

# Aliens Unlimited

## Supplement 5: Other Universes



Additional alien species for Heroes Unlimited

## Aliens Unlimited Supplement 5: Other Universes

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## Foreword

The Earth is not the only planet in the universe populated by sentient life. The universe is teeming with other life forms the number of which is incalculable. Because the denizens of Earth have not yet perfected a practical faster-than-light stardrive enabling interstellar travel, the majority of the alien races encountered by Earth people are those races who have mastered interstellar travel themselves and have visited Earth. Due to the fact that the Earth's solar system is near a natural warp-space access point there has been a high incidence of alien visitation since before human life first appeared. Indeed, numerous advanced civilizations left outposts on Earth during prehistory.

The majority of the alien races documented here have humanoid configurations; bilaterally symmetrical, upright posture, two arms, two legs, brain located in head. Some are astonishingly similar to the human race being virtually indistinguishable until the cellular level. Other races resemble humanoid versions of other Earthly animals such as lizards, skunks, insects, fish and so on. The reason for this staggering similarity in phenotype among races evolving on countless worlds separated by millions of light years is not known. The most common theory is that of a first race which travelled to millions of worlds seeding their own gene.

The races presented are conversions from various comics and tv shows.

## **Alien Legion Universe**

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They are the scum of the universe. Footsloggers and soldiers of fortune, priests and poets, killers and cads. They are culled from the dregs of the sentient races of three galaxies, and battle-hardened into a fighting corps...

In a future age where faster than light drives and intergalactic travel have become a matter of course, 3 galaxies...Auron, Ophides and Thermor...join together to form the the Tophan Galactic Union, aka the TGU, aka the Union.

The Union represents the majority of known space systems and their sentients, and its primary enemy is the Harkilon Empire. Large, ugly, chitinous aliens, the Harkilons are utterly hostile and exceedingly ruthless. Their goal is to rule all worlds within their grasp.

The TGU's government is a Galarchy. 3 elected Galarchs, one from each galaxy, function as highest leaders, rotating positions as heads of executive, legislative, and judicial branches of the Union. The Sidereum Galacticum and Nebular Council are the 2 legislative houses composed of elected representatives termed Stellar Reps and Planetors.

Local leadership on inhabited worlds is by appointment and election and includes, among others, the positions of Governor, Selenel and Lunar Consul. Because of the massiveness of the government network, the Galarchy runs

often into problems typical of a huge bureaucracy such as conflicts of interest, political corruption, economic inflation and budgetary waste.

Nonetheless, within its astral boundaries, the TGU's primary goal remains the establishment and maintenance of a pax galactica, a general peace for all its galaxykind. Union defense forces form a sprawling system policing the spaceways, maintaining vigilance against Xenons (a general term for hostile parties outside the Union) and monitoring treaties, trade agreements and non aggression pacts with Kalons (a general term for allied parties outside the immediate Union).

It is that body of mercenary troops known as the Alien Legion which is specifically charged with the low status responsibilities of guarding inhospitable Union frontiers, quashing insurgencies within the Union and serving the Union wherever and whenever the odds stack up deadly and dirty.

Alien Legion ranks are composed of bioforms from countless far flung Union worlds. Some have joined to serve their government or flee oppression, others seek adventure and fortune, still others are criminals in hiding, wandering poets seeking inspiration or frontier preachers in search of new souls.

Their foes are many, yet despite an ideal of camaraderie and integration a trooper's worst enemy is often a fellow legionnaire. Racial and cultural tensions lurk always under the surface. Indeed, it takes leaders of extraordinary character and will to mold a motley group of sentient lifeforms into a crack unit of proud fighting troops.

Legion Organization

Legion rules require a minimum 5 years service.

Legion officers have a higher casualty rate on average than the troops they lead. Soldiers who are a constant problem are sent to reeducation camp.

There are 7 men to a section, 14 men to a squadron, and 2 squadrons to a company. Each company has its own Legion Transport.

Battle Galingua is a universal language taught to officers and troops of the Union forces, the Legion training does not cover it however.

Legion Standard Equipment

Standard Legion Kit of 1 Hel-gun (high energy laser), 10 Power clips, 1 set of Legion armour, IR lantern, Chronocom and Knife. And Needlers are issued for environmentally sensitive missions (preservation of the biosphere from outside contamination) with biodegradable darts.

Legion Armour stops 50 points of laser damage and takes ½ damage from projectile and melee (up to 50 points can be absorbed). Contains a homing beacon in right shoulder piece (20km range).

Harkilons use Impact Launchers (grenade rifles)/ Laser Pistols and Laser Rifles.

The Species:

Bospor  
 Buran  
 Choadite  
 Cocoradyl  
 Eebreemite  
 Harkilon  
 Hranite  
 Iovian  
 Jentekian  
 Kestite  
 Kobalite  
 Ochadian  
 Orsurian  
 Pleuronian  
 Ruxpin  
 Schtangite  
 Spellik  
 Syrillian  
 Thraxian  
 Ulliorian  
 Zaramite  
 Zorite

## Bospor



Type: Humanoid Reptilian, Bospor Sapiens

Physical traits: Gills for underwater breathing, high movement speed.

Height: 6 foot

Weight: 160 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 5D6, HPs: +D8

Orbit/Climate: 1 AU, Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 100%, completely covered by an unbroken ocean with no land above the surface.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 70 years

Technology: 9

Culture: Standard, diversified mix of kind and evil people.

Government: Government by advice and consent of the public whether elected council or large government.

Population: 8.5 billion

Home System:

Number of Stars: 1, Bospa

Star type: Blue

Planetoid Belts: 2

Inner Planets: 3

Middle Planets: 6, Bospor IV is the home planet

Outer Planets: 1

## Buran



Type: Humanoid Alkaloid, Buran Sapiens

Physical traits: High speed

Height: 5 foot

Weight: 140 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Asexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
8D6, HPs: +D8

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 45%, standard, 3 large  
continents and many islands.

Gravity: 100%

Feeding habits: Herbivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union, pantheistic theocracy

Population: 12.9 billion

Home System:

Number of Stars: 1, Garma Buran

Star type: Orange

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 4; Garma Prime is the  
home planet

Outer Planets: 5

## Choadite



Type: Humanoid with high mental abilities. Choad Sapiens

Physical traits: 4 arms

Height: 5 foot

Weight: 150 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal and telepathic

Reproduction: Sexual

IQ: 4D6, ME: 4D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D8

Orbit/Climate: 1 AU, Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 45%, standard, 3 large continents and many islands.

Gravity: 100%

Feeding habits: Herbivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 15 billion

Home System:

Number of Stars: 1, Choa

Star type: Orange

Planetoid Belts: 1

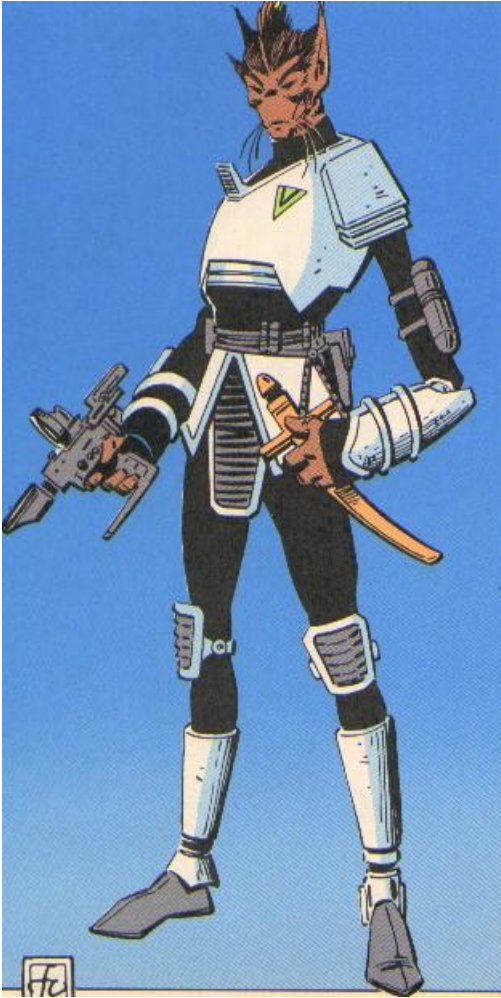
Inner Planets: 3

Middle Planets: 4; Choad Prime is the home planet

Outer Planets: 2



## Cocoradyl



Type: Humanoid Feline. Cocard Sapiens

Physical traits: High agility and speed

Height: 5 foot

Weight: 150 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Asexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D8

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 45%, standard, 4 large  
continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 110 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 11 billion

Home System:

Number of Stars: 2, Coco I and II

Star type: Orange

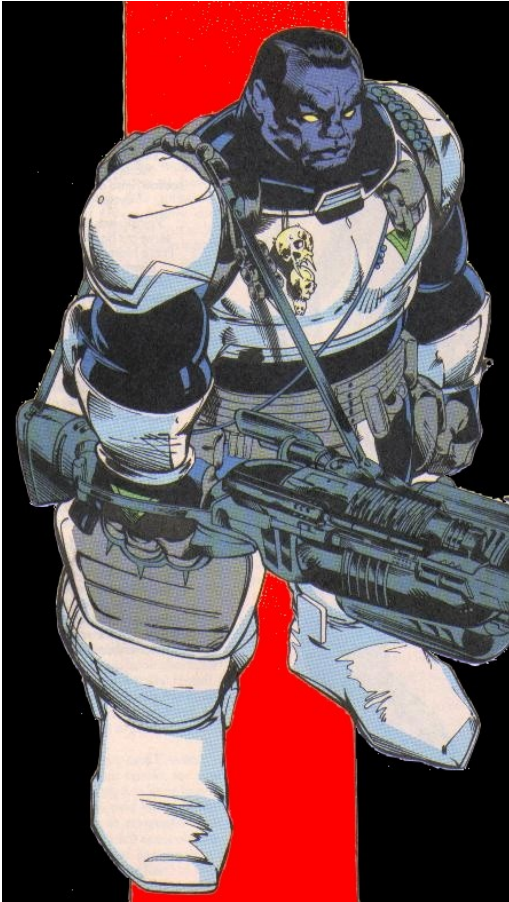
Planetoid Belts: 1

Inner Planets: 1

Middle Planets: 4; Cocorad Prime is the  
home planet

Outer Planets: 4

## Eebreemite



Type: Humanoid. Eebreem Sapiens

Physical traits: High endurance and strength

Height: 7 foot

Weight: 280 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6,  
PE: 4D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D20

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 45%, standard, 4 large continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 14 billion

Home System:

Number of Stars: 1, Eebreeme

Star type: Red

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 6; Eebreem II is the home planet

Outer Planets: 4

## Harkilon



Type: Humanoid Reptilian. Harkilos Sapiens

Physical traits: Orange reptilian skin. Some can change their shape.

Height: 6 foot

Weight: 200 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual, egg.

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 3D6, MA: 2D6, PB: 3D6, SPD: 2D6 +2, HPs: +D10

Orbit/Climate: 1 AU, Slightly erratic, very elliptical orbit, hot and cold, temperatures become extreme every few years.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 20%, 6 large continents and many islands.

Gravity: 110%

Feeding habits: Carnivore

Lifespan: 120 years

Technology: 9

Culture: Malevolent, truly malicious race with no redeeming qualities at all. The Harkilons are a warfaring race, with one sole purpose to expand beyond the limits of the worlds they now hold.

Government: The Harkilon Imperium were once major foes to the Galarchy, however after decades of fighting, the Harkilons fell into infighting between its Senate and the various warlords. Due to the upheaval many races fled the Imperium into Galarchy space.

Population: 17.2 billion

Home System:

Number of Stars: 1, Harkite

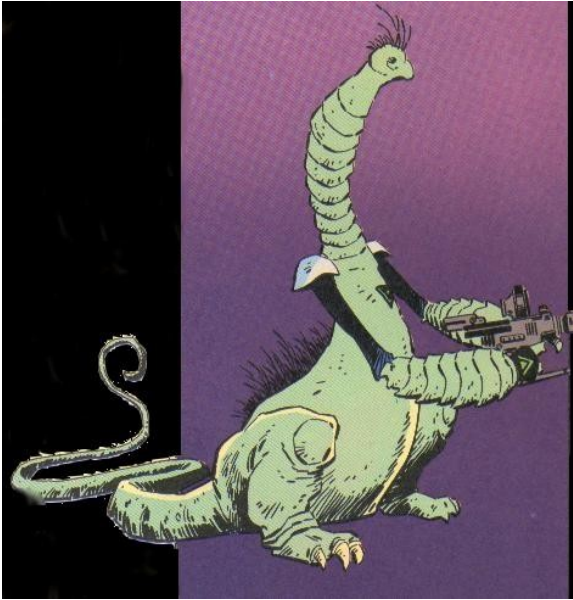
Star type: Orange

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 4; Harkos Prime is the home planet

Outer Planets: 3

**Hranite**

Type: Reptile. Hranus Sapiens

Physical traits: Prehensile tail, high endurance

Height: 5 foot

Weight: 150 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual, eggs

IQ: 3D6, ME: 3D6, PS: 2D6, PP: 3D6,  
PE: 4D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D12

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Dense, thick atmosphere  
which is predominantly oxygen and  
nitrogen.

Oceans: 75%, standard, 8 large  
continents and many islands.

Gravity: 100%

Feeding habits: Herbivore

Lifespan: 160 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 13.8 billion

Home System:

Number of Stars: 1, Dugraphus

Star type: Red

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 4; Hranah III is the  
home planet

Outer Planets: 3

**Iovian**

Type: Humanoid Canine. Iovias Sapiens

Physical traits: High endurance and strength

Height: 6 foot

Weight: 250 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6,  
PE: 4D6, MA: 3D6, SPD: 3D6, PB:  
3D6, HPs: +D12

Orbit/Climate: 2 AU, extremely erratic,  
retrograde, elliptical orbit, unpredictable,  
harsh and violent temperature changes.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 90%, covered in a world ocean  
with only a few, scattered island groups.

Gravity: 250%

Feeding habits: Carnivore

Lifespan: 60 years

Technology: 9

Culture: Diversified mix of kind and evil  
people

Government: The Tophan Galactic  
Union

Population: 13 billion

Home System:

Number of Stars: 2, Bona and Mecio

Star type: Red

Planetoid Belts: 1

Inner Planets: 1

Middle Planets: 2; Iovia II is the home  
planet

Outer Planets: 2

## Jentekian



Type: Humanoid Serpent. Jentekus Sapiens

Physical traits: Tail Strike +1 punch damage, incredibly high movement speed

Height: 7 foot

Weight: 180 lbs

Mobility: Tail

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 5D6, HPs: +D10

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 20%, only a few scattered seas or lakes, bound by land.

Gravity: 100%

Feeding habits: Grazer

Lifespan: 120 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 19 billion

Home System:

Number of Stars: 1, Kemas

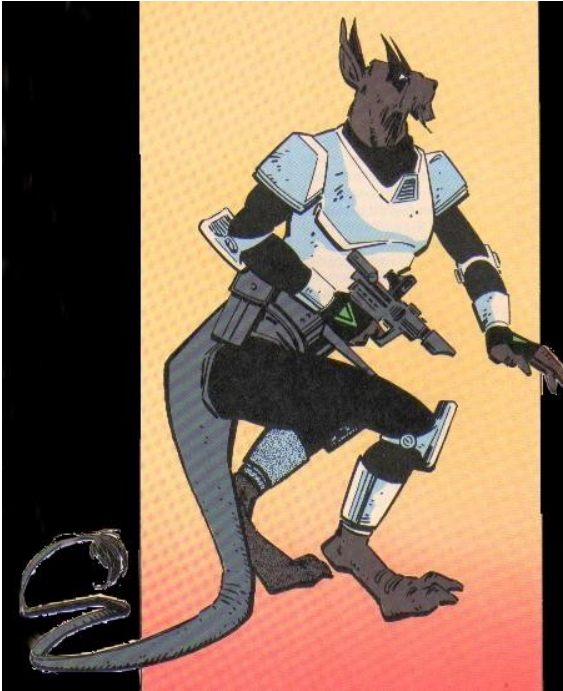
Star type: Yellow

Planetoid Belts: 5

Inner Planets: 4

Middle Planets: 4; Jentek IV is the home planet

Outer Planets: 2

**Kestite**

Type: Humanoid Canine. Kestus Sapiens

Physical traits: Tail, high movement speed

Height: 6 foot

Weight: 170 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
5D6, HPs: +D10

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 55%, standard, 2 large  
continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 16 billion

Home System:

Number of Stars: 1, Hectos

Star type: Orange

Planetoid Belts: 1

Inner Planets: 4

Middle Planets: 4; Kestis IV is the home  
planet

Outer Planets: 2

**Kobalite**

Type: Humanoid Reptile, Kobalis Sapiens

Physical traits: High agility and movement speed

Height: 6 foot

Weight: 140 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 5D6, HPs: +D10

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 85%, mainly ocean with many islands.

Gravity: 100%

Feeding habits: Herbivore

Lifespan: 110 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 15.2 billion

Home System:

Number of Stars: 1, Taetras

Star type: Red

Planetoid Belts: 3

Inner Planets: 1

Middle Planets: 5; Kobal II is the home planet

Outer Planets: 2



## Ochadian



Type: Humanoid Serpent, Ochadias Sapiens

Physical traits: Clawed hand, high agility

Height: 6.5 foot

Weight: 160 lbs

Mobility: Tail

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
4D6, HPs: +D10

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 15%, large continent with  
pockets of lakes.

Gravity: 100%

Feeding habits: Carnivore

Lifespan: 80 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 14.6 billion

Home System:

Number of Stars: 1, Grianus

Star type: Orange

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 4; Ochadia Prime is the  
home planet

Outer Planets: 5

**Orsurian**

Type: Humanoid Feline. Osurias Sapiens

Physical traits: Prehensile tail, high agility

Height: 6 foot

Weight: 150 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D10

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 65%, standard, 4 large  
continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 18 billion

Home System:

Number of Stars: 1, Ghenvi

Star type: Yellow

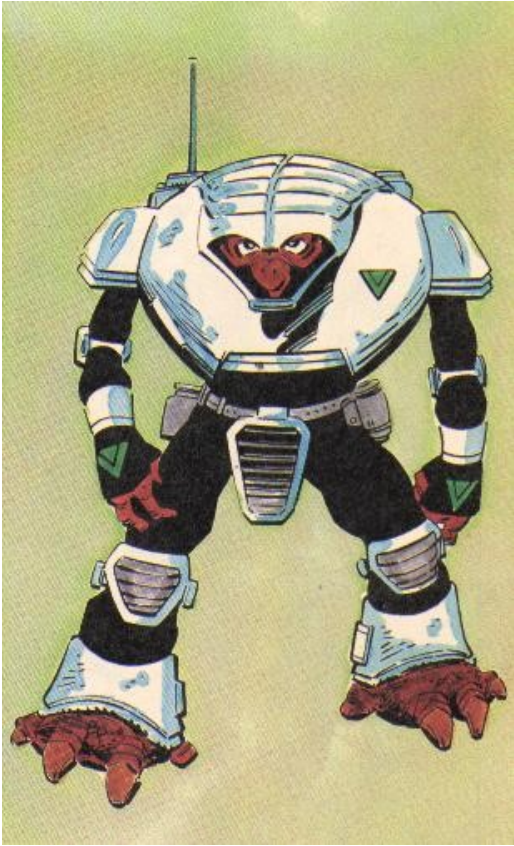
Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 4; Orsurs IV is the home  
planet

Outer Planets: 1

## Pleuronian



Type: Humanoid Crustacean, Pleurius Sapiens

Physical traits: Armoured Exoshell reduces damage from non-energy hits by ½, very high endurance.

Height: 4 foot

Weight: 250 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 5D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20

Orbit/Climate: 1 AU, Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 60%, standard, 4 large continents and many islands.

Gravity: 200%

Feeding habits: Omnivore

Lifespan: 120 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 15.4 billion

Home System:

Number of Stars: 1, Drao

Star type: Red

Planetoid Belts: 5

Inner Planets: 6

Middle Planets: 5; Pleurus II is the home planet

Outer Planets: 4

## Ruxpins



Type: Humanoid Armadillos, Ruxpis Sapiens

Physical traits: High agility and speed

Height: 4 foot

Weight: 90 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D10

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 745%, standard, 5 large continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 15.2 billion

Home System:

Number of Stars: 1, Chabius

Star type: Orange

Planetoid Belts: 1

Inner Planets: 5

Middle Planets: 6; Rux III is the home planet

Outer Planets: 4

## Schtangite



Type: Humanoid Ursine, Schtangus Sapiens

Physical traits: High strength and endurance

Height: 7 foot

Weight: 250 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 3D6,  
PE: 5D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D20

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 75%, standard, 2 large  
continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 80 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 10 billion

Home System:

Number of Stars: 1, Vegnis

Star type: Yellow

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 4; Schtang II is the  
home planet

Outer Planets: 2

**Spellik**

Type: Amoeboid, Spelus Sapiens

Physical traits: No solid form. Absolutely no-one knows anything about this species except that their one representative in Nomad squad once saved the rest of the squad by being melted, poured through a crack, reforming and defeating an enemy.. without once saying a thing. Being blown up or shot only stops them for a while.

Height: 4 foot

Weight: 20 lbs

Mobility: Unknown

Sensory organs: Unknown

Communication: Unknown

Reproduction: Unknown

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D20

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding habits: Unknown

Lifespan: Unknown

Technology: 9

Culture: Unknown. Seem adventurous, fearless and loyal to their comrades.

Government: The Tophan Galactic Union

Population: Unknown

It has also been hinted that this race may be over 8 billion years old. and one of the universe's first.

Home System:  
Unknown

**Syrilian**

Type: Humanoid, Syrilis Sapiens

Physical traits: High strength

Height: 6 foot

Weight: 180 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6 +2, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D8

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 45%, standard, 4 large continents and many islands.

Gravity: 100%

Feeding habits: Herbivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 15 billion

Home System:

Number of Stars: 1, Ungid

Star type: Orange

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 4; Syrilis III is the home planet

Outer Planets: 2

**Thraxian**

Type: Humanoid, Thraxias Sapiens

Physical traits: Track by Smell 10%

Height: 6 foot

Weight: 190 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D10

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard and parched  
Oxygen/Nitrogen with minimal ozone  
and high Carbon dioxide.

Oceans: 50%, standard, 3 large  
continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 80 years

Technology: 9

Culture: Fearful of others, harsh but still  
some redeeming features

Government: The Tophan Galactic  
Union

Population: 16 billion

Home System:

Number of Stars: 1, Tegnun

Star type: Red

Planetoid Belts: 5

Inner Planets: 6

Middle Planets: 5; Thraxia V is the  
home planet

Outer Planets: 4



**Ulliorian**

Type: Humanoid. Ulliori Sapiens

Physical traits: High dexterity

Height: 5-6 foot

Weight: 180 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 4D6 +1, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D8

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 50%, standard, 2 large continents and many islands.

Gravity: 100%

Feeding habits: Omnivore

Lifespan: 110 years

Technology: 9

Culture: More tolerant than standard but still with some violence

Government: The Tophan Galactic Union

Population: 5.1 billion

Home System:

Number of Stars: 1, Ullos

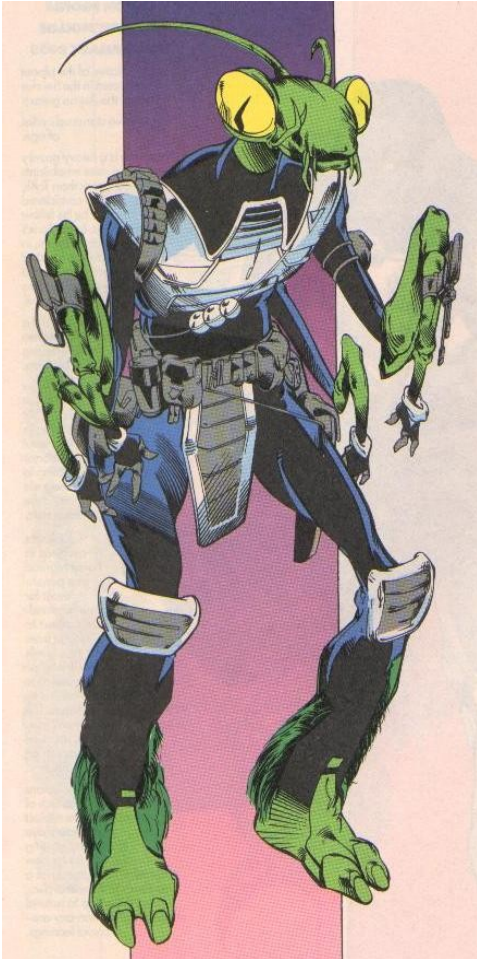
Star type: Red

Planetoid Belts: 2

Inner Planets: 1

Middle Planets: 2; Ullior I is the home planet

Outer Planets: 6

**Zaramite**

Type: Insectoid, Zaramis Sapiens

Physical traits: 4 arms. High strength and agility

Height: 6.5 foot

Weight: 180 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Asexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D10

Orbit/Climate: 1 AU, very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 40%, standard, 5 large  
continents and many islands.

Gravity: 100%  
Feeding habits: Carnivore

Lifespan: 100 years

Technology: 9

Culture: More tolerant than standard but  
still with some violence

Government: The Tophan Galactic  
Union

Population: 14.5 billion

Home System:

Number of Stars: 1, Eonid

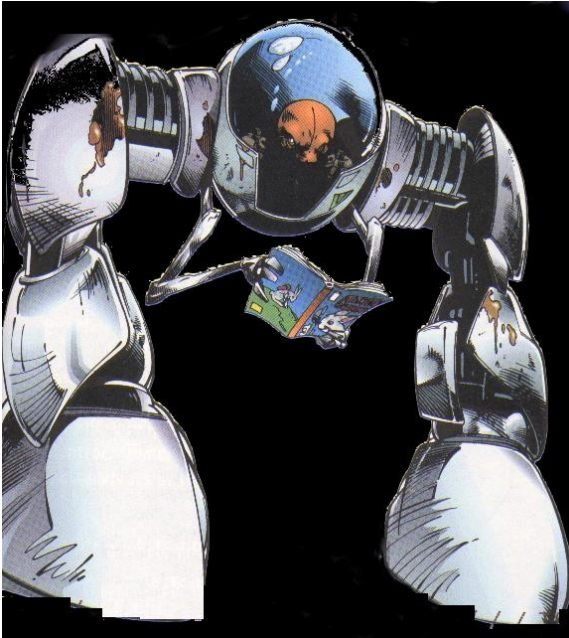
Star type: Yellow

Planetoid Belts: 0

Inner Planets: 3

Middle Planets: 1; Zaramia Prime is the  
home planet

Outer Planets: 1

**Zorite**

Type: Humanoid, Zoris Sapiens

Physical traits: Unknown. High intelligence and mental faculties.

Height: 1 foot

Weight: 40 lbs

Mobility: Environmental Power Armour

Sensory organs: Visual

Communication: Vocal

Reproduction: Unknown

IQ: 3D6, ME: 3D6, PS: 2D6, PP: 4D6,  
PE: 2D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D4

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding habits: Unknown

Lifespan: Unknown

Technology: 9

Culture: Unknown, those within the Legion appear to follow orders without question.

Government: The Tophan Galactic Union

Population: Unknown

Home System:

Number of Stars: 3, Xota, Levit and Nukam

Star type: White Dwarf

Planetoid Belts: 7

Inner Planets: 0

Middle Planets: 6; Zoris III is the home planet

Outer Planets: 0

## Battlestar Galactica Universe

Battlestar Galactica is an American science fiction media franchise created by Glen A. Larson.

The premise that in a distant part of the universe, a human civilization has extended to a group of planets known as the Twelve Colonies, to which they have migrated from their ancestral homeworld of Kobol. The Twelve Colonies have been engaged in a lengthy war with a cybernetic race known as the Cylons, whose goal is the extermination of the human race. The Cylons offer peace to the humans, which proves to be a ruse. With the unwitting aid of a human named Baltar, the Cylons carry out a massive attack on the Twelve Colonies and on the Colonial Fleet of starships that protect them.

These attacks devastate the Colonial Fleet, lay waste to the Colonies, and virtually destroy their populations. Scattered survivors flee into outer space aboard a ragtag array of available spaceships. Of the entire Colonial battle fleet, only the Battlestar Galactica, a gigantic battleship and spacecraft carrier, appears to have survived the Cylon attack. Under the leadership of Commander Adama, the Galactica and the pilots of "Viper fighters" lead a fugitive fleet of survivors in search of the fabled thirteenth colony known as Earth.

In a distant star system, the Twelve Colonies of Mankind were reaching the end of a thousand-year war with the Cylons, warrior robots created by a reptilian race which expired long ago, presumably destroyed by their own

creations. Humanity was ultimately defeated in a sneak attack on their homeworlds by the Cylons, carried out with the help of a human traitor, Count Baltar (John Colicos).

Protected by the last surviving capital warship, a "battlestar" (from "battle starship"), named Galactica, the survivors fled in available ships. The Commander of the Galactica, Adama (Lorne Greene), led this "rag-tag fugitive fleet" of 220 ships in search of a new home. They began a quest to find the long lost thirteenth tribe of humanity that had settled on a legendary planet called Earth. However, the Cylons continued to pursue them relentlessly across the galaxy.

The era in which this exodus took place is never clearly stated in the series itself. At the start of the series, it is mentioned as being "the seventh millennium of time", although it is unknown when this is in relation to Earth's history. The implication of the final aired episode, "The Hand of God", was that the original series took place after the Apollo 11 moon landing in July 1969 (as the Galactica receives a television transmission from Earth showing the landing). The later Galactica 1980 series is expressly set in the year 1980 after a 30-year voyage to Earth.

### The Species:

Cylon  
Ovion

## Cylon



Type: Humanoid Robot, Cylonic Sapiens

The Cylons were created by a reptilian race, also called Cylons. The reptilian Cylons allowed themselves to be overcome by their own technology upon the creation of the Imperious Leader. The robotic Cylons became an organized war machine bent on exterminating life in the galaxy. Despite the fact that the reptilian Cylons had long since been wiped out, their robotic creations still bear their name. The Cylons are

singularly devoted to the destruction of humanity.

The Thousand Yahren War between the humans of the Twelve Colonies and the Cylons began when the Colonials liberated the Hasari from Cylon rule. The Cylons then viewed humanity as a threat to their Empire and proceeded to attack Colonial installations. The Cylons and the humans fought for roughly one thousand yahren with losses on both sides. The final end to the war occurred after the Cylons proposed peace through the mediation of Baltar, a member of the Quorum of Twelve. However instead of concluding peace the Cylons destroyed the human Battlestar force in the Battle of Cimtar and also attacked the Colonies killing most inhabitants.

Baltar who had intended to use the Cylons to subjugate his colony under his rule, saw his colony destroyed too and barely escaped execution. The rag-tag, fugitive fleet being led by the last known surviving Battlestar, Galactica fled their homeworlds avoiding the Cylon genocidal attacks. Sparing Baltar's life the newly ascended Imperious Leader gave him the command of three basestars and a cogitator, Lucifer.

With Baltar pursuing the Fleet Galactica and the 220 ships she led from their aggressors avoided Cylon death traps and all out attacks. Eventually a daring, successful attack on a lone basestar led Adama to believe that they may have outwitted the Cylons who had apparently spread their resources thin in an attempt to locate the remaining humans.

Physical Traits: Metallic, chrome skin.

Height: 6 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Construction

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D20, AR: 8

Orbit/Climate: 1 AU. Very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in the  
stratosphere.

Oceans: 40%

Gravity: 100%

Feeding Habits: Energy

Lifespan: 200 years

Technology: 9. Cylons employ several  
spacecraft models such as;

Basestar - Capital ships of the Cylon  
military force, analogous to the Colonial  
battlestar. A large warship mounting two  
pulsars, many laser turrets, and carrying  
300 Raiders.

Cylon Raider - The primary fighter of  
the Cylon forces, manned by two pilots  
and a ship commander. A heavy fighter  
armed with dual-firing laser cannons.

A-B Raider - An advanced variation of  
the Raider, crewed by three Centurions  
and two Cylon Androids.

Cylon Freighter - Ships used throughout  
the Cylon sphere of influence to provide  
fuel. May be used to support an  
offensive operation.

Cylon Tanker - A ship for transporting  
the fuel "tylium".

Culture: The Cylons are a malevolent,  
truly malicious race with no redeeming  
qualities at all. The Cylon Empire is also  
responsible for tributary powers under  
the aegis of the Cylon Alliance. The  
Ovions are an insectoid race enslaved  
by the Cylons and transported to the  
planet Carillon for mining purposes, the  
only other known race conquered by the  
Cylons are the Delphians and Hasaries.  
Cylon society appears to be almost  
exclusively military.

Centurions appear to be incapable of  
acting independently having to refer to  
the manual in order to determine courses  
of action. Failing that, Centurions often  
take votes when consensus isn't clear. In  
addition they do not appear to have  
much information on humans outside of  
the different genders and general  
language. The Cylons are entirely  
composed of robots, and may be broken  
down by the following model and rank  
types;

### **Imperious Leader**

Rules the Cylon Alliance and is the  
highest Cylon model. The Imperious  
Leader is an IL-Series Cylon with some  
extra augmentation, including a third  
brain and a body shell resembling the  
reptilian Cylons. The third brain is  
specifically designed to emulate the

human mind (solely for the purpose of anticipating human actions).

### **IL-series Cylon**

Act as commanders for the military and governors for civilians of the Alliance. They have two brains and a mostly transparent head through which various lights can be seen pulsing. They also have a metallic, humanoid face with two eye scanners (compared to the single eye scanner of the Centurion models) and wear clothing (full-length glittering robes).

### **Command Centurion**

Are Centurions with gold armour. These are the lower commanders for individual military units though they can be responsible for entire Basestars and garrisons. Their voices are slightly lower pitched than regular Centurions.

### **First Centurion**

Roughly equivalent to feudal Counts which act as executive officers to the Imperious Leader and are not subordinate to the IL-Series and (like the IL-series) have multiple brains. They are distinguished from other Command Centurions by black bands on their gold armour.

### **Centurion**

Military androids with silver armour. Basic Centurions make up the ground forces and pilots of the Alliance military. Centurions are armed with a powerful energy weapon, often referred to as a blaster rifle. They also have bayonets and swords for close combat and the execution of prisoners. Although Earth's Roman Centurions commanded a unit of eighty men Cylon Centurions form the rank and file of the Cylon forces.

### **Civilian Cylon**

There is also a unique Cylon with glittering robes and a metallic humanoid face. How civilian Cylon society differs from its military is never explored.

Culture: Standard mix of good and evil, though most have been brainwashed into believing that all humans are evil.

Government: Military Dictatorship ruled by Imperious Leaders.

Population: Unknown but supposedly in the billions.

### Home System:

Number of Stars: 2, location unknown

Star Type: O

Planetoid Belts: 7

Inner Planets: 1

Middle Planets: 4

Outer Planets: 4

## Ovion



Type: Humanoid Insectoid, Ovios Sapiens

The Ovions are a race of insectoid creatures that were conquered by the Cylon Empire and added to their Alliance some time before the Battle of Cimitar. Having settled on Carillon for the purpose of tylium mining for the Cylon war effort, the Ovions soon constructed a tourist outpost consisting of bars and casinos, which would lure Galacticans to Carillon and who they could then kill and consume.

