

**PRIMA'S OFFICIAL STRATEGY GUIDE**

# ROBOTECH<sup>®</sup>

## BATTLECRY<sup>™</sup>



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This game has received the following rating from the ESRB







## Prima's Official Strategy Guide

Michael Knight

Prima Games  
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3000 Lava Ridge Court  
Roseville, CA 95661  
1-800-733-3000  
www.primagames.com



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Associate Product Manager: Christy L. Curtis  
Senior Project Editor: Brooke N. Hall  
Editorial Assistant: Tamar D. Foster

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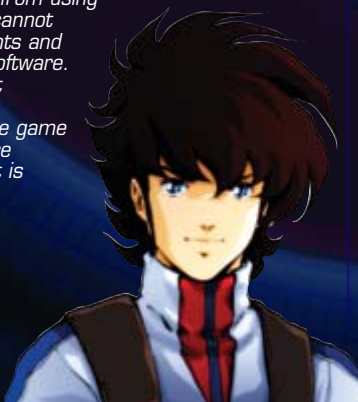
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## Robotech Defense Force Field Manual (RDF-FM-261-X)

**February, 2009**

Ten years ago, above Macross Island in the South Pacific, an event occurred that altered the course of human history. A gigantic alien spaceship broke through hyperspace on a collision course with Earth. During its uncontrolled fall, the plummeting space fortress produced shock waves of incredible force, causing destruction around the globe.

The craft measured nearly three quarters of a mile in length. There was no sign of the alien crew. The armored hull took the brunt of the damage, leaving much of the sophisticated techno-systems intact. What remained of the giant battle fortress gave evidence of a civilization light years ahead of Earth's most advanced thinking.

Global war ravaged the world at that time, but even this devastation paled in comparison to the threat of invasion from space. A cease-fire was ordered, and world leaders banded together to form a United Earth Government. Under this new government, the Earth's most brilliant minds formed a research team to study and restore the alien space fortress. Deciphering parts of documents found on-board, they labored to unravel the secrets of a complex technology called Robotech.

The Robotech Defense Force, or RDF, was assembled for the purpose of safeguarding the planet. Using Robotechnology, new weapons and vehicles were constructed to safeguard the planet from a possible alien invasion. That was a decade ago. The reconstruction of the alien battle fortress, christened the SDF-1, is complete, and the world leaders have ordered a celebration, until....

You are Jack Archer, a new recruit to the Robotech Defense Force, and the star of Robotech®: Battlecry™. You command one of the new Veritech™ VF-1 Fighters that incorporates Robotechnology, allowing it to transform into different modes for different types of combat.

### How to Use this Field Manual

Robotech: Battlecry is a unique, challenging, and exciting game that is fun to play. This field manual has been created to help you maximize your enjoyment of the game, master the skills and tactics necessary to defeat the Zentraedi™ threat, and become the greatest Veritech pilot in history.

The field manual is divided into 10 sections. Section one provides a detailed look at the Veritech Fighter you'll be piloting and gives vital information on each of the transformation modes.

Section two provides technical data on the RDF units you'll be working with and on the Zentraedi™ units you will be fighting. It's important to know the capabilities of both friend and foe.

Roy Fokker has provided some training missions to help you learn how to pilot a Veritech Fighter in all three modes. Read about his lessons in section three.

Sections four through eight contain detailed walkthroughs, complete with battle tactics, for each of the chapters of the Story Mode campaign game.

For those who desire the challenge of another human opponent, section nine contains tactics and information for each of the eight maps when playing in Versus Mode.

The tenth and final section provides information on each of the awards and medals you can earn during the Story Mode campaign. Here you'll find out how to unlock new Veritech models, paint designs, and Versus Mode maps.





## VERITECH FLIGHT LINE

Welcome to the Robotech Defense Force (RDF). You've been selected to pilot the most advanced weapon available. It has been built with Robotechnology that allows it to transform to different modes for various combat operations. Now, let's take a look at what you'll be piloting.



### The VF-1 Veritech Fighter

The Veritech VF-1 is Earth's first transformable Fighter. It is fully space-capable and is carried in great numbers on the SDF-1 space fortress. The VF-1 operates in three different modes—Fighter Mode, Guardian Mode, and Battloid Mode.

#### Battloid Mode

In Battloid Mode, the Veritech Fighter functions like an infantryman. It walks on two legs and uses its arms to fire a three-barrelled, 55-mm Gatling cannon in a gun pod like a rifle. You can fire it in normal mode or in rapid-fire/anti-missile mode. In each mode, the tracking system automatically aims the weapon at the targeted enemy or any enemy missiles in flight. The Battloid also offers a special sniper firing mode. When activated, the pilot controls aiming the cannon, can zoom the sight in and out for long-range firing, and can regulate the power of the shot.

Battloid Mode is the slowest of the three Veritech modes, but the most useful for fighting in close quarters, such as cities or other limiting terrain. The rapid-fire

mode is the only method Veritechs use to shoot down enemy missiles. The Sniper Mode is great for targeting objects such as crates, which the tracking system cannot automatically target.

#### Guardian Mode

The Guardian Mode is a cross between the other two modes. The Veritech looks like a Fighter with arms and legs. One arm holds the large cannon in the gun pod, which automatically aims at the targeted enemy. The Veritech also fires missiles while in Guardian Mode. This gives it more firepower than the Battloid Mode and offers two different means of attack. The Guardian's special feature is the ability to pick up objects or people with its left arm. This allows the Veritech to transport supplies or rescue downed pilots and bring them to safety.

Guardian Mode is faster than Battloid Mode, allowing the Veritech to quickly move across an area. Forward motion is controlled with a throttle and boosters for increased speed. Veritechs in this mode can hover in place, changing altitude as necessary, but they can't move backward. To withdraw for a short distance, turn 90 degrees in one direction, then strafe back. Guardian Mode is best suited for open areas without a lot of terrain, but an experienced pilot

can use its increased firepower within a city to yield better results than when in Battloid Mode.

#### Fighter Mode

The Fighter Mode is used for aerospace combat, usually above the surface of a planet or in outer space. In this mode, the gun pod is stored under the fuselage and fires ahead instead of aiming for the targeted enemy. The targeting system provides a yellow reticular cue showing the amount of lead necessary to hit a moving target. The Fighter Mode offers missiles that have a longer range and more firepower than those in Guardian Mode. It can't shoot down missiles, but the Fighter Mode offers the ability to launch decoy pods that lure missiles away from your Veritech. Because it uses one of your available missile volleys, have a missile ready to launch a decoy pod.

Fighter Mode is the fastest and has the most available firepower. Instead of strafing, Fighters can bank to either side and perform barrel rolls to avoid enemy fire and half loops or a split "S" to change direction by 180 degrees. The Fighter is best used at high altitude or in outer space, but can also be used during ground missions to get into battle and open the fight with missile volleys.





### Veritech Models

The Veritech has several models. Not all are available at the beginning of the game. Instead, you earn new models by completing certain missions or unlock other models by winning awards and medals. Although all the Veritechs look very similar, there are differences in their characteristics and stats.



### Statistical Information

There are five different statistics used to rate each unit in the game—health/armor, speed, maneuverability, missiles, and targeting.

- Health and armor describe the ability of the Veritech to sustain damage and keep fighting.
- Speed covers the general speed for each transformation mode, including Battloid, Guardian and Fighter forward movement rates, altitude adjustment, and boost speed.
- Maneuverability describes the general agility of the Veritech, and deals with strafing speeds, acceleration rates, boost acceleration, static rotation, and turning rates.
- Missiles deal with not only the missile payload available on racks to fire, but the replenishment rate.
- Targeting describes the ability to maintain locks on enemies and the number of enemies that can be tracked at the same time.

The ratings range from 2 to 8, with the higher number being the better rating.

VF-1A



### Statistics

#### RATING

**Health/Armor:** +5

**Speed:** +4

**Maneuverability:** +4

**Missiles:** +4

**Targeting:** +4

#### WEAPON SYSTEMS

**Primary:** GU-11 Gun Pod

**Secondary:**

Light missiles (volleys of 8, Guardian)

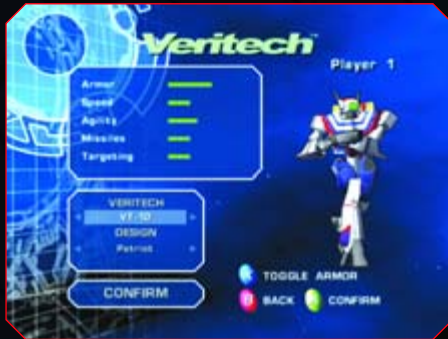
Heavy missiles (volleys of 6, Fighter)

6 missile racks

This is the early standard Veritech Fighter type, and has seen as much combat action as all other Veritech types combined. Cosmetically, its most distinguishing feature is its single, head-mounted laser system. It has the most average ratings of all the Veritechs. During the early missions in Story Mode, this is the Veritech you use.



## VT-1D



### Statistics

#### RATING

**Health/Armor:** +6  
**Speed:** +3  
**Maneuverability:** +4  
**Missiles:** +3  
**Targeting:** +3

#### WEAPON SYSTEMS

**Primary:** 6U-11 Gun Pod  
**Secondary:**  
 Light missiles (volleys of 8, Guardian)  
 Heavy missiles (volleys of 6, Fighter)  
 4 missile racks

The VT-1D's distinguishing features are its dual head-mounted lasers and its seating capacity for two pilots instead of one. It has the most armor and least movement capabilities of all the Veritech models. It also lacks a sophisticated targeting system. This is the only Veritech available in the training missions. Although it's not as effective in offense as the other models, if you're in a mission where you have to take a lot of damage, consider taking this model.



## VF-1J



### Statistics

#### RATING

**Health/Armor:** +4  
**Speed:** +4  
**Maneuverability:** +6  
**Missiles:** +5  
**Targeting:** +4

#### WEAPON SYSTEMS

**Primary:** 6U-11 Gun Pod  
**Secondary:**  
 Light missiles (volleys of 8, Guardian)  
 Heavy missiles (volleys of 6, Fighter)  
 8 missile racks

This Veritech is the junior officer version flown by flight leaders. The VF-1J incorporates a double-headed laser design and is slightly faster and more agile than the 1A. It carries a larger missile payload, but it has the same targeting sensors as the 1A.



## VF-1S



### Statistics

#### RATING

**Health/Armor:** +3  
**Speed:** +5  
**Maneuverability:** +7  
**Missiles:** +5  
**Targeting:** +5

#### WEAPON SYSTEMS

**Primary:** 6U-11 Gun Pod  
**Secondary:**  
 Light missiles (volleys of 8, Guardian)  
 Heavy missiles (volleys of 6, Fighter)  
 8 missile racks

The squadron leader's version of the Veritech incorporates four head-mounted lasers with a large missile payload and unsurpassed multi-targeting ability. It is robust and fast. This is the Veritech the aces fly. The VF-1S is the vehicle that Roy Fokker made into a legend in his role as Skull Leader.





