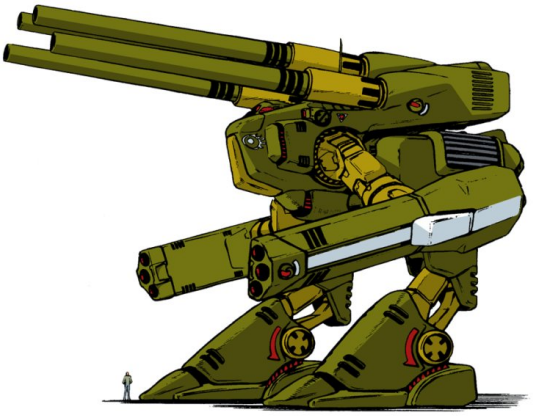
Vehicles D6 / RDF M.A.C. II (Monster, HWR-00



RDF M.A.C. II (Monster; HWR-00-Mk II)

Craft: Robotech Defense Force's M.A.C. II Destroid.
Type: Heavy/Long range assault non-transformable Battloid/Mecha.
Scale: Walker.
Size: height: 73.7ft/22.46m; length: 42.7ft/13m; weight: 186.3 tons/285.5 tons when loaded with missiles and full ammo.
Skill: Walker Operations: Destroid (Or Mecha Operations: Destroid).
Crew: 2 or 3 (pilot and gunners)
Crew Skill: Walker Operations, Vehicle Blasters, Missle Weapons, Heavy Weapons.
Passengers: 8
Cargo Capacity: 500 kilograms.
Cover: Full
Cost: N/A
Move: 20mph/32.1kmph
Body Strength: 9D

Weapons:

4 40cm Automatic Cannons (fire-link optional by volley fire):
Location: Mounted on the top back.
Fire Arc: Forward, can arc up/down 60 degrees, incapable of independant movement, all four move together)
Crew: 1 (pilot/gunner)
Skill: Heavy Weapons
Fire Control: 2D
Range: 12 miles/19km, minimum effective range of 600ft/183m
Damage: 9D (Single shell); 10D (Volley of 2 shells); 12D (Volley of 4 shells).
Blast radius: 20ft/6.1m per shell
Ammo: 40 rounds, 10 per cannon. Reloading requires proper equipment and training, full reload takes 10 minutes (120 combat rounds) per gun.
Rate of Fire: Volley of 1, 2 or 4 shells, 1 fired from each cannon per attack roll; can be fire-linked to stack damage; either options as chosen by the gunner.

2 Tri-Laser Cannons:
Location: Arms.
Fire Arc: Turret.
Crew: 1 (Gunner)
Skill: Vehicle Blasters.
Fire Control: 2D
Range: 10 miles/16km
Damage: 9D (Counts as all 3 lasers fire-linked. If somehow damaged or modified to fire

seperately, each laser does 7D by itself).
Ammo: Unlimited.
Rate of Fire: 1 per attack roll of the gunner.

OPTIONAL WEAPONS:
2 Triple-Barrel, Anti-Ground Missile Launchers (Medium or Long Range Missiles):
Location: Arms (Replaces Tri-Laser Cannons).
Fire Arc: Turret.
Crew: 1 (gunner)
Skill: Missile Weapons
Fire Control: 3D
Range: 50-100/300/700 (Medium Range Missiles); 4-24/60/120km (Long Range Missiles).
Damage: Varies with warhead type (See MISSILES Chart below or where posted!)
Ammo: 24, 12 per arm. Can be reloaded with proper equipment but takes 5 minutes (60 combat rounds)
Rate of Fire: Volley fire of 1, 2 or 3 missiles, damage stacks +1D per extra missile as fire-linked.

Destroid Hand-to-Hand Combat:
Punch: 7D
Stomp: 6D (The M.A.C. II's size allows it to stomp/step on targets up to 24ft/7.3m tall)
Note: The Monster can NOT jump, kick, leap or climb, and cannot pick up/carry objects.

DESTROID EQUIPMENT:
MAIN ENGINE: WT-1001 Fusion Reactor, Output=11500 SHP.
SECONDARY ENGINE: CT-8P Fusions Reactor, Output=890 SHP.
Radar: 30 mile/48.2km range, conventional operation.
Radio/Video Communications: Wide band, directional radio/video telecast capability. 600 mile/965.4km range, or can be boosted indefinitely via satellite.
Laser Targeting System: Close range: 2 miles/3.2km.
Combat Computer: Calculates, stores and monitors data on the control panel computer screen and/or heads up display (HUD).
External Audio Pickup: Sound amplification/listening system with 300ft/91.5m range.
Loudspeaker: Amplifies/projects pilot's voice up to 90 decibels.
Thermo-imager: A special optical heat sensory unit, allows infrared radiation of warm objects to be converted into a visible image. Enables pilto to see in darkness, shadows and through smoke. 1600ft/487m range.
Night Vision Optics: Passive image intensifier, emits no light of its own, relies on ambient light which is electronically amplified to give a visible picture. 1600ft/487m range.
Reinforced Pilot's Compartrment: Specially armored and padded, designed for maximum protection of the pilot even if the vehicle is totally destroyed. Can be retrieved and carried by Veritech Fighters or the Gladiator destroid.
Heat/Radiation Shields.
Independent Oxygen and Circulatory System.
Fuel Capacity: The use of Protoculture through Robotechnology gives all Destroids and Veritech Fighters a long life span. Can operate at full capacity for an average of 22 years, half this if in constant use.
180 Degree Rotation: All Destroids, except the M.A.C. II Monster, can rotate 18o degrees. This makes them effective mobile turret artillery pieces, as well as able to fight the Zentraedi head-to-head even if somewhat combersome when compared to the Veritech Fighters.