The Ovions' own efforts were limited and they had only killed a few of their guests before their plot was exposed. In the resulting combat between the Cylons and the Colonial Warriors, the Ovions' fuel storage was ignited, destroying their mine and settlement.

Physical traits: 4 arms, carapace skin

Height: 6 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg fertilization with the eggs then being placed in a host.

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 4D6, MA: 2D6, PB: 3D6, SPD: 2D6, HPs: +D20.

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Carnivore

Lifespan: 120 years

Technology: 8

Culture: Ovions are a malevolent, truly malicious race with no redeeming qualities at all.

Government: Military Dictatorship

Population: 1 million

Home System:  
Unknown



## Dr Who Universe

Doctor Who is a British science fiction television program produced by the BBC since 1963. The program depicts the adventures of a Time Lord called "the Doctor", an extraterrestrial being, to all appearances human. The Doctor explores the universe in a time-travelling space ship called the TARDIS. Its exterior appears as a blue British police box, which was a common sight in Britain in 1963 when the series first aired. Accompanied by a number of companions, the Doctor combats a variety of foes while working to save civilizations and help people in need.

Doctor Who follows the adventures of the title character, a rogue Time Lord with somewhat unknown origins who goes by the name "the Doctor". The Doctor fled Gallifrey in a stolen TARDIS ("Time and Relative Dimension in Space"), a time machine that travels by materializing into, and dematerializing out of, the time vortex. The TARDIS has a vast interior but appears smaller on the outside, and is equipped with a "chameleon circuit" intended to make the machine take on the appearance of local objects as a disguise; due to a malfunction, the Doctor's TARDIS remains fixed as a blue British police box.

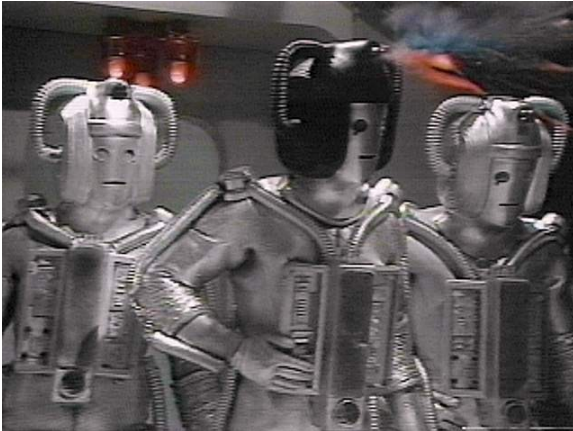
Across time and space, the Doctor's many incarnations often find events that pique their curiosity and try to prevent evil forces from harming innocent people or changing history, using only ingenuity and minimal resources, such as the versatile sonic screwdriver. The Doctor rarely travels alone and is often joined by one or more companions on these adventures; these companions are usually humans, owing to the Doctor's

fascination with planet Earth, which also leads to frequent collaborations with the international military task force UNIT when Earth is threatened. The Doctor is centuries old and, as a Time Lord, has the ability to regenerate in case of mortal damage to the body, taking on a new appearance, personality and (from 2017 onwards) gender identity. The Doctor's various incarnations have gained numerous recurring enemies during their travels, including the Daleks, their creator Davros, the Cybermen, and the Master, another renegade Time Lord.

### The Species:

- Cybermen
- Dalek
- Martian
- Sontaran
- Weeping Angel

## Cyberman



Type: Humanoid Cybernetic Organism.  
Mondas Sapiens, Cyberman

Millennia ago during prehistoric times, Mondas was knocked out of solar orbit and drifted into deep space. The Mondasians already far in advance of Earth's technology and fearful for their race's survival sent out spacecraft to colonize other worlds, including Telos where they pushed the native Cryons aside and used the planet to house vast tombs where they could take refuge in suspended animation when necessary.

On Mondas the Mondasians were dying out and therefore in order to survive and continue the race they replaced most of their bodies with Cybernetic parts. Having eventually removed all emotion from their brains to maintain their sanity the natives installed a drive propulsion system so they could pilot the planet itself through space. As the original race was limited in numbers and were continually being depleted the Mondasians — now Cybermen — became a race of conquerors who reproduced by taking other organic beings and forcibly changing them into Cybermen.

Physical Traits: Cybermen were originally a wholly organic species of

humanoids originating on Earth's twin planet Mondas that began to implant more and more artificial parts into their bodies as a means of self preservation. This led to the race becoming coldly logical and calculating with every emotion all but deleted from their minds. The Cybermen are humanoid but have been upgraded to the point where they have few remaining organic parts. They retain living human brains as their power source and mind in the same manner that humans use their brains to move and think.

As they are relatively few in number the Cybermen tend towards covert activity scheming from hiding and using human pawns or robots to act in their place until they need to appear. They also seek to increase their numbers by converting others into Cybermen (a process known as cyber-conversion). It is presumed (and often implied) that there are still organic components beneath their suits meaning they are actually cyborgs not robots. Cybermen have had a number of weaknesses over the years.

The most notable weakness is the element gold. Initially it was explained that, due to its noncorroding nature gold essentially chokes their respiratory systems. However later gold appeared to affect them rather like silver affects werewolves with gold coins or gold-tipped bullets fired at them having the same effect. Cybermen are also efficiently killed when shot with their own guns.

Other weaknesses include solvents, gravity based technology and excessive levels of radiation.

Height: 6 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Transformation of organic humanoids

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 4D6, PE: 4D6, MA: 2D6, PB: 3D6, SPD: 2D6, HPs: +D20.

Orbit/Climate: None, Mondas continues to wander the universe.

Atmosphere: Now a vacuum with tiny toxic gas trace.

Oceans: 0%

Gravity: 100%

Feeding Habits: Energy

Lifespan: 300 years

Technology: 10. Cybermen technology is almost completely oriented towards weaponry apart from their own bodies. When originally seen they had large energy weapons that attached to their chests. Later the Cybermen had two types of weaponry: an electrical discharge from their hands which stunned the target and could control machinery, and a type of x-ray gun. These weapons were later incorporated into their helmets. Subsequent appearances have shown them armed almost exclusively with hand-held cyberguns.

The Cybermen have access to weapons of mass destruction known as cobalt bombs also sometimes as Cyber-bombs, supposedly powerful enough to destroy all life on a planet. The Cybermen also use smaller, cybernetic creatures called cybermats as weapons of attack. They resemble over-sized metallic snakes and had segmented bodies with hair-like tactile sensor probes along the base of their heads which are topped with crystalline eyes. They are as vulnerable to gold dust as the Cybermen.

Culture: Cybermen are a malevolent, truly malicious race with no redeeming qualities at all.

Government: Military Dictatorship

Population: Unknown but no more than a million

Home System:

Number of Stars: 1, location unknown

Star Type: F

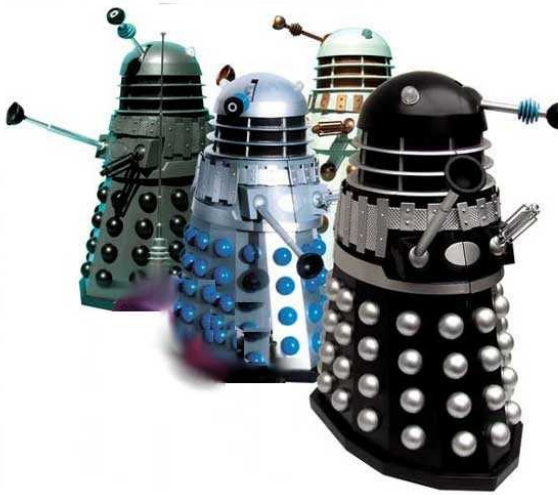
Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 1, Mondas is the home planet

Outer Planets: 5

## Dalek



Type: Mutated Amoeboid, Kaled, Dalek

There are 2 supposed origins of the Daleks. In the first Daleks are the mutated remains of the Kaled people of the planet Skaro, who travel around in tank-like mechanical casings and are bent on universal conquest and destruction. Skaro was once home to two humanoid races: the peaceful and scientifically-advanced Kaleds/Dals (who were described as philosophers and teachers) and the warlike Thals. Following a short but terrible nuclear war between the races the Dals were mutated and became the aggressive and xenophobic Daleks.

In the second origin the Kaleds are a race of humanoid extraterrestrials who waged war on the Thals. The Daleks originated during the Kaled-Thal War which was portrayed as a thousand-year-long war of attrition fought with nuclear, biological and chemical weapons with weapons becoming progressively less sophisticated as resources became scarcer not the short nuclear exchange previously described. It is not clear if this was the nuclear exchange between Daleks and Thals referred to in The

Daleks or an even earlier conflict. The crippled Kaled chief scientist and evil genius Davros deemed the mutations from the fallout irreversible and then experimented on living cells, treating them with chemicals and accelerating the mutations to discover the eventual mutated Kaled form and ensure its survival.

The mutations among the general Kaled populace were not as advanced as implied by the earlier account, and that the development of the mutated creatures that became the Daleks was engineered by Davros for his own purposes. Ultimately he used his creations to prematurely replace the non-mutated members of his race with the Daleks. These genetically conditioned forms were placed in Mark III travel machines whose design was based on his own life-support chair. The tank-like travel machines coupled with the mutants became the first Daleks.

Daleks are organisms integrated within a tank-like or robot-like mechanical casing. The resulting creatures are a powerful race bent on universal conquest and domination, utterly without pity, compassion or remorse. They have had every emotion removed except hate, leaving them with a desire to purge the Universe of all non-Dalek life. Occasionally they are shown as experiencing fear.

**Physical Traits:** The creature has an amorphous body, slightly smaller than the man's head, and several tentacles. See the technology section for a description of the armour.

**Height:** Mutant 1 ft, in armour 6ft

Weight: Mutant 20 lbs, in armour 200 lbs

Mobility: The mutant can only slide and relies on its armour for true mobility

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

Mutant:

IQ: 3D6, ME: 3D6, PS: 1, PP: 1, PE: D6, MA: 1, PB: 1, SPD: 1, HPs: +D4.

Armour:

IQ: 0, ME: 0, PS: 30, PP: 3D6, PE: 0, MA: 0, PB: 0, SPD: 20, AR: 15, HPs: 200.

Orbit/Climate: 1 AU. Very erratic, very elliptical orbit, very hot and cold extremes, frequent storms, very harsh conditions.

Atmosphere: Thin and volatile Nitrogen/Carbon dioxide with combustible volatiles.

Oceans: 5%

Gravity: 100%

Feeding Habits: Chemicals

Lifespan: Unmeasured

Technology: 10. Dalek society is one of extreme scientific and technological advancement. However, their reliance on logic and machinery is also a strategic weakness which they recognize, and thus use more emotion-driven species as agents to compensate for these shortcomings. Externally Dalek armour

resemble human-sized salt and pepper shakers with a single mechanical eyestalk mounted on a rotating dome, an exterminator arm containing an energy weapon and a telescopic manipulator arm which is usually tipped by an appendage resembling a sink plunger.

Daleks have been seen to be able to use their plungers to interface with technology, crush a man's skull by suction, measure the intelligence of a subject, and extract information from a man's mind. Dalek casings are made of a bonded polycarbide material dubbed "dalekanium".

The lower half of a Dalek's shell is covered with hemispherical protrusions, or Dalek bumps which are part of a sensory array. The armour has a forcefield that evaporates most bullets and resists most types of energy weapon; this seems to be concentrated around the Dalek's midsection (where the mutant is located), as normally ineffective firepower can be concentrated on the eyestalk to blind a Dalek.

Dalek's own energy weapons have also been shown to be capable of destroying them. Their weapons fire a beam that has electrical tendencies is capable of propagating through water and may be a form of plasma. The eyepiece is a Dalek's most vulnerable spot and impairing its vision often leads to a blind, panicked firing of its weapon. The voice of a Dalek is electronic; the Dalek creature is apparently unable to make much more than squeaking sounds when out of its casing.

Once the mutant is removed, the casing itself can be entered and operated by humanoids. For many years it was

assumed that due to their design and gliding motion Daleks were unable to climb stairs and that this was a simple way of escaping them. Dalek mobility has improved over time making them to fully capable of flight, even spaceflight.

**Culture:** The Daleks are a malevolent, truly malicious race with no redeeming qualities at all. In terms of their behaviour Daleks are extremely aggressive, and seem driven by an instinct to attack. This instinct is so strong that Daleks have been depicted fighting the urge to kill or even attacking when unarmed. The fundamental feature of Dalek culture and psychology is an unquestioned belief in the superiority of the Dalek race, and their default directive is to destroy all non-Dalek life-forms.

Other species are either to be exterminated immediately, or enslaved and then exterminated later once they are no longer useful. The Dalek obsession with their own superiority is illustrated by the schism between the Renegade and Imperial Daleks: the two factions consider the other to be a perversion despite the relatively minor differences between them. This superiority complex is the basis of the Daleks' ruthlessness and lack of compassion. It is nearly impossible to negotiate or reason with a Dalek, a single-mindedness that makes them dangerous and not to be underestimated. There is mention of a Dalek opera which was lost to posterity when the entire cast was exterminated on the opening night.

**Government:** A single supreme Dalek which has alternated between Davros and an Emperor Dalek.

**Population:** Has varied from billions to just one, and then millions again.

Home System:

Number of Stars: 1, location unknown

Star Type: B

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 1, Skaro is the home planet

Outer Planets: 2

## Martian



Type: Humanoid Reptilian. Martian, Ice Warrior, Maar'shan Sapiens

Physical Traits: Scaly, reptilian skin with large, claw-like hands on which are mounted sonic weaponry. Their voices are a highly sibilant whisper due to the different composition of Earth's atmosphere.

Height: 6 ft

Weight: 170 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 4D6, MA: 2D6, PB: 3D6, SPD: 2D6, HPs: +D20.

Orbit/Climate: 1.52 AU. Mars' orbit is significantly elliptical.

Atmosphere: Thin Oxygen/Nitrogen/Carbon Dioxide.

Oceans: 0%

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 100 years

Technology: 9

Culture: Hostile, intolerant and aggressive, held in check by strong social customs.

Government: Military Dictatorship

Population: Less than a million.

Home System:

Number of Stars: 1, Sol

Star Type: G

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2, Mars is the home planet

Outer Planets: 4

## Sontaran



Type: Humanoid, Sontaras Sapiens

Sontarans come from a large, dense planet named Sontar in the southern spiral arm of the galaxy which has a very strong gravitational field, which explains their compact stocky form. They also are far stronger than humans. Sontarans are all descended from the genetic stock of General Sontar (or Sontaris), who used newly developed bioengineering techniques to clone millions of duplicates of himself and annihilate the non-clone population. He renamed the

race after himself and turned the Sontarans into an expansionist and warlike society set on universal conquest.

**Physical Traits:** Stocky build, greenish brown skin, and a distinctive dome-shaped head. Although physically formidable the Sontarans' weak spot is the "probic vent" at the back of their neck through which they draw nutrition. It is also part of their cloning process. It provides incentive to continue moving forward in battle since retreat would expose this area to their enemies. They have been killed by targeting that location with a knife, a screwdriver, a mallet and an arrow. They are also vulnerable to "coronic acid".

**Height:** 5-6 ft

**Weight:** 170 lbs

**Mobility:** Legs

**Sensory Organs:** Visual

**Communication:** Vocal

**Reproduction:** Sontarans reproduce by means of cloning and thus for the most part are extremely similar in appearance. Sontarans can mass-clone themselves at rates up to a million embryos every four minutes. Thereafter the clones take just ten minutes to grow to adulthood.

**IQ:** 3D6, **ME:** 3D6, **PS:** 4D6, **PP:** 3D6, **PE:** 3D6, **MA:** 3D6, **PB:** 3D6, **SPD:** 3D6, **HPs:** +D20.

**Orbit/Climate:** 1 AU. Very stable, circular orbit, very stable surface temperature.



Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in the stratosphere.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 9. Sontarans mainly use spherical or semi-spherical single occupant spacecraft. They also have large motherships on which the small Sontaran spheres are carried. The Sontarans have a variety of weapons. Their trademark weapon is a small rod with two handles and a plunger at one end giving it a syringe style. But this is so it can be held and fired using three fingers.

It shows the ability to fire a beam which can disarm by knocking the weapon out of the wielder's hand, hypnotize as well as cutting through wood and killing. They also use Meson Guns , a large silver rifle with a red fuel tank in the centre which is a kind of flame-thrower. Generals also carry batons which can fire an orange beam that can stun a target.

Culture: A malevolent, truly malicious race with no redeeming qualities at all. Sontaran society revolves around the Sontaran Empire and have an extremely militaristic culture; every aspect of their society is geared toward warfare and every experience is viewed in terms of its martial relevance. Sontarans have detached, smug personalities, and a highly developed sense of honour. All

Sontarans have monosyllabic names, many beginning with an initial 'st' sound.

Subdivisions of the Sontaran military structure include the Sontaran G3 Military Assessment Survey and the Grand Strategic Council, the Ninth Sontaran Battle Group, the Fifth Army Space Fleet of the Sontaran Army Space Corps, and the Tenth Sontaran Battle Fleet. Military titles include Commander, Group Marshal, Field Major, and General.

Government: Military Dictatorship

Population: Unknown due to horrendous casualties in their ongoing war with the Rutan Host race but considered in the millions.

Home System:

Number of Stars: 1, location unknown

Star Type: B

Planetoid Belts: 6

Inner Planets: 1

Middle Planets: 1, Sontara is the home planet

Outer Planets: 2

## Weeping Angel



Type: Humanoid Mineraloid. Weeping Angel

**Physical Traits:** Stone skin. When they are not being observed by another sentient being they can move very quickly and silently but when they sense they are being observed they become quantum locked, occupying a single position in space. In this state they are frozen. They cannot suppress this reaction. If two Weeping Angels were to look at each other at the same time they would be trapped in stone form forever. To prevent this they often cover their eyes when freezing which makes them look like they are weeping.

They can drain electric lights by pointing at them, even when frozen. They have also exhibited the power to project themselves through images of themselves.

Height: 6 ft

Weight: 300 lbs

Mobility: Legs

Sensory Organs: Visual

**Communication:** Angels cannot speak, but can speak through the voice of a person they kill by ripping out their brains and reanimating their minds. They use telepathy to communicate with each other.

**Reproduction:** Weeping Angels can procreate by looking into the eyes of a living creature and planting an image of themselves in the victim's mind. Eventually a new Weeping Angel will burst from the victim, killing it.

IQ: 3D6, ME: 3D6, PS: 5D6, PP: 3D6, PE: 4D6, MA: D6, PB: 3D6, SPD: 6D6, AR: 10, HPs: +D20

**Feeding Habits:** Psychic energy of lifeforms

**Lifespan:** Unmeasured

**Technology:** Unknown

**Culture:** The Angels are a malevolent, truly malicious race with no redeeming qualities at all.

**Government:** Unknown

**Population:** Unknown

**Home System:**

Everything about their system and planet is unknown

## Genesis Climber MOSPEADA

Genesis Climber MOSPEADA (機甲創世記モスピーダ, Kikō Sōseiki Mosupīda) (literally "Armored Genesis MOSPEADA") is an anime science fiction series created by Shinji Aramaki and Hideki Kakinuma. The 25-episode television series ran from late 1983 to early 1984 in Japan. MOSPEADA stands for Military Operation Soldier Protection Emergency Aviation Dive Armor, one of the transformable motorcycle-armors the series features. The other primary mecha featured in the show is the three-form transformable fighter called the Armo-Fighter AFC-01 Legioss.

MOSPEADA was adapted as the third generation of the American series Robotech, much like Macross. Most of MOSPEADA's animation (with edited content and revised dialogue) was adapted for American audiences as Robotech: The New Generation, the third saga of the Robotech compilation series. In Robotech, the Inbit became the "Invid" of the "Third Generation" (also featured in Robotech II: The Sentinels) and the advanced space forces are the returning Robotech Expeditionary Force (REF) that left before the "Second Generation" of Robotech on Earth.

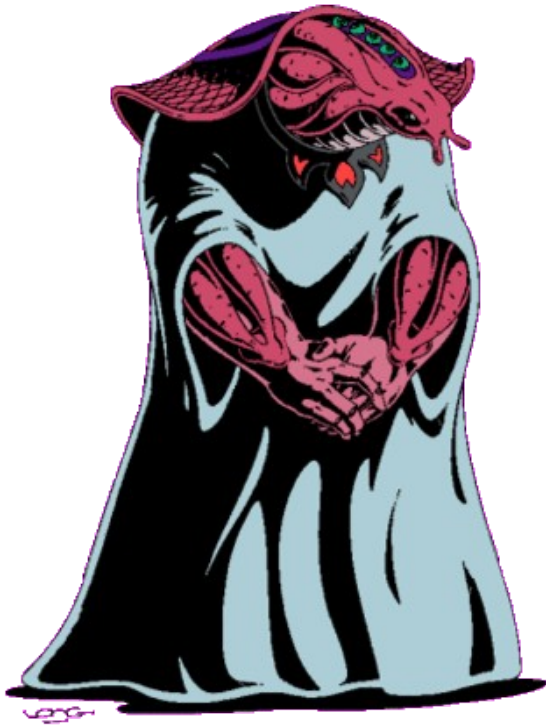
Earth's Defense Forces were decimated in the previous saga. Unlike the Invid in the adapted Robotech, the Inbit in MOSPEADA had nothing to do with the Robotech Masters (their sworn enemies in Robotech) and they were just looking for a good planet on which to evolve and reach perfection. Likewise, the REF forces under Admiral Hunter's command that Barnard frequently referred to were

troops from the Mars and Jupiter bases which harassed the Inbit, though they were playing a "leave alone" system with humans on Earth.

The show's transformable mecha were also renamed; the Armor Cycles as Veritech Cyclones motorcycles; the AFC-01 Legioss became the VF/A-6 Alpha Veritech; the AB-01 Tlead became the VFB-9 Beta Veritech. Like Macross and The Super Dimension Cavalry Southern Cross, Genesis Climber MOSPEADA was cut and fitted to be part of the Robotech continuum by Harmony Gold and Carl Macek.

Character names were generally altered without major changes in characterization, making MOSPEADA the least altered series of the three. Incidentally, it is also the series that has seen the most usage in the expanded universe of Robotech II: The Sentinels and Robotech: The Shadow Chronicles, especially in terms of character, mecha, and ship designs. Unlike Macross, which is owned by Big West, Harmony Gold is free to utilize elements from the Tatsunoko-owned MOSPEADA.

**Inbit**



Weight: 100 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D6

Human Hybrid Form

Height: 5-6 ft

Weight: 80-150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D6

Orbit/Climate: 1 AU. Very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Thin Oxygen/Nitrogen/  
Carbon Dioxide.

Oceans: 81%

Gravity: 100%

Feeding Habits: Herbivore

Lifespan: 140 years

Technology: 10



Type: Insectoid Mollusk, later  
Humanoid Insectoid, Inbit Sapiens

Physical Traits: Red pigmentation, shell

Inbit Mollusk Form

Height: 4-5 ft

**Culture:** Standard, diversified mix of kind and evil people. The Inbit (called Invid in the Robotech version of the story) come from a distant star and have been wandering the cosmos seeking to perfect their evolution. The Inbit search for life-giving worlds and then land on them to study their animal life. After the Inbit have studied and experimented on the life forms they find, they change their bodies with the knowledge they have gained. Once they are satisfied they've learned all they can from the planet they move on in search of another one.

The Inbit have a hive-like social structure and similarities can be drawn between them and other creatures that form hives like ants and bees. The soldiers seen in much of the show are nearly mindless beings that obey every order of their leader, Refless. Refless is an advanced being with great intelligence and power who leads all Inbit on the planet from Reflex Point.

**Government:** Matriarch. Refless is a mysterious and powerful being that leads all Inbit on Earth. She keeps a close watch on the biological research of the Earth's life forms, directs defense and decides which course is best for the Inbit's future development. Refless also acts as high priestess for the Inbit's religious/philosophical system that guides them to develop themselves into higher beings.

It is Refless that decides humans are the highest life form on Earth and begins the program of converting worthy Inbit soldiers into humans. Although she appreciates the human form, Refless thinks nothing of individual humans or human society. When the Third Invasion

Fleet presses in on Reflex Point and Refless decides to take the Inbit to another planet her parting gift is to destroy the large warheads falling toward Earth meant to obliterate Reflex Point. Although she considers humans worthless Refless did not want to see a life-giving world scorched.

**Population:** 901 billion scattered throughout the galaxy

**Home System:**

**Number of Stars:** 1, Inbis Centauri

**Star Type:** G

**Planetoid Belts:** 4

**Inner Planets:** 3

**Middle Planets:** 6, Optera is the home planet





### Outer Planets: 5

In the 21st century, Earth's pollution problems result in the development of a new hydrogen fuel called "HBT" as an alternative to fossil fuels, while mankind colonizes Mars and moons of Jupiter. In 2050, a mysterious alien race called the Inbit invades Earth. Unable to fight off the Inbit, Earth becomes desolate with only a few pockets of human beings scattered throughout the planet. Many of the refugees escape aboard a few remaining shuttles to seek shelter on the Moon. The Inbit set up their main base of operations on Earth, called "Reflex Point", in the Great Lakes area of North America.

However, the Mars colony, dubbed the Mars Base, does not forget about the plight of Earth. Troops are sent in to fight the Inbit from the Moon, only to fail miserably. The Inbit do not attack Mars and show no interest towards the other planets. Surprisingly, the aliens show no hostility towards humans unless they are directly provoked. The Inbit can also sense the presence of HBT and use of the fuel is limited under their supervision, as HBT is a common component in weapons technology.

Mars Base becomes a gigantic military factory, producing vast amounts of advanced weaponry and trained troops. In 2080, Mars Base sends in the next wave of troops called the Earth Recapture Force - but it is virtually destroyed despite a technological advantage including the deployment of transformable mecha.

Mars Base deploys the Second Earth Recapture Force three years later but suffers a similar fate as the first fleet. Legioss pilot Stick Barnard turns out to be the only survivor as he crashlands in South America, but his fiancée, Marlene, is killed in the chaos. A holographic recording of Marlene given to Stick just before the operation began gives him the strength to move on and avenge her death. In his quest to reach Reflex Point, he meets the other main characters of the show, forming a group of ragtag freedom fighters in a quest to rid the planet of the Inbit.

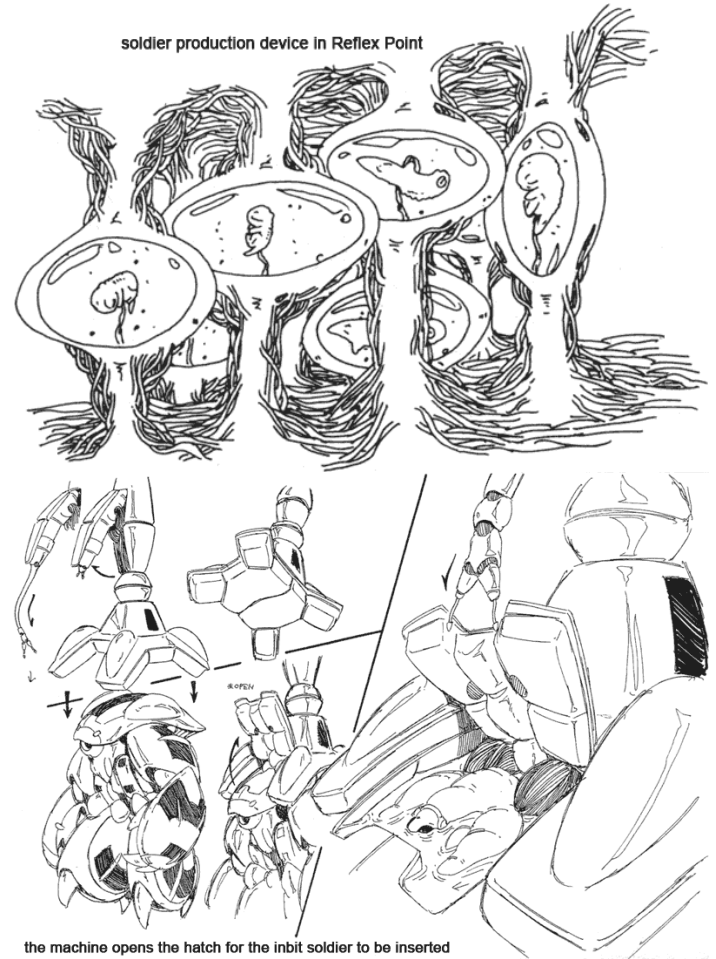
As the plot unravels, the purpose of the Inbit invasion is revealed: to find a suitable place to evolve into more complex beings. However, the Inbit do not know that their endeavor actually threatens to cause the extinction of both humans and Inbit and thus, it is up to Stick and his group, with the help of humanoid Inbit (Aisha and Solzie), to convince the supreme ruler of the Inbit, the Reflex, to flee from Earth.

Because of their hive-like society, the Inbit are not used to dealing with other sentient races. When the Inbit invaded Earth there were no attempts at communication. The Inbit struck quickly and reduced the cities and human population considerably. Once they settled in they ignored humans. They

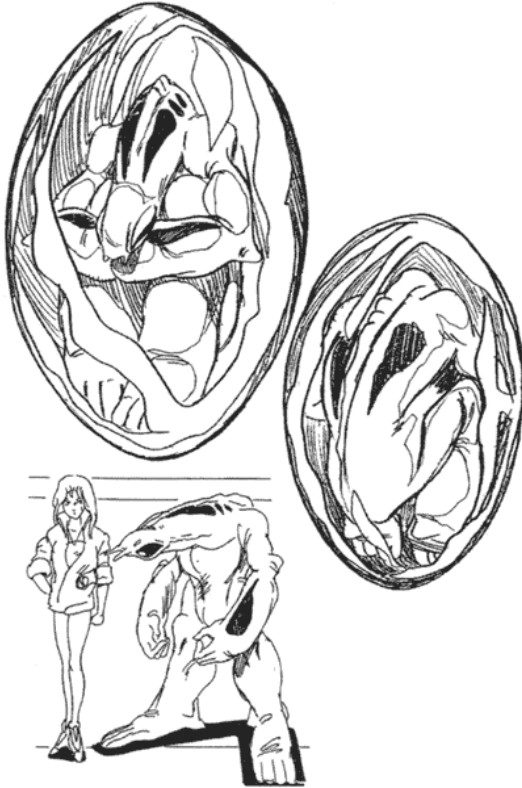
considered them inferior beings and saw no reason to attack their off-world colonies. They attempted no commerce or communication with the conquered humans. Inbit patrols attacked humans using military vehicles or any weapons large enough to threaten Inbit safety. The result of this policy was the Inbit remained very mysterious to the human survivors. The only real interest they took in humans was biological study and the soldier hunts.

The first two invasion fleets, though thoroughly vanquished, left surviving soldiers behind. Reflex was concerned that these soldiers might cause trouble for the Inbit hives that dotted the landscape so resources were devoted to hunting them down. The very rare and limited communication that occurred between Inbit and humans was to set traps in some towns for soldiers. The townspeople would agree to lure soldiers into vulnerable positions in exchange for not being annihilated by the Inbit.

As advanced as their mechanical knowledge seems to be to humans, it is their biological knowledge that is their true focus. The Inbit use their biotechnology to create soldiers and servants that are living reproductions of earlier stages of Inbit evolution. The soldiers are inserted into mechanical bodies that fuse with them and become their permanent bodies.



Only the Reflex can safely remove an Inbit soldier from its mechanical body and place it in another. Because the Inbit focus so keenly on biology their mechanical technology appears to progress slowly. Although new mechanical bodies are created during their occupation of Earth, the humans advanced their technology more quickly and were able to attain an equal level or better for their combat machines by the end of the show.



By the end of Mospeda an interesting twist occurs. The Inbit decide that humans are the highest life form on Earth. To continue their program of higher evolution Refless starts raising Inbit servants up by granting them human bodies. They appear human in every way except the color of their blood. What Refless didn't fully understand was that along with the human body comes the human mind.

The new human-form Inbit were subjected for the first time to human emotions and individuality. Individuals like Sorji and Aisha started questioning Refless' decisions while others, like Battra, developed obsessions. This would probably have caused a major upset in Inbit society but by the time Refless was starting to notice it the third invasion fleet had forced the Inbit to leave Earth. Many human-form Inbit remain behind when the Inbit depart for another planet. They integrate into

human society. Whether or not they have an easy time is not known.

Groups of Inbit would find worlds with sentient life. They would occupy those worlds, study the lifeform, and experiment with the goal of improving the species via genetic manipulation to a better form. Once they were done, these groups would go in search of other worlds to repeat the process. There was no supreme Inbit monarch that controlled all those groups. The Inbit ruler on Earth was called Refless.

The conflict on Earth followed the same pattern as in Robotech, with the Inbit conquering Earth in 2050 AD. The main difference is that the human fleets coming to reclaim Earth were not coming from a distant location in the galaxy but from the Moon and Mars. The fleet from the Moon was annihilated soon after the invasion. The Inbits were not interested in Mars or any of the other planets in the Solar System, so left them alone.

Mars became a gigantic military base at which ships and mecha were built, troops were trained, and the forces were assembled. Two fleets were sent from Mars to Earth in the early 2080s and both were destroyed. Later a fleet much bigger than the earlier ones was sent and it carried weapons of mass destruction that would have destroyed both the Inbits and humans, at which time the Refless decided to take her group of Inbit and leave Earth.



## Macross Universe

This includes species from Super Dimension Fortress Macross, Super Dimensional Fortress Macross II, Macross Plus, Macross 7, Macross Frontier, and Macross Delta

Macross (マクロス, Makurosu, English: /məˈkrɒs/) is a Japanese science fiction mecha anime media franchise/media mix, created by Studio Nue (most prominently mechanical designer Shōji Kawamori) and Artland in 1982. The franchise features a fictional history of Earth and the human race after the year 1999, as well as the history of humanoid civilization in the Milky Way. It consists of four TV series, four movies, six OVAs, one light novel, and five manga series, all sponsored by Big West Advertising, in addition to 40 video games set in the Macross universe, 2 crossover games, and a wide variety of physical merchandise.

Within the series, the term Macross is used to denote the main capital ship. This theme began in the original Macross, the SDF-1 Macross.

Overtechnology refers to the scientific advances discovered in an alien starship ASS-1 (Alien Star Ship - One later renamed Super Dimension Fortress - One Macross) that crashed on South Ataria island. Humans were able to reverse engineer the technology to create the mecha (variable fighters and destroids), faster-than-light space fold drive for starships and other advanced technologies that the series features. The first TV series was adapted into the first season of Robotech in 1985, with edited content and a revised script.

The series title comes from the name of the main human spacecraft (which is

usually shortened from Super Dimension Fortress to SDF-1 Macross as it is the first). The original name for the Macross project was Battle City Megarodo (or Battle City Megaroad, as the Japanese transliteration to either "L" or "R" gives the title a double meaning in reference to the story line: Megaload, referring to the spacecraft containing an entire city of people; and Megaroad, referring to the long journey through space back to Earth); however, one of the sponsors of the project, Big West Advertising, was a fan of Shakespeare and wanted the series and the spacecraft to be named Macbeth (マクベス, Makubesu).