### VF-1R



#### Statistics

##### RATING

**Health/Armor:** +2  
**Speed:** +6  
**Maneuverability:** +8  
**Missiles:** +4  
**Targeting:** +5

##### WEAPON SYSTEMS

**Primary:** GU-11 Gun Pod  
**Secondary:**  
Light missiles (volleys of 8, Guardian)  
Heavy missiles (volleys of 6, Fighter)  
8 missile racks

This prototype Veritech model was intended to replace the VF-1A and 1J in general use. It mounts an autocannon in addition to two head-mounted lasers. It sacrifices some armor protection for increased agility and a greater missile payload. It has the same targeting suite as the VF-1S.

#### NOTE

The armor modifies the stats for each model of Veritech.

### Armored Veritech



#### Statistics

##### MOVEMENT

**Health/Armor:** +4  
**Speed:** -1  
**Maneuverability:** -3  
**Missiles:** +7  
**Targeting:** +4

##### ADDITIONAL WEAPON SYSTEMS

Light missiles (one on each shoulder, volleys of 6)  
Light missiles (one on each arm, volleys of 6)  
Heavy missiles (one on each hip, volleys of 4)  
Light missiles (one on each leg, volleys of 4)  
Heavy missiles (behind each chest plate, volleys of 3)  
14 missile racks

Because of its massive weight, this add-on heavy armor system is best suited for space. In addition to the extra protection, the armor system incorporates several light missile launchers and magazines. Veritechs using the armor are limited to Battloid Mode and must jettison the armor pack before transforming. To discard the armor, transform into something other than Battloid, then press the special ability button. Once the pack jettisons, you can't reattach it during battle. The armored variant is only available in Versus Mode.

### Super Veritech



#### Statistics

##### MOVEMENT

**Health/Armor:** +2  
**Speed:** +3  
**Maneuverability:** -1  
**Missiles:** +3  
**Targeting:** N/A

##### ADDITIONAL WEAPON SYSTEMS

Light missiles (one in each arm, volleys of 3)  
Light missiles (one in each rocket booster, volleys of 3)  
Heavy missiles (one in each wing, volleys of 6, Fighter)  
Heavy missiles (one in each rocket booster, volleys of 6, Fighter)  
+8 to default number of Veritech chosen

This is a common description applied to any of the Veritech models when equipped with modifications. These add-on boosters and light armor give any Veritech additional performance in space. They also incorporate additional missile launchers and missile magazines. The packs are only issued for space and orbital missions. Unlike the Armored Veritech, the Super Veritech can transform into all three modes. This add-on is only removed when its armor value is reduced to zero. You can't jettison it.



## ALLIES AND ENEMIES

In *Robotech: Battlecry*, you must fight the Zentraedi and their weapons of destruction. However, you're not alone. You'll get allied support from other members of the RDF as you defend your planet. It's important to know the strengths and weaknesses of not only your friends, but especially your adversaries. Let's take a look at the various characters and units you'll find in this game.



## Robotech Defense Force

### Characters

#### Jack Archer



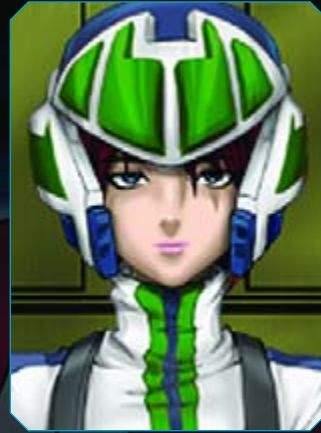
Jack is the main character of the game. His squadron dubs Jack "The Giant Killer" because of his incredible prowess behind the controls of his Veritech Fighter. Jack has a kind of reckless façade, but it hides a sensitive personality troubled by years of war and turmoil. He has survived growing up in a bloody global war. His only means of survival was to join the military as soon as he was old enough to fly. He discovered that he had a gift for flying and for combat. This innate ability to kill seems to cast a shadow over his personality.

#### Hiro Ishi



Jack's friend from the academy, Hiro has come to believe that Jack's reckless nature is dangerous and irresponsible, and he takes Jack's sympathetic attitude for the Zentraedi as a personal affront. Hiro Ishi blames the Zentraedi for the destruction of the planet. For that reason, he is extremely xenophobic and believes that all Zentraedi are basically bad. Hiro is perhaps the greatest Destroid pilot ever to emerge from the academy. He resents the special treatment that the Veritech pilots seem to get. Destroid pilots are ground based, and they often see the consequences of war firsthand, unlike the high-flying Veritech pilots, who can always get away when things get too intense.

#### Izzy Randal



A wry and quick-witted RDF pilot, Isabelle seems more than professionally interested in Jack, and often speaks up in his defense while Hiro is berating him for one perceived failure or another. Still, nothing develops from that relationship, at least for now. Izzy actually reminds Jack of himself, or the kind of person he might have been if not for his difficult past. She's not the type of person to wallow in depression. She's almost always in a good mood.





### Helena Chase



*Chase is the control commander who is responsible for issuing missions to the player. She's a mature authority figure who commands easily and extremely well. She is not without a sense of humor, but Jack's reckless past causes her some concern. He will have to prove himself before she is willing to entrust him with more important missions.*

### Roy Fokker



*A charismatic leader of the famed Skull squadron and combat veteran of the recent Global Civil War, Roy Fokker becomes a major leader in the first half of the Macross saga as he leads the Veritech squadrons in defense of the SDF-1. Roy started early with Robotechnology, acting as test pilot for the various new Veritechs. He currently trains new pilots on the Veritechs.*

### Lisa Hayes



*The daughter of Admiral Donald Hayes, the commander of the United Earth Defense Forces, Lisa distinguished herself early on in her life as a member of a family with a long history of military service. Her exceptional military record resulted in a rapid ascent through the ranks and an assignment as operations officer aboard the SDF-1.*

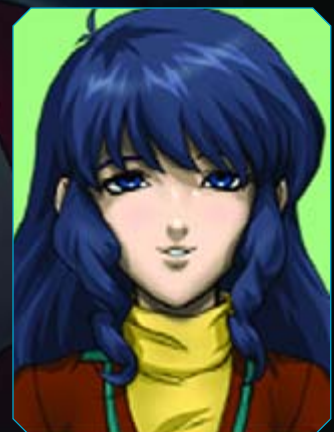
### Rick Hunter

*Rick Hunter is thrust into the middle of an interstellar war during his visit to Macross Island for the launching of the SDF-1. His close friend and mentor, Roy Fokker, convinces him to join the military. Through the first half of the Macross saga, Rick distinguishes himself as an excellent pilot and a capable leader. After the death of Roy Fokker, Rick Hunter is forced to take command of Skull squadron.*



### Lynn Minmei

*As a young innocent girl with dreams of stardom, Minmei grew up on Macross Island with her Aunt Lena and Uncle Max. After the initial Zentraedi attack and subsequent space fold, Minmei is one of the 70,000 other refugees aboard the battle fortress. During the voyage back to Earth, Minmei wins the Miss Macross beauty pageant and instantly becomes a star and symbol of hope for the civilians and crew of the SDF-1.*



## Robotech Defense Force Units

All units are in order from weakest to strongest.

### Destroids

Destroids are non-transformable mecha equipped with more powerful weapons and beefier armor than their Veritech cousins. Some Destroid types actually require more than one pilot to operate, such as the giant Monster. Destroids are a little clumsier and less maneuverable than Veritechs in Battloid Mode. There are five types of Destroids—Spartan, Phalanx, Tomahawk, Monster, and Defender.

#### Spartan

##### Statistics

###### MOVEMENT

**Speed:** Fast

**Performance:** Very Fast

**Power:** Average

###### WEAPON SYSTEMS

Light missile launcher (one on each shoulder, volleys of 8)

WAC-7 chest-mounted autocannon

This Destroid is the only one of its kind with humanoid hands, which makes it an excellent peace-keeping (non-lethal) element for Zentraedi uprisings. It's slightly smaller and lighter than the other Destroids, which allows it to be fast and maneuverable, but it still packs a wallop.

#### Phalanx

##### Statistics

###### MOVEMENT

**Speed:** Slow

**Performance:** Average

**Power:** Very High

###### WEAPON SYSTEMS

Light missile launchers (two on each arm, volleys of 16 per arm)

With its huge twin missile pods in place of arms, the Phalanx has the most diverse and destructive long-range firepower of all the Destroids, next to the Monster. It's slower moving than most of the other Destroids and is limited in short-range battles.

#### Tomahawk

##### Statistics

###### MOVEMENT

**Speed:** Average

**Performance:** Fast

**Power:** High

###### WEAPON SYSTEMS

Light launcher (one on each shoulder, volleys of 8)

PBC-8 particle beam cannon (one on each arm)

R90 Hunter radar missile launcher (above right shoulder, volleys of 6)

This Destroid has an excellent balance of short- and long-range attacks. The Tomahawk is the vehicle of choice for Jack's friend, Hiro.

#### Monster

##### Statistics

###### MOVEMENT

**Speed:** Very Slow

**Performance:** Very Slow

**Power:** Dynamo

###### WEAPON SYSTEMS

Tri-laser cannon (one on each arm)

GUR top-mounted autocannons

This is by far the largest and perhaps the most destructive of the Destroids, with excellent long- and mid-range weaponry, but poor short-range capabilities because of its slow movement. The Monster is completely different from the other Destroids and shares none of the same working parts, making it difficult to supply and repair.

#### Defender

##### Statistics

###### MOVEMENT

**Speed:** Fast

**Performance:** Fast

**Power:** High

###### WEAPON SYSTEMS

RF-X rapid-fire laser cannons (two on each arm)

This fast-moving Destroid is used primarily for anti-aircraft defense and has a strong long-range radar system capable of tracking multiple targets.





### The Zentraedi

#### Characters

##### Kiyora



This Zentraedi ace seems to hunt and challenge Jack as if she has some personal obsession with him, often appearing out of nowhere and disappearing just as quickly. In truth, she may be suffering from some form of psychosis. She lives only for the next battle and is forever searching for a pilot worthy of challenging her. Sometimes it seems like she looks forward to her own death.

Her ingenious skills as a warrior cause her to grow bored with most of her opponents. She's arguably the best female ace that the Zentraedi have ever produced. Were it not for her recklessness and disdain for authority, she would certainly have risen to the highest ranks of Zentraedi command. She's like a small child with a magnifying glass, and the Micronians are her tiny insect playthings.

