argentinean southern coastal Highlands from the rest of the country. The obliteration of the old capital of Brasilia and the ruin of most of Rio de Janeiro, caused the flow of business, travel, and industrial reorganization to shift inland, to a corridor of manufacturing towns between the rubble of So Paulo and the Parana Grande river.

As a result, the city of **Juaquin**, located in the Highlands, has become a major industrial giant and garners great military significance in this region. In the Argentine Quadrant, Juaquin's population of nearly 90,000 makes it second in size only to the prospering port city of Montevideo (pop. 470,000) in El Vencedor.

Montevideo remains the hub for business and industry in the quadrant. It is the wealth and influence of this strategic city that will soon enable General Mendoza to found the Merchant Republic in the near future.

General Background

Urban Development: Cities and towns are fairly limited in size. Since the devastation of large urban centers, populations have both been reduced in size and have dispersed throughout the countryside. People now live in a larger number of self-sufficient villages and towns than ever before. A large city with a population in excess of 70,000 is a rarity, and usually exists because of a unique feature of the city or its surroundings. This is true throughout South America and in much of the rest of the world as well.

Roads and Waterways: Roads leading into and through the Argentine Desert and the southern Andes are in extremely poor condition if

they exist at all. Roads not obliterated by the Zentraedi have been destroyed or obscured by subsequent combat, mud slides and rock falls. A network of foot paths and dirt roads riddle these areas. Roadways in other areas are of mediocre quality — funds for road construction and repair are in short supply. Natives use waterways whenever possible. Watercourses are a common route of travel, particularly in the heartland between Upper Argentine and El Vencedor. The Parana River is most heavily used in this manner. However, the waterways are far from safe. Remember, most mecha are capable of travelling underwater. **Note:** Canny local natives, bandits and professional scouts can often guide adventurers around obstacles and through dense forests that might otherwise seem insurmountable.

Communications: While the military and people in larger towns and cities still have access to telecommunications, much of the rest of the Quadrant must rely on messenger services and old-fashioned mail delivery in order to communicate over long distances. Most of the region's public communication network was destroyed by the Zentraedi, who knocked out numerous relay satellites during their attack from space. The ground war that followed destroyed many computerized communications switching centers. Luckily, the large influx of foreigners into the Argentine Quadrant have brought with them radio and tight-beam communications systems. Although these are not available to the average household, it is easier to buy or finagle a way to communicate over long distances in this Quadrant than it is in most places in the South American Sector.

The following pages provides a closer look at cities and places of interest in the Argentine Quadrant (see the map of the Quadrant). Military units in the area are touched on only briefly; a fuller breakdown of these and other armed forces deployed in this theater of operation is given elsewhere. This journey through the Argentine Quadrant begins in the northeastern corner near **Juaquin**, and proceeds district by district west and southward through the Quadrant.

The Country Known as The Highlands

The Highlands is a geographic region of coastal hills stretching from New Patagonia northeastward, attaining a height of 5000 feet (1800 m) in the district north of Rio. The region is bordered by the Parana Grande river in the north and the Parana along the northwest border; politically, the Iguazu River marks its southwestern boundary.

This region was only lightly damaged in the global bombardment. Population centers, farms and plant life remain comparatively un-



scathed. The Highlands lie in a subtropical latitude; climate and rainfall are similar to that of the Mississippi river delta in North America. Corn, sugar cane, rice and bananas grow well here. Hogs, goats, sheep, cattle and chickens are the most common livestock. The higher elevations are covered with grass and shrubs, giving way to light tropical forests in the lower elevations around Rio and Juquin. Pine forests stretch from New Patagonia to the borders of Upper Argentine.

The Highlands is also the name of a loosely federated political district constituted of various cities, towns, and villages who have signed a mutual protection agreement. The Highlands does not yet exercise significant political influence, but since its power and prestige is bolstered by the RDF Headquarters located in Juquin, it commands a disproportionate voice in the affairs of the Quadrant. Pedro Sandoval, Mayor of Juquin, is spokesman for The Highlands association of towns, and frequently faces off against General Mendoza in the political arena.

Zentraedi Activity. Zentraedi actions in this region are restricted mostly to quick hit-and-run raids. The concentration of RDF troops and mecha in this area is considered to be a deterrent to most enemy offensives. The main focus of alien activity in the Quadrant is more to the west and south than in the Highlands region proper.

Waterways: The Parana River is navigable throughout the Highlands. The **Parana Grande** is a major tributary, as is the **Tiete**; both flow too rapidly through winding canyons and over rapids to be used for much river traffic. The **Panic River** is navigable, following a flatter and more winding course than the northerly rivers which drain the coastal peaks. The Panic River takes its name from a rout that occurred when Zentraedi overran local defenders at Three Lakes and doggedly pursued them as they fled upriver. A stand was made near Lake Olando that turned the invaders back, but the name has stuck ever since.

Lake Olando is the site of a man-made dam, and is the largest body of contained water in the region. Other dams existed previously, but have been destroyed by the Zentraedi.

Juquin

Juquin is the largest city in the area, with a population of nearly 90,000. Another 40,000 people inhabit the villages and towns around Juquin. The city is known in military circles as **Argentine Base**. Formerly called Sao Joaquim da Barra, the name of this manufacturing and shipping center was shortened when RDF forces arrived and based the headquarters of the Strategic 305th Veritech Air Command there. Juquin has grown into a busy transportation and industrial distribution hub, connecting southern Brazilia Quadrant with the Argentine Quadrant and shipping the output of the inland manufacturing centers. Juquin is also the most technologically advanced of all the cities in the quadrant. The people are happy, prosperous and content. There hasn't been a battle within city limits in four years, as the Zentraedi have seemed to turn their attention to more defenseless targets in the west.

Rio

Rio is what the remnants of Rio de Janeiro are called. It is located south of Juquin. A population of less than 9,000 eke out a living on the northwestern outskirts of this once famous resort city. Most of the ruins are so mangled and crumbling that it is dangerous to explore the few buildings that still stand. Giant craters have replaced elegant hotels and tourist traps. The harbor and famous beaches have been blasted out of existence by the Zentraedi. Today, only small fishing boats and local commerce barges are seen along its coast.

Sao Paulo

Sao Paulo (pop. 1000) lies in ruins and is significant only because of its size. As in most devastated metropolises, some human scavengers and hermits live among the shattered bones of the city. Occasional expeditions are undertaken to recover museum artworks and other vestiges of the region's heritage before it all rots or turns into dust.

New Patagonia

The city of New Patagonia (pop. 21,000), formerly known as Curitiba, was partially destroyed in 2011, and was resettled by Argentinean refugees. With the infusion of their labor, the industrial base of the town was rebuilt and in 2013, under RDF sponsorship, old machine works were retooled to handle mecha repair and refurbishing. New Patagonia is the only town in the Quadrant with the capability of repairing/reconditioning RDF mecha as well as manufacturing parts and exoskeletons for the RDF mecha. There has even been some discussion about expanding the factory into a full production facility. RDF and military personnel are familiar with the town because of its repair facilities and mecha factory. These capabilities make it a strategic supply center for the RDF. It is located far from Zentraedi activity.

Upper Argentine

The country of Upper Argentine is found along the borders of former Paraguay, and also stretches into the grasslands northeast of that old boundary. Its southern and eastern borders are marked by the **Parana River**. The Bermejo River marks the western boundary, and the northern border is delineated by the edge of the Zentraedi Control Zone.

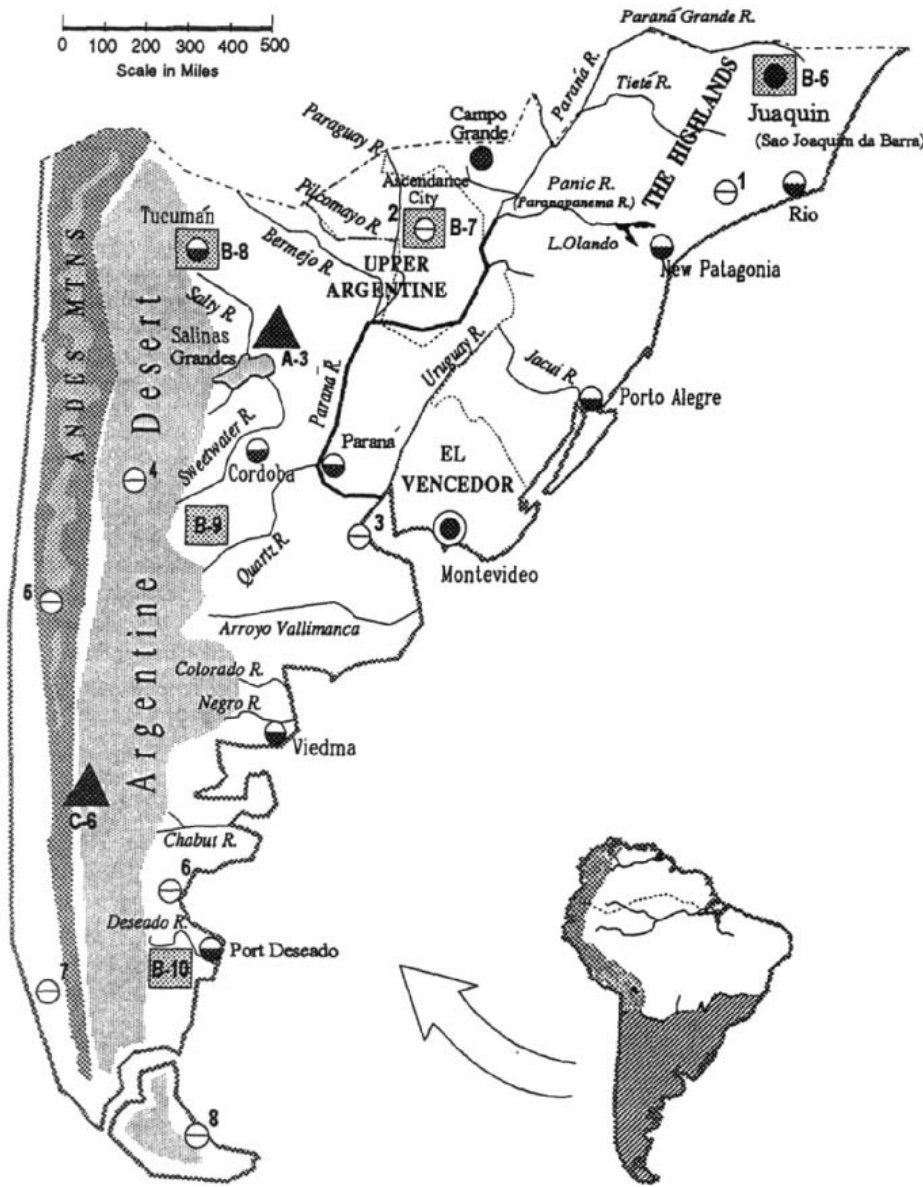
This country of subtropical woodlands and grassy plains rises gradually from the Paraguay River basin to 3000 foot (910 m) high hills in the northwest. Rainfall and temperature are similar to that of the southern states of North America.

Upper Argentine is ruled by The Argentine Tribunal, dominated by three elder statesmen. Although they are chosen in an open general election, the only people who run for this office are aged and respected leaders of their community or the heads of extended family clans. The present Tribunal consists of Jose Perez, Antonio de la Fuente and Isabella Carerra. It is rumored that Carerra wants to gain control of the government and turn it into a dictatorship, with herself the sole ruler.

Zentraedi Activity. The Upper Argentine Tribunal is on good terms with General Mendoza of El Vencedor and considers itself to be an allied state. Even before the establishment of the Argentine Army, this country was cooperating with El Vencedor's well organized national army to defend their borders. Unfortunately, since the capture of the Grand Cannon, the influx of Zentraedi into the area has pushed the Control Zone border in this region into Upper Argentine territory. The Zentraedi now occupy half of old Paraguay, from whence they conduct raids against the RDF's St. Laurence Citadel (site of the Grand Cannon) and other RDF bases in the area. The El Vencedor Army fights alongside Upper Argentineans and the Argentine Army in this area to regain control of lost ground. However, the battles have gone against them with no success in pushing the enemy back to the north. Warfare along and across Upper Argentine's northern border is constant. There is a significant presence of the RDF in this area which breeds both gratitude and resentment for their help.

Agriculture. This district is predominantly agricultural in nature and is the single biggest producer of food supplies for the entire Quadrant. Wheat, corn, and rice are the major crops, along with various fruits and other vegetables. Cattle ranches and dairy farms are scattered across the land. Should the Zentraedi ever conquer this country they will capture 55% of the livestock and farmland of the entire Argentine Quadrant. The loss of farm and ranch lands due to Zentraedi raids and occupation could cripple the Quadrant.

Waterways of Upper Argentine: The Parana River is the largest waterway in the district. It is heavily traveled by small transport boats, and by large commercial shipping barges carrying produce and manufactured goods to destinations up and down-river. The **Paraguay River** was formerly the best water transit route to the northern portion of the country, but now leads only into dangerous Zentraedi-controlled territory. The **Pilcomayo** flows from the west through rolling hills and ranch



ARGENTINE QUADRANT LEGEND

- Large City (pop. 80,000+)
- City (pop. 20,000 - 80,000)
- Town (pop. 5,000-20,000)
- Significant Ruins
- RDF Base
- RDF City Base
- RDF Town Base
- RDF Base near ruins
- Zentraedi Troublespot

A-3 to C-6 - See Text

RUINS

- 1 São Paulo
- 2 Asunción
- 3 Buenos Aires
- 4 Mendoza
- 5 Santiago
- 6 Rivadavia
- 7 Wellington
- 8 Rio Grande Antarctica

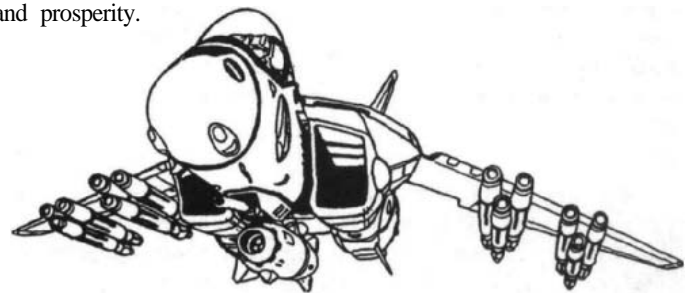
lands, but is too shallow for heavy-draft barges to travel. The **Bermejo River** delineates the southwestern border of the Upper Argentine. It too is a shallow-water river, broad and slow moving, but part of its length is used for a shipping route between Upper Argentine and Tucumán in the Argentine Desert.

Campo Grande

Campo Grande (pop. 37,800) is the capital of the Upper Argentine and a growing population center. Once a small town subsisting on a leather and tanning industry, it has grown into a reasonably self-sufficient city. RDF and SASTRAC troops are seen everywhere because of the Campo Grande Base and its close proximity to the St. Lawrence Citadel and the Zentraedi Control Zone. The city is a busy jumping-off point for troops and a military shipping junction for items destined for delivery to The Citadel and the many bases along the Zentraedi Control Zone. RDF supply convoys and troops on route to the St. Lawrence Citadel or the border are a common sight. As are troops and allies visiting the city on leave or holiday. Some of the people don't care to live in the middle of what has become an armed camp, but they are safer here than many places this close to the Control Zone.

The Argentine Government Tribunal is located at Campo Grande. The organization is becoming increasingly politically astute and powerful. With time, Upper Argentine could become a new hub of civilization

in this region. Already the estimated 80,000 residents of villages and farms around the city are becoming increasingly appreciative of the military presence, city growth and the pervading atmosphere of peace and prosperity.



Ascendance City

Ascendance City is the RDF base and support town that has grown up on the outskirts of old Asunción, which was destroyed and deserted in 2011. This city is the most heavily used staging point for RDF-only mecha and reconnaissance actions into the Control Zone.

Aside from these settlements, numerous villages and small towns dot the area (they are not shown on the map). Almost all are tiny farming and ranching communities where produce is processed and packed for shipping. None are of particular strategic value.

Argentine Lower

The Country of El Vencedor

El Vencedor occupies the region south of the Parana River, bounded by the Iguazu River to the northeast. Most of the country is grassy, rolling hills and plains, descending gently to the Parana River basin. In the northeastern third of the area, the land rises in a series of gradual ridges to heights of 2000-3000 feet (610 to 914 m). The heart of this district corresponds to the boundaries of old Uruguay. It is one of the most industrialized and certainly least damaged urban concentrations in the Argentine Quadrant.

El Vencedor is known for its grape and fruit wines, seafood and dairy products, and a variety of locally manufactured goods such as textiles, clothing, and tools. This country lies in a temperate zone with climate and rainfall comparable to Oklahoma or Arkansas in North America.

General Alfonso Mendoza, the conqueror referred to in the country's name (Vencedor, "the victor"), rules this nation as a benevolent dictator. His leadership is unquestioned, for he has the loyalty of the masses and a strong military to back him up. The influence of both the General and his nation is widespread throughout the Quadrant. He is a charismatic and shrewd leader who will eventually shape his country into the Merchant Republic of the future.

Zentraedi Activity: The aliens were once aggressive in this district, but have been driven out by the El Vencedor Army and the RDF. Now El Vencedor forces stand in reserve for their own country's defense, and actively fight the Zentraedi in the Upper Argentine and the Argentine Desert.

Waterways. The **Parana River** runs broad and deep along most of the El Vencedor border. Freighters from Montevideo can move inland on the river as far as the town of Parana, and barges carry cargo great distances upriver from there. The **Uruguay River** cuts northward just before the mouth of the Parana River, and is often used for local transportation between villages in the central plains of the country. On the northeast coast, the long natural bay of Lagoa dos Patos is bounded at its northern end by the **Jacui River** near Porto Alegre — a river whose course was altered by Zentraedi space bombardments. Both this river and the **Iguazu** at the northern border are shallow, swift running watercourses that drain the hilly ridges of the area and are not suitable for carrying regular boat traffic.

Montevideo

Montevideo (pop. 470,000) is the center of public and commercial life in El Vencedor — and indeed for much of the Quadrant, for this is the largest metropolis to be found in southern South America. Montevideo is the point of entry for most foreign interests coming into the country. Its airport and large harbor can accommodate the shipment of men and war material arriving in the region. This city is also the capital of El Vencedor, and serves as a hub of political intrigue. Argentine Army Headquarters, RDF liaison offices, and most foreign embassies are located here, making for an interesting stew of politics and power brokering in the byways of the city. Montevideo has a diversified industrial and shipping base, and is prospering as the premier port of the Quadrant.

Porto Alegre

Porto Alegre (pop 16,000) is a small but active harbor town. Located at the northern end of sheltered Lagoa dos Patos, Porto Alegre is the leading harbor for exports of sugar, rice, cotton, and other produce of the hinterlands. It is also noteworthy as the terminus of a small freight

railroad line, a vestige of the 20th century that still proves functional and useful today.

The town of **Parana** (pop 13,500) is a port where some sea lane shipping off-loads to barges for immediate cargo distribution upriver. Perhaps more importantly in these troubled times, Parana is a military district headquarters. Important elements of the El Vencedor and Argentine Armies are headquartered there, and dispatched from this place to trouble spots either in the Argentine Desert or the Upper Argentine.

Many other small towns thrive in El Vencedor, especially in the alluvial plains east of the Uruguay River, but none are of enough strategic importance to detail here.

The Argentine Desert

The Argentine Desert was a vast wasteland long before the Zentraedi came to Earth. The area was comparable in climate and vegetation to the Arizona or Nevada deserts of the North American southwest; mostly parched earth broken by areas of scrubby grasslands.

In 2011, the natural desert was made even less hospitable and doubled in size from space-borne bombardments. Now a 2000 mile long stretch of devastation occupies nearly half the land mass of this region. The grasslands are slowly recovering, but patches of the desert resemble the face of the moon, covered in craters. Furthermore, some areas are dangerously radioactive. The region extends along the eastern foothills of the Andes, from the southernmost tip of former Tierra del Fuego to the edge of the Zentraedi Control Zone north of Tucuman. Its eastern limit is marked by the rugged seacoast and to the north by the Parana and Bermejo rivers that designate the borders of El Vencedor and Upper Argentine.

Its surviving population is comparatively tiny in number and those that struggle to rebuild the wasteland have little economic or political clout. The greatest reason for interest in the area is one of military necessity. Even in 2016, the Desert district is not a self-governing entity, but is clearly defined as a military protectorate zone, governed by General Mendoza of El Vencedor and monitored by SASTRAC. This arrangement is an artifact of previous years when Mendoza led Argentinean refugees out of that desert region. It persists today because it gives the General control over a sizable territory that serves as a military buffer zone to El Vencedor.

Small pockets of independent baronies are slowly emerging in the southeastern third of the desert region. General Mendoza ignores these developments, since they do not threaten his military-backed authority and the new regimes take care of the small pockets of refugees who are struggling to rebuild their lives on the edges of the wasteland.

Waterways. The rivers in the desert region are either too shallow or dangerous to use for travel. The only exceptions are the **Parana River** and its tributary, the **Bermejo River**, which form the northeastern border of the desert. These are both used for commerce and shipping. The slow-flowing and often shallow Bermejo has limited transportation value in the dry season, except for small canoes.

The Salty River and the **Sweetwater** both empty into the mostly dry salt flats of Salinas Grandes. Like their names suggest, the former is undrinkable, with desert alkalis, while the latter offers delicious consumable water to man and animal. The tributaries of both rivers run dry at times in the summer season and the rivers themselves become shallow, surrounded by dry flood plains.

The Quartz River is remarkable for its length, and is one of the waterways that collects small streams that struggle through the desert wasteland to trickle towards the sea. It is dry in places in all seasons when runoff is sparse.

The Arroyo Vallimanca carries water during the rainy season, but is most interesting because it is actually a lengthy ravine — or rather,

a system of ravines that is occasionally used to provide cover for troop movements from the coast to the hinterland interior. Finally, the **Colorado, Negro, Chabut, and Deseado** river systems are but slivers of their former selves. Their headwaters have been dammed up and blocked by the rocks and craters of the wasteland. They carry but a small stream of seasonal runoff to the sea.

Tucuman

Tucuman (pop 24,000) in the north of this region is the largest town. Its residents live a hard existence at the edge of the desert wasteland. The civilian population is bolstered by numerous foreign visitors, military observers and mercenaries. This foreign presence accounts for an additional 1D6 x 1000 visitors at any given time. Tucuman is of importance because it is located within convenient striking distance of both the Zentraedi Control Zone and the Zentraedi trouble spot at Alpha-3. A large RDF base with an airfield and Veritech Fighter Wing is not counted among the civilian population and represent one full army division.

Cordoba

Cordoba (pop. 16,000) is an agricultural and sheep raising town known for its wool products and mutton. It is also known for salt mining and processing and as a friendly place to visit. This town was abandoned by most of its inhabitants in the upheaval of 2011, but was quickly resettled by a new wave of refugees from the southwest. Although it is within the attack radius of the Alpha-3 Zentraedi, Cordoba hosts both tank and infantry companies and is secured by RDF protection as well (BSURP).

Other than Tucuman, it is the closest thing to a growing commercial center that exists in the Argentine Desert region. The RDF forces operating near Cordoba are physically based at Border Surveillance Post B-9. It is located to the southwest, between the Sweetwater and Quartz Rivers. This position is a better staging point for patrols into the desert and reduces the danger of enemy attack on the civilian population.

Viedma

Viedma (pop 8,700) was formerly a sleepy fishing village, but has grown to become a thriving seaport that includes trading, exports, imports, land and sea transportation (smuggling too), as well as fishing. It is the only hospitable port of call for ocean-going vessels along the southern tip of the continent. Vessels making port at Viedma do so to resupply with food and water, take on fuel, attend to necessary repairs that and for some rest and relaxation.

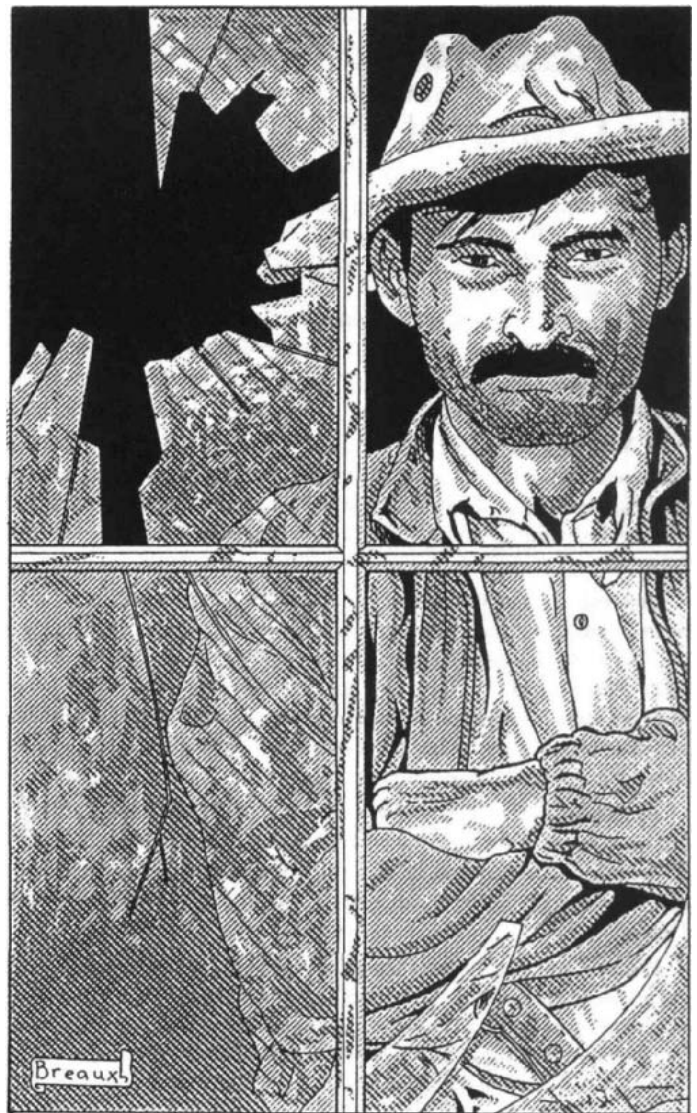
Port Deseado

Port Deseado (pop. 4600) was once one of the last ports of call made before an ocean journey around Cape Horn. Now, Port Deseado carries on a small but thriving fishing industry, supplying seafood to many struggling villages farther inland. RDF forces that protect the southern part of the continent are stationed at Post B-10, to the west of town. These defenders are also responsible for dealing with the Zentraedi threat presented by the Three Peaks commandos at Charlie-6.

Ruins

The devastation that remade the face of the continent is most visible in the large number of ruined cities left in the wake of the Zentraedi invasion. The six most notable locations include the following.

Buenos Aires shelters more than the usual number of scavengers and low-lives. A group of renegades that were discontented with General Mendoza's leadership rebelled and took refuge in the crumbled city. Their rebellion fell flat and now they lurk among the ruins, preying on outsiders for food, equipment and other worldly goods. They have recently begun smuggling operations.



Mendoza used to be a provincial capital in old Argentina. It is one of the places where several Zentraedi battleships crashed to earth and contaminated the area with radiation. The only vegetation are strange mutant plants, shrubs, tall grass and an alien flower that is found around the crashed ships (a mutant strain of the Invid Flower of Life). The Argentine Army has posted warning beacons to keep the unwitting away. Recently, there have been an increasing number of rumors about monsters and mutations (none of them have been substantiated — G. M. s can decide whether they want to pursue this line of adventure). Scavengers venture in at their own risk.

Santiago is nothing more than a few craters in the ground. The mountain tops nearby have been blasted away and once green valleys are filled to the ridge tops with rock, rubble and debris. This is one of the most chilling and spectacular scenes of devastation found on Earth.

Rivadavia was a town of little consequence, except that offshore was the site of an underwater research habitat. The people who lived there died in their deep sea domes when supplies stopped coming from the ruined city. It is rumored that important findings from the underwater science expeditions are lost somewhere in the shattered city.

Wellington was a domed complex of luxurious entertainment facilities. Built at the turn of the century, it was billed as the vacation resort of the future. It too fell prey to the Zentraedi onslaught and is nothing but rubble and craters. It is rumored to contain fantastic items of value from lost by hapless tourists caught in the attack. It is also the site of bandits, scavengers and vagabonds.

Rio Grande Antarctica. The small and misnamed Rio Grande River gave its name to this staging point for the short-lived Antarctic oil pipeline. An undersea construction had its terminus here. Among its ruins are the mangled hulks of great ships and oil tankers washed on the debris-covered beaches. This place is presently an environmental hazard, but with the proper technology and repair work, might be turned into a functional pipeline once more.

Zentraedi Desert Activity

Zentraedi activity in the Desert region is especially noteworthy because it is the largest concentration of alien occupation outside of the Control Zone. The nature of their activities is summarized here.

Salt Flats Alpha-3: "The Mine Rats"

From time to time, small forces of Zentraedi, ranging from 20 to 200 in number, will sally forth from the Control Zone and infiltrate various regions in the South American Sector. Occasionally, a large group of a thousand or more will make an attempt to conquer a particular area. One such group came to the Argentine Desert in 2014, shortly after Khyron's death. Their intention was to carve out their own domain away from the warring factions in the Amazon basin. Traveling in a crippled battle cruiser, the aliens crashed in the scrub land at the northeast edge of the dry salt flats called **Salinas Grandes**. This group was large, with its numbers estimated at 5000! Once stranded, they apparently decided to make the best of their new circumstances and claimed the area as an independent, Zentraedi kingdom.

Utilizing an abandoned gypsum mine, they developed an extensive network of fortifications, earthworks, and underground bunkers. They have incorporated the formidable weapons of their battle cruiser into these fortifications, giving them excellent defenses and the ability to control the airspace around them. Furthermore, the line of sight in the desert is nearly to the horizon, enabling them to see approaching troops hundreds of miles away. The Zentraedi enslaved the human populations of several villages and towns before human military units could arrive to defend the countryside and limit the area under Zentraedi influence.

This group of hostiles is officially identified by their grid location number on RDF maps, a sector called **Salt Flats A-3**. They are more commonly referred to in soldier's parlance as the "Mine Rats" because of the nature of their defensive position and rumors of an underground complex/city built by the Zentraedi.

They were known to journey great distances on resupply raids and strikes which disrupted much of Southern Argentina. When the El Vencedor Army was the only force fighting these Zentraedi, they were hard pressed to halt the aliens transgressions. Since the RDF's involvement in the action, the creation of SASTRAC and improvements in the army, it is much easier to contain the Mine Rats. This has resulted in a shortage of supplies and the increasing desperation of the Zentraedi warriors who refuse to cooperate with SASTRAC. While some have deserted and surrendered to the human forces, others have joined the fight and most remain hostile and unwilling to work with micronians.

Note: The elite troops call themselves the Skorian Strikers, because they had previously served under the command ship *Skorian*. The Strikers are led by Commander Kael Lonjian.

Maiten Charlie-6: "Three Peaks Commandos"

The second pocket of Zentraedi activity in this region is located halfway between the ruins of Santiago and Wellington, in the eastern slopes of the **Andes**. This location is known as Maiten C-6, named for the town of El Maiten to the north. These aliens also remain in the area because their battle cruiser is no longer flight-capable — the result of damage sustained in a mid-air battle with Veritech Fighters.



These Zentraedi have taken refuge in the canyons and caves of **Three Peaks**, an 8000 foot (2400 m) mountain in what was formerly the **Larchwood National Park of Argentina**. Unlike their counterparts at Alpha-3, these Zentraedi had no intention of staying away from their compatriots in the Amazon. However, efforts to travel freely across country to reenter the Control Zone have been prevented by the El Vencedor Army and other human fighters. Their force originally numbered less than 1100 and is now believed to be less than 700.

Furious at being thwarted, and concerned by their shrinking numbers, they have recently tried to take control of local human towns and secure enough hostages to force a safe passage back to the Control Zone. It is not known who commands this stranded group of raiders.

The Andes Mountains

The Andes are nominally part of the Argentine Desert region. Neither General Mendoza nor any political entity exerts much control over the mountains or its people. Thus, it is effectively an independent territory with many tiny tribes, villages and baronies — with 19th century technology.

Following the wide-scale disasters of the last few years, the people of the Andes have literally taken to the hills and disappeared from sight. The bandits who have set up small "kingdoms" and some of the fortified villages in the western coastal strip are the most obvious inhabitants. Scores of tiny Zentraedi tribes and bands also inhabit the Andes, but most avoid human contact and seem to have accepted a life of quiet seclusion. Only time will tell what may develop out of this odd and remote pocket of civilization.

Military Deployment

The Zentraedi in the Control Zone are at least 150,000 strong (some believe there are two or three times as many). An estimated one-third to half are giant-size. The rest are believed to have been micronized (made human-size). To counter the Zentraedi threat, approximately 150,000 human troops are stationed in South America around the Control Zone perimeter. These units consist of RDF forces, local militia, volunteer armies of various nations (including the E.B.S.I.S), and some units of the fledgling Armies of the Southern Cross.

If the numbers for the human forces seems low, it must be remembered that a single squad of destroids marshals destructive capabilities comparable to a conventional armored battalion, while a squadron of Veritechs can do the damage of an entire brigade. Judged in terms of equivalent firepower, a titanic battle is being waged in South America.

In the year 2016, the Zentraedi aggressors have a clear advantage in their defensive position. They are relatively close together in the heart of the continent, within easy range of their supply sources and reinforcements, and can fall back to fortified positions and concealed jungle bases if hard pressed. The Robotech Defense Force (RDF) and other armies who encircle the Control Zone face the traditional difficulty of attackers surrounding a pocket of resistance: they are spread thin around the circumference of what they contain. This means their supply lines are long and thin. Soldiers and military bases are spread wide apart, allowing the enemy relatively easy penetration of the defensive perimeter. This means Zentraedi who wish to raid beyond the confines of the Control Zone (CZ) can usually do so with little fear of encountering heavy resistance. Small groups, using hit and run tactics, are the most effective against this type of defense. They can slip through the defender's perimeter, strike and slip back behind lines before the defenders have time to counter or can adequately pursue. The best the human defenders can hope for is to engage the enemy during an attack or after escaping from a raid and heading back to the CZ.

Following an attacker into the Control Zone is common, but dangerous. Any humans who enter the CZ are in enemy territory and are vulnerable to attack from Zentraedi giants, mecha troops, booby traps, micronized Zentraedi, bandit sympathizers and even human slaves whose fear of their alien masters outweighs their loyalty to fellow humans.

It is a constant struggle to limit the marauding in South America to the CZ demarcation lines. The RDF and other defenders are counting on superior tactics, superior equipment, better intelligence, and the masterful use of quick-response Veritech Fighters and heavy armor destroids to wrest the advantage from the encircled (but not contained) Zentraedi! **G.M.** Note: This situation has been deemed ideal to field test prototypes of the new *Veritech Hover Tank* and *Logon Fighter*, both currently under development for the Armies of the Southern Cross.

A Continent-Wide Campaign

The Control Zone averages 1500 miles across, exceeds 5400 miles in circumference and encloses over a million square miles of territory — virtually all of which is dense forest. Strategic coordination of the South American containment effort is essential in order to plug critical gaps in the border defense, and to marshal a speedy response to Zentraedi offensives outside the demarcation lines. However, such coordination entails much more than just plotting battle tactics. There is a tremendous amount of work involved in reconnaissance, surveillance, communication, planning, organizing, response, complicated logistics, and the

dispersement of intelligence information, supplies and troops. A significant amount of civilian cooperation and the maintaining of supply and support lines is equally critical. The joint efforts of the combined military forces from several nations in conducting a continent-wide military campaign that includes two theaters of operation (the northwestern and southeastern halves of the continent) is a challenge for the best military minds. The RDF is charged with heading the difficult task of containing the Zentraedi, but military and civilian forces of the South America Sector and other nations are also involved.

The Unified Earth Government has created a special agency to coordinate the needs and operations of running such a large-scale and important military campaign. Thus, **SASTRAC** was born: the South American Strategic Command. It is a United Nations type organization headed by an RDF General who works with a committee of leaders from around the world. They have been given the job of containing and eventually subduing the Zentraedi within the Control Zone perimeter, as well as to defend the people of South America and give them the opportunity to rebuild. All in all, they have done a reasonably good job.

SASTRAC

The South American Strategic Command (SASTRAC) is a headquarters and campaign directorate based in **Maracaibo** (Columbia). It is funded by the shaky United Earth Government and staffed by leading commanders from a variety of Earth's surviving armed forces and nations. All military operations that take place in South America, with the exception of certain small-scale militia actions, are carried out either under SASTRAC coordination, or following strategic command guidelines. In this sense, SASTRAC performs much the same function as the Allied High Command did in World War II.

SASTRAC has close ties to the RDF. The Strategic Command's highest officers were assigned to build the organization from scratch, and were drawn mostly from the seasoned upper echelons of the Robotech Defense Force. SASTRAC is commanded by **General Alexander Thorndale**; he is a veteran of the civil war of the late 1990s, is a former Veritech pilot, and has commanded ground actions in North America and Africa.

One result of RDF involvement in this organization is that SASTRAC operating procedures and military regulations are very similar — almost identical. For instance, unit and command hierarchies are the same, with the same minimum standards for unit size (200 soldiers per company, 6 mecha per ground squad or 12 per flying squadron, and so on). Rules pertaining to the conduct of war, when to engage the enemy, the treatment of war prisoners, how to handle civilian claims for property damage, and so on, are uniform between the RDF and SASTRAC. In fact, they have been adopted by most of the armed forces who operate in the South American Sector.

Besides imposing a certain uniformity of structure and procedure on the military forces in the region, SASTRAC is involved in all aspects of the campaign from communications and intelligence support to strategy and tactics for all operations. SASTRAC liaison offices are present at the major RDF base in each Quadrant, and observers in the field gather first-hand knowledge of the progress of the war.

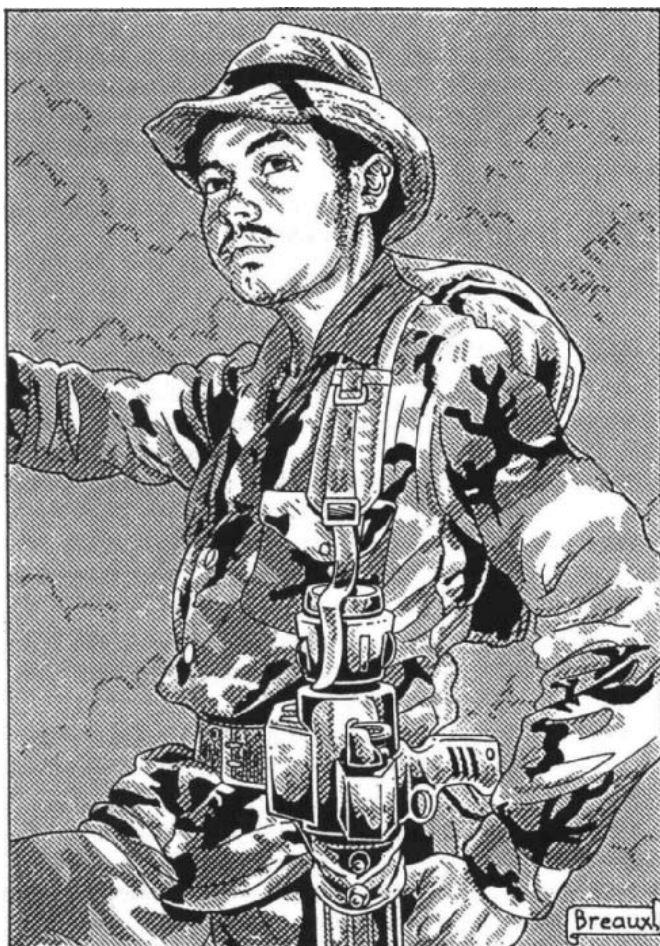
Conducting the War

SASTRAC is pursuing a policy of "Restrictive Containment" in its efforts to quell the Zentraedi threat. Restrictive Containment means to gradually but constantly push the Control Zone perimeter inward, reducing the size and control of the enemy zone. This narrows the scope of territory over which the Zentraedi may range freely and, at the same time, reduces the defensive borders. A smaller border means there is less area to patrol and defend, strengthening the defensive line and shortening supply lines and response time. Carefully planned strategic offensives directed at targets in the Amazon basin are expected to keep the enemy on the defensive. Eventually, it is believed that a war of containment and attrition will force them to a point where peace can be negotiated.