A compromise was made with the title Macross (マクロス, Makurosu) due to its similar pronunciation to Macbeth in Japanese and because it still contained connotations to the original title. The word Macross comes from a wordplay combination of the prefix "macro" in reference to its massive size in comparison to human vehicles (though when compared with the alien ships in the series, it is a relatively small gun destroyer) and the distance they must cross.

The following are themes commonly seen and established among the various series in the Macross franchise.

The U.N. Spacy (統合宇宙軍, Tōgō Uchūgun) is a fictional space military arm of the Earth Unified Government (地球統合政府, Chikyū Tōgō Seifu). It was established by the successor to the modern United Nations in order to defend Earth from a possible attack by hostile aliens, and was involved in Space War I against an extraterrestrial race called the Zentradi. Later operations of the U.N. Spacy expanded into

interstellar colonization and general peacekeeping of off-world Earth settlements. The term "Spacy" is a portmanteau of the terms Space and Army or Navy. Some Japanese sources also use the term Space Army and some English-language sources use the term Space Navy, suggesting that the term is a contraction.

A variable fighter (also known as a "veritech" fighter in the Robotech adaptation of the series), is one of a series of transformable aerospace fighters, primarily designed by Studio Nue's Shoji Kawamori and Kazutaka Miyatake. They are generally able to transform into jet/space fighters, a humanoid robot and a hybrid of the two modes, better known as Gerwalk (Guardian). The original VF-1 Valkyrie was actually named "Valkyrie", but the craft have generically been referred to as such in the series since then.

Music is integral part to almost every Macross title by having significance in a series' antagonists behavior towards it. Music idols also play a central role to various Macross stories. Often, the protagonist will be involved in a love triangle with a series' music idol; most notably, Lynn Minmay.

Space folding permits nearly-instantaneous ultra-long distance travel: a space-fold transports a spacecraft in a very short amount of time by first swapping the location of the spacecraft with super dimension space or subspace, and then swapping the Super Dimension space with the space at the destination.

According to U.N. Spacy First Lieutenant Hayase Misa during Space War I (2009–2012) an hour passes in

super dimension space as approximately ten days passes in normal space. One of the latest Macross TV series, Macross Frontier, further expands on that concept by introducing fold faults or dislocations, which further retard fold travel and interfere with fold communications.

Also explained in Macross Frontier are the limitations of space folding, such as the geometric increase in energy requirement with the mass of the object to be folded, which prevents very large objects from being folded with ease across vast distances. The act of entering Super Dimension space is called "fold in". When arriving at the destination, the act of leaving Super Dimension space is called a "defold" or a "fold out".

The metaplot of the franchise is centered on a purportedly extinct humanoid alien race called the Protoculture (プロトカルチャー, Purotokaruchā). It was first conceptualized during the pre-production of The Super Dimension Fortress Macross when the creators were researching cultural studies to develop concepts used in the plot.

According to official sources, the Protoculture was the first advanced humanoid race in the universe—advanced Protoculture civilization started 500,000 years ago—and is the creator of the Zentradi and homo sapiens. Phases of colonization resulted in the establishment of an "Interstellar Republic", (similar to a galactic empire) which covers much of the Milky Way galaxy 2800 years after Protoculture civilization started (498,000 years ago).

A civil war happened sixty years later, resulting in a split in the Republic. One

of the factions' created "super-Zentradi" forces, which was later possessed by interdimensional beings—these forces are later called the "Protodeviln", which feeds on life energy of both Protoculture and Zentradi; some of both the Protoculture and Zentradi was later brainwashed into the "Supervision Army".

The Supervision Army continued to battle both the Protoculture and Zentradi, which resulted in the dwindling of Protoculture population; they revoked the prime directive that banned Zentradi to attack the Supervision Army. This, however, made the war even more intense, and the Protoculture population sharply decreased; to avoid extinction, they seeded uninhabited planets by means of pantropy and avoided any conflict as much as possible.

This action included the genetic engineering of homo sapiens on Earth by combining Protoculture genes with native genes; a "sub-Protoculture" race meant for preparing the Earth for a future Protoculture colonization. The genetic engineering crew, however, was immediately destroyed by anti-Interstellar Republic military ships.

The final blow of the war happened because of the Protoculture lost control of the Zentradi; 475,000 years ago, the Protoculture was believed extinct. However it was discovered that 10,000 years ago, the Protoculture remnants made contact with humans in "Mayan Island", genetically re-engineering the native inhabitants to utilize the artifacts left by them. This included the "Bird Human" bio-mecha, tasked to destroy humanity if they are still in war.

The new era following the end of Space War I is part of the ongoing fictional time-line of the Macross franchise. The most recent series, Macross Delta, is set 59 years after the start of the war with the Zentradi. Its main plot is about the spread of a rage virus on a star system and the combined efforts of singing idols and valkyrie fighters to stop it spreading.

<u>Year of story</u>	<u>Macross</u>
2008	Macross Zero
2009-2012	Super Dimension Fortress Macross
2040	Macross Plus
2045-2046	Macross 7
2047	Macross Dynamite 7
2059	Macross Frontier
2067	Macross Delta
2092	Super Dimensional Fortress Macross II: Lovers Again

Macross II, the only animated project without Studio Nue's direct involvement, was declared a parallel-world story by Studio Nue.

Super Dimension Fortress Macross was adapted into the first saga of the Robotech television series (1985–1986), called The Macross Saga, which spawned the Robotech franchise.

### The Species:

Human  
Mardook  
Meltrandi  
Protodeviln  
Ragnan  
Vajra  
Voldorian  
Windermerean  
Zentraedi  
Zolan

**Human** (from every Macross)

This entry applies specifically to the dominant species of Earth but may be used generically with colonies.

Type: Humanoid, Homo Sapiens, Earthling

Physical Traits: 4 fingers with opposable thumbs on each hand, 5 toes on each foot

Height: 4-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 71%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 6

Culture: Standard, diversified mix of kind and evil people.

Government: Varies

Population: 9 billion

Home System:

Number of Stars: 1, Sol

Star Type: G

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2, Earth is the home planet

Outer Planets: 4

Humans also known as Miclones, are a species introduced in Super Dimension Fortress Macross and subsequent Macross spinoffs within the Macross Timeline. They are native to and are the dominant species of the planet Earth which is ruled by the United Nations

Government, which was eventually followed by the New United Nations Government. They are one of the Children of Protoculture.

Compared to other races of the galaxy, humans were relatively primitive, that is until a Supervision Army cruiser that they designated ASS-1 (Alien Starship One) crashed on their planet, resulting in not only scientific technological change but also political as ASS-1 was also evidence that conflict also beyond Earth and thus many humans believed humanity should be united, resulting in the formation of United Nations Government.

The humans eventually rebuilt the cruiser and renamed it SDF-1 Macross, but over the course of its reconstruction, many nations opposed the United Nations Government began fighting a series of wars known as the Unification Wars and after last of the Anti-U.N. Forces had surrendered, the intended launch for the Macross did not go a plan and instead a disastrous first contact with the Zentradi who were tracking the ship occurred, beginning Space War I.

The catastrophic conflict caused the loss of about three billion out of seven billion lives on Earth. Nevertheless, Humans eventually achieved peace, becoming a prominent civilization among the stars through aggressive emigration programs and mass cloning.

Humans in Macross are one of the products of the Protoculture's genetic engineering. After a holocaust that largely wiped out their creators, humanity was doomed to obscurity -- to float on some rock in a distant corner of space (Earth, if you've not caught on yet). This changed when a Supervision

Army gunboat crashed on the fledgling planet in 1999 A.D. After the brutal Unification Wars, humans were just about ready to take to space when they had their first real encounter with an alien race. In the subsequent war, which became known as Space War I, humanity was nearly wiped out.

Almost 40 years after this conflict, the remnants of humanity have taken to space and have flourished marvelously. Now largely working alongside their Zentradi cousins, humanity has colonized numerous worlds and even uncovered some relics of their ancient creators.

One of the most interesting tidbits is that given the scant number of survivors from Space War I (only a few hundred thousand), most of the human race that now exists is or is a descendant of a clone of one of the survivors of Space War I. Naturally, there has been cross-breeding with the Zentradi that have been enculturated into human society. Due to the nature of Zentradi DNA, half-breeds will exhibit predominant Zentradi traits, masking their human traits.

Pure humans are effectively the universe's all-rounders. Most start off with equal potential to excel in any given area should they apply themselves enough. Ultimately, the effort required tends to drive individuals into a single area of specialization with others serving as support (think a slightly more useful Swiss army knife).

**Mardook** (from Super Dimensional Fortress Macross II)



Type: Humanoid, Marduk Sapiens

Physical Traits: In appearance, the Marduk are a race of Microns that resemble humans. Their faces are often decorated with tattoos and markings.

Height: 5-7 ft

Weight: 80-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6 +2, PE: 3D6, PB: 3D6, MA: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 36%  
Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 10

Culture: Standard, diversified mix of kind and evil people. The Mardook are a people built on war and destruction. They refuse to "pollute" their civilization with what they deem to be "lower cultures". They have destroyed countless civilizations they have deemed unworthy to exist, using their Emulators to bolster the fighting spirit of their forces. Majority of their army is composed of enslaved Zentradi. They are led by Emperor Ingues, and the attack on Earth was spearheaded by scout fleet Commander Feff.

They see song as nothing more than a tool for war, employing Emulators such as Ishtar to further their culture of destruction. They are not immune to "culture shock" through other civilization's songs (such as the Minmay Attack), and are reliant on Emulators to inoculate their troops to fight to the point of going berserk in the battlefield.

Government: Military Dictatorship

Population: 1 billion

Home System:

Number of Stars: 1, Gilgamesh

Star Type: M

Planetoid Belts: 3

Inner Planets: 1

Middle Planets: 2, Marduk II is the home planet

## Outer Planets: 3

The Mardook (マルドゥーク Marudo~ūku), commonly known as Marduk, are a tribalistic, war-like civilization and the primary antagonists in Super Dimensional Fortress Macross II: Lovers Again.

The Marduk were a spacefaring alien civilization of Microns that engaged in a life of endless war. At some unknown point, they had managed to enslave the Zentraedi along with the Meltraedi through the use of the songs sung by their Emulator priestesses. According to legend, long ago there was the launch of a legendary vessel known as the Alus that was seen as a space craft that brought peace to others.

Under the leadership of Ingues, their armada went through space where they waged an endless series of war against other worlds. A legendary prophet of their people spoke of a prophecy where he foretold that a being from a blue world would bring an end to the Marduk reign of war through the Alus and usher in a new era of peace. As such, Ingues came to fear the threat posed to his rule by the Alus and this other peaceful culture.

In 2092, the Marduk armada arrived within the Earth solar system where they began to engage against the U.N. Spacy.

The Marduk invasion finally ended when the Emulator Ishtar back to sing a song of life to her people. When her people began to show reluctance in further attacks, Emperor Ingues began punishing his own forces. However, this simply ignited the fires of rebellion among his people who began actively

attacking their master. Ingues was destroyed on his fortress ship and the Marduk resolved to make a peaceful outcome to the war inspired by their Emperor. They then departed the Earth to live a life of peace in the stars.

Proud Marduk warriors know no other life than war and service to their Emperor with them only ending this duty at their death. Their discipline means that they expect to be punished with death for failure or disobeying commands. A failure for their warriors is daring to love above their station. Though much of their mecha are piloted by Zentrans, there are several that were made specifically for use by Marduk warriors.

A special priestess class among the Marduk consists solely of women and are known as Emulators. This group of Marduk priestesses sing special music that is amplified throughout the war fleets and send them into various stages of rage that enhance their performance against the enemy. The music influences the Zentraedi slave forces completely and controls their movements in battle such as through the Song of War.

The Song of Death sends Zentraedi pilots into suicidal attacks designed to cause catastrophic damage to enemy vessels. Emulators are only taught to use their songs for war and death with any other form of culture unknown to them. It is said that it is impossible to control Zentrans without the use of an Emulator with the Marduk struggling to control their slave soldiers violent instincts. Marduk Zentraedi have the means of locating the bio-signal of an Emulator with these female Marduk wearing

special tracking bracelets allowing them to be located.

Within their society, war dominates their civilization with them seeking to find and wage conflict other races that they seek to destroy. Without war, they believe that they have no purpose or history. They believe that peace can only be achieved by purging impure world's and dominating them with this being their divine destiny. Peace for their kind is said to be achieved only through their unmatched and absolute power. Without such a force, they believe that only confusion and disorder will reign unbridled across the universe.

According to their beliefs, no force in the universe can overpower them and therefore resisting their conquest is impossible. Marduk are taught never to smile or show happiness as such expressions of emotions meant that their enemies would win. Some among their kind believe that a life of such constant warfare demanded by their leader would lead to the eventual destruction of their people. Any such thoughts were seen as sedition with the leader of the Marduk showing no mercy as he had those that did not follow his commands being destroyed.

Punishment was made according to the dictates of their Marduk discipline. All those that had questioned their divine belief were met with their doom for believing in this heresy. Marduk have a low opinion of aliens and felt that they needed to purge themselves of such outside contamination.

Marduk are fluent in their own language and that of the Zentraedi.

Their vessels share a similar design aesthetic as those of Zentraedi ships though there were notable differences. However, such is the similarity that their foes mistook them for being transient Zentraedi. A number of larger Marduk ships were able to split open and fire large scale energy blasts that could annihilate enemy fleets, ships and fighters. They made use of a large variety of mecha for use in combat that could engage in space warfare or on a planetary surface.



**Meltrandi** (from every Macross)

Type: Humanoid, Meltrandis Sapiens

Physical Traits: In their natural state Meltrandi are giant sized

Giant Form

Height: 33' ft

Weight: 850 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6 +1, ME: 3D6 +1, PS: 3D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: 500 +D20

Micron Form

Height: 4-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6 +1, ME: 3D6 +1, PS: 3D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 19%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 500 years

Technology: 10

Culture: For millennia, both the Zentradi and their female counterparts were segregated, leading natural reproduction (the copulation between a male and female) to being impossible. To counter this, both sides were created via artificial means, specifically cloning. Automated outer space cloning facilities serve to produce millions more of these expendable giant alien soldiers. During the initial days of human-contact, members of the race were horrified and induced into a paralyzing culture-shock upon witnessing earthling males and

females showing physical affection (i.e kissing), deeming it a perversion.

Despite this, they are biologically similar with humans and are capable of producing hybrids. Ever since the end of the first space war, many Zentradi have swayed away from their society's strictly-imposed practice in favor of being miclone to live among the humans and interbreed among them as an attempt to strengthen peace.

Every aspect in the Zentradi culture and lifestyle is fanatically devoted to warfare. Every individual among both Zentran and Meltran sides exists for the sole purpose of serving in military operations of all ranks, leaving little room for any other role in life. In order to better maintain control of the Zentradi, the Protoculture trained them only in the limited mix of skills which were necessary for the soldier's particular role in the Zentradi military. It seems that only a few Zentradi were trained in the repair and maintenance of their equipment, and it was limited making them dependent on easily controlled supply stations and factory asteroids.

The Zentradi were forbidden culture by their creators, and were instilled with orders to never interfere with culture-bearing planets and civilizations, again apparently to suppress independent thought and keep an iron loyalty in all the Zentradi forces.

Zentran is their word for male and Meltran is their word for female. The term "Zentradi" would be analogous to how "mankind" is a synonym for "humanity". They also use the word

"Meltran" for females of the human species

"Miclone" is a Zentradi word often associated with humanoids similar in size to Earth human beings.

A very common expression among them to indicate surprise, joy or disgust is the word "Deculture", which can be heard uttered by many different Zentradi characters in several Macross series.

Government: Supreme leader dictator

Population: 3 billion

Home System:

Number of Stars: 1, Tir Centauri

Star Type: G

Planetoid Belts: 3

Inner Planets: 1

Middle Planets: 5, Zentra is the home planet

Outer Planets: 4

Meltlandi (メルトランドイ Merutorandi), also referred to as Meltran and Meltrandi, are female Zentradi created by the Protoculture. This concept was introduced in the film *The Super Dimension Fortress Macross: Do You Remember Love?* and was originally in the television series. They were also featured in the *Macross 7: Encore OVA*.

In the fictional Macross setting, Meltlandi or Meltlan is the term for female Zentradi, a giant humanoid alien warrior race segregated by gender.

In the first Macross T.V. animated series, the female Zentradi collaborated with the male Zentradi in Space War I against the Humans, but the two genders were segregated into separate fleets to prevent direct interaction. The segregated fleets shared the same ship types (with different color schemes), but employed different armor and vehicle complements. Neither the word "Meltlandi" nor any derivative was coined or used in this series.

Macross: Do You Remember Love? reimagined the female Zentradi as their own faction fighting against the male Zentradi for millennia. The movie also introduced the term "Meltlan" as the term for "female" in the Zentradi language (a language created for the movie). The corresponding term in the Zentradi language for "male" is "Zentran". The later series Macross 7, incorporated the term "Meltlan" in its dialogue to refer to female Zentradi. The liner notes for the series explained the term was popularized among Humans by a 2031 movie depicting Space War I.

Probably the best known female Zentradi is Milia Fallyna Jenius, the most renowned Zentradi pilot that the humans have encountered. The spelling and pronunciation of these terms is difficult to interpret, as the Japanese language uses a series of characters that split the difference, phonetically, between the English letters "L" and "R", and thus can be transliterated as either.

In the American adaptation of the series known as Robotech the Zentraedi were originally a genetically engineered race of giant clones that served the people of the habitable moon Tirol from their inhospitable mother planet Fantoma. In

time, the ruling leasers of Tirol became the Robotech Masters, and the Zentraedi were transformed from miners to soldiers for the Masters' galactic empire.

The traits and behaviors of the Robotech Zentraedi are substantially the same as those of their Macross counterparts. However, although segregation by gender remains a central premise, the word "Zentraedi" refers equally to males and females in Robotech, with no use of the word "Meltrandi" occurring.

**Protodeviln** (from Macross 7)

Type: Resonate, Protodeviln Sapiens

**Physical Traits:** Protodevilns are made up out of almost pure energy. Though some appear humanoid (through possessing the body of other humanoid beings), and some bear resemblance of vampire-like elves, most are gigantic creatures with few human features, resembling devils.

They have the ability to possess other sentient beings, bending their bodies to their will. This becomes a significant issue during their assault on the Macross 7 fleet. Victims must save vs psi or be possessed.

They are sensitive to spiritia energy, and would often weaken from sustained attack by sound energy derived from singing.

Some Protodeviln also have the ability to turn into pure forms of energy, destroying anything and everything in

their path. The lucky few that are drained of their spiritia could be treated by listening to music from Fire Bomber.

Height: Variable

Weight: Variable

Mobility: Levitation

Sensory Organs: Energy

Communication: Vocal

Reproduction: Combustion

IQ: 4D6, ME: 4D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20

Feeding Habits: Stellar energy

Lifespan: Unknown, possibly millions of years

Technology: 12

Culture: Standard, diversified mix of kind and evil people.

Government: None

Population: Now 3

Home System:  
Unknown

Hundreds of thousands of years ago, the Stellar Republic of the humanoid alien race known as the Protoculture controlled much of the Milky Way galaxy. They genetically created giant humanoid warriors known as the Zentradi and manipulated Earth's native life to shape the evolution of what would become humanity. However, internal

divisions and conflicts within the Stellar Republic led to a project to create a race of even more advanced Zentradi to fight the ongoing wars. These beings, dubbed the Evil (pronounced "eh-vil") series of warriors, were initially unsuccessful due to their high energy requirements; nevertheless, the project was reopened upon the discovery of a sub-universe containing abundant energy. However, experiments to develop organs capable of utilizing this energy inadvertently allowed non-corporeal beings within that sub-universe to cross into our own universe. These beings possessed the Evil entities, and used them to wreak immense havoc. The Protoculture called these beings in their new form the Protodeviln.

The Protodeviln realized they could not remain in our universe indefinitely, as they required an energy called spiritia to remain active. However, they quickly learned that Protoculture, Zentradi and other humanoids generated this energy, and began conquering large portions of the Galaxy, feeding on spiritia wherever they went, and brainwashing captured humanoids into a massive fighting force, the Supervision Army.

The Protodeviln drained so much spiritia from the Galaxy that they almost created a Spiritia Black Hole, into which the spiritia of all forms of life would be drawn inexorably, turning the cosmos into a lifeless void. However, before this could happen they were defeated and driven back by a special group of Protoculture people, the Anima Spiritia, possessed of a form of spiritia too pure for the Protodeviln to absorb.

Overwhelmed and immobilized, the alien creatures were imprisoned within

massive crystals in caves beneath the surface of an ice planet. Wary of the return of their fearsome enemies, the now almost extinct Protoculture left information—for those who could find it—of the Protodeviln and how they were defeated.

500,000 years later in the year 2025, the Megaroad-13 colonization fleet discovered an inhabitable planet and named its star system Varauta. Later in 2043 a U.N. Spacy research fleet launched an expedition to the icy fourth planet in the system and discovered a mysterious energy field and alien ruins beneath the surface. Entering a cave, the expedition encountered the source: the crystal prisons of the Protodeviln, brought back to consciousness by the arrival of fresh spiritia.

High-ranking Protodeviln awakened and remotely possessed two of the expedition officers while brainwashing the rest into a new Supervision Army called the Varauta Army. After capturing the Megaroad-13 (and modifying their ships and mecha to better serve their purposes) the next target of the Protodeviln and their new Varauta army became the approaching colonization fleets, Macross 5 and Macross 7.

The Varauta initial attacks on the Macross 5 and 7 fleets escalated into a new armed conflict known as the Protodeviln War (2045-2046), which caused heavy casualties on both the Varauta and the U.N. Spacy sides. These included part of the Varauta army, some of the Protodeviln, the whole Macross 5 defense fleet and part of the Macross 7 defense fleet. Survivors from Macross 5 were imprisoned and used as living

batteries. After nearly an entire year of battles the war between the Macross 7 fleet and the Varauta army finally concludes thanks to the efforts of musician Basara Nekki and his band Fire Bomber, who were discovered to be the new Anima Spiritia and the only force capable of effectively stopping the Protodeviln attacks.

In the end the Protodeviln evolve into a Spiritia self-regenerating race with Basara Nekki's singing as the catalyst. Eventually the surviving Protodeviln leave to travel across the universe, now fully capable of producing Spiritia by themselves and with no need to absorb it from Humans or Zentradi anymore.

Only three of the Protodeviln survived the war, after evolving the ability to generate their own energy, and left the galaxy entirely after freeing their slave army.

The Zentradi fear the Protodeviln, and would often go berserk while near certain creatures of their species.

Protodeviln were created in three different sizes. Minor Protodeviln are 5 to 10 feet (1.5 to 3 meters) tall and are "designed" more for infiltration and reconnaissance than raw combat, though they are still immensely powerful beings and should be treated with extreme caution.

Major Protodeviln range in size from 300 to 600 feet (94 to 188 meters) tall and are designed for heavy combat against fleets of warships. Interestingly enough, many of these protodeviln are not highly intelligent and tend not to act without orders from Gepernich. Master Protodeviln, such as Gepernich, are

"superweapons" that can be miles long in size. These creatures are frightfully powerful and are said to be able to destroy multiple star systems. Furthermore, they are immensely intelligent which makes them even more dangerous opponents. Fortunately records seem to indicate that Gepernich was the only master protodeviln ever created (although one can never be sure).

**Ragnan** (from Macross Delta)

Type: Humanoid, Ragnas Sapiens,

Physical Traits: Ragnans (ラグナ人 Raguna-jin) are natives of the planet Ragna. They are amphibious humanoids, roughly as agile as humans on land (where they spend most of the time), but they can move quicker and breathe underwater. Their main distinguishing features compared to humans are the gills that run along their necks near the shoulders, fins that extend from about the elbows and webbed digits.

They are one of the Children of Protoculture.

Height: 5-7 ft

Weight: 50-210 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 91%

Gravity: 100%

Feeding Habits: Omnivore. The typical Ragnan diet consists of other sea creatures. Their main staple is the jellyfish, which also serves as a cultural symbol. Certain Ragnan delicacies may not look appetizing for some, but many have taken a liking to them.

Lifespan: 180 years

Technology: 6

Culture: Standard, diversified mix of kind and evil people. Though now used to being on land, the Ragnans still have an intimate connection to the sea. As a result, majority of them now reside in houseboats, turning them into a seafaring people.

A lot of Ragnans make their living as merchants, evident from the large number of market streets around the city. Their wares range from food to electronics and even extends to novelty items like "Ragnan Fins" which are advertised to turn anyone into a Ragnan.

They take pride in their culture and exhibitions for certain practices like folk dances are held publicly on a regular basis. One notable traditional Ragnan celebration in particular is the Jellyfish Festival. This event is held during the

first full moon in September when jellyfish come to the surface to lay eggs. It is said that a couple that confesses their love to each other underneath the floating jellyfish swarm will stay together for life.

life with humans, Zentradi and other races that were part of the fleet.

In death, a miniature ship is made for the soul of the person to ride on. The loved ones of the departed drink and reminisce on a nearby coast, later sending off the soul to sea with farewells. Once relieved of sin and pain, the soul is believed to be reborn as a jellyfish.

Government: Council

Population: 6,692,030,277

Home System:

Number of Stars: 1, Sol

Star Type: G

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2, Earth is the home planet

Outer Planets: 4

Prior to colonization, the Planet Ragna seemed to have little to no landmasses, so the Ragnans were mostly seabound along with other indigenous creatures around them.

After the arrival of Island Jackpot Emigration craft, the planet underwent several changes, especially in topography. It is unclear whether or not there were any disagreements or conflicts in between, but by 2067, the Ragnans have become accustomed to



## Vajra (from Macross Frontier)



Type: Biomechanical Insectoid, Vajris Sapiens

**Physical Traits:** The whole species has shared consciousness utilizing bio fold waves. The formed network allows instant communication among all vajra interstellar distances, if not the whole race. Because of this, they don't possess a chain of command, but instead rely on specialized breeds of vajra called Queens and Semi-Queens to uphold this network.

Those huge specimens function as hubs for the fold wave communication as well as the main means of creating additional drones. The main difference between these two states is size: while Semi-Queens are spaceborne within their 20 kilometer long motherships, Queens dwell on suitable planets and can reach several hundred kilometers.

Nests operate in larger engagements with the use of biological drones, that are connected to their hive with the bio fold waves the species uses to communicate. Because of this, their efficiency increases rapidly based on death or survival of units in battle,

allowing the Hive to quickly adapt to threats and tactics encountered.

The Vajra lack the ability to communicate with other intelligent organisms directly and have attempted to solve this problem by infecting other organisms with the V-Type Virus. Unfortunately, the V-Type infection is fatal to most organisms if it reaches the brain, but one such attempt succeeded when Ranka Lee was infected by the V-Type virus in utero, allowing Ranka to communicate with the Vajra via singing while the V-Type virus remained harmlessly localized in her abdomen.

The Vajra are bio-mechanical in nature and the large red Vajra units possess many advanced capabilities such as nearly impervious energy converting armor, the ability to space fold and a powerful anti-ship beam weapon. Individual Vajra operate with very little brain matter and as a species the Vajra seem to operate via a collective consciousness.

The Vajra as a race have appeared in seven different forms during the events of the Vajra War. The Vajra have appeared as Larvae, Flyers, Walker, Small-Size, Large-Size, Semi-Queen and Queen. While some forms of Vajra eventually grow into others (such as Larvae into Flyers) it is unknown whether or not all Vajra Larvae have the potential to grow into Large Vajra (Red) or Queens.

**Height:** The Vajras come in several specific types which have been given identifying names by the human military forces (UN Spacy). The smallest are the soldier-type Vajra which can be anywhere from 15 meters long or 30

meters tall at the low end to 150 meters long at the high end. The capital ship-type Vajra range in size from a few 100 meters long to 20 kilometers in height for the fortress ship type.

Weight: 1-500 tons

Mobility: Legs

Sensory Organs: Visual

Communication: Telepathy

Reproduction: The Vajra mate by transmitting a song called Aimo when they encounter Vajra from other galaxies. The lifecycle of these drones is multi-staged, containing an egg, larvae, cocoon and drone phase.

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: at least Mach 1+, HPs: 500+

Feeding Habits: Omnivore

Lifespan: 2000 years

Technology: 12

Culture: Standard, diversified mix of kind and evil people.

Government: Monarch queen

Population: 4 billion

Home System:

Unknown

The Vajra are an extraterrestrial life-form that was first encountered in 2040. Since 2048 sporadic incidents of fleets being attacked by Vajra have been recorded in areas close to the core of the Milky way,

and in the March of 2059 the Macross Frontier fleet was engaged in a war-like state with a hive.

The Vajra are an ancient race of bio-mechanical insectoids, which have been in the Milky Way galaxy for 100s of thousands of years, perhaps millions. Incredibly powerful, adaptable, and numerous they have been held in awe and fear by other sentients, even being deified by a legendary and now extinct galactic wide humanoid civilization.

It is never discovered where the Vajra originated, but they are present not only in the Milky Way galaxy but in other galaxies too. When the first humanoid (Protoculture) galactic power arose and encountered the Vajra over a 100,000 years ago, they came to revere the Vajra and attempted to emulate their abilities via technology with varying degrees of success. Since the Vajra communicate via foldspace, other sentient species in the galaxy have had little to no success in communicating with the Vajra.

The first encounter between the Vajra and humans was in 2040 AD, near the galactic core. A Research fleet sent to study the Vajra in 2048 AD captured a Vajra and studied it in secret, with one of the scientists trying to use foldspace to control both Vajra and humans as part of the Cybernetics Conspiracy. The fleet was then destroyed by the Vajra.

In 2059 AD, the Macross Frontier Fleet encountered the Vajra and full blown war occurred between the two forces. Shortly after the Macross Galaxy Fleet was also attacked by the Vajra. After much devastation and bloodshed, the scientist who was part of the Cybernetics Conspiracy (Grace O'Connor) and the

woman (Ranka Lee) who unknowingly brought the Vajra to attack the Research Fleet via her song ended up at the Vajra homeworld in the galactic core.

Grace O'Connor managed to seize control of the Vajra foldspace communication network and command the Vajra to destroy the approaching Macross Frontier Fleet. Ranka Lee managed to break away from her control, and gets the Vajra to join forces with the Macross Frontier Fleet.

The reason why Vajra attacked and react to Ranka's singing was that Vajras, being superorganisms, did not understand the concept of individual organism called humans, due to Ranka, one of the extremely few humans who can interact with Vajras using Foldspace wave, living in human society. In their point of view Ranka was their brethren and they mistakenly thought Ranka was captured by and was being held against her will by humans, so Vajras attacked in their attempt to save Ranka from humans.

This misunderstanding is finally cleared through Sheryl Nome who, through using her Foldspace wave, tells the Vajras that humans are separate beings with independent minds and can only understand through direct interaction. With Sheryl's persuasion the Vajras sided with humanity.

Due to the fact that the Vajra are in constant foldspace communication, they are able to quickly adapt to changing conditions in battle. Improved Vajra soon appear via either newborn evolved Vajra, metamorphosis of current Vajra, or both.

Vajra have formidable energy converting armour. Half the damage from any

energy attack will be dissipated by the armour.

Their most powerful ships, the Knight-class Carrier Vajra and the Bishop-class Mobile Fortress Vajra have quantum beam cannons as powerful as the Macross cannon and therefore able to devastate whole fleets in a single attack.

**Voldorian** (from Macross Delta)

Type: Feline Humanoid, Voldoris Sapiens

Physical Traits: Voldorians have an appearance largely similar to humans with the exception that they do possess feline ears, tails and also their fingernails are hardened into sharp claws that can be used both for defense and also for more constructive purposes. They are one of the Children of Protoculture.

Height: 5-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6 +2, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D6

Orbit/Climate: 1 AU. Very stable, circular orbit, stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 62%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 6

Culture: Standard, diversified mix of kind and evil people. Much like Ragnans, Voldorians are an affable people that have a more tribal culture. Nearly all Voldorians sport tribal paint markings on their faces and their cities are fairly small with their home world's primary exports being water, lumber and apples. Voldorians are no pacifists, however, and since joining the New UN government a fair number have joined the ranks of the NUNS and even become distinguished soldiers, a career which is certainly well suited to their agility, heightened senses, and inbuilt weapons.

Government: Democracy

Population: 116 million

Home System:

Number of Stars: 1, Vol

Star Type: B

Planetoid Belts: 2

Inner Planets: 4

Middle Planets: 3, Voldor is the home planet

Outer Planets: 0

## Windermerean (from Macross Delta)



Type: Humanoid, Windermereans Sapiens

**Physical Traits:** At a glance they could pass for completely human, however they do bear one difference in outward appearance. Windmerians possess prehensile extensions on their hair called "runes". Males possess two, typically framing their face, the end of the extensions shaped as a star. Female Windmerians meanwhile have a single heart-shaped rune that is normally about the forehead. A Windmerian's rune can flash different colors and glow brightly depending on their mood, although most adults are expected to control this behavior.

Another notable trait is Windmerians naturally possess an exceptionally high number of Fold Receptors, enabling their singers to produce a very high amount of Fold Waves (previously dubbed Sound Energy by Dr. Chiba). This trait also

allows them to "see" the "wind" about them, likely perceiving changes in fold waves.

They are most known for their Runes which look like a part of their hair just with a different colour. They have several shapes and colour depending on the person, and a person can have either 1 or 2 of these. Their runes are something like a "nerve" because it has a lot of roles. It can shine different colours depending on the person moods, so it's like a person showing expressions. People are able to control their runes when they get older so it doesn't constantly show their emotions. Runes are also Receptors which is why Windermereans can't become infected with Var.

Their Runes are also a direct antenna into their minds and thoughts which is why they react strongly if someone touches it. Windermereans don't let each others Runes touch unless the person is really close to them because it connects their emotion and "current" thoughts. When a Windemerean dies their Rune "runs out" meaning it loses it's colour and shine. No matter how amazing their Rune's power actually is the price for using it is their own life-force.

Height: 4-6 ft

Weight: 50-200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 71%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Windermereans have a short  
lifespan, with an average of 30 years  
though they have extreme physical  
abilities in exchange. They also age  
rapidly after reaching "adulthood".  
Instead of the normal wrinkles they get  
white spots on their skin as they age.  
Though Wind Singers who use their  
powers lose half of their life span.  
Because their lifespan is so short their  
normal marriage age starts around the  
age of 13+.

Technology: 6

Culture: Standard, diversified mix of  
kind and evil people. Windmerian  
society centers around a monarchy that  
is generally adored by the populace. The  
elite guard of this monarchy being the  
Aerial Knights. Currently Windermere is  
embroiled in a civil war on their own  
planet as they attempt to excise the New  
UN Government from their territory. As  
a result it is exceedingly rare to see any  
Windmerians away from their native  
soil.

Government: Monarchy. The governing  
body of the system is the Windermere  
Kingdom, which is ruled by King  
Gramia Nerich Windermere and Prince  
Heinz Nehrich Windermere.

