

RISUS: DO YOU REMEMBER MACROSS?

Macross Player Characters are **U.N. Spacy Mecha Pilots** generated with the normal 10 dice allotment and 4 dice Cliché limit. They also receive advanced infantry training. Others like Bridge Crew Officers, Teen Idols or Zentradi Spies should be Non-Player or Secondary Player Characters. Likewise, Destroid units are presented as very short-lived cannon fodder.

The U.N. Spacy Mecha Pilot Cliché automatically uses *Advanced Option III: Double-Pumps* (see “NOTE” below). They typically begin at an Ensign rank and assigned a VF-1A.

Squad Leaders use the *Advanced Option: Hooks and Tales* rule: A Team Leader (Lieutenant rank) grants 2 more character generation dice and a VF-1J as *Bonus Gear* granting 1 more die in mecha combat. A Squadron Leader (Major) gets 4 dice and a VF-1S with *Bonus Gear* adding 2 more dice in combat. The *Bonus Gear* dice represents improved engine performance and the upgraded Laser Cannon of the VF-1J (twin barrels) and VF-1S (quad barrels). Players may use the *Player-Character Teams* rule when their Squad Leader is present—this is the best way to resolve initial Long Range volleys. Squads consist of 3 to 18 VFs.

Ace Pilots use the *Hook and Tales* rule for 4 extra allotment dice and the Miclone Ace Cliché. As a low rank pilot, the Ace is typically on the front-line, creating the burden of being the Zentradi’s primary target. They get no *Bonus Gear* unless they earn rank, at which point they’ll be assigned a VF-1J first.

NOTE: The Mecha Pilot Cliché is double pumped only when using certain weapons at certain ranges while a VF is in a certain mode, applying the *Proper Tools* rule detailed below:

- Short Range + Battroid Mode + GU-11 Gun Pod burst or Laser Cannon “Head”
- Medium Range + Gerwalk Mode + Medium Range Missile or Micro-Missile Pod salvo
- Long Range + Fighter Mode + Micro-Missile Pod salvo or Long Range Anti-Ship Reaction Missile*

Example: using Battroid mode in Close Range combat, attacking with a GU-11, UNS Mecha Pilot [4] can be doubled pumped to 10 dice at the cost of 3 dice, leaving the player with only UNS Mecha Pilot [1]. Another appropriate Cliché can then be used (i.e., “Circus Stunt Pilot”)—or an entertaining inappropriate one!

Space Opera Cartoons have fast-paced, cinematic action and so the players should not be burdened with tracking ammo!

Dice loss represents the ammo and fuel expense, pilot fatigue, cross-fire damage, and weapon overheating—dice which can only be recovered after a battle in a hanger bay. Once per battle and while not under fire, field repairs using the VF’s Fine Manipulator Hands and/or unspent battlefield munitions and undamaged modular parts (when available) can restore 1 die.

Changing Valkyrie Modes includes transforming, altering speed and reacquiring a target lock—all in one action turn. Performing that action while evading fire requires a contesting pilot roll. If the transforming pilot wins the round he completes the maneuver unscathed but inflicts no damage either. Failure means damage was taken while successfully transforming.

Fast and Strike Packs are considered 2 die *Bonus Gear* and only function in space due to weight and drag. These packs must be ejected before planetary reentry (see Changing Valkyrie Modes).

GBP-1S (Ground Battle Protector) Reactive Armor is considered 3 dice *Bonus Gear* and function only in Battroid Mode and must be ejected before transforming (see Changing Valkyrie Modes).

Enemy Battle and Fighter Pods use the *Grunt Squad* rules. Esbeliben Reguld Battle Pods number approximately their value in dice squared. For example, Battle Pod Squad (3) will consist of about 9 units. They are ineffective at Long Range unless they have a Light or Heavy Artillery Pod compliment which make up a quarter of their ranks. A single Roiquonmi Glaug Command Battle Pod accompanies a squad and will have dice equivalent to the squad it commands—only up to 6. If that Glaug is destroyed, it’s Squad will have to withdraw or fight as a Battle Pod Squad (2). A Glaug Power Up grants a 1 die combat bonus and Fighter Pod flight capabilities. Gnerl Fighter Pods are restricted to Long Range combat but otherwise follow the same *Grunt Squad* rules.

Enemy Battle Armor units (Zentrans’ Nousjadeul-Ger and Meltrans’ Queadluun-Rau Battle Suits) typically have 3 or 4 dice while an Ace will have 5 or 6 dice. The Field Commander will likely be an Ace. They are the primary Meltrandi combat unit and are more adept with it than the Zentradi. Battle Armor have a mixture of weapons that make them effective at all ranges.

Gargantuan Warships rate 1 die per kilometer length (typically 2 to 4 dice) and shrug off conventional weapons. Only other warships or VF Reaction Missiles* are effective. A Strike Pack laser can breach a hull for boarding if a combat turn is won.

Large Scale Combat is handled by dramatic narrative, with the failure or success of the Player Characters representing the tide of combat amidst the gargantuan battle ships around them. The alien forces almost always have the upper hand, having mastered OverTechnology and having greater numbers and size. However, when Lynn Minmei’s Protoculture Song is being broadcast (the ultimate example of the *Inappropriate Cliché* rule!) or the SDF-1’s Main Cannon fires, the tide turns in favor of the heroes and the Player Characters’ immediate targets suffer enough of a loss so as to equalize the playing field! These options occur only once per game session if available, and perhaps only when the heroes accomplish some task.

*Maximum of 6 Reaction Missiles per VF omitting any other missiles, or 4 with other missiles

Anime Name (Robotech Name):

Skull Squadron

Roy Focker (Roy Fokker): UNS Mecha Pilot [4] Drunken Senpai (4) Ladies Man (2) H&T: Squad Leader

Vermillion Team:

Ichijo Hikaru (Rick Hunter): UNS Mecha Pilot [3] Circus Stunt Pilot (4) Minmay Fanatic (2) H&T: Team Leader

Maximilian Jenius (Max Sterling): UNS Mecha Pilot [4] Miclone Ace (4) Charming (2) H&T: Miclone Ace

Hayao Kakizaki (Ben Dixon): UNS Mecha Pilot [2] Brawny Blowhard (4) Comedy Relief (2)

Milia Jenius (Myria Sterling): Meltrandi Ace [4] UNS Mecha Pilot [3] H&T: Micronized Vanquished Zentradi Ace

Average UNS Mecha Team Leader: UNS Mecha Pilot [3]

Average UNS Mecha Pilot: UNS Mecha Pilot [2]

(My own) Yuri Van Hale: UNS Mecha Pilot [3] Ex-Anti-UN Pilot (3) Shifty-Eyed Sneak (2) H&T: Mistrusted Turncoat

Van Hale's presence aboard the Macross was exposed by Roy Fokker, a former enemy. In need of experienced pilots, Captain Global agreed to grant Van Hale amnesty in exchange for his service in the UN Spacy as an Ensign. Troy is tan, slender and sports a long, white ponytail with a slightly receded hairline. His smile is bone-chillingly serpentine and is branded under his right eye with the Anti-Unification Cross.