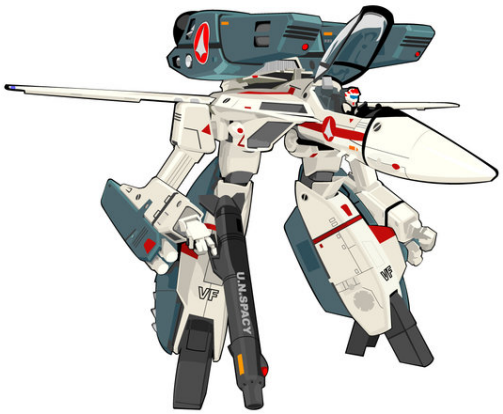
Starships D6 / Robotech Defense Forces Sup



RDF Super Veritech (Super Valkyrie)

Craft: United Earth Government Robotech Defense Forces Super Veritech Fighter.
Type: Variable Transformastion Superior Fighter Jet (VF-1A, VF-1S and VF-1J models)
Scale: Starfighter.
Length: 14.0m
Skill: Starfighter Piloting: Veritech, Walker Operations: Veritech; -OR- Veritech Piloting (this skill encompasses training in the unique systems, modes and configurations of the RDF Veritech Fighter, to the exclusion of all else. If this skill is used, then it is possible to pilot/operate other fighters and/or walkers, at half the skill dice. The GM should decide which is best to use, OR could use both options, and someone with both standard skills could pilot the Veritech with no problems)
Crew: 1
Cargo Capacity: 40 kilograms.
Consumables: 1 week (survival pack)
Cost: N/A
Hyperdrive: None.
Nav Computer: Yes (Sublight speeds, short-range)
Maneuverability: 6D (Jet mode); 4D (Guardian/Gerwalk mode); 2D (Battloid/Soldier mode)
Space: 10 (Jet mode); 8 (Guardian/Gerwalk mode); 6 (Battloid/Soldier mode)
Atmosphere: 415; 1,200 kmh (Jet mode); 365; 1,050kmh (Guardian/Gerwalk mode); 350; 1,000kmh (Battloid/Soldier mode)
Hull: 6D+2
Shields: N/A
Sensors:
  Passive: 20/0D
  Scan: 35/1D
  Search: 40/2D
  Focus: 2/3D

Weapons:
  2 Jet Fighter High Powered Lasers (fire-linked, only usable in Jet mode)
    Fire Arc: Forward
    Skill: Starship Gunnery
    Fire Control: 3D
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5km
    Damage: 6D
    Rate of Fire: Short bursts (counts as one attack per shot taken)

  Head-mounted Lasers (2 for VT-1D; 1 for VF-1A; 2 for VF-1J; 4 for VF-1S; Head is a turret

underside in jet mode)
Fire Arc: turret
Skill: Starship Gunnery
Fire Control: 4D (In the VT-1D, both seats can use one laser each)
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7km
Damage: 1D (VF-1A); 2D (VF-1J, VT-1D); 4D (VF-1S)
Rate of Fire: Continuous beam on a stationary target deals double damage and uses Fire Control; Use against moving targets does normal damage and does not have the Fire Control. Used primarily as a cutting tool, but can also be used in combat, and in all transformable modes)

6 Missle Hardoints (Wings):
Fire Arc: Forward
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 2-12/30/60 (Long Range Missiles); 1/3/7 (Medium Range Missiles)
Atmosphere Range: 200-1.2/3/6km (Long Range Missiles); 30-100/300/700km (Medium Range Missiles)
Damage: Varies with warhead type (See the MISSILES Chart below or wherever posted on this site)
Rate of Fire: Any number up to the full payload. These hardpoints may carry 6 capital scale missles (1 per hardpoint), or 12 starfighter scale missles (2 per hardpoint)

GU-11 Gunpod (Attached to back of Veritech's lower arm when not in use):
Fire Arc: Forward (Jet, attached to underside); "Turret" (Guardian, Battloid, hand-held).
Skill: Starship gunnery (Jet); Blaster (Guardian, Battloid)
Fire Control: 3D (Jet); 2D (Guardian); 1D (Battloid)
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 3D (short burst, cannot use Fire Control, but can Dodge AND add Maneuverability); 6D (long burst, uses Fire Control and can Dodge but not add maneuverability); 9D (
Rate of Fire: 10 rounds per short burst (counts as single action); 20 rounds per long burst (counts as single action); 40 rounds per full round burst (counts as full round action).
Ammo: 200 rounds per clip, can reload with a standard action.

4 Forearm Medium Range Missle Launchers (2 per arm)
Fire Arc: "turret" (Guardian/Gerwalk or Battloid/Soldier modes)
Skill: Starship Gunnery.
Fire Control: 2D
Space Range: 2-6/15/30
Atmosphere Range: 200-600/1.5/3km
Damage: Varies with warhead type (See MISSILES Chart below or wherever posted on this site)
Rate of Fire: One or two at a time.
Ammo: 4

2 Missle Launching Pods (mounted on the back of the Veritech along with the twin rocket boosters)
Fire Arc: Forward.
Skill: Starship Gunnery.
Fire Control: 2D

Space range: 1/3/7 (Short Range Missles)
Atmospheric Range: 30-100/300/700km (Short Range Missles)
Damage: varies by warhead type, see above.
Rate of Fire: Volleys of 2, 4 or 8 missles.
Ammo: 20 each, 40 total, any type for Short Range Missiles.