Population: 872 million

Home System:

Number of Stars: 1, Winder Centauri

Star Type: O

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 5, Windermere IV is the  
home planet

Outer Planets: 1

Like humankind and the Zentradi,  
Windermereans are descendants of  
Protoculture, and hence known as the  
Children of Protoculture. They see  
themselves as being the closest to  
Protoculture.

They have a strong belief in what they  
call the "wind" which is like a flow of  
energy more than actual wind. Every  
few centuries a "Wind Singer" is born  
who is seen as having the strongest  
connection to Protoculture. These are  
also gifted with more power compared to  
the average Windemerean. In their  
original belief the Protoculture left  
behind a "Star singer" which was a  
priestess that then later passed down her  
powers to those who are now called  
"wind Singers".

**Zentraedi** (from every Macross)

Physical Traits: In their natural state Meltrandi are giant sized

Giant Form

Height: 33' ft

Weight: 850 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual. Originally Zentraedi did not reproduce sexually; in

fact, the very idea and display of males and females together in any intimate manner tends to give rise to extreme fear and confusion in Zentraedi that has not encountered human culture before. Until about 2010 all Zentraedi came exclusively from cloning matrixes.

IQ: 3D6 +1, ME: 3D6 +1, PS: 3D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: 500 +D20

Micron Form

Height: 4-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6 +1, ME: 3D6 +1, PS: 3D6, PP: 4D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 19%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 500 years

Technology: 10

Culture: For millennia, both the Zentradi and their female counterparts were segregated, leading natural reproduction (the copulation between a male and female) to being impossible. To counter this, both sides were created via artificial means, specifically cloning. Automated outer space cloning facilities serve to produce millions more of these expendable giant alien soldiers.

During the initial days of human-contact, members of the race were horrified and induced into a paralyzing culture-shock upon witnessing earthling males and females showing physical affection (i.e kissing), deeming it a perversion.

Despite this, they are biologically similar with humans and are capable of producing hybrids. Ever since the end of the first space war, many Zentradi have swayed away from their society's strictly-imposed practice in favor of being miclone to live among the humans and interbreed among them as an attempt to strengthen peace.

Every aspect in the Zentradi culture and lifestyle is fanatically devoted to warfare. Every individual among both Zentran and Meltran sides exists for the sole purpose of serving in military operations of all ranks, leaving little room for any other role in life.

In order to better maintain control of the Zentradi, the Protoculture trained them only in the limited mix of skills which were necessary for the soldier's particular role in the Zentradi military. It seems that only a few Zentradi were trained in the repair and maintenance of their equipment, and it was limited making them dependent on easily

controlled supply stations and factory asteroids.

The Zentradi were forbidden culture by their creators, and were instilled with orders to never interfere with culture-bearing planets and civilizations, again apparently to suppress independent thought and keep an iron loyalty in all the Zentradi forces.

Zentran is their word for male and Meltran is their word for female. The term "Zentradi" would be analogous to how "mankind" is a synonym for "humanity". They also use the word "Meltran" for females of the human species

"Miclone" is a Zentradi word often associated with humanoids similar in size to Earth human beings.

A very common expression among them to indicate surprise, joy or disgust is the word "Deculture", which can be heard uttered by many different Zentradi characters in several Macross series.

Government: Supreme leader dictator

Population: 3 billion

Home System:

Number of Stars: 1, Tir Centauri

Star Type: G

Planetoid Belts: 3

Inner Planets: 1

Middle Planets: 5, Zentra is the home planet

Outer Planets: 4



The Zentradi are a race of genetically engineered giants. First created over a hundred thousand years ago by the Protoculture for the sake of carrying out proxy warfare during a civil War. They range from around 9 meters tall (most Meltrans) to nearly 14 meters (Commanders). Almost genetically identical to humans, Zentradi are also the term for the males of the species, while female Zentradi are called Meltrans. Originally the two never occupied the same space. Both male and female warriors were created and kept separate so as to foster different fighting styles.

Nearly all original Zentradi are warriors, bred for combat and largely unable to even repair their own equipment which forces them to rely on automated repair systems.

The only known exception to this are Zentradi advisers, specially bred Zentrans and Meltrans who sacrifice raw physical power in favor of vastly expanded intelligence. Advisers are effectively walking archives, carrying a large amount of information with them, including ancient Zentradi lore. As they were bred to be warriors, Zentradi have a very potent fighting instinct that makes them generally predisposed towards violence.

Along with seeing men and women together, Zentradi are also susceptible to another form of culture shock: music. Zentradi with no prior contact to such things will find themselves thrown into a state of confusion (and occasionally fanboy/fangirl squealing) when they are exposed to music. In the aftermath of Space War I, almost all known Zentradi have integrated into human society

(much thanks to the marriage of Millia and Max Jenius). Through a process known as Miclonization, Zentradi are able to reduce themselves to human size. Because of this, they have become very much like their human counterparts.

The only things that visibly set Zentradi apart from humans at this level are skin and hair pigmentation, which can be quite different, as well as possessing pointed ears and slightly more pronounced canines. Even stranger, some Zentradi can develop hair that moves almost akin to antennae, making them extremely emotive at times. It isn't unheard of for a Zentradi to have blue or green tinted skin or neon pink hair, however there are some with very normal skin and hair tones as well. The other things that separate Zentradi from humans is they still possess their fighting instinct and increased physical prowess.

Most advisory Zentradi meanwhile seem to prefer to remain full sized to preserve their disproportionately enlarged brains. Miclone Zentradi are also capable to reverse the process and return to their original size. This process can be completed within a few minutes with the proper equipment, though it should be noted that sometimes genetic defects can cause some odd side effects - such as the Zentradi's body being at differing levels of maturity, depending on whether in their Micron (human) or Macron (giant) forms.

Zentradi are fully capable of reproducing with humans due to their nearly identical genes and despite the vastly different phenotypes that develop as a result. The Zentradi (ゼントラーディ人 Zentorādi-jin, lit. Zentradi People) (sometimes spelled "Zentraedi"),

referred to as Zentrans are a species and faction of giant humanoid warriors introduced in the Super Dimension Fortress Macross television series and The Super Dimension Fortress Macross: Do You Remember Love? movie where they were depicted as the main antagonists.

The Zentradi are a militaristic race of gigantic humanoid aliens and the main antagonists of Super Dimensional Fortress Macross.

The Zentradi began as a race genetically engineered by the first civilization of the galaxy, known as the "Protoculture". The males of Zentradi were kept segregated from the females (called Meltrandi). With the Zentradi at their command, the Protoculture were able to vastly spread their civilization across the universe. However, they eventually entered a war with the Protodevils, which left their civilization in ruins.

After the war, the Zentradi, following their original directive, pursued a campaign of destructive and conquest across the universe, seeking to eliminate all civilizations which had harnessed protoculture. They eventually came to Earth, whose inhabitants had come into possession of an ancient protoculture ship, the SDF-1 Macross. A fleet commanded by Vrlitwhai Kridanik led an attack on Earth to wipe out humanity and claim the ship for the Zentradi, but the ship crew were able to take off and leap several light years away from Earth, leading Vrlitwhai's fleet to turn away from Earth and chase after them.

However, after being exposed to the culture of humanity and the prospect of a society that wasn't entirely dominated by

the military, many Zentradi began to defect and aid the crew of the Macross in fighting against their own kind. Soon, even some Zentradi leaders such as Vrlitwhai and Exsedol Folmo defected over to humanity and gave up their original mission.

In response, the Zentradi's Supreme Commander, Golg Boddole Zer, led his main fleet to do away with the traitors and to nuclear bombard Earth to eradicate its influence on the Zentradi. Golg's fleet succeeded in bombarding Earth, but they were soon payed back by Captain Bruno J. Global and the crew of the Macross, who used audio of pop star Lynn Minmay singing to cause disorder within the Zentradi ranks before blowing up Golg's flagship with the Macross' missile arsenal.

After the war ended, numerous Zentradi stayed with the surviving humans to assist them in rebuilding their home planet while others chose to reject human culture and joined up with the remnant group led by Quamzin Kravshera to carry on the fight.

**Zolan** (from Macross 7)

Type: Humanoid Marsupial, Zolas Sapiens

**Physical Traits:** While they are humanoid, Zolans are actually marsupials and genetically incompatible with humans. Zolans possess elongated and pointed ears and a two-tone hair color with their bangs being a totally different (and usually much brighter) color than the rest of their hair. As well, male Zolans have large patches of hair/fur that run along their forearms and covers the back of their hands. Female Zolans have a pouch located on the belly, used to carry around young.

Every Zolan has a two foot long, furry, tan-colored snake with them. These snakes possess three eyes, two on the side with the third in the center of the forehead. While no obvious words are exchanged outside of a few mewling

sounds, Zolans do seem to be able to understand what these snakes are saying.

Height: 4-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 57%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 6. Most of the world is post-industrial era, the exception being a local UN Spacy base with Overt technology level tech. This has given some Zolans the impression of being neglected or shunned by their newfound allies. Still, some have found their way into space and subsequently onto colony fleets.

Culture: Standard, diversified mix of kind and evil people.

Government: Democracy

Population: 271 million

Home System:

Number of Stars: 1, Zol

Star Type: K

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 5, Zola is the home planet

Outer Planets: 5

Zolans are the native residents of the planet Zola, which is a planet very recently discovered by the UN Spacy's deep space expeditions. Like humans and Zentradi, Zolans are another race engineered by the Protoculture.

As a relatively newly discovered and out of the way world, Zola tends to receive very little notice from the UN Spacy.

## Robotech Sentinels Universe

Robotech II: The Sentinels was an attempt by Harmony Gold USA to continue the original 1985 Robotech television series. Only three episodes were ultimately animated before the project was canceled in 1986, and a feature-length film was released from footage taken from the completed episodes. The aborted 65-episode Sentinels series would have followed the ongoing adventures of Rick Hunter and Lisa Hayes and the rest of the Robotech Expeditionary Force (REF) during the events of The Robotech Masters and The New Generation series.

The feature-length pilot is composed of the first three (and only) episodes that were produced for the series. It introduces the SDF-3, along with its crew, and gives an overview of their new mission. The title refers to the Sentinels, an alien resistance movement encountered by the Robotech Expeditionary Force (REF) that consists of races subjugated by the Robotech Masters or the Invid. The significant events in the film include Lynn Minmei making peace with Admiral Lisa Hayes well enough to sing at her wedding to Major General Rick Hunter and the Invid's brutal invasion of the Robotech Masters homeworld of Tirol.

Being a sequel/spinoff to the combined series, The Sentinels featured characters from all three Robotech sagas, including Rick Hunter, Lisa Hayes (later Lisa Hayes-Hunter), Max Sterling, Miriya Parina Sterling, Exedore and Breetai from The Macross Saga, Dana Sterling, Bowie Grant, and a couple of their superiors from Masters, in addition to

Jonathan Wolff and the Invid Regis of The New Generation (Scott Bernard was also planned, though never appeared in the confines of the feature). Among the newly created characters were young cadet rivals Jack Baker and Karen Penn, whose early love-hate relationship mirrored Rick and Lisa's; Vince Grant, brother of Claudia Grant, and father of Bowie Grant; and the Invid Regent, the villainous leader of the Invid. Dr. Emil Lang, a supporting character in the Macross Saga, would return as a main character. The story also introduces a human adversary in the form of T. R. Edwards, who was first introduced in Comico's *Robotech: The Graphic Novel*.

The Pioneer Expedition was a mission to confront alien forces in space to prevent interplanetary war on Earth. It took place concurrently with the 2nd and 3rd Robotech wars. The expedition was led by Lisa Hayes aboard the SDF-3, which was launched in 2022 in search of the Robotech Masters. The mission soon became preoccupied with the liberation of worlds under the control of the Invid Regent. In June 2030, the final battle of the Second Robotech War caused a release of the spores of the Invid flower of life across Earth, which soon attracted the Invid. In 2031, the Invid, under the control of the Regis, invaded Earth.

The United Earth Forces (including the elite Army of the Southern Cross) had been severely weakened by the Second Robotech War and were only able to offer limited resistance. In less than a week, the Invid seized control of the planet and began utilizing the human population for slave labour and scientific experiments. In 2038 and 2042, the REF sent the 10th and 21st Mars divisions to try to retake the planet, but both ended in

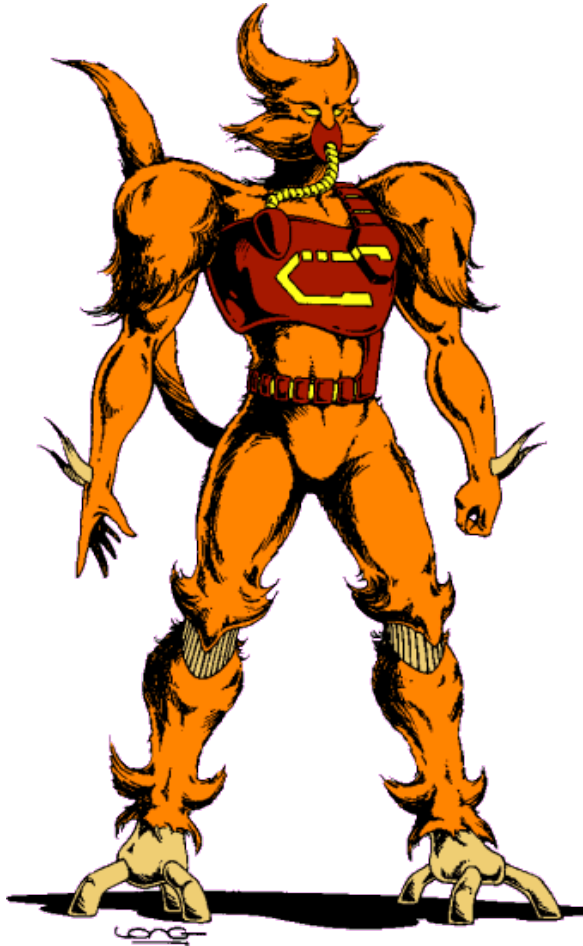
complete failure. It was only with the third attempt in 2044, which involved all available REF forces (now equipped with new technology known as new Reflex Weapons and Shadow Techno Fighters obtained from the Haydonites) that the Invid were dislodged from Earth.

Unless otherwise stated all the material presented here comes from the *Robotech Sentinels Galaxy Guide*.

### The Species:

Garudan  
Haydonite  
Karbarran  
Perytonian  
Praxian  
Spherisian

## Garudan



Type: Humanoid, Garudas Sapiens,

**Physical Traits:** Garudans themselves, while similar to a bipedal Terran fox in outward appearance, seem to have more in common with the Terran arboreal squirrel; the lean fore-arms and curved claws, the strong but nimble legs, the clawed feet and the ability to bend in almost impossible directions, have all made the Garudan the undisputed ruler of the forests. While there still are predators that endanger individual Garudans (much like crocodiles, sharks and other predators do Man on Earth), the mastery of the planet belongs to one species alone.

All Garudans have psionic abilities. Their ISP increases at a rate of 10

per level. Garudan males have no psionic attacks. Their psi-abilities fall into the category of psychic sensitive: power that instills an unnatural awareness and sensitivity about their environment and the beings around them. The female Garudans possess completely different psionic powers. Powers that can be used as a means of attack and manipulation. Fortunately, most Garudans are normally passive and make it a policy to not use their powers against friends and allies.

### Male Psi Powers

Clairvoyance - Cost: 10 ISP

Mind Block - Cost: 4 ISP

Presence Sense - Cost: 5 ISP

Sixth Sense - Cost: 2 ISP

Speed Reading - Cost: 5 ISP

### Female Psi Powers

Empathic Transmission - Cost: 8 ISP

Mind Bolt - Cost: 4 or 30 ISP

See the Invisible - Cost: 4 ISP

Suggestion - Cost: 4 ISP

Height: 5-7 ft

Weight: 50-210 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6 +3, ME: 3D6 +3, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D4, ISP: ME x2 +D8

Orbit/Climate: 8.5 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 48%

Gravity: 103%

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 9. It is interesting to note that although industrialization has taken its toll here as on most other planets, much of its physical impact was softened by the Garudan's choice of location for their industrial complexes - almost all were built in the deserts or in mountainous terrains - and the fact that Garudan housing is built to blend into the forests' canopy.

The only city not built along these lines is Garuda's only planetary space-port, Brophen, on Rashif. Only one spaceport is maintained on-planet as most of Garuda's interplanetary transactions take place in orbital stations, away from Garuda's anomalous atmosphere.

Culture: Standard, diversified mix of kind and evil people. Garudans live their lives in adobe brick houses, life is peaceful, when not hunting, spent mostly in meditation or discussion. When a problem is brought before the tribe, the Tribal Shaman (usually an experienced warrior or even a rare Psi-Master) will borrow energy from the tribe to enhance his (the Shaman must be a man) powers of Clairvoyance, in order to aide the tribe in it's strife.

When a Garudan Male wishes to court a female as his mate, sometimes another Garudan has his eyes on the woman. For some reason this instills a great sense of aggression among the normally passive creatures. A duel of wills is arranged, and a religious circle of supposed power is drawn in the center of the village, the two males step in, sit down, and enter a meditative state. This is one of the few times normal males are able to let their Astral Persona's leave their bodies. Both astral bodies fight collide in an amazing display of mental endurance and prowess.

Very few of these duels last to the death, the Shaman normally will end the fight and declare the winner, but some have gone to a point where the Astral Spirit is killed, leaving the body to waste away. The body of the one killed is respected and buried with great honor to his lost spirit. The winner receives his mate, and usually high respect among the tribe.

Garudan beliefs follow much like those of Buddhist monks. They feel that through meditation and contemplation, that a oneness with everything around them will be achieved. The populace believe it is the Psi-Masters who have reached this oneness, but the Psi-Masters themselves still strive for mental perfection, disproving this train of thought.

However some very secluded tribes have Polytheistic beliefs. Others claim that their shaman has reached true enlightenment, but the Shaman will always deny this, either because it is not true, or maybe he's modest (as Garudan's usually are), no one can be sure.

Garudans believe that nothing is more important than a good education, or else how can one learn to be one with all around them? However the Tribal Society and general attitude of doing things (slow and easy) kind of prevents a general education system. Elders & Parents are wise to pass on all they can to their children though.

Government: Council

Population: 726 million

Home System:

Number of Stars: 1, Rhestad

Star Type: G

Planetoid Belts: 3

Inner Planets: 4

Middle Planets: 6, Garuda is the home planet

Outer Planets: 5

The following was originally written by Aubry Thonon, Peter Walker, Pieter Thomassen, and Robert Morgenstern.

About 2 million years ago, the first animal directly recognizable as the Garudan's distant ancestor appeared in the forests of Amphur, Garuda's largest continent. Following a somewhat hesitant evolutionary path (one branch of which is the burly Gtan, the 'Great Ape' of Garuda), Garudans first attained the point of industrialization by 11240 BC.

In 10122 BC, a bio-chemical agent was released into Garuda's atmosphere. Although records of the time were mostly destroyed in the chaos following,

it seems certain that the agent escaped from a military installation - Garudans, like Humans, flirted with bio-weapons as a means of warfare. But here Earth escaped these troubled times almost untouched, Garuda fell. Over the next few days the agent covered the entire Biosphere, causing untold damage. The primary aim of the agent was to produce a toxin which disrupts the higher centers of Garudan brain-activity, causing the host to experience hallucinations, loss of co-ordination and, eventually, brain-death. Much of Garuda's wildlife was left unaffected, although the Gtan - to this day - seem to suffer from a severely short attention-span. This event was to be later known as The Chaos.

As with every pandemic, there were those whose bodies resisted the toxin. But this immunity did not seem to be dominant in the genetic makeup of the Garudans. Almost 80% of Garuda's population died within a few months of the agent's release. Of subsequent births, only 11% lived beyond the first few days. Given time and a stable biosphere, Garudans might have had a chance to adapt to their new environment... but with the rapid mutation and development of the bio-agent, and the subsequent release of new toxins into the atmosphere, Garuda seemed destined to become a dead planet - the bio-agents found, in Garuda's marshes, an almost perfect breeding ground and reproduced at an explosive rate, covering the planet with their toxins.

However, somewhere around 8050 BC an event changed Garuda's fate. While no hard records remain of this event, almost all of Garuda's religious texts contain a reference to it - a time of great heat came to Garuda, killing off some



plants and animals, making others stronger. What this 'time of great heat' was is unknown - many speculations, ranging from a 'blip' in Rhestad's life-cycle to the passing of a flaming meteor, have been presented. What *is* fact, however, is the recovery Garudans made after the event; over the next few centuries birth-rates went up, instances of insanity went down, and the now-famed Garudan Intuitive Awareness (also known as the Hin) came to develop. No longer were the Garudans negatively affected by the myriad of 'pollutants' in their atmosphere; they thrived in its presence, their mental processes now enhanced by the chemical soup around them.

The biological agents and their toxins had not, in fact, diminished in intensity - a fact many first-time visitors to Garuda would later attest to. Without exception, all carbon-based atmosphere breathers will be affected to one degree or another by Garuda's atmospheric mix. The exact effects vary wildly from species to species - Terragens suffer from extreme paranoia followed by hallucinations eventually causing cardiac arrest, while Karbarrans suffer an almost total loss of their nervous system. Perytonians, on the other hand, suffer nothing more than an itch of the skin - but unrelenting and severe enough to drive them mad after a few days.

But as the Terran saying goes, this gift was a double-edged sword. For while they are now safe from their own atmosphere, Garudans are unable to survive away from it. Absence of more than a few hours produces paranoia. A few days, and the Garudan experiences withdrawal symptoms of a severity unmatched by any artificially-produced

hallucinogen. After two weeks, the Garudan simply ceases to live.

Conditioning can, in many cases, help the individual spend longer periods away from the psycho-active ingredients collectively known as the Hin (Note that to the Garudan, the toxin and its effect upon them are considered one and the same). The record for prolonged separation from the Hin is 7 days 2 hours 43 minutes and 5 seconds before the first withdrawal symptoms set in. But due to the Hin's incorporation into many of the Garudan's Religions, many view this attempt at even temporary non-dependence to be unsavoury, if not heretical to some of the more extreme cults.

With the memory of their near-total catastrophe still fresh in the collective mind of their society, the Garudans rebuilt their industry from scratch. With most of their cities destroyed and most of their fuel sources running dry, it took over ten-thousand years for the Garudans to recover from the blow their war-like tendencies had dealt them. The major stumbling block was the almost-total destruction of their repositories of knowledge, both in the forms of books and electronic literature and in the loss of most of their engineers, scientists and other holders of knowledge. For the first few centuries, Garudans slid backwards on the civilization scale at a tremendous rate before finally beginning to make head-way towards a recovery.

Caravans and trade-routes began to take shape, and a group of Garudans arose to meet the trading needs of the planet. To facilitate bartering, the Traders evolved a language which is known as the Trader's Dialect - a simpler offshoot of the

Garudan's Holy Language used in all religious meetings of the Rhinsah. The Trader's Dialect is still the language of choice when Garudans deal with outsiders, as it is a simple yet powerful language, without much of the social complexities of everyday-speech.

With the help of the Traders, Garuda's population once again began to expand and fill the continents. Science, for so long believed to be a Black Art, enjoyed some revival in the Traders' attempts to facilitate their movements across Garuda's terrains. How instrumental were these Traders to the recovery? Their success can best be seen in their current society, for almost all of Garuda's richest families owe their fortunes to a Trader ancestor.

Eventually, in 1014 AD Garuda was back to the level of technology it had enjoyed just prior to The Chaos, but the new social infrastructure - based on the dual problem of their original lack of numbers and their growing dependence on the Hin - took longer to build. Current-day Garudans are a deeply courteous people as a whole. Their existence seems centered on contact with the Hin. A typical Garudan greeting, here rendered in the Trader's Dialect, is done by the raising of both hands, palm forward, and saying "Gheths'par dravio Hin shann. Fvidrro d'elrach." This translates roughly to "I have glimpsed Unity. May we forever share breath." This concept of 'sharing breath' is at the core of Rhinsah, Garuda's major religion, and seems to entail the concept of sharing of mind and emotion. However, the Garudans are adamant that the full concept of Fvidrro cannot be properly understood without surrender to the Hin.

Around 1040 AD, Garudans discovered space travel and reached their local satellite. Having experienced the fear of extinction due to a single planetary catastrophe, Garuda re-doubled its effort to conquer the stars - an endeavour difficult due to the limitations placed upon them by their dependence on the Hin. Life on other planets was impossible for Garudans short of total Garudaforming or the reliance on the Hin growth-incubators. Space stations, of course, relied entirely on the incubator systems (although some success was achieved by a few stations willing to sacrifice a large amount of their inner-surface to Garuda flora and fauna in an attempt to generate the Hin 'naturally').

In 1278 AD, first contact between the Garudans and a Tirolian Merchant fleet en-route to Karbarra occurred. It resulted in disaster - remembering first-contacts with Karbarra, Haydon IV and Spheris and the trade opportunities opened by these contacts, the Trade-Commander sent a ship to parlay with the Garudan before checking for biological incompatibilities. Upon contact with the Garudan scout vessel, the contact ship fell prey to one of the bio-agents' toxins in the Garudan atmosphere. Within minutes, thanks to the efficient air recyclers aboard the Tirolian ship, the entire crew had suffered brain seizures.

The entire incident might well have resulted in interplanetary war had the Merchant Fleet not had, within its fold, Senator Viphardt. The Senator immediately ordered all Tirolian ships to withdraw and stand down. This done, radio communications were established and - eventually, after an extensive session of language-learning on both

parts - biological information and air samples exchanged between the two parties. Ironically, this incident would have been less severe had First Contact happened in a planetary biosphere, as the Garudan bio-agents have a limited life-span and come out second best when in contact with a biosphere other than Garuda's or a Garudan bio-culture tank.

Relations between Garuda and the rest of the Local Cluster, once established, remained good for the next 80-odd years. Then, in 1361 AD a coup-d'etat on Tirol saw the overthrow of the Republic and the setting up of the Triumvirate government. Garuda, in shock, withdrew from the Local Cluster and began to prepare itself for an invasion it knew would come.

In 1362 AD, Tirol sent Zentraedi to take Garuda by force. The Zentraedi were ordered to take the planet with minimal damage and started by setting a beach-head in an isolated part of the Taroom range. This first attempt at taking Garuda failed - during one night, Garudan commandos infiltrated the Zentraedi camp and sabotaged the giants' dome by destroying its life-support system. Sentries and stragglers were taken care of on a person-by-person basis. By morning, all Zentraedi lay dead or dying.

The Robotech Elders, in retaliation, ordered the 11th Zentraedi fleet to invade Garuda and to destroy a large section of forest. Once a large enough area had been cleared, an invasion force landed and began 'pacifying' Garuda. For twenty-six months, the fighting went on - the Zentraedi shooting and killing, taking little time for sleep. Attrition was high on both sides, but the Zentraedi had

both numerical and weaponry advantage - finally, in 1364 AD, the Garudan planetary government surrendered. Garuda had fallen. The Zentraedi were withdrawn and a Tirolian occupation force was set up.

Life as a Tirolian Protectorate was hard and uneventful, save but for a few revolts ruthlessly squashed as soon as they appeared. Then, in 1998 AD, a joint Tirolian/Zentraedi group appeared in Garuda's skies, bearing Zor and the seeds of the Invid Flower of Life. For nearly two months, Zor's Battlefortress circumnavigated the globe, seeding as he went. When he finally departed, Garudans began to notice the shoots of a new plant appearing wherever the forest parted enough to admit sunlight. The Flower of Life had arrived on Garuda and taken root. By 2014, Garuda found itself once again under attack, this time by the Invid Regent's fleet.

The attack by the Invid was quick and brutal. Garudans offered no overt resistance to the Invid but captured several Tirolian Bioroids by killing their pilots and hid the mecha. Eventually, these Bioroids would become the forefront of the Garudan Resistance. At the same time, another group of Garudans who had been waiting for a chance to do so, took control of a Macross-class Border Fleet Battlefortress in Garudan Orbit. The Battlefortress had been left behind due to its lack of Protoculture supplies and the Garudans wasted no time in introducing a batch of stolen Protoculture to the Reflex furnaces. With the Battlefortress now active, the crew attempted to stop - or even slow - the invasion, but eventually withdrew to post-lunar orbit when it became obvious they were no match for the Invid.

The Tirolian division left at Garuda was overwhelmed in a matter of minutes. The victorious Invid began to construct hives and planetary defences, blockading the orbital regions of Garuda to prevent interference with their conquest. Unable to return, the captured Tirolian Battlefortress gave up all attempts to rescue Garuda and headed off into space. Eventually, the ship met with a rebel Karbarran fleet, the sole surviving ships of the prior invasion of Karbarra by the Invid. Together, these ships formed the core of the nascent Sentinels.

On Garuda, without outside help, the Resistance floundered. Its attacks were nothing more than annoying stabs at the Invid's unprotected flanks. As the Invid had once been to the Empire, so were the Garudans now to them. Unable to find the Rebels headquarters, the Invid began setting traps - but with the help of their supporters, the Resistance managed to avoid them.

In 2027, help finally arrived on Garuda in the form of the Sentinels - a group of fighters formed from all the planets of the Local Cluster as well as a splinter group of the Robotech Expeditionary force. With the help of the Resistance, the Sentinels managed to push the Invid off Garuda - but not without some cost. By the end of the battle, half of the Sentinels' command staff had been infected by the Garudan atmosphere.

Although a serum to Garuda's atmosphere had been known since 1296 AD for most species in the Local Cluster, a problem still remained. The serum works by counter-acting the toxins released by the bio-agents and the regime has to be kept up so long as the patient is in contact with the bio-agents.

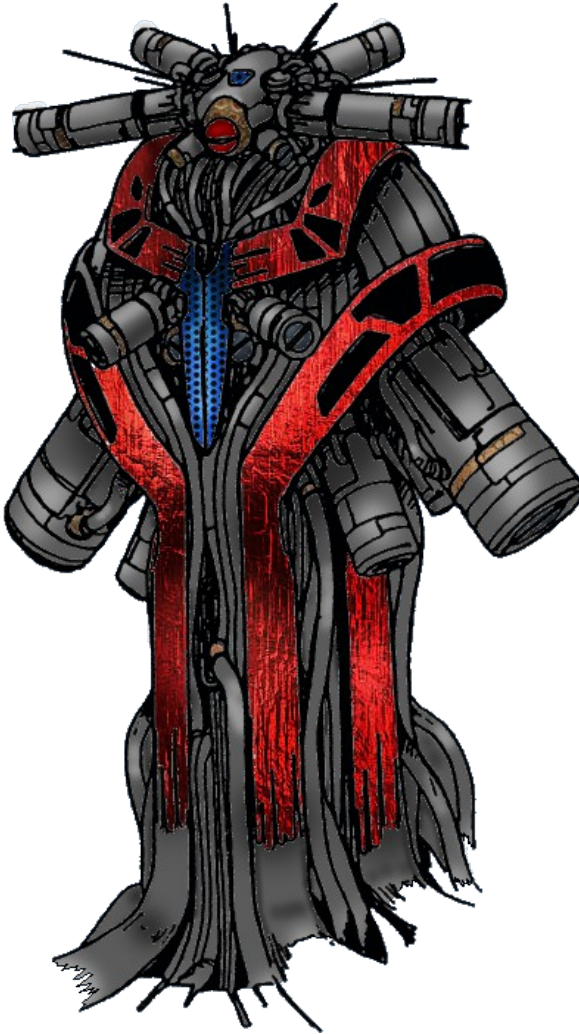
As such, each batch of serum has to be tailored for a particular species (and in some extreme case, for each particular individual). To make matters worse, the serum, like many others, has a very short shelf-life and can not be stored for any length of time. The race to manufacture a Terragen-compatible serum in time was eventually won - the serum used for Tirolians was found to be a close analogue of the required formula and was modified to suit as a blanket serum for all Terragens.

With the eventual defeat of the Invid Regent, the Invid forces in the Cluster broke into myriad pieces. By 2035, a concerted effort was made to systematically patrol the Local Cluster and its fringes and remove the last of the Invid War Machine from it. Garuda joined the mop-up operations. While they saw service in many branches, the Garudans particularly excelled as advanced scouts - their ability to leap from place to place and to ascend seemingly unclimbable surfaces making them the perfect operatives for Intelligence gathering.

Garudans found the war harder than most, as their atmospheric requirements made service with other races a touchy subject. Few captains allowed Garudans on board, while many of those who did required the ships to be physically segregated into independent sections. It was eventually found expedient to allow the Garudans to crew their own ships.

When the Robotech Expeditionary Force finally left for Earth in 2044, Garuda had finally purged itself of the shadow of the Robotech Masters as well as the taint left behind in the forests by the Invid Protoculture farm-domes.

## Haydonite



Type: Synthetic Artificial Robotic life form, Haydonis Sapiens

**Physical Traits:** In appearance, the Haydonites true nature was masked by cloaks which only revealed a glowing red eye on their heads. As part of their seemingly benign nature as emissaries of knowledge and peaceful beings, Haydonite cloaks often resembled the red ambassadorial robes worn for diplomacy by other species.

Beneath this facade, was the true nature of the Haydonites who were seemingly mechanical beings which simply consisted of a floating upper part of a

humanoid body and a roughly domed shaped head where their single sensor eye was located.

Height: 6' ft

Weight: 250 lbs

Mobility: Levitation

Sensory Organs: Visual

Communication: Vocal

Reproduction: Construction

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 0%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 500 years

**Technology: 10.** They are an interstellar species who make use of starships to travel space and have a working knowledge of Space Folds allowing them faster-than-light capabilities. In addition to their Wraith fighters, they also make use of mecha such as the Infiltrator for ground based combat. They also possess a form of shielding technology protecting their ships from

direct harm as an energy blast passed by it during the Battle for Space Station Liberty. Furthermore, they possess sophisticated sensors allowing them to detect an approaching ship emerging from a hyperspace fold and can also detect electromagnetic signatures allowing them to pinpoint the location of JANICE. Their sophisticated abilities also allows them to jam the communication systems of enemies though it was possible to work around the jamming though this only provided short range communications.

They are masters of the so called Shadow technology which works on shadow dimensional principles creating a field that supposedly shields the energy source of a ship. The activation of such devices led to the formation of a fourth dimensional field which not only masks targets from ordinary electronic sensors but also Protoculture sensors though the target remains visible. Through it, they are capable of creating advanced weaponry in the form of Synchro cannons and also cloak their forces through the Shadow devices.

At first, they freely helped the REF develop this technology though they possess a backdoor mechanism allowing them to disable any Shadow technology equipped ship, fighter or mecha thus rendering them inert or possibly overloading them which can cause the device to explode thus killing their users. They accomplish this through a special weapon known as a Disruptor wave which is a reddish energy beam generated from a flagship that sweeps the battlefield and infected enemy vessels.

The most devastating weaponry available to them are planet killing devices. They used these devices previously on the first Invid homeworld and devastated it in the process. Another form of such weapons are the Neutron-S Missiles which were massive warheads that were so powerful that their detonation can create massive black holes that can destroy planets.

**Culture:** Haydonites believe themselves superior to organic species and that biological beings are no match to their mechanized might. In addition, all beings that embraced Protoculture were doomed and that ultimately the Haydonites would prevail in the struggle. They believe that their victories over their enemies will mark a new epic for the Haydonite race.

