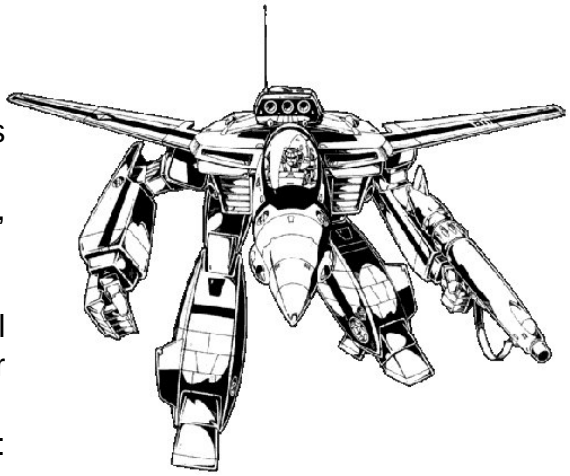
Starships D6 / Robotech Defense Forces Veri



RDF Veritech Fighter (Valkyrie Fighter)

Craft: United Earth Government Robotech Defense Forces Veritech Fighter
Type: Variable Transformation Jet Fighter (VT-1D, VF-1A, VF-1J, and VF-1S models)
Scale: Starfighter
Length: 14.2m (Jet mode); 11m long, 8.7m tall (Guardian/Gerwalk mode); 12.7m tall (Battloid/Soldier mode)
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 (2 for the VT-1D)
Cargo Capacity: ??? (As far as is known, the VFs have no extra cargo capacity. However, one can expect any of the usual gear available as that of jet fighters available in the modern USAF. Most survival gear would be on the pilot's flight suit, but a survival pack with special ewuipment could be stowed away. Perhaps like the A-wing, it may have 40 kilograms worth of available space. Can also fit an extra person in the lap of the pilot in an emergency, at a reduced skill of -2D)
Consumables: 1 week (survival pack)
Cost: N/A
Hyperdrive: N/A (Hyperdrives were not available until later models of Veritech/Valkyrie Fighter)
Nav Computer: Yes (considered short range for sublight speeds)
Maneuverability: 4D (Jet); 2D (Guardian); 1D (Battloid)
Space: 8 (Jet); 6 (Guardian); 4 (Battloid)
Atmosphere: 450; 1,300kmh (Jet); 330; 950kmh (Guardian); 280; 800kmh (Battloid)
Hull: 5D
Shields: N/A
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 1/2D

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); 30-100/300/700 (Medium Range Missiles)
Damage: Varies with warhead type (See MISSILES Chart Below or where posted on the site)
Rate of Fire: Any number up to the full payload. These hardpoints may carry 6 Long Range missles (1 per hardpoint), or 12 Medium Range 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/Gerwalk, Battloid/Soldier, hand-held).
Skill: Starship gunnery (Jet); Blaster (Guardian/Gerwalk, Battloid/Soldier)
Fire Control: 3D (Jet); 2D (Guardian/Gerwalk); 1D (Battloid/Soldier)
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.

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 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 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.

Description:
-Robotech: The discovery of the SDF-1 gave mankind advances in technology in great leaps and bounds, and even provided a new science in the form of Robotechnology. Realizing that some alien force could someday arrive searching for the ship, the human race created the Veritech Transformable Fighter. The original purpose of the fighter was to fly in standard jet configuration like any other jet fighter to deliver fast attacks in airial/space combat, and to transform into Battloid mode, a humanoid-shaped 42.6ft/13m tall vehicle that could move much like a human soldier could and fight the aliens face-to-face, toe-to-toe. The Guardian mode was discovered by accident during the fighter's developement, but seeing how such a middle configuration was very handy as having partial abilities from both modes and being able to hover while still able to move around at great speeds, it was incorporated into the finished design. There are three deperate levers in the cockpit to chenge modes as needed, and each change takes a full-round action to perform, and is done with a skill check against Easy Difficulty (this can be changed as the situation deems, such as in the middle of combat). Evidence on the SDF-1 showed that the aliens were giants, after all, and such a combat platform was necessary to fight them should they prove hostile. The Veritech Fighter comes in four seperate types, all utilizaing the same basic functions, but differentiated by the head configuration, usually to denote rank or special position in the Robotech Defence Force. Further distinction is usually done by how a squadron colors their veritech fighters, either as individual pilots or unified squadrons. The reason why the fighter is so versitile and reactive to the pilot is because of the Protoculture power system. This creates a true symbiosis between pilot and machine (which is why the pilot can use his own skills in Battloid mode, and some in Guardian mode , as the Veritech gets closer to a more humanoid form). There are a total of 57 controls involved in the various modes of the Veritech. Legs are controlled by foot pedals to simulate walking. The "G" lever initiates Guardian mode, "F" lever the Jet Fighter mode, and "B" lever for battloid. "C" lever initiates a sudden reverse thruster maneuver when in Guardian mode only. The Veritech can change modes while in motion/flight. All Veritech fighters are spaceworthy, but cannot achieve space flight on their own (see "Super Veritech"), and though not intentionally meant for atmospheric reentry, this can be done if the pilot is good enough (Difficult Difficulty Piloting skill check, Heat/Radiation Shield must be engaged).
-Macross: In the Macross series, the Veritech Fighter was actually called a Valkyrie Fighter, and its modes of transformation were called Jet, Gerwalk and Soldier modes. It was not powered by protoculture at all, but with nuclear reactor engines much more advanced than anything Earth and the Human race ever had or could have sconcieved of before the SDF Macross crashed upon Earth. Other than these notes, the tech and performance is very much the same, except for some story factors (See SDF-1 entry for details). If using Macross as the origin of the fighter, the GM can still use character skills to use the Valkyrie in Gerwalk and/or Guardian modes, or use other skills such as Walker Operations, or whatever they prefer.

The Veritech/Valkyrie fighters do not have Shields like other fighters in Star Wars. These were never a part of the fighters in the origin series, both Macross OR Robotech, but future designs would recieve Shields of their own. If the GM wishes, they can give the fighters Shields and other equipment they are lacking, or wait for future entries that have them. But with all the damage these fighters can do with their missiles, do they really need to?

Write-up note: While some of the stuff here may not be accurate compared to the Robotech RPG system, I have made it statistically comparable to Star Wars to fit in better. Much of the listed equipment may not seem 'high-tech' enough, and GMs should feel free to alter things here as they seem fit. While the different modes are not shown, a quick search online will show much more on Robotech and the Veritech Fighter. I hope everyone enjoys this, wether they love Robotech, Star Wars, or are new to RPGs alltogether!

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