

ANTON TOWERS – VERITECH PILOT

Pilots a VF-1A

Rank: Corporal (Vagabond Squadron)

Hit Points: 20

S.D.C.: 25

Alignment: Unprincipled

Attributes: I.Q. 14, M.E. 11, M.A. 13, P.S. 14, P.P. 12, P.E. 13, P.B. 12, Spd. 15.

Age: 23

Sex: Male

Height: 5' 11" (1.8 m)

Weight: 172 lbs. (78 kg)

Disposition: Chummy, daring, cocky, outspoken, and ambitious (he dreams of becoming admiral one day). He is a gambler that likes to take unnecessary risks for the thrill of it. As a gambler, he is quick to make a bet on just about anything.

Level of Experience: 2nd Level Veritech Fighter Pilot

Skills:

Basic Electronics	45%	Pilot: Jet	84%
Computer Operation	65%	Pilot: Lancer Space Fighter	74%
First Aid	56%	Pilot: Space Shuttle	74%
Hand to Hand Expert		Pilot: Veritech Fighter	73%
Language: English	85%	Prowl	45%
Language: French	70%	Radio: Basic	55%
Language: Spanish	70%	Radio: Scramblers	45%
Mathematics: Basic	84%	Read Sensory Instruments	60%
Mecha Combat: Veritech Fighter		Veritech Mechanics	40%
Navigation	80%	Weapon Systems	85%
Pilot: Airplane	84%	W.P. Automatic Pistol	
Pilot: Helicopter	74%	W.P. Energy Pistol	

Personal Profile: Anton Towers is originally from Halifax, Nova Scotia in the North American sector. his father (Lucas) worked in a printing shop and his mother (Olivia) was a baker. Anton had two older brothers (Jack and Noah) who also worked in their mom's bakery. Anton lost both of his parents and his older brothers in the Zentraedi global bombardment. Anton may not public ally admit it, but he believes he should have died along with his family and that's why he takes such risks that he does.

He joined the Robotech Defense Force in 2013 after the destruction of the SDF-1. He knew he had to step up to protect the world from the Zentraedi threat. At least that was the story he told everyone, but the truth was he was running away from gambling debts to a crime boss in New Columbus. He saw the RDF as a means to escape some trouble. That may have been his original reason but he has learned to love being in the RDF. He's stepping up to do what's right (and making some extra cash on

a side bet).

When on leave, Anton likes to hang out at the Café de la Esperanza in Ascendance City. He is on good terms with its owner, Bartolomé Flores, who runs a friendly after-hours poker game in his back room.

Combat Training: HTH Expert

Attacks per Melee: 2

Bonuses: +3 to parry/dodge, +2 to roll/pull with punch/fall/impact.

Other Combat Info: Punch 1D4, knife hand 1D6.

Other Abilities: Trust/intimidate 25% and charm/impress 10%.

Mecha Combat: Veritech Fighter

Attacks per Melee: 4

Bonuses: +1 to Strike, +5 to parry, +5/+7/+9 to dodge, +5 to roll/pull with punch/fall/impact.

Other Combat Info: Punch 1D6 M.D. (*Battloid mode*), punch 1D4 M.D. (*Guardian mode*), body flip/throw 1D4 M.D., kick 1D6 M.D., stomp 1D4 M.D.

Weapon Proficiencies:

W.P. Automatic Pistol: +3 to Strike (aimed), +1 to strike (burst), +0 to strike (wild)

W.P. Energy Pistol: +3 to Strike (aimed), +1 to strike (burst), +0 to strike (wild)

Experience Points: 2,707

Next Level Goal: 3,701

Lift: 420 lbs. **Carry:** 210 lbs.

Throw (Max): 210 lbs., 4 ft. 8 in.

Run: 10.2 mph **Max Melee:** 300 yards

Ft/Melee: 75 ft. **Ft/Attack:** 37 ft.

"WATCHTOWER"

Vehicle Type: Veritech VF-1A

Crew: One. **Note:** A passenger can also fit in the cockpit, but must sit in the pilot's lap.

M.D.C. by Location:

Head Laser Mounts — 24 each

Head — 75

Arms — 75 each

Hands — 30 each

Legs/Engine Thrusters — 150

*Main Body — 250

Reinforced Pilot Compartment — 200

Retractable Utility Arms — 3 each

Wings — 100 each

Tail — 50 each

GU-11 Gun Pod — 100

Current M.D.C.: LA 69, RA 750, MB 227, LW 87, RW 100

* Depleting M.D.C. of main body shuts the unit completely down.

Speed: 2676mph (Mach 4) with a 60 mile ceiling in Jet Fighter mode. 670mph/Mach 1 (1078kmph) maximum, and as slow as a complete hover in Guardian mode. 60mph (96.5kmph) maximum in battloid mode running; flying in space — 120mph.

Height: 42.6ft (13m) in Battloid mode.

22.3ft (6.79m) in Guardian mode.

16ft (4.87m) in Jet Fighter mode.