**Government:** The ultimate authority amongst the Haydonites is the entity known as the Awareness which appears to be a form of computer mechanism. This large system has nodes present amongst the Haydonite ships and transmits instructions to its servants with specific tasks that it has "foreseen". According to it, those species that are addicts of Protoculture must be eliminated and gave this important task to its servants to accomplish.

**Population:** 83 million

**Home System:**

**Number of Stars:** 1, Rhestad

**Star Type:** G

**Planetoid Belts:** 3

**Inner Planets:** 4

Middle Planets: 6

Outer Planets: 5, Haydon IV is the home planet

This species were known to be an ancient species within the Local Group who lived on the artificial world of Haydon IV. They were seemingly named after the mysterious enigmatic entity known as Haydon who had influenced the many planets within the Local Group and was responsible for creating the Awareness that controlled Haydon IV. Since that time, the mechanical Haydonites lived a peaceful existence where they were protected by the powerful defense systems of their homeworld. Their remarkable defensive systems meant that the rise of the Tirolian Empire did not threaten them even when the Robotech Masters began conquering the other worlds in the Local Group through their mastery of Robotechnology.

At some point, the Robotech Master Zor arrived on Haydon IV and visited the Haydonites where he met with the Awareness to answer some questions before departing. In addition, the Tirolians established an embassy in the capital city of Glike. Prime Administrator Vowad served as the leader of the Haydonites in this time with the majority seeking to not intervene in the affairs of other races. The reign changed when their supply of Protoculture was lost with the Protoculture Matrix onboard the SDF-1.

By this era, the Invid had been transformed into a war-like race due to the actions of the Robotech Masters and began conquering their empire. Similar to the Robotech Masters, the Invid were

unable to conquer Haydon IV due to its defense systems that targeted anyone using weapons but instead occupied the world without violence.

The Haydonites did not respond to the Invid and even served them when they were on their world. This action sparked some dissension among certain Haydonites such as Veidt and Sarna who believed that peaceful neutrality was a futile gesture when facing the threat of the Invid which was a stance the majority of their kind did not share. With the Tirolian Empire nearly conquered, the Regent dispatched his scientist Tesla to gather specimens from the Local Group for experiments for the Regess which included both Sarna along with her mate Veidt. During this time, their prison ship the Farrago was overthrown by the slaves who took it over and formed a loose alliance known as the Sentinels who sought to free their homeworlds.

This band arrived on Tirol where Veidt used his diplomatic abilities to speak to the Humans of the Robotech Expeditionary Force. The two sides formed an alliance with Rick Hunter and Lisa Hunter accompanying them on their mission to liberate their planets. Their campaigns saw the worlds of Karbarra and Garuda liberated though the latter mission saw several of the Sentinels poisoned by the toxic atmosphere of the Garudan homeworld. Thus, Veidt suggested that they use the advanced medical knowledge of the Haydonites to heal them but his people's homeworld was now occupied by the Regent's army.

The two sides met in a diplomatic exchange where they agreed to hand over Tesla in exchange for Rem along

with the medical treatments. During this time, Sarna attempted to convince her father Vowad to change the Haydonite stance on neutrality to which he refused. However, Janice Em interfaced with the Awareness and altered its defense system programming to ignore the Sentinels.

This combined with a rebellion amongst the Praxians in the slave pens led to the Invid forces struggling to contain the situation. Invid forces became victims of the defensive system that ignored the Sentinels and attacked the Invid whenever they attacked or retaliated. The death of Sarna also saw Vowad turn against the Regent and he manifested his grief in the planetary defense system that took the form of Zor that destroyed the Invid armies along with the land carrier thus forcing their retreat. A funeral was held for Sarna whilst the Haydonites dedicated their help to the Sentinels and REF.

As such, they provided new advanced extendable armor systems for the Sentinels and a starship in the form of the Ark Angel that was dispatched with Veidt providing assistance to Rick Hunter as it was launched. The ship was later attacked by the Black Death Destroyers but managed to escape for a mission to liberate Spheris.

Within the new continuity, the Haydonites were a mysterious race that were the developers of Shadow technology. They were known to have feared the power of Protoculture and became bitter enemies of the Invid who referred to them as the Children of the Shadow. This feud saw the Haydonites devastate the original Invid Homeworld with powerful weapons with such a fate

given to any race that used Protoculture. Despite their efforts, the Invid managed to survive the attack and departed until their Flower of Life was stolen from them by the Robotech Masters leading to a war against the Local Group. According to Janice, the Haydonites were said to have suffered at the hands of the Invid. In this time, the Haydonites seemingly joined the Sentinels in order to combat the Invid invasion and became allies of the REF. They decided to provide their Shadow technology to the REF along with other advanced technology to combat the Invid such as Shadow Devices, Synchro cannons and aided in the analysis of the mysterious Neutron-S missiles.

Many of these advancements of the REF were unknown to the common soldiers as the Haydonites wanted to maintain their privacy. Thus, all their technical data and knowledge was actually passed through Janice who was made with a mixture of Human and Haydonite technology. Unknown to anyone, the Haydonites were following the direction of the Awareness and urged the REF in the conflict against the Invid to accomplish their own goals, the primary of which was the destruction of Protoculture and all who used it. What end this would serve is unknown.

The Haydonites watched with keen interest at the conclusion of the Third Robotech War when the REF sought to free Earth from the control of the Regess. They intended for the Humans to deploy the Neutron-S missiles that would have destroyed the Earth and the entire REF if used. A test firing conducted by the SDF-3, which held the Protoculture Matrix, created a black hole as a result. In order to prevent this



knowledge from being sent to the REF, a Haydonite ship attempted to silence Rick Hunter's flagship, but they failed in preventing the Icarus from saving the Deukalion and fleeing. Shortly thereafter the SDF-3 vanished, but the Haydonites were confident it survived the attack, much to their dismay.

When the Regess escaped with the Invid, destroying the Neutron-S Missiles as she went, the Awareness provided new instructions to the Haydonites, telling them to conduct more direct action in the extermination of the "Protoculture addicts". With the Invid now beyond their grasp, the Haydonites were fully focused on the destruction of humanity, and they assembled a fleet for an assault at Space Station Liberty. When they arrived, they used their Shadow Technology's hidden traps to cripple and devastate the REF's remaining forces, igniting the Fourth Robotech War.

They were prepared to destroy the station as well when they learned that Janice was aboard. Feeling that she was too valuable, they decided to board, and either extract her to learn the location of the Protoculture Matrix if she knew it or eliminate her to prevent their enemies from gaining a tactical advantage. The infiltration force attacked Space Station Liberty where they were defeated by Lieutenant Commander Scott Bernard and Captain Vince Grant who detonated the station's Neutron-S missiles and seemingly destroyed the Haydonite invasion fleet.

Despite this apparent defeat, the REF were confident they would meet the Haydonites again, and redoubled their efforts to locate the SDF-3 before the

enemy. The ultimate goals of the Haydonites remain unknown.

## Karbarran



Type: Ursine Humanoid, Karbarris Sapiens

Physical Traits: Karbarran are strong bear like creatures from an ore-rich industrial planet. They are powerful (but not always bright) individuals with a strong sense of justice (most of them anyways).

Height: 6-7 ft

Weight: 250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6 +2, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D12

Orbit/Climate: 1 AU. Very stable, circular orbit, stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 89%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 9

Culture: Standard, diversified mix of kind and evil people. Life on Karbarra was simple and happy before the great strife of the Masters and Invid fell upon them. The people had productive lives working in many industrial facilities. Like Garudans, Karbarrans mate for life, selfish acts like divorce are unheard of and the thought of such a thing is looked down upon. Large families are encouraged, ranging from 4-12 offspring.

Before the Invid, Karbarran cities were bustling metropolises. Media, recreation, and commercial businesses were about as widespread as Earth before the Global Civil War. Residential houses are very large to support large families, as are apartment complexes.

Karbarrans envision their god, Altiag, as a divine smith that forged the universe from the energies of the Alkarak (the Karbarran term for 'The Big Bang').

Government: The political system on Karbarra is a Republic, much like the Roman Empire was at one time. It has a planetary capitol with a senate designed to represent the people. In all there are about 25 Senators representing various nations, and a 26th representing the politicians of the planet.

Population: 776 million

Home System:

Number of Stars: 1, Rhestad

Star Type: G

Planetoid Belts: 3

Inner Planets: 4

Middle Planets: 6, Karbarra is the home planet

Outer Planets: 5

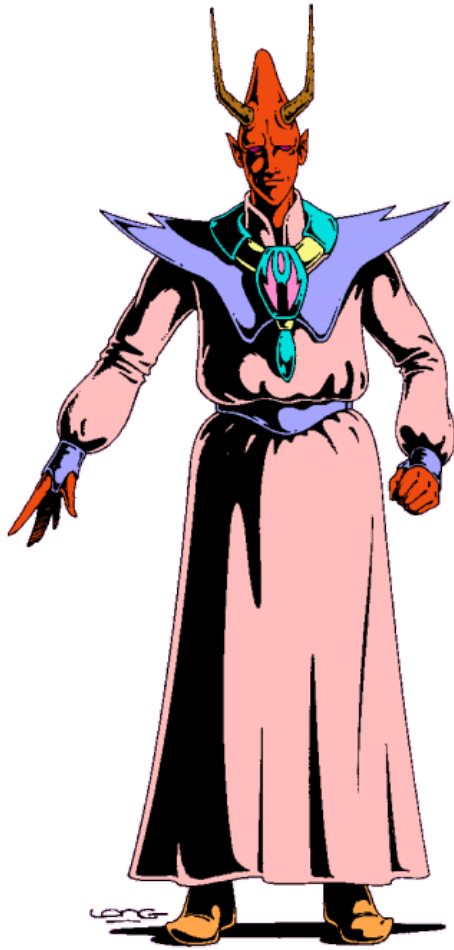
Similar to many worlds in the Local Group, the Karbarrans themselves came under siege from the ravenous hordes of the Invid Regent who sought revenge against the Robotech Masters. Thus, it was known that they became bitter enemies with the Invid and it was expected that fighting between the two would have been brutal. As the Invid knew the Karbarrans would not surrender, they decided on a more devious approach and abducted the entire planet's population of children who were held as hostages.

All attempts at liberating the children failed and a convocation was held to garner a vision of the future from the Shapings. From it, the Karbarrans discovered that they could not fight the invaders whilst their children were in

danger and thus became a subject race of the Invid.

By the time of General T. R. Edwards revolt against the REF, the Karbarrans along with the other Sentinels had already liberated their homeworlds. Whilst the Haydonites provided technical assistance, the Karbarrans offered the REF their industrial might to rebuild their fleet to combat the Invid threat which was appreciated by Admiral Hunter.

## Perytonian



Type: Humanoid, Perytonis Sapiens

Physical Traits: ‘Devil’ appearance, red pigmentation. Perytonians are able to wield magic.

Height: 5-6 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6 +2, ME: 3D6 +2, PS: 3D6, PP: 3D6 +2, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D6, Mana: (IQ + ME) x4

Orbit/Climate: 1 AU. Very stable, circular orbit, stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 75%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9. Technology is at an amazing peak, almost equaling that of the REF in fields like medical, travel, communication and entertainment. Perytonians have an amazing system of computers linked by phone line, identical to the Earth Internet. Computer technology is 2 times that of Earth.

Culture: Standard, diversified mix of kind and evil people. Perytonians spend their days living life much like Earth would were it not for the Robotech Wars. Perytonians live life to the fullest, enjoying each day as if it were their last. Perytonians follow a mainly polytheistic religion, with a strong belief that it is these gods that they derive their powers from.

A current upward trend in the polytheistic belief is that of 3 Major Gods. These gods represent 3 sects of magic, creation, battle, and divination. It is common for most Energy Wizards to follow the belief in these 3 Gods. With

it's advanced technology, Peryton is a great place for higher learning. All

Government: Democracy

Population: 116 million

Home System:

Number of Stars: 1, Rhestad

Star Type: G

Planetoid Belts: 3

Inner Planets: 4

Middle Planets: 6, Peryton is the home planet

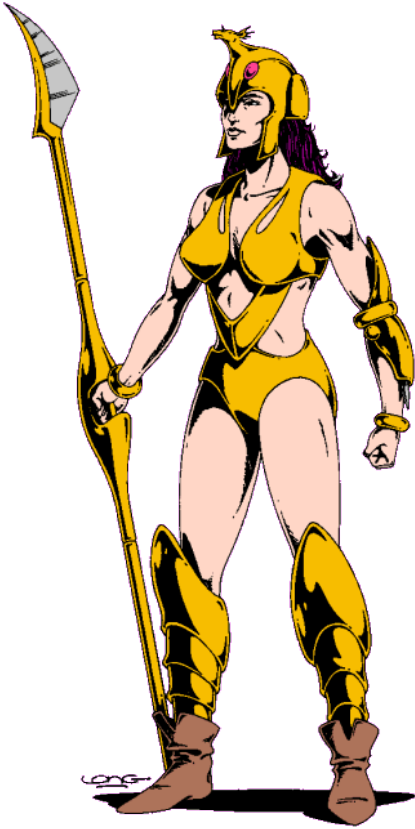
Outer Planets: 5

Similar to many worlds within the Local Group, the Perytonian homeworld was seeded with a mutant strain of the Flower of Life by Zor. This led to their conquest at the hands of the Robotech Masters. Peryton would eventually be conquered by the Invid with Burak placed onboard the Farrago as a trophy for the Regent. He would reluctantly join his fellow prisoners in revolt and help form the resistance group known as the Sentinels.

Unknown to anyone, even the Perytonians themselves, the planet Peryton is criss-crossed by large invisible lines (called Ley Lines in other dimensions), it is by living in a world with this energy that allows Perytonians to manipulate reality in feats of 'magic'.

A Perytonian can cast as many as two magic spells per melee, plus one additional at level five and another at level twelve. All characters should start

at level one. The number of spells a wizard can cast per day (per 24 hours) is limited because of the physical and mental strain magic places on the body. At first level the Perytonian wizard can cast only six spells per day. At third level he/she can add four more spells (10 total), plus two additional at fourth level (12 total). Each additional level (5 and so on) one more spell can be cast.

**Praxian**

Type: Humanoid, Praxis Sapiens

Physical Traits: Praxians are physically stronger and tougher than humans

Height: 6-7 ft

Weight: 120-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6 +3, PE: 4D6, MA: 3D6, PB: 3D6, SPD: 4D6, HPs: +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 52%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 6

Culture: Standard, diversified mix of kind and evil people. Their entire society consists of warrior women who have a unisexual society with reproduction afforded to those members of the sisterhood who made use of the Whaashi. This allows offspring to be birthed who are always female and raised within their culture. As a result of their society, the females of Praxis tend to feel that males were an inferior gender though acts of bravery and aggression tend to garner their respect.

Before the Invid and death of planet Praxia, the warrior women were in a state of constant tribal warfare. Trying to see which tribe would hold dominion over the "Place of Life" and all other tribes. Of course this caused many blood baths between the tribes. Sadly, it was only in the aftermath of the first Invid attack, and the millions lost, that they realized it was a time for alliance. When the Sentinels alliance had finally had reached the jungle planet, a dire need for assistance was evident.

No men exist on Praxia. But a majority of Praxians hold a high regard for the male of the species. They believe no men exist on their world because their

kind was not strong enough to keep them. So they constantly try to become stronger in order to win the favor of men.

Gladiatorial events, Olympic Trials, Tournaments, Praxia has it all. Many Colosseum-like ruins exist on the planet. Because of the fall Praxia suffered in it's ancient history, their technology took a horrible dive. The highest technology they have left is the "Place of Life". All other forms of technology are too hard for the warrior maidens to comprehend (they can still smith and know basic mechanics of levers, pulleys, etc.). Life is lived in scattered (but numerous) villages, where the women live in huts, eat what they kill, and forage, much like any normal jungle living society. The Praxian religion is Polytheistic, meaning they believe in multiple gods.

Government: Monarch

Population: 486 million

Home System:

Number of Stars: 1, Rhestad

Star Type: G

Planetoid Belts: 3

Inner Planets: 4

Middle Planets: 6, Praxia is the home planet

Outer Planets: 5

Similar to many worlds within the Local Group, the Praxian homeworld was seeded with a mutant strain of the Flower of Life by Zor. This led to their conquest at the hands of the Robotech

Masters and the Praxians tended to feel a great enmity to the Tirolians who they felt were all liars. Their hatred for the Masters would also extend to their Zentraedi warriors. Praxia would eventually be conquered by the Invid with Bela and Gnea placed onboard the Farrago as trophies for the Regent. The pair would revolt with the other slave crew and form a resistance group known as the Sentinels that sought to free their worlds.

The Regess would settle on Praxia temporarily where she began conducting experiments in evolution by using the Genesis Pits. She believed that the Praxians were superior specimens which would allow her kind to evolve to the next evolutionary stage. However, the experiments were a failure and the Genesis Pit destabilized the planet leading to its destruction. As a result, the Regess took her Praxians captives and placed them in prison holds on Haydon IV.

When the Sentinels arrived on Haydon IV, the planetary defense grid was programmed to ignore them and target the Invid only when they showed aggression. This allowed the warrior women of Praxia to break free and they liberated themselves from their Invid conquerors.

When the Invid were ultimately defeated The survivors of Praxia relocated to Optera. The planet now bereft of the Invid was renamed New Praxia by the Praxians and they became the guardians of the now docile, sheep like Invid.

In Prelude to the Shadow Chronicles, a Praxian is present amongst the Sentinels, obviously Gnea.

**Praxian Martial Art**

Practitioners of Gesh-Nenu are held to an extremely strict code of honor based on the tribal law of the Amazons. The only ones who are protected under this code, however, are other Amazons, allies, honorable enemies, and innocents. Respect must be shown to superior martial artists and elders at all times; courtesy to one's host is very important as well. Lethal force is not only expected but encouraged in battle (except for sparring/practice and contests of prowess), but honorable or skilled opponents must always be given the opportunity to surrender.

**Maneuvers:**

Parry, Dodge, Pull Punch,  
Knock-Out/Stun, Critical Strike

**Bonuses per level:**

Level 1: + 3 attacks, +3 to roll with fall, +1 to dodge.

Level 2: +1 to parry, +1 to strike

Level 3: +1 to dodge

Level 4: Critical hit on 19, +1 to strike

Level 5: +2 to parry and dodge, +1 to roll with impact

Level 6: +1 attack, +5 to SPD

Level 7: Critical hit on 18, Death Blow on 20

Level 8: +1 to PP, +1 to strike

Level 9: +3 to parry and dodge

Level 10: +1 to PP, +1 to PE

Level 11: +1 attack, Death Blow on 19

Level 12: +1 attack, +1 to strike and dodge

Level 13: +1 to PS, Critical hit on 17

Level 14: +2 to parry

Level 15: +1 attack

**Spherisian**

Type: Crystalline Humanoid, Spheris Sapiens

Physical Traits: Spherians don't need to eat, drink, sleep, or require any normal forms of sustenance. All they need is a regular source of light (preferably natural).

Although their appearance is that of a solid, crystalline humanoid, they are actually energy beings who live inside such bodies. As energy beings they draw their sole nourishment from light energy. They can also repair and regenerate the limbs of their crystal bodies. The humanoid body functions as a means of movement, protection, and to work with other humanoid life forms.

Consequently, Spherians can have a limb or limbs blown off and feel no pain. Even



the head can be decapitated without the slightest discomfort, because it is only a cosmetic ornamentation, like a hat. A Spherian can suffer only from lack of nourishment (light) or if its entire body is destroyed.

When a body part is destroyed, the energy being can completely regenerate a new one in just a few hours. To do this, the Spherian must slip into a deep trance and be bathed in a full spectrum of light for the entire regeneration period. The regeneration period is also used to repair minor damage to the body's trunk and limbs. If the trunk of the body is destroyed the energy being can be destroyed. Its only chance to survive is to flee its body by merging with natural crystal stone, such as quartz. As long as there is crystal of some kind within 380 mtrs, the Spherian can live (even underground) and regenerate an entirely new body.

However, without crystal to contain it, the Spherian energy is disrupted and dies. Lack of light will slowly kill a Spherian by starvation. A starving Spherian will become sluggish, less alert and easily disoriented. Its physical body will become visibly brittle and parts, like ears and fingers, will break off. A malnourished Spherian loses all regenerative powers. A Spherian will never fatigue as long as it is exposed to light. No or insufficient light (too dim, very cloudy/overcast day) for more than three days will cause an obvious weakness; reduce speed by 10%. - 1 on initiative, - 5% on all skills. No light for another three days will see the speed reduced to half, - 2 on initiative, and - 10% on all skills. Two weeks of light deprivation will reduce speed to 20%, - 5 on initiative, - 3 to strike, parry, and

dodge, and - 40% on all skills; the body is brittle, small parts begin to fall off and all regenerative powers are gone. An additional 4 weeks of no light will kill the alien. Exposure to intense natural light will restore the Spherian to full strength within 2D4 hours. (D4 days of continuous exposure to artificial light will have the same effect).

Spherians can disincorporate themselves. temporarily transforming their stone bodies into energy and travel through solid rock and earth. The beings call it "crystal hopping" and explain that they can transmit their energy self through solid earth by bouncing from one natural crystal to another. Range is 380 to 620 mtrs from one crystal to another. They can instinctively sense the presence and location of any crystal based stone. Speed of travel is .08 the speed of light Maximum Depth is unlimited as long as there is crystal stone to transmit to.

Height: 5-7 ft

Weight: 360 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6,  
PE: 4D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D20

M.D.C. by Location:

Head -50

Arms (2) - 50 each

Legs (2) - 100 each

Main Body - 220

Note: All Spherians are impervious to lasers.

Orbit/Climate: 1 AU. Very stable, circular orbit, stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 0%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 6

Culture: Standard, diversified mix of kind and evil people. The average spherisian lives it's day building. Whether it's crafting new living domiciles for fellow Stonemen, expressing themselves artistically, or just whittling away the time, Spherisians love to build. They have a natural aptitude with Geometry and Architecture. Spherisians do not question their existence, hence they have no religion.

Government: Council

Population: 366 million

Home System:

Number of Stars: 1, Rhestad

Star Type: G

Planetoid Belts: 3

Inner Planets: 4

Middle Planets: 6

Outer Planets: 5, Spheris is the home planet

At some unknown point in the past, it was believed that the mysterious being known as Haydon arrived and imbued the native crystals with life thus bringing about the emergence of the Spherisians. It would be one of the many worlds seeded with a mutated strain of the Flower of Life by Zor, leading to its conquest by the Robotech Masters. Tirolian scientists such as Sorcen were stationed on the planet to study the natives and used a number of them as their servants.

It would be conquered by the ravenous Invid and occupied as part of their empire. The native Spherisians would later hide underground, where their elders urged them to remain in their new environment until the Invid departed. However, younger Spherisians led a number of resistance campaigns against the Invid with all of them failing. Baldan and Teal were two inhabitants of the planet taken from the world by Tesla who later joined the Sentinels. After freeing Haydon IV, the Robotech Expeditionary Force along with the Sentinels moved to liberate Spheris.

Teal would later urge her allies not to engage in open conflict with the Invid as the use of Protoculture weapons would have devastated the fragile ecosystem of Spheris thus leading to the death of many Spherisians.

Eventually Spheris is freed from Invid control and the Sentinels as well as REF are outfitted with Spherisian crystal technology.

Spheris itself is a planet made entirely out of rock, metal, and other dense materials. There are no oceans and no regular sources of water (some underwater sources have been found). The closest things to wilderness are massive forests of jagged crystal and rock. Mountains, canyons, and other results of erosion and continental shift are the norm across the surface. Caves have been known to go as deep as to the center of the planet.

However there are some special individuals amongst Spherians. Stonemen who have lived so long, that their bodies have melded with the crystal of the planet to become towering clear crystal obelisks. These Ancient Spherians are scattered across the planets surface, providing wisdom and advice to the people as needed. Unfortunately during the Invid invasions, many of these living monuments were destroyed, their are only a few dozen left today.

On their home planet, a Spherian is capable of adding more crystal mass to their body, increasing weight and hit points. For ever 10 lbs added to weight, HPs are increased by 5. PS is also increased by 1 for ever 50 lbs.

## Space Battleship Yamato Universe

Space Battleship Yamato (Japanese: 宇宙戦艦ヤマト, Hepburn: Uchū Senkan Yamato, also called Cosmoship Yamato and Star Blazers) is a Japanese science fiction anime series produced and written by Yoshinobu Nishizaki, directed by manga artist Leiji Matsumoto, and animated by Academy Productions and Group TAC. The series aired in Yomiuri TV from October 6, 1974 to March 30, 1975, totaling up to 26 episodes. It revolves around the character Susumu Kodai (Derek Wildstar in the English version) and an international crew from Earth, tasked during an interstellar war to go into space aboard the space warship Yamato in response to a message of aid from the planet Iscandar in order to retrieve a device which is able to reverse the radiation infecting Earth after being bombed by the Gamilons.

In the year 2199, an alien race known as the Gamilas (Gamilon in the English Star Blazers dub) unleash radioactive meteorite bombs on Earth, rendering the planet's surface uninhabitable. Humanity has retreated into deep underground cities, but the radioactivity is slowly affecting them as well, with humanity's extinction estimated in one year. Earth has a space fleet, but they do not yet have interstellar capability, and they are hopelessly outclassed by the Gamilas. All seems lost until a message capsule from a mysterious crashed spaceship is retrieved on Mars. The capsule yields blueprints for a faster-than-light engine and an offering of help from Queen Starsha of the planet Iscandar in the Large Magellanic Cloud. She says that her planet has a device, the Cosmo-

Cleaner D (Cosmo DNA), which can cleanse Earth of its radiation damage.

The inhabitants of Earth secretly build a massive spaceship inside the ruins of the gigantic Japanese battleship Yamato which lies exposed at the former bottom of the ocean location where she was sunk in World War II. This becomes the "Space Battleship Yamato" for which the story is titled. In the English Star Blazers dub, the ship is noted as being the historical Yamato, but is then renamed the Argo (after the ship of Jason and the Argonauts).

Using Starsha's blueprints, they equip the new ship with a space warp drive, called the "wave motion engine", and in an apparently unexpected move, weaponize the technology to create a new, incredibly powerful weapon at the bow called the "Wave Motion Gun". The Wave Motion Engine (波動エンジン, hadō enjin) is capable of converting tachyon particles which travel faster than light and enables the Yamato to "ride" the wave of tachyons and travel faster than light. The Wave Motion Gun (波動砲, hadō hō), also called the Dimensional Wave Motion Explosive Compression Emitter, is the "trump card" of the Yamato that functions by connecting the Wave Motion Engine to the enormous firing gate at the ship's bow, enabling the tachyon energy power of the engine to be fired in a stream directly forwards. Enormously powerful, it can vaporize a fleet of enemy ships—or a small continent (as seen in the first season, fifth episode)—with one shot; however, it takes a brief but critical period to charge before firing.

A crew of 114 departs for Iscandar in the Yamato to retrieve the radiation-

removing device and return to Earth within the one-year deadline. Along the way, they discover the motives of their blue-skinned adversaries: the planet Gamilas, sister planet to Iscandar, is dying; and its leader, Lord Desslar (Desslok in the Star Blazers dub), is trying to irradiate Earth enough for his people to move there, at the expense of the "barbarians" he considers humanity to be.

The success of the Yamato movie in Japan eclipsed that of the local release of Star Wars, leading to the production of a second movie that would end the story. Also going by the name Arrivederci Yamato, Farewell to Space Battleship Yamato, set in the year 2201, shows the Yamato crew going up against the White Comet Empire, a mobile city fortress called Gatlantia, from the Andromeda Galaxy. A titanic space battle results in the crew going out on a suicide mission to save humanity. The film has been considered as a non-canonical, alternate timeline.

Viewer dissatisfaction with the ending of Farewell to Space Battleship Yamato prompted the production of a second Yamato television season which retconned the film and presented a slightly different plot against Zōdah (Prince Zordar in the Star Blazers dub) and his Comet Empire, and ended without killing off the Yamato or its primary characters. Like Farewell, the story is set in the year 2201, and expands the film story to 26 episodes. This second season featured additional plots such as a love story between Teresa (Trelaina) and Yamato crew member Daisuke Shima (Mark Venture), and an onboard antagonism between Kodai and

Saito (Knox), leader of a group of space marines.

The television movie *Yamato: The New Voyage* (aka *Yamato: The New Journey*), came next, featuring a new enemy, the Black Nebula Empire. The story opens in late 2201. In the film, later modified into a theatrical movie, Desslar sees his homeworld, Gamilas, destroyed by the grey-skinned aliens, and its twin planet Iscandar next in line for invasion. He finds an eventual ally in the *Yamato*, then on a training mission under deputy captain Kodai.

The theatrical movie *Be Forever Yamato*, set in the year 2202, sees the Black Nebula Empire launch a powerful weapon at Earth, a hyperon bomb which will annihilate humanity if they resist a full-scale invasion. The *Yamato*, under new captain, Yamanami, travels to the aliens' home galaxy only to discover what appears to be a future Earth—defeated and ruled by the enemy. Appearing in this film is Sasha, the daughter of Queen Starsha of Iscandar and Mamoru Kodai (Susumu's older brother).

Following these movies, a third season of the television series was produced, broadcast on Japanese television in 1980. Its date was not mentioned in the broadcast, but design documents, as well as anime industry publications, cited the year 2205. In the story, the Sun is hit by a stray proton missile from a nearby battle between forces of the Galman Empire and Bolar Federation. This missile greatly accelerates nuclear fusion in the Sun, and humanity must either evacuate to a new home or find a means of preventing a supernova. During the course of the story, it is learned that the

people of the Galman Empire are actually the forebears of Desslar and the Gamilas race. Desslar and the remnants of his space fleet have found and liberated Galman from the Bolar Federation. Originally conceived as a 52-episode story, funding cuts meant the season had to be truncated to 25 episodes, with a corresponding loss of overall story development. This third season was adapted into English several years after the original *Star Blazers* run and, to the dissatisfaction of fans, used different voice actors than did the earlier seasons.

Premiering in Japanese theaters on March 19, 1983, *Final Yamato* reunites the crew one more time to combat the threat of the Denguilu, a militaristic alien civilization that intends to use the water planet, Aquarius, to flood Earth and resettle there (having lost their home planet to a galactic collision). Captain Okita, who was found to be in cryogenic sleep since the first season, returns to command the *Yamato* and sacrifices himself to stop the Denguili's plan. Susumu and Yuki also get married.

The story is set in the year 2203, contradicting earlier assumptions that its predecessor, *Yamato III*, took place in 2205. Having a running time of 163 minutes, *Final Yamato* holds the record of being the longest animated film ever made, a record which has yet to be surpassed as of 2019.

In the mid-1990s, Nishizaki attempted to create a sequel to *Yamato*, set hundreds of years after the original. *Yamato 2520* was to chronicle the adventures of the eighteenth starship to bear the name, and its battle against the Seiren Federation. Much of the continuity established in the

original series (including the destruction of Earth's moon) is ignored in this sequel. Due to the bankruptcy of Nishizaki's company Office Academy (former Academy Productions), and legal disputes with Matsumoto over the ownership of the Yamato copyrights, the series was never finished and only three episodes were produced.

In March 2002, a Tokyo court ruled that Yoshinobu Nishizaki legally owned the Yamato copyrights. Nishizaki and Matsumoto eventually settled, and Nishizaki pushed ahead with developing a new Yamato television series. Project proposals for a 26-episode television series were drawn up in early 2004, but no further work was done with Tohoku Shinsha not backing the project. American series expert Tim Eldred was able to secure a complete package of art, mecha designs, and story outline at an auction over Japanese store Mandarake in April 2014.

Set 20 years after Final Yamato, the series would have shown Susumu Kodai leading a salvage operation for the remains of the Yamato. The ship is rebuilt as the Earth Defense Force builds a second Space Battleship Yamato to combat the Balbard Empire, an alien race that has erected a massive honeycombed cage called Ru Sak Gar, over Earth in a bid to stop the human race's spacefaring efforts. A feature film to be released after the series ended would have featured the original space battleship fighting the Balbards' attempt to launch a black hole at Earth. Kodai, Yuki, and Sanada are the only original series characters who would have returned in the series.

Great Yamato No. Zero (大ヤマト零号, Dai Yamato Zero-go) is the second original animated video based on Space Battleship Yamato. The story begins in 3199, when a mighty enemy attacks the Milky Way from a neighbouring galaxy, and defeats the Milky Way Alliance, reducing them to just six fleets. After the Alliance headquarters is destroyed, and when the collapse of the central Milky Way Alliance is imminent, the Great Yamato "Zero" embarks on a mission to assist the Milky Way Alliance in one last great battle.

Although New Space Battleship Yamato was sent to the discard pile, Nishizaki began work on a new movie titled Yamato: Resurrection (宇宙戦艦ヤマト復活篇, Uchū Senkan Yamato: Fukkatsuhen), set after the original series, while Matsumoto planned a new Yamato series. However, additional legal conflicts stalled both projects until August 2008, when Nishizaki announced plans for the release of his film on December 12, 2009. Set 17 years after the events of Final Yamato, Resurrection brings together some members of the Yamato crew, who lead Earth's inhabitants to resettle in a far-flung star system after a black hole is discovered, which will destroy the solar system in three months.

Debuting in Japanese cinemas on April 7, 2012, 2199 is a remake of the 1974 series. Yutaka Izubuchi serves as supervising director, with character designs by Nobuteru Yuki, and Junichiro Tamamori and Makoto Kobayashi in charge of mecha and conceptual designs. The series is a joint project of Xebec and AIC. Hideaki Anno designed the new series' opening sequence.

Star Blazers 2199, known in Japan as Space Battleship Yamato 2199 (宇宙戦艦ヤマト 2199, Uchū Senkan Yamato Ni-ichi-kyū-kyū), is a 2012–2013 Japanese military science fiction anime television series that is a remake of the first Space Battleship Yamato television series created by Yoshinobu Nishizaki and Leiji Matsumoto in 1974, known in the United States as Star Blazers. The series is a space opera,[2] and was originally screened back-to-back in theaters across Japan, a few episodes at a time prior to release on home video, and aired on television from April 7, 2013 to September 29, 2013. Voyager Entertainment currently licensed the series outside Japan, with Funimation streaming their English dub of the series starting on November 8, 2017.

In 2191, Earth made first contact with aliens called Gamilas. First attempt at peaceful contact with the Gamilas failed, resulting in interstellar war. The United Nations Cosmo Navy, even though outmatched by the Gamilas space naval forces, was able to stop their direct assaults on Earth in the Second Battle for Mars, but suffered heavy losses in the process. The Gamilas, from their military base on Pluto, then started planetary bombardment with modified asteroids called planet bombs. The planet bombs hampered United Nations efforts to rebuild their space fleet and forced Earth to build underground cities to protect humanity. The planet bombs altered the atmosphere and irradiated the planetary surface, causing the complete destruction of the planet's biosphere.