Her body is badly injured after a few clashes with Jack. She later resurfaces with cybernetic augmentations similar to Breetai, and an even deeper obsession for Jack.

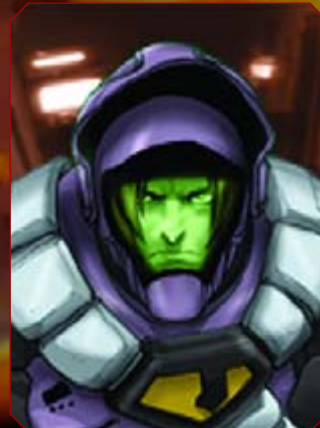
##### Skarrde



Skarrde is a veteran of many wars, which have given him a level of maturity few Zentraedi ever live to attain and a deep familiarity with every aspect of combat. He has been assigned the responsibility of governing Zeraal's ground forces.

He never questioned his life before he came to Earth, but now is deeply troubled by his exposure to humanity and to human culture. Through that exposure, Skarrde has been introduced to new emotions and a changing perception of life and its meaning. Although they encounter each other as enemies, Skarrde comes to view Jack with respect, not only for his combat abilities, but also for his character and view of life.

##### Gorian



Once the leader of a large scavenger gang, Gorian was forced to join Zeraal after Jack wiped out the gang he commanded. Because of his insatiable lust for violence and his excellent weapons proficiency, Gorian becomes increasingly important to Zeraal and rises to lead Zeraal's commando forces. Gorian is an excellent marksman and is nearly as ambitious as he is sadistic.



## Zeraal



One of the few remaining commanders from the original Zentraedi fleet, Zeraal has organized a force of loyal Zentraedi and plans to establish his global authority on Earth. Although he's young, Zeraal is an extremely capable leader and an excellent tactician. He is ambitious for the sake of his troops, and not necessarily for his personal benefit.

### Zentraedi Units

All units are in order from weakest to strongest.

## Infantry

Zentraedi infantry types are roughly the same height as a Veritech in Battloid Mode. In fact, their large stature is the reason why the RDF decided to create large humanoid robots in the first place. That said, these soldiers are physically weaker than Battloids and Destroids, with low armor, low speed (no boost), and limited firepower.

## Scavengers

### Statistics

#### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** Low

#### WEAPON SYSTEMS

Zentraedi assault rifle

These Zentraedi aren't affiliated with Zeraal's forces. Because they're forced to hide from the RDF and Zeraal's soldiers, and eat whatever they can find, they appear to be extremely emaciated and wearing old Zentraedi uniforms that have seen better days.

## Zeraal's Standard Infantry

### Statistics

#### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** Low

#### WEAPONS

Zentraedi assault rifle

The typical foot soldier unit of Zeraal's army is issued no armor and only light, hand-held weapons. They're among the lowest threat-level enemy types to appear in the missions. Despite their shortcomings, they're nearly as strong and as fast as Destroids and Veritechs (in Battloid Mode) and can hit almost as hard.

## Light Armor Infantry

### Statistics

#### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** Average

#### WEAPONS

Pulse rifle

The Light Armor Infantry soldier is a variation on the Standard Infantry that has been equipped

with light armor. It has the same movement rate as the Standard Infantry, but is more aggressive in combat and is supplied with the more powerful pulse rifle.

## Heavy Armor Infantry

### Statistics

#### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** High

#### WEAPONS

Firestorm chain gun

The Heavy Armor Infantry soldier is a variation on the Standard Infantry that has been equipped with heavy armor and more powerful weapons. Their movement rate and line of sight are somewhat less than the other two soldier types, but they're more aggressive and last longer on the battlefield than the other infantry types.

## Zentraedi Mecha

## Battlepod

### Statistics

#### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** High

#### WEAPON SYSTEMS

Medium particle beam cannon (2)

Autocannon (2)

The standard Battlepod isn't nearly as robust as the Veritech, but the sheer number of pods that the Zentraedi are able to mass-produce makes up for its flaws. It's a fast-moving vehicle with devastating weaponry, but its line-of-sight capabilities and armor are severely limited. The standard Battlepod is an all-terrain vehicle, capable of fighting well in the water, on incredibly varied terrain, and in space.

ALLIED FORCES AND ENEMIES





### Scout Pod

#### Statistics

##### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** None

##### WEAPON SYSTEMS

Radar jammer

Dual chest mounted particle cannons

This is a standard Battlepod that has been outfitted with surveillance equipment in place of weapon systems. In battle, they're often protected by an entourage of Battlepods. When conflict occurs, the Scout Pod functions as the eyes and ears of the Zentraedi forces, recording and relaying valuable information. When acting alone, they make excellent spy units, although their broadcast distance is somewhat limited. The Scout Pod's ability to jam radar can prevent a Veritech from locating enemies that are outside its visual range. The jammer's range is limited and is more effective at close range, completely blocking out all radar display information. Scout Pods can operate on both ground missions as well as in space.

### Light Artillery Battlepod

#### Statistics

##### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** High

##### WEAPON SYSTEMS

Particle beam cannons

Top-mounted light missile launchers (volleys of 8)

The standard Battlepod can be refitted with more powerful weapons, as is true of the Light Artillery Pod. In this case, the pod's top-mounted lasers have been replaced with a pivoting rack of twin missile launchers. Light Artillery Pods are used both in ground missions as well as in space.

### Heavy Artillery Battlepod

#### Statistics

##### MOVEMENT

**Speed:** Average

**Performance:** Average

**Power:** High

##### WEAPON SYSTEMS

Particle beam cannons

Top-mounted heavy missile launchers (volleys of 6)

The standard Battlepod can be refitted with more powerful weapons, as is true of the Heavy Artillery Pod. In this case, their top-mounted lasers have been replaced with a rack of twin heavy missile launchers. Heavy Artillery Pods give the Zentraedi forces some heavy firepower for ground missions and space missions.

### Officer's Battlepod

#### Statistics

##### MOVEMENT

**Speed:** Fast

**Performance:** Very Fast

**Power:** Very Fast-Dynamo

##### WEAPON SYSTEMS

Heavy particle cannon

Arm particle cannons (2)

These vehicles are reserved for the elite officers of the Zentraedi forces and are far more deadly than the standard Battlepods. The cockpit has increased body

space and armor, more powerful weaponry, and better mobility than other pod types.

### Male Power Armor (MPA)

#### Statistics

##### MOVEMENT

**Speed:** Fast

**Performance:** Very Fast

**Power:** Very Fast-Dynamo

##### WEAPON SYSTEMS

Front-mounted impact cannon

Shoulder-mounted medium particle cannon

This weapon system is a suit of protective armor and an exoskeleton that enhances the strength of the pilot. It is a standard system not unlike a combat-ready astronaut suit and is issued to Zentraedi recon units, exploration units, and commando units. The armor is capable of flight, quicker and more agile than Destroid units, and more rugged than standard Veritech units. They can be found in all types of missions—ground, aerial, and even space.

### Female Power Armor (FPA)

#### Statistics

##### MOVEMENT

**Speed:** Very Fast

**Performance:** Insane

**Power:** Dynamo

##### WEAPON SYSTEMS

Dual chest mounted particle cannons

Tri-barrel pulse lasers (2)

Light missile launchers (4, in ground missions)

Heavy missile launchers (4, in aerial and space missions)

Meteor missile launchers (4)

If the user goes into Sniper Mode while using the FPA, it will activate two particle cannons. It would be wrong to assume that the Female and Male Power Armors are simply different gender variations of the same basic design. Female Power Armor is actually the Zentraedi's most formidable mecha creation and is only awarded to the elite aces of the deadly female Zentraedi forces. Its armor, speed, and destructive capabilities easily match or surpass that of the Veritech Fighter, and it is as deadly on the ground as it is in the air and in space. Ace pilots using Female Power Armor can single-handedly devastate squadrons of Veritechs in the blink of an eye. This is the only Zentraedi unit that you can choose in Versus Mode after it has been unlocked.

## Aerial and Space Units

### Fighter Pod

#### Statistics

##### MOVEMENT

**Speed:** Fast

**Performance:** Very Fast

**Power:** High

#### WEAPONS SYSTEMS

Medium particle cannons in nose (2)

Heavy missile launcher (volleys of 6)

The Fighter Pod is one of the most maneuverable attack vehicles in the Zentraedi armada and is your primary airborne antagonist. The primary fighter craft of the Zentraedi is capable of entering and leaving planetary atmospheres. It is a solid, highly maneuverable fighter craft that's as at home in the Earth's atmosphere as it is in the cold of space.

### Armored Officer Pod

#### Statistics

##### MOVEMENT

**Speed:** Very Fast

**Performance:** Very Fast

**Power:** Dynamo

#### WEAPON SYSTEMS

Heavy particle cannon

Autocannons (2)

Arm particle cannons (2)

Missiles

The Officer Pod can be fitted into an armored "booster sled," giving the vehicle the ability to fly and significantly increasing its damage points. The Armored Officer Pod can escape the atmosphere and has a movement rate and maneuvering capabilities similar to the Veritech in Fighter Mode.

### Shuttles

Shuttles are used by the Zentraedi to transport material from space to planet and back again, as well as from ship to ship. Since these Shuttles are not armed, they are almost always escorted by Battlepods, Fighter Pods, or other combat units.

### Reentry Pods

When the Zentraedi are invading a planet, they use Reentry Pods to carry Battlepods and other units from their space vessels down to the surface. Reentry pods carry no armaments, but are heavily shielded for entry through the atmosphere. When a Reentry Pod is destroyed, all the units it carries are destroyed along with it.

### Cyclops

The Cyclops is a small (by Zentraedi standards) recon vessel with a crew of three. It is used for scouting missions and is armed with several particle beam cannons that can fire over a wide arc. Unlike some of the other large ships, you can't target the Cyclops' weapons individually. Instead, you must destroy the

entire ship. Cyclops vessels also drop off Male Power Armor units, which give the Zentraedi a powerful edge during battle.

### Scout Ship

The Zentraedi Scout Ship is a small frigate type vessel used for fleet reconnaissance. It usually precedes a battle fleet and is used to locate enemies at a distance. Destroy the Scout Ship by eliminating all of its defensive turrets.

## Turret Defenses

### Laser Turret

The Laser Turret comes in two different versions—Ship and Ground. Ship Laser Turrets comprise the bulk of a space vessel's close defensive firepower for use against enemy fighters and other small vessels. Find them on Battle Cruisers, Scout Ships, and Carriers. The same turret can be used as a position defense on a planet's surface and is known as a Ground Laser Turret. Both are deadly, and you can only avoid the laser blasts by getting out of their way. Armored Officer Battlepods are equipped with missiles.

