

ZAADU – ZENTRAEDI OFFICER (MILITARY SPECIALIST)

Pilots an Excaliber Destroid

Rank: Corporal (Vagabond Squadron), was an officer in the Zentraedi Fleet

Hit Points: 25

S.D.C.: 53

Alignment: Scrupulous

Attributes: I.Q. 13, M.E. 19, M.A. 15, P.S. 22, P.P. 17, P.E. 14, P.B. 13, Spd. 10.

Age: 3 (appears 19)

Sex: Male

Height: 5' 10" (1.78 m)

Weight: 159 lbs. (72 kg)

Disposition: Stoic, impersonal, frugal, stubborn, and deeply superstitious. He is often guarded in his behaviour and speech when around humans which makes him sometimes come across as stiff or aloof. The only time he truly lets his guard down and expresses himself, is when he is cooking (his cooking is renown in the squadron). He is obsessed with spicy food and chili peppers.

Zaadu is completely loyal to the RDF. He hopes Zentraedi and humans can live in peace but he has his doubts. There are too many discontented Zentraedi for peace to happen any time soon. In the meantime, he will continue to fight for peace.

Level of Experience: 2nd Level Zentraedi Officer (Military Specialist)

Skills:

Basic Electronics	45%	Pilot: Automobile	84%
Body Building		Pilot: Motorcycle	64%
Boxing		Pilot: Mecha (all Zentraedi Battle Pods)	65%
Cook	58%	Pilot Mecha: Excaliber Destroid	65%
Detect Ambush	75%	Radio: Basic	65%
First Aid	56%	Radio: Scramblers	45%
Fish	65%	Read Sensory Instruments	65%
Hand to Hand Expert		Weapon Systems	85%
Intelligence	70%	W.P. Automatic Rifle	
Land Navigation	70%	W.P. Energy Pistol	
Language: English	70%	W.P. Energy Rifle	
Language: Zentraedi	85%	W.P. Knife	
Mecha Combat: Excaliber Destroid		W.P. Sword	
Mecha Combat: Officer's Pod			

Personal Profile: Zaadu is a micronized Zentraedi who views the Earth as his ancestral home and he will do everything in his power to protect it from all threats – human or Zentraedi. That's why he gave up his Zentraedi officer's commission and enlisted in the Robotech Defense Force. He was assigned to Vagabond Squadron as a private. He has currently been promoted to corporal for heroism in the

field (in the Argentine Quadrant) – he saved a small school from being destroyed by a rogue Zentraedi patrol. He stopped the Zentraedi attack and forced them to retreat thus saving the lives of everyone in the school – its four teachers and thirty six children of all ages.

Zaadu is proud of his honour of piloting a destroid instead of the Zentraedi battle pod. His Excaliber destroid is his bond with the RDF. When asked about his mecha or its name, Zaadu will give a goofy smile, a thumb's up, and will say, "A1, Good!" Zentraedi aren't renown for their imagination.

Combat Training: HTH Expert

Attacks per Melee: 3

Bonuses: +1 to Strike, +5 to parry/dodge, +7 to HTH damage, +3 to roll/pull with punch/fall/impact.

Other Combat Info: Knockout on a natural 20, punch 1D4, knife hand 1D6.

Other Abilities: +2 to Save vs. psionic attack/insanity, trust/intimidate 35%, and charm/impress 15%.

Mecha Combat: Excaliber Destroid

Attacks per Melee: 5

Bonuses: +2 to Strike, +6 to parry/dodge, +4 to roll/pull with punch/fall/impact.

Other Combat Info: Punch 1D6 M.D., body block 1D4 M.D., stomp 1D4 M.D.

Mecha Combat: Zentraedi Officer's Combat Pod

Attacks per Melee: 5

Bonuses: +2 to Strike, +7 to parry/dodge, +5 to roll/pull with punch/fall/impact.

Other Combat Info: Punch 1D4, Kick 1D6 M.D., Body Block 1D6 M.D., Stomp 1D4 M.D.