In 2016, Restrictive Containment is not making much headway except on paper. It is not yet possible to push the Control Zone perimeter significantly inward. The Zentraedi rebels have become experts in guerilla warfare, hit and run, operate in small mobile squadrons, keep on the move, and know the jungle and all of its hiding places better than most natives. Another problem has been the enemy's success at sending micronized saboteurs and infiltrators into human occupied territories. In the Argentine Quadrant, the hot spots at A-3 and C-6 are two examples of this problem.

Two Theaters of Operations

Regardless of geopolitical divisions within sectors and quadrants, SASTRAC regards South America as presenting two theaters of war; northwest and southeast. These halves are best represented by cutting the country in half along a diagonal line that runs from the eastern end of Guyana to the northwestern tip of the Argentine Quadrant.



The northwestern portion is the so-called Maracaibo Theater, named because SASTRAC Headquarters is located there and from which this campaign is directed. The southeastern section is the Argentine Theater, named for that Quadrant's important strategic role in the region.

It is necessary to distinguish between these theaters when planning military operations for a couple reasons. First, the continent is so large that weather patterns and seasons are significantly different from one end to the other. In the Maracaibo Theater, the seasons are roughly the same as in North America, but instead of snow in winter there are months of rain, particularly in the rain forest. Humidity is terrible and temperatures range from about 68 to 85 degrees Fahrenheit. Summer begins in June, with less rain, 80 to 90 degree temperatures and murderous humidity. In the Argentine Quadrant, south of the equator, the opposite is true: summer is in December, with temperatures ranging from 60 to 90 degrees. Winter is in June, July and August, with temperatures from freezing to about 50 degrees Fahrenheit. This means that warm clothing needs to be supplied to Argentine troops in the middle of July and the presence of winter storm fronts and hurricanes must be considered when planning air patrols. However, Southern Argentina has arid steppes and deserts with little annual rain or snowfall (about 300 mm per annum).

Secondly, the Maracaibo Theater has a smaller population than the southeastern half, and the Peruvian portion of the theater sees less action than any other single location bordering the CZ. These factors impact troop deployment plans, the need for reserves, logistics and travel plans.

Finally, the Zentraedi themselves behave differently in each of the theaters. This clearly has something to do with the new leadership that has begun to emerge among the aliens. In the north Amazon/Maracaibo Theater, Zentraedi are carrying on a new war of infiltration against humans, as well as traditional armed attacks and raids. In the southern Control Zone/Argentine Theater, well-planned and specifically-targeted offensives are starting to emerge, requiring a different type of readiness and response than in the north. The conduct of the war would be hampered if the two-theater approach were not used. Adventurers who move across or between the theaters should be aware of the factors summarized above.

Signatory Armies

Armies operating in South America are *signatories* to the strategic command rules and operating guidelines of SASTRAC. By signing these articles of conduct and procedure, field armies agree that they will accept and obey the SASTRAC Command, goals and procedures as their own. In exchange, SASTRAC will provide coordination, leadership and support in the field. Through political persuasion and outright strongarming, no major armed force is active in the South American Sector that has not signed the SASTRAC agreement. The only exceptions to this are some small local militia units and unallied mercenaries who are defying SASTRAC in order to operate *as free agents*. Since free agency is often a disguise for outright lawlessness and banditry, such mercenaries are looked upon with suspicion and disdain. Consequently, mercenaries seldom enjoy cooperation from SASTRAC signatory forces.

The military structure of the SASTRAC forces closely emulate the structure and conduct of the Robotech Defense Force (which in turn is similar to the Armed forces of 20th Century Earth). There are five *major* armies operating under SASTRAC sanction in the Argentine Quadrant: The RDF, the Armies of the Southern Cross, the El Vencedor Army (EVA), The Argentine Army (AA) and the E.B.S.I.S. (Eastern Block Soviet Independent State).

Troop & Mecha Notes

When looking at a military force that relies on specialized fighting vehicles, it is easy to focus on the number of tanks, jet fighters, or mecha, and to overlook the number of people required to get this equipment into action and keep it running.

Although service companies and air support wings take care of major maintenance, overhauls, and the repair of battle damaged mecha and vehicles, each company that fields mecha and fighting craft includes a number of specialists and technicians who handle routine maintenance, repairs, system updates, tests and modifications, and such tiny, yet important details as cleaning a windshield or making sure a pilot's chute is properly packed and stowed. It is safe to assume that for each Veritech, Destroid, tank or aircraft that sees duty, on the average at least four troops are required to get it into (and keep it in) service. There will be a ground crew, maintenance techs, and ammo handlers. The more complex the craft, generally the more ground crew is required to prep and maintain it.

In addition to mechanized troops and maintenance and support troops, there is still a need for the infantry foot soldier. Even among the RDF and Armies of the Southern Cross, only about a third is composed of mecha pilots and Robotech weapon specialists.

Relief and Reserves

Particularly in the air and mecha divisions, it is common to have relief pilots on the crew roster, and reserve aircraft parked in the hangars. Ideally, a pilot flies his own vehicle, rests while it is being repaired, and has it waiting for him again when he is ready to return to action. However, if that person is injured or fatigued beyond safe limits, the combat vehicle or mecha will either be placed in safe storage (usually applicable only to squad leaders) or a new pilot will be assigned to it for temporary duty. Enter the relief pilot.

Relief pilots, like *reserve* mecha and combat vehicles, are kept out of the initial action so that replacements are ready when needed. At times of crisis, when battle is continuous or drawn out and the need to keep fighting machines in action is pressing, relief pilots can and will take over the controls and operate reserve units or someone else's mecha or combat vehicle. Under ideal circumstances, the relief pilot is not needed to replace an injured soldier, but pilots reserve craft to turn the tide of battle or to temporarily substitute for a combat vehicle that has returned for quick repairs, fuel or reload of missiles and ammunition. The use of relief pilots and reserve aircraft is kept flexible to meet the needs of rapidly changing combat situations.

It is also necessary to have a certain amount of downtime for both the vehicle and its pilot. The combat vehicle is checked, repaired and fine tuned. The pilot gets a little rest and relaxation (R&R), whether it's on base or a few days away from base (can go home, visit the neighboring towns, etc.). Note, however, whenever a combat vehicle, particularly mecha, is down, there will usually be a number of reserve mecha/vehicles on hand and battle-ready. Likewise, a relief pilot will be ready to fill the shoes of the regular pilot away on R&R. Of course, in an emergency, R&R may be cut short and the pilot may be called back to immediate active duty.

Naming Squadrons

Soldiers and commanders like to have "battle names" attached to their combat units. The nicknaming of people, squads, companies, individual mecha and machinery is common in the military. Battle names often boost morale and captures the fighting spirit and personality of a unit. Some, like the famous Skull Squadron, develop a reputation as formidable aces.

In the Air Divisions, this has taken on formal conventions. When a new wing is formed, each squadron leader is allowed to name his squad; he may or may not consider suggestions from the troops under his command. In the RDF's 36th Air Division, wings were originally named after places in North America, England or Australia. These are often, though not always, places that were destroyed in the global bombardment five years ago. The 3052nd names them after rivers: Columbia, Colorado, and Yukon. The 3053rd names wings after mountains around

the world: Cascade, Atlas, and Andes. The 3054th uses Roman gods of mythology, and has one wing called Apollo. Others have elected names that reflect combat or a particular attitude like the Sniper and Bull's-eye Squadron or the Red Devil and Bobcat squadron.

One squadron consists of two or more flights. Each flight has a color code name which is mostly heard in mission briefings and radio traffic to identify squadron elements; i.e. Flt 1: "Blue," Flight 2: "Orange," Flight 3: "Green" and so on. The color "yellow" is never assigned because of cultural connotations implying cowardice, warning and yielding.

A flight leader will identify himself by a nickname plus his flight number, such as, "Grizzly Blue One"; his wingman will be "Grizzly Blue Two", and so on. When flight personnel talks amongst itself, a pilot may simply say "Blue One", or "Grizzly One." If multiple fighters from the same squadron are in the air and no one else is, they may call each other "Blue Six" and "Orange Three." But if "Nightowl" squadron is on the airwaves too, all crews will be stating squadron names first in radio traffic. The same type of code name designations and identification is often observed by Destroid squadrons and other types of military combat units.

Modified Aircraft & Vehicles

Conventional aircraft, tanks, APCs, amphibious vehicles and other vehicles have seen specialized modification to make them more combat worthy. This is especially true of vehicles operated by bandits, mercenaries, the Zentraedi, local armies and militias, and E.B.S.I.S. forces. These modifications typically include additional armor (rarely more than 30% more than normal) and additional weapon and/or sensor mounts. Medical units sometimes employ a modified Howard LH for medivacs called the Howard-M (or LH-M). Some specific modified vehicles are described elsewhere in this book.

Game Masters can use their discretion regarding what reasonable additions and modifications they will allow. RDF and Southern Cross mecha and combat vehicles are rarely modified in any way. Special modifications of these vehicles must have command approval, which is difficult to get.

The Division of Troops & Unit Composition

The Army/Ground Forces

Note: The following descriptions indicate only the *minimum* number of troops and subdivisions within that military unit. For example: A field army will have two or *more* army corps, with two or *more* divisions, and so on. Similarly, a company may have four or *more* platoons with four or more squads under each platoon.

Field Army: A minimum of two headquarters and two Army Corps, (approximately 23,040 troops). A field army is typically under the command of a General.

Army Corp: A minimum of one headquarters and two divisions (approximately 11,320 troops). An army corp is typically under the command of a Lieutenant General.

Division: A minimum of one headquarters and three brigades (approximately 5760 troops). A division is typically led by a Major General.

One SASTRAC division contains all the elements needed to wage a full scale war, just as if the division were the greater Army in microcosm. Each division will have a command headquarters, line combat troops (whether ground, mecha, air and/or sea faring), artillery (Destroids), support services to keep the fighting troops supplied and in the field and other related services like medical evacuation, intelligence, and

communications functions. Each of the five major armies have two or more "divisions."

Brigade: A minimum of one headquarters and three battalions (approximately 1920 troops). A brigade is typically under the command of a Colonel.

Battalion: A minimum of one headquarters and four companies (approximately 640 troops). A battalion is typically under the command of a Lieutenant Colonel.

Company: A minimum of a headquarters section (field command), and four platoons (approximately 160 troops) under the leadership of a Captain.

A typical *RDF Mecha Company* will be one-third Veritech Jet Fighters, one-third Destroids and one-third armored troops (tanks, APCs, armored assault helicopters, etc.). The *typical RDF Artillery Company (ground)* consists of 1D4 M.A.C. II Destroids, one-quarter Raidar X, one-quarter spartans, one-quarter other Destroids and one-quarter conventional long range artillery (cannons and rocket launchers). The *typical RDF Cavalry Company (ground)* consists of one-third Veritech Jet Fighters, one-third light (and fast) Destroids, and one-third tanks, APCs and armored amphibious. The *typical RDF Air Cavalry Company* consists of two-thirds Veritech Jet Fighters and one-third fighter jets, helicopters and other aircraft. The *typical Southern Cross Cavalry Company* consists of half Veritech Hover Tanks and half conventional tanks.

Platoon: A minimum of four squads (approximately 40 troops) under the command of a Lieutenant.

Squad: A squad is the smallest combat unit in the military —10 troops lead by a Staff Sergeant. A squad is typically deployed on missions of reconnaissance, perimeter patrol, escort, rescue, seek and destroy, defense, and special operations. **Note:** For role-playing purposes, a **media squad** is powerful enough that as few as six troops can be sent into the field; thus a mecha squad will have six to ten members (some can be Non-Player Characters). Of course, more than one squad can be assigned to troubled areas. Special squads are likely to mix mecha and other troops (foot soldiers, scout, undercover agent, scientist, demolitions expert, tank and crew, helicopter and crew, etc.) sent on special missions that may include espionage, sabotage, assassination, intelligence and rescue.

The Air Force

Major Air Command: A minimum of two headquarters and two Air Forces, (approximately 23,040 troops). A division is typically under the command of a General.

Air Force: A minimum of one headquarters and two air divisions (approximately 11,320 troops). A division is typically under the command of a Lieutenant General.

Air Division: Operations and Logistics: A minimum of one headquarters, one airfield and three wings (approximately 5760 troops). A division is typically led by a Major General. **Note:** Only the RDF and Armies of the Southern Cross have transformable aircraft. The Air Force of the other SASTRAC members is small and composed entirely of conventional aircraft.

Wing: A minimum of one headquarters, one airfield, four squadrons, and two battalions (approximately 1280 troops). A wing is typically under the command of a Colonel.

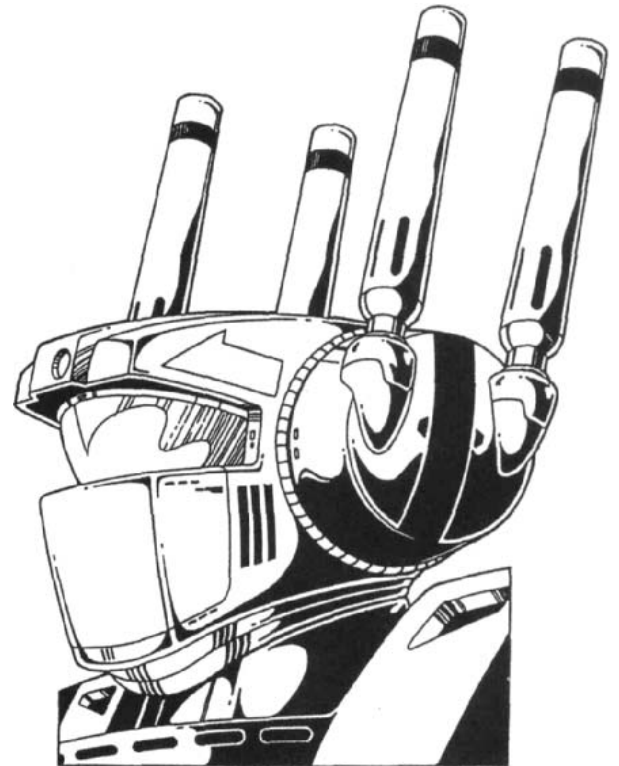
Group: A minimum of one headquarters section (field command), a small airfield or air strip, two squadrons and one company (approximately 160 troops). A group is typically under the command of a Lieutenant Colonel or a Major.

Squadron: A minimum of 24 Veritech Fighters or 48 conventional fighter jets, helicopters and other aircraft under the leadership of a Captain.

Flight: A flight is the smallest combat unit in the air force; 6 to 12 aircraft lead by a Lieutenant. A flight is typically deployed on missions of reconnaissance, perimeter patrol, escort, rescue, seek and destroy, defense, and special operations. **Note:** For role-playing purposes, a **Veritech Flight** is powerful enough that as few as six Veritechs can be sent into the field (larger flights can include Non-Player Characters).

A note about the SASTRAC Air Force: Only the RDF and Armies of the Southern Cross have transformable Veritech aircraft. The Air Force of the other SASTRAC members is small and composed entirely of conventional aircraft. There is no air force to speak of, other than the RDF.

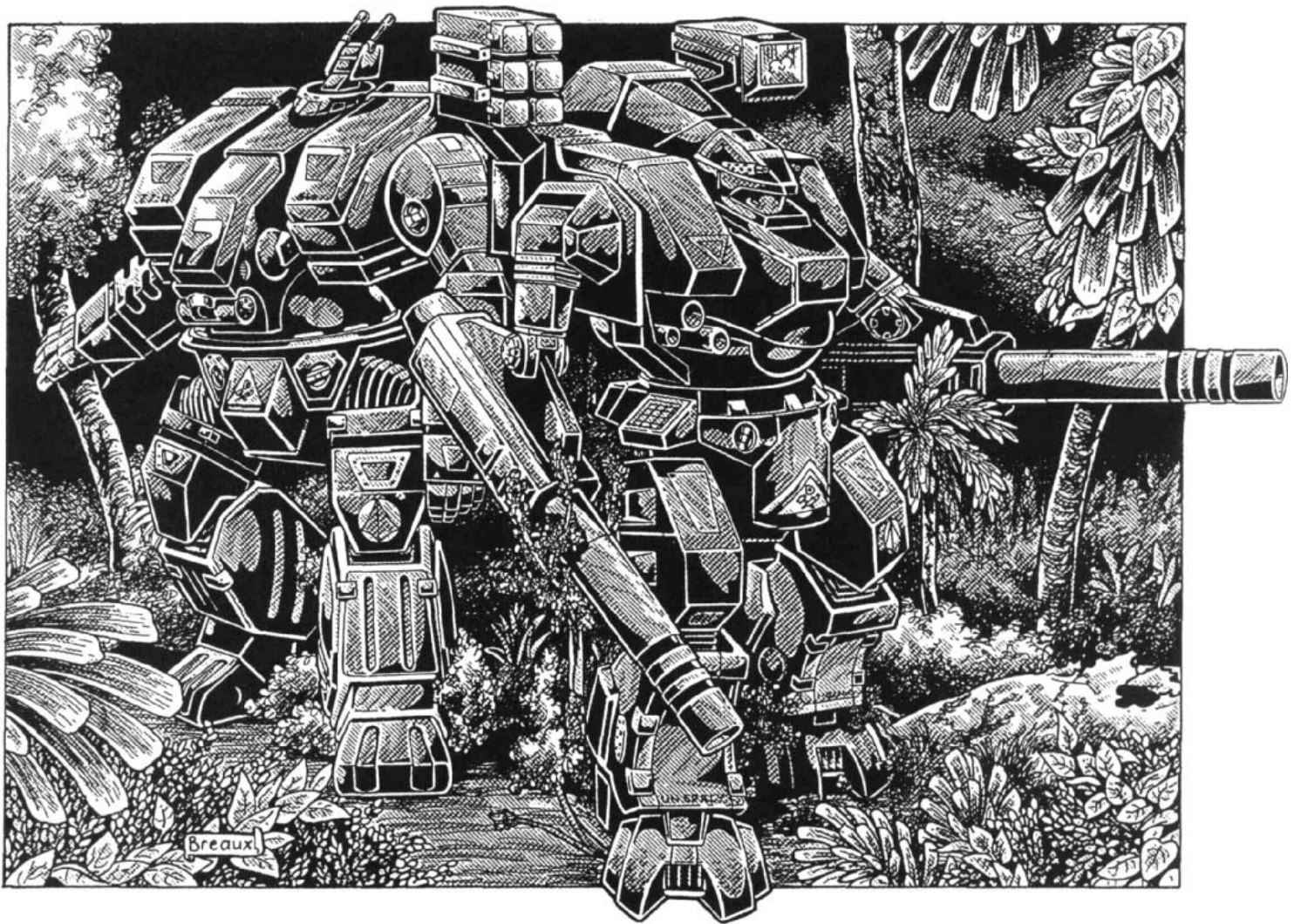
The RDF has one air division located in Venezuela, wings located at each major base and one Veritech squadron or flight stationed at smaller bases and major cities where they are welcomed. The Southern Cross has one air wing located in Venezuela and a handful of squadrons scattered throughout South America. The E.B.S.I.S. has one air wing. Most other SASTRAC forces have one or two air wings.



SASTRAC & Southern Cross Army Ranks

General	
Lt. General	2nd Lieutenant
Major General	Sergeant Major
Brigadier General	Master Sergeant
Colonel	Staff Sergeant
Lt. Colonel	Sergeant
Major	Corporal
Captain	Private First Class
1st Lieutenant	Private

Note: The RDF "Air" Corps, uses Navy ranks, thus an Admiral is equal to a General.



Robotech Defense Force

Since the United World Government broadened the Robotech Defense Force's charter of operations to specifically include world wide defense, the RDF has been divided into several Field Armies and Army Corps of varying size. Each is currently deployed to protect different geographical regions. In the very near future, the RDF hopes to turn the defense of all or most of these Sectors and Quadrants over to the Armies of the Southern Cross. They include:

RDF First Army—North American Sector (includes Iceland Quadrant)
RDF Second Army — Mexico Quadrant
RDF Third Army — South American Sector (Zentraedi trouble spot)
RDF Fourth Army — Northern Euro Sector
RDF Fifth Army — African Sector (Zentraedi trouble spot)
RDF Sixth Army — Indian Quadrant (Zentraedi trouble spot)
RDF Seventh Army — Asian Sector (some Zentraedi trouble)
RDF Eighth Army — Eastern Sector
RDF Ninth Army — Australian Quadrant

The RDF Third Army is assigned to duty in the South American Sector. The RDF troops are used first and foremost to counter enemy offensives launched from the Zentraedi Control Zone. When major offensive actions are undertaken against the Zentraedi, RDF units are frequently called upon to act as shock troops, going in first and hitting hardest as the leading wave of attackers. They are also charged with general defenses, and heading military intelligence, peace keeping, rescue, and other military operations.

Note: The RDF has troops equal to one full Field Army with two Army Corps and eight divisions (46,080 active troops). Half the troops are seasoned veterans of the Zentraedi Invasion: average experience level is 1D6+4. The other half is comparatively "green" but usually more experienced than the Annies of the Southern Cross: 1D4+2 level.

The 1st Army of the North America Sector is the largest branch of the RDF with one full Field Army, four Army Corps and 24 divisions (138,240 active troops). About half are seasoned veterans and half are young, inexperienced soldiers (1D4 level of experience).

RDF Special Units

Military units reporting directly to a headquarters entity usually either work directly for that headquarters or offer services to a wide variety of commands and brigades. In the Third Army, the 18th Intelligence Brigade and the 37th Support Brigade fall into this category.

The RDF 18th Intelligence Security Brigade

The word "intelligence" is often abbreviated to INS and the 18th Brigade is often referred to casually as "IntelSec." There is an entire IntelSec Division based at **SASTRAC HQ in Maracaibo**. Elements

of this division, such as the 18th Brigade, provide field intelligence to RDF and other armies throughout the Sector.

Company A and B of an Intelligence Battalion are called the "intelligence" companies, while Company C is referred to as the "tech" company. Each platoon in A Company, for example, consists of equal numbers of intelligence collection and analysis personnel. Collection gathers information, generally through intercepting enemy communications and data streams. Analysis scans the interceptions for important information, and reviews aerial recon photos and other data sources to construct a picture of enemy operations and apparent intentions/troop movement. This information is passed on to unit commanders in the form of intelligence reports and situation briefings.

Technical services sets up intercept equipment, maintains systems, and operates mobile equipment in the field. See the description of a mobile intercept station in the equipment section of this book. These stations might be encountered along the border. In addition to brigade support, special intelligence operatives on detached duty from SAS-TRAC HQ may serve directly with RDF units to provide intelligence assessment, interrogation, and other specialized services to troops in frontline areas. Security at intelligence installations is especially tight and often supplemented with Military Police.

Supply Companies

The RDF 37th Support Brigade. The 37th is a support service provided by SAS-TRAC to units in the field. The entity called the 37th Support Brigade is actually a collection of battalions and companies assigned as an aggregate to duty in the Argentine Quadrant. They are loosely headquartered at **Juaquin**, but get their real administrative backing are from SAS-TRAC's 3771st Headquarters Company in **Maracaibo**. Theoretically SAS-TRAC HQ in Maracaibo is perfectly situated to expedite supply distribution and coordinate military business. However, administrative support is far removed from the front, which frequently leads to tremendous short-term supply difficulties, delays and supply errors. This has resulted in the evolution of an avaricious and creative breed of supply sergeant in the 37th Brigade. One who is more of a shark than most of his counterparts in other units. These supply hounds can sniff out and finagle the acquisition of supplies and equipment better than any others.

The 371st Supply Battalion is the best case in point. This battalion sends platoons and squads on detached duty to acquire the supply needs of RDF units throughout the Sector. When a reserve of missiles runs short for the Spartans or when the enemy overruns a base and obliterates the infantry's camping gear and bedding, the supply personnel of the 371st Battalion are expected to produce what is needed with a minimum of delay. Surprisingly, they usually manage to do it. In the time-honored tradition of armies everywhere, most commanders do not ask where the replacement items came from. If they are clearly labeled "El Vencedor Army," it is **assumed** that a few cases of rations were traded for them and not that they were "appropriated" (stolen, tricked or gambled away) without authorization. Of course, only the supply sergeant knows for sure and he's not telling.

The *special* acquisition talents of the 37th Brigade and particularly the 371st Battalion means they may have unofficial connections with the black market, bandits (usually the least bloodthirsty criminals), mercenaries, merchants, manufacturers and personnel within other branches of the Sector's armed forces. They wheel and deal for supplies using every resource available. This may include the trade of supplies, services or information for needed items, the acquisition and trade or sale of contraband (booze, women, personal items, and others), misdirection, double-talk, blackmail, gambling and forgery. Frequently, uncooperative and petty branches of SAS-TRAC and local communities, like El Vencedor, are earmarked as favorite targets of supply acquisition artists. In many instances, the supply methods and conduct used may

be questionable but are actually seldom outright criminal and rarely detrimental to the military operations or reputation of the RDF! As one might suspect, the best supply officers are of an unprincipled, anarchist or aberrant alignment and most have a charming personality (high M.A. attribute).

Medical Operations

The RDF 373rd Medical Battalion is charged with maintaining medical operations in the Argentine Quadrant. It provides sophisticated medical services and supplies to RDF personnel and sometimes allies as well. Each company has the staff and resources equivalent to one small hospital. Company B is headquartered in **Juaquin** and runs the Argentine Base Hospital. This rear area facility does more complicated surgery than can be handled by small mobile medical units operating on the front. It also services recovering patients, provides routine medical care to RDF personnel, and is an out-processing station for wounded soldiers returning to other Sectors, particularly North America.

In addition to these duties, the 373rd provides two mobile medical centers to frontline areas, and can field as many as four by reducing the rear-area hospital to half strength. These units go where the action is, and can tear down or set up surgical and trauma care facilities within two hours in an emergency.

Military Police

The 3741st M.P. Company is an oversized unit that provides military police and security where needed within the Sector. Military Police patrol and are stationed at military bases and civilian communities near military operations. Their first loyalty and responsibility is toward the military and secondly to civilian law enforcement agencies (if any). They can be assigned to sensitive duty like guarding military secrets, personnel, prisoners, supplies, mecha, or installations, as well as to break up and defend against criminal activities inside and outside the military. This includes hauling brawling soldiers away when fun gets out of hand in civilian establishments, guard duty, and post duty (monitoring who comes on and off a military base). Any crimes that may occur involving military personnel are investigated by the Military Police. If it is a capital crime or requires more than routine police work, the case is then handed over to the Robotech Investigative Division, an intelligence unit which works out of SAS-TRAC HQ in Maracaibo and does not have permanent representation in the Argentine Quadrant. Depending on the assignment and/or situation, MPs may work with or coordinate their activities with IntelSec. Military personnel are always subject to military law and punishment.

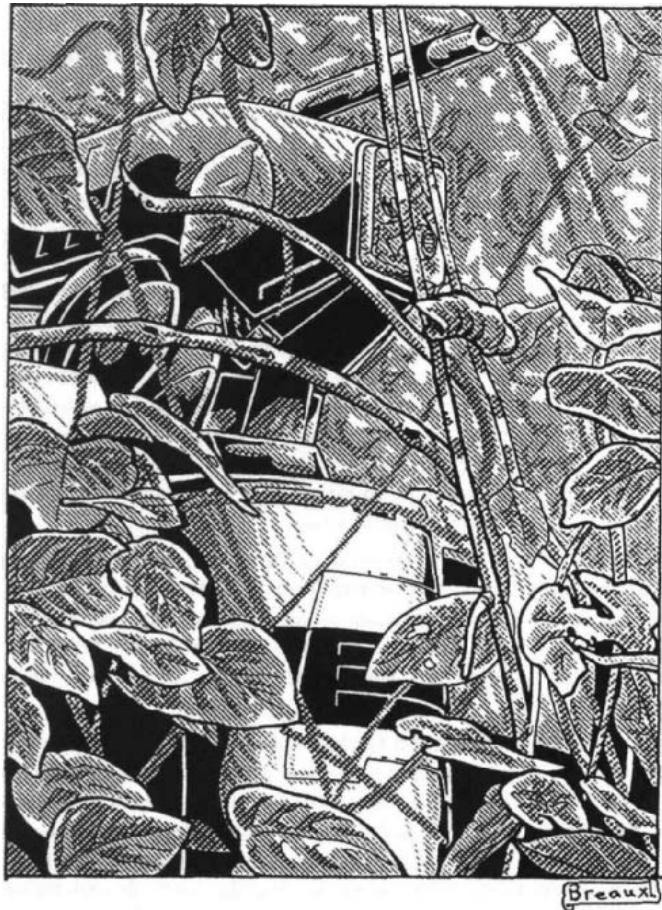
MP teams or patrols (two to six) of varying sizes and MP squads (10 troops) are assigned on long-term detached duty to whichever field unit or base requires their presence. Since RDF units are spread widely over the Sector, there are many locations where MPs have little or no presence. This is especially true of areas closest to the frontline of combat.

It should be noted that the **Global Military Police (GMP)** branch of the Armies of the Southern Cross is a newly founded organization and still ramifying up operations. At this point, RDF MPs remain the authoritative security and criminal investigative authority in the Robotech Defense Forces. Only many years in the future will the GMP have an almost all-pervasive grasp on security issues throughout the Robotechnology-using military forces of Earth.

Implementing Tactics & Troop Movements

The 3751st **Logistics Brigade** provides specialized logistical planning to the command staffs of key units. For example, a team from the 3751st can help a commander plan and implement the best way to move four squads of destroids across the quadrant quickly, and have a resupply depot full of ammo waiting for them when they arrive. The logistics company is composed of engineers and planners who assist in the development and maintenance of supply lines, communications, roadways, transportation, troop movement, design and defense of military installations, as well as procurement and distribution of food, equipment, mecha, supplies and troops. This service is vital in meeting the rapidly changing needs of a wartime front with complicated material and logistics requirements.

The 3761st Food Service Brigade is the last but hardly the least of the specialized Support Brigade units. It is certainly true that an army travels on its stomach, and the Robotech Defense Force is no exception. The South American campaign represents a special challenge in that it is time-consuming and costly to ship food to the troops from home bases in North America. Items that keep for a long time, like combat rations, are delivered regularly and stockpiled, but perishables like fresh meats and vegetables are another matter entirely. Half of the 3761st's activity is the procurement, storage, and distribution of locally-grown perishable foodstuffs to feed the field troops and the support personnel at the bases. This is done in cooperation with the 3751st Logistics Brigade, which helps arrange for the distribution, transportation and storage for foodstuffs. The other half of their activity is the preparation of thousands of meals every day for RDF troops. Their task seems unglamorous to many, but unit commanders have reason to be glad of the reliable and thorough job done by this company of cooks and procurement specialists.



RDF Mecha Recovery Team Military Secret Agents

The theft of high-tech weapons, equipment, and vehicles is always a serious concern. Bold bandits, unscrupulous indigenous army personnel, mercenaries, foreign countries, and the Zentraedi all covet the secrets and power of Robotechnology. Consequently, even the giant mecha are not safe from robbery and vandalism. Frequently, it is the missiles, weapon systems and parts that are stolen, but from time to time, an entire mecha will be stolen or hijacked. Stolen parts are used by non-RDF characters to rebuild and modify damaged mecha and/or other parts scavenged from the wreckage of battle sites. To keep combat mecha from being captured by the enemy, all RDF and Southern Cross mecha are equipped with a self destruct mechanism. The pilot or one of the crew members are expected to destroy the mecha unit rather than let it fall into the hands of the enemy. Furthermore, the wreckage of these machines are usually collected via helicopter and/or Veritech and brought to the nearest base. This is to avoid parts being scavenged and used in unauthorized reconditioned mecha by other armies or the enemy. To date, less than 3% of all RDF mecha are counted among the lost.

If a character has possession of a Destroid, Veritech or other type of mecha which he claims to be his "own," he must have proof that he is an active soldier in SASTRAC or have special authority in the transport, reconstruction or use of these deadly, mechanical juggernauts.

Unauthorized mecha brought into the Quadrant through docks or over the border will be warehoused until proper military identification, classification and approval can be determined. "Unauthorized" mecha, particularly **Robotech Defense Force and Armies of the Southern Cross** Destroids and Veritechs, will be seized, the mecha turned over to the RDF and the pilot/crew imprisoned and interrogated (in most cases turned over to RDF military intelligence). This quick, tough attitude is meant primarily to keep the mecha out of the hands of the enemy, both Zentraedi and unfriendly human nations/opportunists. Even the salvage and rebuilding of military mecha and vehicles is illegal. So-called, "reconditioned mecha of independent ownership" is forbidden and subject to military seizure, destruction or refitting by the proper authorities. Looters, smugglers and thieves of military equipment of all kinds who resist arrest or try to escape can be shot on sight. Those who are captured usually face 20 years to life imprisonment. The only exception has been units rebuilt and put into active duty by the El Vencedor Army (loosely sanctioned by SASTRAC) and occasionally the Argentine Army. The cunning diplomacy of General Mendoza and a handful of wealthy independent forces (criminal, business, and foreign) have been able to evade prosecution and keep active mecha acquired by questionable means. This is typically accomplished via bribes, political sanctuary and by becoming an active member of the Argentine Army (where one can effectively operate as an independent under the authorization and flag of that army). All "reconditioned" mecha in the El Vencedor Army are used exclusively by the army for military purposes. The same is not true of those working within the Argentine Army.

The Mecha Recovery Team is a company of RDF specialists (assisted by the Armies of the Southern Cross) charged with the task of locating, identifying and recovering (or destroying) stolen mecha, mecha parts and high tech weapons and equipment. They are also charged with breaking up smuggling rings. To this end they are given permission to use deadly force against smugglers, bandits, terrorists and enemy Zentraedi. They must use discretion and diplomatic channels when dealing with illegal operations being conducted by other military and political branches of the SASTRAC alliance, such as the El Vencedor and Argentine Army.

Game Master Note: These characters can be any of the standard RDF and/or Southern Cross O.C.C.s and mecha placed on special assignment. Playing characters in this special intelligence force can make for exciting and unique spy, espionage, counter-terrorist, seek

and destroy missions, and investigation type adventures not normally found in **Robotech** combat adventures. Such scenarios are likely to be wrapped in political intrigue, double dealing, treachery, greed, betrayal, suspicion and loads of other elements. Sub-plots may involve the Zentraedi, E.B.S.I.S., indigenous armies, local governments, mercenaries, bandits, and even traitorous RDF soldiers (working for the enemy or out to make a fast buck) or rogue RDF/Southern Cross soldiers turned renegade. Other assignments may see the Mecha Recovery Team sent into a war zone to guard or extract the remnants of fallen mecha to prevent the parts from falling into the hands of others. They may also be sent in as undercover agents to investigate happenings at Manaus or other Zentraedi strongholds, or sent undercover to mingle with bandits, merchants, and manufacturers suspected of smuggling and selling military technology to the Zentraedi and others. Run with these ideas and have a blast. Heck, there are so many possibilities that Palladium may do an entire adventure book on the subject!

RDF Military Bases

There are five permanent, major RDF installations in the Argentine Quadrant, and currently 15 smaller bases scattered throughout the quadrant. They are officially called "RDF-SASTRAC Bases," since the Strategic Command authorized the construction of most of them. Bases are identified alphanumerically, as in B-1, B-2, and so on. The number of units listed for a base may exceed the MATS figures, depending on tactical needs and variations in the level of manpower and support.

B-6 Argentine Base (Juaquin)

RDF Quadrant Command Headquarters is located at B-6, and is the first place RDF newcomers report for duty upon arrival in the Argentine Quadrant. It is known as both "RDF Juaquin Headquarters" and by its regional identifier, Argentine Base "B-6."

The war effort in the quadrant is coordinated from this location. Strategic and tactical plans are made and approved from this location. This base also coordinates its troops' actions with non-RDF forces and units outside the Quadrant. This is also the coordinating point for important rear-theater activities such as supply, medical, air and sea support, and intelligence functions. B-6 is directly tied into strategic importance with the larger Tucuman base (B-8) located in the northern desert.

The city of Juaquin is an industrial shipping center of moderate size, located on the heights east of the now dry Little Columbia river gorge, about 50 miles (80 km) south of the Parana Grande River. The city grew out of a two-hundred year old colonial outpost. In fact, on the bluffs above the southern riverbank stands a 190 year old presidio/fort. This preserve has been refortified and expanded to meet the needs of the armed forces in Juaquin. The fort and the grounds behind it are the physical location of Base 6. It is known to locals as El Presidio del Alcaide, and to RDF troops simply as "the Presidio."

Juaquin itself has a busy commercial airport that is occupied half of the time with the landing of military supply transports and Veritech. For combat purposes, two separate and sprawling airbases have been built atop the bluffs. **Sterling Field**, located immediately behind the Presidio, accommodates the fighter squadrons of the 305th Veritech Air Command, as well as helicopters, conventional fighters and spy jets, military transport aircraft and Destroids. Five miles to the south lies **Berghauer Field**, a second base that is home to the 306th Air Support Command, with a variety of escort fighters, reconnaissance and support aircraft.

Duty Roster: The following units are permanently stationed at Argentine Base "B-6":

RDF Juaquin Command HQ
36th Air Division HQ
3010th Air Service Group (Veritech, A/C repair)
305th Veritech Air Command HQ
3051th Tactical Air Group including the Calgary Wing, and Stallion Veritech squadron.
3054th Tactical Air Group, including the Apollo Wing, and the Scorpion UF-14 interceptors squadron.
3064th Air Recon Group HQ, including the Sydney Wing with the Manta and Typhoon squadrons (escort Veritechs, Tunny transports, Sea Sergeant choppers, Howard LHs, Adventurer-IIRs)
373rd Medical Battalion — Argentine Base Hospital
3121th Infantry Battalion, Company B, on rotating duty from Ascendance City HQ.

Quadrant Intelligence HQ, 189th Intelligence Battalion, Co. A (intelligence) and Co. C, (technical support)

Liaison Offices:

Army of the Southern Cross — HQ, Theater Liaison
Argentine Army — HQ, Operations Liaison
El Vencedor Army - HQ, Operations Liaison
SASTRAC - HQ, Observer's Office

B-7 Ascendance City Base

Ascendance City is built on a hill overlooking the Paraguay River. It stands to the north of the ruins of old Asuncion, a city of which little remains except for blast craters, rubble and sparse shrubbery. The RDF assessed the area for military use and hired many of the locals to build Destroid and Veritech hangars, mecha repair facilities, storage buildings, barracks and housing for troops. The locals were also employed to assist in the cleanup and maintenance of the area. RDF Base B-7 is a sprawling military community and its presence has stimulated the growth of the civilian community around it. A growing town has sprung up in the old warehouse district in the northern suburbs, which had survived with lesser damage. The people who straggled back to the ruins of the devastated city have erected a half dozen shanty-towns and dozens of little farms and tiny cattle ranches.

B-7 is most important as the base of operations for the 312th Infantry Brigade. From this location, infantry units spread out along the perimeter of the Zentraedi Control Zone. Their primary mission is security and containment, but the troops also engage in strikes across the border or reconnaissance and rescue missions. This is also one of the largest mecha bases in the quadrant, used as a service and resupply point for Destroids on border patrol and long range reconnaissance patrols. Combat operations are supported by air cover and intelligence functions headquartered at the base.

Duty Roster: The following units are permanently based at Ascendance City:

3111th Mecha Battalion HQ
3111th Destroid Battalion, Company B
3133rd Destroid Support Battalion, Companies A, B, C
3121st Infantry Brigade HQ
3121st Infantry Battalion, Companies A, B, C, D
3052nd Tactical Air Group with Colorado Wing (Veritech Fighters) and the Archer Veritech squadron (all aces).
3054th Tactical Air Group HQ
3054th Tactical Air Group, including the Apollo Wing, with the Claw Squadron (UF-14 interceptors) and Talon squadron (combat choppers)
3064th Air Recon Group, including the Sussex Wing and Eagle Squadron (Cat's Eye and Falcon fighters)
190th Intelligence Battalion, including Co. A (intelligence) and Company C and D (technical support)

B-8 Tucuman ("Tuckman") Base

Tucuman was once a provincial capital located high in the rocky desert foothills that rise gradually westward into the Andes. The Zentraedi space assault pounded the city and most of the surrounding region into a desolate wasteland pockmarked with many craters. The location was seen as an ideal strategic location that would provide quick response to enemy incursions in the desert and along the Control Zone. Over the years, a few thousand civilians have also returned to again lay claim to their homeland. Most are sheep and goat herders, some are scavengers, while still others are scouts and laborers employed by the military.