### Missile Turrets

Another type of shipboard and surface positional defense, the Ship Missile Turrets and Ground Missile Turrets fire off volleys of missiles at enemy attackers. The Ground Light Missile Turret is actually a Light Artillery Pod with its legs removed and then placed on a turret block. The missiles fired from these turrets track their targets, but you can avoid them with quick maneuvers, Decoys, or even by shooting them down in mid-air.





### THE TRAINING MISSIONS

The Robotech Defense Force has an advanced school for all new pilots. After three training missions, you will become proficient in each of the various modes of your Veritech Fighter—Battloid, Guardian, and Fighter.

It's a good idea to check out each of these training missions, then come back for additional practice if needed. Without further ado, let's get started. Your instructor for the training missions is Roy Fokker, the famed commander of Skull squadron.

#### Battloid Training



*Battloid Mode is one of the easiest to master.*



*It's just like walking around while carrying a rifle.*



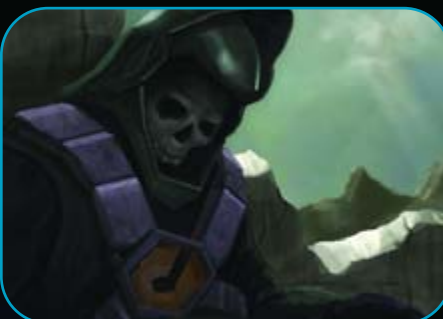
*Battloid Mode gives you the ability to fight against the 40-foot-tall Zentraedi warriors with some sense of equality.*



*Roy Fokker takes you to the training area.*



*Start by following his instructions to move around. Try moving forward, backward, turning, and strafing to get the feel for the controls. Use the directional stick to do this.*



*The next lesson is boosting. You'll learn to boost onto these three platforms.*



*Press the boost button to gain altitude.*



*Then move the directional stick to move horizontally.*





Maneuver over the first platform and release the boost button to descend.



Hit the boosters again and head to the next platform. Notice that when you use the directional stick, you stop gaining altitude. If you want to hover at a specific altitude, strafe back and forth to maintain your height above the surface.



Land on the second platform, then continue on to the third.



Use boosters at ground level to skim quickly around an area.



It's time for weapons training. The Battloid fires a three-barrel Gatling cannon.



The targeting system automatically aims the cannon at a designated target. Use the targeting buttons or targeting stick to cycle through the targets.



Select the Destroid on the far right and press the primary weapon button to shoot at it. The green bar at the right goes down as you fire. This represents the temperature of the cannon. When the green bar is completely gone, the weapon automatically shuts down to prevent it from overheating. It's a good idea to fire the cannon in bursts with pauses, rather than in a constant stream.



You can also use the Battloid cannon in a rapid-fire, anti-missile mode. Press the secondary weapon button to let loose a quick stream of projectiles that are automatically targeted for incoming enemy missiles.



The rapid-fire mode heats up the cannon quickly, so you have to pause and let it cool much more often than when using the normal fire mode.



The final phase of Battloid training involves the sniper mode.





Press the special ability button to bring up a targeting scope. This is the only way you can target certain objects, such as crates or gates, because the targeting system doesn't recognize these as hostile. Aim using the directional stick. While in Sniper Mode, your Battloid can't move.



Use the zoom buttons to zoom in and out and line up shots at the targets at various distances. Press the primary weapon button to fire. However, if you hold down the primary weapon button, a darker green bar rises on top of the green heating bar showing the power level of the shot. The longer you hold down the button, the greater the power of your shot. Release the button to fire. Once you've taken out all of the targets, your training in the Battloid Mode is complete.

### Guardian Training



This is the Guardian transformation mode. It has a good mixture of Battloid and Jet capabilities. Most new pilots find the Guardian Mode the most difficult to master. However, Guardian Mode is frequently used in actual combat.



In Guardian Mode, your Veritech assumes a posture that is part Fighter and part Battloid. In fact, it looks like the front part of a Fighter with arms and legs attached.



Your first training task is to fly through each of the green beacons. The Control Pad controls thrust. Press up once for slow speed and again for fast speed. Press down to slow down and to hover.



The directional stick controls altitude when it's moved up and down; it controls turning when it's moved left and right. You can press the boost button for a quick burst of speed, even if the throttle is set to hover.



Work your way through the beacons. Try setting the throttle at slow and fast speeds, and try using the booster. The controls are tricky at first, so practice until you feel comfortable.



After you go through each beacon, you'll advance to the next training exercise. The Guardian holds the cannon in its right hand. However, its left hand is open and can pick up things.





For this exercise, pick up four canisters and carry them to the helipad.



For the first attempt, set your throttle at hover and use the boosters to move to the first canister.



When you're close enough to the canister, arrows appear on the reticle. Hover, then press the special ability button to pick up the canister.



Fly back to the helipad and press the special ability button again to drop the canister in the area designated by the green square.



When you go for the second canister, set the throttle to slow and try to pick up the canister on the go. Then carry it to the helipad.



For the last two canisters, set the throttle to fast, and try to pick them up on the fly. Strafe left and right to help adjust your approach.



The exercise is complete once you get all four canisters to the helipad.



Now you get some more weapon training. The Guardian fires the cannon in normal fire mode just like the Battloid.



However, the secondary weapon button fires missile volleys. Although you have an unlimited supply of missiles, they take time to reload before they're ready to fire. The four little boxes to the right of the green heat bar represent the number of missile racks with volleys ready to fire. Your training Veritech has only four missile racks. However, other models have six or eight missile racks.



To fire a missile, press the secondary weapon button and release. If you hold down the button, you can target more than one enemy. The primary target is highlighted with a red reticle, while the secondary targets are highlighted by yellow reticles.



After the enemies are targeted, release the button to fire. A missile volley fires at each target. When you fire at two targets, you use two racks of missiles, and they take a few seconds to reload.





After you destroy the target Destroids, you've completed your Guardian training.

### Fighter Training



In Fighter Mode, the Veritech behaves just like a normal aircraft and is primarily used for aerial combat.



Fighter Mode is the fastest of all three modes. Use it to travel quickly.



The first part of the training allows you to become familiar with the controls.



The directional stick controls your pitch (up and down), as well as your direction (left and right).



To make a tight turn, hold down one of the strafe buttons to bank in that direction. When you use the strafe button to bank in the same direction you are turning, your Fighter can cut in close during a dogfight.



For some extra speed, press the boost button.



If you press the boost button and a strafe button at the same time, you'll barrel roll in the direction of the bank. Barrel rolls are great for avoiding enemy fire because you become a more difficult target to hit.



You can perform some pretty fancy maneuvers in Fighter Mode. If you press the boost button and then pull back on the directional stick, you'll perform a half loop. In this maneuver, you climb and change direction 180 degrees.



The opposite of a half loop is a split "S." Instead of climbing, you dive and change direction 180 degrees. To perform this maneuver, hold down both strafe buttons and the boost button while pushing forward on the directional stick.





After flying around for a bit, you finally get to use your weapons. A target drone is sent up for you to practice your shots.



Your primary weapon is the cannon. Unlike the cannon in the other two modes, the Fighter cannon doesn't automatically aim at your target. Instead you must aim it by maneuvering the Fighter.



Each target, in addition to a red reticle, has a small yellow gun-lead reticle. Your cannon fires directly at the yellow cross hairs in the center of the screen. To hit a target with your cannon, maneuver so the cross hairs are over the little yellow reticle. Because most of your targets in aerial combat are moving, the yellow reticle shows you where you need to shoot to lead the target.



Fighter gunnery is tough at first, but once you get the hang of it, you'll be very effective—and very deadly.



Like in Guardian Mode, the secondary weapon button fires missile volleys. However, the missiles fired in Fighter Mode are more powerful—causing more damage and having a longer range.



Targeting works just as it does in Guardian Mode, and you can even hold down the secondary weapon button to target multiple enemies.



Missiles work best against targets moving away from you or at right angles. They have a tougher time hitting aircraft flying toward you. For such situations, the gun is best.



After shooting down a couple of target drones, Roy makes the training more interesting.



You now have to deal with two armed drones who shoot at you!



Use the skills you learned on the first two drones, and take them out to complete your Fighter training.



By now you should be familiar with all three Veritech modes. If you feel like you need some more practice, repeat the appropriate training mission. However, if you feel comfortable with your skills, then continue on to the Story Mode, where you are assigned to actual combat missions. Good luck and good hunting.



### BOOBYTRAP

On the day the people of Macross Island were celebrating the completion of SDF-1, the alien Zentraedi arrived in Earth's orbit, determined to take the space fortress. You have been dispatched to meet the threat head on.

**Mission:** Help Wolf and Skull squadrons turn back the alien threat.

#### Enemies Encountered

- Fighter Pods



#### TIP

At the beginning of each mission, you choose a Veritech model. The VF-1D is the two-seater trainer and comes with more armor, allowing it to take more damage. For more firepower, select the VF-1A model. It doesn't carry as much armor, but it holds two more volleys of missiles at the ready and has a more advanced tracking system.

#### Mission Tactics



We are under attack by alien invaders in Sector 412. This is not a drill. I repeat this is not a drill. All forces.

This mission is pure aerial combat. You have to work with different squadrons to turn back the aliens before they reach Macross City. You will face lots of Zentraedi Fighter Pods, which are equipped with particle beam cannons and missiles.



Several other Veritech Fighters are on this mission with you. Your allies are designated on the screen with a blue reticule.



From the start, head toward the aliens. Press and hold down the missile button to target as many as you can, then let loose with three, four, or five volleys, to cause damage.



As the aliens fly past, turn and bank in the same direction to get them into your sights. Don't hit the boosters or you'll barrel roll instead of making a tight turn.



To damage your target, turn to get him in your sights, then line up your targeting caret with the yellow reticule. Fire the cannons. The yellow reticule shows you where to aim to hit the enemy Fighter Pod as it moves about.







Destroy your first target, then look for another. The Fighter Pod nearest your targeting caret is automatically selected.



Let loose a volley of missiles when you have a target near the center of your sights.



Follow up with cannon to finish the job.



The Zentraedi pilots sometimes attack with the sun at their backs, making it harder for you to see them. However, your tracking system will find and target them for you.



Damaged Fighter Pods often trail smoke behind them. Follow the smoke and deliver the coup de grace.



Watch the radar display in the upper-right corner of the screen. The yellow marks represent enemy missiles in the air. If you see these or missile smoke trails headed your way, release a Decoy Pod and bank out of the way.



After you defeat the wave of Fighter Pods headed for Macross City, you're ordered to escort the Sea Sergeant helicopters on a reconnaissance mission.



Locate, then fly toward, the helicopters. When you have them in sight, stay near them.



Fire several volleys of missiles at the Fighter Pods to keep them moving and prevent them from targeting the Sea Sergeants.



