



Robotech Masters

Faction

Robotech Masters

The Masters have a few advantaged over other Factions due to their advanced Robotech systems. Their Military arm however advanced, was less developed for war than that of the Zentraedi. They have gone through numerous upgrades trying to improve the effectiveness of their forces. The Military was designed more as a militia to maintain the worlds conquered by their Zentraedi Slaves.

The Robotech Masters advanced systems give all units a greater Close Formation range at 4 inches instead of the normal 2 inches.

Another key to the Masters was machine are the Bioroids. Whenever a squadron including three or more Bioroids is in Close Formation, the Bioroids can fire independently. The Bioroids are not required to fire simultaneously, but this ability ONLY functions for Bioroid Units.

Hoversleds

Hoversleds are used exclusively by the Robotech Masters Bioroid forces. These sleds allow additional firepower and faster movement to the front lines for Bioroid forces. Bioroid squadrons can purchase the sleds. Sleds are an integral part of the Bioroid strategy. Bioroids can freely mount and dismount their sleds at the start of their activation step. Once mounted a Bioroid moves at the speed of the Sled and it will also lose the Jump AND the Quick traits. When an Bioroid dismounts the platform will land safely and is taken off the table and out of harm's way. The sleds are much faster when unoccupied by a bioroid but cannot attack or dodge autonomously. They are essentially advance remote controlled sleds with a limited AI that have been slaved to the Bioroid computer systems. When a Bioroid is mounted and is hit, roll a D6. On a result of a 1 to 3 the Bioroid is hit and on a result of 4 to 6 the Hoversled is hit by the attack. Excess damage from any single attack that destroys the sled or rider is lost. Bioroids are so nimble that if they are on a sled when it is destroyed they land in the same spot that they are in on the ground and do not take any additional damage. Bioroids on Hoversleds are limited in their Hand to Hand options to Punching or performing a Body Block and can freely exit Hand to Hand combat without paying the cost of a Command Point.

New Traits

Armor – Mecha with the Armor trait reduce damage from every hit by one point. This is calculated after any Rolls with Impact and has the potential to reduce damage from some hits to zero.

Dual Pilot - The mecha has an additional pilot and can fire an additional weapon system each turn at no Command Point cost, but at a Gunnery attribute which is one less than its normal GN attribute (minimum GN of 1).

Enhanced Systems – Gives +1 on the damage for all Hand to Hand attacks and a +1 bonus to all Anti-Missile rolls.

Jump – Units with the Jump trait cannot jump as far as a boosted leap like Battlepods but they can jump really far for their size and can jump over anything 2 inches up over the height of the figure and 2 inches across. This allows them to jump over units or land on small hills. This is in addition to their normal move and works the same as leap does. It is just restricted to a 2 inch distance

Quick – Units with the Quick trait are highly maneuverable and have very fast reaction speeds and receive a +1 to all dodge rolls.

Sixth Sense – Units with this Trait do not provide a +1 Strike bonus to attackers when attacked from the rear arc of the figure being attacked. Crossfire bonuses still apply.

Transport – Unit can carry (X) number of mecha inside it.



Core: Masters Bioroid Fast Attack Squadron



Green Bioroid x1
Blue Bioroid X5

HTH: All
On Sled BB, Punch

Base Point Cost = 40 Base Command Points = 8



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	4	3	6	2	Jump, Quick, Enhanced Systems	
Blue Bioroid	6	3	2	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+40

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	4	Accurate	Rapid Fire
Disc Gun Pod	12	5	Accurate	Rapid Fire +5
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Masters Heavy Bazooka (One Unit)	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



Core: Masters Bioroid Fast Attack Squadron Upgrade



Green Bioroid x2
Blue Bioroid
Upgrade X4

HTH: All
On Sled BB, Punch

Base Point Cost = 55 Base Command Points = 10



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	4	3	6	2	Jump, Quick, Enhanced Systems	
Upgraded Blue Bioroid	7	3	3	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+40

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	4	Accurate	Rapid Fire
Disc Gun Pod	12	5	Accurate	Rapid Fire +5
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Masters Heavy Bazooka (One Unit)	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



Core: Masters Bioroid Defense Squadron



Green Bioroid x2
Blue Bioroid X4

HTH: All
On Sled BB, Punch

Base Point Cost = 50 Base Command Points = 10



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	4	3	6	2	Jump, Quick, Enhanced Systems	
Blue Bioroid	6	3	2	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+40

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	4	Accurate	Rapid Fire
Disc Gun Pod	12	5	Accurate	Rapid Fire
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Masters Heavy Bazooka (One Unit)	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



Core: Masters Bioroid Defense Squadron Upgrade



Green Bioroid x2
Blue Bioroid
Upgrade X4

HTH: All
On Sled BB, Punch

Base Point Cost = 60 Base Command Points = 10



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	4	3	6	2	Jump, Quick, Enhanced Systems	
Upgraded Blue Bioroid	7	3	3	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+40

Type	RN	MD	Spec	Upgrade
Green/Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +5
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Masters Heavy Bazooka	18	10	Blast	+5
Head Mounted Plasma Cannons (Green Only)	6	3	Anti-Missile	