B-8 Tucuman is fundamentally an airbase from which Veritechs and other aircraft can make strikes into the Zentraedi Control Zone, the desert, mountains, coastline and other trouble spots. It is ideally situated as a base for desert and Control Zone maneuvers, especially on short notice. The RDF runs the base, but shares its facilities with forces from the newly formed Argentine Army. The RDF contingent is heavy with Veritech fighters, interceptors, reconnaissance aircraft, and a handful of Destroids. The Argentinean forces include a jet fighter and helicopter wing, as well as desert scouts and combat specialists. The Argentine forces operate out of the sprawling **Rocky Flats** airfield east of the main base and the RDF airfield. Both forces are responsible for air strikes along and across the Control Zone perimeter and for aerial patrol of the hinterland to catch Zentraedi who have slipped past the border.

The Argentine Army fields a fair number of mecha out of this location, including units of E.B.S.I.S. and Zentraedi origin. Its greatest concentration of force is its mixed human and micronized Zentraedi infantry brigade. Both troops and mecha are transported to far-flung border patrol zones with the help of one of the largest hovertruck transportation brigades in the Quadrant.

In addition to military units, Tucuman is often visited by dignitaries, ambassadors, military advisors, and anyone else of sufficient rank and curiosity to swing a guided tour. This level of interest exists because Tucuman is one of the largest military operations in the area, and because it is the one place where the RDF and the mongrel Argentine Army work side by side on a daily basis. This has a certain political payoff for all parties involved.

Note: North Americans and most English-speaking troops have shortened this base's appellation into the nickname "Tuckman."

Duty Roster: The following units are permanently based at Tucuman; RDF troops listed first:

RDF: 3112th Infantry Battalion

RDF: 3010th Air Service Group

RDF: 3052nd Tactical Air Group HQ

RDF: 3052nd Tactical Air Group, including the Columbia wing with the Sniper and Red Devil Veritech Squadrons.

RDF: 3054th Tactical Air Group, including the Apollo Wing and the Viper UF-14 Jet Interceptors Squadron, Striker Veritech Squadron and the Daredevils Logan (Southern Cross) Squadrons.

RDF: 3062nd Air Recon Group, including the Nevada and Sussex Wings, and the Bobcat and Hawkeye squadrons (cargo helicopters, Howard LHs, Falcon fighters, and Adventurer IIRs)

RDF: 37th Support Brigade

RDF: 189th Intelligence Battalion

Argentine Army Support Troops:

AA: 16th Mecha Support Group HQ (fields and services combat mecha)

AA: 161st and 162nd Mecha Support Brigades

AA: 25th Zentraedi Brigade (human and micronized infantry)

AA: 237th Hovertruck Brigade

AA: 2901st Helicopter Wing, including the Gadfly and Kingfisher Squadrons (primarily Howards and Commancheros)

AA: 2902nd Fighter Wing, including the Banshee Squadron (mainly Adventurer Us and MiG-29E Interceptors)

AA: 2903rd Engineering/Repair Wing

B-9 Cordoba

Before the construction of B-9, local RDF units were stationed in Cordoba, a sheep ranching town where a large number of Argentine Army forces are also located. However, it became quickly apparent that the RDF needed a bigger facility with specific accommodations for its destroids. B-9 was built with those objectives in mind. It is placed just on the fringe of the wasteland in the desert mountain range called the Peaks of Cordoba, roughly 200 miles southwest of the town of the same name. Since these units were originally based in Cordoba and continue to work on joint actions with those forces, the name has stuck in association with this isolated desert outpost.

The forces at B-9 are mainly occupied with desert patrols, fighting the enemy at zone Alpha 3, and in vigilantly searching the desert and low lying mountain areas for enemy encampments, strongholds and infiltrators who have decided to set up business in human territory. The troops at B-9 Cordoba have been successful in halting several Zentraedi assaults and have broken up a number of guerrilla bands operating in the desert and mountains. Since the base became operational, no more large numbers of Zentraedi have gotten a foothold in the region (other than pre-existing trouble spots like Alpha-3 and Charlie-6). These troops can also be called to support action around the Control Zone perimeter. The Cordoba base is the RDF's smallest outpost in the quadrant, but one of the busiest.

Duty Roster: The following units are permanently based at Cordoba B-9:

3052nd Tactical Air Group, including the Yukon Wing and the Wolverine Veritech Squadron.

3064th Air Recon Group, including the Sydney Wing and Manta squadron

3010th Air Service Group.

3190th Armored Cavalry, including the Desert Destroid Company and Scorpion Strike Force Platoon (Southern Cross Hover Tanks; four squads).

189th Intelligence Battalion

B-10 Deseado

RDF base B-10 is located in the southern reaches of the Argentine Quadrant. This is an arid region of scrub grasses and gully-broken ground rising in the west where the Andes are at their lowest point and can barely be seen against the horizon. Forces at this station are charged with squelching the Zentraedi threat at location Charlie-6 and, like their Cordoba counterparts, patrol the back-country to keep it free from other raiders who would settle in. B-10 is considered a critical location because it offers a vantage point for protection and easy observation on ocean shipping routes that run around Cape Horn and into Port Deseado. If the Rio Grande, Antarctica oil pipeline is ever repaired, this base will assume even greater importance. But for now, it is the Quadrant's most remote outpost, where Robotech Defenders and a mix of other forces do what they can to keep Zentraedi marauders out of this quiet portion of the continent.

Duty Roster: The following units are permanently based at Deseado B-10; RDF troops are listed first:

RDF: 3052nd RDF Tactical Air Group, "Colorado" wing, "Archer" sq. (Veritechs)

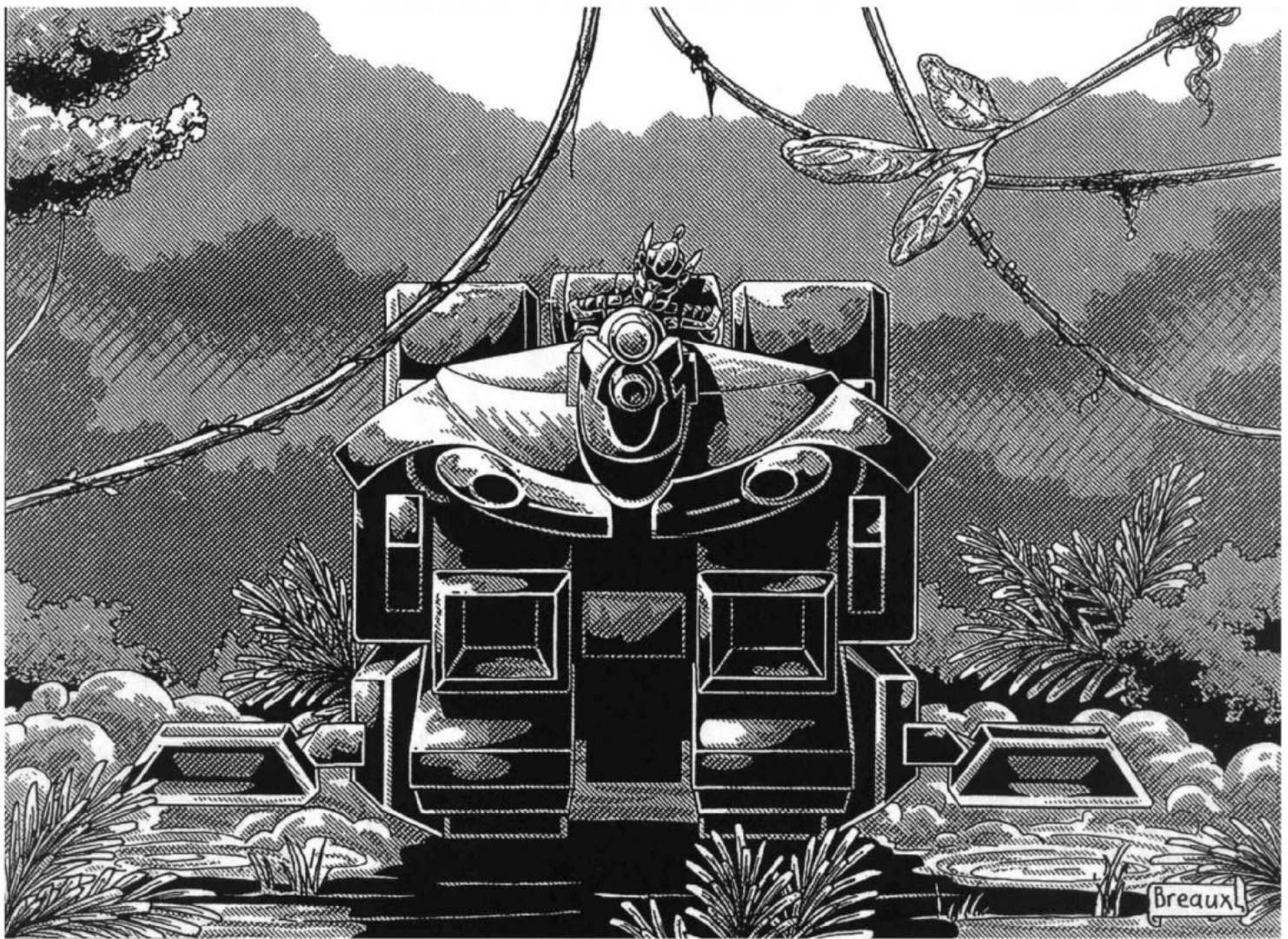
RDF Intelligence Company D

Southern Cross (ASC): Mountain Offensive Squad, 1st Div HQ

ASC: 7th Mountain Offensive, 2nd Veritech Hover Tank Squad

ASC: Mountain Offensive Company A; infantry and service

AA: 2143rd Battalion: Companies A and B; human troops only.



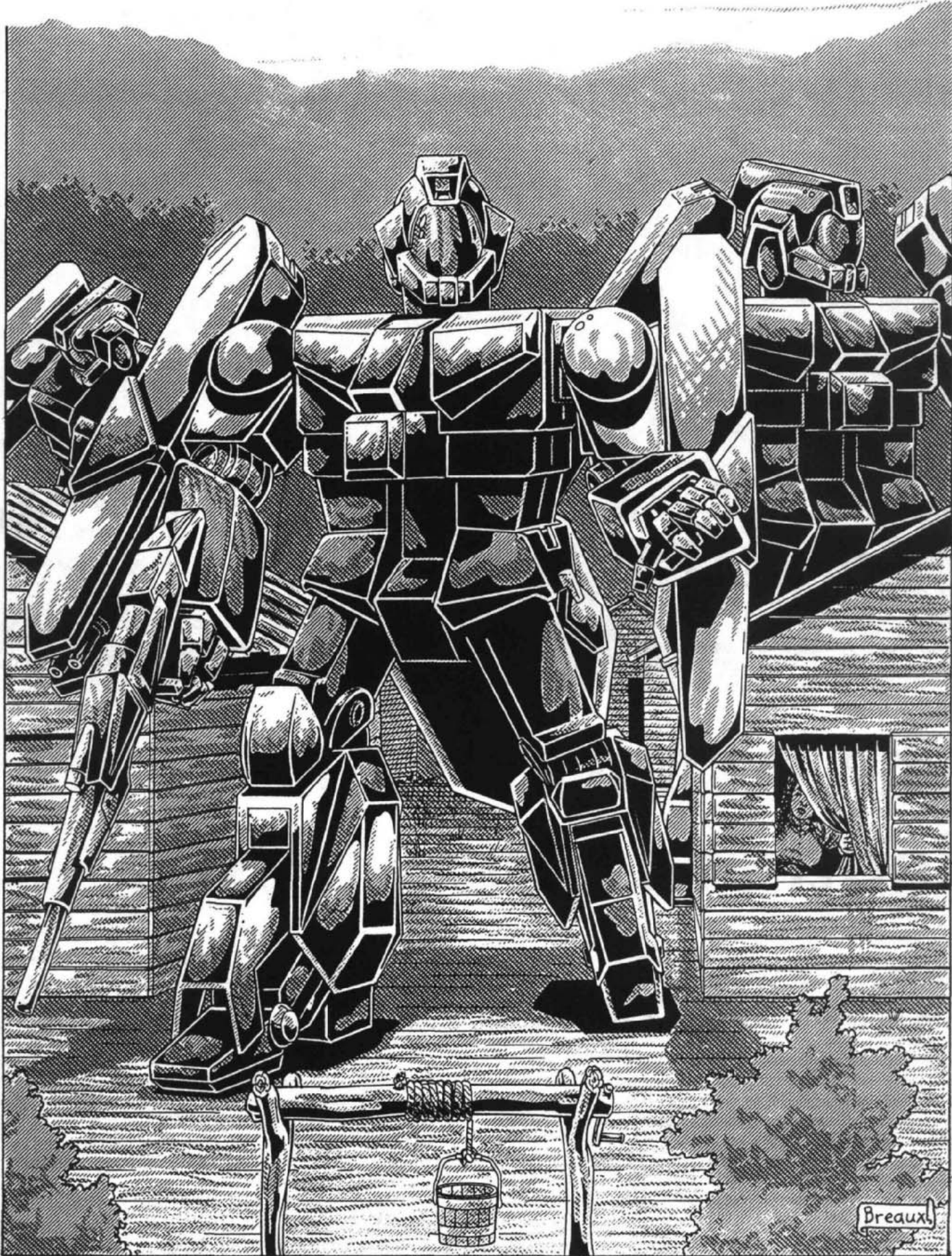
The Armies of the Southern Cross (ASC)

In 2016, the Armies of the Southern Cross are not yet up to full strength. Training programs are still being developed and refined, several Army Divisions have yet to be added to the roster, and although the production of mecha is in full swing, not every unit that needs these war machines has them. For these reasons, the Armies of the Southern Cross are deployed on a limited basis in the South America Sector and around the world. However, their numbers in South America grow daily as hostilities in this sector escalate. It is also one of the few places where the new ASC troops can get real combat experience. This is a crucial factor since it is the Annies of the Southern Cross who are scheduled to take over the RDF's role as global protectors. Most missions for the new, untested troops are carefully selected and tailored to take advantage of the soldier's area of specialty and mecha performance and to build combat experience.

Several platoons are assigned to various RDF bases and field companies. The base in Venezuela offers live-fire exercises to evaluate the

results of new training programs. It also monitors the effectiveness of the new military O.C.C.s and the performance of new weapons and mecha in the field. There are also a handful of independent Southern Cross outposts, companies, platoons and squadrons deployed around the Zentraedi Control Zone. These are typically the more seasoned veterans, but even these individuals seldom have more than third level experience and coordinate their efforts with the RDF and/or SASTRAC. Some of these units have performed so successfully that they are already accepted by SASTRAC on the rosters of the Southern Cross Division. The most notable is the Armored Cavalry which deploys the new *Veritech Hover Tank* (see **Robotech RPG Book Four: Southern Cross** for O.C.C. and mecha details).

Note: The Southern Cross has troops equal to one basic or minimum Field Army with two Army Corps and four divisions (23,040 active troops). The average experience level of these soldiers is 1D4.



Southern Cross Special Units —

230th Reconnaissance Battalion aka REP (Reconnaissance Escort Patrol)

This element of the **2nd REP Division** performs reconnaissance and infiltration along the border in direct support of the RDF and the Argentine Army. This unit consists primarily of foot soldiers (in body armor). REP troops use few mecha, since the success of their long-range reconnaissance missions requires stealth and quiet movement which is difficult to attain with a massive mecha crashing through the undergrowth. However, they are equipped with the new hover cycle and jet pack (see **Robotech Book Four: Southern Cross** for details). Average level of experience is 1D4.

1st Mountain Offensive Division

The **1st Mountain Offensive Division** has a minimum number of mecha and armored units and instead focuses on developing skills in mountain combat (20% are trained snipers), climbing, tracking, guerilla tactics, and the use of hovercycles and jet packs.

The 4th company of this division has been rushed into the Andes Mountains to help take care of the Zentraedi trouble spot at Charlie-6. Other mountain units have seen brief action farther north in the Andes near La Paz and in Peru. Average level of experience is 1D4.

Jungle Division

The **7th Jungle Division** includes three experienced A.T.A.C. Veritech Hover Tank platoons, two armored companies (including the Logan, Hover Tank, and various developmental armored vehicles such

as the ATV missile launcher, and APT Tank, plus a dozen RDF Gladiators and Excalibers), and a battalion of jungle infantry soldiers (and various combat aircraft and vehicles). The 7th Jungle division is stationed in the Maracaibo Theater. It supports RDF and SASTRAC operations in the Amazon rain forest where their knowledge about the area and guerilla jungle tactics are invaluable. Occasionally, elements of this division are sent on detached duty to the Argentine and Venezuela Quadrants for special missions. The typical Jungle Division mecha pilot has 1D4 levels of experience, the average soldier has 1D4 levels, and military specialists have 1D4 + 2 levels.

Note: Among the 7th Division is the 1st, 2nd, and 3rd A.T.A.C. Veritech Hover Tank squadrons (10 Hover Tanks and pilots per squad). They are experienced mecha pilots and trouble-shooters who can be dispatched anywhere in the Sector as independent operatives or on temporary assignment to other divisions. Average level of experience is 1D4 + 3.

A.T.A.C. Armored Cavalry

The **1st A.T.A.C. Armored Cavalry Company** is perhaps the most famous of the Southern Cross forces (with the possible exception of the 1st, 2nd, and 3rd A.T.A.C. squadrons of the Jungle Division). This is a company assigned to work with the RDF and SASTRAC to maintain peace in and around the Zentraedi Control Zone. The First Cavalry has three platoons of Veritech Hover Tanks (six squads per each — 180 VHTs for a total of 18 squads with ten Veritech Hover Tanks in each), a platoon of conventional tanks, and a platoon of mixed units (aircraft and armored ground vehicles other than tanks). The average level of experience for A.T.A.C. Hover Tank pilots is 1D4 + 2 (30% of the troops are female officers) and 1D4 + 1 for most others troops in this company. They represent some of the most experienced of the Southern Cross forces.

El Vencedor Army (EVA)

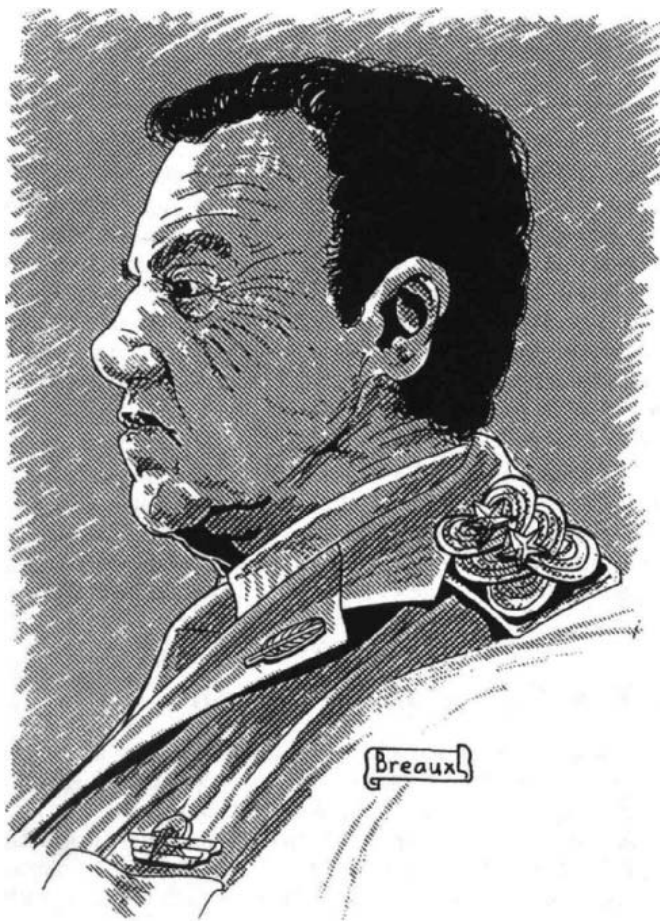
SASTRAC defines the El Vencedor strategic mission as an active defender of the entire Argentine Quadrant. Its forces are expected to make its mechanized infantry and defenders available throughout the Argentine and Brazilia quadrants, and to actively work at containing the Zentraedi in the Control Zone. To satisfy the demands of SASTRAC, the army patrols territory ranging from the Upper Argentine to the Highlands border and south into the desert wastelands. Such patrols frequently work closely with aerial reconnaissance forces from other SASTRAC members to locate and engage rampaging Zentraedi who have fled the confines of the Control Zone.

The El Vencedor Army is the only force in the Argentine Quadrant which is composed entirely of local people. Its *primary concern* is the protection of its homeland, people, property, territories and interests of the El Vencedor nation-state. The army's pursuit of El Vencedorian interests are in no way authorized, supported or encouraged by SASTRAC or any member of the alliance. Although steadfast in defending El Vencedor and reasonably reliable in defending neighboring territories around their nation, this army is not dependable in conflicts that do not involve the welfare of its homeland. Thus, the El Vencedor army is not entirely reliable because their loyalty is ultimately self-serving. The

army and the nation's leaders are infamous for being uncooperative in sharing resources (supplies, troops and information), particularly when their nation-state may be in jeopardy. There have been many instances where the El Vencedor Army (or parts of the army) has elected to "stay in reserve" or to defend a "strategic position" away from the center of conflict. They are especially contemptuous of the RDF and avoid contact with them except in emergencies. Much of this sentiment is pure envy — they see the RDF as wealthy, sissy-boy outsiders and snobs. You can bet if they pull an RDF squad out of trouble, the rescued soldiers and other troops will never hear the end of it.

The conduct of the El Vencedor Army is unfortunate because it is a small but well-oiled fighting machine with experienced guerrilla soldiers, wilderness scouts and seasoned combat veterans. The El Vencedor army has limited mega-damage weapons, armor and capabilities which sometimes handicaps them against mecha forces and Zentraedi giants, but this feisty army shows no reluctance to fight when defending their homeland or properly motivated.

The army is the creation of **General Alfonso Mendoza**, the unofficial, benevolent dictator of El Vencedor. The General is a wily, resourceful



and self-serving leader. The people of his nation revere him as a national hero and his troops would march into hell and back for him. It is said that the loyalty of the El Vencedor soldiers lies first with General Alfonso Mendoza (considered a god by many), secondly to El Vencedor (their beloved homeland) and lastly to the members of SASTRAC (because the alliance benefits the General and their homeland). The troops obey only the will of General Mendoza and will do absolutely anything he requests without hesitation or question.

Under General Mendoza's guidance, the El Vencedor Army has been victorious in several civil wars, campaigns against bandits, and innumerable conflicts with Zentraedi. They are credited for single-handedly driving the Zentraedi from the country of **El Vencedor** before the arrival of the RDF or the creation of SASTRAC. They have also helped neighbors like **Upper Argentine** fight enemy attackers. This has created a feeling of gratitude and debt among the people of Upper Argentine and scores of small villages. This feeling of indebtedness and loyalty provides the El Vencedor Army with unofficial allies, sympathizers, an underground communications network and supply lines not commonly available to other nations. They have been surprisingly helpful and resolute in helping SASTRAC forces try to retake the Upper Argentine territory which is constantly being overrun by the Zentraedi. El Vencedor military presence and operations in the Argentine Desert keeps alive General Mendoza's claim to this territory as part of the El Vencedor homeland.

Note: This fierce and resourceful army has earned the respect (and in some cases fear) of the RDF, mercenaries, bandits and even some of the Zentraedi. The El Vencedor Army is equal to one full Army Corp with two divisions of humans troops (11,520 active soldiers) and one division of loyal Zentraedi troops (5760). At least half of the army is held in reserve in Parana, a location selected because it defends the home front as well as being a strategic springboard to action. The Average experience level of these soldiers is 2D4 + 2.

El Vencedor Special Units

Zentraedi Division

Counted among the troops of the El Vencedor Army are rogue Zentraedi and Zentraedi mecha. The aliens are loyal soldiers sworn to General Mendoza and/or the El Vencedor nation; over 60% are giant sized. Most volunteered to join the army because military life is all they know and they love to battle. Many share the same high regard for General Mendoza as the El Vencedorian humans. When other human armies in the Sector turned them away in fear or loathing, the General gave the Zentraedi a chance to earn a place in his army and call El Vencedor their home. Although critics would call the Zentraedi troops dangerously unpredictable, especially the giants equipped with reconditioned power armor and battle pods, General Mendoza has found them to be reasonably well disciplined, obedient, trustworthy and loyal.

Note: There is one full division of Zentraedi foot soldiers (5760) and one full brigade of Mechanized Zentraedi (1920 troops equipped with battle pods and power armor — 50% are standard battle pods). El Vencedor Zentraedi battle pods and mecha are painted tan or camouflage, with the Army's insignia, and equipped with special transponders to identify them as El Vencedor troops.

El Vencedor Mechanized Division

The El Vencedor Mechanized Infantry Division is a mix of human and some micronized Zentraedi mecha pilots (less than 10%). The division operates as a light infantry capable of rapid transport, long-range patrols and defenders.

Most of the human mecha was bought on the black market from E.B.S.I.S. suppliers, or otherwise acquired through illicit means. SASTRAC comes down hard on anyone caught pirating mecha from the RDF, but in this case, most of the mecha was allegedly "captured" from bandits and enemy Zentraedi, or components scavenged and rebuilt by El Vencedorian mechanics. In many cases the reconditioned mecha are quite different than the superior RDF mecha (see' the equipment section for details). Thus, SASTRAC and the Robotech Defenders are publicly forced to turn a blind eye to General Mendoza's creative and questionable "acquisitions." SASTRAC officials have had several private talks with General Mendoza which seems to have finally resulted in a dramatic reduction in the pirating of RDF mecha.

El Vencedor Army Bases

Hernandez — Forward scouting post for the El Vencedor Army.
Magnhart Brigade

Infantry Battalion

Montevideo — Rear HQ area for the El Vencedor Army.

Support Brigade

Mecha Battalion (reserves)

Air Repair and Transport Wings

New Hope — Mecha border patrol base

Fighter Squadrons

Infantry Battalion (E.B.S.I.S. and reconditioned RDF mecha)

Plus, Argentine Army Mecha squads (4)

Parana — Forward HQ and deployment center for the army.

Mecha Division (mainly armored vehicles and tanks; some Destroids).

Mechanized Infantry Brigade

Infantry Division (human and Zentraedi)

Fighter Wing

RDF: Intelligence Company

Other small, temporary and mobile bases are set up as the situation requires, which are typically used to support a specific operation. They change too frequently to document here.

Argentine Army (AA)

The Argentine Army was created with the help of General Mendoza of El Vencedor, by the **Upper Argentine Tribunal** and representatives of **The Highlands**. One of their chief goals is to control the activities of foreign mercenaries, businesses and special interest groups which were pouring into the Quadrant, as well as to establish a better military defense.

For years, this quadrant has been a chaotic mess. It was the home of bandits, mercenaries, warring gangs/tribes/villages, criminals, unscrupulous businessmen and scoundrels of all kinds. At least 50% were foreign soldiers of fortune. The struggling local governments found their lands plagued with poverty, disease, lawlessness, war, exploitation, and besieged by self-serving opportunists from other countries. While the indigenous people struggled to survive and suffered, these foreign interlopers were becoming wealthy by exploiting the land, people and chaos of the situation. Not only did Upper Argentine and The Highlands have to worry about marauding Zentraedi but they were being invaded by human forces that threatened to usurp control of their country, abuse the people, rape the land, and then move on to new conquests. The situation only promised to grow worse in light of the tremendous influx of foreign troops, military advisors, business and mercenary adventurers into the region.

To prevent the risk of falling under the dominion of unregulated armed forces controlled by foreign powers, General Mendoza consulted with the political powers of The Highlands and Upper Argentine Tribunal. Mendoza proposed to regulate, tax and use the foreign invaders by getting the support of SASTRAC and forcing them to be more accountable and literally pay for their activities on Argentine soil. The first step was convincing SASTRAC to endorse their plan to meld foreign owned exploiters into a coherent Army under a single Argentinean command. The General easily convinced SASTRAC of the feasibility and strategic importance such an army and outside resources could provide for the war effort. SASTRAC immediately recognized advantages of such a force and quickly authorized the creation of the Argentine Army — provided it became an active member of SASTRAC. With SASTRAC and its powerful allies behind them, The Highlands and Upper Argentine (with the guidance and military support of General Mendoza) were able to enforce regulations and restrictions on foreign operations. SASTRAC troops assisted the fledgling Argentine Army to forcefully remove those outlanders and organizations who refused to cooperate with the respective governments and the new military. Some of these conflicts were bloody, particularly against criminal operations, but most quickly fell in line — especially once word spread about how "contributions" to the Argentine Army provided foreign (and criminal) organizations with special privileges and opportunities. Basically, one could continue to conduct business as usual if the appropriate contributions were made to support the army and the sponsoring of indigenous governments.

The Argentine Army has existed in full force now for two years. It is supported by SASTRAC and funded by "enlistment fees," "donations," and "contributions." Enlistment fees are large sums of money paid (extorted) from foreign nationals and nations for the privilege of conducting military operations in the Quadrant. The Army is also supported by "donations" of raw materials, weapons, equipment and food supplies provided by foreign nations, businesses, mercenaries, bandits and others seeking to live and operate in the area. Furthermore, the Argentine Army is quick to "liberate" supplies, equipment and materials left behind from other forces when they withdraw from an area.

If a foreign "contributor" does not have the wherewithal to maintain its operations, fees and donations, it is usually expelled from the armed

forces and the country, but typically 85% of its present resources are kept (taken) by the Argentine Army as payment for services rendered and/or to maintain open diplomatic relations. Those who actively support the Argentine Army can operate indefinitely and with little interference by the local governments or the Argentine Army.

The "official" Argentine army is composed of indigenous people and mercenaries, as well as troops provided by the many foreign exploiters as part of their "contribution" to the cause. Many foreign countries and businesses, like the E.B.S.I.S., hope to establish strong diplomatic and business ties in this growing part of the country for future opportunities.

Consequently, the Argentine Army is at best a loose affiliation of many, tiny armed camps active in the region. There are dozens of private interest groups, including the E.B.S.I.S. and factions of what will later become the Merchant Republic, who maintain private armies that protect and defend their interests under the auspices of the Argentine Army. Likewise, military companies of mercenaries and local wilderness scouts, hunters, and opportunists are employed by both the larger Argentine Army and by many of its private interest divisions. Some of these troops are little more than armed guards protecting mining, lumber, drug, smuggling and other business interests.

Of course, this is not the kind of fighting force the SASTRAC had envisioned when it accepted the Argentine Army into its ranks. However, it allows them to continue to keep a close eye on the political and military developments in this region and to keep some measure of influence over this chaotic hodge-podge of military forces. Roughly 25% of the soldiers are loyal indigenous people dedicated to defending their homelands and protecting the innocent. 25% are locals who are opportunists or criminals looking for a license to operate as they please (for the right price) or have joined the army as a means to acquire comparative wealth or power. 50% are foreign nationals. 75% of the overall army are mercenaries and other opportunists (see Enlistment into the Argentine Army).

The Argentine Army HQ is at Montevideo in El Vencedor. Foreign units that wish to be active in the Quadrant must first report to Headquarters, where their forces and "contributions" to the war effort can be assessed. They are then assigned to an appropriate army unit or area. Although the creation and funding of this Army may be unorthodox and subject to corruption, it works! The strange amalgamation of forces has succeeded in creating a piecemeal army and frontline defense. It has dramatically reduced the level of lawlessness, banditry, violence, and foreign exploitation. The outside resources and funding has helped local governments to prosper, reduce the level of poverty and to build a better and stronger country.

The Argentine Army has three military objectives. First, it backs up RDF and joint SASTRAC operations. This is important because even though the RDF takes point in most actions against the Zentraedi, a strong and reliable follow-through, support and mop-up force is essential to make any significant operation a success.

Second, the Argentine Army performs military and police duties the RDF is not prepared to handle, such as enforcing local laws, riot control, house-to-house investigations, criminal pursuit and prosecution, and similar situations better left to the indigenous troops.

Third is the defense of the Argentine Quadrant against enemy forces. The army provides armored support when and where it is an appropriate response to the Zentraedi threat.

Note: This profitable embellishment was thought up by General Mendoza and the Upper Argentine Tribunal. The General continues to serve

as a military advisor, has many connections within the Argentine Army, and receives a generous percentage of the proceeds.



Weapons & Equipment

The Argentine Army is made up of the greatest hodgepodge of equipment and soldiers one will ever find. It seems like a little bit of everything can be found in the Argentine Army, from 20th Century automatic rifles and vehicles to experimental energy weapons and giant robots. Combat units are often grouped by function, but it should be understood that there is great variation in equipment and fighting vehicles used to accomplish these functions.

SASTRAC is doing its best to remedy the great disparity of technology among the troops and make sure that certain standards are met by all units, but it will take years to accomplish this feat. One problem is the involvement of so many different "contributors" to the army. Each

offers its own brand of weapons and sophistication — typically, comparatively low tech and cheap. Many of these "contributors," like the E.B.S.I.S., would love to get their hands on the advanced weapons and mecha of the RDF to unravel the secrets of Robotechnology and use it for their own purposes.

Special Units of the Argentine Army

Zentraedi Battalion

A large number of micronized Zentraedi fight in the Argentine Army. Most have signed up as individuals and are perfectly willing to give complete loyalty to their new comrades and the organization that now directs them in battle. Though many humans are at first reluctant to fight alongside "the enemy," members of mixed human and micronized Zentraedi infantry units report that the aliens are reliable, brave, and thoroughly competent soldiers.

Zentraedi who remain in giant form are in the comparative minority (only about 25% of the Zentraedi forces), but there is a platoon of battle pods and pilots and a squadron of female power armor who respond to raiding parties and border strikes along with human troops. Zentraedi mecha are painted a brown with crimson red trim and highlights to distinguish them from enemies and units of the El Vencedor Army. Like the El Vencedor Army, alien mecha are equipped with transponders to electronically identify them as friendly to radar and aerial recon units.

The 1st Army Corps

The 1st Army Corps fields the 1st and 2nd Armored Divisions, tank units which have seen heavy action in the Argentine Desert. It also directs the 1st Mecha Support Group, which both fields and services human-operated armor and mecha. The armored division has a mix of armored tanks, APCs, amphibious vehicles, trucks and some mecha. Approximately 80% are foreign made and supplied; 60% are 40 years out of date. 45% of the tanks and mecha are supplied by the E.B.S.I.S., 25% are Zentraedi, 10% are on "loan" from the RDF and 20% are from other sources. This Army Corps is also responsible for reconnaissance and intelligence operations.

The 2nd Army Corps

The 2nd Army Corps marshals the 1st and 2nd Infantry Divisions, which have both micronized and giant Zentraedi soldiers working side-by-side with humans. It also commands the 2nd Transport Division (moving troops rapidly across country), the 3rd Armored Division (fielding "retired" RDF mecha now on "loan" to the Argentine Army) and an assortment of Zentraedi mecha. The 1st Air Command, which puts helicopters, jet fighters, and heavy transport craft in the air, is also an element of this army.

Enlistment into the Argentine Army

Individuals and entire combat units (typical of business, foreign troops and mercenary companies) sign a contract committing the enlistees to a one-year period of service. This contract is renewable without limit and may be canceled at any time by the Argentine Army without cause.

Unallied mercenaries and unattached individual fighters are signed on with the "short form" enlistment contract. Since these parties do not bring a contribution of money or war material with them, they are treated like regular enlisted soldiers typical of most armies and are

integrated into the Argentine Army wherever they are most needed. The salary is modest (about one-third of RDF pay), but this is still three times more than what the average laborer makes and much of the region continues to suffer from 31% unemployment. Furthermore, the adventure and experience one can gain from service in the army can be exceptional. Of course, some join out of a spirit of patriotic duty. **Note:** This unallied, regular soldier is part of the official Argentine Army and will see more combat than those affiliated with foreign contributors. A copy of the **Small Unit/Individual Enlistment Form** is given in the pages hereafter, and may be used if adventurers wish to join the Argentine Army for a one-year tour of duty.

There is an especially high demand for mecha pilots, support crews and mecha! Any characters with skills in this area (better still, brings his own mecha) receives double the pay and is automatically made an officer with all the special privileges that typically come with rank.

It is not possible for **freelance mercenary units** or unattached soldiers to operate legally in the Argentine Quadrant. They must be part of the Argentine Army or sponsored/employed by private interest groups who pay the appropriate "fees" and "donations" to keep the mercenaries at their disposal. Mercenaries who are sponsored by private interest groups (local and foreign) as part of that group's "contribution," are not paid by the army but by the sponsoring organization. This means their salary may be equal or superior to the RDF and their first loyalty is likely to be with their employer rather than the Argentine Army. Unallied mercenaries not part of SASTRAC are considered dangerous renegades or bandits. If unattached mercenary units are detected conducting any sort of non-sanctioned military exercises, they are hunted down by the Argentine Army or another SASTRAC ally and forcefully escorted out of the Quadrant, or taken to trial if there is evidence of criminal activity.

Technically, all members of the Argentine Army are expected to leave their past national loyalties and affiliations behind, and follow the directives of SASTRAC and the Argentine Army in carrying out the war against the Zentraedi. Unfortunately, old loyalties die hard and soldiers for hire typically show loyalty to money and saving their own skin. Though most Argentine Army troops wear the same uniform and may belong to companies of mixed national origin, clannishness and cliches are common. Many units sponsored by a particular "contributor" are ultimately assigned to the region where the patron is active and usually answer to that organization or individual rather than directly to the army. Such conduct is not officially tolerated, but it is a fact of life.

Organizing combat troops in this manner fosters segregation and favoritism, but it is unavoidable, considering the terms of service with this army. Units that preserve an especially strong individual identity are perceived as a potentially dangerous army-within-an-army. One E.B.S.I.S. unit, for instance, supplies and services their own Soviet imported mecha, openly fly their country's flag and sing their national anthem when they fall out for muster in the morning. SASTRAC High Command has given up on such truculence, having bigger fish to fry with the war at hand, but the E.B.S.I.S. soldiers are not trusted with assignments of major consequence, because their loyalty and willingness to follow orders is patently questionable.

Theoretically, these sub-forces within the greater army will join in the fight to defend the quadrant and assist in any disaster relief. However, this theory of cooperation and unity has never been tested. SASTRAC and RDF commanders fear that a mass Zentraedi invasion or great disaster will see the army splinter and the situation will turn into a free-for-all.

Argentine Army Bases

There are a number of small outposts scattered throughout the quadrant which are run by the Argentine Army. Most are equal in size and operation to that of a platoon and are found primarily in The Highlands, Upper Argentine, along the Zentraedi Control Zone and in the northern portion of the desert.

Larger permanent bases are typically found in or near towns or cities. Other SASTRAC troops, including some El Vencedor, RDF and Southern Cross troops and/or advisors can often be found at these locations as well. The RDF and El Vencedor Army often works jointly with these bases and may ask any of them for aid and assistance in times of need.

The most significant bases summarized here.

Campo Grande — This is a staging point for Brazilia Base support in the Zentraedi Control Zone. Troops include:
RDF Veritech Fighter "Grizzly" Squadron
RDF Destroid "Sure Shot" Squad
ASC REP Reconnaissance Battalion
Argentine Army (AA): Helicopter and Repair Wings
AA: Infantry Battalion (human & micronized Zentraedi)
AA: Intelligence Company



Cordoba — The largest and most used concentration of tanks.
ASC Veritech Hover Tank ATAC 7th Squadron
El Vencedor Armored Platoon (amphibious & mecha)
El Vencedor Infantry Company
El Vencedor Communications/Intelligence Company
AA: Armored Division (tanks and some mecha)

AA: Infantry Brigade
AA: Transportation & Supply Brigade
Deseado — Long-range hinterland patrol base
AA: Armored Brigade (tanks and armored trucks)
AA: Infantry Brigade
AA: Transportation Brigade

Zentraedi Control Zone

The South American Sector is known as one of the most dangerous places on Earth because of the **Zentraedi Control Zone**. When Khyron landed in the Amazon basin in 2013, he and Azonia rallied hundreds of thousands of Zentraedi warriors to continue the war against the hated Micronians. After nearly a year long campaign of destruction, that deadly force was defeated and Khyron was destroyed. However, tens of thousands of Zentraedi rebels and warriors retreated back to the Brazilian jungles and have claimed much of the rainforest as their own. In an effort to consolidate the potential for trouble, other Zentraedi dissidents and criminals have been gathered and deported to (placed in) the **Zentraedi Control Zone**. "It's like putting all our bad eggs in one basket and locking them away," was how one RDF official put it.