The Gamilas then started what is believed to be their first step in terraforming—preparing the Earth to be inhabited by themselves—by

introducing plant life that was lethal to any life on Earth. With mankind facing extinction, the United Nations started planning for a small colony of humans to leave Earth in an attempt at the survival of humanity, called the Izumo Plan. But in early 2198 Starsha, from the planet Iscandar, learned of Earth's situation and dispatched her sister Yurisha to Earth. Yurisha brought with her the designs to what is called the Dimensional Wave Motion Engine, providing for interstellar flight along with other technological assistance to Earth.

The Iscandarans revealed that they could reverse the damage done to the Earth with the Cosmo Reverse System. For technical reasons they could not send the system directly and would need Earth to send a ship for it. The United Nations then scrapped the Izumo Plan in order to build a new Cosmo Navy ship to retrieve the Cosmo Reverse System. The new ship was designed as a heavily armed space battleship. To conceal the ship's construction from the Gamilas, Earth built the new ship at the same site as the sunken World War II Yamato battleship. The new space battleship was also named the Yamato for which the series Space Battleship Yamato 2199 is named.

Over the course of the series, the Yamato and its crew were continually attacked by Gamilan forces on Jupiter, the moons of Saturn, and Pluto. As the Yamato battled its way out of the Solar System and the Milky Way Galaxy, Gamilas leader Abert Dessler took a personal interest in the unusually advanced and seemingly unstoppable Earth vessel. Suspicious of Iscandar's involvement in the humans' quest, Dessler schemed to stop the Yamato at all costs before it could fulfill its mission

—even as political intrigue plagued his empire. To this end, he ordered his top military commanders and most sophisticated spacecraft into the fight, putting the determination of the Yamato crew to even more rigorous tests as they coped with questions about their mission and strange incidents aboard their own ship.

The series is markedly different from the original in many ways. Those include:

The Yamato of 2199 is bigger than previous incarnations of the ship, because the anime design team now scaled the entire ship to be on proportion with the dimensions of the bridge, hence the Yamato becoming 333m long (the original is 263m long). Also, the entire ship has been internally reworked to make more sense and it is no longer built in the wreck of the original sunken battleship Yamato.

Queen Starsha had only one sister, Sasha (Astra in the English dub), in the original series, who was sent to Earth with both Starsha's message and the plans for the Wave Motion Engine. In 2199, the queen has two sisters, Yurisha and Sasha. Yurisha was sent to Earth one year before Sasha with the message and the engine schematics; Sasha was tasked with bringing the engine's "activation core". Yurisha bears an uncanny resemblance to Yuki Mori, leading to a protracted case of mistaken identity between them (with Yuki even being taken prisoner by Garmilas operatives who mistook her for Yurisha).

The Yamato departs Earth with a much larger crew of 999 crew on board. In the original series, Yamato had a crew of 114. This is quite possibly a nod to

Galaxy Express 999, another series created by Leiji Matsumoto.

While main weapons remain largely the same, the Yamato now has missile ports in the under keel to cover that previously assumed "blind" spot.

Captain Okita is much more involved in the storyline. In the original Yamato, his illness took him out much sooner and he spent more time laid up in bed. Here, he remains in command almost to the end. There is considerable cordial if tense interaction between Garmilans and humans, something that did not happen in the original series.

In the original series, Susumu Kodai assumed command of the Yamato when Okita was taken ill. In 2199, Shiro Sanada is the designated XO and takes over when Okita cannot command. Sanada is considerably fleshed out from the original series, with much more back story and complexity to his character. The Analyzer robot repeatedly sexually harassed Yuki in the original series, but it is much better behaved in the remake. In the original version, Sanada's limbs were cybernetic. There is no indication of that in 2199.

The Yamato's main guns can fire projectile shells in addition to anti-electron pulses. In the first series, she never fired shells (which turn out to be critical to the ship's survival in more than one instance).

Yuki is no longer needed in the medical bay, as Dr. Sado has three nurse-medics (and even a full operating theater among other medical facilities) at his disposal, with Warrant Officer Yuria Misaki (one of Yuki's relief persons at the bridge)



acting as a fourth medic in emergencies with large numbers of injuries. There are many more women compared to the original series since now one third of the crew is female, including a pilot (Akira Yamamoto) and an intelligence officer (Kaoru Niimi).

The character Akira Yamamoto is made into a woman, and has a much larger role in this part of the story.

We see much more of Garmilas society. Many of its leaders are shown sympathetically to be family men who are more worried about their children than war. People conquered by Garmilas serve as second-class citizens, and are often looked down upon by Garmilans.

Abelt Desler's motivations are much more totalitarian: in the original series, Earth was bombarded and its atmosphere changed due to his plans to move his people there from his dying homeworld. In 2199, despite him showing a tinge of his motives seen in the original, Earth's bombardment is simply a part of his policy: advanced intelligent species either join the Empire as second-class citizens or they will be destroyed.

The Garmilas military and Desler are much more obvious Nazi figures than before. At some of their uniforms, the higher ranks wear a logo on their neck that looks like the SS lightning bolts and the names of all of the admirals and generals are distinctly German-sounding, like Ditz, Goer, Hiss, Domel and Shultz; most of whom are allegories of the top military officers of Nazi Germany. (Despite this, in one sense the Garmilans do still reflect Americans. The military platoon made up of Zaltzi volunteers, second class citizens of Garmilas, is still called the 442nd Special Operations

platoon, a reference to the US Army's heavily decorated 442nd Infantry Regiment during World War II, made up of Japanese volunteers.) The official designations for many Garmilas assets, such as the Snuka Dive Bomber (which features the inverted gull wings of the Stuka) and DWG 262 fighter (which visually is similar to the Me 262), even the names of most of its vessels, bear similarities to their WW2 counterparts.

The suicide run of Mamoru Kodai's command, the Yukikaze, occurs for a different motive - to cover the retreat of Okita rather than being unable to bear the shame of defeat as in the original. This was the motive given in the Star Blazers dub, and also used in the 2010 Live Action film.

The Garmilas fleet has a new ship, the dimensional submarine UX-01, commanded by Captain Wolf Flakken, whom even his peers acknowledge is independent and difficult to control. The sub can hide in another dimension and fire torpedoes into regular space. This establishes the character and submarine in the series well before being seen in the third season 'Bolar Wars' of the original series.

After surviving the Battle of Pluto and being taken prisoner, the Garmilan ship carrying Mamoru Kodai as a bio-sample crash-landed on Iscandar and was rescued by Starsha. In the original series, she nursed him back to health; the two fell in love, and he remained with her on Iscandar to rebuild its population. In 2199, he died before the Yamato arrived, leaving a recorded message and Starsha bearing a child (as discretely implied at the end of Episode 24).

While the Yamato has an all-Japanese crew, she flies as a United Nations ship. The United Nations logo is seen on the vessel and Okita talks to United Nations officials via long range communication, not officials serving Japan (Commanders Todo and Serizawa serve under UN).

Speaking of communications, in 2199, the Yamato has no contact with Earth whatsoever beyond the heliosphere, even with hyperspace communication relays.

In the early episodes of the original 1974 series, Garmilas characters had Caucasian skintones. Desler also had a more yellowish skintone in early appearances. This abruptly changed after episode ten when all Garmilas characters were given a blue skin tone to make them more alien in appearance. The discrepancy remains unexplained. In the 2199 series, the difference is justified by establishing Caucasian Garmilas characters such as Shultz, Gantz, Raleta, and Norran as Zaltzi, a subject race of Garmilas (blue skinned members being of the Imperial race). This also effectively establishes Garmilas as an interstellar empire that absorbs other races into its culture.

The Garmilas Empire is shown using a number of robotic soldiers, possibly another nod to the Star Blazers dub, which needed to justify the enemy soldiers being shot at in order to make the original series less violent. But most likely they are simply an earlier introduction of the robot soldiers shown in the 1978 original series movie, "Farewell to Space Battleship Yamato". Starsha reveals in 2199 that the Iscandarians developed the technology used in, and were the first to use, weapons similar to the Yamato's Wave

Motion Gun. No mention of this was made in the original.

In the original, the Cosmo Reverser was assembled during its return voyage. In 2199, Starsha not only had the device assembled in Iscandar, but also reconfigured the Yamato to accommodate it (which involved plugging the Wave Motion Gun's barrel).

Yuki's death at the end of both series were portrayed differently.

Sukeharu Yabu was portrayed differently in 2199. Yabu was a deserter in the original who, along with twelve others, perished on an unstable island in Iscandar. In 2199, Yabu is a mutineer, but most of his companions died during the final encounter with General Domel, and one of them dying on a prison planet; as Yabu, mistaken for a Zaltzi, ends up becoming a crew member of the submarine under Captain Flakken.

The sequel to the first remake heptalogy, and debuting in Japanese Cinemas on February 25, 2017, 2202 is a remake of the second series, with Nobuyoshi Habara as director and Harutoshi Fukui as writer. Most of the staff and original cast from the first remake were brought back to the project. It is animated by Xebec.

In 2202, three years after the Gamillas invasion of the Solar system, the people in the Solar System are finally at peace. The Earth's biosphere has been restored with the Cosmo Reverse System brought by the Yamato at the end of Space Battleship Yamato 2199. With the end of the war, there is a peace treaty between Earth and Gamillas which will

strengthen their military bond and secure true peace. In addition to the reconstruction of Earth, the joint forces form a new intergalactic defense fleet with a new ship, Andromeda, to be its new symbol of power. Earth is set on a path of military expansion despite Starsha Iscandar's wishes of peace, and developing new forms of wave motion gun despite the agreement between Starsha and the crew of the Yamato.

When a new threat called Gatlantis, also known as the White Comet Empire, starts to wreak havoc on a newly reformed galaxy, the goddess Teresa calls upon the Yamato once more in order to fight back against the new threat.

The species presented here are from Space Battleship Yamato, Space Battleship Yamato II, Space Battleship Yamato III, Yamato 2199, and Yamato 2202.

### The Species:

Beemarian  
Bolar  
Dezarian  
Garmillan  
Gatlantean  
Iscandarian  
Jirellan  
Zaltz

### **Beemarian** (from Space Battleship Yamato)



Type: Insect Humanoid, Beemaris Sapiens

Physical Traits: Green or pink pigmentation

Height: 4-5 ft

Weight: 90 lbs

Mobility: Legs, wings

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual, egg

IQ: 3D6, ME: 3D6, PS: 2D6, PP: 3D6,  
PE: 2D6, MA: 3D6, PB: 3D6, SPD:  
3D6/ 5D6 flight, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 59%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 4

Culture: Standard, diversified mix of kind and evil people.

Government: Monarchy. Their society is tribal and controlled by a monarch who maintains her position in part to Gamillas involvement with the Bemera.

Population: 67 billion

Home System:

Number of Stars: 1, Beez

Star Type: O

Planetoid Belts: 0

Inner Planets: 4

Middle Planets: 5, Bemera is the home planet

Outer Planets: 0

At some point (possibly before or during the Garmillas-Earth War), Garmillas noticed Bemera and struck up a tentative alliance with the Beemerian Queen. The Beemerian Queen promised Garmillas to deliver royal honey to Garmillas once every 500 days, and in turn Garmillas would ensure that the Queen remained in power over her planet. The royal honey was created by the bodily fluids of Beemerian Rebels that are captured and liquidized (killing them in the process).

**Bolar** (from Space Battleship Yamato III)



Type: Humanoid, Bolas Sapiens

Physical Traits: Green or white pigmentation

Height: 5-6 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 57%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9. The Bolar boast having a very large military, however its not as strong as they claim it to be. Bolar ships are generally inferior to others in the same class. For this reason the Bolar have developed automated killing machines called Gurakens. Each Guraken is a miniature fortress larger then most ships, they can also connect with one another to form a larger vessel. The Bolar have also been working on black hole weaponry. However only one black hole gun had been produced by the time the Bolar Federation fell.

Culture: Standard, diversified mix of kind and evil people. The Bolar have a communist like society, which is extremely corrupt. The lower classes live almost as slaves toiling away in the factories that cover Bolar planets, while the upper classes and leadership lead luxurious lives. Propaganda that the Federation is a paradise is everywhere and all dissent is quickly crushed. Some members of the lower classes secretly worship a being called Queen Gardiana however being caught with any symbols of this religion is a severe offense.

The Bolar hate their rival for control of the Milky Way, the Garmillan Empire. They see them as inferior, a belief supported among them because they had once conquered the old Garmillan Empire.

Almost every world they settle down on are turned into factory worlds and have work camps built on them. Many Bolar worlds are heavily polluted from the

massive amount of industrial activity taking place.

Bolar military personnel are expected to fight and die for the Prime Minister unless ordered to retreat. A common threat is that an under performing crew will be sent to work camps as punishment.

Government: Military dictatorship ruled by Prime Minister Bemlayze

Population: 88 billion

Home System:

Number of Stars: 1, Zol

Star Type: K

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 5, Bolar is the home planet

Outer Planets: 5

The Bolar were one of the four major species to rise up in their region of the Milky Way, the others being the Garmillas, the Dezarians, and the Gardianians. The Gardianians being the most advanced freely shared their technology with the others allowing them to set up the base of their respective empires. The Bolar absorbed several minor species into their Federation and these species eventually came to call themselves Bolar as well. After a rift in Galman society split their species into two factions and one of the factions left the Milky Way (This faction eventually became the Gamilons) the Bolar seized their chance to strike and

quickly conquered Garmillas and their empire.

The Bolar continued to expand until 2202 when the the Garmillans returned to the Milky Way and liberated their old home world. The Bolar were caught completely off guard and lost most of the worlds they had seized from the Galmans. Both sides entered a standoff with neither able to gain an edge of the other. Things might have remained this way if a planet destroying missile fired during a battle with Galman forces missed and found its way to Earth's solar system and hit the sun, disrupting its nuclear fusion.

This event plus another battle with the Galmans spilling over into the solar system drew Earth into the war. At first Earth was neutral defending itself from both sides, not knowing who they were while trying to find a new world to settle down on. Eventually the acts of the Bolar and finding out that Leader Desslok, an old ally of Earth, was in charge of the Galman forces turned Earth to their side. The Bolar war ended in a battle in Earth's solar system, between allied Earth-Galman forces lead by Leader Desslok, and Bolar forces personally lead by Prime Minister Bemlayze. The battle ended with the death of Bemlayze and the restoration of Earth's sun.

With the death of Bemlayze, the Bolar Federation began to crumble. Seeing a chance to finish them off the Galman Empire launched a full scale assault and easily conquered the Bolar. They have remained a part of the empire ever since, with a rebellion occasionally popping up on former Bolar worlds.

**Dezarian** (from Yamato: The New Voyage and Be Forever, Yamato)



Type: Humanoid, Dezaris Sapiens

Physical Traits: Dezarians, also known as the Dark Nebula Empire, are a race of cyborg beings. Their skin ranges from light blue to white and their eyes are bright blue or bright red.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 57%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9. The Dark Nebula Empire's military doctrine is bigger is better. Their ships are much larger than their Earth or Garmillan counterparts. With a Corvette being about 16,000 tons compared to their Earth or Garmillan equivalents being about 4,000-6,000 tons. Dark Nebula Empire ships use a highly volatile form of propulsion called Beta Energy. Beta Energy allows for the Dezarian to build their larger ships and their ultimate weapon, the Direct Fire Beta Energy Cannon.

Their weapons are also more powerful and longer ranged than other species, however their ships carry fewer weapons due to the energy drain. Dezarian Battleships and Space Fortresses are also covered with a special armor called Supra Armor. Supra Armor is immune to most standard ship fire, only vulnerable to specifically designed armor-piercing warheads and super weapon fire. Dezarian vessels are also more maneuverable than their Earth or Garmillan counterparts with specially designed lateral thrusters allowing for rapid horizontal movement.

Culture: Xenophobic, aggressive, militaristic.

Government: Military dictatorship

Population: 88 billion

Home System:

Number of Stars: 1, Dezari Centauri

Star Type: B

Planetoid Belts: 4

Inner Planets: 5

Middle Planets: 5, Dezalium is the home planet

Outer Planets: 2

While most their early history is unknown the Dark Nebula Empire originally was from our universe, however they eventually ended up in an empty universe called the Galaxy of Light. Stories conflict over how they were sent to the Galaxy of Light, either retreating there after starting to develop their cyborg technology or being banished to it by another species. However they ended up in the Galaxy of Light they eventually breached their way back into our universe in 2121 and took up residence in the Dark Nebula.

For over the next 80 years they quietly built up their military forces and slowly expanded their empire. At some point before 2199 they began to exhaust their resources and were forced to rapidly expand. The first encounter by any of the major powers with the Dezarian was by the Garmillans in 2201 when they were returning to their homeworld Garmillan. Seeing a Nebulian mining facility harvesting resources from the planet the enraged Garmillans opened fire on facility and its small protection fleet.

The chain reaction from facility's destruction ripped Garmillan apart and threw its sister planet Iscandar out of its orbit and into deep space. Seeing a Dezarian reinforcement fleet heading for Iscandar, the Garmillans circled the

planet and sent an emergency signal to Earth. The Earth Space Battleship Yamato arrived in the Garmillan system and joined the Garmillans in battle against the Dezarian. After a long battle the Nebula fleet was eventually destroyed although Iscandar was annihilated in the process.

A year after first contact with the Dark Nebula Empire, the Dezarian launched a full scale invasion of the Sol System. With only an experimental automated fleet to defend Earth (most of Earth's manned vessels were on the edges of Earth's territory, defending it against the possibility of a second invasion by the White Comet Empire) the Dezarians swept through Earth's defenses and landed troops in Earth's capitol and other major military bases. Earth's government quickly capitulated, although a small military-civilian resistance arose to fight the occupation.

The crew of the Space Battleship Yamato escaped and made it to a secret base on the Asteroid Icarus where the Yamato was hidden while it was being upgraded. A series of running battles with the Nebula Empire while on the way to the Dark Nebula drew the invasion fleet out of the Sol System and allowed the remnants of Earth's military to launch a counter attack. The Yamato eventually made it to the Dezarian homeworld and destroyed it. With hostilities renewed Earth's manned fleet destroyed the Nebula ships left in the Sol System and ground forces drove the Nebula military off of Earth.

**Garmillan** (from Space Battleship Yamato, and Yamato 2199)



Type: Humanoid, Garmilla Sapiens

**Physical Traits:** Members of the Garmillas species are most obviously identified by light blue skin. Among some Garmillas, skin colour is an important trait distinguishing them from supposedly inferior alien races. Garmillas have purple blood.

They may also age more slowly than humans, with lifespans that are possibly well over one hundred years long. Aside from these characteristics, members of the species are nearly identical to humans, from anatomical structure down to the DNA level. Both species can eat many of the same foods, and can survive in the same environmental conditions for limited periods of time.

Height: 5-7 ft

Weight: 90-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual



IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6 +1, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D6

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Polluted with toxic contaminants

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 130 years

Technology: 9. Garmillan civilization has achieved one of the highest levels of technological advancement in its region of space. Even with such accomplishments, the Garmillas have come to rely in part on acquired alien technology, as in the case of the Pormelia-class carrier. The Aquarius network of subspace gateways, built in the distant past by a long-vanished alien race, has become a key element of the empire's expansion beyond its home galaxy. Robotics technology appears to have been shared between Garmillas and Iscandar, and Abelt Dessler's quest for closer ties with Iscandar has recently enabled the empire to begin building its own wave motion engines, one of the most potent and potentially destructive sources of energy known to science.

Culture: Standard, diversified mix of kind and evil people. The Garmillan belief in their own uniqueness and superiority has become an eventual death sentence. The genetic purity of the species has made it overly adapted to the

specific conditions found on the homeworld, and unable to survive over the long term in alien biospheres. The only solutions are to find or artificially create environments that exactly match those of the planet Garmillas, or to interbreed with local populations.

Many facets of Garmillan society have come to be dominated by the authoritarian Garmillan state. Under the regime of Abelt Dessler, daily life has come to be oriented toward the greater glory of the empire, its policies, and its leaders. Military activity is routine in Baleras, with soldiers and warships becoming a regular sight in the imperial capital. Children learn from an early age to celebrate and emulate the military that fights to expand the empire's frontiers.

The grave markers of deceased civilians, even children, are adorned with the emblem of the empire. The Imperial Guard has contributed to these conditions through pervasive surveillance of the public, and through ideological programs carried out in cooperation with the Ministry of Propaganda. The centrality of the empire in Garmillas society is built upon a widespread--but far from universal--belief in the superiority of the Garmillas people over other races.

Ironically, Garmillans show great reverence for the alien people and culture of Iscandar, making the planet into what a human observer once described as an "object of worship." Garmillans demonstrate unquestioning respect in their infrequent interactions with the few surviving Iscandarians; this includes use of the ritualized phrase "Rud Iscandar."

Government: Military dictatorship

Population: 22 billion

Home System:

Number of Stars: 1, Iscar

Star Type: K

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 2, Garmillas is the home planet

Outer Planets: 5

Garmillas, also known as Garmillans, are a sapient humanoid species originating from the planet Garmillas. As the founders and leaders of the Great Garmillas Empire and the Garmillas Grand Duchy that preceded it, the species has become the dominant race in the Large Magellanic Cloud and territories beyond.

The biological evolution of the Garmillas was influenced by an ancient alien race known as Aquarius, which discovered the species' homeworld and seeded it with its own genetic material. The Garmillas civilization that emerged eventually built sprawling cities in the planet's vast open underground areas, and gave the planet's outer crust over to wilderness.

Sometime after the fall of an older interstellar empire originating on Garmillas' planetary twin, Iscandar, the Garmillan people began their own expansion into the cosmos. In addition to conquering other races, the Garmillas worked to "Garmillasform"

uninhabitable worlds into life-sustaining planets, and used large sections of the crust of their homeworld and the native life on them as supply bases for their efforts.

No later than the year 1800 AD, Garmillans discovered the Aquarius gate network, allowing them to make use of corridors through subspace and to greatly expand their influence into the Small Magellanic Cloud and parts of the Milky Way Galaxy.

Some Garmillans were led by a president until the unification of the species under the Garmillas Grand Duchy, which itself was reorganized and declared as the Great Garmillas Empire. Leader Abelt Dessler, whose reign over the empire began around the year 2096, was driven by secret knowledge that life on the planet Garmillas was dying, and that the Garmillan species was too pure to survive over the long term on planets with environments that did not exactly match that of the homeworld. He courted Queen Starsha of Iscandar, proposing the unification of his empire with the small but still powerful remains of hers to bring order and "salvation" to the universe under his banner.

The empire's campaign of conquest also grew harsher, and control of the Garmillan people tightened considerably under the empire's secret police force, the Imperial Guard. The old aristocracy of the empire was greatly marginalized under Dessler's rule. In the year 2199, the regime of Abelt Dessler came to an abrupt end during the Battle of Garmillas, when it was believed that he had been killed. The transition to a more benign and democratic government commenced. By late 2202, the former

leader of the Imperial Guard carried on a conspiracy to undermine and replace the new government, and Dessler himself, rescued and armed by the Gatlantis Empire, began his own quest to return to power.

Architectural design is relatively uniform throughout the empire. Buildings on the planet Garmillas itself and on the frontier world of Pluto tens of thousands of light years away both have a partially organic look that appears to have been grown as much as built. Many such buildings fill the city of Baleras, and are similar in shape, color, and size.

A single spoken and written language is used by all Garmillans. The language bears some similarities to Iscandarian, but time, distance, and circumstances have magnified differences between the two. The Garmillas language has spread widely with the territorial expansion of the empire, and some portion of the empire's alien subjects have adopted it as their own. Alien languages have had their own influence, introducing greater linguistic variety and irregularity into Garmillan.

Concepts of gods and of heaven exist in Garmillas society. They may be invoked by a speaker as a way of declaring that a momentous or difficult action is the right one.

### **Gatlantean** (from Space Battleship Yamato II, and Yamato 2202)



Type: Humanoid, Gatlas Sapiens

Physical Traits: Gatlantean physiology is similar in many ways to that of humans, Garmillas, Zaltz, the Zemulians that created them, and other humanoids. Members of the species all have green skin of a uniform shade. The origins of Gatlantians as a race manufactured for war can be seen in DNA that shows clear indicators of intentional modification, and abilities such as enhanced strength and increased resistance to explosions and intense heat.

Some portion of the Gatlantis population is also equipped with a biological self-destruct, turning their bodies into powerful explosives; soldiers will self-destruct when faced with defeat in battle or capture.

Only males exist among the Gatlantis, preventing them from increasing their numbers outside of cloning. However, sexual reproduction with females of other species is possible, as happened between Zworder and Shifual Sabera, a Zemulian woman. Genetic engineering

can be used to create females with Gatlantean and non-Gatlantean traits.

Height: 5-7 ft

Weight: 80-210 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 3D6 +3, PP: 3D6, PE: 3D6 +3, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D8

Feeding Habits: Omnivore

Lifespan: 600 years

Technology: 9

Culture: Standard, diversified mix of kind and evil people. All Gatlantis individuals belong to one of a number of variant clone types, fulfilling all the services needed to maintain the Gatlantis Empire, from leaders to fighters to technical specialists to domestic servants and caregivers. Each type shares DNA and some physical and psychological characteristics. Although members of a particular variant can be perfect genetic copies (known as "pure bodies"), age, experience, and possibly other factors can lead to different appearances. Members of a variant may have narrowly defined roles, or they may take on a broad range of duties.

Government: The Cometine are ruled by a royal family which controls the homeworld and the core systems, a

system of imperial governors rules the outer systems and other colonies. Overseeing all government business is the Cometine Emperor. Heirs to the throne are chosen from a young age, after being chosen the rest of the heirs life until they take the throne is filled with learning every facet of the Imperial Government and bureaucracy and the learning of military skills.

Before taking the throne the heir must personally lead the Empire's military forces on a Tour of Conquest, which must add significant holdings to the Empire's territory. The only known member of the Cometine royal family was Crown Prince Zordar, who led the initial invasion of the Milky Way in 2200 and was killed in combat in 2201.

Population: 271 million

Home System:  
None. Mobile

Middle Planets: 5, Zola is the home planet

Outer Planets: 5

Gatlanteans, also known as Gatlantis, are a humanoid species originally from the planet Zemulia that later established a home on the Ark of Destruction. Unlike other sapient races with which they have had contact, Gatlanteans are an entirely artificial people, created to fight wars on behalf of their Zemulian masters. Following an uprising against the Zemulians, Gatlanteans eventually went on to build the Gatlantis Empire, which briefly becomes a threat to the existence of multiple civilizations in the Milky Way Galaxy and nearby satellite galaxies.

One example of the potential for diversity within each variant is the so-called Zworder type, members of which have telepathic abilities and mental capacities beyond those of other Atlanteans, assume different kinds of executive roles within the Atlantis Empire. Zworder himself, instigator of the rebellion against the Zemulians, becomes emperor of the Atlantean nation.

Gairen, an apparently elder individual within the Zworder type, controls the flow of information to Zworder and serves as a member of his ruling council. A third individual of the type, a young adult version named Miru, is a spokesperson and can be used as the literal eyes and ears of the emperor, providing him with direct information from almost anywhere via Cosmo Wave. Another example is the Goland type, which has a long history of service to the empire. At least one Goland commits significant time to mentoring a younger individual of the type, Nol, to become his eventual successor and the twentieth of his line to command forces in battle. When both are killed, the surviving elder Goland, Zaizen, takes custody of an infant Goland to begin his own preparation.

Until late 2199, Atlantis military technology was easily outclassed by forces of the Great Garmillas Empire; Atlantean soldiers were captured in significant numbers and kept as prisoners of war, and Atlantean ships were easily destroyed by Garmillan fleets in engagements such as the Battle of the Small Magellanic Cloud Outskirts. Unbeknownst to the Garmillas, the "barbarian" Atlanteans were quickly erasing and surpassing their

technological deficit partly by capturing enemy personnel and forcing them to serve as science slaves who would go on to re-create and adapt Garmillan weapons, Garmilloid robots, and devices such as the instant matter transporter for their own use. The Atlantis also sought out the technology of other civilizations to take for themselves.

The most devastating of Atlantis' military technological gains was made when Zworder discovered and learned how to activate the Ark of Destruction. Also known as the White Comet due to the swirling energy field it could generate around itself, the Ark could obliterate planets as large as Saturn and contain smaller worlds inside a cage-like structure. It could also manipulate hypergravity and use it as a striking weapon against individual vessels, or project it broadly to destabilize and pull down entire fleets.

The Ark granted Atlanteans the ability to grow ships--not build them mechanically--on a scale that often dwarfed the capacity their adversaries. Under emergency circumstances, "premature" ships could be deployed as weapons. Over centuries, Atlanteans learned how to make increasingly powerful warships; during their final war, the Atlantis Empire launched several new ship classes within a period of just a few months.

Atlanteans demonstrated a variety of other abilities involving biology. Their extensive cloning technology could go beyond making perfect genetic copies and be used to incorporate new traits, including those from outside the original's species. After initial difficulties, the Atlantis learned how to

clone a deceased individual with the original's full consciousness intact. Dead humanoids could be reanimated and used for infiltration and sabotage, and living humanoids could have their minds and bodies hijacked for similar purposes. Gatlanteans also demonstrated advanced capabilities in medicine, offering a drug to humans that could cure Planet Bomb Syndrome, a terminal illness that had defied years of effort to treat.

Gatlanteans appear to be unconcerned with or incapable of repairing damaged technology. During the Battle of the Eleventh Planet, a mass of Calaklum-class battleships that are incapacitated but outwardly undamaged float helpless in space for an extended period ("The Trap at Planet Stravase!"). The crews eventually figure out how to make crude repairs that enable a few of the vessels to leave, but with serious flaws that end up destroying a number of the ships en route.

Despite the vast technological advances made by Gatlanteans, one device formed the foundation of their existence from the very beginning: the golem. Built by the Zemulians as a last line of defense against their creations, the golem could immediately terminate the functions of every Gatlantean who had not been corrupted by emotion. Zworder stole this device from his former masters, and kept it beneath his throne aboard the Ark of Destruction.

**Iscandarian** (from Space Battleship Yamato, and Yamato 2199)



Type: Humanoid, Iscandaris Sapiens

**Physical Traits:** They are generally human in appearance, except for exceptionally brighter eye colors in some cases. The memories stored in Iscandarian brains can be accessed by equipment designed for humans. Genetic differences between the two species are negligible, enough for an Iscandarian woman to conceive a child with a human father.

Despite the similarities with humans, Iscandarians possess significant psychic capabilities, including some telepathy and the ability to project individual consciousness into other beings and to take partial control of them.

Height: 5'8 ft

Weight: 95 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6 +3, ME: 3D6 +3, PS: 4D6, PP: 3D6, PE: 4D6, MA: 3D6, PB: 3D6 +3, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 70%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 1000 years

Technology: 10. With the development of wave motion technology, Iscandarians built an empire that stretched across the Large Magellanic Cloud. The empire's rule was brutal, even using wave motion weapons to destroy entire worlds. It eventually abandoned its aggressive ways and undertook missions of peace, including one to the planet Beemela 4 sometime around the year 1800 AD. As the empire fell back to its homeworld, Iscandar continued to rely on wave motion technology, but refused to share it with other races out of fear that it would be an irresistible temptation to their own imperial ambitions.

Wave motion technology is the most dramatic example of Iscandar science. A single lightweight wave motion core a few centimeters in length can enable a large ship to warp across vast interstellar distances. The same device can also give a ship potent long-lasting defensive and offensive capability, in the form of force fields and artillery. At full strength, a

weapon such as the wave motion gun built into Yamato can fire a single shot capable of vaporizing a continent.

Dessler's use of his own wave motion gun appalled Starsha; his revelation that Yamato also possessed a wave motion gun led Starsha to consider allowing Earth to die, just to prevent the rise of another empire like Iscandar of the distant past.

The Cosmo Reverse System embodies Iscandar's current belief in the value of all life. The consciousness of a deceased individual is preserved within the device. By drawing on the stored memories, the Cosmo Reverser can bring a dead person back to life, or heal a dying planet. The memories must be relevant to the kind of life that is being restored. In the case of Earth, the consciousness of a human was required, hence Starsha's need for an Earth ship to visit Iscandar, rather than simply delivering the device to Earth directly.

Robots similar in design to the Garmilloid robots used by the Garmillas military carry out labor and security functions around the royal palace. It is unclear if the robots are of Iscandarian or Garmillas origin.

Culture: Standard, diversified mix of kind and evil people. When Iscandarians abandoned their aggressive policies, they embraced an absolute belief in the importance of life throughout the cosmos. This new pacifist philosophy informed many of Iscandar's activities from that point, and it remained unshakable even as the Iscandarian population dwindled toward extinction.

Government: Democracy

Population: 3

Home System:

Number of Stars: 1, Iscar

Star Type: K

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 2, Iscandar is the home planet

Outer Planets: 5

The population of Iscandar plummeted over centuries, until only three Iscandarians remained at the beginning of the year 2199: Queen Starsha Iscandar and her sisters, the princesses Sasha and Yurisha. Prior to 2199, a young Garmillan political leader, Abelt Dessler, personally courted the queen of Iscandar with a proposal to unify the remains of her empire with the Great Garmillas Empire.

Starsha apparently accepted some aspects of Dessler's proposal, despite hesitation on her part about deep differences between their two societies. Garmillas of all ranks displayed attitudes of reverence toward Starsha and her sisters, and Garmillas research and development made progress on designing a wave motion system of their own. Construction began on a massive space station that would serve as the capital city of the unified empire.

Starsha's hesitation was confirmed by Dessler's continuing campaign of conquest, and in particular by attacks on Earth that threatened to drive all life on the planet to extinction. In secret,

Starsha dispatched her sisters on two separate trips to Earth with an offer of the Cosmo Reverse System to restore the planet's biosphere, plans for a wave motion engine, and a wave motion core to power it. Both sisters were successful, but at the cost of Sasha's life in a crash on Mars, and an incident on Earth that injured Yurisha and the human officer escorting her, Lieutenant Yuki Mori. With a comatose Yurisha under medical care (but able to provide guidance through psychic possession of Warrant Officer Yuria Misaki), the new Earth ship, Yamato, departed for Iscandar.

Dessler quickly realized Starsha's involvement, but kept knowledge of it to himself as long as possible. However, after learning that Yurisha was aboard Yamato, he saw a political opportunity and ordered his forces to abduct Yurisha during a battle with the Earth ship and bring her to Garmillas. The soldiers carrying out the mission unknowingly captured Lieutenant Mori, whose resemblance to Yurisha was striking.

Dessler was undeterred and presented Mori to the public as a princess of Iscandar—and as endorsement of the final unification of their two worlds. Soon afterward, the plan collapsed following a series of events that destroyed Dessler's new capital and drove him from power.

Despite Dessler's loss, the closer ties he forged between Iscandar and Garmillas persisted. Vice Leader Redof Hiss updated Starsha on the political and military situation on Garmillas. Months later, Yurisha met with Admiral Gul Dietz, supreme commander of Garmillas space forces, and other leaders of the new Garmillas government.



**Jirellan** (from Yamato 2199)

Type: Humanoid, Jirellas Sapiens

**Physical Traits:** Jirellans are bipedal humanoids, physiologically similar to humans, Garmillas, and other species that can trace their genetic ancestry to the ancient alien race called Aquarius. They are visibly distinguished by light gray skin and long pointed ears, and Jirel of all ages have gray hair.