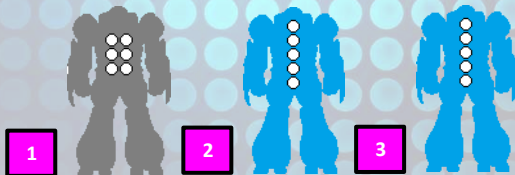
Core: Masters Bioroid Recon Squadron



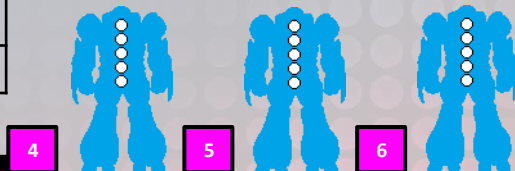
Scout x1
Blue Bioroid X5

HTH: All
On Sled BB, Punch

Base Point Cost = 50 Base Command Points = 8



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Recon Suite, Electronic Attack Suite	
Blue Bioroid	6	3	2	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+40



Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +5
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Masters Heavy Bazooka	18	10	Blast	+5





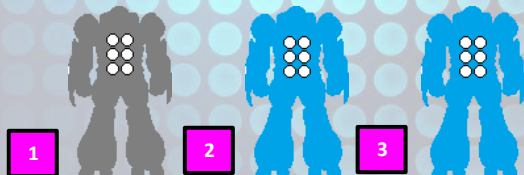
Core: Masters Bioroid Recon Squadron Upgrade



Scout x2
Blue Bioroid
Upgrade X4

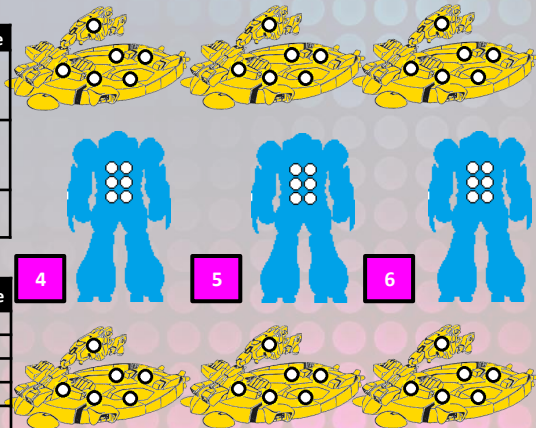
HTH: All
On Sled BB, Punch

Base Point Cost = 60 Base Command Points = 8



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Recon Suite, Electronic Attack Suite	
Upgraded Blue Bioroid	7	3	3	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+40

Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +5
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Masters Heavy Bazooka	18	10	Blast	+5





Core: Masters Bioroid Advanced Squadron

Base Point Cost = 180 Base Command Points = 18

Bioroid Invid
Fighter x6

HTH: All
On Sled BB, Punch



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Unit		MV	PIL	GN	DF	LDR	Specials	Upgrade
Invid Fighter	Unison	7	5	5	7	2	Jump, Quick, Enhanced Systems, Armor	
	Separated	7	4	4	7			
	Casualty	7	3	3	7			
Bioroid Sleds		12	+0	+0	+0	+0	Hover, Flight	+40

Type	RN	MD	Spec		
Invid Fighter					
Advanced Disc Gun Pod	15	6	Accurate	Rapid Fire	Inescapable
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming	



Support: Masters Bioroid Fast Attack Squad

Base Point Cost = 20 Base Command Points = 3



Blue Bioroid X3

HTH: All
On Sled BB, Punch



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Blue Bioroid	6	3	2	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+20

Type	RN	MD	Spec	Upgrade
Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming



Support: Masters Bioroid Fast Attack Squad Upgrade

Base Point Cost = 25 Base Command Points = 3



Blue Bioroid
Upgrade X3

HTH: All
On Sled BB, Punch



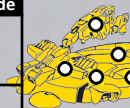
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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+20

Type	RN	MD	Spec	Upgrade
Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming



Support: Masters Bioroid Defense Squad

Base Point Cost = 25 Base Command Points = 5



Green Bioroid x1
Blue Bioroid X2

HTH: All
On Sled BB, Punch



G1



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+20

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	4	Accurate	Rapid Fire
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



Support: Masters Bioroid Defense Squad Upgrade

Base Point Cost = 30 Base Command Points = 5



Green Bioroid x1
Blue Bioroid Upgrade X2

HTH: All
On Sled BB, Punch



G1



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Upgraded Blue Bioroid	7	3	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+20

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	4	Accurate	Rapid Fire
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	



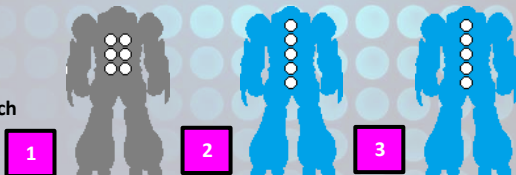
Support: Masters Bioroid Recon Squad

Base Point Cost = 30 Base Command Points = 5



Scout
Blue Bioroid X2

HTH: All
On Sled BB, Punch



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Brawler, Recon Suite, Electronic Attack Suite	
Blue Bioroid	6	2	2	6	0	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+20



Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming



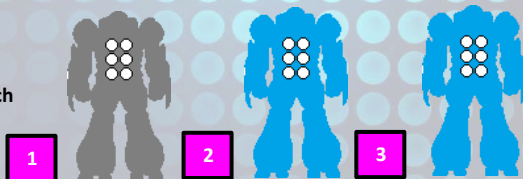
Support: Masters Bioroid Recon Squad Upgrade

Base Point Cost = 35 Base Command Points = 5

Scout
Blue Bioroid
Upgrade X2



HTH: All
On Sled BB, Punch



Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Scout Bioroid	6	3	2	6	2	Jump, Quick, Enhanced Systems, Recon Suite, Electronic Attack Suite	
Upgraded Blue Bioroid	7	3	3	6	0	Jump, Quick, Enhanced Systems	
Bioroid Sleds	12	0	0	0	N/A	+ Hover, Flight	+20



Type	RN	MD	Spec	Upgrade
Scout/Blue				
Drum Gun Pod	9	4	Accurate	
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming



Support: Masters Bioroid Boarding Actions Squad



Green Bioroid x3

HTH: All
On Sled BB, Punch

Base Point Cost = 40 Base Command Points = 9



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Green Bioroid	5	3	3	6	2	Jump, Quick, Enhanced Systems, Brawler	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+20

Type	RN	MD	Spec	Upgrade
Green / Blue				
Drum Gun Pod	9	4	Accurate	Rapid Fire
Disc Gun Pod	12	5	Accurate	Rapid Fire +3
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming
Head Mounted Plasma Cannons	3	4	Anti-Missile	



Support: Masters Bioroid Advanced Squad

Base Point Cost = 90 Base Command Points = 9



Bioroid Invid
Fighter x3

HTH: All
On Sled BB, Punch



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Type	RN	MD	Spec		
Invid Fighter					
Advanced Disc Gun Pod	15	6	Accurate	Rapid Fire	Inescapable
Hover Sled Cannons	12	4	Rapid Fire	Overwhelming	

Unit		MV	PIL	GN	DF	LDR	Specials	Upgrade
Invid Fighter	Unison	7	5	4	7	2	Jump, Quick, Enhanced Systems, Armor	
	Separated	7	4	3	7			
	Casualty	7	3	3	7			
Bioroid Sleds		12	+0	+0	+0	+0	Hover, Flight	+20



Special: Masters Commander Bioroid



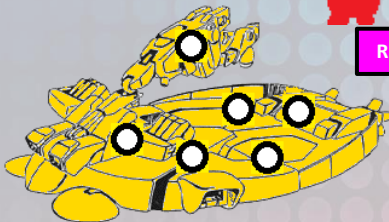
Red
Commander
Bioroid x1

HTH: All
On Sled BB, Punch

Base Point Cost = 20 Base Command Points = 5



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Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Red Bioroid	6	4	3	7	4	Jump, Quick, Enhanced Systems, Sixth Sense	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+8

Type	RN	MD	Spec	Upgrade		
Red						
Disc Gun Pod	12	5	Accurate	Rapid Fire		
Advanced Disc Pod	15	6	Accurate	Rapid Fire	Inescapable	+1
Hover Sled Cannons	12	3	Rapid Fire	Overwhelming		
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile			

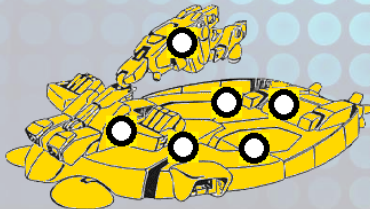


Special: Masters Bioroid Commander Upgrade



Red Commander
Bioroid Upgrade x1

HTH: All
On Sled BB, Punch



R1

Unit	MV	PIL	GN	DF	LDR	Specials	Upgrade
Red Bioroid Upgrade	7	4	4	7	4	Jump, Quick, Enhanced Systems, Sixth Sense	
Bioroid Sleds	12	+0	+0	+0	+0	+ Hover, Flight	+8

Type	RN	MD	Spec	Upgrade
Red Upgrade				
Disc Gun Pod	12	5	Accurate	Rapid Fire
Advanced Disc Pod	15	6	Accurate	Rapid Fire
Hover Sled Cannons	12	3	Rapid Fire	Overwhelming
Head Mounted Plasma Cannons (Green Only)	3	4	Anti-Missile	

Base Point Cost = 25 Base Command Points = 5



Special: Roil-Tiluvo Transport

Base Point Cost = 85 Base Command Points = 5



Roil-Tiluvo

Unit	MV	PIL	GN	DF	LDR
Roil-Tiluvo	18	2	2	6	4

→ Flight, Hover, Dual-Pilot, Transport (36)

Type	RN	MD	Spec		
Dual Ion Cannons	18	6	Rapid Fire		
Laser Cannons	12	4	Rapid Fire	Split Fire	Anti-Missile
Laser Cannons	12	4	Rapid Fire	Split Fire	Anti-Missile
Rotary Blaster Turret	12	3	Rapid Fire	Rear Fire	Anti-Missile