The borders that mark the Control Zone perimeter are flexible and ever-changing, depending on the military efforts of the Zentraedi rebels and the humans who defend them. Thus, borderlines around the Control Zone tend to fluctuate, receding or pushing forward as the Zentraedi test the toughness and resolve of the hated Micronian troops.

Today, most authorities estimate the Zentraedi rebel forces hidden beneath the dense jungle canopy of the Control Zone to number around 150,000. However, it is impossible to determine the exact number and the RDF fears the current estimate to be dangerously low. They conservatively estimate the Zentraedi Control Zone population to be 300,000 and possibly as many as half a million. The Robotech Defense Force is also concerned that the Zentraedi rogues have pressed an equal or greater number of humans into slave labor and tribute service (provide food or services to avoid the giants' wrath).

The Control Zone (the common call letters are CZ), is a "no-man's-land" where rampaging Zentraedi are free to do as they wish. Most humans consider it a giant, outdoor prison, but in reality it is more like an unrecognized, hostile nation. When it was first marked out in 2013, it was impossible with limited manpower and resources to make the containment zone any smaller. The present borders are maintained by pushing the Zentraedi back as far as possible, then digging in to reinforce the line of demarcation. Human troops try to limit the Zentraedi's activity beyond the Zone and retaliate against transgressions with deadly force.

With great regret and not a few recriminations, the region's military forces were forced to abandon people within the perimeter to their fate at the hands of the Zentraedi. As a result, the RDF and other military forces in the area engage in missions across the CZ line and into "Zentraedi" territory to rescue human slaves and refugees. Unfortunately, such actions also antagonize the giants into lashing out at military troops and civilians within and outside the Control Zone. For this reason, humans inside the Control Zone are often reluctant to help or accompany military personnel, especially the RDF. In some instances, they will even flee from fellow humans for fear of the terrible retribution their Zentraedi masters will level against them or their loved ones. Enslaved humans repair alien mecha, teach their alien masters how humans think, and help secure the vast food supplies necessary to feed them.

The Robotech Defense Force & The Defensive Border

It is impossible to constantly patrol or monitor every foot of the border around the Zentraedi Control Zone — more than 5400 miles (8640 km) in circumference, and over 1400 miles (2240 km) long in the Argentine Quadrant alone. The Zone itself covers millions of square miles! In spite of the defenders' best efforts, skirmishes in border-related incidents are fought many times every day and a coordinated offensive is dealt with at least once a week. Robotech Defense Forces are especially hard pressed along this hotly contended boundary of the Argentine Quadrant.

Since there is so much terrain to cover, troops at the perimeter are composed of the Robotech Defense Force, Argentine Army troops, El Vencedor Army, the Armies of the Southern Cross and other military troops. At any given time, at least a third of the Argentine Army and El Vencedor Army are stationed directly along the perimeter between the Control Zone and their homeland in the Argentine Quadrant. The Control Zone contingent keeps watch on the demarcation line. All operate under the direction of the **RDF Border Command**, a headquarters subsection of Argentine Quadrant Command in Juaquin. Although other units also participate in offensives directed against the enemy, it is the RDF Border Command that is on point for Control Zone security and is typically the first to have contact with the enemy. Border Command troops perform duties strictly related to perimeter security, patrol, reconnaissance and infiltration of enemy-held ground.

Other RDF, Southern Cross and indigenous military units perform backup and reserve duties, defend civilian and military supply lines, escort supply/merchant convoys (ground, air and sea), defend strategic areas, patrol friendly territory, assist local police and defend civilian communities. Special Forces engage in covert and intelligence operations around and within the Control Zone. Mecha-clad giants still have a tremendous impact in the war, but the large number of human-sized aliens is slowly shifting the South American battle into the expanded field of infiltration and guerilla tactics. In the year 2016, more hostile Zentraedi are micronized than are in giant form. The war in this Quadrant has turned into more than mecha confrontations, it is also a war of stealth, cunning, and basic soldiering between two equally-dedicated foes.

Roughly half the forces stationed at the border are involved in patrols and reconnaissance along the Zentraedi boundary. Quick strikes based on intelligence about the enemy thwarts a large number of potential offensives and raids before they ever get off the ground.

The conflict along the Zentraedi Control Zone is a vicious back-and-forth fight where the perimeter is clearly regarded as a battle line and



not a true border. The Zentraedi side is not off-limits to SASTRAC intrusion. The objective here is not to regard the demarcation line as a stationary border, but to push the dangerous aliens farther back and reclaim the lands they have taken.

This attitude towards the perimeter defines the nature of the mobile **Border Surveillance Posts** (BSURPs) and larger, more permanent **Border Assault Command Bases** (BACBs) that keep the Zentraedi Control Zone borderline secure.

These military outposts are much more than guard shacks and supply stations. They are prickly bastions of war intended to keep the enemy at a distance, make him pay dearly for penetration into human occupied territory, and to lend support to missions that penetrate into enemy territory.

Border Assault Command Bases

In the Argentine Quadrant, the 1500+ mile length of the Control Zone boundary is divided into eight border sectors. SASTRAC Command has labeled these A through H, in order from west to east. Each sector fronts from 110 to 300 miles (176 to 480 km) of border, depending on how vulnerable the area is considered to be and the degree of known enemy build-up in the area. Actual manpower invested in each boundary sector is typically equal to an infantry company and one or two mecha squadrons sometimes more. At least one mecha squad is assigned to each border sector.

Near the middle of each sector, on hilltops or other defensible positions, is a Border Surveillance Post (BSURP). For every two or three BSURPs there is a more permanent defensive base station known as a **Border Assault Command Base**. These are typically identified by sector letter, thus, there is Alpha Base, Bravo Base, and so on. The largest of such posts is Echo Base, located 50 miles (80 km) west of Campo Grande.

All BSURPs and forces in the sectors coordinate operations with and/or take their orders from the Border Assault Command Bases. The Command Bases are the nerve center of military planning along the CZ border. Offensives are authorized, logistical arrangements made, supplies dispersed, and military intelligence shared through their coordinating offices. The base also offers support weapons, mecha, vehicles and troops, such as assault helicopters, jet fighters, Veritech Fighters, Logans, Destroids, tanks, vehicles, infantry reinforcements, medical and intelligence support. The Command Base in turn, is in direct communication with RDF Command in Juaquin and/or SASTRAC Headquarters.

The layout of these bases are roughly similar to that of the temporary BSURP, but generally have stronger fortifications, many more buildings, larger compounds and three times as many troops, vehicles and resources. The Border Assault Command Bases are intended to anchor the line of smaller outposts and defend neighboring civilian communities and territory against enemy assaults and encroachment. Most of these bases are equipped with a surveillance net that rings the base, defenses, fortifications, tanks, aircraft and mecha squadrons. Unlike the small BSURPs, a Command Base is capable of supporting an action that takes place up to 2000 miles (3200 km) away, and even farther if necessary. All have one or two small airstrips and a tactical Air Force (Veritechs, Logans and conventional military aircraft).

These large, permanent bases are typically dug in and fortified with poured concrete, durasteel-reinforced earthworks, and constructed for maximum defense and combat versatility. They are located at strategic or geographically important locations.

Mega-Damage Capacity: Typically two or three times larger than a BSURP and fortifications and buildings inside the complex have twice the M.D.C.

Typical Troop Complement: One Battalion (640 troops), including one armored platoon (tanks and armored vehicles), two to four Destroid squads, and at least one Veritech Fighter squadron.

In addition there may be an entire company of additional special personnel, advisors or combat teams at the Command Base from other branches of the military (Special Forces, Intelligence, etc.) or SAS-TRAC allies. Among this allied force may be one or two mecha squads from the Armies of the Southern Cross, plus additional tanks, armored vehicles or aircraft.

Mecha & Armor: A typical Border Assault Command Base is assigned one or two *MAC II "Monsters"*, two Spartans and two Raidar X that are part of the base's permanent defenses. Then there is the mobile Destroid squad which includes two Spartans, two Raidar X, three Gladiators, three Excalibers and a Veritech squadron typically composed of six VF-1A, two VF-1J and one VF-1S. 1D4 *Armored Veritechsuits* and one rocket sled are also typically available. Some Border Assault Command Bases will have one entire mecha platoon (four squads with 10 mecha per squad) as well the MAC II and Destroid defenders.

In addition, most Command Bases will have 1D4 squads of tanks, 1D4 squads of light armor (amphibious vehicles, armored cars and trucks, land rovers, personnel carriers, etc.), 1D4 Cat's Eye Reconnaissance planes, a squadron of Commanchero assault helicopters, a squadron of UF-14 Interceptors or Logans, and a squadron of Falcon Fighters or LVT Adventurer Us. Remember, each has one or two small landing fields, hangars, and garages to accommodate Veritech Fighters, and other combat aircraft and vehicles. Note: Tanks and various aircraft and vehicles are described in **Robotech RPG Book Two: RDF Manual**.

The Typical Border Surveillance Post

BSURP Layout and Construction

When it is critical to erect a post just to hold a position, simple trenches and sandbagged gun emplacements will do. Given a week or two, however, a combat engineering team from one of the SASTRAC support brigades comes in and assembles the standard, prefabricated Border Surveillance Post (BSURP) in its entirety. Most outposts can be completely erected in a week and torn down in a few days. Assistance from mecha or friendly giant-sized Zentraedi make the process all the more faster and easier. The prefab nature of the outpost's construction means that it can be quickly disassembled and reused elsewhere, time and time again. BSURPs are considered to be *temporary* bases, though many have been in place for years.

At the heart of a BSURP is its post command center. All the border surveillance devices are monitored, communications issued, intelligence collected, data assessed, field actions planned and orders are given from this key outpost command center. The command center, other buildings and walls around the outpost are made of sections of **Kepalloy**, a ceramic-metal plating similar to the type used for mecha construction. The outpost command center itself is underground. A reinforced trailer-sized Kepalloy shell is dropped into an excavated earthwork, and covered with concussion packs (an inert substance in a bag, similar to old fashioned sandbags but offering better protection) and earth. A larger building may be erected above and around the underground command post (which is concealed for greater protection and to hide it from the enemy). The underground structure can withstand direct hits from mega-damage artillery or mecha assaults and remain intact.

The Typical Border Surveillance Post (BSURP) consists of the following:

1. An underground command center serves as the nerve center of the outpost. As part of its underground complex is a power generator,

water/waste recycling system, secondary barracks, armory, storage bays (usually for ammunition and basic supplies), one concealed elevator and two secret, human-sized exit/entry tunnels.

2. Surface buildings: Main troop barracks (including an attached mess hall, infirmary and recreation area/lounge), officers' barracks, and motor-pool/garage or one or two additional storage or service buildings. All outer buildings are made of prefabricated Kernalloy walls, often with connecting underground tunnels so that they can be reached or evacuated when under heavy fire. The GM can add other functions as needed and some Border Surveillance Posts are larger than others.

3. Mecha storage and repair hangar (surface structure) accommodates one full mecha squad, 10 units.

A standard Mecha squad is composed of 2 Spartans, 2 Raidar-X, 2 Excalibers, 2 Gladiators and 2 VF-1A or VF-1J Veritech Fighters, but any combination of Destroids, Veritech Jet Fighters, or even Logons and Hover Tanks may be assigned (temporarily or permanently) depending on the outpost's location, combat situation and available resources.

4. A sensor perimeter is typically established using radar motion detectors, videocameras, and other available detection equipment (may include a microwave fence and seismic detectors). All sensors and communications are monitored, assessed and located at the underground Post Command Center.

5. The Defensive perimeter includes land mines and lookout towers with gun or missile emplacements.

6. Fortified wall and towers. Most BSURPs are enclosed by a 20 foot (6 m) tall wall made of Kernalloy. Approximately every 50 to 100 feet (15.2 to 30.5 m) is a 30 foot (9 m) tall tower with gun or missile emplacements.

7. The blast gate(s): One or two large gates are built into the outer fortifications. Each is large enough for easy passage of troops, vehicles and mecha. Hydraulics allow the double-locking reinforced portal to open and close quickly, cycling rapidly for swift combat sallies. If hydraulics are damaged, mecha or giant Zentraedi with a PS 30 can force the gates open within 1D4 melee rounds. If none of these are available, only demolitions or a heavy vehicle can force the gate to open.

8. Guard towers connect the outer wall segments; typically six to eight towers. They serve as lookout posts and elevated firing positions for marksmen and laser gun operators. The standard is that one tower is equipped with a Porcupine Short Range Missile Launcher while the other towers are armed with the AA laser gun.

9. Gun Slits in the walls are large enough to launch a grenade from and the infantry inside these ramparts can fire assault weapons from protected positions. Twenty-five soldiers can man one wall segment and an additional six marksmen can fit inside each tower battlement.

Naming Conventions. For day to day use within a border sector, the posts are numbered and given an identifying place and code number corresponding to the location. For example: Anton-17 or Tiene-12. Then it is clear not only which post is being referred to, but where it is to be found. Numbering does not necessarily reflect how many bases are currently operational along the border.

Tightening the Control Zone. The border changes position over time, so all outposts must be able to move along with the line they guard. As the demarcation line closes in around the aliens (or is pushed away), various BSURPs are moved forward (or back) to keep pace with the perimeter line. The temporary Kernalloy structures are simply dismantled and moved as needed.

M.D.C. by Location:

Wall Segments (many between towers) — 500 each

Guard Towers (8) — 300 each

Blast Gate — 500

AA Laser Guns (7) — 50 each

Short Range Missile Launcher (1) — 100

Buildings Inside The Compound (4):

Mecha Storage (1) — 1800

Vehicle Garage & Motor Pool (1) — 1200

Barracks Area (1; over com. center) — 1200

*Command Center (1; underground)—2500

Communication Tower (1) — 25

10 foot radius of wall — 50 each

10 foot radius of floor — 100 each

Interior Doors (many) — 25 each

Concealed Elevator to Command Center (1) — 150

***Note:** The underground post command center is protected by tons of earth and concussion packs so it takes only half damage from area effect blasts and random missile strikes. Direct blasts focused on its secret location will do full damage after the dirt and padding has been blasted away.

Secret human-sized tunnels connect each building with the Post's Command Center; plus there are usually two secret exit tunnels. The tunnels can typically sustain about 200 M.D.C. surface damage before 10 foot (3 m) sections begin to collapse. However, 40 M.D.C. of explosives detonated inside the tunnel will collapse a 10 foot (3 m) section. Concealed tunnel hatches have 50 M.D.C. and lock automatically.

Troop Complement: The smallest Border Surveillance Post (BSURP) will have half a company (80 soldiers) plus a mecha squad and as many as 24 additional special personnel, advisors or combat teams, including troops and mecha from the Armies of the Southern Cross, Special Forces, Intelligence Operatives or SASTRAC allies. Note: About half of the BSURPs are of a small size.

The largest BSURPs (about half) will have one full company of 160 infantry soldiers, including one mecha squad, one armored squad (tanks and armored vehicles) plus as many as 48 special personnel, including the possibility of a second mecha squad (Destroid or Veritech). **Note:** Whether large or small, these outposts do not have an airstrip, although there may be a small open area nearby suitable for helicopters and other VTOL vehicles.

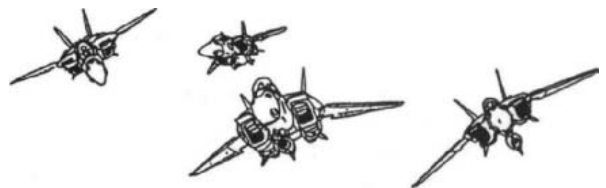
Command Staff (3): CO, XO, Operations Officer

RDF Mecha Pilots: 10 with 6 to 10 back-up/reserve pilots.

RDF Infantry Soldiers: 80 to 160. Average level of experience is 1D4 + 3 (Southern Cross or Argentine Army troops average 1D4 level).

Other Key Personnel of Note: Four (at small posts) to ten (at large posts) mecha repair specialists and twice as many assistants, 1D4 medical doctors, 3D4 medics, and at least one field scientist, intelligence specialist/officer and communications officer (1D4).

Special Additional Non-RDF Troops: 4D6 of any SASTRAC military force at small posts and 1D4X 10 + 8 at large posts.



Basic Border Strategies

The key to successfully containing the Zentraedi is to make the border as tight as possible and deter the aliens from crossing it at all. Only then will it be possible to confine the aggressors more and more closely, thus carrying out the Restrictive Containment policy that SASTRAC expects will win this war.

The Border Command recognizes four important aspects to Control Zone security:

1. Detection: Know the enemy, his methods and tactics. Make positive identification! Note when and where the enemy was sighted, how many of the enemy were seen. Determine the enemy's strengths, direction of travel and likely objectives.

2. Communication: Contact the nearest military base or outpost immediately to provide intelligence. Report the situation quickly and accurately, identifying current location, defender strength, enemy troop strengths, numbers, and direction of travel. Report the course of action which you, the observer, is planing to take (obey any commands to strike or hold one's position), and request back-up if it is believed necessary.

3. Intervention: Determine the enemy's course of action and counter it. Halt the transgression at or as near the Control Zone perimeter as possible. Pursue and engage the enemy with whatever force is necessary. Follow the enemy into human territory and (a) protect/defend civilian life, (b) protect/defend civilian property, (c) push the enemy away from populated areas, (d) engage the enemy, (e) force the enemy back into the Control Zone or destroy him.

4. Prevention: Counter enemy movements whenever possible. Prevent border crossings, disrupt supply lines/routes, and interfere with enemy communication.

Methods of Detection

Passive detection devices are used to create a surveillance net that rings the Zentraedi Control Zone. They are set up in stationary positions to relay their information to the nearest Border Surveillance Post. As a "passive" detection system, the devices are inactive until triggered. Even after activation, they only relay information. They cannot harm or impede the enemy in any way. Their unobtrusive, passive nature also makes them difficult to detect. Some of the passive devices used include microwave fences that are placed along critical areas of the border, motion sensors that react to movement at certain speeds and/or calibrated to respond to particularly large targets such as mecha and giants. Seismic devices respond to unusual vibrations in the ground caused by explosions, troop movement and the heavy treading of giants. Concealed video cameras and spy-eye cameras are placed along trails and at strategic locations. The cameras relay video images of anything crossing their field of vision. They are usually activated and start filming in two minute intervals whenever they are activated. Infrared and ultraviolet detection devices are also used. These devices emit a beam of light invisible to the human and Zentraedi eye. When the beam is broken, a camera is activated or a silent alarm triggered. Most of the detection devices, including cameras, sound a silent alarm to alert defenders as far as 500 miles (800 km) away. The monitoring of radar images and radio transmissions is also helpful in locating the enemy and plotting their movements.

Active detection and alarm devices include trip-wires and pressure sensitive items that react when broken, stepped on or otherwise engaged. These items typically detonate flares, grenades, mines, or other explosive or incendiary devices which alert defenders of the enemy presence, as well as inflicting potential damage to the enemy. Here too, motion detectors and other devices can be used, but they will be linked to an alert system that will sound a loud alarm and/or activate floodlights or flares. These systems are usually designed to be as much a deterrent to frighten, impair or contain the enemy as it is to alert defenders. These types of systems are typically used near military outposts, bases, and strategic locations.

Radar emplacements at air bases and key border sites detect range and direction of movement through the air. Especially sensitive short-range systems at certain posts also detect nap-of-the-earth (NOE) flight—the tree-top level movement often used by power armor. NOE motion can be detected at a distance of up to 10 miles (16 km) with 70% accuracy. However, sometimes a flock of birds or swarm of insects will register as low flying enemy troops and 30% of the time the enemy can fly at tree top level and remain undetected. Cat's Eye reconnaissance aircraft are also radar-capable but cannot catch NOE flight unless it is directly underneath the plane.

MRI Sonar ("Emris") is a magnetic resonance imaging device that must be used from a fairly stable position overhead, such as a helicopter or from a high elevation like a cliff. This sensor uses MRI technology on a large scale to "ping" areas of vegetation, much as a ship searches for a submarine with sonar. Emris's range is limited, and the images bounced back by the sonar device must usually be computer analyzed, since resonance maps are not clear pictures and confuse the difference between plant and animal forms. Mecha, tanks, giant suits of body armor and grounded spacecraft are much more easily recognizable, especially by characters trained to read and operate sensory equipment.

Scan Dihilators are good all-purpose portable scanners, used both at border posts and by investigative teams. Its operation and capabilities are detailed in the Robotech rule book, page 81.

Reconnaissance by soldiers in the field remains the good old-fashioned way of getting a look at the enemy. Aerial reconnaissance, using photography and various sensing devices, is an excellent way to get an overall view of a large terrain area. This is especially effective in the desert, mountains, grasslands, and urban areas. Most places in the Argentine Quadrant are also reasonably suitable for scanning by aerial surveillance because even the forests and other ground cover are not as thick as in the Amazon rain forest. However, aerial reconnaissance is virtually useless over most of the rain forest.

Scouting on the ground by small teams (mecha or foot soldiers) is a dangerous but necessary means of intelligence gathering, especially in the rain forest and other areas that cannot be penetrated by any other means. Reconnaissance patrols by foot soldiers or even mecha patrols is comparatively slow, but extremely effective and usually reasonably accurate. Only first-hand observation can notice subtle indicators of an enemy presence, like footprints, a burned-out campfire, rubbish, waste, ammo rounds, frightened indigenous people, and so on. Of course, if the enemy is alert, a skirmish may result. No border station relies entirely on reconnaissance alone, but it is a major factor in the defense of the border and such patrols are frequent. Note: The typical border reconnaissance patrol seldom travels more than 60 miles beyond the perimeter of the CZ border. **Long-range patrols** are sent deep behind enemy lines to observe and even infiltrate or sabotage the enemy.

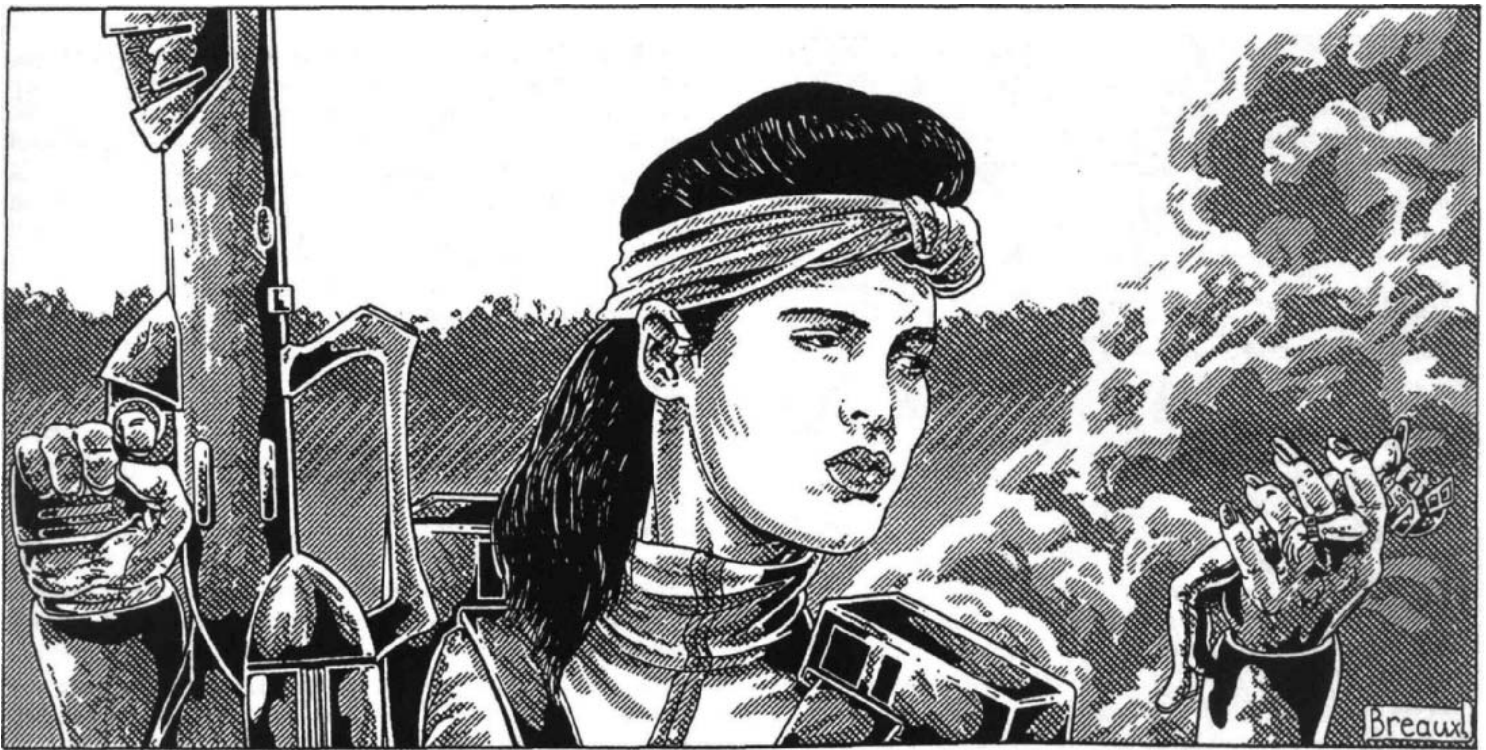
Intelligence Activities

Accurate intelligence about the enemy is vital to the defense of the Argentine Quadrant. The Zentraedi are no strangers to stealth and know how to conceal their plans until they are sprung with devastating surprise on the border and targets beyond. It takes a special effort to discover what is afoot within enemy territory.

Loosely speaking, "intelligence" is any information that may be had about the enemy. As used in the Border Command, Intelligence refers to a few practical activities.

1. Analysis of Artifacts: At times, border patrols and reconnaissance teams will come across items dropped, lost or discarded by the enemy. These items can offer valuable clues about an enemy presence and their movements. In some cases, an intelligence team may be asked to find and return with enemy papers, trash and artifacts discarded by (or stolen from) the enemy. Scavenger hunts, as they are sometimes called, can be extra dangerous, because the scouts may have to get very close to the enemy and expose themselves to spend time poking through an abandoned (or active) enemy camp in order to come up with promising tidbits. However, these areas of scrutiny can be amazingly revealing. Like too many unwitting humans before them, Zentraedi soldiers often pay little attention to what gets tossed out in the trash.

An artifact is anything once used or handled by the enemy. Examples include garbage, which may contain discarded notes on attack plans from a commander's tent, empty ammunition casings, wrappers and containers that might indicate any number of things, such as the involvement of outside forces (E.B.S.I.S., bandits, etc.), types of weapons



and likely composition of enemy troops, whether the enemy is travelling light or heavy, etc.

One must be selective when going on a mission of this sort, because there is a limit to what can be carried back to friendly lines, and it is easy to overlook the truly useful refuse among the meaningless.

2. Interrogation: The skilled and careful questioning of a person can yield a lot of information, especially about plans and discussion not yet deducible by action in the field. Interrogation techniques vary from the reasoned or intimidating quizzing of a captured soldier, to casual conversation with a civilian living in a Zentraedi controlled village. When possible, interrogations are recorded for later analysis.

Anyone can question a prisoner or civilian, but specialized techniques are learned by operatives of the Intelligence Security Division, investigators from SASTRAC Military Police headquarters (Maracaibo), and adventurers who have trained in the Interrogation skill. These specially trained characters can often glean more information from conversations with those who have been previously questioned by less adept personnel.

3. Intercepted Communications: Like any large armed force, the Zentraedi keep in communication through the airwaves. This medium is easy to eavesdrop upon. A considerable effort by the 189th Intelligence Security Division goes into intercepting, decoding, analyzing and evaluating enemy radio and computer transmissions. Most of what is said or sent, even if disguised with code names and call-signs, can be decoded and understood.

Many Zentraedi forces are lax about safeguarding their communications and seem to think their unit call-signs are sufficiently cryptic to confuse the casual listener. Nothing could be farther from the truth. The Intelligence division has "collection" specialists monitoring commonly used enemy frequencies all along the border. "Analysis" specialists take the recorded data and voice information and see what clear intelligence they can glean from it. The results can be surprisingly thorough, yielding a picture of Zentraedi unit structure, current events, morale, battle plans and troop movement.

4. Reconnaissance Overflights: Although the Amazon rain forest makes aerial surveillance difficult, and at many locations impossible, the Control Zone region nearest to the Argentine Quadrant is largely an area of wooded grasslands and light tropical forests. Here aerial photography and sensor readings capture valuable information about enemy operations along the Argentine border. The Zentraedi protect

their airspace whenever possible using missiles, mecha, and energy weapons on board downed spaceships. Still, overflights, even of outlying regions, can reveal evidence of fortifications, troop buildups and movement.

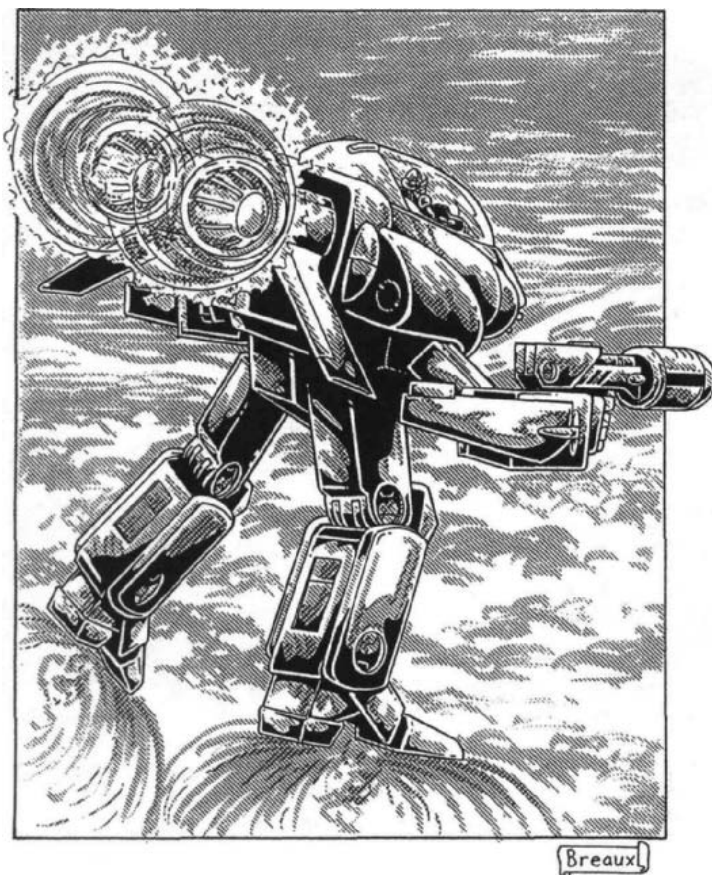
5. Being Alert: Just being alert and aware of one's environment and the habits of one's enemy can be a critical element in intelligence gathering. Noticing a change in a particular pattern of activity, stress or nervousness in conversation, scraps, discards and incidentals can mean the difference between life and death.

Getting the Big Picture: Any piece of intelligence by itself can seem meaningless or misleading, but in combination with other clues it can build a larger and important picture of events as they may be unfolding behind the scenes. For instance: Empty compass packing boxes, armor-piercing ammo, interrogation evidence that there is interest in a certain destroid outpost, and an intercepted Zentraedi radio transmission to move near an RDF outpost all add up to indicate the likelihood of an enemy attack on that outpost. With this forewarning, defenders can be ready and fight off any attack or perhaps ambush the enemy before he has a chance to strike.

A network of Intelligence personnel in the field and at headquarters assesses and interprets data regarding enemy activity. Their reports outline likely Zentraedi targets, actions and troop movements. They also contribute to decisions regarding SASTRAC troop placement, defensive positions, vulnerabilities, special missions, strategy and tactics.

Border Skirmishes

In spite of all the measures taken to detect, observe and counter the enemy, Zentraedi forces do penetrate the border. About 70% of the time, Control Zone guardians are immediately alerted to the transgression by word of a visual sighting, suspicious disturbances or the humble warning of a motion sensor. In almost all cases, where there is confirmed visual contact (civilian or military), an armed response is on its way within moments. Depending on where the breach takes place, the enemy can be engaged by aircraft and/or Veritech fighters in five minutes or less! Destroids and tanks can respond within 15 to 30 minutes after first alert.



Here is a run-down of common situations in which border defenders must intervene.

1. Minor Incursion. This type of incident happens the most often. A small group of hostile Zentraedi cross the border on missions of reconnaissance, infiltration, robbery, sabotage, drunken foolishness or wanton destruction (crush, kill and maim those loathsome micronians). This kind of hostile force is typically small, angry, and not especially well armed, although they may have mecha. They will usually attack a random target of opportunity, but tend to avoid border outposts and skirmishes with border guards. Those involved in minor incursions of this nature usually make random attacks fairly close to the border, strike and quickly make tracks back to the Control Zone. If they meet resistance, they will usually flee (sometimes surrender) rather than fight to the death.

Border patrols and indigenous armed forces are the quickest to respond to this trespass.

One band of Zentraedi who call themselves the "Madmen," is a group of about 50 Zentraedi known as constant troublemakers with a hate for humans. However, although most are giants and armed with body armor and energy weapons, they are no match for mecha. Most members of this band are also cowards. As a result, these malicious brigands seldom engage in organized attacks, but press beyond the Control Zone borders to reap childish revenge (usually when they are intoxicated by one means or another). Their activities are a nuisance, sometimes comical and rarely deadly. When their courage is bolstered by alcohol or drugs, these misanthropes engage in games of chicken and name calling with RDF and SASTRAC defenders. They also steal supplies, vandalize equipment and vehicles, slaughter livestock, topple trees to block roads, take pot shots at aircraft and mecha, and set a variety of pit traps and similar things throughout the area they consider their domain. They also associate with some of the bandits of the area, but have refused to join forces with anybody, including other Zentraedi. They are little more than a group of rowdy punks. Most of the border patrols recognize the gang members and are satisfied with simply chasing them back into the Control Zone.

2. Raids. This group of attackers is en route to a designated target, or hits a target of opportunity looking for something specific, i.e. fuel, food, perishables, clothing, etc. A raiding party may be foraging for supplies or engage in a military strike. They may travel far into defended territory to reach their objective, usually try to avoid military forces and outposts, and will not pause for a prolonged fight unless the opponent interferes with their mission. A raiding party is typically extremely well organized, equipped and professional. After the strike/mission is completed, the raiders typically vacate the area and head back to their base of operation (careful to make sure they aren't being pursued).

When a raiding party penetrates deep into human territory, the matter is out of the hands of the border defenders and left to indigenous armies and RDF bases.

3. Troop Build-Up & Movement. Military build-up can include an increase in the number of troops, supplies and fortifications. Increased or concentrated activity are also signs of enemy preparations for combat. Unusual activity, things that depart from the enemy's normal routine, may also be a sign of danger and should be investigated. These elements are almost always a precursor to hostile action which is usually launched from the area of build-up.

When military leaders deem it appropriate, a preemptive strike may be made into the Zentraedi Control Zone, hitting (and hopefully dispersing) the enemy before he is completely entrenched. Suspected build-up and unusual enemy activity may first warrant investigation by reconnaissance teams and/or Special Forces. Likewise, sabotage, assassination, capture or a precision strike by mecha troops or special operatives may be more appropriate than a full scale bombardment against the unprepared and unsuspecting foe. There are always tactical, logistical and diplomatic difficulties and considerations involved in carrying out any strike plan.

In the alternative, it may be necessary to counter the *potential* for an attack by marshalling human troops and armor to meet the aggressor at the border itself. This approach has the advantage that reinforcements are easier to bring up if needed and the defenders will have heavy support. Of course, such a conflict is a full scale battle.

4. Coordinated Offensives. This is full scale war with coordinated attacks by large numbers of enemy troops. Typical military offensives are commonly aimed at destroying a particular target (military or civilian; including dams, bridges, roads, power plants, industrial plants, cities, military bases, field fortifications, etc.), damaging or destroying the enemy (in that area), capturing and holding some strategic position, pushing the CZ border farther into human territory, or to capture or destroy some specific resource.

The attacking force may be as few as a hundred or number into the thousands. Depending on their objective and the opposition, they may try to avoid border outposts and defenders or run right over them, destroying every soldier (or human civilian) they encounter.

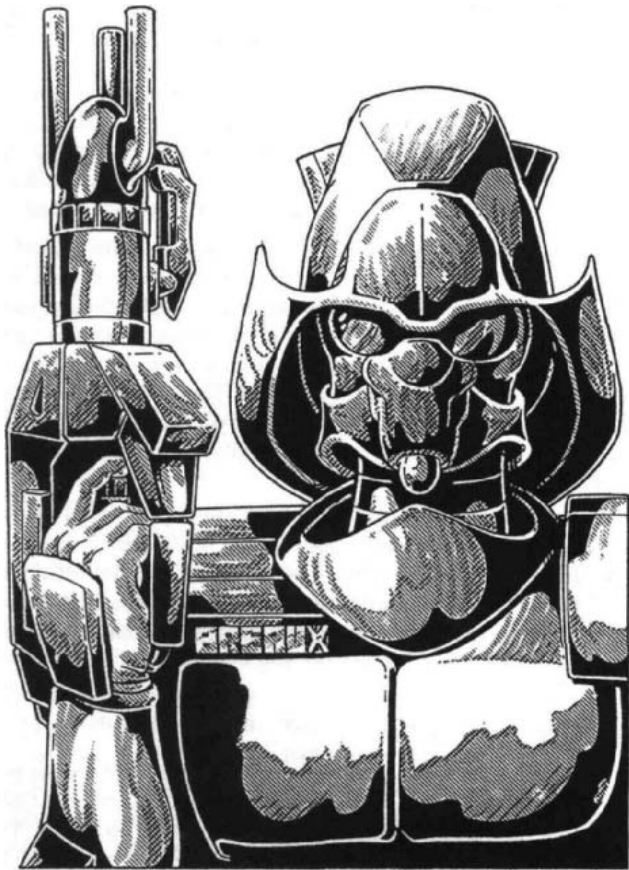
If intelligence tips the enemy's hand, Quadrant Commanders may have the time in which to order a preemptive strike or to establish a combat front with their own army laying in wait. Although it is possible to meet a planned offensive with a counterforce at some point, it is usually more desirable to fight the enemy from ambush whenever possible and in his own territory or as close to the border as feasible (and away from civilian population centers).

If there is no forewarning of enemy activity, the defending military will not know of a coordinated offensive until the enemy troops are spotted on route to attack or until the enemy strikes! At that point, all the defenders can do is try to prevent the enemy from advancing and push them back. After the enemy has been repelled, the troops must work damage control, addressing problems in the order of most importance (securing the area, rescue, fire-fighting, evacuation, medical, defenses, etc.).

5. Army Offensives. An enemy push of this sort is intended either to permanently expand a section of the perimeter, giving the Zentraedi new territory they desire, or it is intended either for capture or destruction of a major objective. Large pushes are similar to coordinated offensives except that the numbers of troops involved will always fall into the thousands or hundreds of thousands. There is often two or more army divisions (perhaps an entire field army) at work, with two or more fronts.

Such large scale attacks are usually suggested in advance by heavy troop build-ups and movement. However, without adequate intelligence, when or where a major offensive will strike can be impossible to predict. If the enemy's offensive can not be second guessed in advance, then the army can only hope to be prepared to react and repel the enemy wherever he may strike. This is dangerous because some area of weakness will always be exposed and the enemy may see and exploit it. Under this frightening situation, rapid response vehicles like the Veritech fighter jets are relied upon to engage and delay hostiles until the slower defenders can move into combat position and join the battle.

Note: The border conflicts are inherently defensive containment actions, but the powerful, mobile Zentraedi frequently strike far beyond the borders of the Control Zone.