Description:

-Robotech: The M.A.C. II is the largest non-transformable, ground sruising mecha ever operated by mankind on Earth in the Robotech series. It was developed, using the mobile systems of the destroids, to be a mobile fortress. It's design allows it to blast away enemy ground assaults and repel air assaults as well.

The M.A.C. II's destructive force is TREMENDOUS, perhaps equalled only by the Spartan and its array of heavy missiles. However, the practicality of this massive machine in actual combat is questionable. It suffers from poor mobility, the lowest speed of all Destroids, lack of any short range weaponry, lacks hands for articulated work, and its great mass makes it unsuitable for terrain with soft earth, wetlands or mountainous regions. Only its incredible armor plating saves it from being totally vulnerable from enemy assaults. Consequently, the M.A.C. II is often accompanied by the Excaliber and/or Gladiator to help protect it from close range assaults.

Since the Zentraedi assault on the Earth, the M.A.C. II has been restricted to use as an artillery support system. However, they are also used to suppress major Zentraedi and rebel uprisings, and for law enforcement and defence in remote areas of the world.

-Macross: An immense mecha, the Heavy Weight Robot (HWR) Monster Mk II is a heavily armed "land battleship" with a name matching the great size of the destroid. Very shortly after the initial research into the destroids began in 2000 the HWR-00 series began development in December that year. After a lengthy design phase trial production began in October 2005 and the HWR-00 Monster first rollout was in September 2008. The Monster is the largest mobile ground weapon to ever be fielded in battle by mankind, over 41 meters long and weighing almost 300 tons. The Monster was envisioned as a trackless, self-propelled heavy weapon system to be utilized for attack and point defense. In actuality, the Monster's massive size, poor maneuverability and dedicated long-range weaponry saw the mecha used as a semi-mobile artillery unit best utilized while avoiding uneven ground and any close-range engagement. When put to best use with supporting units in a combined arms role, the Monster is able to field incredible firepower equal to strategic bombing.

The Monster was originally designed to use 50cm linear cannons, but was scaled down with smaller guns when problems arose with system strength and insufficient power for continuous firing. Armed with four 40cm cannons, the Monster can fire a variety of munitions with the primary guns, including anti-armor shells, anti-aircraft munitions, howitzers and even nuclear reaction warheads. In addition to the main guns, the Mk II features a pair of 3-barreled missile launchers not originally included in the design but incorporated into the two arm units. To compensate for the Monster's vulnerabilities such as the intense heat emissions of the unit (which prevented effective use of counter measures such as chaff or smoke), the armor was designed to be extremely thick and even capable of withstanding a near hit from a reaction weapon.

Though mass-produced like the other destroids, only two Monster Mk II units were onboard the SDF-1 Macross during the outbreak of Space War I. During the conflict, the Macross onboard factories made use of equipment for several more Monster mecha and produced a third unit to accompany the original two. Most of the other Monster units were destroyed by orbital bombardment from the Zentradi fleet. The few Monster Mk II units aboard the SDF-1 Macross distinguished themselves as very capable war machines during Space War I. While most destroid units suffered heavy losses, the Monsters aboard the ship remained in active service for most of the war and the capability to launch reaction warheads was put to use during the battle with the Bodol Zer Main Fleet in February 2010.

-Star Wars: As all Destroids were built for specific groundside combat rolls, they have also doubled as mobile weapons artillery pieces able to walk the hulls of capital class ships to help defend their base ships from enemy attacks by starfighters and other craft. Of all of these destroids, the M.A.C. II Monster packs the greatest punch of all, at an understandable sacrifice of speed and mobility. It could be seen in Star Wars as the answer to the Galactic Empire's AT-ATs, something that could finally tell the Imperial ground forces to go to Hell with a loud boom of it's weapons, and perhaps even starfighters if the situation is right. or it could be used as the Empire's answer to the Rebels

rising to the challenge presented by Imperial walkers and ground forces, and winning. Or still, this and the other destroids could be the mobile weapons of an entirely different alien force, or even ourates who found them and got lucky. Either way, the Monster Destroid is an awsome power for whoever's hands it would fall into, and a powerful enemy if ever used against Player Characters and the rebl Alliance/New Republic.

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