Keep up the pressure, but don't stray far from your duty.



Some pilots find it helpful to occasionally switch to Guardian Mode while escorting the helicopters.



The guardian's tracking cannon makes short work of Fighter Pods at close range. It also turns faster than a Fighter. However, your missiles have a shorter range and cause less damage.





Stay in Fighter Mode and aim the cannon with the targeting reticules.



When you destroy the Fighter Pods, you'll receive new orders.



Time to head down to Macross City and do some ground combat. Looks like you'll get a chance to try the Battloid Mode now.

### COUNTDOWN



The Zentraedi have bombarded the city from orbit, and their ground forces continue to destroy the city from within. After fighting the alien menace from the air, you are sent in to help save the battered city.

**Mission:** Drive the alien ground forces out of Macross City.

### Enemies Encountered

- Battlepods
- Light Artillery Pods

### Mission Tactics



Battlepods are now in Macross City. Go in and take them out.



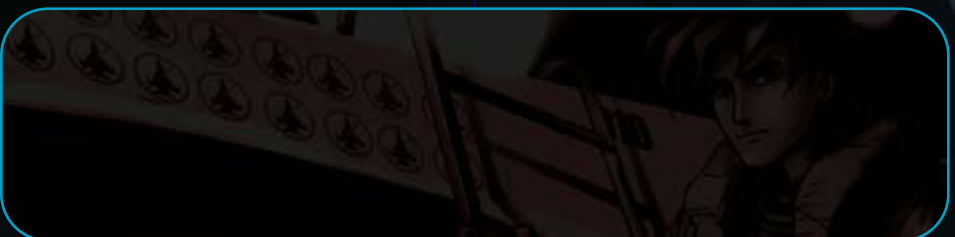
You begin in Guardian Mode. Don't change yet. Instead, race down the streets in pursuit of a couple Battlepods.



When you get close, face them, then strafe around a building. Hold down the missile button to target them all, then release to fire multiple volleys.



Continue down the streets, using the radar display to guide you to the next Battlepods. When they're in sight, fire missiles, then strafe back and forth, firing cannons in case the missiles don't eliminate the Battlepods.







After you take out a couple of Battlepod groups, you'll find the next group near an overpass. Fly up the ramp and into an alcove between the buildings and the overpass.



Drop and use the overpass supports for cover as you strafe out to fire missiles and cannon, then strafe back before the Battlepods return fire.



You can switch to Battloid Mode for better movement control. It's easier to strafe and find cover in Battloid Mode. Boost to the top of short buildings and fire down on enemies, but remember that you're exposed.



The Battloid's rapid-fire mode is great for taking out the missiles of the light artillery Battlepods. After they fire their volleys, take them out with your normal fire mode while they're reloading.



After you take out several groups of Battlepods, you'll be ordered to protect a couple of Destroids. Follow the roads back to the area near where you began the mission, using the blue marker on the radar display for guidance.



The Destroids are marked on the screen with blue reticules. They'll take cover behind the short building with several smokestacks.



As you meet up with the Destroids, get ready for the attacks to begin. Launch missile volleys at the first group, then finish them off to give the Destroids time to get into position.



Head over to this spot so you're forward and on the Destroids' right flank.



From this position, you can attack enemies across the area at long range.



Ambush groups that approach from your right as they round the corner of the building. A burst of cannon fire will put an end to any Battlepods' hopes of getting close to the Destroids.



At times you may want to change to Battloid Mode. This allows you to easily take cover behind buildings and deal with the missiles of the light artillery Battlepods.





The battle reduces the building with the smoke stacks to rubble and makes visibility through the dust difficult. Use your targeting system to locate and destroy the Battlepods.



Finish off survivors with your cannon before the next group arrives. If you maintain this pace, it's easy to keep the Destroids from being destroyed.



The last groups of Battlepods come at you from both sides. If you can afford to take damage, hover up high to fire multiple volleys of missiles and rake the area with cannon fire.



Take care of each group of Battlepods in turn. Start off with missile volleys.



When you destroy all Battlepods in the area, the mission is complete. You have survived, and so have the Destroids you were ordered to protect.

## BURSTING POINT

The evil Khyron is leading a large assault on the SDF-1. For the first time, the Omni-Directional Barrier System is used to protect the SDF-1. You are present to help SDF-1 in its time of need.

**Mission:** Help the other Veritechs defend the SDF-1 from attack.

### Enemies Encountered

- Fighter Pods
- Ship Missile Turrets
- Ship Laser Turrets
- Zentraedi Carrier



### Mission Tactics



This mission involves aerial combat. Your main job is to protect the SDF-1.



You have some allies to help you. This time, Izzy will fight the Zentraedi with you.





You also have to deal with a large Zentraedi Carrier that is part of the invasion fleet.



Forget about the Fighters and head for the Carrier. It's armed with several missile and laser turrets. Target one, hold down the missile button to get locks on several turrets, then release and fire volleys at each.



Concentrate on the turrets in the nose of the craft, using missiles and cannon fire to take them out.



Make your way down the port side of the vessel, taking out each turret. You may have to make a couple passes to get them all.



Now go after the Fighters. They're swarming around—attacking Izzy, you, and the SDF-1.



Because the mission area is large, use the boost to decrease the range between you and your targets.



Engage all enemy Fighter Pods and keep them away from the SDF-1.



Use the missiles to attack Fighter Pods that are flying away from you. Missiles easily hit Fighter Pods from the rear, rather than head-on.



Watch for enemy missiles. Always keep one missile volley loaded so you can release a Decoy Pod when needed. Banking and barrel rolling make it harder for the enemy to hit you.



Because there are so many Fighter Pods against you, don't waste time making tight turns to catch up to an enemy that blows past you.







Instead, switch targets to a Fighter Pod in front of you and attack.



Instead, wait until they're close; then let them have it.



The best place to be in aerial combat is behind the enemy, which is referred to as "on his six." This position is perfect for missile and cannon shots, and the enemy can't shoot you!



Look for Fighter Pods trailing smoke. It's a sign of damage—and a quick kill. A volley of missiles will do the job.



Don't waste cannon fire on targets that are at extreme range.



When a Fighter Pod comes at you head-on, let loose with the cannon and take it out. Dodge the ensuing explosion.



As you whittle down the enemy Fighter Pods, the SDF-1's barrier system begins to chain react.



There's nothing you can do but wait for the mission to end.





## FORCE OF ARMS

Dolza, commander of all Zentraedi forces, surrounds the Earth with an armada of over four million vessels and opens fire on the planet. You and the Robotech Defense Force are fighting a desperate battle for survival.

**Mission:** Assist Wolf squadron against Dolza's immense Zentraedi armada.

### Enemies Encountered

- Fighter Pods
- Ship Laser Turrets
- Ship Missile Turrets
- Space Battlepods
- Space Light Artillery Pods
- Battle Cruiser
- Scout Ship
- Kiyora in Female Power Armor



### Mission Tactics



The Zentraedi armada is bombarding Earth; you and Wolf squadron must stop the destruction.



The enemy frigate is harmless, but the Battle Cruiser is dangerous.



Now concentrate on the Fighter Pods.



When the mission begins, your task looks daunting. There are Zentraedi capital ships and Fighter Pods all over.



Target multiple volleys of missiles on the array of laser and missile turrets.



The background clutter of Zentraedi capital ships makes it difficult to see the Fighter Pods until they're close or being tracked by your targeting system.



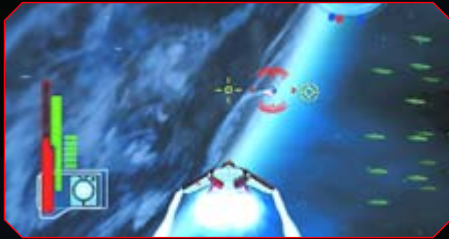
A Zentraedi Scout Ship is in the middle of the battle area, but it won't fire at you because it has no gun turrets. Use it as a shield.



Strafe the turrets with the cannon until they're destroyed.







You also have to deal with Battlepods. Engage them as you would the enemy Fighters.



When one or two enemies are left on the radar screen, don't get too excited.



You're ordered to withdraw from the battle, but all of your wingmen are being taken out.



Face the Zentraedi ace who's wearing Female Power Armor.



Engage the ace as you would a normal foe in aerial combat. However, this time it's a duel.



Prepare for the power armor's missile launchers. Always keep at least one missile volley ready so you can release a Decoy Pod.



Fire your missiles as often as you can.



Use the cannon while you maneuver around to avoid taking hits. In this duel, keep moving or you're dead. Avoid flying straight and level for long periods of time.



Keep attacking the ace, even if it seems like you're not causing damage.



When you get the ace down to about half of her normal structural integrity, she will break off the fight.



The mysterious ace withdraws from the battle, leaving you wondering who she is—and when you will meet again.



## AMBUSH HILLS

A band of Zentraedi Scavengers has been preying on the town of Graystone for months, becoming more violent with each raid. You're assigned to track down the Scavenger party and remove the threat.

**Mission:** Clear out the Scavengers and destroy their munitions stockpiles.

### Enemies Encountered

- Zentraedi Scavengers
- Munitions Crates



### TIP

At the beginning of each mission, you have the option of choosing your Veritech model. The VT-1D is the two-seater trainer and comes with more armor, allowing it to take more damage. If you want more firepower, select the VF-1A model. It doesn't carry as much armor, but it can hold two more volleys of missiles at the ready and has a more advanced tracking system.

### Mission Tactics



You're on earth for this mission. It's ground combat against the giant Zentraedi.



Your main objective is to destroy these Munitions Crates, which are found in four areas.



You begin in Battloid Mode; switch to Guardian Mode. It lets you move faster, gives you more firepower, and allows for better access to the crates that are located on hilltops.



You don't need to take out the concentrations of crates in any order, so get airborne and fly down the valley. The radar display shows you where enemies are.



At the first intersection in the canyon, turn left. There are a couple Zentraedi Scavengers on a hilltop, guarding the pass.



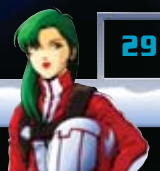
Engage them with volleys of missiles. These weapons work great in this mission, allowing you to attack the enemies at long range so they can't fire back.



Continue down the valley to a munitions cache. Engage the guards with missiles.



After you eliminate the Scavengers, land on the plateau with the crates and switch to Battloid Mode.







You can't target the Munitions Crates automatically, so enter Sniper Mode and take out each one individually. A message indicates when you have destroyed all the crates in the first cache.



Switch to Guardian Mode and head to the next cache.



Watch out for Scavengers along the way. Let loose a few volleys of missiles and your problems are gone.



You can also land on a plateau across from the next cache and switch to Battloid Mode.



Enter Sniper Mode and take out the Zentraedi from long range.