Taking the Battle to the Enemy

The Zentraedi do not have the resources of the RDF or humans in general. Thus, they do not have detection devices scanning much of the border or even in their encampments away from full scale bases. This means it is comparatively easy for human troops, even those clad in giant mecha, to slip into the Zentraedi Control Zone unnoticed.

Once behind enemy lines, the problem becomes one of remaining unnoticed and avoiding unnecessary conflicts. Some lucky reconnais-

sance patrols and strike forces can slip in, find their objective, and sneak back without being discovered. However, this is far easier said than done. The Zentraedi are vigilant soldiers and do use sensors, guards and patrols to protect themselves from enemy attack. Security is always tightest in and around base camps and military communities (many bases can be found centered around a crashed space cruiser). Furthermore, the Zentraedi are quick to respond to the sounds of a fire-fight and the slightest threat of attack. More than once has a careless Destroid scout found himself besieged by a dozen Zentraedi because he engaged in battle with what seemed to be one lone enemy soldier. The Zentraedi have learned the ways of the forest and guerrilla fighting tactics well.

Hover cycles are an extremely popular method of transportation for small RDF or Southern Cross patrols and platoon sized units of foot soldiers to get around quickly and quietly. However, these troops are in serious jeopardy if they must engage battle pods or even giants armed with energy weapons. Furthermore, the vegetation can get so dense and the terrain so difficult that even the versatile hover cycle cannot maneuver. For this reason, Destroids, Veritech Fighters and Veritech Hover Tanks are usually sent on missions deep inside the Zentraedi dominated rain forest. The dense foliage and trees cover the movement of even these metal juggernauts — just as they do the trail of the Zentraedi.

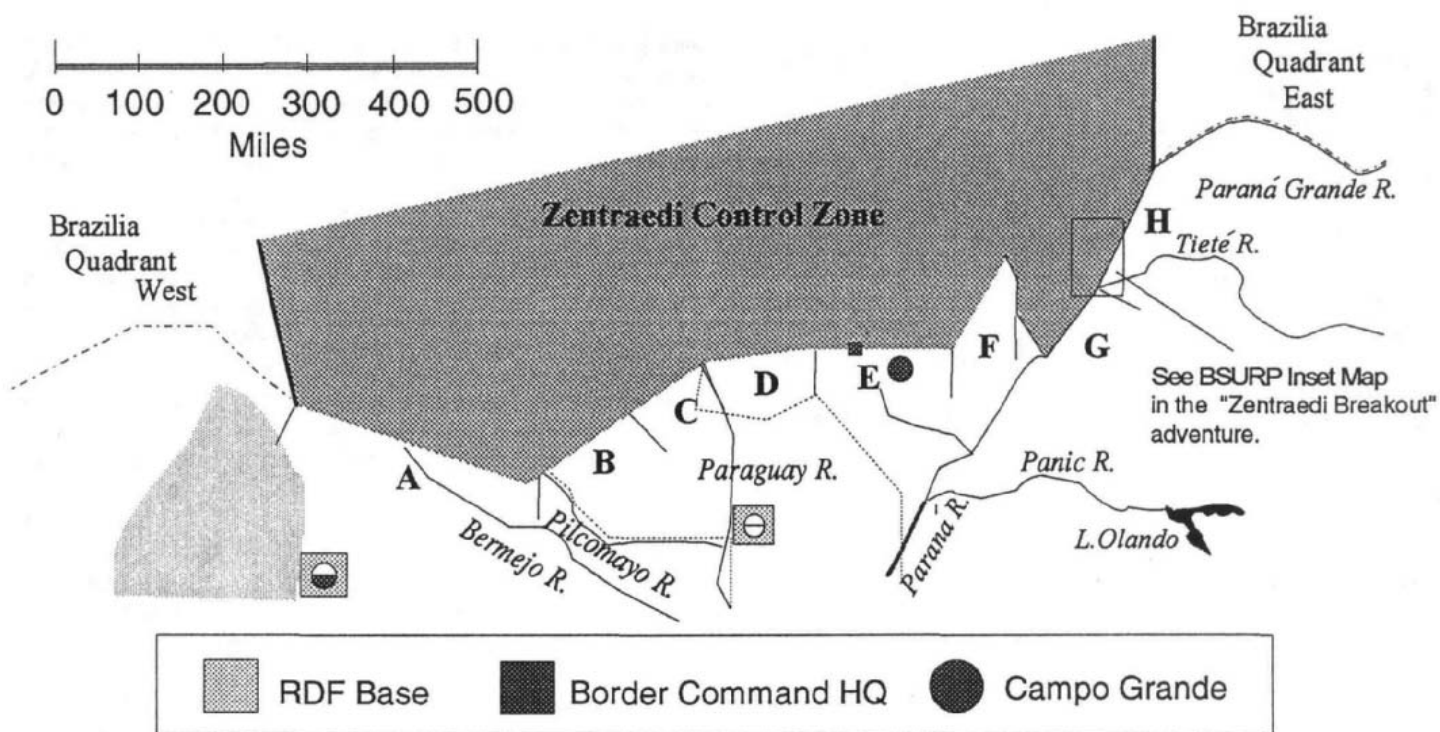
Obvious trails and old roads should be viewed with suspicion. The Zentraedi have adopted the human's tactics of laying land mines and booby traps along such locations. Also, Zentraedi scouts will often check these trails for tracks and other evidence of intruders.

Rivers and lakes are even more dangerous, especially when they are swollen at their fullest. The Zentraedi are infamous for using their all-environmental battle pods, power armor, and space ships to hide, travel and even establish encampments underwater! Many foolish travelers have been caught by surprise from Zentraedi war machines rising out of the water to attack.

In and Out

In a prolonged war, it can be fatal to let the opponent capture and keep the offensive initiative. Thus, whenever possible, Robotech Defenders and other SASTRAC troops carry the fight to the Zentraedi, crossing the demarcation line on missions of reconnaissance, intelligence, sabotage and to disrupt, divide or confuse the enemy. Short range intelligence raids and operations are frequently conducted by the defenders assigned to hold the borders along the Zentraedi Control Zone. However, these operations are quick, "in and out" missions that last a few hours to as long as a day (24 hours). Such missions rarely take the soldiers involved more than a hundred miles (160 km) from the line of demarcation. The only exception is "in and out" missions conducted by the faster than sound Veritech jet fighters which may conduct sorties and quick, simple missions as far as 1000 miles (1600 km) beyond the Control Zone border. The Control Zone commanders of outposts and bases never spread their forces so thin that an outpost is ineffective, made vulnerable to attack, or its security compromised. A border outpost is NEVER stripped of men to run special operations except under the most extreme circumstances!

Long range intelligence, espionage and seek and destroy missions seldom utilize the troops assigned to the CZ border defenses. Still, the border defenders will be called upon to make short patrols into "The Zone" and to assist and support long range, special operations, conduct rescue missions (of the special operatives) as deep as 200 miles (320 km) beyond the border, and to repel and contain Zentraedi as well as other acts of hostility that may occur as a result/retaliation of the special operation. Furthermore, special teams are likely to use the border outposts as their base of operations. There are many new and ongoing military operations that require preparation, briefings, debriefings, support and the cooperation of units assigned to Control Zone defensive outposts.



Typical SASTRAC & RDF Military Actions

1. Reconnaissance. These intelligence missions are by their nature, strictly "look-see" operations. Small teams, as few as two foot soldiers (but usually six to ten soldiers or mecha), are assigned to scout or to observe a particular area, find a specific objective, or track a specific enemy unit. They are expected to avoid contact with the enemy while doing so, but are allowed to defend themselves and use their discretion regarding other type of contact/attack. The mission may require assuming a stationary post (surveillance duty) or traveling across country to conduct observations (reconnaissance). The information gathered is generally via visual observation, although the scouts may take photographs, videotape, use computers, radar or other optical and/or audio sensors and recording devices.

Once in a while, a reconnaissance squad will stumble across a tempting target or unexpected opportunity for attack. This is where the specific orders and discretion of the squad leader comes into play. Unless ordered to avoid ALL contact no matter what, the squad leader may decide to take action. For example: If a small team thought it had an excellent chance of blowing up an ammo dump, it might go for it. Likewise, a one in a million encounter or opportunity may warrant direct and immediate action. However, action should never be taken if it will endanger the mission or the lives of the reconnaissance team. Even with good cause, the base commander might disagree with the merits of the team's action and reprimand them. Silent and unnoticed is the credo of the recon specialist, and of those who deploy him.

2. Infiltration. Although espionage also requires stealthy movement in enemy-held ground, these missions are offensive in nature. These missions usually have a specific target or agenda as their objective and can generally be summed up as, "Sneak into the enemy's backyard and do him some damage."

Missions range from minor subterfuge to involved raids. They are expected to take place quickly and avoid prolonged armed confrontation. A raiding force of this nature is never large enough to hold out for long against the enemy and must hit and run as efficiently as possible. Infiltration missions often fall on the heels of successful reconnaissance that reveals details about an enemy position.

These special missions may include assassination, rescue, capture, distractions/misdirection, sabotage, seek-and-destroy (assignments where troops look for a particular type of objective and destroy it — supplies, vehicles, ammo dumps, bridges, weapon systems, factories, etc), and disruptive assaults on isolated or poorly-defended positions.

3. Major offensives. These are large-scale actions involving several squads of Destroids and Veritechs, ground units and one or more infantry battalions. Objectives vary greatly, depending on intelligence regarding the enemy's position, capabilities, and plans. Major assaults are never mounted lightly because a considerable commitment of manpower and resources must be made to support the effort. They are usually launched as an effort to crush enemy offensives and troop build-ups before they can get off the ground. They are also employed to capture and hold strategic targets and locations.

A major offensive action may decrease the number of troops available for routine defense elsewhere and/or provoke strong enemy retaliation. One advantage in mounting such offensives is that Zentraedi intelligence is usually poor and many coordinated assaults seem to catch them off guard — after all these years the rogue Zentraedi still tend to underestimate "Micronians."

Mecha Tactics

Putting giant robots into enemy territory presents some unique problems. While Destroids are very effective in patrol and defense duties, they seldom lead the way when stealth or surprise is necessary. Their size and movement is unmistakable and loud; especially when a 50 foot (15.2 m) tall, 30+ ton Destroid is pushing its way through a dense forest. Still, they function admirably in high humidity and jungle conditions. When stealth is necessary, the giant mecha can always be stopped and wait while one or more human crew members slink through the underbrush on foot to conduct subtle or delicate investigations. Also, like the battle pods used by the Zentraedi, the Destroids, Veritechs and Veritech Hover Tanks are all full environmental vehicles that can function and travel in space and *underwater*. Remember, the Amazon River and its many, twisting and changing tributaries and flood plains snake throughout the region. Strange as it may seem, underwater combat between mecha is commonplace in this war.

Destroids, when needed for an initial heavy assault, can walk to their destination, if it is a reasonable distance from the border, or they can

be air-delivered by heavy chopper or by river on barges (Destroids are also included as part of the defense on ocean going vessels). As a frontline defense, they can make an impenetrable wall of explosive and metallic force. Their mobility and versatility of both movement and weapon capabilities makes them the most ideal *mobile* artillery and armor force the world has ever seen.

As with ground troops, getting earth bound media in and out of a combat zone quickly can be problematical. The deeper penetration into enemy territory, the more complex and dangerous their extraction/withdrawal without casualties.

The Veritech Jet Fighters offer great versatility for long-range reconnaissance and precision strikes. The vehicles can zip along the tree tops avoiding most forms of radar detection, travel faster than the speed of sound, and engage in vertical take-offs and landings. In battloid mode it can hover, walk, run, crawl, leap, kick, punch and prowl. The Veritech's great speed can put it almost anywhere in the Control Zone in 20 minutes or less — provided it is not engaged by the enemy or in missile attacks. They are frequently the advance units on the scene, or their arrival is timed to coordinate with ground troops.

Zentraedi Breakout

Border Adventure

GM's Overview

Players should not read this section!

In *Zentraedi Breakout*, the aliens contained in South America attempt what will be one of their last and best organized efforts to break out of the confinement of the Zentraedi Control Zone.

The following is a summary of the plot-line for Game Master eyes only!! Players may diminish the suspense and over all fun if they read any of the Game Master section!

The Basic Plot: In Part I, under the cover of many simultaneous attacks along the border, a few key human outposts will be overrun, reaping enough havoc to allow special Zentraedi infiltration teams to sneak across the border and into human territory.

In Part II, those teams try to take control of Lake Olando, a hiding place for stolen RDF mecha. They arm themselves with human built mecha and await Zentraedi reinforcements to move into the area.

In Part in, the drive continues onto the site of the mecha repair facility. The Zentraedi spearhead force tries to take quick control of a strategic part of New Patagonia and hold that position until they are joined by reinforcements.

In this adventure, the characters have three separate strategic points in which they can halt the advance of Zentraedi forces on a target of great strategic value. However, at each stage stopping the invaders becomes increasingly difficult. The scenarios can be played as one expansive three-part adventure, or as three separate but related adventures. Furthermore, the Game Master may add subplots and other elements that can add to the adventures or spinoff additional adventures (like infiltrating the Zentraedi city of Manaus).

If the alien warriors succeed in achieving their objectives, it will lead to dramatically increased aggression and several major battles! It may also determine the fate of **The Highlands Region** and whether or not it falls to the Zentraedi.

Communication Considerations: It is standard procedure for a unit to keep its base notified of its whereabouts, so that if assistance is needed, reinforcements or extraction teams will know where to go. The exception to this is special assignments that cannot risk betraying their position with radio traffic and maintain periods of radio silence. They have radios but will not use them in the normal course of events once they are any great distance into enemy-held country.

Zentraedi are capable of tracing and jamming radio transmissions, especially the Reconnaissance Scout Pod, Theatre Scout and downed spaceships. At many locations in the Control Zone it is safe to stay in radio contact with little fear of enemy interference. However, one can never know when a transmission is being intercepted or being listened to by the enemy, even when scramblers and special codes are being used. Most jungle operatives have learned that *jammed* transmissions means a Zentraedi spaceship, base or large force is nearby and danger is imminent.

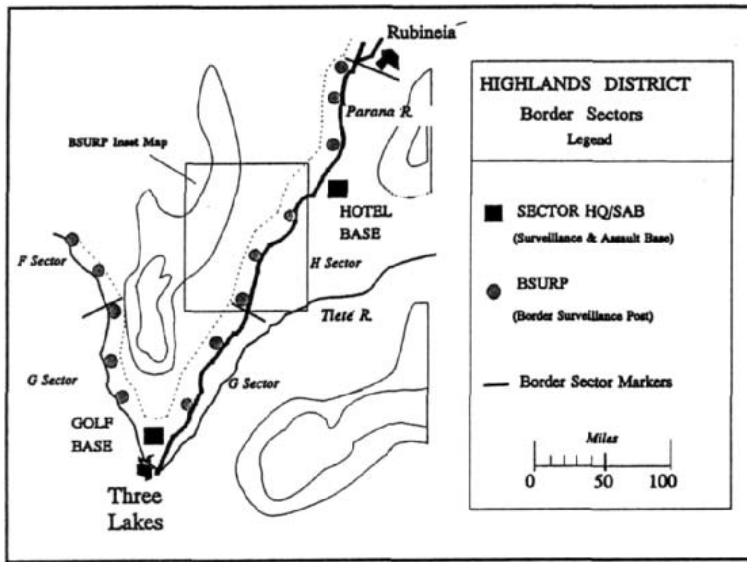
Hand signals, whistles, finger snapping, hand flags and trail symbols can be used when the enemy is suspected of eavesdropping on radio communications or when total silence is necessary.

Game Master Background

Heric, Zentraedi master of ground warfare, and Alina, a genius at deft hit-and-run raids, have been approached by Derek Varn, a renegade human whose proposal they have accepted with great interest.

Varn is a mechanical engineer at the mecha repair facility in New Patagonia. Part of his job is to oversee the recycling of mecha scrap and repair battle damaged mecha or salvage parts. He has been diverting repaired destroids and parts intended for return to combat units. Originally he had planned to sell these to the E.B.S.I.S. or black market, but then thought about the Zentraedi. His appealing proposition is that he will turn the destroids and parts over to them. There are enough hidden away to make a major contribution to their war effort and affect the outcome of the Zentraedi's secret plans to conquer the Argentine Highlands region. If the alien warriors will take control of New Patagonia, Varn proposes, he will give them his secretly reconditioned mecha and, if the repair facility is not badly damaged, he'll run it for them and repair Zentraedi mecha and ill-gotten E.B.S.I.S. and RDF mecha that they may have acquired. The inclusion of Varn's reconditioned RDF mecha would give the Zentraedi the means to penetrate into human territory undetected and reap havoc. The capture of the Patagonia mecha facility would provide them with a reliable source for repair and replacement of their battle-damaged mecha. With this critical source of supply under their control, the Zentraedi will no longer be forced to fight a war of attrition. Their supply of vital war material - battle pods and other mecha — can finally be kept in repair and combat damage need not put a unit out of commission permanently. The opportunity is irresistible.

The human, Varn, sees himself as becoming the king of a technological empire even though he'd be working for the Zentraedi. Heric and Alina are happy to set this power-hungry Micronian up in such a manner. As long as he can produce what he promises them, they don't care what delusions he may have. With a renewable source of mecha, the Zentraedi generals have no doubt they can turn the tide of the war, and break out of the confinement of the Control Zone once and for all. They are prepared to risk much and reshape sector-wide battle lines in their drive to control New Patagonia.



Staging The Adventure

The best beginning for this adventure is to have player characters assigned to temporary (or permanent) duty at a border surveillance post known as **Anton-17**. Or they may have been sent to conduct special missions inside the Zentraedi Control Zone with Anton-17 as their home base of operations. If the GM wants to run a series of Control Zone-related adventures, Anton-17 makes a good long-term duty station for all kinds of combat adventures. Otherwise, the characters can be assigned there on temporary duty because the outpost is currently undermanned. A recent attack crippled or destroyed most of their mecha, leaving only three, an Excaliber, Gladiator and a Veritech suitable for field duty.

If the player characters have six or more mecha, they should be the only armored units working out of Anton-17, other than the three NPC units already present. If there are fewer than six player characters with mecha, the complement of Destroids can be increased by adding Non-Player Characters (NPCs) to the squad — G.M.'s choice.

Alternatively, player characters can be located elsewhere in The Highlands and be called in as reinforcements to help deal with the Zentraedi or given a special assignment that sends them into the heart of the conflict.

An alternative starting point for RDF and/or Southern Cross player characters is an assignment in The Highlands or at Echo Base as a backup mecha squad, patrol unit or Special Forces. These mecha squads patrol in friendly, human occupied territory and are usually intended to catch infiltrators that slipped through the border net. If characters

start as backup defenders, they are NOT likely to be involved with the initial protection of the Control Zone perimeter when Anton-17 comes under attack, but they may be (at some point) sent to recapture the outpost or perform reconnaissance.

Being away from the action at the "front" may lead some of the player characters and their fellow Non-Player Characters (NPCs) to feel that they are missing "all the action." Little do they know that they will soon be swept up in the main action of the Zentraedi secret invasion. At some point after the border skirmishes, which they miss, the characters will encounter one of the Zentraedi infiltration teams on its way to Lake Olando! These enemy forces can include a small squad of battle pods and shortly afterward, a squad of RDF Destroids behaving suspiciously who attack if questioned—they are Yarn's reconditioned mecha piloted by micronized Zentraedi (basic mecha piloting and combat capabilities).

Generally, only RDF units are assigned as backup in these towns, but the border conflict may also cause mercenaries or bandits to use the chaos of battle to make some moves of their own.

G.M. Note: Alternative assignments can be used instead of those suggested here. The GM should pick a likely place where characters might be serving on temporary or permanent assignment, and from which they would have access to the path of Zentraedi travel outlined later in this adventure.

Equipment Note: At the GM's discretion, the players may be given special equipment, heavy weapons, experimental items and/or allowed to run different, special, souped-up mecha than they might normally be assigned. The player group may also be assigned to lead a handful of non-player characters. If their mecha are destroyed or equipment lost, it will be immediately replaced and they will be sent back into the field.

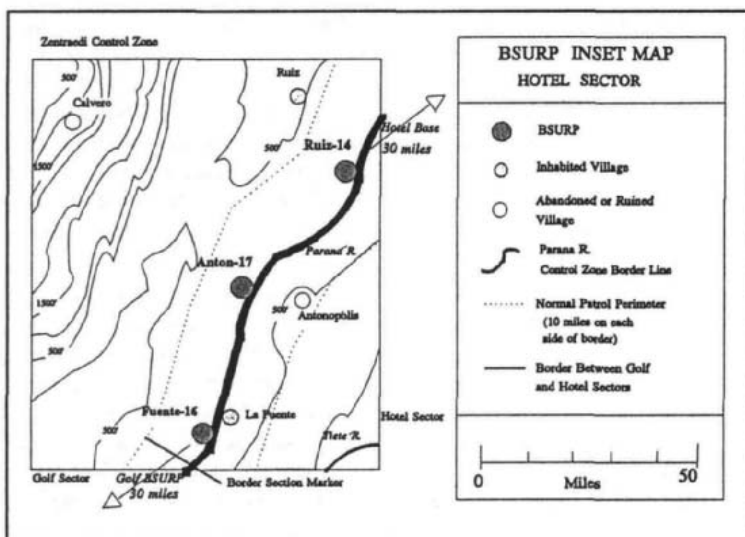
If our heroes are put decisively out of the action by the enemy, new characters can be quickly rolled and run through the remaining adventure. This way the player(s) aren't knocked out of an exciting adventure and the new character(s) still have a chance of stopping the Zentraedi invasion. This is war and there are thousands of participants who can make a difference.

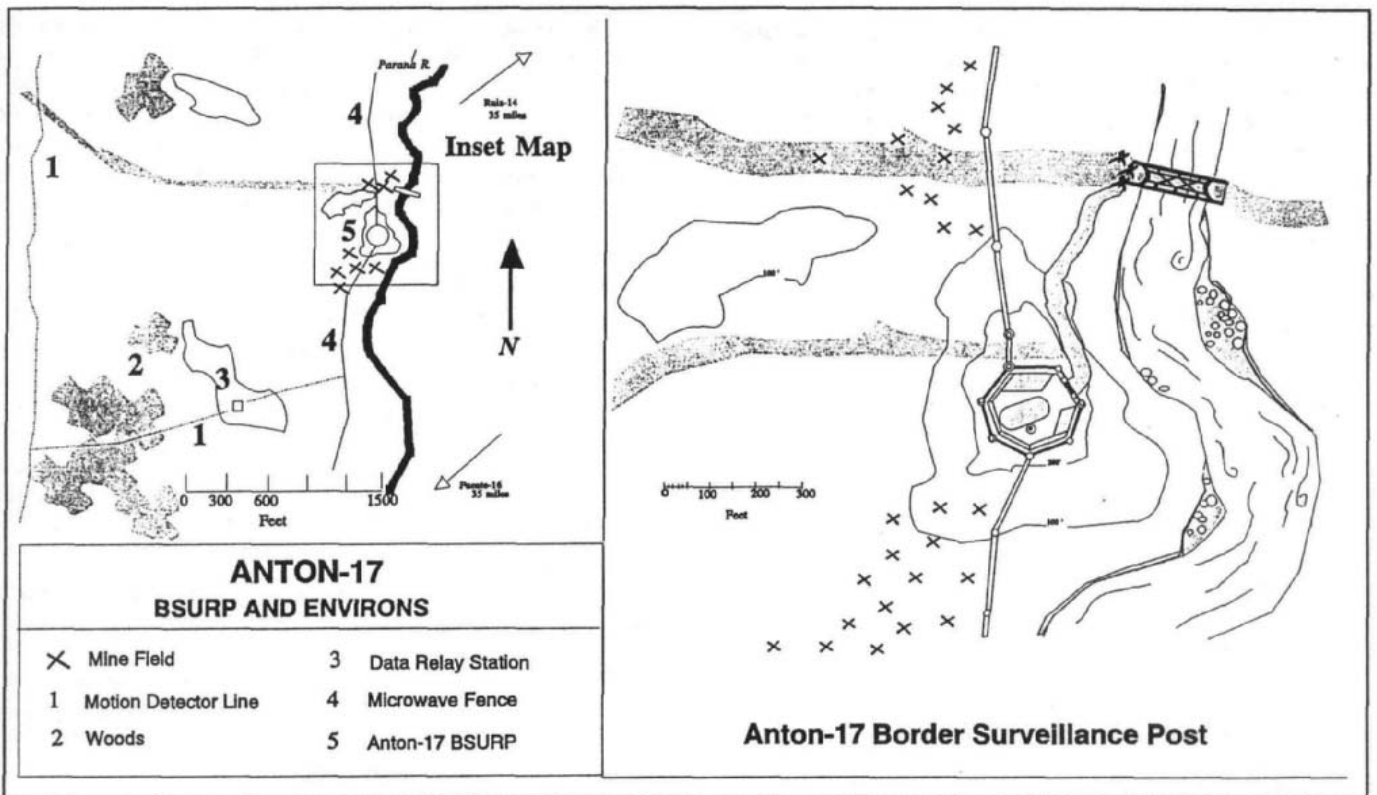
RDF Surveillance Border Post Anton-17

The Area. The Zentraedi Control Zone border in the military Sector denoted as "Hotel Sector" of The Highlands region is guarded by three Border Surveillance Posts (BSURPs). Anton-17 is one such border station. It is named after the long-abandoned village of **Antonopolis** on a nearby hill. It is a small but well-fortified outpost that guards a bridge across the Parana River. The bridge is intact and is used by the RDF when vehicles need to be advanced into Zentraedi territory. The river marks the border of the Zentraedi Control Zone in this region. The next closest BSURPs are **Ruiz-14** and **Fuente-16**, 35 miles (56 km) to the northeast and southwest respectively. Troops stationed at Anton-17 sometimes go to the village of La Fuente for rest and recreation.

The Terrain. The countryside here is rolling hills and ridges around the Parana River valley. Grasslands are broken up with shrubs and light forest in the valley bottoms and groves of yerba mate, a tree whose leaves and bark are made into a popular tea. The land around Anton-17 contains this kind of wooded grassland and a few hills and ridges. The countryside is pocked with relatively few bombardment craters, though patches of grass and many hillsides are cratered and burned with the scars of recent border skirmishes.

Two hundred feet (61 m) to the west of the Anton-17 outpost is the Parana River winding its way southward. The river here is swift and full of rapids, running between steep banks with a sharp thirty-foot





drop down to water level. Boulder fields serve as narrow shelves of dry land bordering the river in its channel. In the wet season the river is navigable at this point, otherwise the rapids are too rough and dangerous to permit much boat traffic.

Bridge. A small bridge of steel girder construction lies 500 feet (152 m) northeast of Anton-17. On the Zentraedi side of the bridge, its entrance is blocked with three large barricades of titanium steel. These are of the classic anti-tank design, like gigantic spiked jacks, and are intended to be an immovable obstacle to most conventional vehicles that might attempt to cross the bridge. The barricade can only be moved by Destroids or heavy-lifting equipment. The old roadway on the human side of the river is filled with anti-mecha mines for a length of 300 feet (91.5 m). Of course, military personnel are aware of the mined areas and avoid them.

These mines are deactivated if and when the RDF needs to move equipment over this route, but that occasion is not frequent, so the mines are usually activated. The mine field is also a deterrent to hijackers and Zentraedi supply-runners who might attempt to use the bridge. The roadway leading from the bridge to Anton-17 is not mined.

Bridge Statistics: A conventional steel reinforced structure. It has 1000 S.D.C. (10 M.D.C.) and can support 100,000 tons without straining.

Bridge Barricades: Three, each weighs 10 tons each, has 10 M.D.C. each and can be moved only by a combined strength of 40 or greater.

AM-1 Anti-Mecha Mine:

1D6X10M.D. each
40 foot (12.2 m) blast radius

A weight of 15 tons or greater must be placed on one of these mines to detonate it. A Zentraedi foot soldier or male power armor may not set the AM-1 off, but battle pods, tanks, concentrated troop movement and most mecha will.

Sensors: A scattering of spy-eye cameras are set up in the hills west of Anton-17. These send their data back to the surveillance post by a series of relay antennas.

A continuous line of "Fingers" motion detection sensors parallel the border (i.e., the Parana River), approximately four miles (6 km) west of the outpost. This is the primary line of detection against unexpected movement towards the perimeter. A microwave fence line is roughly a half mile (0.8 km) west of the border and runs parallel with the river. Both ground motion systems are hardwired into Anton-17's monitoring system. Radar atop the communication tower monitors air activity within a 100 mile (160 km) radius.

Immediately north of and adjoining the station, the microwave fence is interrupted with a guarded gate. Armored vehicles use this passage to enter and leave the western patrol zone without triggering perimeter alarms every time they cross the fence line. Just south of Anton-17, a stretch of the microwave fence is also mined with AM-1 anti-mecha mines. This is actually a deterrent to hinder attackers from encircling the outpost hill.

Fortifications: Anton-17 is made of standard *Kepalloy* construction, with buildings and defensive walls placed atop a network of underground chambers dug into a 200 foot (61 m) high hill near the river. Fortress walls are a prefab reinforced *Kepalloy*, with the mega-damage-resistant alloy facing the exterior.

The blast gate faces the river and offers the only entrance into the compound. Hydraulics allow the double-locking reinforced portal to open and close quickly, cycling rapidly for swift combat sallies. As long as the tower at the south end of the gate is intact, the hydraulics are functional, and the gate can open or close in one melee round. If the hydraulics are damaged, mecha or giant Zentraedi with a PS 30 can force the gates open within 1D4 melee rounds. If none of these are available, only demolitions or a heavy vehicle can force the gate to open.

Guard towers connect the outer wall segments. They serve as lookout posts and elevated firing positions for marksmen and laser gun operators. Seven of the eight towers are armed with the AA laser gun. One is equipped with a Porcupine launch array capable of firing short-range missiles.

Gun Slits in the walls are large enough to launch a grenade from and the infantry inside these ramparts can fire assault weapons from protected positions. Twenty-five soldiers can man one wall segment and an additional six marksmen are inside each tower battlement.

Buildings inside are also covered with the mega-damage Kepalloy material. The Post Command Center (which is mostly underground) is bolstered with concussion packs and earth for additional blast protection. The underground section includes a storage area, command center, secondary barrack, and power plant/generator. **Note:** The post also includes a small sick bay, recreation hall and mess hall as part of the large, surface barracks. The Mecha Storage building is shown in the cross-section diagram as an example.

Anton-17 M.D.C. by Location:

- Wall Segment (between towers) - 500
- Guard Towers (8) - 300 each
- Blast Gate - 500
- AA Laser Guns (7) — 50 each
- Short-Range Missile Launcher (1) — 100
- Buildings Inside The Compound (4):
 - Mecha Storage (1) - 1800
 - Vehicle Garage & Motor Pool (1) - 1200
 - Barracks Area (1; over com. center) — 1200
 - *Command Center (1; underground) — 2500
- Communication Tower (1) — 25
- 10 foot radius of wall — 50 each
- 10 foot radius of floor — 100 each
- Interior Doors (many) — 25 each
- Concealed Elevator to Command Center (1) — 150

***Note:** The underground post command center is protected by tons of earth and concussion packs so it takes only half damage from area effect blasts and random missile strikes. Direct blasts focused on its secret location will do full damage after the dirt and padding have been blasted away.

Secret human-sized tunnels connect each building with the Post's Command Center; plus there are two secret exit tunnels, one upping near the west wall inside the compound and one south, outside the compound. The tunnels can typically sustain about 200 M.D.C. surface damage before 10 foot (3 m) sections begin to collapse. However, 40 M.D.C. of explosives detonated inside the tunnel will collapse a 10 foot (3 m) section. Concealed tunnel hatches have 50 M.D.C. and lock automatically.

Troop Complement

Note: At the time of the Zentraedi Breakout attack, Anton-17 is a minor post and not heavily armed. Only one half of an infantry company (80 soldiers) and a third of a media squad are present (can accommodate one full company, 160 soldiers, if necessary). Recent encounters with the enemy have put the post's normal complement of 10 Destroids out of commission. Consequently, there are only two active Destroids and one VF-1S Veritech Fighter on duty. This may be the reason the player characters have been assigned to the base for temporary duty.

Command Staff (3): CO, XO, Operations Officer

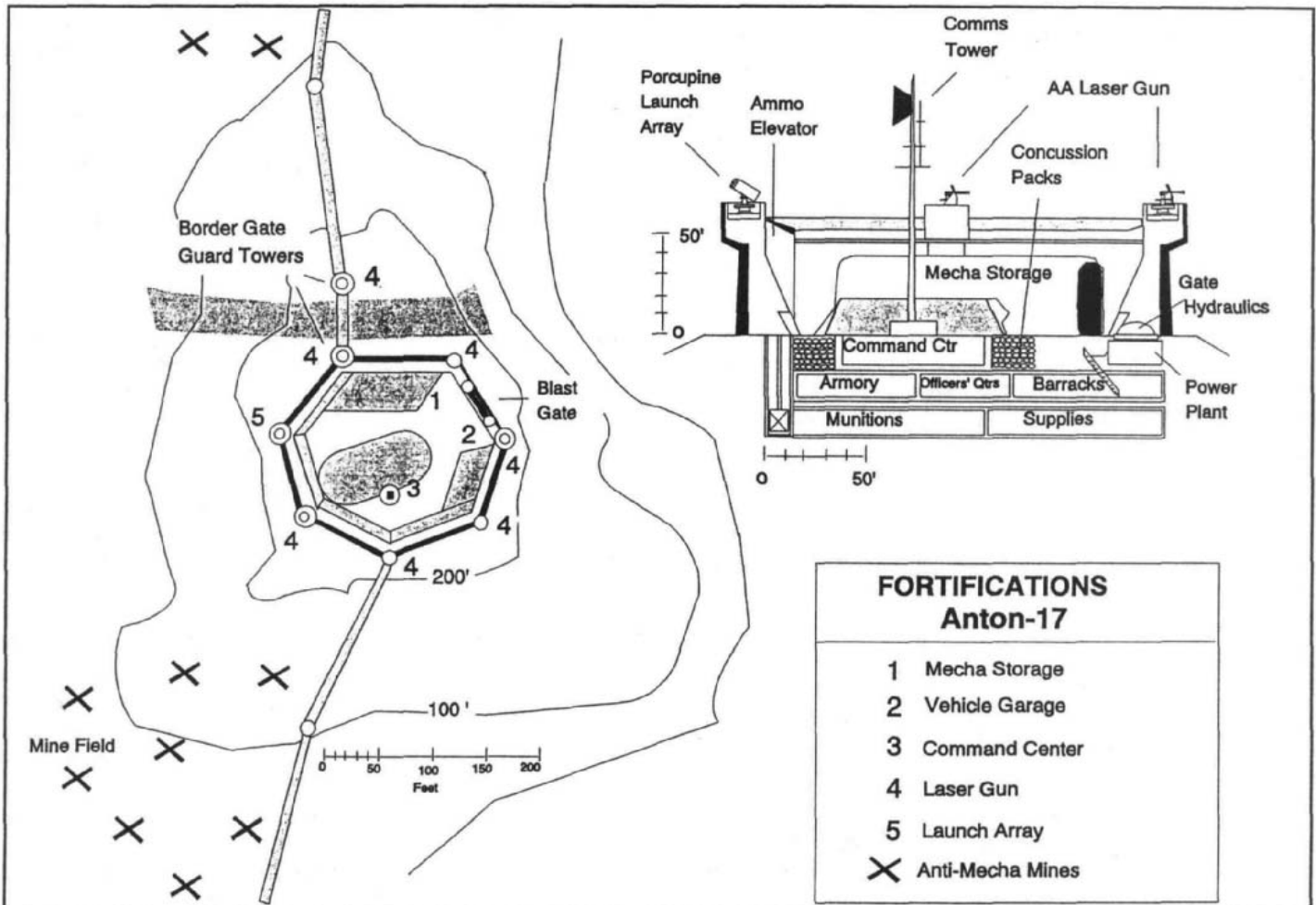
RDF Mecha Pilots (3): Presently short-staffed. One VF-1J Veritech, one Excaliber and one Gladiator (plus player characters as temporary mecha squad).

RDF Infantry Soldiers: 80. This half company is divided into two platoons of 40 each. All are part of the 312th Infantry Brigade, headquartered in Ascendance City. Average level of experience is 4th and includes

Four Mecha repair specialists

Three intelligence specialists (each 6th level)

One IntelSec Lieutenant in charge of intelligence (7th level); he will brief player characters and pass on important background info for an assignment.



Special Additional Southern Cross Troops: Five Jungle/Reconnaissance specialists (all 5th level). They perform long-range investigations and special missions, as well as lead RDF infantry teams on same.

One sergeant (5th level) and four troopers (2nd level) from the Southern Cross Second REP Corps are also based here (each has hover cycle, jet pack and Southern Cross M.D. body armor).

Vehicles on hand include two dozen RDF motorcycles, 12 hovercycles and a handful of jeeps and trucks.

Non-Player Characters

These are brief character profiles, with only the most significant and personal data noted. The GM is welcome to expand these characters as he/she desires. The Operations Officer and the Mecha Pilot both have Destroid piloting skills and can be added to the mecha squad if needed. The Executive Officer (XO) can also be added but his mecha skills are poor and he will only be spared for battle if the defense of Anton-17 goes badly.



Captain G. Harding Osten RDF Commanding Officer

Hit Points: 28, **S.D.C.:** 30

Alignment: Scrupulous

Level of Experience: 7th

Rank/Unit: Captain, 312th RDF Infantry Brigade

Attributes: IQ 14, MA 20, ME 17, PS 15, PP9, PE 12, PB 10, Spd7

Disposition: Dour, calculating, pessimistic, yet at the same time exudes a feeling of confidence, honor and dedication to both his men and his command. He is also a reasonably good tactician.

Skills: WP Revolver, Hand to Hand: Expert, Laser Communications 80%, Intelligence 90%, Radio: Basic 90%.

Profile: Captain Osten will welcome any mecha troops assigned to his

command. Without reinforcements the base is vulnerable to enemy forces. As a pessimist, he always tends to look at the bleak side of things and he is very concerned about not having sufficient power to repel any enemy assaults. If he had his way, he'd get two platoons of mecha with enough force to take the battle to the enemy and make a dent in Zentraedi operations.

If Captain Osten has a character flaw, it's that he feels overlooked, unappreciated and languishing in a wilderness outpost. He wants to make a name for himself and get a "real" command. He's not your traditional "glory hound" but he does have ambition. The Captain plans to carve a name for himself by conducting raids into enemy territory and uncovering their plans (they've been too quiet lately, even Lt. Estrella agrees). This could be his big chance and he's going to be ready for it!

He demands the most out of his men and is a strict disciplinarian, but reasonably fair, understanding and well-liked by the troops under his command.

RDF 1st Lt. Oliver Carmody Executive Officer

Hit Points: 24, **S.D.C.:** 30

Alignment: Anarchist

Level of Experience: 4th

Rank/Unit: 1st Lieutenant, 312th RDF Infantry Brigade

Attributes: IQ 12, MA 10, ME 14, PS 17, PP 11, PE 13, PB 12, Spd 15

Disposition: Quiet, retiring, dry humor, and self-effacing, yet he is very intense, somewhat arrogant, thinks quickly on his feet and can be very aggressive. He is a reasonably good leader, but tends to be a bit too "gung-ho." Lt. Carmody loves combat.

Skills of Note: WP Semi/Fully Automatic Rifle, Hand to Hand: Expert, Surveillance Systems 60%, Electronics 75%, Mecha Pilot 60%.

Profile: Lt. Carmody thinks he can do a better job with this command as well as with strategy and tactics than Captain Osten. He sees Captain Osten as being too cautious and slow to action and is waiting for his chance to prove himself to the high command.

The Lieutenant enjoys combat and takes every chance that comes his way to get out of the post and into the field, rare though these opportunities are. Most of the men like him, especially the new recruits who see him as a daring fighter and a "Hot Shot." Some of the veterans see the same "Hot Shot" qualities as potential trouble, especially in the field of combat.