Weapon Proficiencies:

W.P. Automatic Rifle: +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)

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

W.P. Knife: +1 to Strike, +1 to parry, +1 throw

W.P. Sword: +1 to Strike, +1 to parry

Experience Points: 2,683

Next Level Goal: 3,851

Lift: 1320 lbs. **Carry:** 660 lbs.

Throw (Max): 660 lbs., 7 ft. 4 in.

Run: 6.8 mph **Max Melee:** 200 yards

Ft/Melee: 50 ft. **Ft/Attack:** 17 ft.

"A1 Good"

Vehicle Type: Excaliber Destroid

Crew: One or two

M.D.C. by Location:

Searchlight — 20

Upper Arm — 100 each

P-Beam Forearms — 100 each

Legs — 200 each

*Main Body — 300

Reinforced Crew Compartment — 200

Missile Pods Mounted on Shoulders — 150 each

Missile Pod Above Right Shoulder — 50

Middle Pods on each Leg — 50 each

Gun Cluster — 75

Top Mounted, Twin Machine gun Unit — 25

Note: No Head Unit

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

Speed: 50 mph (88 kph)

Width: 25.9 ft (7.9 m) at shoulders

Height: 36.1 ft (11.27 m)

Weight: 31 tons

Length: 16 ft (5.1 m)

Main Engine: MT 828 Fusion Reactor; Output = 2800 SHP

Weapon Systems

1) Top mounted, twin barrel, M-89,12.7mm machine gun. Located recessed between the shoulders and appears almost head-like. The angle of fire is limited to a 45 degree arc up and down and straight ahead.

Primary Purpose: Antipersonnel

Mega-Damage: 2D4 M.D. for short burst, 4D4 M.D. for long burst or 1D4x 10 M.D. for one full melee of continuous fire (each burst is considered to be one attack regardless of the length).

Payload: 1000 rounds (one short burst uses 10 rounds), long burst 20 and full burst 40. Range: 2000 ft (600 m)

2) TZ IV Gun Clusters (2): Placed on each side of the chest, just under the shoulder missile pods. Each of the two gun clusters contain the following.

Weapons: (1) laser, (1) 32mm auto cannon, (1) 180mm grenade launcher and (1) flamethrower.

Laser does 2D6 mega-damage (M.D.). Range 2000ft (609.6 m). Rate of fire equal to the pilot's hand to hand attacks per melee. Payload unlimited.

32mm Auto Cannon does 2D6 M.D. short burst, 4D6 M.D. long burst, 6D6 M.D. for one full melee of continuous fire (each is considered to be one attack regardless of the size of the burst). Range is 4000ft (1200 m). Payload is limited to 240 rounds. 24 shells are fired per melee on a full melee burst, 12 in a long burst and 6 in a short burst.

180mm Grenade Launcher does 4D6 M.D.. Range is 4000ft (1310m). Rate of fire is once per melee. Payload is a total of 50 rounds.

Flamethrower does 5D10 Normal damage (not M.D.; ineffectual against any mecha). Range is 200ft, rate of fire is two per melee with a total of 50 blasts. Note: Flames will ignite all combustible material; 40% chance of igniting gasoline tanks.

3) Missile Launcher Pods mounted on each shoulder. The missile compartments/launchers are heavily armoured, protecting the missiles from detonation by enemy fire. The missile pods also serve to protect the shoulder joints.

Primary Purpose: Assault/defense

Secondary Purpose: Riot Control/Civil Rescue

Missile Type: Short range, guided missiles. Specific warheads vary with the situation and can include explosive, gas and chemical. A common missile mix for civil defense is 12 explosive, 4 tear gas, 4 knockout gas, and 4, fire retardant, chemical foam. A common mix for straight combat conditions is all explosive, or a combination of 2 plasma/napalm, 2 smoke, 2 knockout gas and the remainder explosive.

Mega-Damage: Varies with specific warheads. See missile descriptions elsewhere.

Rate of Fire: One at a time or volleys of two with a total of 12 volleys.

Note: Each missile pod holds a pay load of 12 missiles each for a total of 24 (two fired simultaneously counts as one attack). Volleys can be fired equal to the total hand to hand abilities of the pilot per melee.