Width: 16ft (4.87m) at shoulders in Battloid mode.

25.3ft (7.7m) wing span in Jet and Guardian modes.

Weight: 18.5 tons

Main Engine: FF-2001 fusion turbine in each leg.

Range: Effectively unlimited. The reactor style power source provides enough energy to operate for about five years of continual use. Average life span of power system is 12 years before requiring replenishment of protoclature.

Weapon Systems

1) Jet Fighter High Powered Lasers: A pair of lasers are built into the nose of the Veritech Fighter for aerial dog fighters and assault. They can only be fired when in Jet fighter mode and are limited to a straight ahead line of fire.

Primary Purpose: Assault

Secondary Purpose: Anti-Missile

Range: 4000ft (1200m)

Mega-Damage: 6D6 M.D. per twin blast. Can only fire short bursts.

Payload: Unlimited

2) Laser(s): Mounted on the head when in Battloid mode, but located on the underbelly when in Guardian and Jet Fighter mode. 360 degree rotation. All models have two attacks per melee or one extended blast.

Primary Purpose: Assault/Defense Weapon.

Secondary Purpose: Tool for cutting.

Range: 2000ft (609m)

Mega-Damage: VF-1A: 1D4 M.D. One, long, extended blast lasts on full melee and does double damage; counts as two attacks that melee and can not be used against fast moving/dodging opponents.

Payload: Unlimited

3) Heavy Missiles: These include proton torpedoes, plasma missiles and reflex missiles. THREE of these large missiles can be mounted on each wing for a total of six. Torpedoes can be all the same or a combination. These are always guided missiles of long range capacity.

Primary Purpose: Assault/defense.

Mega-Damage: Varies with individual missile type. See missile descriptions elsewhere.

Payload: 3 on each wing for a total of 6.

Rate of Fire: Any number up to full payload.

4) Light or Medium Short Range Missiles may be substituted for the long range missiles, but can not be mixed with the long range types. This means the Veritech Fighter can either carry 6 long range missiles or 12 short range missile, not both (no medium range missiles). Warheads vary. See missile descriptions elsewhere for mega-damage, warheads and range.

Rate of Fire: 1, 2, 3, 4, 6, or all.

Total number of missiles: 6 on each wing for a total of 12.

5) GU-11, 55mm, three barrel gun pod. A standard issue armament for ALL Veritechs!

Primary Purpose: Assault/defense

Mega-Damage: Does 3D6 short burst, 6D6 long burst or 1D6 x 10 damage for full melee burst.

Range: 4000ft (1200m).

Payload: 200 rounds per clip equals 20 short bursts or 10 long bursts or 5 full melee bursts or any combination thereof. Additional ammo clips can be engaged, but requires ½ a melee, meaning that the player loses half his attacks that melee.

6) Optional Hand to Hand: Punch does 1D6 mega-damage (M.D.) in Battloid mode, 1D4 M.D. in Guardian mode, kick does 1D6 M.D. Stomp does 1D4 M.D., but is limited to targets no more than 12 feet tall. Body flip does 1D4 M.D.

WEAPON COMBAT SUMMARY

Attacks Per Melee: Equal to the combined hand to hand skills of the pilot. Usually 4 attacks at first level.

High Powered Lasers: Available only in Jet Mode; 3D6 M.D., Range: 4000ft (1200m).

Lasers Mounted on Head: 1D4 or 2D4 or 4D4 M.D.; Range: 2000ft (609m).

Short or Long Range Missiles: M.D. and Range vary.

GU-11 Gun Pod: 3D6, 6D6 or 106x10 M.D.; Range: 4000ft (1200m).

Alternate Mode of Attack: Hand to hand punch, kick, stomp or body block.

Note: The Veritech Fighter in Battloid Mode is more agile than its human pilot and can execute any hand to hand combat move, such as jump kick, leap attack, rolls, etc. that the pilot can.

MISSILE LOG

Vehicle Type: Veritech VF-1A

Pilot: Corporal Anton Towers

MISSILE TYPE	TOTAL NO.	SHORT RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Napalm (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Tear Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Knock-Out Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fire Retardant		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

MISSILE TYPE	TOTAL NO.	MEDIUM RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Heavy Explosive (H)	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Napalm (M)	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

MISSILE TYPE	TOTAL NO.	LONG RANGE MISSILES																							
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Proton Torpedo (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex/Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

OTHER:

High Explosive (M) MRM: 2D4x10 M.D., 1200 mph speed, 40 mile range, 20 ft. blast radius, 10 M.D.C.

High Explosive (H) MRM: 2D6x10 M.D., 1200 mph speed, 40 mile range, 30 ft. blast radius, 10 M.D.C.

Armour Piercing (M) MRM: 2D4x10 M.D., 1600 mph speed, 60 mile range, 20 ft. blast radius, 10 M.D.C.

Plasma/Heat (H) MRM: 2D6x10 M.D., 1400 mph speed, 40 mile range, 20 ft. blast radius, 10 M.D.C.