Destroy the second cache, then move to the next.



The Scavengers are alert to your presence, so expect some welcoming fire as you approach the next cache.



Switch to Battloid Mode and strafe out from behind boulders as you engage the Scavengers.



After it's clear, boost to the crates and destroy them. Only one more cache to go.



Some Zentraedi may ambush you. They're hiding behind rocks on the canyon floor. The rocks block your missiles, so fly past them, then turn around and blast them.



Continue to the fourth cache. Take care of the Scavengers first, then deal with the crates.



Wolf 010 to Base, I've destroyed all their munitions, but I was expecting a lot more resistance.

With all four caches destroyed, the mission is complete. However, it seemed too easy. Where are all the Zentraedi?



## TROUBLE IN GRAYSTONE



Malcontent Zentraedi are attacking Graystone. The townspeople have taken refuge in the Civic Center building while the angered Zentraedi rampage outside.

**Mission:** Fight the Zentraedi and protect the Civic Center building from attack.

### Enemies

#### Encountered

- Battlepods
- Light Artillery Pods
- Zentraedi Scavengers
- Light Armor Infantry
- Heavy Armor Infantry

### Mission Tactics



The town is under attack! All citizens have been evacuated to the Civic Center. Get over there and

*This is a tough mission. You have to protect the Civic Center, which is the large main building in town.*



*Keep the Zentraedi away from the Civic Center; and do not damage it.*



*At the beginning of the mission, boost toward the left side of the Civic Center and engage the enemy.*



*Strafe right around the Civic Center and take out the enemy Scavengers coming up the street.*



*Switch to Battloid Mode if the Scavengers and infantry get under you. Drop to the ground and take them out with the cannon.*



*When all Scavengers are eliminated, switch to Guardian Mode and head toward the valley where the next wave is arriving.*



*Fire multiple missile volleys and the cannon to neutralize this wave of Battlepods and soldiers before they fire on the Civic Center.*



*After you destroy that wave, another arrives from the valley where you began. Boost there and let loose the missiles to take them out while they're outside town.*







Turn around to engage another wave coming from behind you.



Do not destroy the buildings. Although they shield the enemy momentarily from your fire, they also shield the Civic Center from the fire.



The next wave enters from the far valley. Engage with missiles at long range as you boost to their position, then finish them with cannon fire as your missiles reload.



If some of the units in this wave get inside the city, strafe so you can shoot down the street at them without the buildings getting in your way.



You're a one-person fire brigade, rushing to each location as the next Zentraedi wave arrives.



The hardest ones to get are the Scavengers who move down the streets between the buildings.



Don't worry about taking damage. Ignore the missiles and concentrate on taking out enemies. They're primarily gunning for the Civic Center.



After a while, you will see a couple of waves arrive at once.



Take out the Battlepods first, then the soldiers.



Things get hairy. Keep your cool and don't let your missile or cannon fire hit the Civic Center.



You defeat the final wave of attacks on the Civic Center. However, the mission is not over.



Several Zentraedi Scavengers are in the city. Fly around and mop them up. Your armor is down from protecting the Civic Center, so don't be careless and rush around. Take your time. When they're eliminated, the mission is complete.



## SPECIAL DELIVERY

A group of Sea Sergeant helicopters has departed Base 6 carrying food and supplies to a remote frontier outpost that is under constant attack by Scavenger bands.

**Mission:** Accompany the Sea Sergeant helicopters and make sure they safely arrive.

### Enemies Encountered

- Zentraedi Scavengers
- Light Armor Infantry
- Heavy Armor Infantry



### Mission Tactics



Your mission is simple—keep the two Sea Sergeant helicopters safe.



The helicopters aren't armed and can't fire in self-defense; you're their only source of protection.



The Sea Sergeants are easy to find because the targeting system marks them on your screen with a blue reticule. Get in front of the choppers to keep them safe.



The first ambush comes from the right. Missile volleys make short work of Scavengers.



Another attack comes from the left. Keep an eye on the radar display to find the Zentraedi locations.



Don't let the choppers get too far ahead. Watch for additional Scavengers that appear after you take out the first two at an ambush site.



If you see fire coming from behind, turn around and dispatch the enemies before they can damage the Sea Sergeants.



If you get too far behind the helicopters, switch to Fighter Mode and hit the boosters to catch up. You can fire a volley of missiles at the Scavengers before switching back to Guardian Mode.







The Scavengers hide behind rocks and fire at the helicopters as they fly by.



Strafe around the rocks, keeping your sights on the enemies. When they're exposed—fire!



Combat gets up close and personal in this mission.



Switch to Battloid Mode to clear a plateau of Scavengers.



When clear, switch to Guardian Mode and catch up to the choppers.



As you approach the outpost, no one responds to your radio calls.



Hit the boosters and fly under the bridge. The outpost is under attack.



There are a couple of Destroids below fighting the Scavengers.



Enter the battle by firing missile volleys at all the enemies you can target.



The Zentraedi are approaching the outpost through two valleys.



Hover over the outpost, then rotate left and right to engage the enemies as they come into your sights.



The outpost is too hot for the helicopters to land, so they continue on. Your next mission is to stay and help defend it against the Scavengers.



## DESTROIDS IN DANGER

At the outpost, you encounter a battle between the Zentraedi Scavengers and a group of Tomahawk-class Destroids.

**Mission:** Help the Destroid pilots fight off the Scavenger raid. All units must survive.

### Enemies Encountered

- Zentraedi Scavengers
- Light Armor Infantry
- Heavy Armor Infantry
- Ground Light Missile Turrets



### Mission Tactics



This mission picks up where the last left off. The Sea Sergeant helicopters fly away while you help secure the outpost.



The Zentraedi Scavengers are trying to overrun the Tomahawk Destroids. Switch to Guardian Mode and take them out with missiles and cannon fire as they approach through the two canyons.



After you secure the outpost, the Destroid pilots ask you to recover three supply crates the Scavengers stole.



Pick up each crate, bring it to the outpost, and drop it off in the area marked with a green square.



Head down the valley on the right when your back is to the bridge. When you run into a Scavenger position on a plateau, let them have it with missiles and cannon fire.



When it's clear, zoom in and pick up the crate with the guardian's left hand.



Fly the crate to the outpost and drop it off at the designated area.



Next, head down the other valley through which the Scavengers were attacking the outpost.





As before, let loose with missile volleys as you approach.



This position is tough because the Scavengers have a light missile turret. It's positioned next to the supply crate. Target it first—its missiles can cause a lot of damage to your Veritech.



Pick up the crate when it's clear, then head to the outpost.



After dropping off the crate, head through the same valley and past the second Scavenger position. Continue through the valley to the third outpost.



This position has a light missile turret, so be careful and quickly attack.



Pick up the crate, then continue down the valley to a bridge. Turn left at the bridge and follow the road to a second bridge.



Turn left at the second bridge, then fly to the outpost. Drop off the last supply crate to complete your second objective.



The mission isn't over yet. Find the missing Tomahawk pilot before the Scavengers get to him.



Turn around and head toward the bridge. Turn right and follow the road. Move fast to get to the pilot in time.



Switch to Fighter Mode. The Tomahawk pilot is past the second bridge. Come in quickly and use the Fighter's missiles to deal with the Scavengers approaching the damaged Destroid.



Neutralize the Scavengers, then switch to Guardian Mode, pick up the pilot, and rush to the outpost. Remain in Guardian Mode while you're carrying something.



The outpost is under attack. Drop off the pilot, then begin defending the outpost. Hover over the outpost, then turn to fire at approaching Scavengers. Defeat them and the mission ends.



## UNWANTED GUESTS

You've been dispatched to airspace where unidentified flying objects have been detected by long-range reconnaissance planes.

**Mission:** Investigate UFOs and eliminate them if they are hostile.

**Enemies Encountered**

- Fighter Pods



### Mission Tactics



Wolf 010 you are entering the sector where the unidentified readings were located. Stay alert. We lost

You've been ordered to do a recon in force.



For this mission, stay in Fighter Mode. All of your combat will be aerial.



After the mission begins, you detect an airborne object.



As you get closer, your targeting system identifies it as a Zentraedi Fighter Pod.



Start with multiple missile volleys to break up the enemy formation and cause early damage.



Use boosters to close on your targets and put distance between you and the Fighter Pods behind you.



Keep your target in front of you and in your sights.



Watch for damaged Fighter Pods; finish them before they turn on you.



Begin an attack with a missile volley.





Follow with cannon fire to finish the job.



Unlike previous aerial combat missions, there's no one else to help you fight the Zentraedi or to be a target for their attacks.



The Zentraedi target every enemy missile at you.



Watch the radar display for the yellow marks, release a Decoy Pod, then bank hard or perform a barrel roll.



At times, there are so many Fighter Pods in the area that wherever you turn, you have a target.



Switch targets if the Fighter Pod you target is now behind you. Rather than waste time turning and burning, choose a new target in front of you and fire away.



After a while, the number of enemies decreases.



When you down the last Fighter Pod, you're ordered to return to base.



However, you aren't ready to go back yet.



Such an attack must have been organized by someone...



...and you aim to find out who.





## DARK SKIES

You've found that the Zentraedi Fighter Pods encountered on a routine patrol were merely the escort of a much greater threat to the wasteland communities.

**Mission:** Destroy the Zentraedi aggressors.

### Enemies Encountered

- Fighter Pods
- Scout Ship
- Ship Laser Turrets
- Ship Missile Turrets



### Mission Tactics



As you begin the mission, you realize that those Fighter Pods were coming from this rogue Scout Ship.



With your lone Veritech Fighter, you must destroy the Scout Ship single-handedly.



First, get close to the enemy vessel.



Begin the battle with several missile volleys targeting the Scout Ship's gun turrets.



Watch for the particle beams being fired at you...



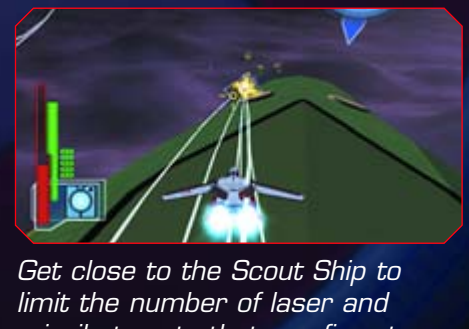
...and the missiles.



You'll also be attacked by squadrons of Fighter Pods.



You may want to take brief shots at them, but your objective is to take out the Scout Ship.



Get close to the Scout Ship to limit the number of laser and missile turrets that can fire at you.





Switch to Battloid Mode and land on the top of the Scout Ship. If you pick the right location, you'll be in the turrets' blind spots.



Use the rapid-fire mode to deal with enemy missiles, then blast at the turrets.