RDF 1st Lt. Terese Bering Operations Officer

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

Alignment: Scrupulous

Level of Experience: 5th

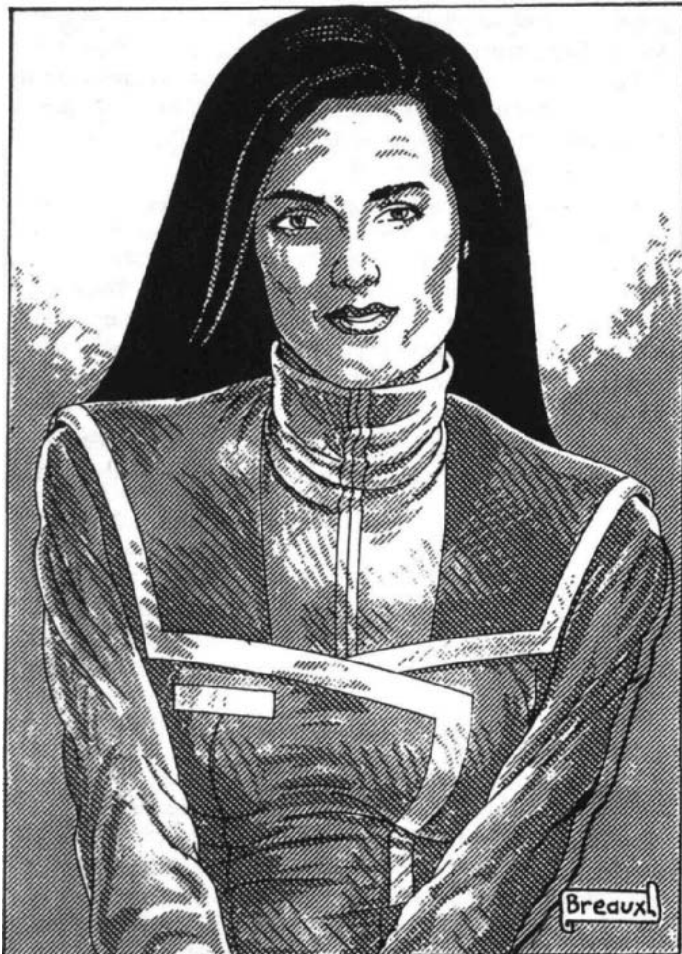
Rank/Unit: 1st Lieutenant, 312th RDF Infantry Brigade

Attributes: IQ 16, MA 14, ME 12, PS 10, PP9, PE 17, PB 12, Spd 11

Disposition: Hard-nosed, direct, resourceful, sharp-witted and sarcastic. She keeps a cool head under fire and is a good combat strategist.

Skills of Note: Mecha Combat, Mecha Pilot (Gladiator, Spartan), 85%, Hand to Hand Expert, Radio: Basic 75%, and Computer Ops 85%.

Profile: Lt. Bering became operations officer after proving her ability to lead a mecha squad in the field of combat and repeatedly performed well in battle. This promotion moves her up the ladder, but she would really rather be back inside a Destroid.



2nd Lt. Carla Estrella Intelligence Analysis Officer

Hit Points: 31, **S.D.C.:** 30

Alignment: Unprincipled

Level of Experience: 5th

Rank/Unit: 2nd Lieutenant, RDF 189th Intelligence Brigade

Attributes: IQ15, MA 8, ME 10, PS 12, PP18, PE14, PB 12, Spd 10

Disposition: Secretive, aloof, proud, self-confident, and coldly dispassionate.

Skills of Note: Intelligence 85%, interrogation 80%, radio: scrambled 75%, radio: basic 80%.

Profile: Lt. Estrella regards maneuvers against the Zentraedi as a cat and mouse game, and prides herself on building the better mouse trap. Her predictions about enemy activity are right about 70% of the time, which is better than many of her more experienced colleagues.

Staff Sgt. Rico Bustamente Reconnaissance Chief

Hit Points: 29, **S.D.C.:** 30

Alignment: Unprincipled

Experience Level: 6th

Rank/Unit: Staff Sergeant, 2nd REP Corps (Southern Cross)

Attributes: IQ 14, MA 15, ME 12, PS 19, PP 10, PE 11, PB 7, Spd 18

Disposition: Bold, cocky, takes chances; an irreverent practical-joker during quiet moments but becomes all business on the job, except that he takes foolish risks.

Skills: WP Semi/Fully Automatic Rifle, WP Knife, Hand to Hand: Expert, Demolitions 90%, Tracking 75%, Detect Concealment 70%, Radio: Basic 90%, Wilderness Survival 75%, and Prowl 98%.

Profile: Rico is known for his daring, but is infamous for his incredible skill at getting in the enemy's lap without ever being detected (at least so far). However, many of the troops believe he has pushed his luck to the limit and is due for a fall that will come down hard. To complicate matters, Rico has become extremely overconfident and takes increasingly bold and foolish risks.

Rico has lost many friends and family to the Zentraedi and hates them (and enemy sympathizers) with a passion! Thus, he is quick to take even the most dangerous assignments against them.

Sgt. Arlo Santero Destroid Pilot

Hit Points: 25, **S.D.C.:** 20

Alignment: Unprincipled

Experience Level: 3

Rank/Unit: Sergeant, 311th RDF Mecha Brigade

Attributes: IQ 10, MA 11, ME 9, PS 15, PP 13, PE 17, PB 13, Spd 16

Disposition: Reserved, judgmental, generous after accepting a friend.

Skills of Note: Hand to Hand: Expert, Weapon Systems 75%; Mecha Pilot, Mecha Combat (Excaliber, Gladiator, Raidar X) 95%.

Profile: Arlo is senior pilot at this post, and resents the intrusion of newcomers whom he does not yet respect or trust.

The Adventure Begins

The adventure can begin with a bang as a surprisingly large force of Zentraedi break out of the Control Zone and attack Anton-17 and two neighboring outposts on either side of Anton-17!

However, it may be more fun to have the player characters assigned to temporary or special duty at the outpost and let suspense build as the characters uncover bits and pieces that support Captain Osten and Lt. Estrella in their beliefs that the Zentraedi are up to no good. Although the following adventures are arranged for such preliminary skirmishes and intrigue, they can be slightly modified and used at any time, any place in the South American Sector.

Part One: Anton-17 Background Information

Over the years, Anton-17 has been the site of several Zentraedi attacks and encroachments. However, it has never been the target of an offensive siege and has never fallen into enemy hands.

Two weeks ago the Anton-17 mecha patrol was ambushed and pounded by a powerful force of Zentraedi. Three RDF mecha were destroyed and four others were so severely damaged that they have been air-lifted to one of the Border Command Assault Bases where they wait to be dismantled for parts and the rest scrapped! All of the patrol crew members made it back to the outpost alive, but most were badly injured and have been sent to a hospital in Juaquin or placed on leave for some much needed R&R. Anton-17 awaits replacement mecha and a fresh crew of mecha pilots to take their place (the player characters?).

Until a replacement mecha squad arrives, the outpost is dangerously vulnerable to enemy attack.

Many of the troops at Anton-17 are suspicious of the incident and believe that the Zentraedi are engaged in some sort of secret offensive. SASTRAC Intelligence suggests otherwise and has written off the incident as a random "hit and run" strike from some malcontents in the

area. RDF Intelligence has noted some unusual enemy troop movements, but nowhere near the outpost. The troops at Anton-17 are quick to point out that Intelligence had no evidence of Zentraedi activity in their region two weeks ago when the patrol was ambushed. Furthermore, Intelligence cannot identify who the aggressors may have been, how they got to the border without being detected, or where they may have gone. It is this last part that worries the force at Anton-17 the most. The enemy seems to have simply attacked and disappeared — not just retreated, but vanished! This leaves the question, why attack at all, with such a devastating assault and then not follow through when the base was at its weakest? Lt. Estrella insists that the enemy was testing their strength and have something much bigger in mind. She also points out that the defeat suffered by the Destroid patrol has boosted the enemy's morale and confidence.

Subsequent aerial and ground reconnaissance *seems* to show no sign of an enemy presence near Anton-17. Sgt. Rico Bustamente's own investigation of the attack site has uncovered the following:

- The attackers included two Officer's Pods (perhaps three), an estimated 20 battle pods, and four female power armor units.
- Any fallen Zentraedi (the Destroid patrol reported destroying at least four battle pods) were carried away by their companions — very unusual for Zentraedi.
- The enemy was well prepared, knew when and where to strike, and was knowledgeable enough of the patrol's routine (a fatal mistake on the part of the patrol) to establish a place of ambush.
- The attacker's trail seemed to show them heading north, back into the heart of the Control Zone, typical of hit and run operations. However, following the trail some 167 miles (267.2 km; much farther than the Sergeant should have travelled), the trail ends at a clearing. This suggests they were picked up by a reentry pod or other flying transport. This also suggests a much larger and organized operation than originally suspected, which departs from the normal hit and run tactics.
- Sgt. Bustamente has also noted the following: No other military or civilian targets were hit — giving support to Lt. Estralla's supposition that the RDF patrol was attacked to test their strength. This Zentraedi strike force was extremely well organized, equipped, and composed entirely of mecha. All unusual, but not unheard of when involving a random hit and run.
- Further investigation suggests evidence of a Theatre Scout in the area before and *after* the assault. Command Intelligence cannot confirm or deny its presence — they just don't know.

Encounter One: Reconnaissance

The following encounters should be played in the order given, but depending on the character's actions, may be rearranged or modified in just about any way desired.

Read this to the players:

At 0600, Lieutenant Bering, Operations Officer, calls you into her office in the heart of the Command Center.

"10 minutes ago, a surveillance Fly-Eye in the hills west of here picked up a lone enemy scout. Then the eye went dead. HQ tells us there are no signs of an enemy presence in our area and little movement along the CZ border. It's probably nothing, but I want you to check it out. Do a full sensor and visual sweep, keep in reasonable radio contact, and stay alert. Play this by the book. I don't need to remind you about what happened to your predecessors. HQ had no sign of enemy movement then either. Move out."

Even if Lt. Bering is one of the mecha pilots assigned to the new mecha squad, she is likely to stay behind on this particular assignment (G.M.'s choice). However, Sergeant Bustamente may come along, hitching a ride inside one of the Destroids or Veritechs. The Sergeant will let the player characters run the show while he makes his own

observations (things that might surprise the characters when they make their report back at Anton-17). If Lt. Bering accompanies the group, she will let the player character squad leader take charge of the squad for the purpose of evaluating that character's command abilities and how the group functions as a team. However, she is swift with suggestions about battle tactics and can be a dynamo in combat. If the squad leader wavers at critical moments or makes consistently bad decisions, the Lieutenant will take charge of the group out of frustration.

The investigation should be one of suspense and tension. The patrol is likely to wonder whether they are walking into another ambush and may react to every sound and movement they see and hear. **Game**

Master Note: Play this up for suspense and laughs. For example: "Suddenly, behind you there is a violent rustling of the leaves (trees or bushes) like a battle pod pushing through the bushes! What do you do?" Turning around will definitely show a disturbance in the vegetation, but it's more like a human-sized intruder — perhaps a pair of bandits wrestling. A moment later, there is a terrible sounding screech and three battling monkeys leap out of the brush and go scurrying up a tree and out of sight. Nervous characters might overreact and shoot into the area or at the monkeys, which could be messy and definitely noisy.



The characters turn around and standing before them is ... a native from one of the local tribes staring at them in disbelief (hopefully they don't shoot at him. If they do, the shots should miss and he runs away). Talking with the character reveals little. He's an innocent bystander out hunting. He hasn't seen anything unusual (except maybe giant mecha shooting at monkeys).

Further investigation reveals little trace of the enemy. The spy camera can be located and looks as if it's been smashed by a rock or club (it's an S.D.C. item). If the area is carefully examined by a character skilled in tracking, he/she will find inconclusive evidence of two or three humans having been in the area (not that they were captured on camera) and definite signs of a lone Zentraedi pod, perhaps trailing runaway slaves. Following the pod's tracks will take the patrol another two miles (3.2 km) into the Control Zone, then they disappear. Closer investigation of this area shows broken branches high up in the trees (caused by something very big pushing through them). On the ground are the telltale circular indentation marks made only by the Zentraedi Theatre Scout. They missed it by 10 minutes or less (no trace)! It must have been flying at tree top level because the vehicle was not detected by conventional radar. And so the mystery continues.

Encounter Two: Morning Patrol

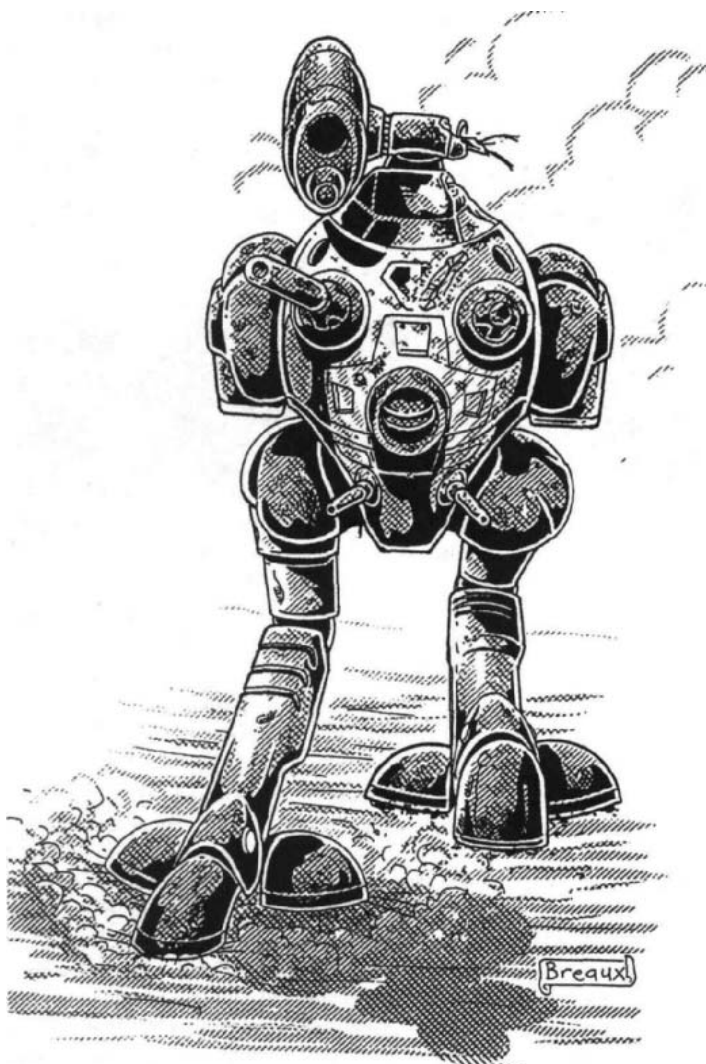
Read the following:

It's morning a day or two later. Suddenly detection sensors sound an alarm. Moments later the compound is lit up with incoming missile fire. The missiles aren't aimed at buildings or troops — they arc overhead and strike the communications tower behind the walls of the post. Shards fly into the air as the tower is obliterated. The attack came from the hill just north of the old bridge road.

This is the opening salvo of the attack on Anton-17. A reconnaissance scout pod, a tactical battle pod and a light artillery pod have crossed the sensor lines to the north. The mecha squad is dispatched to find and destroy the attackers.

The enemy's objective is to knock out the communication and sensor towers at bases along the border. As soon as they hit Anton-17 the Zentraedi advance toward Ruiz-14. The fleeing pods will fend off retaliation while trying to reach their next target to destroy it. The characters from the Anton-17 post may meet with the mecha team from Ruiz-14 to destroy the attackers. Where either force encounters additional Zentraedi Pods or soldiers is up to the Game Master.

Note: If the communication tower is destroyed/beyond repair, contact with perimeter sensors is lost and radio communications are limited to mecha and portable radios: clear transmissions for 100 miles (160 km), garbled, static communications up to about 300 miles (482.7 km) — transmissions are being jammed and interfered with by the enemy!



The Enemy

Standard Tactical Battle Pod

Note: See the **Robotech RPG**, page 85, for full description and data.

Speed: Running: 175 mph (280 km)

M.D.C.: 50 main body

Weapons:

P-Beam Cannons (2): 4D10 M.D.; Range 4000 ft (1200 m)
Laser Guns (2): 1D6 M.D. single blast or 2D6 M.D. per double blast; Range 4000 ft (1200 m)
Auto Cannons (2): MD 1D6 or 2D6 or 4D6 M.D.; Range 2000 ft (610 m)

Payload: 480 rounds per auto cannon, laser and P-beam unlimited.
Hand to Hand: 1D6M.D. from kick or body block, 2D6 from leap kick.

Light Artillery Pod

Speed: Running 90 mph (144 km) fully loaded, 120 mph empty.

M.D.C.: 50 main body; see rule book, page 86.

Weapons:

Short-Range Missile Launchers; 1D6x 10 M.D.; Range 2 miles
P-Beam Cannons (2): 4D10 M.D.; Range 4000 ft (1200 m)
Auto Cannons (2): 1D6, 2D6 or 4D6 M.D.; Range 2000 ft (610 m)

Payload: 400 rounds per auto cannon, 12 short-range missiles per pod, P-beam effectively unlimited.

Recon Scout

Speed: Running 120 mph

M.D.C.: 50 main body; see rule book, page 87.

Encounter 3: The Attack

Shortly after the player characters chase down and engage the attackers, Zentraedi troops explode from the jungle! From an aerial position, the sky to the north is dotted with thousands of battle pods, scores of reentry pods and one giant spaceship! Four squadrons of Veritech fighters followed by a dozen fighter squadrons roar by overhead. As they zoom past, they confirm that the Zentraedi are launching a surprise offense and that all ground troops should "dig in" at their defensive posts!

The player characters only have 2D4 minutes before the enemy starts flooding across the now crippled sensor line towards Anton-17. The Game Master can orchestrate this fight any way he/she deems appropriate. The player characters may get cut off from the outpost and they may be forced to retreat and regroup at one of the Border Assault Command Bases as the CZ perimeter is overrun by Zentraedi. In the frenzy of the siege, human troops, even mecha, can slip away into the light forests and head toward the Command Bases.

Blowing up the bridge and forcing the Zentraedi to cross the river is almost no deterrent, except to foot soldiers, particularly micronized troops. Battle pods can fly over the river or maneuver through the rapids and leap up the steep embankments.

If the player characters want to mix it up with an entire strike force company, the Zentraedi will be happy to oblige them. If they continue to fight the invasion force the enemy will be drawn to deal with them (inciting any combination of Zentraedi warriors and mecha to engage them). If characters break off combat, retreat and lie low for a bit, they will see the enemy begin to split up and scatter into human territory.

Meanwhile, RDF and SASTRAC troops are mobilizing as quickly as possible to engage the enemy and drive him back. The battle will reach its peak within two hours and last for most of the day. When calm finally comes, the enemy will have seized Anton-17, Fuente-16, Ruiz-14, Command Base H ("Hotel"), as well as the neighboring towns and territory of this region! Several other BSURPs and bases are also under siege and may fall within the next 48 hours. The Zentraedi will fight and hold this sector for weeks, perhaps months. These enemy troops are relatively contained, but those representing a greater danger are the hundreds of smaller Zentraedi platoons and companies that are pressing deep into the Argentine Quadrant. Their target seems to be the southwest region toward Campo Grande, Ascendance City/Base and threatening The Highlands and Upper Argentine.

Note: The Southeast areas (Juaquin and New Patagonia) and ocean coastline are completely free of enemy aggressors. The entire invasion seems to be directed at the western portion of the Argentine Quadrant south of the CZ demarcation line. To play it safe, SASTRAC has moved in troops to bolster the Control Zone perimeter to the east and around the city of Juaquin. A pair of Beachmaster "Daedalus" class and one "Prometheus" class aircraft carrier move in to defend the cities of

Juaquin and El Vencedor and the coastal region in general. If necessary, a portion of their mecha troops can be sent inland to combat the enemy to the west.

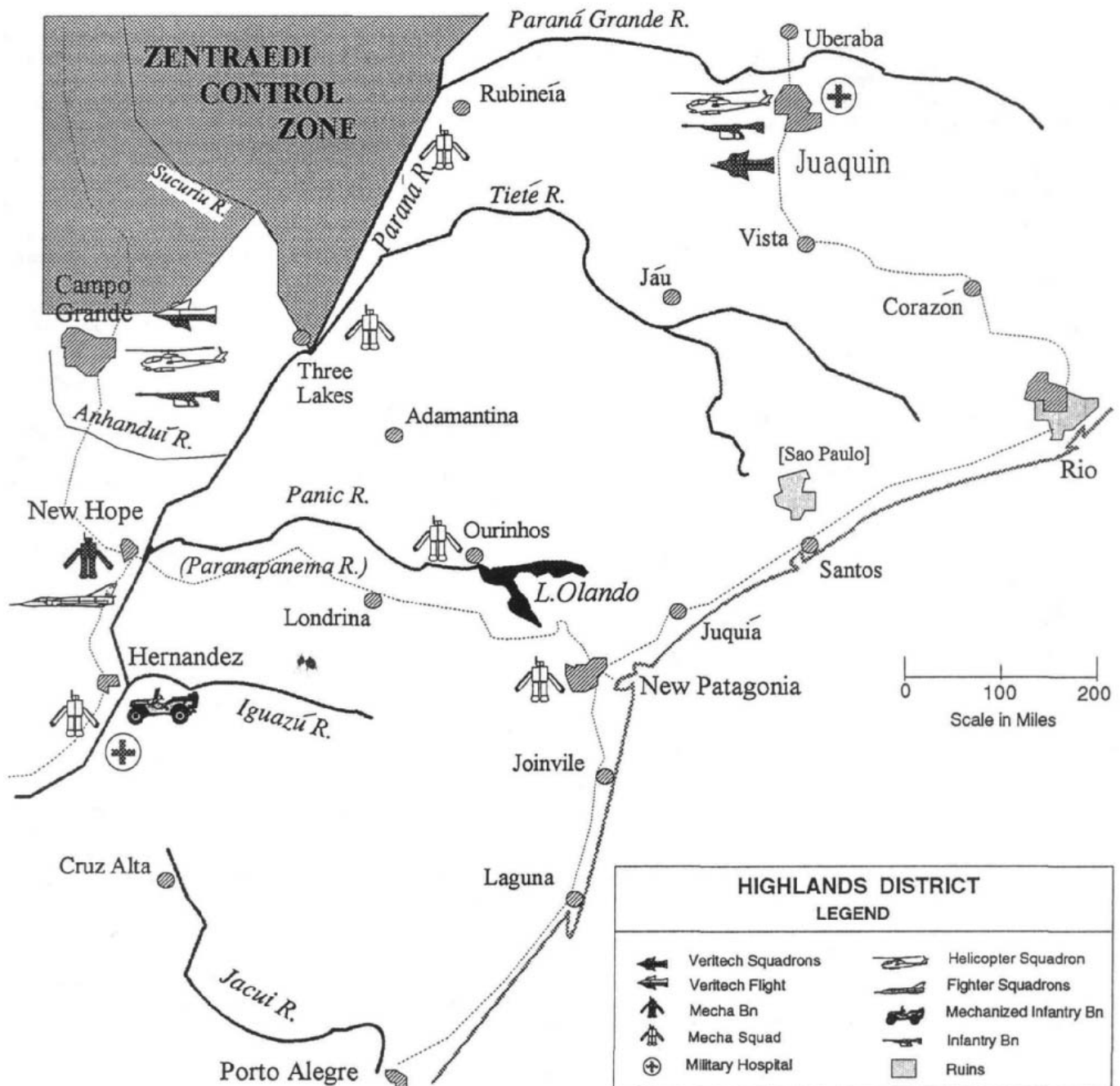
Game Master Notes

Human Reinforcements. RDF troops or SASTRAC allies can arrive at any point to help or even save the player characters. A squadron of Comanchero helicopters, Logans or Veritechs may suddenly burst on the scene, giving the valiant heroes a much welcomed breather and/or a chance to retreat or engage other enemy forces.

The Zentraedi Objective. The attackers will try to occupy the Control Zone defensive bases and areas around it. Then they will quickly press forward into Upper Argentine and The Highlands. While most head to the west, drawing the RDF and SASTRAC defenders with them, scores of small infiltration and strike teams will cross the Parana and quietly head south and southeast. These teams will not engage in destruction and will try to avoid combat and detection. Ultimately, the activity to the west is a ruse to draw attention away from the Zentraedi leaders' true objective in the east. Note that only the Zentraedi leaders,

a handful of officers and the special teams sent to the east know what that secret mission is.

An important G.M. subplot: During the course of combat, our heroes will see one particularly powerful Zentraedi mecha strike force heading east. What is most striking about this group (other than being comprised primarily of officers) is that other Zentraedi troops are running interference for them, intercepting and engaging attackers while the strike force continues to rush forward and away. This unusual mecha force disappears into the eastern woodlands but can be followed if the characters so desire. Their trail can also be found and followed up to 1D4 days after the first attack so the characters have some time to make a decision. Attacks against these Zentraedi will be met with deadly force, but the enemy will be satisfied with stopping or chasing away pursuers rather than obliterating them (unless really angry). *The Zentraedi strike force* is composed of three officer battle pods, eight male power armor, six female power armor, two scout pods and four tactical battle pods. This group may divide into quarters, thirds or halves, leaving one of the smaller groups to fight/distract/stall pursuers. Their destination: The mecha plant at New Patagonia in the east.



The Zentraedi forces against Anton-17:

- 1 Reconnaissance Scout Pod
- 2 Officer Pods
- 2 Heavy Artillery Pods
- 4 Light Artillery Pods
- 10 Tactical Battle Pods
- 10 Male Power Armor
- 30 Giant Zentraedi Foot Soldiers
- 100 micronized Zentraedi

Note: See the **Robotech Role-Playing Game** for complete details on Zentraedi pods, armor, weapons, giants and equipment, as well as RDF Destroids, Veritechs, and Occupational Character Classes. Statistics not listed previously are given below.

Similar troops have attacked the other BSURPs and 100 battle pods, 200 giant foot soldiers (in body armor), two squadrons of male power armor and a squadron of female power armor have attacked Command Base H!

Officer Battle Pod

Speed: 300 mph (482.7 km) running or 670 mph/Mach One flying.

M.D.C.: 100 main body; see rule book, page 85.

Weapons:

Large Beam Cannon: 5D10 + 25 M.D.; Range 10,000 ft (3048 m)

Auto Cannons (2): 1D6, 2D6 or 4D6 M.D.; Range 4000 ft

Missile launcher: 6 short-range missiles (2 miles/3.2 km)

Hand to Hand: 1D6 M.D. kick or 1D4 punch/block/stomp

Weapon Arms (2):

Particle Beam: 4D10 M.D.; Range 4000 ft (1200 m)

Small Impact Cannon: 1D8 or 2D8 M.D.; Range 4000 ft (1200 m)

Pay load: 240 rounds for auto and impact cannons, while energy weapons are effectively unlimited.

Male Power Armor

Note: Half have plasma cannons and half have particle beam cannons; all have laser pistols.

Speed: 40 mph (64 km) running or 70 mph (112 km) flying

M.D.C.: Standard; see rule book, page 90.

Weapons:

Impact Cannon: 2D8 M.D.; Range 4000 ft (1200 m)

Shoulder-mounted Particle Beam Cannon: 4D10 M.D.; Range 4000 feet (1200 m) or Shoulder-mounted Plasma Cannon: 3D8 M.D.; Range 4300 ft (1300 m)

Laser Pistol: 1D6 M.D.; Range 300 ft (91.5 m)

Hand to Hand: 1D8 M.D. punch, 1D6 kick

Average Giant Foot Soldier

Speed Attribute: 110 (average), 75 mph (120 km)

Hit Points/M.D.C.: 1500 or 15 M.D.C.

S.D.C.: 2000 or 20 M.D.C.

Light Body Armor: 25 M.D.C.

Weapons:

Laser Pistol: 1D6 M.D.; Range 300 ft (91.5 m)

Assault Rifle: 1D6, 2D6 or 4D6 M.D.; Range 4000 ft (1200 m)

Pay load: Pistol: effectively unlimited; rifle: 200 rounds.

Average Micronized Foot Soldier

Speed Attribute: 10 (average)

Hit Points: 20

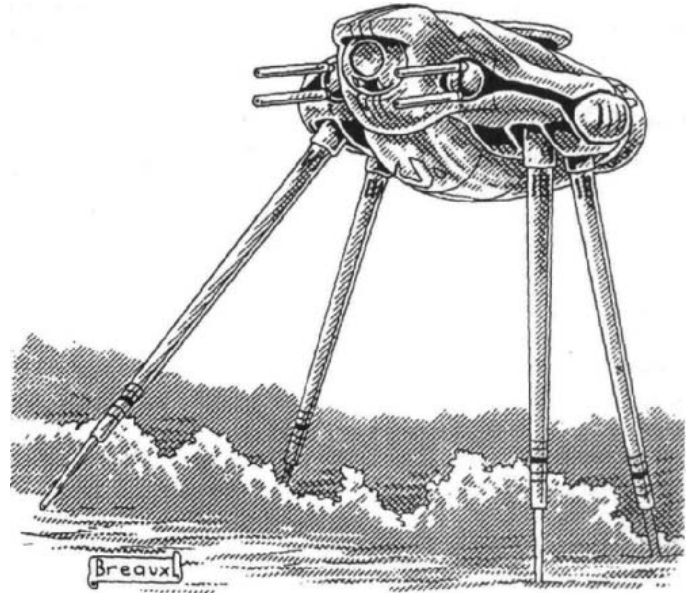
S.D.C.: 20

Body Armor: A.R.: 14, S.D.C.: 200 (2 M.D.C.)

Typical Assault Rifle: 3D6 S.D.C. per cartridge; 1D4 + 2 M.D. from grenade. Range: 1000 ft (305 m)

Rocket Launchers/LAWs: 1D8 M.D.; Range: one mile (1.6 km)

Note: Soldiers wear black market and looted body armor and use AK-98 "Siberia" assault rifles of E.B.S.I.S. manufacture. One out of five soldiers has a rocket launcher and five rockets.



Encounter 4: Intelligence

There are explosions, gunfire and fire-fights everywhere. Thousands, maybe tens of thousands, of Zentraedi have penetrated the defensive perimeter and rush into human occupied territory.

There is a constant background murmur of status reports on the radio. One catches your attention. A distress call from a Veritech Fighter crash landing about 20 miles (32 km) to the west.

Suddenly the voice of Captain Osten interrupts the din. He addresses the player characters: *"I want you to answer that distress call now! That bird's down and out. The pilot may have critical data about this siege. We need it! Get there. Get him. And get to the nearest Command Base, ASAP!! Do not let this man fall into enemy hands! Go!!"*

This is a direct order so the military player characters must comply. The Captain will not accept any arguments about the group splitting up and some staying to defend the base. He'll get angry and repeat his orders if they do not act quickly! How many or how deadly an enemy the group may encounter (if any) on the way to the crash site is up to the Game Master. The team should be allowed to get to the crash site with minimal conflict. Whether any of Anton-17's NPC characters accompany them or join them later is left entirely to the Game Master as well.

As the mecha squad approaches the crash area, they receive their last message from Captain Osten:

"Sensors show a battalion of human-sized enemy troops and a battle pod squad advancing towards the river in your direction. They should reach your position within 10 or 12 minutes. Move!"

The pilot has already activated the Veritech's destruct mechanism, leaving only useless slag for the enemy to find. About 100 yards/meters away is the smoking remains of a battle pod and the corpses of two micronized Zentraedi soldiers. Leaning against a fallen tree is a human figure clad in an RDF flight suit. The man clutches a chest wound with one hand and a belly wound with the other. Both are fatal — it's a miracle that he's still alive at all. He waves away any effort to make him more comfortable, saying:

"I'm a dead man! Listen to me ... I've been undercover at Manaus. That's where this attack was orchestrated. Heric is the damn mastermind. I... kept getting... arrgh ... umm... hearing references about something called Operation Sirius. We didn't know what this Sinus was, but it's big and important. Only we didn't know just how big. Then ... the last ... two weeks ... lots of troop build-up and activity. High Command will think this attack is Operation Sirius ... What I'm about to tell you

is top secret! Don't ... don't repeat anything I tell you on the radio ... not even scrambled! Tell the High Command only! Tell them ... in person ... don't trust anybody else ... Agh! ... this assault ... I don't think it's Sirius ... might be ... diversion. Warn 'em ... warn 'em ... traitor ... selling ussh out... real target... eashht... Puhhhh ..." And then he's gone.

The characters can take the body with them or only his dog tags. Any attempts to contact Anton-17 are futile, although they will pick up bits and pieces among the static like, "Lieutenant, Defenses collapsing ... overrun ... Look out ... gone ... retreat... enemy has ..." and similar snippets. High in the sky overhead, a Zentraedi reentry pod whisks by pursued by a pair of Veritechs.

If the player characters don't make a hasty retreat they will be overrun by 600 micronized Zentraedi soldiers, nine Battle Pods and one Scout Pod. The RDF squad has enough firepower to inflict major damage (killing hundreds) but the human-sized Zentraedi are armed with mega-damage bazooka's and rocket launchers so they will do some damage of their own. The 10 battle pods represent the biggest danger and will fight to the death. Furthermore, the battle might attract more enemy troops (or RDF defenders). If the characters head south at full speed without stopping, they should stay 10 to 15 minutes ahead of the advancing force. Going north or west, they will run into the full brunt of the Zentraedi offensive. Travelling east, or better yet, southeast, will offer the fewest enemy encounters; RDF Control Zone HQ is located to the northeast at Juaquin.

Game Master Note: The player characters can encounter any combination, type or size of enemy troops in just about any direction they travel. Likewise, they may catch up with other Anton-17 personnel or other RDF/SASTRAC defenders.

The ominous last words of the intelligence officer from Manaus will haunt them and should create a sense of urgency, hidden danger, and suspense. Except for a handful of officers at High Command, no other RDF or SASTRAC soldier has ever heard of Operation Sirius. The reference of a traitor and danger in the "East" may remind the characters about that strange, mecha squad of Zentraedi officers heading east into the woods. Whether the characters decide to travel east and/or try to follow the enemy squad of officers is left entirely to the players, although an NPC can suggest it. Encounters to the east will be far less infrequent, but most are likely to be against powerful mecha squads (*see Important Subplots described in Encounter Three*).

Encounter 5: End-Run

Regardless of what direction the player characters decide to travel (east is ideal), they will stumble across a most unexpected group of soldiers. Nestled in a quiet area of the forest, away from the line of combat, is an infantry company (160 troops) from the Argentine Army. They are gathered around a convoy of a half dozen military trucks and a dozen jeeps.

Setting Option One: If the player characters observe them for a while without alerting the troops to their presence, they will be surprised to see the troops in good spirits, laughing and cheerful. Some are buttoning their shirts, others are checking their weapons, while most climb into the transport trucks. After about five minutes, four Zentraedi battle pods and a scout pod loom out of the woods! Despite the danger, the Argentine troops remain calm and make no move to engage the enemy. Three of the human officers greet the pods, speaking in Zentraedi! Mecha translation systems (standard in most RDF mecha operating in this sector) transmit the following:

"Little brothers, the way before you is clear. Remember, from this pointforward our troops will think you are the human scum, so avoid contact with our people. Rendezvous at Olando. Bring us victory. Death to all humans! Success to Sirius!!"

In an instant the situation should become crystal clear to the RDF warriors. These soldiers aren't members of the Argentine Army but micronized Zentraedi infiltrators! They must have purchased the trucks and uniforms on the black market! The reference to "Sirius" suggests they are part of "Operation Sirius." If the player characters keep their cool and refrain from attacking, the trucks start up and head southeast toward Lake Olando! The Battle Pod lingers covering their departure. To avoid a battle with them, the RDF squad will have to circle around, but the convoy's trail will be easy to find and follow at almost any point.



Setting Option Two: The playing characters, glad to find friendly allies lumber into the clearing to greet the soldiers and exchange data and/or offer their assistance. The Argentine soldiers look startled and many grab their weapons and take defensive positions. After an awkward moment or two, the troop commander steps forward to greet the characters. He smiles nervously and explains they are a support team on route to the **Campo Grande**. He makes a few disparaging remarks about the Zentraedi, thanks them for their hospitality and declines any offer of assistance or escort.

Meanwhile, the five Zentraedi pods watch from a safe distance, concealed by the trees. If they suspect the slightest problem they will attack without warning (they have the initiative and first strike in the first melee round). The Argentine Army troops will flee, heading north-east (but later turn to the southeast), rather than help fight the enemy. 1D4 minutes later, 1D4 female power armor units respond to a distress call and join the battle.

Note: In either case, attacking the battle pods will lead to a fight to the death! The enemy soldiers will NOT allow themselves to be captured and interrogated! The power armor reinforcements don't know anything about infiltrators or Project Sirius.

Two frightening questions remain. How many more Zentraedi infiltrators are trying to penetrate into human territory disguised as humans and what is Operation Sirius?

What to do?

Tracking the Little Guys. Our Robotech Defenders are likely to find themselves in a quandary. They should head northeast to Juaquin to deliver the intelligence report about Project Sirius. At the same time, there is evidence that this suspicious Argentine Army company is part of "Operation Sirius" and should probably be pursued, followed and/or captured and interrogated.

Following the infiltrators should be easy, especially if Sergeant Bustamente is with the group or any of them have a tracking skill. They can be followed all the way to Lake Olando where they meet with other micronized Zentraedi and a surprisingly large mecha force (hiding in the lake). Or the player characters can capture a few of the infiltrators and interrogate them. Or they might attack the convoy and capture the entire company! The infiltrators are not diehard like their battle pod escorts. If a foot soldier is cornered or loses more than 60% of his hit points, he will surrender. Likewise, if the convoy is clearly overpowered, the leader will have them all surrender and try to delay and mislead the RDF players; i.e. "You better take us to your Commanders at Juaquin for interrogation. I will tell you nothing." Only three of the officers know exactly what "Operation Sirius" entails. The average soldier only knows that they are part of a secret infiltration mission and that they are to rendezvous with other Zentraedi at Lake Olando. Some may speculate or suggest that "Operation Sirius" is a designed to create a second front from behind, or to infiltrate Juaquin, engage in terrorist attacks, and try to assassinate top military and government officials. Others may speculate that they were to move south to El Vencedor and assassinate General Mendoza and make it look like the handiwork of political rivals from Upper Argentine or The Highlands. Note: The three officers who know the truth will feign ignorance and try to misdirect the RDF team. They will die before revealing the truth.

If the characters end up at Juaquin, they will be debriefed, given food, medical attention, supplies, new mecha and sent to Lake Olando as an investigative team with top security clearance (they may or may not be tied to other RDF or SASTRAC field operatives or superiors). **In the alternative,** they may pursue the leads on their own. Either way they'll end up at Lake Olando.

Whether the player characters have squelched this infiltration entirely or merely thrown the enemy into disarray, there will be valuable information to be learned and clues that will send our heroes to Lake Olando. The following can be learned along the way from various encounters and interrogations or provided by the High Command at Juaquin before the group is sent to investigate things at Lake Olando.

Intelligence Information:

1. Operation Sirius is very secret, and planned at the highest levels. Commander Heric himself is directing it and Alina may be involved as well.

2. Operation Sirius is a great plan for Zentraedi freedom that will lead to the end of human domination on this continent.

3. A Zentraedi captive has stated. "Humans are like rotten wood, bad through the core. One of your own is giving us the keys to power."

4. They somehow plan to turn SASTRAC/RDF weapons against the humans.

5. Operation Sirius may have several targets of strategic importance, including the dam, military installations, cities, and key personnel/leaders.