However, they are best known for their strong telepathic abilities. Jirel can project complete thoughts and emotions telepathically among themselves and to outsiders. They can also read the minds of those around them without their cooperation. Contact can be made with multiple individuals simultaneously and over extended periods, and can be used to create vivid, detailed, and believable hallucinations.

Height: 4-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

**IQ:** 3D6 +4, **ME:** 3D6 +4, **PS:** 4D6, **PP:** 3D6, **PE:** 4D6, **MA:** 3D6, **PB:** 3D6, **SPD:** 3D6, **HPs:** +D4

**Orbit/Climate:** 1 AU. Very stable, circular orbit, very stable surface temperature.

**Atmosphere:** Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 32%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 9

**Culture:** Standard, diversified mix of kind and evil people. A religious reverence for Shambleau has developed among Jirellans. Tattooed shamans serve the faithful, and pilgrims make journeys to the celestial ark, which has come to be known as the "World of Tranquility." Poetry and other information from the Aquarius is inscribed in the Jirellan language aboard Shambleau.

**Government:** Captive government of the Garmillan empire

Population: 812 million

Home System:

Number of Stars: 1, Jirell

Star Type: B

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 5, Jirella is the home planet

Outer Planets: 5

In the distant past, the Aquarius race visited the Jirel homeworld and introduced genetic material that would shape the Jirel people, similar to their intervention in the evolution of life on many other worlds. Unlike other species, though, the Jirel discovered remnants of the Aquarius culture left behind after their disappearance. One of these remnants was the "celestial ark" known as Shambleau, a massive structure built to wander the cosmos and spread humanoid life.

The Jirel figured out how to operate many of the systems aboard Shambleau, including cloaking technology and projections that could disguise its true form. They were also able to determine that the hub of a subspace gate network on the planet Balun could be used to project telepathic links across thousands of light years. Jirellan insight into abandoned Aquarius technology may have led to what a Garmillan general called a rumor that the Jirel were direct descendants of the ancient aliens.

Because of their telepathic abilities, the Jirel were mistrusted and feared. Violence against the Jirel culminated in the destruction of their civilization by the twenty-second century. It was commonly believed that the species had been driven to extinction, except for two females living under the protection of Dessler, until the year 2199. However, a number of Jirellans escaped the devastation of the homeworld and found sanctuary there.

### **Zaltz** (from Yamato 2199)



Type: Humanoid, Zaltzas Sapiens

**Physical Traits:** Zaltz are nearly identical to humans upon casual observation, with bipedal anatomy, eye and hair colors and skin tones within the range of human norms, and red blood. This similarity has even allowed members of one species to pass for the other on at least two occasions. A Zaltzi military team was assembled to infiltrate the Earth battleship Yamato dressed in UCN uniforms; the deception was discovered only by the fact that the team members were unfamiliar to a vigilant security officer.

Shortly thereafter, a Yamato crewmember, Sukeji Yabu, was caught in a riot at a Garmillas prison, mistaken for Zaltzi, and encouraged to join the prisoners in their uprising. Months later, Yabu was serving aboard the Garmillas UX-01, with his shipmates unaware of their "Zaltzi" comrade's true human identity.

Height: 5-7 ft

Weight: 80-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal  
Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6,  
PE: 4D6, MA: 3D6, PB: 3D6, SPD:  
3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable,  
circular orbit, very stable surface  
temperature.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 89%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: Standard, diversified mix of  
kind and evil people.

Government: Captive government of  
Garmillan empire

Population: 524 million

Home System:

Number of Stars: 1, Zals

Star Type: K

Planetoid Belts: 3

Inner Planets: 1

Middle Planets: 5, Zaltz is the home  
planet

Outer Planets: 0

The planet Zaltz and its people were  
annexed into the Garmillas Empire at

some point in the past, and remain a part  
of the empire in 2199. The  
overwhelming majority of Zaltz are  
classified as second-class citizens of the  
empire, although a few are elevated to  
first-class status as a reward for  
distinguished service.

Zaltz encounter a range of attitudes from  
Garmillas people. While some work in  
an evenhanded way with Zaltz and build  
good relationships with them, others can  
be openly racist and are verbally and  
even physically abusive, unconcerned  
about retaliation from Zaltz themselves  
and with little risk of being challenged  
by other Garmillas.

Many Zaltz serve in the imperial military  
as soldiers and as mid-level officers, but  
are often given the farthest frontier  
assignments, such as the campaign  
against Earth and the other planets of the  
solar system, or less prestigious  
placements such as local defense of the  
planet Garmillas. Zaltz and Garmillas  
occasionally serve together in mixed  
crews on ships.

Despite these difficulties and a sense of  
distinct Zaltzi identity, Zaltz tend to  
remain loyal members of Garmillas  
society. The Garmillas language is  
commonly used, and a number of Zaltz  
(such as the family of Colonel Walke  
Shultz) live in the capital city of Baleras  
on Garmillas itself.

## Strikefore Morituri Universe

In 2069, an alien race called "the Horde" arrive in Earth's solar system (it was later revealed that the actual name of the race was the 'Va-Shaak'). Although they were technologically advanced far beyond humanity at that time, they were extremely savage.

Examples of this savagery include the retaliatory slaughter of human slaves (this was shown after the victory of the Black Watch), the nuclear destruction of San Diego (also in response to the Black Watch's assassination of the Earth Commander of the Horde Forces), and the decapitation of children (especially by literally ripping their heads off) in order to establish dominance over newly captured human slaves (one particularly brutal terror-tactic favored by the Horde early in the war was to capture large numbers of humans in order to take them just outside the Earth's atmosphere and then eject them from the ships, allowing them to burn up in re-entry so watchers on the ground could see the streaks representing their burning forms. This tactic became known to humans as 'a Highdive').

It was later discovered that they had stolen their technology from a kindly alien race that visited their planet who were attempting to rescue the Horde species. The Horde had caused severe environmental damage to their planet due to excessive pollution which laid much of the world an uninhabitable wasteland. After pulling the Horde back from the brink of extinction the aliens planned to leave the Horde planet in peace once their rescue mission was accomplished. Before they could leave,

however, the alien pacifists were ruthlessly and mercilessly attacked and slaughtered by the Horde. The Horde stole the aliens' ships and advanced technology for themselves and set out into space to establish their savage and war-like empire.

The Horde travelled the galaxy in order to steal resources, food, and technologies, since they had no knowledge of how to fix the ships they used. They viewed the Earth and other such planets as a resource to be plundered and discarded once all resources have been used up. If the Horde had wanted to completely conquer mankind, then they could have easily done so. Instead, they satisfied themselves with brutal raids that left the Earth functioning, but reeling under their vicious onslaught. The Padeia Institute, which governed the entire planet at the time, began to organize Earth defenses against these attacks.

Humankind's best hope was discovered in 2072, when Dr. Kimmo Tuolema perfected the Morituri Process. This was a two-step process that allowed people with a specific type of genetic structure to have a new metabolism overlaid on top of their original one, granting them enhanced physical attributes. The second phase of the process would allow for unique superhuman powers. However, there were three mitigating factors inherent in the use of the Morituri Process:

The process was compatible with very few persons; the estimate was that fewer than 5% of all humans had a compatible physiology for metahuman conversion through the Morituri Process. The optimal age for subjects for the Morituri Process was between 18 and 21; older

subjects who underwent the process would suffer a significantly reduced lifespan than expected from optimal subjects (measurable in weeks). The nature of the energy-based metabolism was such that, within one standard year, the human body would reject it. The rejection of the Morituri metabolism by the human body is 100% fatal. In most cases, the subject's death was indicated by massive upsurges in the subject's power and ability levels.

The first group of test subjects, later known as "the Black Watch", were volunteer soldiers. Of the five members, two died before seeing active service during a power activation exercise in a specialized testing area known as 'Biowar Facility Alpha' (nicknamed 'The Garden'). The remaining three had their first field test in Cape Town, South Africa, taking on Horde forces there; though they were successful in battle, none of them survived (one was killed in battle, another succumbed to the Morituri Effect as they were escaping, and the last was killed with a Hordian nuclear device moments afterward).

Commander of the program, Beth Luis Nion, had also secretly undergone the Morituri Process, after starting an affair with a member of the Black Watch, although she kept her powers a secret. Tuolema later deduced that the older the subject, the quicker their system would reject the process - it was at this point that Dr. Tuolema realized recipients between 18 and 21 were the optimal choice regarding maximized life expectancy.

The Morituri Process consisted of two distinct phases: In the first phase, candidates underwent a procedure which

granted them an enhanced physicality (in some cases, Morituri gained physically impressive forms), as well as enhanced physical strength and endurance, which made it easier to endure the second phase of the Morituri Process (designed to grant actual metahuman powers). After completing this stage, the volunteers would be placed in 'The Garden', a booby-trapped test facility designed to heighten stress levels and precipitate the emergence of each candidate's powers (Dr. Tuolema based 'The Garden' on the vid-comics his daughter had shown him of the X-Men's Danger Room).

In 2073, the first of the new Strikeforce: Morituri entered active service. The Morituri suffered heavy fatalities during their conflict with the Horde - sometimes from enemy action, but principally through the Morituri Effect, the term given to the body's rejection of artificial metabolism implanted by the Morituri Process. The threat posed by the Horde meant that there was never a shortage of volunteers willing to give up their lives defending mankind. Right from the start, the Morituri showed a propensity for disobeying orders in order to grasp opportunities to attack the enemy; knowing their time was short, they resented being kept out of action for any length of time.

It was the fourth generation of Morituri who saw a real change to the process. The fourth generation was sub-divided into two groups; one was created without the input of Dr. Tuolema, with disastrous results - the volunteers eventually choosing to be euthanized rather than continue in the twisted bodies they ended up with. The fourth generation of Morituri created under Dr. Tuolema's

supervision benefited from a major breakthrough; Jason Edwards (aka Revenge), who had been a captive of the Horde prior to becoming a Morituri, contracted a virus which eventually proved to counter the body's rejection of the Morituri Process. When this was discovered, the surviving Morituri regained a chance to live a full lifespan (too late for the first and second, and all but one of the third generation).

The war with the Horde was unexpectedly brought to a close. A new race of aliens, dubbed the VXX199, entered Earth orbit, destroyed the Horde fleet, and then departed without explanation. Other problems soon arose: the Morituri process being performed on a trio of killers with the intent to assassinate the surviving members of the Strikeforce and the Prime Minister, and the fragmentation of the Paideia back into independent nation-states due to the exposure of the conspiracy (by a high-ranking government minister) to kill the Prime Minister in order to seize power.

Ten years later the VXX199 were still there waiting behind the moon, slowly modifying mankind's culture to their requirements, planning to induce spontaneous combustions in the population and then harness the psychic energies released. The four remaining Morituri learn of this, thanks to some bizarre allies (including a sentient A.I. which had taken the holographic form of dead Morituri Scatterbrain, and usually only appeared to and communicated with Scanner; Random - an information specialist/broker with cybernetic neural implants; and Dr. Tuolema's private Morituri squad), and travel to the VXX-199's base, where they destroy its CPU, ending this second alien threat.

## Mellidar



Type: Aquatic Humanoid, Mellidas Sapiens

Physical Traits: Ambidextrous with monkey's agility. These small quadrupeds are intelligent and about the size of a large cat covered with soft fur

Height: 3' ft

Weight: 70 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal

Reproduction: Sexual

IQ: 3D6, ME: 3D6, PS: 2D6, PP: 3D6 +4, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D8

Orbit/Climate: 1 AU, very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 50%

Gravity: 100%

Feeding habits: Herbivore

Lifespan: 70 years

Technology: 1

Culture: Standard. They seem to exercise no useful function in Horde society, though they seem to be kept as pets. Several once aided some Morituori in escaping a Horde camp.

Government: Captive government of the Horde

Population: 300 million

Home System:

Number of Stars: 1, Eebreeme

Star type: Red

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 6; Eebreem II is the home planet

Outer Planets: 4

The Mellidar are among some of the species conquered by the Horde.

## Va-Shakk



Species Type: Humanoid, Va-Sha Sapiens

Physical Traits: High strength. At least two races are suspected of existing. One of these are the red Hordians. The skin colour of this race is a uniform pale red colour. The Reds comprise approximately 75% of the Hordians observed to date. The other race is Stripes. Twenty-nine of the dead bodies are Stripes. The skin of Stripes has brownish-red stripes. The pattern is similar to the stripping on zebras or tigers. The pattern is apparently from cellular pigmentation and not tattooing or a similar process. Other minor differences are present between the two races, also. Hair growth patterns, hair

characteristics, and slight and consistent biochemical differences.

There may be inter-racial variations that have not been detected. Structurally, Hordians are tougher than Humans. Hordian ships are kept at 2G gravity. Bones are tougher. They are made of complex aluminum oxide crystals which are stronger than human bones. Muscle mass is a greater percentage of body weight. The increased body density resulting from the denser bones and greater muscle mass results in Hordians being heavier than water. The average body density is 2.1 g/cm<sup>3</sup> versus 1.0 g/cm<sup>3</sup> for water. They must work to stay afloat in water. Horde body structure is better adapted to physical and environmental shocks.

The epidermis is approximately twice as thick as the Human epidermis. A layer of fibrous connective tissue forms a honeycomb structure as the lower portion of the dermis. Its primary function is water storage. A secondary function of this structure is to absorb shocks. It is most effective against concussive and blunt impacts. The greater the amount of water in the honeycomb cells, the more effective the tissue is in absorbing damage.

The major organs are all present in the torso, just as with humans. The organ arrangement is somewhat different, but all the organs are functionally present. The only notable detail is that Hordians have two hearts, not one as do humans. Both are in the upper torso area, one on the right and one on the left. These hearts are bichambered. This arrangement effectively divides the functions of the human heart between the two muscles.

This separation does not make the Horde less vulnerable to heart damage.

Destruction of the left heart will have similar effects as destroying the human heart. The onset of symptoms will take longer. Destruction of the right heart will cause symptoms similar to suffocation. A Va-Shakk has four clawed digits on each foot and hand - the latter actually being made up of three fingers and a thumb. The most notable differences between Va-Shakk and humans are facial. The lower face is dominated by large throat sacs and strong pointed teeth. The throat sacs are actually a breathing aid necessitated by the high gravity of the Va-Shakk homeworld. Aging Va-Shakk run to fat, though this becomes obvious only in their heavy stomach. This increased weight upon the torso does not make breathing more difficult as the throat sacs also grow.

The nose is broad and consists of multiple folds of cartilage. The overall effect of the jaw, offset by throat sacs, is to give the face a dog-like appearance. The eyes are black with white pupils that are shaped like vertical ellipsoids. The eyelids actually have this ellipsoid shape cut into them, making it impossible for a Va-Shakk to fully close their eyes. Their ears are close to their heads, and are very similar to humans.

Height: 8 ft

Weight: 280 lbs

Mobility: Legs

Sensory organs: Visual

Communication: Vocal



Reproduction: Sexual. Interspecies breeding between humans and Horde is considered an impossibility. The structures of the genitalia are radically different. It is not possible for a Hordian to have intercourse with a Human without significant, and probably incapacitating, damage to both parties involved. Gene structure is also radically different. It is unlikely that interbreeding can occur even in vitro. Paidea researchers have not decoded Horde DNA yet. As genes are mapped, viral weapons can be developed. The anticipated time frame for these weapons is five to six years (2061 - 2062). Other biological weapons, bacteriological and chemical, specific to the Horde should be available within three to five years (2059 - 2061). The viral weapons are expected to leave terran life unaffected. The other biological weapons do offer the potential to be destructive to a significant number of terran lifeforms.

The biological processes of Horde and human bodies are based on different biochemical reactions. Both species can live on the same foods, however. Hordians have remarkable toxicological reactions to compounds toxic to humans. Research has not discovered any toxins usable against the Horde as weapons. While biological weapons are long term goals, the horde's biochemistry must be understood first.

IQ: 3D6, ME: 3D6, PS: 4D6, PP: 3D6, PE: 4D6, MA: 2D6, PB: 3D6, SPD: 3D6, HPs: +D12

Orbit/Climate: 1 AU, Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere

Oceans: 25%, 4 large continents and many islands.

Gravity: 100%

Feeding habits: Carnivore. Hordian metabolism is much higher than a human's. Hordians must eat on a regular basis. Their body does not store fat. They can be starved to death in three days. Dehydration, however, would take about two months. Hordians store water all over their bodies. The fibrous layer of the dermis serves to store water. The Hordian biochemical system is very aggressive.

Hordians are unaffected by most toxins and drugs because of their immune reaction. There are two notable exceptions: caffeine and thiobromine, both of which are in chocolate. Caffeine acts as a hallucinogenic. Thiobromine suppresses peripheral nervous activity. The combination, as is found in chocolate, produces an euphoric state. It lasts roughly one hour for a 100 g portion of chocolate. During this time, the affected Hordian is unable to interact with its surroundings.

Lifespan: 70 years

Technology: 9. Much of the Horde's advanced technology is not meant for them or for the use they put the technology to. Hordians take existing pieces of equipment and utilize them as best as they can. Many of the operating principles are not understood by the Horde. This is a manifestation of the Horde's parasitic culture. They seize the

produce of a culture and use it, many times ignorantly. For the most part, technological equipment is used on a disposable basis. There have been examples of Hordians abandoning pieces of equipment on the battlefield because it did not work. This practice stopped after PSC forces deployed equipment based on the abandoned equipment. PSC scientist hypothesize that native Horde technological levels are equivalent to mid 1990's Earth technology. Horde-constructed advanced technological items are constructed from modules. Some PSC scientists think that the modules were made by victim races and stockpiled by the Horde for future use.

The primary weapon of Hordians is a blaster. PSC researchers have not been able to examine the inside of a Horde blaster because they explode when they are opened. A substantial number have been captured. The blasters are powered by a backpack battery that weighs twenty pounds. The batteries usually explode when the outer casing is breached. The blasters have five different settings: automatic fire setting, stun (concussive explosion) setting, armour piercing setting, and a fifth setting that generates a repulsion beam. They are energy weapons. The energy is green with a blue halo. PSC scientist have not been able to determine what the weapon is firing.

The Horde has used two biological weapons in the past. The first is a genetic mutation of the Hordian healer plant. The plant engulfs its victim in a membrane that encloses the victim totally, rather than just the wound as the unmutated plant does. The victim suffocates as the mouth and nostrils are covered. An enzyme mixture to destroy

the membrane is available from PSC-Medical Division and from local civil defence forces. Victims' mouths must be kept clear of the membrane to prevent suffocation. The most effective method is cutting it periodically

The second biological weapon is a small rodent type creature - the Horde rat. It has been used once. The animal can not metabolize food available on earth, however, it has a preference for the taste of Human flesh and so attacks Humans. It dies in days after being dropped on earth because there is no food source for them. Both of the biological weapons have been organisms that feed on humans. No known microbiological or viral or chemical weapons have been used by the Horde.

Culture: Xenophobic, highly violent

Government: Clan. The Horde is a martial society. Advancement within the combat troops is by ritual combat. The combats are for squads. The whole squad advances. The Commander of the unit is the Leader of the Command Squad. The rest of the Command Squad acts as executive officers. The Guard Squads are honour guards and perform clerical and messenger duties for the unit. Guard Squads are chosen by combat just as the Command Squads are.

Population: 22 billion

Home System:

Number of Stars: 1, Hijax

Star type: O

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 4, Hordax is the home planet

Outer Planets: 2

The race, which mankind would come to know as The Horde, called themselves the 'Va-Shakk'. They were a planet bound warrior society who had scoured and scarred their world in both wars and the search for resources.

Very little is known about the aliens which first made contact with the then planet bound Horde. Indeed it is conceivable that no survivors exist. They meant to induct the Hordians into an interstellar brotherhood and were completely unprepared for the brutality with which they were received. They were slaughtered to the last, their ships taken. Nothing is known about the brotherhood.

Since the arrival of the Tall Ones, the Va-Shakk have left their home planet far behind, becoming nomad barbarians plundering and raping fertile worlds. Their procedure is always the same. The FTL ships will arrive in the system, and establish a safe orbit around a planetary body on the outer edge of the system. Leaving the women and children of The Horde behind, the warriors take the non-FTL capable ships and enter orbit around the inhabited planets. War and plunder, of course ensues.

Not all of the planets that the Va-Shakk have attacked have been as easy pickings as the Earth prior to the creation of Strikeforce: Morituri was. Afanomoe, Maghrebina and Groustark have all successfully resisted the Horde, though Groustark was reduced to an atmosphereless ball of slag. Where the

assaults have been successful, the defending races have been subjugated and enslaved, many of them unused to the high gravity that is the norm for the Horde fleet. Notable conquered races include the Mellidar, Translators, Healers, Bozhukoi, Kkel and Yllahandri. Indeed the Earth is the best planet the Horde have discovered for at least a thousand years. The Horde population has been dropping because they have been living off their wastes for all that time.

The Horde has established a position over the Earth dominating orbital and atmospheric operations. This is combined with a planet side command headquarters based in Cape Town, South Africa. There, the Horde's 'First in the Field' commands. For the first three years this was Dread Eagle, but he was killed by The Black Watch. The remainder of the fleet currently orbits Jupiter.

They regularly raid for all kinds of resources. This includes foodstuffs (chocolate is a favourite), materials, cultural products such as movies, and slaves. The slaves are used and abused with contempt, indeed their most callous actions to date have been the dumping of recently taken slaves straight into the high atmosphere for them to die on burn up. The 'High Dive', as this is known, has made Mankind hate the aliens even more.

Va-Shakk government is tribal in nature, reflecting their nomadic origins, with warriors belonging to clan-like organizations known as tents. Warriors are highly loyal to their tents and the race as a whole.

The Hordians are inherently tough. They wear little personal armour. What they do wear is usually light, equivalent to 20th century body armour. When Horde ships land, force screens are sometimes used to protect ships while they were on the ground. The Horde uses guerrilla attacks for raiding. They raid for anything. The two favorite items are chocolate and old movies. They frequently raid for food of all kinds and for slaves. Hordians are excellent melee fighters. They are contemptuous of humans. Horde command structure is based on a five unit base.

The smallest unit is the five member squad. Hordians carry blasters when on raids. In addition, higher ranking officers usually carry melee weapons of some type. Intrasquad cooperation is excellent, but intersquad cooperation sometimes leaves something to be desired especially if there is some prestige at stake. On a raid, one squad will stay and guard each ship. Usually all five are stationed at the entrance. All other Hordians gather what they came for. If there is a shield generator, it is set up immediately.

Horde squads will try to eliminate all opposition before proceeding to their objective. They prefer to close and fight in close quarters. Most will resort to melee attacks. While Hordians will not hesitate to use their blasters, they like to get into hand to hand combat. The usual assault will begin with a charge against the strongest appearing position. Any amount of damage is considered acceptable by the Horde in destroying a Human strategic or tactical position. Success is a matter of prestige. Failure causes a loss in prestige. Hordians very seldom back down from a course of

action once they have committed themselves. They would have to admit to being wrong, which would cause a loss of prestige. The Hordian attitude seems to be that it is better to die wrong than to admit to being wrong.

When confronted with an unknown, the usual Horde reaction is to destroy it. A distinct behavioural difference based on racial difference has been noticed. The Stripes are much more likely to employ tactics other than a frontal assault. Their first reaction to an unknown is to try to capture it, rather than destroy it. Whether this is a real difference is unknown, but is a factor to be aware of.

The Horde has developed a unique social structure. It is a male dominated warrior culture. They have little understanding of much of the equipment they use. Very little is done by the Horde as far as maintenance. They know how to run the equipment. When it does not run, they trash it. The Horde has had no motivation to develop many of the support services humans take for granted. For instance, what maintenance is done is performed by the Hordians using a piece of equipment, not someone specially trained.

The Horde is split up into three basic services: Warrior, Inquisitors, and Breeding. The warriors are the Hordians that do the fighting, in addition, fleet commanders and the rulers of the Horde are drawn from the warrior service. The Inquisitors are what humans would think of as an intelligence and research branch. They have two primary roles, getting information from prisoners and determining how to use captured technology. Their first resort for extracting information is torture.

Inquisitors have also been instrumental in developing biological weapons. The breeding service is exclusively female. The Horde is very protective of its females. They live on large, well protected ships that are kept away from all hostilities. The females are a resource of the Horde, not individuals. Mating is a privilege that is given to a warrior or an inquisitor for exceptional service to the Horde.

Va-Shakk dress relatively lightly, but cover their groin and wear heavy metal bands around their arms and legs. Of particular importance to every Va-Shakk is the headgear, which is often ornate and is a measure of their own personal status. The knocking off of the headgear is seen as a personal insult.

Other symbols of personal status are trinkets plundered from the cities of the Earth. The Va-Shakk are fond of coins, buttons or badges, medals and so on.

In attitude, the Va-Shakk are proud and self-centred, caring for their own race and no other. They are extremely contemptuous of any other races they encounter or attempt to conquer. Whilst they show great loyalty to their race and their tent-mates, they are highly aware of their personal status and position in the Va-Shakk hierarchy.

Living by a warrior code, each Va-Shakk usually disdains technology beyond knowing how to operate it. Amongst themselves, prowess in hand-to-hand and armed combat are highly valued. Favoured weapons include spears, polearms, glaives, halberds, and a weapon that is a combination of a flail, morning star and glaive.

## Vxx199



Type: Aquatic Humanoid, Vxx199

Physical traits: Enhanced ears, white pigmentation

Height: 7' ft

Weight: 180 lbs

Mobility: Legs

Sensory organs: Visual, IR, UV

Communication: Telepathic

Reproduction: Sexual, egg

IQ: 4D6, ME: 4D6, PS: 3D6, PP: 3D6,  
PE: 3D6, MA: 2D6, PB: 3D6, SPD:  
3D6, HPs: +D12

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding habits: Biovampirism; this species eat the genes of other species by touching them and feeding off their life energies. This process takes less than a minute and is always fatal leaving little more than a husk.

Lifespan: 600 years

Technology: 10

Culture: Unknown but appear amoral towards other races.

Government: Unknown

Population: Unknown

Home System:  
Unknown

## Super Dimension Cavalry Southern Cross Universe

The Super Dimension Cavalry Southern Cross (Japanese: 超時空騎団サザンクロス, Hepburn: Chōjikū Kidan Sazan Kurosu) is a Japanese science fiction mecha anime TV series released in 1984, as the third of the Super Dimension series. It was adapted as "The Masters Saga" or the "Second Generation" of the American TV series Robotech.

The show was the third mecha anime series released under the Super Dimension moniker by the sponsor Big West in 1984. This science fiction series followed two other series created by Studio Nue with Artland: Super Dimension Fortress Macross (1982–1983), sponsored by Big West and animated by Tatsunoko Production, and Super Dimension Century Orguss (1983–1984), sponsored by Big West and animated by Tokyo Movie Shinsha. Unlike the previous two series, Southern Cross was created and produced almost entirely by Tatsunoko Production, with mechanical designs by its sister studio Ammonite. The series lasted for 23 episodes.

Unlike the previous two series, Southern Cross was created and produced almost entirely by Tatsunoko, with mechanical designs by its sister studio Ammonite. The series lasted for 23 episodes. The three titles share some of the same creators, and Macross is referenced by character cameos and inside references by the latter two series. However, the basic stories are unrelated.

In the far future, in the year 2120, humanity has left the Solar System and started the colonization of other planets.

One of the farthest colonies is located in the terraformed planet Glorie. The powerful army of the Southern Cross protects the colonists from any unknown dangers. However, unbeknownst to the humans, Glorie is also the ancestral home of the Zor, a highly advanced race of nomadic humanoid aliens who have returned to reclaim their world.

The world of Glorie was founded by the human race in an effort to find new worlds for humanity because the Earth had become uninhabitable as a result of a catastrophic nuclear holocaust. Relay stations have been established at Mars and Jupiter, and as a result the planet "Liberté" located in the Proxima solar system was colonized. The next planet, Glorie, was discovered in the Epsilon Eridani system. Similar in planetary scale and atmospheric conditions to Earth, Glorie still had an unexpectedly harsh natural environment. The planet has an elliptical orbit around the sun, with a cycle of 73 years.

Sixty percent of the planet's surface area is land, and in the winter, fifty percent of that land is covered with glaciers. Originally the planetary temperatures in winter averaged between  $-5$  to  $-30$  °C (23 to  $-22$  °F). Thanks to extensive military terraforming, Glorie was successfully turned into a suitable planet for terrestrial life.

The government of Glorie is independent from that of Liberté but is an ally to that planet. In the year 2120 (when this story takes place), Glorie is now a self-sufficient planet in terms of food and resources.

## Zor



Type: Humanoid, Zoras Sapiens

Physical Traits: Characteristically, the Zor are human in appearance, tall and slender with violet eyes, silvery hair and pale skin.

Height: 5-7 ft

Weight: 80-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Cloning but sexual is possible

IQ: 3D6 +2, ME: 3D6 +2, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 16%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 300 years

Technology: 10. Their advances in biotechnology surpass that of humanity, and the weapons they employ called "Bioroids" serve as a formidable enemy to the units of the Southern Cross.

Culture: Standard, diversified mix of kind and evil people. They operate in groups of three. Each member is responsible for one of three functions: information, decision and action. As a whole, they present a powerful threat, but if one member is lost to the group, then they lose their stability and become unable to function. The Zor have a symbiotic relationship with a flower native to Glorie referred to as the Protozor, which, like them, exist in trinities.

Government: Military dictatorship

Population: 834 million

Home System:

Number of Stars: 1, Proxima Centauri

Star Type: M

Planetoid Belts: 2

Inner Planets: 3

Middle Planets: 2, Glorie is the home planet

Outer Planets: 0

The Zor (ゾル, Zoru) are a race who serve as the antagonists for the Southern Cross Army. The Zor were the former inhabitants of the planet Glorie, but they had to evacuate due to an apocalyptic war.

Like the troops of the Southern Cross, the Zor rely on large humanoid mecha to spearhead military operations. The Zor mecha, called "bioroids," are considerably more advanced than their Southern Cross counterparts, based on a symbiotic interface that conveys the thoughts of the operator directly to the mecha. Because of this interface, Bioroids are effectively "alive," with the pilots acting as their "brains;" this increases the response promptness and makes their movements much more agile than those of the Southern Cross mecha. At the same time, there appears to be no pain-receptor feedback to the pilot, as bioroids are unaffected by direct hits unless the cockpit itself is damaged.

In addition to mentally centered control, bioroids have access to an array of weapons, including both advanced projectile and sustained-beam weapons held in one hand. Typical engagements also find the bioroids riding anti-gravity hovercraft equipped with their own strafing weapons, and it appears that the hovercraft can be summoned to their riders remotely.



Since the Zor are not a race suited for combat, they abduct personnel from the armies of the Southern Cross and Liberté forces, brainwash them, and use them as "biohuman" pilots for the bioroids.

Southern Cross troops adapt slowly to the tactical imbalance they have versus bioroid forces but become ensnared as they start to gain ground in combat by the psychological deterrent of knowing that they are fighting their own kind. Even late in the war, Southern Cross troops demonstrate conflicting emotions over advances in weaponry, knowing that increases in their own kill rates paradoxically still mean greater death for humanity as a whole.

During the time of the conflict, many variations of the Bioroid are implemented by the Zor in order to adapt to the ever-changing battle conditions experienced on the field. The final version of the Bioroid embodies the Zor's own triplet model of operation, with each triple set representing thought, action, and reaction.

## Transformers Universe

The Transformers is a media franchise produced by American toy company Hasbro and Japanese toy company Takara Tomy. It follows the battles of sentient, living autonomous robots, often the Autobots and the Decepticons, who can transform into other forms, such as vehicles and animals. The franchise encompasses toys, animation, comic books, video games and films.

The franchise began in 1984 with the Transformers toy line, comprising transforming mecha toys from Takara's Diaclone and Microman toy lines rebranded for western markets. The term "Generation 1" covers both the animated television series The Transformers and the comic book series of the same name, which are further divided into Japanese and British spin-offs, respectively. Sequels followed, such as the Generation 2 comic book and Beast Wars TV series, which became its own mini-universe.

Generation 1 characters underwent two reboots with Dreamwave in 2001 and IDW Publishing in 2005, with a third starting in 2019. There have been other incarnations of the story based on different toy lines during and after the 20th century. The first was the Robots in Disguise series, followed by three shows (Armada, Energon, and Cybertron) that constitute a single universe called the "Unicron Trilogy".

Generation One is a retroactive term for the Transformers characters that appeared between 1984 and 1993. The Transformers began with the 1980s Japanese toy lines Microman and Diaclone. The former utilized varying humanoid-type figures while the latter presented robots able to transform into

everyday vehicles, electronic items or weapons. Hasbro, fresh from the success of the G.I. Joe: A Real American Hero toyline, which used the Microman technology to great success, bought the Diaclone toys, and partnered with Takara. Jim Shooter and Dennis O'Neil were hired by Hasbro to create the backstory; O'Neil also created the name "Optimus Prime." Afterward, Bob Budiansky created most of the Transformers characters, giving names and personalities to many unnamed Diaclone figures.

The primary concept of Generation One is that the heroic Optimus Prime, the villainous Megatron, and their finest soldiers crash land on pre-historic Earth in the Ark and the Nemesis before awakening in 1985, Cybertron hurtling through the Neutral zone as an effect of the war. The Marvel comic was originally part of the main Marvel Universe, with appearances from Spider-Man and Nick Fury, plus some cameos, as well as a visit to the Savage Land.

The Transformers TV series began around the same time. Produced by Sunbow Productions and Marvel Productions, later Hasbro Productions, from the start it contradicted Budiansky's backstories. The TV series shows the Autobots looking for new energy sources, and crash landing as the Decepticons attack. Marvel interpreted the Autobots as destroying a rogue asteroid approaching Cybertron. Shockwave is loyal to Megatron in the TV series, keeping Cybertron in a stalemate during his absence, but in the comic book he attempts to take command of the Decepticons. The TV series would also differ wildly from the origins Budiansky had created for the

Dinobots, the Decepticon turned Autobot Jetfire (known as Skyfire on TV), the Constructicons (who combine to form Devastator), and Omega Supreme. The Marvel comic establishes early on that Prime wields the Creation Matrix, which gives life to machines. In the second season, the two-part episode The Key to Vector Sigma introduced the ancient Vector Sigma computer, which served the same original purpose as the Creation Matrix (giving life to Transformers), and its guardian Alpha Trion.

In 1986, the cartoon became the film The Transformers: The Movie, which is set in the year 2005. It introduced the Matrix as the "Autobot Matrix of Leadership", as a fatally wounded Prime gives it to Ultra Magnus; however, as Prime dies he drops the matrix, which is then caught by Hot Rod who subsequently becomes Rodimus Prime later on in the film. Unicron, a transformer who devours planets, fears its power and recreates a heavily damaged Megatron as Galvatron, as well as Bombshell or Skywarp becoming Cyclonus, Thundercracker becoming Scourge and two other Insecticons becoming Scourge's huntsmen, the Sweeps.