4) Heavy Missile Pods mounted above the right shoulder. The unit launches a total of six, medium range, medium warhead missiles. The missiles can be launched one at a time or in volleys of two. Each volley counts as one attack.

Primary Purpose: Assault/defense

Missile Types: Medium range, guided missiles. Specific warheads vary.

Mega-Damage: Varies with specific warheads, as does range.

Rate of Fire: Individually or in volleys of two.

Payload: Six missiles total. Manual reload, from somebody outside, requires the proper equipment and takes 6 melees.

5) Twin, Leg Missile Pods mounted on the leg. Each pod (4) contains three, small, short range missiles.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: Varies with missile type.

Range: Varies with missile type, but are always short range.

Rate of Fire: Individually or in volleys of two.

Payload: 3 per each pod for a total of 12. Two pods are mounted on each leg.

6) Particle Beam Cannons, PBC-11, compose each arm. It is these two, powerful weapons that give the Excaliber MK VI its deadly long range capabilities.

Primary Purpose: Assault/defense

Mega-Damage: 5D10 + 25 per blast

Range: 10,000ft (nearly two miles)

Payload: Unlimited

Rate of Fire: Four maximum per melee.

7) Optional hand to hand combat is very limited and awkward for the Excaliber, although its heavy, particle beam cannon arms can cause a fair amount of damage when used as bludgeons.

Mega-Damage: Punch 1D6 M.D., body block 1D4 M.D., stomp 1D4 M.D.*

*The stomp with the foot is effective only against small objects of 12 ft (3.6 m) or smaller.

Note: The Excaliber can not jump, leap, kick, or climb. It can not pickup or carry objects unless they are huge and can be balanced on the PBC arms. Maximum weight: 8 tons.

Number of Attacks is equal to the hand to hand abilities of the pilot.

Special Equipment: Searchlights mounted above the left shoulder. Visible light and infrared. Range is 600ft (360m); capable of 180 degree rotation and an arc of 90 degrees up and down.

WEAPON COMBAT SUMMARY

Attacks Per Melee: Equal to combined hand to hand skills.

Twin Barrel, M-89, Machine gun: 2D4 M.D., 4D4 M.D. of 1D4 x 10 M.D.; Range: 2000ft (600m)

Two Gun Clusters (each has the following)

Short Range Laser: 2D6 M.D., Range 2000ft (600m)

32mm auto cannon: 2D6, 4D6, or 6D6 M.D., Range 4000ft

180mm grenade launcher: 4D6 M.D., Range 4000ft. R.F.: One

Flamethrower: 5D10 normal damage, Range 200ft

Particle Beam Arms: 5D10 + 25 damage, Range 2 miles.

Missile Shoulder Pods: Damage and Range vary with missile type; pay load 24.

Medium Range Missile Pod: Damage and Range vary; payload: 6 missiles.

Leg Missile Pods: Damage and Range vary; payload: 3 per each of the four pods — total of 12 missiles.

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

MISSILE LOG

Vehicle Type: Excaliber Destroid

Pilot: Corporal Zaadu

Missile Type	Total No.	Short Range Missiles																							
High Explosive (L)	12	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)	12	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)	3	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	3	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	3	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)	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
Heavy Explosive (H)	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
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/Heat (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		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 (L) SRM: 1D4x10 M.D., 500 mph speed, 3 mile range, 10 ft. blast radius, 5 M.D.C.

High Explosive (M) SRM: 1D6x10 M.D., 500 mph speed, 2 mile range, 15 ft. blast radius, 5 M.D.C.

Plasma/Napalm (M) SRM: 1D6x10 M.D., 500 mph speed, 3 mile range, 15 ft. blast radius, 5 M.D.C.

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

Heavy Explosive (H) MRM: 2D6x10 M.D., 1200 mph speed, 40 mile range, 20 ft. blast radius, 10 M.D.C.

Plasma/Heat (H) MRM: 2D6x10 M.D., 1200 mph speed, 40 mile range, 40 ft. blast radius, 10 M.D.C.