Items found on interrogation subject(s):

1. Map with Lake Olando circled.

2. Maps of Juaquin and the RDF Argentine Base located there, Rio, New Patagonia and Porto Alegre.

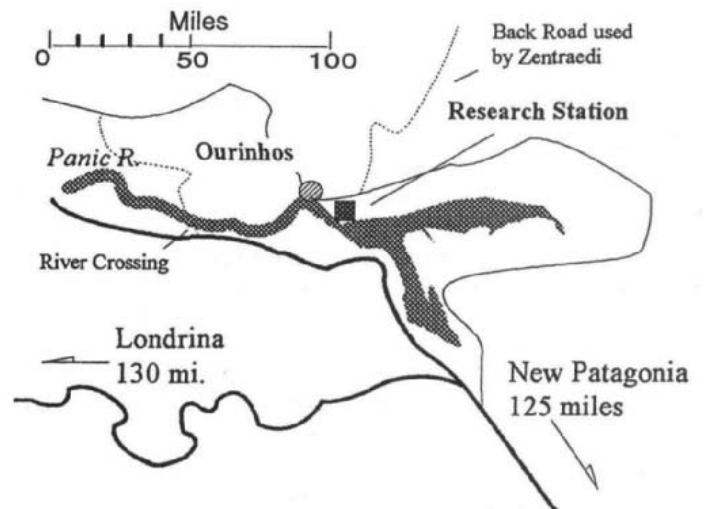
3. Crude hand drawn sketch recognizable as the weapons control panel of a Spartan destroid. The firing button is circled.

Note: Depending on how well the characters perform and how everything turns out in the end, they will each receive field commendations and probably a promotion.



Part II: Lake Olando

In Part II, the player characters arrive at Lake Olando. Whether they encounter any Zentraedi en route is unlikely, but ultimately up to the Game Master.



Lake Olando and Environs

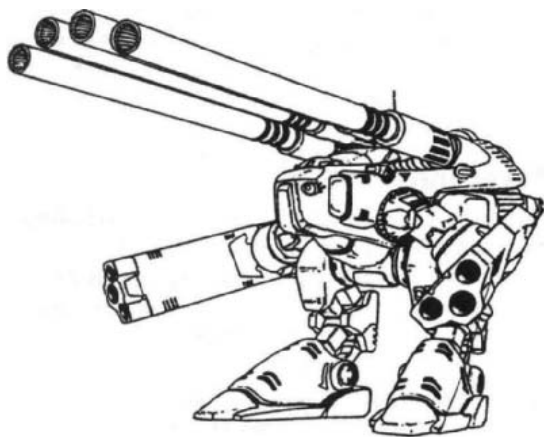
Olando Adventure 1: The Investigation

Lake Olando

The lake is 125 miles (200 km) northwest from the city of New Patagonia. It serves as a catch basin for rivers and streams from the area around it. The lake is 75 miles (120 km) long and is one of the largest in the region. The water is cloudy with silt and fairly shallow, averaging around 70 feet (21.3 m) at most places and reaching a maximum of around 150 feet (45.7 m) at its deepest point, near the dam. In happier times, the lake it was used for recreational boating and fishing. Around the lake are lightly forested areas and flower covered, rolling hills and tall grass.

Everything seems peaceful and in order. There are no signs of Zentraedi infiltrators or troops within a hundred miles of the lake. After spending a day's investigation time without incident, the group may begin to wonder about the accuracy of their information.

If the characters should send investigators into the lake to explore its depths, they will encounter a squad of RDF Destroids already on the job. The squad includes three Gladiators, one Excaliber, and a Spartan. The Destroid squad leader, in the Excaliber, will report that they have covered every inch of the lake for the last two days and haven't found a thing. If the Ourinhos village children's story about the "silver whales" is related to them, the officer will laugh and say, "You must be looking at them. I can only assume they saw us during our underwater reconnaissance. We've been on this duty since the shit hit the fan at the CZ border (days ago)." He goes on to report that a Spartan and a Gladiator have been stationed at the base of the dam, "just in case." The officer is friendly, confident and willing to small talk as long as the player characters may like. He knows all the current passwords and status with the war. He even knows they are on special assignment from Juaquin Headquarters and offer his squad's assistance in any way, including joining them.



The Dam

The dam was built for the purpose of flood control and recreation. It has only one pump and a spillway to regulate water levels in the reservoir.

One MAC II stands guard at the dam's pump house, while a pair of Raidar Xs are stationed at each end of the dam itself. There is also a platoon of infantry soldiers (with jeeps and motorcycles) stationed at the pump house and who engage in regular patrols. While these troops may offer the player characters help in the way of information and suggestions, they will not leave their posts. If violence breaks out, they will take defensive positions and fight to the bitter end or until the dam is destroyed. At this point, all is quiet and secure. There have been no signs of the enemy.

G.M. Note: The dam is safe until the Zentraedi are ready to move on the mecha factory at New Patagonia, at which point the dam will be attacked as a diversion.

The dam is a large and fairly tough structure, with 2000 M.D.C. However, if it is reduced to less than 500 M.D.C., the pressure of the water it holds will begin to force sections to give way. The resulting flood will engulf the area around the lake for a radius of 20 miles (32 km), including the Research Station and village. Most submerged mecha will find it difficult to maneuver in the strong current, reducing their speed by half, but they can eventually escape the waters without damage.

The Village of Ourinhos

This village (population 800) has long been situated at the northwest end of Lake Olando, five miles (12.8 km) from the dam. The village was once a farming village that grew a bit larger when the dam was built. Many of the dam maintenance workers live in Ourinhos. It is a pleasant, quiet place that folds up its sidewalks at sunset. The inhabitants are pleasant, cheerful and helpful. Unfortunately, nobody has noticed anything strange or unusual other than increased patrols and fly-bys since the invasion at the border.

An RDF Destroid squad is based in Ourinhos and is charged with guarding the dam and patrolling the nearby hills and forest to keep the area free of danger. The Destroids in this squad include four Gladiators, three Raidar X, two Excalibers and one Spartan. All pilots are 5th level. They will cooperate fully with the player characters in anyway deemed suitable. They have uncovered tracks of a few Battle Pods in the woods about 100 miles (160 km) to the northwest but no sign of trouble. If asked about troop build-up, especially companies from the Argentine Army, they laugh and reply that SASTRAC troops have been coming and going since the outbreak of trouble and can be found traveling along roads and stationed at communities from New Patagonia to Juaquin! Asking about Argentine Army troops stationed anywhere along the lake, the surprising answer is, "There aren't any" (that they know of). A quick sweep of the area by aircraft or Veritech will confirm this. The only troop stations around the lake are at the village, the dam and the research station.

G.M. Note: If our heroes were following the infiltrators from the border, they have lost them and there's no trace of them anywhere around the Lake (they've already moved into position at New Patagonia!).

If serious trouble should break out and characters need reinforcements, a Comanchero helicopter squadron can be dispatched from Patagonia Base and be there in eight minutes! A pair of Veritechs may be spared in an extreme emergency and can be on the spot within three minutes!! Ground forces, including a destroid or tank squad, can be marshalled in a matter of minutes, but it will take about 75 to 90 minutes for them to reach the characters!

A clue? If the characters stay in town for more than an hour, at some point a group of children will run up to them to report that "they" saw something "very" unusual: "Three silver whales in the lake!" Village adults will groan, apologize and try to shoo the kids away. Talking with the children, they report having seen "three silver whales" swimming away from the dock of the old research station and disappearing in the middle of the lake. If the player characters have already met the underwater Destroid squad, they will probably dismiss the report and explain that the kids must have seen a couple of destroids. **G.M. Note:** What the kids saw were the tops of some Zentraedi Battle Pods partially submerged underwater. See the section describing the Research Station for details.

Another clue? If the player characters mention the underwater Destroid squad to or in front of the village Destroid team, the soldiers suddenly show some alarm. The squad leader, Staff Sgt. Lopez, will request speaking face to face to the one or more of the player characters rather than using the radio. He explains that his squad is ALWAYS notified when other Destroids are sent into the area around the lake. They received no such notification about a special underwater squad nor additional mecha being stationed in the water below the dam.

Considering the chaos involved in countering the Zentraedi border offensive, it may be nothing more than a glitch in communication. "Yeah, that's all it is," the sergeant repeats, as if trying to convince himself, "It's just a screw-up in the lines of communication." However, he looks very concerned and insists the characters do not discuss his concerns on the radio. "It's probably nothing, but I think me and my boys better check this out." He'll refuse any help offered by the player characters, insisting, "While we go swimming, why don't you fellas visit the Research Station and see if YOU can spot yourselves any silver whales. Know what I mean?"

Before the two teams depart, Sgt. Lopez turns and says to the player group, "Be careful, you hear. This is probably nothing too, but we didn't know you boys were coming to help till this morning. Didn't you say those underwater boys had been below the waves for a few days? Whenever we're on underwater duty, standard Ops is to observe radio silence. It's probably nothing. Just thought I'd mention it. I expect to see you when this all blows over. You can buy us a round of beer. Stay alert and stay alive, eh?" With that the Destroid squad heads for the water.

Olando Adventure 2: The Research Station

The player characters should arrive at the old research station about an hour before nightfall.

The northernmost building by the road is the large, four story, weather beaten research building. A small building by the dock is the boathouse. The station's research barge and a skiff are normally moored at the dock when not in use. A foursome of large, three story buildings once served as barracks because there was a dearth of housing in Ourinhos. They are dilapidated looking and have not been used for years. They are about 200 yards/meters from the research building.

The old research station was used years ago for military underwater experiments and as a staging point for combat exercises. The place had been abandoned for a few years until 2014 when an ambitious RDF field scientist by the name of Derek Varn convinced SASTRAC to fund new research into refinements and modifications to mecha for better operations and underwater movement. Although he has designed several different devices to this end, SASTRAC decided his developments were unimpressive and insignificant. They stopped funding and canceled the project earlier this year.

A **company of RDF soldiers** is currently occupying the complex as additional perimeter defense against possible enemy insurrection. Their forces include approximately 160 RDF infantry foot soldiers armed with standard issue Wolverine assault rifles. There are three sparkling clean, newly painted RDF transport trucks and four jeeps parked among a cluster of trees across the road. A pair of Excalibers and a Gladiator stand guard near the main research building — they too appear to have been recently repainted.

Critical Game Master Information

Players should NOT read this information or they may ruin the suspense of the adventure!!

Derek Varn is the RDF traitor the player characters were told about! In the past he has always been more ambitious than his abilities could provide him. Consequently, he has been slow to advance in rank, been overlooked by his superiors, and has become increasingly bitter and vindictive. When SASTRAC called his work "insignificant" and cut off his funding, it sent him over the brink. He has hatched a plot with the Zentraedi leaders, Heric and Alina, in which he will give them the key to conquering the northern half of the Argentine Quadrant, by

giving them control of the mecha factory and conquering New Patagonia for use as slave labor and hostages! In return, the Zentraedi will make him the lord of New Patagonia and Supreme Hero of the Zentraedi offensive. Positions that will bring the insane Varn the power, glory and wealth he has always coveted.

Varn has secretly taken over the research station as his base of operations. The RDF troops are actually mercenaries retained by Varn and Zentraedi micronized troops (about a 50/50 split). They are posing as legitimate staff on temporary assignment. Varn's high RDF clearance as the supervisor of the mecha factory gives him access to classified information that he's been passing on to his Zentraedi allies.

His position and secret ties to both the black market and the Zentraedi has also allowed him to steal or copy the uniforms and weapons of the RDF for his mercenaries and Zentraedi infiltrators. It also gave him the ability to rebuild his own squad of reconditioned Destroids! Over the last few years he has been able to divert new and scavenged parts for a variety of Destroids. Through forgery, subterfuge and cunning he has created a dozen unregistered RDF mecha! The finished creations were stored in the deep water near the research station until the right moment presented itself. His mecha and false troops are such accurate replicas that even RDF soldiers will assume them to be legitimate RDF troops!

These mecha units are piloted by mercenaries retained by Varn. He hired the mercenaries to help insure that his Zentraedi allies live up to their end of the bargain. However, Varn is late in paying them and many are becoming increasingly discontented. About a quarter of his 90 mercenaries are having second thoughts about working with and helping the Zentraedi against their fellow humans. Either of these factions may turn on Varn or the Zentraedi and help the player characters, i.e. warn the good guys, help them escape, tell them about Operation Sirius and even fight Varn and the Zentraedi!

G.M. Continuity Note: While Varn has never been able to live up to his potential or ambition, he has been a sheer genius and indisputable master schemer regarding his creation of the Destroids and betrayal of New Patagonia! Without Varn and his treason, the Zentraedi offensive would never have happened! If the conquest of New Patagonia and the capture of the mecha factory is successful, the entire Argentine Quadrant could fall under Zentraedi control and tens of thousands will die!!

Player Intervention

If the player characters are clever and avoid challenging, threatening or alarming the bogus forces, the impostors will pretend to be RDF soldiers, answer any questions, and happily send the characters on their way. The player characters can then hide and observe the research station from a safe distance or sneak back (on foot?) under the cover of night to get a closer look.

Careful investigation may allow the characters to overhear snippets of conversation and activity that will indicate the troops plan on mobilizing shortly after nightfall. They may also catch references to "Operation Sirius" and "Lord Sirius" (Derek Varn's code name), "blowing the dam tonight," and "hitting the city (Patagonia is the closest)", as well as a few sentences spoken in fluent Zentraedi. Otherwise, these men appear to be RDF regulars.

Investigating the four abandoned barracks: Each building is guarded by six human-looking soldiers who occasionally speak in Zentraedi. The interiors of the ramshackle buildings have been hollowed out to conceal Zentraedi Mecha. Eight female power armor units are concealed in one, four officer pods and two Light Artillery Pods in the second and an Officer's pod and seven male power armor units in each of the other two. Unknown to the player characters, a platoon of Battle Pods are hidden in the lake! Their forces include 80 Tactical Battle Pods, 20 Light Artillery Pods, 20 Heavy Artillery Pods, 10 Officer Pods and 10 Scout Pods!



If the player characters are not careful, they may get themselves captured (may be liberated by mercenaries) or instigate a tremendous battle (which may be joined by some of the mercenaries).

Interrogating the enemy: Any captured Zentraedi or mercenaries know the next step in this mission is to advance on New Patagonia, and capture the mecha factory, then the city and hold that position until reinforcements arrive. They also know that "Lord Sirius" (Derek Yarn) is the man who arranged this entire operation with the genius and power of Commanders Heric and Alina, and has taught some of the Zentraedi how to pilot RDF Destroids! They don't know who Lord Sirius is, but do know he is an officer in the RDF and somehow involved with the operations or defenses of the factory.

A Time for Action

Just as the Zentraedi begin to mobilize, a series of explosions echo across the lake from the direction of the dam. "Ha, it has begun," shouts one of the RDF impostors! But he is chastised by his superiors and our heroes may overhear comments that "the attack on the dam is too soon. There must be a problem." The problem is Staff Sergeant Lopez and his Destroid squad. Several other distant explosions and gunfire confirms there is a battle in the vicinity of the dam. One of the impostors grumbles something like, "Lord Sirius will not be happy. We cannot wait for others, it's time to move to our target."

Note: If Sgt. Lopez was never alerted about Destroid activity in the lake or had other reasons to believe the dam may be in jeopardy, this battle does not occur. Things get worse for our heroes as they see the

underwater squad consisting of three reconditioned RDF Gladiators, one Excaliber, and a Spartan climb out of the water to join the enemy. The Zentraedi mecha emerge from their hiding place in the barracks and all the troops begin to head toward New Patagonia.

Approximately one hour from this point, a Zentraedi allied Spartan and a Gladiator, hiding underwater at the base of the dam, will attack and blow it up, flooding the area around the lake for 20 miles (32 km).

Other synchronized Events: At that exact same moment, the Zentraedi forces to the northwest will launch a new offensive! Two of these targets will be the RDF Base, Campo Grande and Ascendance City. The offensive will draw in the bulk of the RDF and SASTRAC forces in the Quadrant. Although Juaquin is well protected, forces there will be leery of significantly reducing its defenses — HQ suspects that Juaquin is one of the targets of "Operation Sirius." Of course they are wrong, but don't know that.

Meanwhile, a Zentraedi battalion of mecha and giants that have slipped past SASTRAC defenders are waiting near Panic river to join the assault on New Patagonia. They will attack the Olando dam at the same time as the new offensive is launched. This should draw local forces to them and away from the real objective of Operation Sirius, the mecha factory at New Patagonia.

Yarn's bogus RDF Destroids and soldiers will be the first to approach the factory under the guise of RDF troops come to protect the facility. Once in position, they will neutralize any real defenders. 15 minutes later the Zentraedi mecha platoon and infiltrators already in the area will secure the factory and then move to conquer the city. If all goes

according to plan, the factory will fall without a shot being fired. The longer the Zentraedi hold the factory, the better protected and defended it will be from human assault. Within 48 hours it will be made nearly impregnable, with thousands of enemy troops defending it and using a thousand or more human hostages to prevent the military from blowing the factory off the map.

Additional Strategic G.M. Data

The player characters: Exactly what role the player characters may play in this siege is left entirely to them. Once the attack on the factory or New Patagonia has begun, even the densest characters will realize what's transpiring and the danger such a conquest represents.

If the factory is captured and the city falls, the player characters may find themselves in a life and death situation. The Quadrant's only hope for salvation is to prevent the factory from falling into enemy hands. If it can't be prevented from falling to the enemy's hands in the first place, or recaptured if it does fall, then it must be destroyed! The city of Patagonia has little importance to the Zentraedi without the mecha factory.

Of course, sharp playing, resourcefulness, warning the troops at Patagonia and/or Juaquin, and a little luck may enable the heroes to stop or repel the invasion force before they get to the city limits.

Other Zentraedi Infiltrators: Although four times as many Zentraedi were sent out to infiltrate New Patagonia, a force of approximately 500 micronized Zentraedi have avoided capture and have rendezvoused at the city. Some have actually infiltrated some of the SASTRAC troops; mostly the Argentine Army which is inexperienced, scattered and unfamiliar with the various units in its own army. The most difficult to infiltrate is the RDF and El Vencedor Armies. Others wait, hiding in the back alleys of the city or the light forests on the outskirts for the signal to strike.

Zentraedi Mecha Notes: The most powerful Zentraedi mecha and experienced officers have been given the task of capturing the factory and the city. This means an inordinate amount of Officer Battle Pods, artillery pods, and male and female power armor. These troops will fight like demons and show no mercy. Many (60%) will fight to the death!

In addition to Derek Yarn's reconstructed RDF mecha, Commander Heric's forces have captured an Excaliber, a Gladiator, and a Spartan during their battles near Brazilia Base. These units will be used to trick, lure, and infiltrate human forces. **Note:** Yarn's reconstructed RDF mecha start at only 75% of their normal M.D.C., but are perfect in every other way. Heric's three Destroids were captured before their pilots could activate or destroy them. Consequently, they are in pristine condition, fully loaded and at full mega-damage. Any other captured mecha (which is a rarity) are likely to have sustained damage and have only 2D4 x 10% of their normal main body mega-damage and payloads.

Non-Player Characters of Note

These are brief character profiles that can be expanded as needed by the Game Master.

Tomas Montoya — Mercenary Commander

Hit Points: 47, **S.D.C.:** 40

Alignment: Diabolic

Body Armor: A.R.: 18, **S.D.C.:** 300 (3 M.D.C.; a new E.B.S.I.S. armor)

Experience Level: 6; trained as a Military Specialist/Espionage

Rank/Unit: Senior mercenary; formerly a lieutenant in the El Vencedor Army

Attributes: IQ 12, MA 9, ME 18, PS 24, PP 19, PE 13, PB 14, Spd 22

Disposition: A tough, quick thinking, resourceful warrior who thrives

on combat. He is the strong, quiet type who is frighteningly soft spoken when he does speak. He is known as a risk taker who has enjoyed exceptional good fortune.

Skills of Note: WP Semi/Full Automatic Rifle, Hand to Hand: Martial Arts, Swimming 98%, SCUBA 90%, Body Building, Demolitions 90%, Demolitions Disposal 90%, Sniper, Escape Artist 70%, Tracking 80% and Prowl 50%.

Profile: Montoya and a third of his mercenaries are all former soldiers of the El Vencedor Army. He hired the group out to Vam for their military and scuba skills. He doesn't care about the shady nature of their work or being branded traitors to humankind. He is angry about not being paid as promised. Consequently, if things start to look bad for the invasion force at New Patagonia, he and his forces may break rank, loot what they can (focusing on mecha, weapons, and gold) and escape with something for their effort. Montoya and his mercenaries are selfish scum.



Neelan — Micronized Zentraedi Commander

Hit Points: 62, **S.D.C.:** 25

Alignment: Miscreant

Body Armor: A.R.: 14, **S.D.C.:** 200 (2 M.D.C.)

Level of Experience: 7

Rank/Unit: Strike Force Commander

Attributes: IQ 16, MA 19, ME 12, PS 22, PP21, PE21, PB 9, Spd 15

Disposition: Reserved, terse, resourceful, quick thinker with a good head for strategy and tactics.

Skills of Note: Zentraedi Mecha Pilot Combat 95%, Human Mecha Pilot Combat (Excaliber) 70%, Zentraedi Weapons Systems 90%, Read Sensory Instruments, Radio: Basic, and Handle Hand: Expert.

Special Bonuses: +2 on personal initiative rolls, and +1 for any unit actions he is leading.

Other: Unlike other Zentraedi armed with Siberia assault rifles, Neelan carries a light laser rifle looted from the RDF. If inflicts 5D6 S.D.C. per blast (no mega-damage) and has a range of 2000 feet (610m).

Profile: Neelan was chosen to lead this infiltration mission because of his single-minded commitment to getting a job done and because of his ability to think on his feet. He does not do the expected in combat and is likely to come up with surprises for the enemy. If an engagement goes badly Neelan will always attempt to retreat with his unit, regroup, and strike the enemy again from an unexpected avenue. He is also the best RDF mecha pilot the Zentraedi have (trained by one of Varn's mercenaries).

Mission Imperative. Neelan's prime objective is to get the Destroids out of the lake area and at the mecha factory in New Patagonia. A conflict anywhere between the Olando Research Center and his objective is an unwelcomed interruption. He will try to let his Zentraedi mecha and reserve of micronized troops deal with them first, as he and the bogus Destroids press forward. If his Destroid squad is destroyed and/or the plot to seize the factory fails, he will crave renege on those responsible, with the player characters at the top of the list. He has enough connections, since his affiliation with Yarn, to find out who the characters are and where they are later assigned.

Note: Neelan pilots one of the Excaliber Destroids provided by Vam. He is also one of the few officers who knows the true identity of "Lord Sirius."

Fernando Bertolman — Owner of Bertolman's

Experience Level: 5; thief/smuggler

Hit Points: 29, **S.D.C.:** 28

Alignment: Aberrant

Attributes: IQ 12, MA 11, ME 15, PS 20, PP 12, PE 13, PB 11, Spd 12

Disposition: Always seems jovial and easy going. In reality he is secretive, conniving and self-serving; suspicious of everybody.

Skills of Note: Forgery 85%, Locksmith 90%, Pick Locks 90%, Pick Pockets, WP Revolver, WP Sub-machinegun and WP Automatic Rifle.

Profile: Fernando trusts no one not referred to him by a reliable source. However, the right amount of money can always buy his cooperation. He rarely does business without at least 50% cash paid in advance. Fernando has connections with the black market and various bandits. The cutthroat will seek out Zentraedi infiltrators and offer to smuggle them out of town for a hefty fee. If they refuse his offer, he will quietly turn them in to SASTRAC for a small reward. He will even agree to smuggle out Zentraedi officers, Grobman and Yarn, but the price will be much higher (he'll take mecha, mecha parts and military weapons as trade).

Frank Browning — Owner of Sam Houston's

Experience Level: 6; retired RDF communications soldier.

Hit Points: 36, **S.D.C.:** 25

Alignment: Principled

Attributes: IQ 10, MA 14, ME 11, PS 15, PP 17, PE 12, PB 10, Spd 9

Disposition: Sincere, friendly, outgoing. Good judge of character.

Skills of Note: Cooking 85%, Veritech Pilot, Combat (95%), Hand to Hand: Expert, and WP Automatic Pistol.

Profile: Frank is an outgoing Texan who is loud, rowdy and lots of fun. He walks with a limp that he refers to as "a gift from the Zentraedi." He is genuinely interested in people and likes to talk, drink and play cards; hence his good rapport with military folk and many people in the community. He'll do whatever he can to help in the crisis, including working with and helping the player characters and any RDF soldier. He knows Fernando Bertolman suspects him of being a smuggler and fence for stolen goods and considers the man a "polecat."

Albertina Diego — Mayor

Experience Level: 4th; diplomat and politician

Hit Points: 21, **S.D.C.:** 10

Alignment: Scrupulous

Attributes: IQ 14, MA 22, ME 13, PS 8, PP 9, PE 10, PB 11, Spd 9

Disposition: Gracious, charming, witty, shrewd, and resourceful. She can be an eloquent and inspiring speaker.

Skills of Note: Dancing 80%, Computer Operation 80%, Pilot Automobile 98%, WP Rifle, and History 98%.

Profile: Albertina is a lot tougher than she looks and is loved and highly respected by the community, including the military. She has helped

many refugees and is the mastermind behind the rebuilding of the city. During the invasion she will be right in the thick of things, directing police and volunteers.

Dr. Rita Moreseado — Director of The Mecha Factory

Experience Level: 8

Hit Points: 28, **S.D.C.:** 20

Alignment: Principled

Attributes: IQ 16, MA 14, ME 12, PS 11, PP 10, PE 14, PB 14, Spd 10

Disposition: Professional, proper, curt, resourceful, efficient and an excellent manager; a no-nonsense kind of lady.

Skills of Note: Management 85%, Radio: Basic 90%, Mechanical Engineering 95%, Mecha and Mechanics/Repair 80%.

Profile: Rita was previously a production manager at the Tokyo Robotech Factory and was promoted from there to manage this factory. She runs things in a brisk, business-like manner. Varn irritates her. She sees him as undisciplined and indulgent of his personal whims, always thinking of his own needs and desires before those of the plant or its workers.

Rita has no idea about what Derek Varn or her assistant Carl Grobman have been up to. She will be shocked to learn of Grobman's involvement, but not surprised about Varn. In fact, she's one of the people who will recognize Varn and Grobman's treachery, suddenly putting a number of seemingly little things together. The two are also among the few who could arrange the terrible plot and be able to keep it from her. She will do whatever she can to stop Varn and keep the factory out of Zentraedi hands.

Note: Moreseado knows the location of four recently repaired Destroids currently in factory storage (the G.M.'s choice as to which types) and can take the player characters (or NPCs) to them. Unfortunately, she doesn't know how to pilot the mechanical giants or she'd do so. She can also help the player characters sabotage machinery or blow up the entire facility (mecha missiles and munitions are also made and stored at the factory).

Carl Grobman RDF Mechanical Engineer & Assistant Director at the Mecha Factory

Hit Points: 32, **S.D.C.:** 20

Alignment: Anarchist

Body Armor: None

Experience Level: 5

Attributes: IQ 10, MA 10, ME 15, PS 9, PP 12, PE 13, PB 13, Spd 12

Disposition: Insecure, greedy, bullying to underlings.

Skills of Note: Mecha Mechanics 85%, Mechanical Engineering 90%, Computer Operations 85%, Radio Basic 75%, Swimming 58%, Motor Boating 75%, he cannot pilot mecha.

Profile: Grobman works for Varn in New Patagonia and was seduced by the promise of wealth and power to help the Zentraedi capture the factory. Now that the Zentraedi are involved he's not so sure this is a good idea. He fears it is too late to back out and continues to see the plan through. However, if he sees an opportunity to stop the madness by helping the player characters (including destroying the factory) he will do so. Such a change of heart will infuriate Varn and the Zentraedi, marking Grobman for capture and/or execution!

Note: Grobman knows about four recently repaired Destroids currently in factory storage (the G.M.'s choice as to which types). Depending on the circumstances and his cooperation with either Varn and the Zentraedi or his newfound conscience and alliance with the player characters, these mecha can be brought into play by one faction or the other! That is unless Varn or the Zentraedi infiltrators stumble across them first.



Doctor Derek Yarn Special Projects Director & Mecha Factory Administrator

Level of Experience: 8th; field scientist.

Hit Points: 53, **S.D.C.:** 20

Alignment: Miscreant

Body Armor: A.R. 14, S.D.C: 200 (2 M.D.C.)

Attributes: IQ 18, MA 13, ME 9, PS 12, PP 14, PE 11, PB 8, Spd 14

Disposition: Intense, ambitious, bitter, sarcastic, and vindictive. He has moments of brilliance, but has rarely lived up to his full potential.

Skills of Note: Computer Operation 98%, Electrical Engineer 98%, Mecha Electronics 88%, Mecha Mechanics 95%, Laser Communications 98%, Math: Basic and Advanced 98%, Mecha Pilot Combat (Excaliber) 84%, Mechanical Engineering 98%, Navigation (air, land, water) 98%, Pilot Airplane (single/twin engine prop) 94%, Pilot Automobile 98%, Pilot Motorboat 89%, Pilot Truck 94%, Read Sensory Instruments 84%, Swimming 98%, Weapons Systems 98%, WP Automatic Pistol, and WP Rifle.

Bonuses of Note: +4% I.Q./skill bonus, +3 to strike/+ 1 burst with rifle.

Equipment of Note: Yarn has equipped himself with a 9 mm pistol, an optics headband, body armor (worn under his lab smock because he is anxious about being near combat). He has also armed himself with a *modified heavy laser rifle* of his own design. It is based on the backpack model used by some RDF forces and is powered by a small generator clipped onto a web belt and positioned at the small of the back. The weapon is lighter and has a shorter range, but fires more shots and does greater damage. The rifle weighs 8 lbs (3.6 kg), payload: 30 shots per mini-generator back clip (he has three), Range: 300 ft (91.5 m), Damage: 2D6 mega-damage.

Personal Stats: Age: 46, height: 5 foot, 9 inches, weight: 150 lbs hair: red-brown, eyes: blue, with a look of madness about them.

Profile: Yarn has always been outrageously ambitious and certain of his superior intellect and abilities. However, somehow his self-perceived superior abilities have never garnered him the recognition, praise, position or power he feels he deserves. This has made him

bitter, mean and vindictive. Yarn has been stewing in slow resentment for years and hates what he calls Moreseado's "workhorse" approach to research and factory operations. He also despises Moreseado because she has never shown him the respect and trust he felt he deserved.

Yarn's most recent failure with his underwater mecha research has caused his mind to snap. The insane Doctor has developed Operation Sinus, believing that the success of this treachery will prove to the world that he is a genius, extract revenge, and put him in a position of power among the Zentraedi malcontents. He will do anything to make this dream a reality.

Since his arrival in New Patagonia years ago, Yarn has taken advantage of opportunities to misdirect salvageable mecha components for himself by falsifying documents showing their destruction, recycling or theft. He'd then sell them to the black market, bandits or El Vencedorian Army or use them in his own secret projects. With his connections he has been able to secure all kinds of items. Yarn slowly parlayed his side-business into a wider network that brought contact with mercenaries and the Zentraedi.

Taking a leave of absence, he arranged a meeting with Zentraedi Commander Heric and made his deadly pact. With the help of the Zentraedi, he was provided with even more RDF mecha parts and even a few complete, but damaged units. In a bold move he forged papers that enabled him to use the factory to repair four of these units and get them in and out without discovery! Yarn also enlisted mercenaries and his own time to repair a number of damaged Zentraedi Battle Pods. For the last five months, Yarn has been going through the motions of work and support for the RDF cause. He is anxiously awaiting the day of reckoning which is now upon the city of New Patagonia and all of those who failed to give him his due.

General Zentraedi Combat Response

Whenever an enemy attacks, the first thing the Zentraedi do is throw their force of tactical battle pods at the enemy. The typical number of battle pods that rush to engage enemy troops:

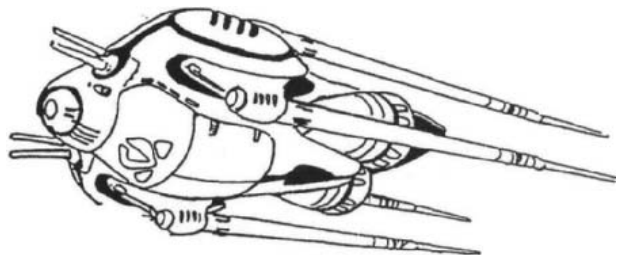
2D4 +1 Tactical Battle Pods

1D4 Male Power Armor

One Officer's Baltic Pod or one Female Power Armor.

A Battle Pod advance is very rapid compared to the speed of destroid movement (average speed is 120 mph/192 km). They are running, so they close so quickly that it is often difficult to get a precise head count unless someone makes a Read Sensory Instruments roll successfully. If player characters make a move that endangers Operation Sinus in any way, the Zentraedi invaders will make a point of incapacitating them as quickly as possible and moving forward. At this point in the invasion, they won't waste time and risk lives to completely destroy the Destroids unless absolutely necessary. This may give the RDF soldiers a slight advantage. The Zentraedi will shoot at sensor arrays and the legs of mecha to incapacitate them.

The aliens want to keep combat as far from the factory as possible. Ideally, they hope to lure city defenders away from the city by attacking the dam and outlying villages and farms.



Siege on New Patagonia

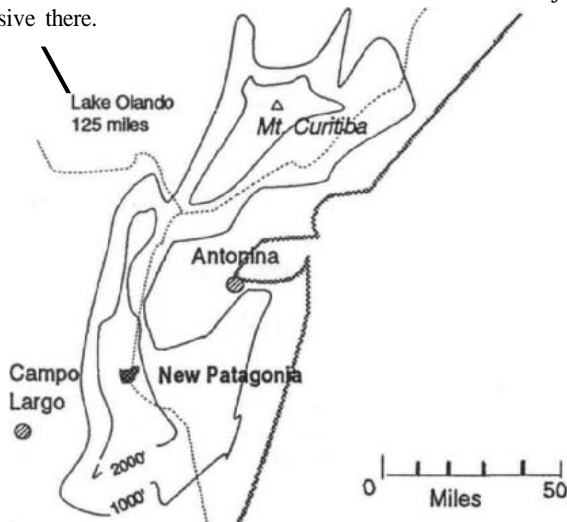


Game Master Information Breakout Part III:

The Zentraedi move in force on New Patagonia. Lord Sirius (Yarn) has helped arrange for Zentraedi infiltrators to knock-out the city power plant and long range communications. If the player characters can not stop the bogus Destroids en route from the old Olando research facility, the factory and the entire city are at serious risk of falling to the enemy. If the characters have stopped this infiltration company and have warned New Patagonia, the risk of Zentraedi occupation is dramatically reduced.

Regardless of their success, there is still the matter of finding the traitor, "Lord Sirius" (Derek Yarn) and stopping other infiltration teams from picking up the task and succeeding. This probably means the player characters should make a bee-line to the mecha factory and defend it at all costs! The New Patagonia RDF and SASTRAC defenders should be able to hold off the Zentraedi invasion force for the next 1D4+ 1 hours until reinforcements can be sent from the offensive in the northwest. When Juaquin realizes what's happening at the city they will risk sending one or two Veritech Squadrons to assist in the city's defense. Likewise, General Mendoza will send an entire division of the El Vencedor Army to the city's rescue! The main force should arrive in 15 hours, but a small advanced force of Commanchero assault helicopters and tactical jet fighters will arrive within three hours (they were dispatched at the first report of trouble about an hour or so earlier). Note: The General's swift actions will make him a hero again.

Zentraedi Plans. Neelan's force from Lake Olando, or whatever is left of it, continues on to the mecha factory. Their objective is straightforward: To secure the grounds of the mecha factory and hold it until they are reinforced by more Zentraedi troops. If they can hold the factory until the coming dawn, Zentraedi reinforcements will arrive in town. If the fresh troops are warned off by Neelan, Heric, or Yam, the offensive is aborted, the factory is held by the RDF (or destroyed) or the RDF and El Vencedor Armies are in place to repel the enemy. The Zentraedi will retreat back to the Control Zone border and join the offensive there.



New Patagonia

This town is described briefly in the earlier Quadrant Tour section. This section expands on that information.

Once a county seat in old Brazil, New Patagonia has flourished under its influx of Argentinean immigrants, who have rebuilt the town and expanded its industrial base. Since 2012, it has been the site of the mecha plant, a project of the RDF and the reason why a moderate number of soldiers and destroids are based at the city.

Besides the role it plays in this adventure, New Patagonia can serve as a good R&R station, a training center, or alternate duty assignment for player characters.

City Highlights

Old Town: The village of Curitiba had its beginnings here. The area is composed of twisting streets with the white-washed houses and buildings in the style of a frontier Portuguese settlement of two centuries before. Old Town's most notable feature is a small lake, fed by an Artesian spring. Lake Las Aguas del Santo Domingo serves as the center the town's largest park. The lake is named after a Saint Domingo. The rest of Old Town is a maze of winding streets with many small shops, craftsmen and places for entertainment.

1. Bertolman's (1) is a second-hand shop run by Fernando Bertolman (see *NPCs*); a refugee from old Paraguay. Bertolman's offers a lot of junk, but occasionally has a few gems in the way of relics, weapons, alcohol and jewelry. Unknown to most, the shop is also a contact point for smugglers, bandits and the black market trade. Derek Yarn used Fernando as a contact and fence for many of his acquisitions. If Yarn disappears into the city he will be hiding in Fernando's upstairs apartment until he can be smuggled out of town. Yarn has made arrangements and payment in advance as a fail safe, however, Bertolman may want additional payment.

2. Sam Houston's is a Tex-Mex restaurant and bar run by expatriate Frank Browning (see *NPCs*), a former RDF soldier injured and discharged from active duty. He has stayed in New Patagonia with his Brazilian wife, Alicia. This is one of the few place outside the RDF base where authentic North American-style food can be found. Frank knows something of every military person who comes to New Patagonia and stays any length of time. He and his patrons can be a good source of fairly reliable rumors and inside information.

3. Salvatore Arena is a modest affair made of open bleacher seats and battered wooden barricades ringing the arena floor. It hosts weekly soccer matches and monthly bullfights, drawing big crowds to every event. Gambling, conceits, festivals, and special events are also staged at the arena.

4. The Old Mayoral Palace still stands from pre-invasion colonial times. This grand residence is now used as **RDF Headquarters** in New Patagonia as well as by SASTRAC advisors and other personnel involved in overseeing the mecha factory and military operations in this city.

5. Las Pampas District. There is a new class of well-off citizen emerging in this town, consisting of the managers and owners of manufacturing and food processing plants on the lower west side. These well-educated Argentineans tend to live together in an exclusive Argentinean enclave called Las Pampas. Wealthy homeowners build in the expanding northern section of this district. Those only moderately well-off live just south of the suburb, between the spacious residences and the ruins of bombed out **Squatter's Town**.

The Mayor's Home is located in this district. Mayor Albertina Diego (see *NPCS*) often throws high-brow parties to which RDF pilots, officers and other military or political dignitaries are invited.

6. Squatter's Town is the name of two areas of partially cleared ruins. One is south of Las Pampas. The other is south of the Industrial Quarter. The refugees, poor and bandits have made the ruins their home. The war of 2011 has created thousands of homeless and many



New Patagonia

1. Bertolman's Secondhand Shop
2. Sam Houston's Restaurant & Bar
3. Salvatore Arena
4. The Old Mayoral Palace
5. Las Pampas District - Mayor's Home
6. Squatter's Town (2 areas)
7. RDF Base at Little Curitiba
8. New Town & Cathedral Square
9. Derek Yam's Residence
10. Diego Airport
11. Industrial Quarter & RDF Warehouses
12. RDF Freight Facility
13. Mecha Factory (Plant No. 1)

times more refugees from other places. The city does not have the resources to build enough housing for all who need it. A southward slope to the ground keeps the ruins out of sight of the wealthy suburb, and a ravine gives physical separation from it, so an estimated 5000 have carved out meager homes in the ruins of the old city. Vigilante and police patrols further assure that the homeless do not bother the aspiring residents of Las Pampas. This is a good place to hire people for almost any kind of job for a modest price; legal or illegal.

7. The RDF Base at Little Curitiba. This part of the original town has survived the war intact. It is a mix of two story brick residences and a smattering of shops, especially along the Via Libertad. What was once little more than a small RDF outpost and barrack has turned into a small military base with a complete infantry company (160 troops), two Destroid squads (including three VF-1J Veritechs, but no MAC H), and a squadron of Commanchero helicopters. This is where any character assigned to the city is stationed.

8. New Town & Cathedral Square. New Town sprawls to the east and south of the old town square. This area was bombed out and has been completely rebuilt. Building is constantly going on as small parks, stores, businesses, and apartments go up. **Cathedral Square** (#8) is the old plaza and once the center of Curitiba. Many war memorials and statues, a church, cemetery and park are found here.