For the bottom of the vessel, switch to Guardian Mode and take out the turrets with missiles and cannon fire.



Remain in Fighter Mode and make attack runs against the Scout Ship.



Fire missiles and cannons during each pass.



Perform a half loop and come back for more.



When the top is clear, pull a Split "S" maneuver and come at the Scout Ship from the bottom.



Keep up the pressure and concentrate on the turrets.



You've done it! Those were some pretty fancy moves, Jack! Pack it in and return to base.

When you destroy the last turret, the Scout Ship blows up in a chain of explosions, completing the mission.



I read you, Commander. But the crew of that Scout Ship may have survived the crash. I'd like to investigate.

The commander orders you to return to base.



I read you, Commander. But the crew of that Scout Ship may have survived the crash. I'd like to investigate.

You must find out if the vessel's crew survived the crash.



## FLOOD CITY



Flood City has been declared a “no fly zone” by the RDF because of the high percentage of recent pilot casualties in the area, likely caused by Zentraedi renegades. You’re dispatched to make the area safe again.

**Mission:** Eliminate the threat in Flood City.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Scout Pods

### Mission Tactics



You’re back on the ground—and this time in a ruined city.



Switch to Guardian Mode and move out. Advance with caution by cutting your throttle all the way and only using the boosters to move forward.



Halt as you approach a large, open flooded area. Keep on the road and pop up to locate enemies. Fire and then duck behind cover.



Go into the flooded area. Keep strafing and firing.



Don’t get complacent; when you knock out a group of Battlepods, another group rises to the surface of the brackish water.



After you clear this first flooded area, follow the remains of the roadway to the next flooded area.



Keep back and use the buildings and the road as cover. Pop up and fire missile volleys, then drop down before the enemy’s fire hits you.



Your radar display is fuzzy and not providing much information. Take a left at the end of the roadway to find a Scout Pod that’s jamming your radar. Take it out.







Clear the rest of the Battlepods in the area, avoiding damage to your Veritech.



Locate another Scout Pod in the area and take it out to clear your radar display.



In this second flooded area, you discover the wreckage of a Cat's Eye reconnaissance plane. You receive new orders to rescue the three surviving crewmembers.



All three are in the area, so pick up one and head back to where you began the mission.



A blue marker on the radar display guides you to the drop off point.



Put the first crew member down in the area designated by a green square.



Then, return for the other two crewmembers. Watch for Battlepods that appear in the first flooded area as you're bringing back the crewmen.



When all three crewmembers are safe, you're ordered to clear the remaining enemies in the area.



Return to the second flooded area, then follow the roadway to a third flooded area.



Hide in the cracks in the road. Pop up above the edge of the road, fire missile volleys, then duck into cover.



Do this until you clear out the third flooded area. Then, move in and take out the last Scout Pod.



The presence of Scout Pods bothers me, Jack. Continue to explore the city. Let's find out what they were trying to

The presence of the Scout Pods indicates that something big is going on here. Your next mission is to find out what it is.



## KNIFE'S EDGE

You're ordered to continue exploring Flood City in search of the leader responsible for the Zentraedi's recent acts of aggression.

**Mission:** Track down and defeat the Zentraedi officer.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Scout Pods
- Officer's Battle Pod



### Mission Tactics



Booo. It seems a little Micronian has made it past the guards I stationed in Flood City. I am Skarrde. You've

This mission is a duel between you and a Zentraedi officer named Skarrde. He's piloting an officer's Battlepod with powerful beam cannons.



Skarrde runs. Try to get some shots in before he gets behind a building.



You need more firepower than Battloid Mode offers. Switch to Guardian Mode and begin the pursuit.



Use the radar display to locate Skarrde. He's behind this building, so strafe right to keep him in your sights.



Let loose missile volleys and cannon fire. Don't go toe-to-toe with Skarrde or his powerful beam cannons will clobber you.



Fly as quickly as you can toward the drain reservoir.



Duck low and strafe to the side nearest Skarrde.



You're now in position to attack the officer without being hit yourself.



Turn so your Veritech is facing alongside the reservoir. Raise your altitude until you can fire missile volleys so that one or two go over the side and hit Skarrde's Battlepod.





After you damage Skarrde, he runs away.



After taking damage, Skarrde runs away.



Just as he's about to be destroyed, Skarrde runs away again.



To cover his withdrawal, he sends some Battlepods to attack you. Take them out, then continue the pursuit.



Get ready to take out more Battlepods that he sends to attack you.



He blasts through a drainage grate and enters a tunnel.



He waits for you in the middle of the street around the corner of some buildings. There's no reservoir in which you can hide.



Skarrde is waiting for you in another reservoir.



Rubble blocks the tunnel, preventing you from pursuing the officer and finishing him off.



Instead, strafe next to the building and fire missile volleys around the corner. He can't hit you here, so fire, reload, and fire some more.



Target his Battlepod, then hover at a distance from the reservoir. Raise your altitude so you are below his line of sight, but high enough that your missiles can clear the edge of the reservoir. Open fire with volley after volley.





## REBEL REVENGE

You've drawn a peacekeeping assignment in Granite City. Violent incidents involving Zentraedi are on the rise, and Veritech units are often dispatched to protect the wasteland communities.

**Mission:** Investigate the reports of a disturbance at a munitions stockpile.

### Enemies Encountered

- Zentraedi Scavengers
- Light Armor Infantry
- Heavy Armor Infantry
- Battlepods
- Light Artillery Pods



### TIP

The Veritech VF-1J was unlocked as a result of completing the "Knife's Edge" mission. This version of the Veritech trades armor for greater agility and more missile capacity.

### Mission Tactics



You arrive in Granite City to investigate a disturbance.



The munitions stockpile is down the road, so switch to Guardian Mode and get moving.



Watch the radar display to see the enemy's location. As you round the corner near the stockpile, get ready to open fire on Zentraedi Scavengers.



Enemy units arrive on the road ahead of you and behind you.



They also come at the stockpile from these hills.



Assume a position near the stockpile so you can cover both road approaches and the hills.



Keep moving and changing your facing to engage the next group of attackers.



Most groups consist of two or three Battlepods (one of which can be a light artillery Battlepod) and a few Scavengers.







Target the Battlepods first at long range and with multiple missile volleys. With the capacity of the VF-1J model, you can maintain a reload rate to fire volleys at all the Battlepods and some of the Scavengers.



Target the Battlepods coming over the hill. After you release the missile button, four volleys fire and cause damage.



The attackers coming from the hill are the easiest to target at long range, especially if you have some altitude and can fire down on them.



The attack groups coming down the roads get close to you before you expect it.



Some of the Scavengers wear body armor and carry large weapons. Watch for them because they cause a lot of damage while you're concentrating on the Battlepods.



Strafe left and right while you fight to make it difficult for the enemy to hit you.



After you've taken care of the attacks on the munitions stockpile, you receive more orders. Eliminate the Zentraedi threat and turn back the rebel reinforcements.



Follow the prompts on the radar display to locate more Scavengers and Battlepods.



You have some allies on this part of the mission—a couple of Destroids.



Follow the Destroids to the final battle of the mission.



Battlepods pour out of a tunnel and into the city. Use the buildings for cover as you strafe out to fire, then strafe back to avoid enemy fire.



The mission is complete when you halt the Zentraedi reinforcements. However, things are heating up in another part of Granite City.



## SABOTAGE

Towns like Granite City were built in the shadow of ruined Zentraedi ships, a harsh reminder of the Robotech War. Now it seems that the vessel was the renegade Zentraedi's true target.

**Mission:** Eliminate all the active turrets before Granite City is lost.

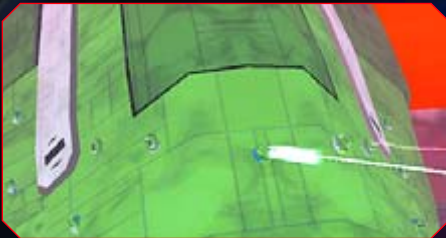
### Enemies

#### Encountered

- Ship Missile Turrets
- Ship Laser Turrets
- Zentraedi Scavengers
- Light Armor Infantry
- Heavy Armor Infantry
- Crashed Battle Cruiser



### Mission Tactics



The gun turrets on the ruined vessel were reactivated and are destroying the city.



Destroy the active turrets on the Zentraedi ship without getting yourself killed.



Your Veritech begins in Battloid Mode with the vessel directly ahead of you.



Switch to Guardian Mode and move before you take hits.



As you fly toward the vessel, hold down the missile button and target the turrets.



If you stay in front, you'll get killed because several turrets fire at you at once.



Instead, fly around the right side of the Zentraedi ship.



A single turret is on the right rear side. Take it out with missile and cannon fire.



Turn around and strafe left toward the front of the ship.







By working around the side, you can only target one or two turrets at a time.



You'll take fire and damage, but not as much as you would out in front.



Work your way around the ship. Fire a volley of missiles, then strafe right to avoid the fire from the turrets.



This systematic approach gets the job done without killing you. There's no time limit or rush.



You soon destroy the gun turrets on the front of the ship.



Head to the left rear and take out the remaining gun turret to complete your objective.



Zentraedi Scavengers come at you in groups from roads in front of and behind the ship.



They don't carry missiles, so just strafe left and right to avoid their fire while you shoot at them.



Engage them at long range with multiple missile volleys.



Or, get in close and let them have it with the cannon.



After several groups attack, you'll have cleared them all out and completed the mission.



## CALL TO ARMS



You and your friend Hiro are visiting the newly constructed Destroid factory, where units are manufactured to bolster RDF forces. Hiro is there to pick up his new Tomahawk, which is about to receive an unexpected test run.

**Mission:** Protect the armory building from attack.

### Enemies Encountered

- Fighter Pods
- Battlepods
- Light Artillery Pods

### Mission Tactics



Scavengers are attacking the Armory building! If they destroy that, our Destroids won't be much use anymore.

The armory is under attack by the Zentraedi.



Stop the enemy from destroying the armory.



The first aerial attacks are from Fighter Pods firing at you and the armory.



Stay in Guardian Mode while engaging the Fighter Pods. The area is too small for effective use of the Fighter while covering the armory.



Don't fixate on the Fighter Pods because Battlepods also attack. If you fail to keep an eye on the ground, you'll find yourself with some unwelcome company.



The Battlepods approach the armory complex from opposite directions. They move fast, so deal with them quickly or they'll be at the armory.



Engage them as they emerge from the passes and before they get to the armory complex. Target the Battlepods with missiles, fire the volleys, then repeat. Two volleys per Battlepod will take out an enemy group in no time.



In between attacking the Battlepods, engage the Fighter Pods.



After you repel several attacks, you receive a new objective to rescue the factory workers.