Eventually, Rodimus Prime takes out the Matrix and destroys Unicron. In the United Kingdom, the weekly comic book interspliced original material to keep up with U.S. reprints, and The Movie provided much new material. Writer Simon Furman proceeded to expand the continuity with movie spin-offs involving the time travelling Galvatron. The Movie also featured guest voices from Leonard Nimoy as Galvatron, Scatman Crothers as Jazz,

Casey Kasem as Cliffjumper, Orson Welles as Unicron and Eric Idle as the leader of the Junkions (Wreck-Gar, though unnamed in the movie). The Transformers theme tune for the film was performed by Lion with "Weird Al" Yankovic adding a song to the soundtrack.

The third season followed up The Movie, with the revelation of the Quintessons having used Cybertron as a factory. Their robots rebel, and in time the workers become the Autobots and the soldiers become the Decepticons. (Note: This appears to contradict background presented in the first two seasons of the series.) It is the Autobots who develop transformation. Due to popular demand, Optimus Prime is resurrected at the conclusion of the third season, and the series ended with a three-episode story arc. However, the Japanese broadcast of the series was supplemented with a newly produced OVA, Scramble City, before creating entirely new series to continue the storyline, ignoring the 1987 end of the American series.

The extended Japanese run consisted of The Headmasters, Super-God Masterforce, Victory and Zone, then in illustrated magazine form as Battlestars: Return of Convoy and Operation: Combination. Just as the TV series was wrapping up, Marvel continued to expand its continuity. It followed The Movie's example by killing Prime and Megatron, albeit in the present day. Dinobot leader Grimlock takes over as Autobot leader. There was a G.I. Joe crossover and the limited series The Transformers: Headmasters, which further expanded the scope to the planet

Nebulon. It led on to the main title resurrecting Prime as a Powermaster.

In the United Kingdom, the mythology continued to grow. Primus was introduced as the creator of the Transformers, to serve his material body that is planet Cybertron and fight his nemesis Unicron. Female Autobot Arcee also appeared, despite the comic book stating the Transformers had no concept of gender, with her backstory of being built by the Autobots to quell human accusations of sexism.

Soundwave, Megatron's second-in-command, also broke the fourth wall in the letters page, criticising the cartoon continuity as an inaccurate representation of history. The UK also had a crossover in Action Force, the UK counterpart to G.I. Joe. The comic book featured a resurrected Megatron, whom Furman retconned to be a clone when he took over the U.S. comic book, which depicted Megatron as still dead. The U.S. comic would last for 80 issues until 1991, and the UK comic lasted 332 issues and several annuals, until it was replaced as Dreamwave Productions, later in the 20th-Century.

The Species:  
Cybertronian  
Quintesson

## Cybertronian



Type: Synthetic Artificial Transformable Robotic life form, Cybertronias Sapiens, Autobot, Decepticon

Physical Traits: Able to transform into at least 2 different configurations one of which is humanoid and the other some form of vehicle. Autobots have blue eyes and often turn into civilian vehicles but some are aircraft, military vehicles, communication devices, weapons, and cyborg animals. Decepticons have red eyes and are usually known for turning into aircraft, military vehicles, construction vehicles and even smaller-than-human-sized objects.

The Transformation Cog, also referred to as a Transforming cog, transition cog, conversion cog, or T-Cog for short, are bio-mechanisms that enable Transformers to scan alternate modes, transform, and operate integrated weapon systems. These organs are in both male and female Cybertronians, and also in Predacons. Without the T-cog, a Cybertronian will lose operation of their alt-mode and its integrated weapons systems that require any reconfiguration of limbs. Transformer organs such as these are beyond Ratchet's ability to construct, albeit Ratchet was able to

repair Bumblebee's t-cog after it was badly damaged by Starscream.

All T-cogs are based on the original Transformation Cog possessed by Amalgamous Prime, the first Shifter and a member of the Thirteen. Amalgamous' T-cog apparently allowed him to constantly shift from one form to another, exceeding the abilities of his descendants. Other Cybertronians were not initially known to possess T-cogs, something that was discovered by the Quintessons and used to manipulate the early Cybertronians. It was only when resistance forces under Sentinel Zeta Prime examined Silverbolt immediately followed his emergence from the Well of Allsparks and discovered his T-cog in place that all of Cybertron became aware that the T-cogs were not in fact a Quintesson gift.

Cybertronians consist of a brain, a heart-like Spark and body built of mechanical frames. Energon flows through every part of a Cybertronian's body, much like blood in a human. A Cybertronian's body is made of a type of metal called 'living metal', as it has properties that are similar to organic matter, such as repairing itself. A Cybertronian's mind can be transferred to another body using the Cortical Psychic Patch, where it is possible for two minds to occupy the same body.

They are able to leak "transmission fluid" if frightened. They also seem to be able to 'respirate'. This 'respiration' assists in functions like air cooling and/or flushing dust-like debris from their bodies. Without a mind, a Cybertronian body can be kept alive by artificial means.

Certain Cybertronian components, such as the T-Cog and Voice Box, are actually bio-mechanical organs and cannot be precisely constructed or repaired. The T-Cog enables Cybertronians to "Transform". Cybertronians are able to scan vehicles into their minds. They also appear to have mechanical nerves in their bodies and in their armor. They have the same senses that a human does with a few additional ones as well. If Cybertronian's arm or leg gets severed, it could be replaced or surgically repaired back to its proper place. If necessary a Cybertronian can upgrade to an entirely new body, through a mind transfer or other means, though this is rarely done.

Like humans, Cybertronians can get sick too. The Cybionic plague can infect a Cybertronian's energon and spreads throughout the victim's body. Once infected, the victim is weak and will require rest in order to gain some strength. If the victim is not cured, they could perish within seconds. Though there is a cure and once it's used on the victim, they are cured. If Cybertronians made contact with Tox-en, they could easily get infected and die from the effects of the Tox-en exposure if they are not treated. Indeed, the Cosmic Rust plague was what led to the end of their empire due to fear of being infected.

Despite the fact that they do not have what organic life has, they are distinguished by their appearance and personality. Alpha Trion claims that Cybertronians do not have gender in the Covenant of Primus even though both transformer body types have personalities that seem to indicate gender.

Cybertronian males generally have a more "bulky" body than their female counterparts. The male populace ratio of the species is 12/13 as twelve of the Thirteen original Primes, who were the first Cybertronians to exist, were male. Some males like Optimus, Bumblebee, Knock Out, Predaking, and Ultra Magnus tend to have a "bulkier abdominal" area in their midsections. Some, like Alpha Trion, Drift, and Vector Prime have facial 'hair' while others have none. Cybertronian males have similar biology and qualities, such as broad shoulders and masculine features, of human males.

Female Cybertronians are portrayed as more graceful of form and are more rounded and curved in general. Cybertronian females tend to have a more "streamlined" body with bits of armor resembling human female hips, platted chest protrusions resembling breasts, and different midribs, while some like Strongarm have a "bulkier" body and slim waist.

The female populace make up 1/13 and they are all modeled after Solus Prime. Cybertronian females have the biology and feminine qualities of human females, such as wider hips.

Height: Varies greatly

Weight: Varies greatly

Mobility: Legs and one other type depending on vehicle mode

Sensory Organs: Visual

Communication: Vocal

Reproduction: Cybertronians come through Primus, their creator. Primus uses the Allspark to create new life which emerges from the Well of Allsparks. Cybertronians emerge from the Well, "fully grown", in an initial alternate mode provided for them by Primus.

Unlike humans, a Cybertronian does not reproduce sexually, but he or she could have a relationship with another Cybertronian. They rely on Protoforms to maintain their numbers. Insecticons are unique as they are able to self-reproduce by cloning themselves, yet each generation becomes more primitive and intellectually inferior....

Very rarely a spark can split into two sparks creating twins. The twins would be identical with their differences being their paint scheme and personalities. Examples are Skyquake and Dreadwing. Extremely rarely, the process could create triplets.

IQ: 3D6, ME: 3D6, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 6. The stats listed are baseline only as attributes vary greatly.

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in the stratosphere.

Oceans: 0%

Gravity: 100%

Feeding Habits: Energy but Energon is favoured. Unlike humans who need air and water as well as food, generally the Transformers' only major need to assure their continued functioning is Energon. Cybertronians don't eat energon physically, but they refine it for fuel.

The fuel is like blood flowing through their bodies. If humans made contact with energon, it could affect them greatly. In Cybertronians, energon is the key to their survival. It's one of the reason Cybertronians fight each other to gain control over its power. On Earth, there are small deposits located in specific parts on the planet. Energon is the key inside their biology. Without it, a Cybertronian could perish if they are not treated by field medics.

Energon deposits are rare to find in the galaxy as only Cybertron is the only known world to produce it naturally. Deposits exist on other world, but as they were planted millions of years ago, they could be hard to reach.

Lifespan: Unmeasured but at least 9 million years

Technology: 10

Culture: The Autobots are benevolent, more tolerant than standard but still with some violence. The Decepticons are a malevolent, truly malicious race with no redeeming qualities at all.

Government: Has varied between Military Dictatorship by the Decepticons to Benevolent Monarch by the Autobots.

Population: Unknown as the Cybertronians have spread to many planets but considered in the billions.

Home System:

Number of Stars: 1, Alpha Centauri

Star Type: M

Planetoid Belts: 3

Inner Planets: 6

Middle Planets: 1, Cybertron is the home planet of the Cybertronians and the body of their creator, Primus. Cybertron is a shining metal, technological world; a planet of towering future cities without end and vast metallic plains, spiraling metal mountains and bottomless neon-lit chasms.

Outer Planets: 9

Cybertronians, known to humans as Transformers, are a species of sentient, robotic organisms originating from the distant planet of Cybertron. To most humans, they're robotic aliens from another world, which isn't exactly wrong. The name "Transformer" stems from the species' shared ability to transform; to change bodies at will, rearranging their component parts from a robotic, humanoid (usually their primary) mode into an alternate form; vehicles, weapons, machinery, or animals. Cybertronians once lived under an oppressive and corrupt government. That all changed when the Great War began, thus leading towards great disaster on Cybertron.

According to legend, at the beginning of time, there was Unicron and Primus. They battled each other for eons, with neither side remaining victorious for long. Until, that is, Primus created the Thirteen: the original Primes. These Thirteen defeated Unicron and cast him

into space. Primus then became one with the core of Cybertron, and brought life to new Cybertronians through the Well of All Sparks.

In the early period of their history they were guided by the three remaining members of the Thirteen Original Primes (Prima, Alchemist Prime and Alpha Trion) who taught them about who they were and came from. While many dismissed the concept of deities and demigods, the stories were nonetheless preserved and used as lessons. They were, however, never taught of their inherent transformative abilities as Alchemist and Trion feared they were not ready yet. Prima frequently warred against the beast, Predaking (leader of the Predacons). This era came to end with the Great Cataclysm which killed the Predacons and was believed to have killed Prima.

The Cybertronians eventually reclaimed the surface of their world. Various kingdoms and city-states were erected which frequently warred with each other with various kings and queens rising and falling. Bands of criminals, such as the Vandals, Breakers and Ravagers roamed the wilderness of the planet and stealing from villages prompting the creation of the original Wrecker team. The Patterner cult rose during this time embracing the principles of logic and order as Primus decreed. Their most vocal opposer was Galvatron who promoted chaos and the way of Unicron. This would come to an end when the Quintessons came to Cybertron.

Posing as benevolent entities they won the Cybertronians over with the gift of transformation (for they knew of the dormant T-Cog and how to activate it).

Despite Alpha Trion's warnings (and the Quintessons essentially confirming they murdered Quintus Prime) the gift of transformation won the day and Cybertron bowed to the aliens.

The Quintessons quickly made rapid change and progress to Cybertron. The planet now had an interplanetary police force (which later became the Elite Guard). Subtly the Quintessons abducted Cybertronians to test their use as slaves and sell to other species. The problem was that the average Cybertronian was incredibly strong and durable and therefore able to overpower other lifeforms that would try to enslave them if given the chance.

Under the Quintessons' arrogance a resistance formed under Sentinel. Managing to discover Quintessons plans (and steal Space Bridge plans) they broadcasted Quintesson violence to the populace who easily forced their "masters" off Cybertron. Though the memory of the invasion remained the details (specifically regarding the invaders) was lost due to poor records. The Quintessons, however, left behind space ships and bridges.

For the next 800,000 stellar cycles Cybertronians lived in a Golden Age. During this age, Cybertronians lived in peace with their fellow beings and colonized space, turning over 200 worlds into miniature Cybertrons. All this came to a sudden end when a ship encountered a "Rust Plague" which destroyed all metal. The Space Bridge network allowed the plague to spread through the galaxy rapidly. Sentinel Prime had no choice but to detonate the Space Bridges to save his race, condemning many of them to their colonies. When that came

to a close the Caste system was introduced by Sentinel Zeta Prime locking each Cybertronian to one job and alternate form. Those in the lower castes did not even receive a name. It was common for those to take names for themselves.

Things started to change when the Great War began (between Autobots and Decepticons), which nearly annihilated the race and their world, thus leading to the Great Exodus, which caused the majority of Cybertronians to leave their dying world except for those who refused to leave and stayed behind. The war ended when Megatron was killed and the Autobots were able to revive Cybertron.

The Decepticons owe their warlike ways to their faction's origin as military hardware robots, created by the five-faced aliens the Quintessons while the Autobots were designed as consumer goods. Their bodies were forged by the Plasma Energy Chamber and given intelligence by the mega-computer Vector Sigma in order for the work to be carried out. Eventually they developed sentience and rebelled against their creators.

However A-3 the resistance leader was displaced from time by Quintessons from the future in order to stop the insurgency. The resistance had help from future Autobots (whose transformation technology frightened them) and A-3 returned to turn the tide by activating his coda-remote which deactivated the Quintessons' Dark Guardian Robots. With the Quintessons cast off and forgotten Cybertron was at peace. The consumer goods and military hardware



bots renamed themselves as Autobots and Decepticons.

However the Decepticons wanted war. No match for the superior firepower and battle prowess of the Decepticons the Autobots developed transformation technology (possibly with the help of the Dark Guardians) to win the war bringing about the Golden Age of Cybertron. Eventually the Decepticons also developed transformation and began the third Cybertronian War. They would have succeeded in completing their conquest had not more time-displaced Autobots blown up an energy warehouse and brought its workers to A-3 now renamed Alpha Trion as the new defenders of Cybertron.

For five million years the Cybertronians warred over the remaining energy that was left. With this crisis the Autobots headed by Optimus Prime made an expedition to find new energy sources. But the Decepticons intercepted them causing the Autobot ship Ark to crash-land on Earth.

Four million years later in 1984 the volcano that the Ark was wedged in erupted jarring the Ark's main computer Teletraan I back online. Through use of Spy Satellites Teletraan created new alternate forms for the Transformers out of earth vehicles (Like F-15 Eagles for Starscream and a Semi-trailer truck for Optimus Prime). The Decepticons were revived first and then the Autobots due to Starscream's carelessness. The Autobots made an alliance with the local humans thus beginning the Great War. After waging the war for 21 years the Autobots created Autobot City as their main base of operations while the

Decepticons got complete control of Cybertron.

In 2005 the Decepticons launched an attack on the city resulting in the death of Optimus Prime. Optimus managed to pass the Matrix of Leadership to Ultra Magnus before his passing. The city then received messages from the bases on Cybertron's moons being devoured by the transformer demi-god Unicron. After another Decepticon attack the Autobots were scattered to two planets, Junk and Quintessa. Forming new allies on those planets the Autobots headed for Cybertron. A young Autobot named Hot Rod used the recovered Matrix of Leadership from Galvatron (formerly Megatron) to destroy Unicron and became Rodimus Prime. With the Decepticons in disarray the Autobots reclaimed Cybertron bringing about a new age of peace and prosperity.

In 2006 the Great War still raged. But both sides rediscovered the existence of the Quintessons. After numerous battles the Hate Plague was unleashed. Rodimus ordered the uninfected Autobots to search for a Quintesson to revive Optimus Prime. An uninfected Quintesson was found and forced to restore Optimus Prime to life. Optimus would then recover the Matrix by defeating an infected Rodimus Prime and cure the galaxy of the plague. After one year of peace Galvatron gained access to the Plasma Energy Chamber. He planned to move Cybertron to Earth and use the Chamber's energies to overload the sun.

However all this was planned by Vector Sigma who wanted to restore Cybertron's Golden Age. Thanks to Spike Witwicky and the allied-

Nebulons, Cybertron regained its golden hue. Optimus knew that there will always be Decepticons and the Autobots will always stop them. On earth the Autobots always had the home-field advantage having not only the human's military support but also having more places on Earth to fall back on. While the Decepticons were entirely unwelcome on Earth for a while they have control of Cybertron.

The word Autobot according to Ratchet is an abbreviation of the phrase Autonomous robotic organisms. The Prime title is a direct linguistic descendant of Primus. It identifies the one Autobot Commander that is entrusted with the Creation Matrix also known as the Autobot Matrix of Leadership. The Matrix is said to choose its own holder and when it is taken by a new leader (at the old leader's death) it transforms him into a larger, more powerful, wiser Autobot commander. Holders of the Matrix become one with the Matrix such that when the holder dies his Spark — the Transformer life-force — is absorbed into the Matrix. Decepticons assume leadership by assassinating whoever is currently in charge.

## Quintesson



Type: : Synthetic Artificial Robotic life form, Quintessos Sapiens

Physical Traits: The Quintessons are mechanical beings. They come in several distinct forms, some of which are identified by their place in the Quintessons' bizarre court system.

Height: 20' ft

Weight: 2 tons

Mobility: Levitation

Sensory Organs: Visual

Communication: Vocal

Reproduction: The spark of life

IQ: 3D6 +3, ME: 3D6 +3, PS: 3D6, PP: 3D6, PE: 3D6, MA: 3D6, PB: 3D6, SPD: 3D6, HPs: +D20, AR: 6. The stats listed are baseline only as attributes vary greatly.

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in the stratosphere.

Oceans: 0%

Gravity: 100%

Feeding Habits: Energy but Energon is favoured

Lifespan: Unmeasured but at least 9 million years

Technology: 10

Culture: A malevolent, truly malicious race with no redeeming qualities at all. The Quintessons are a bizarre and ancient race, whose dark history and shadowy machinations are bound up with the history of the Transformers, with connections to both Primus and Unicron. They are known galaxy-wide as traders, entrepreneurs and businessmen, but their dealings are very rarely on the level, often laced with intrigue and betrayals.

They prefer subtle manipulation, scheming, and advanced technology over brute force, but if those don't work, they can fall back on the legion of deadly Sharkticons and Allicons at their command and a fleet of battle-ready spaceships as well. However, the Quintessons themselves have zero fighting abilities and are absolute cowards if they have nothing to hide behind. For example, they are seen to be powerless against a Sharkticon revolt.

The most prominent and famous type of Quintesson, as well as the apparent "leaders" of the race, are the Judges, also referred to as the Imperial Magistrates. Judges have inverted, egg-shaped bodies which float on a beam of energy and possess wiry tentacles for physical manipulation, but their most distinctive physical characteristics are their five rotating faces. Each face represents a different aspect of the Quintesson, though for four of the five faces, there are conflicting accounts as to what each represents.

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Bailiffs are roughly humanoid with plated armour skin and snouted faces. They serve as guards in the Quintesson Courts, protecting the Judges and dragging prisoners from their cells to receive sentences.

Gatekeepers - also known as "Executioners" - are hunchbacked, humanoid Quintessons with spikes adorning much of their upper bodies. They are the slave drivers in Quintesson society, torturing victims with electrified pikes and are responsible for feeding criminals (whether guilty or innocent) to the Sharkticons.

Prosecutors, like Judges, float on beams of energy as their primary locomotion method. They have large, wedge-shaped heads and three tentacles protruding from each "arm" socket. They act as sub-commanders and carry out the will of the Judges, asking them for their verdicts in the Quintesson Courts.

Scientists are somewhat similar to the Prosecutors in construction, though they feature more bulbous heads and bearded, somewhat-more-human faces.

Government: Military Dictatorship ruled by the Judges

Population: 800 million

Home System:

Number of Stars: 1, Beta Centauri

Star Type: K

Planetoid Belts: 1

Inner Planets: 4

Middle Planets: 1, Quintesson is the home planet

Outer Planets: 5

Quintus Prime created the Quintessons with the Emberstone. Alpha Trion suspected he was murdered by the first Quintessons the second they did not need him anymore. The Quintessons eventually developed space flight and sought out the home planet of their creator: Cybertron. At some point they acquired the blueprints for Space Bridges, either from their creator's files or from another species they encountered.

The Quintessons were responsible for creating the Transformers and building the planet Cybertron, which was originally nothing more than a colossal factory. They created the Autobots as labourers and servants while the Decepticons provided amusement to their masters as gladiators who would fight to the death. The Quintessons never intended for their creations to develop emotions, but the time eventually came when Autobots and Decepticons refused to suffer for their makers' enjoyment and rose up against them.

Eventually the Cybertronians, led by Sentinel Zeta Prime, discovered what the Quintessons were planning and exiled them, stealing the Space Bridge specifications in the process. They learned the art of transformation as a means of survival and used it to their advantage in driving the Quintessons off Cybertron.

The Quintessons retreated back to their home world, never forgetting their humiliation at the hands of their former slaves, while most Cybertronians forgot they ever existed, due to poor records of their reign. However, the Quintessons would spend the next several million years nursing a bitter grudge against their rebellious creations.

Prior to the Great Exodus, the Quintessons became a peaceful race and dissolved their empire, reforming their race into one that helped the "lower species" and strives to create a unified galaxy of peace. On the surface. In reality, they had become even more violent and manipulative after losing Cybertron. They conquered hundreds, possibly thousands, of other worlds either enslaving them, draining them for

resources or adapting them to their own needs. They were particularly fond of puppet governments. Eventually they, discovered the Cybertronian colony Aquatron and conquered it.

They eventually discovered that Cybertron itself had become non-functional due to civil war and began plotting to retake that world. Somehow managing to construct a duplicate of the Matrix they began influencing Optimus Prime, causing him to unwittingly set the Ark for Aquatron. When the Autobots arrived the Quintesson Inquirata posed as the "Curator" and lied that Aquatron was simply a mechanical planet with no connections to Cybertron. While he and his men set a lavish reception for Prime, Jazz, Ironhide and Ratchet, other Quintessons abducted Kup, Rodimus and Bumblebee and implanted false memories that Optimus Prime was a tyrant who lived to subject all non-Cybertronians and was abusive to his men.

When Megatron and the Decepticons arrived eager for the kill, the Quintessons forced them to the surface. When an all out battle was about to break out, the Quintessons revealed who they were really were, prompting the Cybertronians to unite briefly and murder their enemies. Before this could happen the Quintessons claimed to be beings of peace and wanted to help end the war. Though no Cybertronian trusted the Quintessons, Prime and Megatron decided to play along until they knew what their foes were planning. The Curator decreed that the next day would hold Autobot/Decepticon peace talks.

Through individual manipulation of Prime, Megatron and Starscream, the

Curator was able to set up a mock court. The Quintessons then accused the Cybertronians of rebelling against their true masters and creators. Using 'testimony' from the three brainwashed Autobots, they implicated the Prime and through further Matrix manipulation they almost broke him.

Megatron of all bots came to Prime's defence. Having both lived through the Quintesson invasion of Cybertron, Megatron claimed that while he and his fellow miners fought off the Quintessons, bots like Orion did absolutely nothing and hid from the invaders. Spurred on Prime claimed that Cybertronians may have been influenced by the Quintessons but they were Primus' creations and reminded them that the Quintessons themselves had been created by a Cybertronian.

Being reminded of their origins enraged them, but they maintained their composure and said they had judged them "innocent" which meant they would have a slow death by Sharkticon, while Prime and Megatron would duel to the death. Harvesting the Energon leaked from the duel, they powered up a Space Bridge and sent a massive invasion force to Cybertron. However, the Cybertronians on Aquatron and Cybertron managed to fight off their enemies with the Curator being brutally murdered by one of his puppets. Though ravaged Aquatron was freed, the Ark took off for space while the Nemesis stayed behind to commence repairs.

They concocted various schemes with which to re-conquer Cybertron and annihilate all Transformers, often using deceit and trickery in favour of straight-forward aggression. When they first took

action against the Autobots, they had captured Rodimus Prime and his closest companions and brought them to Quintessa in order to destroy the Matrix of Leadership. The Autobots attempted to escape and the Quintessons even went so far as to blow up their own planet to ensure the Matrix's destruction. This act of desperation was for naught, however, as the Autobots escaped just in time. In 2008, Quintesson scientists realized that their planet, Quintesson (not Quintessa), was threatened with destruction by a time rift that was caused by Galvatron, Cyclonus and Scourge's time-traveling.

Desperate for their race to survive, they launched a surprise attack on Autobot City, capturing it for themselves. Most of the Autobots were deactivated, except for Rodimus Prime, who was outside the city at the time of the attack, and Rewind, Ramhorn and Steeljaw, who were hidden inside Blaster's cassette compartment.

Using Arcee as bait, the Quintessons captured the Creation Matrix from Rodimus, and he reverted to Hot Rod. Out of options, Hot Rod activated the core of Autobot City, a giant Autobot called Metroplex, who transformed and drove the Quintessons off but caused massive damage to the city in the process.

The Quintessons fled, but were ordered by Lord Kledji not to return to Quintesson, but to roam the stars instead to rebuild their forces and seek revenge on the Transformers, since their home planet was doomed beyond hope.

## Appendix: Technology Level

It is possible for more advanced societies to have a mix of tech levels between for instance weapons, spaceships and medicine.

Tech Technology type  
Level

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### **0 Stone Age;**

Cave dwellings. Counting, oral tradition, fire, sewing needle. Skis; dogsleds; dugout canoes. Wooden and stone weapons; primitive shields; hides for armour. Human muscle power; dogs. First aid; herbal remedies; primitive agriculture.

### **1 Bronze Age;**

Arithmetic, writing. Bare horseback; the wheel (and chariots); ship-building; sails. Bronze weapons and armour. Donkeys; oxen; ponies. Surgery; animal husbandry; fermentation. The plough, papyrus, sundials, the month (lunar cycle defined mathematically), potter's wheel, kilns, tanned hides (boiled or dried leather), woodcutting for fires, composite bow, sickle with curved handle, file, plane (wood-working), abacus, balance for weighing and measuring, ladder, trumpet (from animal horns), ships built from planks, early siege weapons (rams and picks). Wheelblades, bulldozer blades and ploughs for vehicles.

### **2 Iron Age;**

Geometry, scrolls. Saddle; roads; triremes. Iron weapons; iron armour (including mail); siege engines. Horses; water wheels. Bleeding the sick; chemical remedies. Keystone arch, horseback with a saddle, ocean going galleys, shields, scale armour, power from windmills, bleeding the sick, chemical remedies. Crop rotation, iron ploughshare (the blade of the plough),

heated rooms (heat pumped under tile floor), large-scale glassblowing, irrigation, water clocks, codex (early books), scrolls, rotary locks, heavy cavalry, wheelbarrow, bellows, bridle and bit, saddle, spurs, soap, weapons: pike, trident, mace, broadsword, shortsword, scythe, crossbow, metal harpoon, lasso, ballista.

### **3 Medieval;**

Algebra, books. Stirrups; ocean going sailing ships (longships, round ships, etc.). Steel weapons; early firearms; plate armour; castles. Heavy horses and horse-collars; windmills. Crude prosthetics; anatomical science. Steel weapons, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, lances, flails, crossbows, plate and chain mail, castles, power from horses with horse-collars, amputations and crude prosthetics.

### **4 Age of sail;**

Calculus. Stagecoach; three-masted sailing ships; precise navigation. Muskets and pikes; horse artillery; naval broadsides. Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Gunpowder, printing, transportation from fully-rigged ships, hot-air balloons, black-powder muskets, cannon, sailing warships. Dress smallsword, fencing sabre, rapier, cavalry sabre, buff coat (long leather coat worn by musketeers), amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

### **5 Industrial Revolution;**

Mechanical calculators, telegraph. Steam locomotives; steamboats; early submersibles; balloons and early airships. Early repeating small arms; rifled cannon; ironclads. Steam engines; direct current; batteries. Germ theory of disease; safe anaesthetics; vaccines.

Mass production, steam power, telegraph, transportation by steam ship, railroads, zeppelins, ironclad warships, dynamite, repeating handguns, direct current power, germ theory of disease. Steam engine, earliest internal-combustion engine.

### **6 Mechanized Age;**

Electric calculators, telephone, radio. Automobiles; continental railways; ocean liners; submarines; aircraft. Smokeless powder; automatic weapons; tanks; combat aircraft. Steam turbines; internal combustion; alternating current; hydroelectricity. Antibiotics; blood typing and safe transfusions; heredity; biochemistry. Radio, battleships, tanks, machine-guns, fighter aircraft, fission bombs (A-bombs), flak jackets, hydroelectric power, alternating current, major surgery, antibiotics. Helicopter drivetrain, tracked drivetrain, liquid fuel rocket, helium airships and manned balloons, weapon bays (in aircraft), radar, sonar, bombsight, airlock, diesel engine.

### **7 Nuclear Age;**

Mainframe computers, television. Nuclear submarines; jet aircraft; helicopters; manned space flight. Ballistic body armour; guided munitions; combat jets; nuclear weapons. Gas turbines; fission; solar power. Discovery of DNA; organ transplants; pacemakers. Nuclear energy, computers, lasers, rockets, jet aircraft, space shuttles, maglev monorails, hovercraft, nuclear missiles (H-bombs), atomic submarines, Kevlar, fission and hot fusion power (nuclear power plants), solar power, organ transplants. Ablative armour, composite armour, laminate armour, improved suspension for ground vehicles, variable sweep wings for aircraft, aircraft with controlled instability designs, improved brakes, all-

wheel steering, roll stabilizers for water vehicles, leg drivetrain, magnetic levitation vehicles, orion engine (space drive using nuclear explosion for propulsion), ornithopter drivetrain (aircraft with mechanical flapping wings), ducted propellers for water vehicles, ducted fans for aircraft, tilt rotors, afterburners.

### **8 Digital Age;**

Personal computers, global networks. Satellite navigation; SSTO ("single stage to orbit") spacecraft. Smartguns; blinding lasers; unmanned combat vehicles. Fuel cells; advanced batteries. Genetically modified organisms; gene therapy; cloning. Slower-than-light space travel, fusion power, bionic implants, ballistic airliners, turbofans, ramjets, turbo-ramjets, cybertanks, orbital lasers, combat armour and battlesuits, gauss needlers, fission/electric power, orbital-collected solar power, plastiskin.

### **9 Microtech Age;**

Artificial intelligence, nanotechnology, real time virtuality, lightsails (space drives that use light for propulsion). Robot cars; space elevators; fast manned interplanetary space flight. Electrolasers; heavy laser weapons; battlesuits; combat robots; designer viruses. Micro fuel cells; deuterium-hydrogen fusion; high-temperature superconductors. Human genetic engineering; tissue engineering; artificial wombs; cybernetic implants. Force screens, tractor beams, fast FTL radio, personal force shield, antimatter missiles, sensa-skin. Gravgun, paralysis pistol, reactionless thruster, cannibal nanokits, translation program for robots, bioplastic nanomorphs, disassembler (nanobot cloud that breaks down matter). Gauss guns; nanotech armour; nanoviruses. Impulse space

drive. Fusion Power, Optionics (holography), Molecular Data, Gauss/Rail, Gravitic Control, Stealth Fields, Particle/Plasma, Spaceship Ion Protolight Drive.

### **10 Robotic Age;**

warp drive, antimatter bombs. Helium-3 fusion; antimatter. Brain transplants; uploading; bioroids; uplifted animals. Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Compact particle-beam weapons; defensive nanites. Portable fusion power. Living machines; cellular regeneration. Faster-than-light space travel, sentient computers, space yachts, genius bombs, flamers, particle-beam blasters, stunner weapons, cold fusion/electric power, panimmunity, braintapes, complex implants, suspended animation, automedic. Blaster pistol, blaster rifle, electrolaser, electrolaser rifle, hand flamer, plasma rifle, tripod flamer, holdout laser, survival laser, monowire blade, monowire whip, gatling laser, gauss SMG, gauss battle rifle, sonic stinger, stunner (beam weapon), stun rifle, screamer (beam weapon), M-LAW (missile launcher). Stellar Power, Tachyon Communications, Molecutronics (living circuits), true Biotech, Teleportation.

### **11 Diamond Age;**

Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Gamma-ray lasers; "living metal" armour; black-hole bombs. Portable antimatter power. Full metamorphosis; regeneration. Antimatter power, artificial gravity, slow FTL radio, nerve pistols, superheavy combat armour, disruption beams. Bioplas sails



for water vehicles, fusion air-ram (jet engine), hyperdrive, gatling x-laser vehicle gun, x-ray laser cannon, neutrino communicator, sentient computer, neural interface vehicle control: socket interface and neural induction field, artificial gravity unit (generates a gravity field inside or on top of vehicle in space), bioconvertor power plants (herbivore, carnivore, omnivore, vampire). Full terraforming of planets, planetary missiles, "pocket" antimatter. Construction of ringworlds.

## **12 Enlightened Age;**

Phase Gate (dimension crossing), Spaceship Intergalactic Jump Drive. Construction of worlds, perfect medicine, teleport projector, reality stabilizer, parachronic technology (time machines). Mobile worlds, dyson spheres, tesseract technology.

### **General Traits of Classifications**

The classification number is based on the combined energy consumption of the entire species, each step up the scale represents an energy consumption ten billion times greater than before. No matter what type of Civilization, each consumes some level of energy; thus this is a very reliable indicator of their technological advancement.

#### **Class 1-6: Primitive Civilization**

Relies on fossil fuels and other limited resources. May have chemical or nuclear power, primitive solar power; anything from stone age to primitive fusion technology. Unlikely to have any intersystem colonies but may have an active, exploratory space program.

#### **Class 7: Planetary Civilization**

Generally politically stable, relies on full planetary resources, generating power by a number of methods; including

geothermal, ocean, atmospheric, solar and fusion power systems; still vulnerable to astronomical or environmental catastrophes. Unlikely to have any extra-solar colonies, but may have intersystem colonies on favourable local planets.

#### **Class 8-9: Stellar Civilization**

Consumes more energy than a planet can produce, having to tap into the direct energy output of their sun. May choose to conceal their TV and radio emissions, but heat waste is huge, even if their star is completely utilised (all energy collected) it may be detected by infra red emissions. Immune to natural disasters except massive cosmic bombardment (ie super novas) and highly efficient at recycling waste products. The Civilization is now capable of massive colonisation, including extra-solar colonies.

#### **Class 10-11: Galactic Civilization**

Mastery of interstellar travel, most likely to send out masses of interstellar probes, most local star systems would be colonised. Advanced energy systems may include "Planck energy" generators (capable of tearing open worm holes) classed as Cosmic Energy Technology, this allows colonisation via dimensional travel, not just interstellar jump drives.

#### **Class 12: Pan dimensional Civilization**

Fabulous energy manipulation capabilities, able to transport stars from one point in space to another, or across transdimensional gates. God-like technology to any species below class 8. These Civilizations are effectively immortal, immune to any degenerative sociological problems. They may be found in any sector of their local

Universe and have colonies in multiple dimensions.