9. Derek Yam's Residence is one of the few apartment houses built in New Town. It was completed a year ago and was paid for largely with private funds (black market money). The building makes a rather ostentatious display and every local knows mostly criminals live there.

Yarn's place is huge (far more expensive than his RDF pay can afford). It has a separate workshop in back, and several wall safes — 150,000 credits worth of gems, 50,000 in cash, a 9 mm pistol, two hand grenades, false identification cards, passports, and other documents are found in the safes. There is also a secret ceiling compartment large enough for a man to hide.

10. The Diego Airport lies on the outskirts of New Town. It is small but can accommodate jets and Veritechs.

11. RDF Warehouse & The Industrial Quarter. This was the first part of New Patagonia rebuilt by refugees. Warehouses and small factories fill this industrial district. **The RDF Warehouse section** (#11) is four large and eight smallish, newly-built kepalloy structures that house the mecha, parts, vehicles, equipment, and supplies for the military base. It is guarded around the clock by a squad of Military Police and two Gladiator Destroids. Furthermore, RDF Military Police and the base Destroid squads make irregular patrols in the area. Sensors and alarms are everywhere.

12. The RDF Freight Facility is the place that receives mecha destined for repair, reconstruction, or recycling. It also handles all shipping and receiving regarding mecha parts and munitions. The facility includes a railroad spur (which services only a 200 mile/320 km area) and a military landing strip where Veritechs and Tunny cargo planes can put down.

13. The Mecha Factory (Plant No. 1). The main factory is where Yarn awaits the Zentraedi arrival. Presently there is only a morning and afternoon half shift, which means only a skeleton crew is present after 9 P.M. at night (when the infiltration takes place). Other than administration offices and laboratories, all mecha repair/factory areas of the buildings have 70 to 90 foot (21.3 to 27.4 m) tall ceilings with catwalks and interior scaffolding for working on the giant mecha.

Other buildings that are part of the factory complex include two mecha storage bays, three parts storage warehouses, one giant repair garage/body shop, two paint shops, and four automated assembly bays and a testing court (outside); all are locked at night.

Factory M.D.C.: All buildings are mega-damage structures. Each 10 foot (3 m) radius of wall has 40 M.D.C., while a ten foot section of catwalk or scaffolding has 50 M.D.C. Normal doors: 5 M.D.C., security doors: 40M.D.C., and bay & Mecha doors: 150 M.D.C. each.

RDF Defenders: Two fully functional Raidar Xs, a Gladiator, and a platoon of RDF soldiers are on permanent guard duty at the facility. Furthermore, the base Destroid squads patrol the area on an irregular basis.

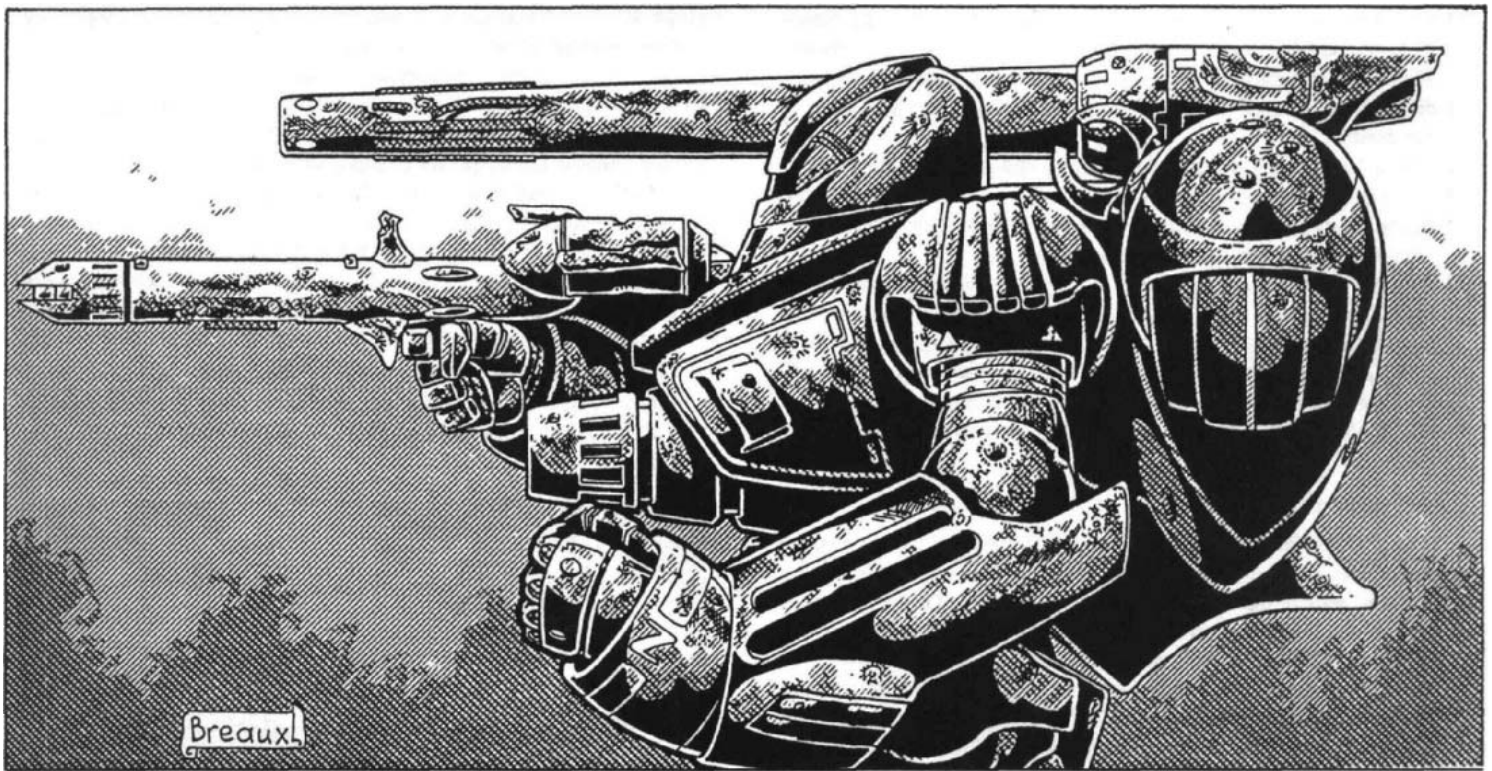
Note: Derek Yarn, Carl Grobman and Rita Moreseada know the entire compound including catwalks like the back of their hands.

Encountering Derek Yarn

Yarn fully expects that the Zentraedi will win. All he needs to do is stay within their protection until the action is over, then emerge victorious, along with his new sponsors. But always one to plan ahead, Yarn has allowed for the probability of an RDF defense and has made some plans to escape. He has a pile of money and gems at his apartment, a credit card on him with 80,000 credits, knows the location of the four recently repaired Destroids, and has made arrangements to be smuggled out of the city if things go really bad.

If Vam is confronted by the player characters, he does not panic and will pretend to be a helpless worker working late. He'll probably use his real name, display identification, and try to use his authority at the plant to win the characters' confidence and send them on a wild goose chase. He is reasonably convincing but will act a bit nervous and may say things to tip the characters off.

If it is clear that his involvement in the plot is known or suspected, he'll deny everything, claiming to have been framed or forced to help



against his will. Better yet, he'll blame Grobman as the mastermind of the treachery (especially if he's dead). He plays the role of the helpless victim extremely well, but will stab the characters in the back at the first opportunity. If Yarn is asked to accompany the player characters, or is kept under close escort, he appears to comply, but at the first opportunity, makes a dash for freedom; probably through a little known access panel, vent or catwalk difficult to locate and inaccessible to mecha. He'll then worm his way to a better vantage point or freedom.

Yarn tries to avoid combat but will fight if he is cornered or thinks he can still salvage the mission. However, he won't fight to the death and will surrender to face his punishment (and to escape and cause trouble another day?).

The Adventure Aftermath

Victory for the RDF. If the player characters can prevent the enemy from taking the mecha factory until reinforcements arrive, they will have played a key role in saving the city and perhaps all of Upper Argentina.

If Derek Yarn was not discovered to be Lord Sirius, he and most of his accomplices will be identified and hunted by the RDF and SASTRAC. He will try to escape and may seek sanctuary among the Zentraedi. He might even end up at Manuas and cause more trouble (seeking revenge) in the future.

If the RDF emerges victorious and the player characters played an important role, they will receive public commendations by the RDF brass, including Rick Hunter or Max Sterling! They'll also get an honor medal ceremony, merit pay, and promotions (one rank; two if they were privates or corporals to begin with).

The player characters may be assigned to find the traitor and bring him to justice. Likewise, our heroes may be temporarily assigned to New Patagonia to ferret out Zentraedi infiltrators, rout Zentraedi troops still in the area, and to defend the city and mecha factory. Or they may be assigned to assist in reclaiming the CZ border perimeter and recapture RDF bases and outposts. Later, with their newly acquired experience and valor in combat, they may be sent on missions inside the Control Zone and even to Manuas. This series of adventures should inspire a number of new adventures dealing with spies, sabotage, military clean-

up, revenge, defense, new offensives, reconnaissance and espionage type missions.

Victory for the Zentraedi: If the Zentraedi are successful, the RDF needs to sabotage the factory and dislodge or neutralize the enemy. The player characters are likely to be in a position to do just that, especially if they can find Carl Grobman or some of Yarn's mercenaries with a change of heart. They may also be able to acquire fresh mecha, additional vehicles, explosives and equipment.

If the Zentraedi are victorious, Derek Yarn reveals himself to be Lord Sirius and the mastermind behind the invasion. He will be cheered by the Zentraedi as a hero and take his place among those in charge of securing and operating the facility.

Word has it that Supreme Commander Heric (and Alina?) are coming to survey their conquest and to check defenses.

Zentraedi Revenge: Undoubtedly, the Zentraedi will seek revenge against the RDF and SASTRAC in general, and the player characters specifically. Likewise, they may have a secondary plan of conquest or hatch new schemes. More great material for future adventures. If Yarn escaped, he will certainly contribute to future trouble.

Random Encounter Tables

The Game Master can use these tables as he or she deems desirable.

Random Zentraedi Incursions

Typical Behavior: Half the time, the Zentraedi in these encounters will gladly fight the player characters, sometimes to the death. The other half of the time, they want only to find easy prey, so they will try to avoid combat with the RDF and scatter into the wilderness.

01-10 Reentry pod carrying 2D4 Tactical Battle Pods, 1D4 Light Artillery Pods and one Officer Pod or two male power armor.

11-20 2D4 +1 intoxicated, giant, foot soldiers armed with assault rifles and looking for trouble.

21-30 2D6 + 4 micronized foot soldiers with stolen vehicles and Wolverine assault rifles. They function as bandits and mainly trouble non-mecha forces.

- 31-40** Zentraedi Scout Pod on reconnaissance. 1D4+1 Tactical Battle Pods or giant foot soldiers are near by and will come to its defense. They will flee battle towards border and not fight unless cornered.
- 41-50** 2D4+1 Tactical Battle Pods on the prowl. They will fight to the death!
- 51-60** One Light Artillery Battle Pod, a Scout Pod and two Battle Pods.
- 61-70** 1D4+2 Zentraedi Fighter Pods zoom out of the clouds and attack. They will fight until down by about half their M.D.C. and retreat back to wherever they came from.
- 71-80** 1D6+2 micronized Zentraedi foot soldiers. These are infiltrators armed with assault rifles and riding captured hover cycles. They are in radio contact with a pair of Battle Pods and an Officer pod or with a band of 4D6 human bandit whom the trade with.
- 81-90** Two female Zentraedi officers in power armor.
- 91-00** Theatre Scout, two male power armor and three Tactical Battle Pods.

Zentraedi Raids

Typical Behavior: The Zentraedi in these encounters have a mission to accomplish and their meeting with the player characters is hindering them from getting on with it. They will dispatch the characters as quickly as possible and head towards their objective. These forces will be larger, high powered and more organized.

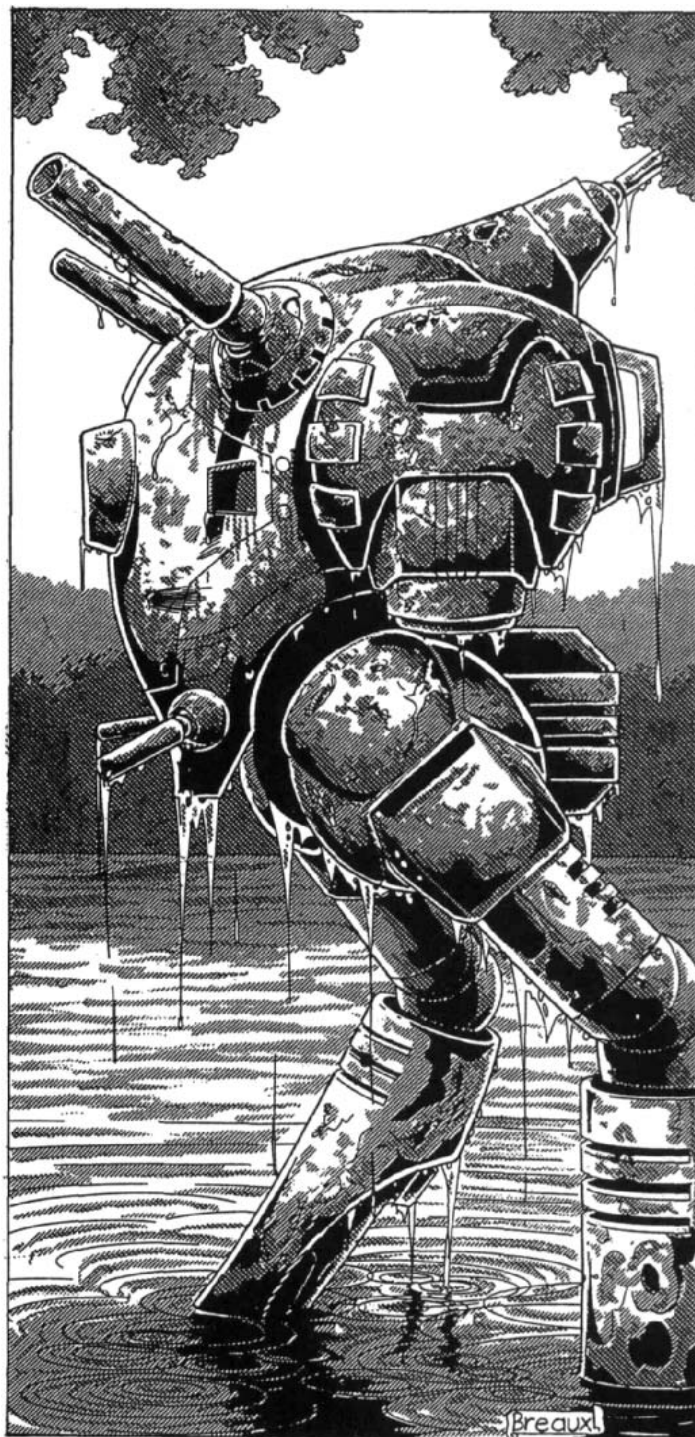
- 01-10** 2D6+4 human high-tech bandits are heading into the Control Zone, smuggling equipment or supplies in a helicopter or on cargo haulers. 1D4+1 vehicles are involved; the bandits have body armor, assault rifles and rocket launchers.
- 11-20** 1D4 bandits in reconditioned RDF Destroids! May be accompanied by 2D4 Zentraedi of any variety.
- 21-30** 2D4+3 Tactical Battle Pods and one Officer Pod arrive to help.
- 31-40** 3D4 giant foot soldiers with body armor and assault rifles, two Light Artillery Pods, 1D4+1 Tactical Battle Pods, and one Officer's Battle Pod or female power armor on a raiding or revenge mission.
- 41-50** One Scout Pod, 2D4 Tactical Battle Pods, and one male power armor with plasma cannon attachment out on a reconnaissance patrol.
- 51-60** Reentry pod; if forced down it will disgorge 4D6 Tactical Battle Pods, 1D6 Heavy Artillery Pods, 1D6 male or female power armor and two Officer Pods!
- 61-70** 2D4+2 female power armor squadron on a mecha or tank seek and destroy mission.
- 71-80** 1D6 X 10 micronized foot soldiers in Argentine Army uniforms, armed with assault rifles, grenades and explosives hidden in backpacks. These Zentraedi infiltrators are trying to pass as humans. They will try to sneak past the "real" military and if stopped will claim to be a squad lost on maneuvers. If they get past, they'll head for the nearest targets to be sabotaged or infiltrated (spied upon).
- 81-90** In the air heading into the Control Zone is a reentry pod and an escort of 1D4+2 power armored females or Fighter Pods. The reentry pod has rendezvoused with successful raiders and contains stolen supplies and troops of 2D6+20 micronized foot soldiers (armed with assault rifles) and 2D6 Battle Pods.
- 91-00** 2D4+2 Tactical Battle Pods or giant soldiers attack under the cover of night or bad weather, while micronized Zentraedi driving 1D4 hover trucks sneak by. This convoy can either be going into the CZ carrying supplies or equipment, or coming out in order to support a foraging raid.

Minor Offensive

Typical Behavior: These Zentraedi consider their missions to be of great importance. They will dispatch the characters as quickly as possible and head towards their objective. These forces will be large, high powered, ruthless and very organized.

- 01-10** One Theater Scout and six Battle Pods covers the advance of 2D6 x 10 micronized Zentraedi soldiers with rocket launchers and assault rifles. If ground troops are noticed they will scatter, only to regroup later.

- 11-20** 3D10+10 micronized soldiers, moving at night on foot. They carry explosives and strategic information.
- 21-30** 2D6+6 Giant Zentraedi with assault rifles, 1D6 male power armor, 1D6 Tactical Battle Pods, 1D6 Light Artillery Pods and one Officer's Pod. The mecha will take on and delay opposition while foot soldiers led by power armored officers continue on to or from objective. When foot soldiers are under cover the mecha will break and run, drawing characters away from their cohorts.
- 31-40** 1D6 Heavy Artillery pods, 1D6 Light Artillery Pods, one Officer's Battle Pod, and 2D4+4 Tactical Battle Pods. They will fight until half their forces are destroyed then retreat. They attempt to reform and continue on to their objective.
- 41-50** Reentry Pod, escorted in flight by four female power armor or Fighter Pods. If the reentry pod is able to land, it will release 20 Tactical Battle Pods and four Heavy Artillery Pods or 48 giant foot soldiers.



- 51-60** One Theater Scout leads 1D6 + 6 Light Artillery Pods, 1D4 + 4 Heavy Artillery Pods, 1D6 + 6 Tactical Battle Pods and 1D4 + 1 female power armor on a mission of destruction!
- 61-70** Reentry Pod, carries 4D10 + 40 micronized foot soldiers, escorted by six female power armor. Absolutely won't land or deviate from course unless forced, but continues to objective even if fighting all the way. If it must come down, it will try to ram a player character as it hits the ground. If at all possible it lands only at its objective beyond the border and releases its troops.
- 71-80** Aerial strike force! 1D4 + 4 female power armor and 1D4 + 4 Fighter Pods!
- 81-90** 4D6 human mercenaries working for the Zentraedi, trying to smuggle weapons or mecha parts. Plus one reconditioned Excaliber and two E.B.S.I.S. battloids. An Officer's Pod and 2D4 + 4 Battle Pods are not far away and may come to rescue their allies and supplies.
- 91-00** Female power armor squadron! 10 aces out for blood!!

Enemy Objectives

Behavior: Typically seek and destroy missions.

- 01-05 Airstrip
 06-14 Ammo dump
 15-21 Bridge, river docks or dam
 22-27 Border outpost (BSURP)
 28-32 Freight facility (train station, truck depot, dock, etc.)
 33-38 Maintenance/repair facility
 39-45 Manufacturing plant
 46-50 Mecha storage or repair facility or mecha patrol.
 51-55 Military base or field troops
 56-61 Power plant or water processing/storage plant
 62-68 Military, merchant or civilian convoy
 69-74 River, lake or ocean boat/ship(s); military or civilian
 75-80 Civilian community (farm, village, town, city); destroy, plunder or collect slaves.
 81-84 Major military base
 85-94 Supply source (store, warehouse, merchant caravan, etc.)
 95-00 Military target (assassination, kidnapping, sabotage, destroy, capture, etc.

Other Situations & Encounters

- 01-20** Peasants from Zentraedi controlled village ask for help.
 01-33 Need medical assistance or food in home village.
 34-66 5D6 runaway slaves who need protection from pursuing Zentraedi (roll on incursion or raid tables).
 67-00 Human village or town seeking liberation from Zentraedi occupation or enslavement.
- 21-30** A child, family, or important person is lost in Zentraedi occupied territory (roll on incursion or raid tables for encounters).
- 31-35** Rock or mud slide or flash flood sweeps characters and mecha off their feet and off course; minor damage is decided by G.M. Meanwhile, the road or bridge may be blocked or destroyed and it's up to the characters to help.
- 36-40** River bank caves may be the hideout for bandits or Zentraedi. Characters must investigate. Encounters with bandits, meres, or Zentraedi optional.
- 41-50** Illegal operation (smuggling, sale/trade of contraband, reconstructed RDF mecha or parts, mining, manufacturing, exploration, spying, etc.) by:
- | | |
|------------------|---|
| 01-20 Zentraedi | 61-80 Foreign unit in the Argentine Army |
| 21-40 E.B.S.I.S. | 81-00 Mercenaries or Rogue SASTRAC troops |
| 41-60 Bandits | |
- 51-60** Power lines are down from enemy activity (combat or sabotage). Wires are high voltage and a hazard (does 1D6 + 2 MD if contacted). Characters effect repairs and/or track down those responsible.

61-65 Fire (forest or urban):

- 01-20 Grass/forest (natural?)
 21-40 House (Accident? Are people trapped inside?)
 41-60 Factory/business (sabotage?)
 61-80 Military facility (sabotage?)
 81-00 Hazardous materials (chemicals, paint, etc.)

There is a 10% chance per minute of chemical fire that something will explode, doing 2D6 M.D. to anything within a 100 foot (30.5 m) radius. The characters are asked to help. If arson, they may want to track down those responsible (Zentraedi?).

- 66-70** Mecha or vehicle falls into a sinkhole or quicksand! Rescue required. Nothing is likely to be injured, except the character's pride.
- 71-80** A band of 4D6 refugees are coming up an old road out of Zentraedi territory. They approach and want to pass into human territory. They are really:
- 01-40 Exactly what they seem to be, refugees.
 41-60 Smugglers or bandits who trade with the enemy.
 61-00 Micronized Zentraedi infiltrators and spies.

81-90 Bad weather:

- 01-25 Light fog, lasts 1D4 hours. Visibility and speed are reduced by 25%.
 26-50 Heavy fog, lasts 2D4 hours. Visibility and speed are reduced by 75%.
 51-75 Torrential rain storm that lasts 2D6 hours. Visibility and speed is reduced 50%; flooding and mud slides are possible.
 76-00 Worse heat and humidity than usual. Characters outside of air conditioned mecha, vehicles or buildings are distracted and fatigued; — 2 on initiative, — 20% on speed and — 5% on skill performance.

- 91-00** 1D4 x 10 human bandit raiders or trouble with mercenaries. They may or may not have any mecha or mega-damage weapons.



Available RDF Reinforcements

Whether or not reinforcements of any kind are available depends on the circumstances, location and the Game Master. The following is a random list of commonly available reinforcements.

- 01-15** Missile or artillery support from base position. Coordinates for field of fire must be given and the characters must be clear of the area or risk damage. Incoming bombardment comes in 1D4 minutes. NOT available at many locations.
- 16-35** Veritech Squadron: 2D4 + 2 fighters arrive within 2D4 minutes. 1D6 Commanchero helicopters arrive in 4D4 minutes.
- 36-46** F-14 combat jets: 1D4 + 2 fighters arrive in 2D4 minutes.
- 47-67** Destroid squad: 1D4 + 4 arrive in 4D6 minutes from nearest location.
- 68-88** RDF or SASTRAC infantry platoon or tank squad arrives within 2D4 x 10 minutes from nearest base.
- 89-00** Southern Cross mecha: 1D4 + 2 Hover Tanks or 1D6 + 4 Logans or friendly Zentraedi mecha units arrive in 4D6 minutes.

APPENDIX A: HARDWARE

By Deborah Christian

Combat Vehicles

ADV-HR: Adventurer II VTOL

This aircraft is stripped of most weapons and carries reconnaissance sensor and recording packages. Two air-to-air missiles are mounted on each wing tip for last ditch, close-in defense (fighter escorts protect this vulnerable aircraft). Observation gear is mounted under the wings. Equipment includes cameras using normal, infrared, and UV spectrums, and a standard sensor pack that can register radiation and frequency fields during a fly-by.

Vehicle Type: Modified jet fighter

Function: Aerial reconnaissance

Crew: Pilot and co-pilot

M.D.C.: Wings (2) — 40 each

Tail (1) — 40

Main Body — 110

Damage Notes: 20 points of damage on one wing destroys the sensory equipment mounted on it, but data collected remains safely stored. 90 points of damage inflicted to the main body destroys the data recording devices and all information is lost.

Speed: 722 mph maximum (1162 kph); 350 cruising speed, drops to 200 mph (322 km) for reconnaissance runs. 55,000 ft (16,765 m) service ceiling; 100 feet (30 m) bottom ceiling. Capable of VTOL.

Range: 1800 miles (2896.2 km)

Length: 35 ft (10.66 m)

Weight: 5 tons fully loaded, 3.4 tons empty

Armament: 2 short-range air to air missiles are mounted on each wing.

Mega-damage: 1D6X10

Range: 2 miles (3.2 km)

Rate of Fire: Launched singly, or in one volley of two.

No. of Attacks: 4 total; 2 missiles per wing

Payload: 4; can be reloaded within 3 minutes on the ground.

Reconnaissance Capabilities: Radar, heat, infrared, ultraviolet, computer targeting and identification, takes aerial photographs or live video film to observe, track and record strategic data. Best observations made when range to target is under two miles (3.2 km).

Howard-LHM 3000 Medivac Helicopter

This chopper is a larger version of the LH-2000 chopper with a more powerful engine and mega-damage construction. It carries up to six patients. It evacuates wounded soldiers from the battlefield and is also used to evacuate civilians.

When the chopper is hovering or on the ground, a bay can be opened from the outside and a patient on a gurney lifted into it. There is one bay on each side of the LHM; each accommodates two patients, who rest one atop the other, bunk-bed fashion, during their brief transport time. The gurneys can be immediately pulled out and rolled into the hospital when the medivac craft has arrived.

Vehicle Type: Modified light recon helicopter

Function: Medical aid and evacuation

Crew: 2: Pilot and co-pilot, plus a three man medical team. Can accommodate as many as six prone patients/passengers or 12 standing.

M.D.C. by Location:

Main propeller blade — 10

Tail — 15

Gurney Bay — 20

Main Body — 50

Damage Notes: The LHM is a new, beefed-up, mega-damage version of the old Howard LH-2000, with better armor to protect wounded passengers.

Speed: 325 mph maximum (522 kph); 175 mph (278 kph) cruising speed.

Range: 800 miles

Length: 30 ft (9 m)

Weight: 1,800 lbs (818 kg) unloaded

Armament: Grenade launcher that fires smoke and riot control grenades. **Bonus:** +2 to dodge

Modified RDF Mecha

The El Vencedor and Argentine Armies, as well as the occasional mercenary and bandit, use RDF and Southern Cross mecha acquired from high-tech pirates or put together from salvage. These reconditioned units are no longer up to RDF standards. Many have been jerry-rigged with armaments that are easier to repair or cheaper to replace and maintain in the field. **Note:** ALL reconditioned mecha have two or more of the following problems and penalties. First roll 1D4+ 1 to see how many problems/defects afflict the mecha unit (some may have 1D4 + 3 flaws). Then select or randomly roll for the specifics problems:

01-10 Reduce attacks per melee by one; stiff joints.

11-20 Mecha no longer keeps environmental seal. Water, gas and radiation will leak in; atmosphere leaks out if exposed to vacuum.

21-30 Reduce M.D.C. from all body parts by 10%.

31-40 Reduce maximum speed by 1D4x 10%; walks with a limp.

41-50 Reduce 100 M.D.C. from main body.

51-60 Secondary weapon systems replaced with S.D.C weapons (i.e. machineguns, LAWs, grenade launchers, flamethrower, etc.).

61-70 Auto cannons and missile launchers have half payload with no known available replacement ammo.

71-80 Mecha radar, communications and sensors damaged beyond repair; uses conventional, low range systems.

81-90 Missing one secondary weapon system.

91-00 System breakdown! When the mecha has been used for long periods or involved in intense activity, the following may occur: 01-50 weapons jam for 1D4 melees! 51-75 all communications, radar and optics are lost for 1D4+ 1 melees, 76-00 mecha is slow to respond! Reduce speed and attacks per melee by half!!

E.B.S.I.S. & Modified Zentraedi Mecha

Most E.B.S.I.S. battloids used in the Argentine and El Vencedor Army or by mercenaries and bandits have either been purchased, traded for, supplied or stolen from Soviet forces in South America. Furthermore, the E.B.S.I.S. forces sometimes deal in illegal, reconditioned RDF and Zentraedi mecha, mecha parts and ammunition (missiles and auto cannon rounds). The Soviets have been fooling around with repairing and modifying Zentraedi mecha. The typical modifications have been making it possible for a two man team of *human-sized* pilots to operate the unit and doubling the pod's M.D.C. (only on units for human size operators). The RDF and SASTRAC have outlawed such mecha, but these modifications are now widely copied by the Zentraedi of Manaus, high-tech mercenaries and bandits. The El Vencedor Army also has some of these modified pods.

Note: See the **Southern Cross** sourcebook for details regarding Southern Cross and E.B.S.I.S. weapons and mecha. See the **Robotech RPG** and **Zentraedi** sourcebook for details about Zentraedi mecha and spaceships.

Transport Vehicles

"Bison" — 316 Heavy Hauler

The Bison is the cargo hauler of choice for ground transport of mecha and large quantities of supplies and ammunition. This vehicle can carry any mecha except for the MAC II Monster. The cargo platform of the Bison is a large flatbed. It can be used as is, or can be covered with a shell to protect cargo from the elements and prying eyes. When used to haul Destroids, the flatbed is normally left open.

Vehicle Type: Wheeled truck with cargo platform

Function: Cargo transport

M.D.C.: Engine/cab — 6

Cargo area — 10

Wheels — 50 S.D.C. each

Damage Notes: The hauler can continue to move with 5 out of 12 wheels destroyed, but comes to a halt if any more are taken out.

Speed: 110 mph (176 km) maximum

Range: 1000 miles before refueling is needed.

Length: Cab: 15 ft (4.6 m); cargo bed: 50 feet (15.2 m)

Weight: 5 tons empty; can transport up to 62 tons.

Hesko S-12 "Skeeter" Hovertruck

For reliable hauling and rapid transportation over rough terrain, the Skeeter hover truck has become very popular. It is replacing older wheeled vehicles in many military units. The hover truck features a fabric-shaded cargo bed that can be used to carry cargo or troops (seated on foldaway jumpseats). The skeeter can carry 30 soldiers comfortably with all their equipment or up to 24 tons of cargo. Like all hovercraft, this vehicle can travel off road and over water as long as the surface is not too rough. The fans which generate the air cushion can be heard 1/4 mile away. When not hovering, the vehicle cannot be moved unless carried on a cargo hauler.

Function: Cargo transport

Vehicle Type: Hovercraft

Crew: Two, plus two passengers or can carry 30 more in its cargo space.

M.D.C.: Engine/cab — 10

Cargo area — 15

Hover Jets (8) — 5 each

Damage Notes: The hauler can continue to move with 3 out of its 8 hover jets, but at half speed. It comes to a halt if more than that are destroyed.

Speed: 80 mph (128.7 km) regardless of road condition.

Range: 500 miles (804 km) before refueling is needed.

Length: 30 feet (9 m)

Weight: 3 tons empty; 24 tons fully loaded.

New Weapons

GU-30 "Hovergun"

The hovergun is a GU-11 gun pod mounted on a hover platform and used like a highly mobile artillery cannon. The weapon has only recently been added to the RDF's arsenal. The gun itself can be raised and lowered in a 90 degree arc of fire and can rotate 180 degrees. If the gunner is killed or knocked off the platform, the pilot can fire the gun, but he is — 3 to strike and — 4 to dodge while performing both duties.

Function: Mobile gun platform

Crew: Two, pilot and gunner

M.D.C.: Mounted GU-11 Gun Pod — 100

Hover Platform — 100

Pilot & Gunner Compartment — 50 each

Hover Jets (4) — 15 each (but difficult to hit)

Speed: 80 (128.7) mph and up to 10 feet (3 m) above the ground.

Armament: A mounted GU-11 gun pod

Damage: 3D6 M.D. short burst, 6D6 long burst, 1D6 x 10 full melee burst; same weapon as used by the giant Veritechs, only mounted on a two man platform and used as a mobile cannon!

Range: 4000 ft (1200 m)

Payload: 1400 rounds total. The platform carries two 600 round ammo drums, plus one 200 round ammo-clip already in the gun.

PDLS-6 "Porcupine" Point Defense Launch System

The Porcupine launch system looks like a tiny version of the anti-warship missile launchers found on the ARMD space platform. The unit can fire either short or medium range missiles. Fire mode is switched from one to the other by inserting adaptor jackets into the missile banks, a process that takes five minutes to complete. Missile mode uses short and medium range loads only and these are generally used against mecha and aircraft.

Function: Multi-purpose missile launcher, for stationary position defense.

Crew: 1 or 2

M.D.C.: 75 main body of launcher

Armament: Short or medium range missiles.

Damage: Varies with missile type

Range: Varies with missile type

Payload: Holds six missiles in two banks of three. Fires in volleys of 1, 2 or 3.

The PDLS-9 "Flying Porcupine"

A prototype hover platform similar to the GU-30 Hovergun, only the gun pod is replaced with a larger version of the porcupine missile launcher! Only 12 prototypes are in RDF service, but field tests are promising.

Function: Mobile gun platform

Crew: Two, pilot and gunner

M.D.C.: Porcupine Missile Launcher (large) — 100

Hover Platform — 100

Pilot & Gunner Compartments — 50 each

Hover Jets (4) — 15 each (but difficult to hit)

Speed: 80 (128.7) mph and up to 10 feet (3 m) above the ground.

Armament: Large Porcupine Missile launcher with payload of nine missiles. Damage and range varies with missile type.

P5-A "Deadeye" Anti-Aircraft Laser Gun

This weapon is akin to a Raidar X's laser arm, but with a shorter range. It is used both for anti-aircraft fire and for line-of-sight attack at ground troops. It can be mounted on towers, inside bunkers or on large trucks.

Function: Anti-aircraft fire; line-of-sight defense

Crew: One

M.D.C.: 75

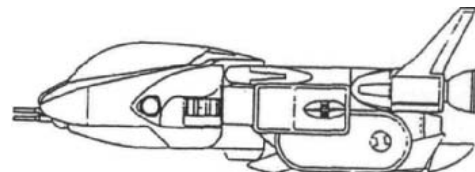
Armament:

4D6x 10 M.D. short burst; 1D4X 10 M.D. long burst; 1D6x 10 M.D. maximum burst.

Range: 4 miles (6.4 km)

Payload: 200 shots; self generating energy system (20 per hour)

Note: Targeting computer gives +2 to hit against aerial targets.



Border Surveillance Equipment

GRS-4 "Fingers" Motion Detector

The Frequency-Inert Ground Resonance Sensor, nicknamed "Fingers," is the passive motion detector commonly used along the borders of the Zentraedi Control Zone. Manufactured especially for the RDF, a GRS-4 can be used alone or in conjunction with other sensors. The sensors are spike or "finger" shaped, about ten inches (0.27 m) long. They are pushed into the ground, pointing upward. A series of finger sensors are connected one to the other with hardened fiber optic cable.

The GRS-4 can be programmed to respond to man-sized or mecha/giant-sized targets (including vehicles) or made to respond to objects travelling at a particular speed. The sensor estimates the size, number of intruders, speed and direction of the target.

Function: Movement Sensors

Weight: 0.5 lbs (0.25 kg) each

Cost: 100 credits each to the RDF; 900 credits on black market.

Battery Life: One year

Range: Senses movement within 150 feet (45.7 m) or air movement to 50 feet (15.2 m) above the ground surface.

Availability: Fair

Griffin FX "Fly-Eye" Surveillance Camera

This compact camera and mini-computer is about the size of a video palmcorder and is set up to record movement along roadways, paths, corridors, and other routes of travel. They can be easily concealed in/on tree trunks, branches, rocks, cliffs and other nooks and crannies. The computer program "recognizes" humanoids, mecha and vehicles. When this happens, relay telemetry sends the image back to a monitoring station where live, motion pictures and ranging data are recorded. The Fly-Eye can also film in the infrared. This device is almost always deployed along with a relay transmitter, a slender whip antenna designed for easy concealment. One relay has a range of 50 miles (80 km);

several can be used to pass low-powered signals hundreds of miles or tied to other systems of communication and transmission.

Function: Field-deployable video spy camera

Weight: 2 lbs (0.9 kg)

Black Market Cost: Camera: 8000 credits, 4000 credits for a video relay transmitter; half as expensive for the military.

Battery Life: Four months

Range: Visual sensing in line of sight with zoom magnification. Transmits up to 10 miles (16 km).

Availability: Fair

EMRI Imaging

This sensor uses Electro-Magnetic Resonance Imaging (EMRI) technology on a large scale to scan areas of rain forest from a low, overhead position. The imaging system penetrates plant growth and reveals all forms between the ground and the overhead leaf cover. These images must be computer analyzed to make sense, although large vehicles, mecha and spacecraft can be distinguished at a glance to one who is trained in reading sensory equipment.

EMRI equipment is operated from a helicopter or other stable elevated platform at an altitude under 1000 feet (305 m). The aerial platform may be moved slowly during this time but cannot exceed a speed of 30 mph (48 km), or the image blurs beyond recognition. Images can be reviewed as they are recorded but for best analysis, must be taken to a base station's imaging computer.

Function: Magnetic resonance imaging sensor, gives sensor pictures through vegetation and underwater.

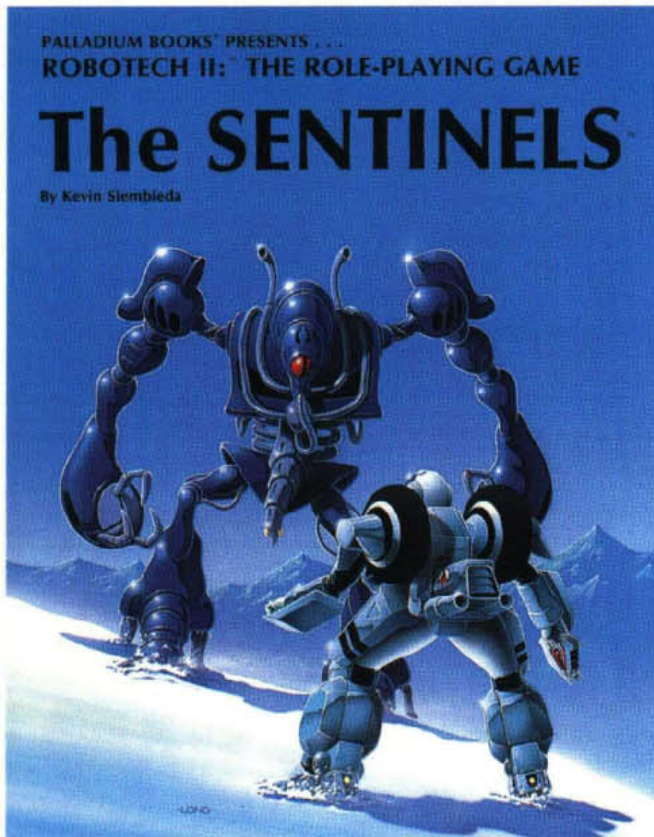
Weight: 230 lbs (144 kg)

Cost: 30,000 credits for the military or 60,000 on the black market.

Power: Needs generator power source for constant energy flow.

Range: Imaging to 1200 feet (366 m) of depth; best images taken at 500 feet (152.4 m) or less.

Availability: Poor



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