Battloid Hand-to-Hand Combat/Damage (Uses pilots own personal combat skills, NOT piloting combat skills!)
Punch: 4D (Guardian); 6D (Battloid)
Kick: 6D (Battloid)
Stomp: 4D (Battloid, limited to targets 12 feet tall or less)
Body Flip/Block: 4D (Battloid)

-Battloid/Soldier mode: May use all of the pilots own personal combat skills, such as Brawl (or Martial Arts), Brawling Parry, Doge, Melee Combat, Melee Parry, Sneak, Blaster (for GU-11 Gunpod OR other 'aquired' weapons of blaster type), and even Thrown Weapons.

-Guardian/Gerwalk mode: May use the same skills at half the skill dice, EXCEPT Melee Combat, Melee Parry, Sneak, or Thrown Weapons. The Guardian mode may attack in hand-to-hand, but only to punch (Brawl) or block an attack (Brawling Parry), as shown above. While the Guardian may lack much of the abilities of the Jet or Battloid modes, it can hover in place (the Jet CANNOT hover), perform Vertical Take-offs or Landings (VTOL), and skim across the ground at max speed. While skimming ground level, it may Dodge at full skill dice, and also make use of ground structures for cover to help evade airborne enemies. While in Guardian mode, the Veritech may also target Walker scale vehicles with no penalty to the dice rolls, Speeder scale as Walker scale, etc, because of the increased stability in this mode.

Other Equipment:
Fuel Capacity: With Protoculture, micronized reactors and the science of Robotechnology, it has a useful lifespan of about 12 years, half that with constant use, so it can have a constant burn indefinitely for this period of time.
Radar: 200 miles/321.80km, can track up to 48 targets.
Motion Detector/Collison Warning System: Close range 200ft/61m, sounds alarm and red light warns pilot of impending collision and/pr immediate target.
Radio/Video Communications: wide band and directional, radio/video telecast capabilities. Range 600 miles/965.4km, or can be boosted indefinately via satellite relays.
Laser Communications: Long range, directional line-of-sight, 150,000 miles.
Laser Targeting System: Range 200 miles.
Combat Computer: Calculates, stores and transmits data onto the cockpit computer screen or Heads Up Display (H.U.D.). Patches in with targeting computer.
External Audio Pickup: Sound amplification system, range 300ft/91.5m
Loudspeaker: External, amplifies the pilot's voice up to 90 decibels.
External Video Surveillance System: Video camera relays images to a cockpit monitor. 360 degree rotation. Range 300ft/91.5m. Telescopic magnification 6x.
Telescopic Optical Enhancement: Range 1600ft/488m. Field of Vision 20ft/6.1m.
Shoulder Headlight/Spotlights (Battloid mode): Range 300ft/91.5m.
Hydraulic Pilot Chair: In Battloid mode, the head can open forward like a hatch and the pilot's seat can rise out of the veritech 10ft/3.0m and retract back inside.
Ejector Seat: In emergency, the pilot's seat can instantly eject, in any mode. In Battloid mode, the head moves aside, and the chair rockets out of the top.
Utility Arms: Set of small, retractable armshoused in right forearm, to perform delicate work and

effect repairs. Each arm has a Strength/Hull of 5D Speeder scale, and allows use of the Repair skill, as well as other skills that could be applied through use of these arms outside the Veritech, perhaps even Computer Operations/Repair or Demolitions. GM discretion.

Self-Destruct: Last ditch effort to prevent capture of the Veritech, usually preceded by ejection. 8D damage, Starfighter scale, 10ft/3m radius.

Heat/Radiation Shields: An extra armored plate can cover the transparent canopy of the cockpit to help resist extreme heat and radiation such as atmospheric reentry or other such environments. When the shield is in place, add +3D to resist elements that would affect the pilot, including direct assaults on the cockpit. Otherwise, the Veritech uses its normal 5D Hull dice.

Independent Oxygen and Circulation System.

Detachable Pilot's Compartment: In situations where the Veritech is damaged, powered pown, or otherwise unable to move or be used, the cockpit can be detached by the pilot or another pilot in a Veritech or other applicable mecha/walker (or simply someone who has the right tools on hand) to save the pilot if the fighter is not salvageable or canot be moved (such as in the middle of heated combat). The cockpit (entire nose section of the Veritech) can be attached to the lower arm section of another Veritech (like the Gunpod) and carried for rescue. Will be placed on the underside in Jet mode.

Description:

-Robotech: The Super Veritech is the state-of-the-art design for veritech Fighters. In appearance it looks very much like the ordinary VF-1A, J or S models with the usual different head mounts. However, it is slightly taller (45.9ft/14.1m) more heavily armored, and mounted with twin booster jets which enable it to reach incredible greater speeds, break orbit by itself, and provide greater mobility in space or atmosphere. Additional weapons include twin missle launchers built into the boosters and forearm missle launchers for use in Guardian/Gerwalk or Battloid/Soldier modes. Acceleration and mobility have been greatly improved upon for this model.

-Macross: The differences for this modle in the SDF Macross series are about the same as the normal Veritech Fighter. Also, there is another version of this fighter, the Advanced Super Veritech/Valkyrie, which replaces one of the Booster Missile Launchers for a Double-Barreled Beam Cannon, and a scratch built model online shows a home made version with two of these beam cannons replacing the booster launchers completely. Both will be written up in the future.

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