Because you can't protect the armory and rescue the factory workers at the same time, Hiro has asked you to transport him to his Tomahawk. Fly over and pick him up.



Fly him to the depot where his new Tomahawk awaits.



Drop him off in the area designated by the green square.



It takes time for Hiro to return to the armory, so fly back and make one pass to take out as many Battlepods as possible.



Head to the factory, following the directional indicator on your radar display.



The factory is crawling with Battlepods. Open your attack with missile volleys.



Watch for Battlepods coming at you from along the hills on the right. The light artillery Battlepods can damage you with their missiles if they get the chance.



Before you rescue the factory workers, you must destroy the gate. So, after taking care of the enemies, land and switch to Battloid Mode.



Aim at the gate leading to the depot, and let loose with your cannon to bring down the gate.



You learn from the factory workers that the Zentraedi are also heading for the Protoculture storage facility. The attacks on the armory were a diversion.



With this mission complete, you must stop the Zentraedi from stealing the Protoculture.



## POWER STRUGGLE

The Zentraedi are raiding the Destroid factory's Protoculture storage facility. Shuttles loaded with Protoculture take off, using the hills to avoid detection.

**Mission:** Prevent the Zentraedi Shuttles from escaping with the stolen Protoculture.

### Enemies Encountered

- Shuttles
- Battlepods
- Light Artillery Pods



### Mission Tactics



Murry, Jack! They're using the foothills to avoid our radar. If they get too far, we won't be able to track them.

The Zentraedi are moving out the Protoculture as fast as they can.



Murry, Jack! They're using the foothills to avoid our radar. If they get too far, we won't be able to track them.

You and your Veritech are all that can stop them.



At the start, switch to Fighter Mode and head to the Protoculture storage area where the Shuttles are loading.



Fire initial volleys of missiles, then switch to Guardian Mode and take out the departing Shuttles.



Use missiles and the cannon up close to take out the first Shuttle on the left.



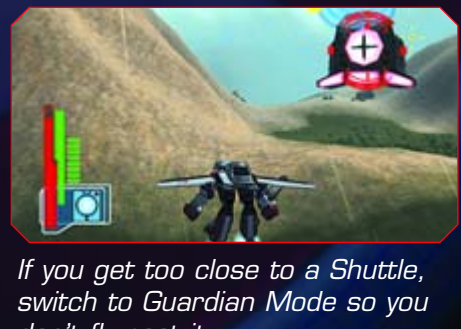
Then switch to Fighter Mode and pursue the Shuttle going down the valley to the right.



Target the Shuttles, not the Battlepods. Fire several volleys of missiles at each one.



Concentrate on taking out the Shuttles, even though Battlepods are launching missiles at you.



If you get too close to a Shuttle, switch to Guardian Mode so you don't fly past it.





After chasing escaping Shuttles, return to the protoculture storage area and take out as many arriving, loading, or leaving Shuttles as you can.



After the initial rush, keep moving and look for Shuttles. If a Battlepod gets in your sights, let him have it.



Keep the pressure on the Shuttles, taking out every one you see.



If some are at a distance, hit the boosters in Fighter Mode to catch up and shoot them down.



The Shuttles head to the ends of the valleys, where they'll escape, causing the mission to end in failure.



Fly fast as you search for the Shuttles...



...then slow to shoot each one down.



As you fly up and down the valleys, target the Shuttles rather than the Battlepods.



The Shuttles take only a few routes to escape. Because you'll probably have to play this tough mission a couple times, get to know these routes...



...then patrol them like the hunter you are. Check at the storage area after each patrol for new Shuttles. They're easy pickings when they're arriving or loading.



When you destroy the Shuttles, the mission ends. What do the Zentraedi want with all that protoculture?





## CAT SCAN

Commander Chase concluded that an organized Zentraedi presence is operating somewhere in the wasteland. A recon Cat's Eye aircraft was launched into orbit to go on a recon mission to uncover the hidden Zentraedi headquarters.

**Mission:** Escort the Cat's Eye until the scan is complete.

### Enemies Encountered

- Fighter Pods
- Space Battlepods



### Mission Tactics



Head to optimal scan position. Wolf 010, we've got multiple bogies on radar. See if you can keep them off.

The Cat's Eye is a reconnaissance aircraft. The large disk on its back is a radar dome.



Head to optimal scan position. Wolf 010, we've got multiple bogies on radar. See if you can keep them off.

Because the Cat's Eye carries no armament, you are solely responsible for its protection. The Zentraedi want to keep their headquarters hidden and will do anything to prevent you from finding it.



You begin the mission in echelon formation with the Cat's Eye, but you need to break off and engage the enemy.



Switch to Fighter Mode and bank left to engage the first enemy Fighter Pod.



Engage it with a couple of missile volleys, then use the cannon to finish it off.



Turn 180 degrees to engage a group of attackers from the other side.



In addition to the Fighter Pods, you'll also have to fight Battlepods.



One volley of missiles takes out a Battlepod, so target multiple enemies and release several volleys at once.



The attackers are all over the place, so turn and bank left, then right to attack them.







Don't let the Cat's Eye get far away from you. Keep an eye on it, then boost after it to catch up.



Debris from the Robotech battles is all around in the mission area. You can use it for cover—but so can the Zentraedi.



After a while, you receive a message from Commander Hayes, saying the scan has begun.



The scan takes two minutes to complete. A countdown timer appears at the top of the screen. The mission ends when the Cat's Eye's job is done.



In addition to shooting down enemies, use your Decoy Pods to divert Zentraedi missions away from your Veritech and the Cat's Eye.



Don't get sidetracked while destroying the enemy. If the Cat's Eye takes damage, the crew reminds you to protect them.



Use the Guardian Mode during this mission.



Its slower speed lets you stay closer to the Cat's Eye for escorting.



The guardian's missiles aren't as powerful as those fired in Fighter Mode, but they can cause damage.



The tracking cannon, which is automatically connected to the Veritech's targeting system, allows you to fire on different enemies as quickly as you target them. Used on a group of Battlepods, this feature works well after missile volleys. After destroying an enemy, you automatically change to another target and fire at it.



When the timer runs out, the Cat's Eye has completed the scan and is ready for reentry into Earth's atmosphere.



## TRIAL BY FIRE

You and the Cat's Eye have started the reentry phase on your return flight to base. As your Veritech begins to superheat, the Zentraedi follow you to the surface, unwilling to let the Cat's Eye return with the vital information.

**Mission:** Defend the Cat's Eye.

### Enemies Encountered

- Fighter Pods
- Battlepods



### Mission Tactics



After completing the scan in the previous mission, both you and the Cat's Eye prepare to return to base.



During the reentry phase, you fall through the atmosphere.



This is normally safe, but you receive word from Commander Chase that the Zentraedi are following you down, trying to take out the Cat's Eye.



You're unable to destroy all enemies because enemies are continually respawning.



Zentraedi will overwhelm you, so stay in Fighter Mode and put your missiles to good use.



You don't have a lot of time to spend on each enemy. So target, fire, destroy, and change target.



Use the radar display to locate the largest concentrations of enemies, then engage groups with multiple missile volleys.



After destroying or scattering the group, go after individual targets.



During the battle, you may lose track of the Cat's Eye, even if you can see its blue dot on the radar display.





This is because you're still in reentry. Line up your Veritech with the blue dot on the radar, then put down the nose and dive toward the Cat's Eye.



In many previous missions, altitude was not important for aerial battles. Here you do a lot of climbing and diving.



The radar display shows the altitude of other units relative to your altitude. If the object is above you, the dot on the radar display has a line going down.



If it's below you, the dot has a line going up.



Stay focused and always keep a target in your sights.



When you're looking for a target, the enemy is engaging the Cat's Eye.



If you want a lot of targets, stay near the Cat's Eye.



The Fighter Pods are your greatest threat because they can cause more damage to the Cat's Eye and take more damage before being destroyed.



But, you can take out two or three Battlepods in the time it takes to destroy a Fighter Pod, so go after whatever is closest to the Cat's Eye.



After you destroy the last enemy, you continue your reentry.



You've broken through! Good work, Wolf 010! The enemy is turning back. Contact Base 6 for landing instructions.

You're safe for the rest of your return to base. Mission complete.



## HOSTAGE CRISIS

Rebel Zentraedi have launched a large attack on Granite City and now control a portion of the town. RDF forces have closed any means of escape. Out of desperation, the Zentraedi have taken hostages to prevent the RDF from closing in.

**Mission:** Find and rescue the hostages.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Male Power Armor



### Mission Tactics



are to locate the hostages and bring them back here. Hiro and his Destroid units have contained the Zentraedi.

Your first objective is to help Hiro defend his position.



You and a couple of Destroids begin near the tunnel leading out of Granite City.



Switch to Guardian Mode, then fly to the first turn in the road. Face down the road and wait for the first Battlepod to arrive.



While strafing back and forth, fire missiles and cannon to wipe out the Battlepods attacking Hiro.



After you take care of several groups, Hiro thanks you for your help and releases you to search for the hostages.



Fly down the road until you come to a "T" intersection. You can go right or left, but be ready for a group of three Battlepods on the other side of the building.



Take out this group, then turn your attention across the park.



Several groups of Battlepods come around the corner and between the two buildings. Launch missiles when you see them, then follow with the cannon.



Strafe left and right as you shoot to avoid enemy fire.







When it's clear, fly across the park and down the street from where the Battlepods were coming.



You'll get a warning about snipers. A sniper jumps onto the buildings, then down to the street, all the while firing at you.



Snipers cause a lot of damage. If you switch to Sniper Mode, get the sniper in your sights and hold down the fire button until the green bar on the left is maximized. This gives you the most powerful shot. Shoot two-and-a-half times like this to take him out.



Alternatively, use missiles and cannons on the sniper so you can strafe left and right to dodge his shots.



While the sniper attacks, a group of Battlepods comes after you.



With the area clear, continue down the road to a construction site. You've found the hostages.



When you arrive, groups of Battlepods arrive down the street across from where you entered the area.



Engage them with missile and cannon fire to clear the area.



After the Battlepods are destroyed, another sniper comes after you. Take him out.



When you eliminate the guarding Zentraedi units, switch to sniper view and aim at the gate. Blast it to release the hostages.



You've completed your mission, but you and the hostages are now cut off. What will you do?





## DARING RESCUE



You have appropriated transports to conduct the hostages to safety. Still in hostile territory, you must escort the vehicles to the safety of the RDF perimeter.

**Mission:** Escort the transports to the RDF perimeter.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- MPA=Male Power Armor

### Mission Tactics



Wolf Q10 to Base G. The civilians are loaded onto the trucks, and we're ready to move out.

Escort the two transports to safety. If either is destroyed, the mission is a failure.



Start in Battloid Mode and move out.



After turning a couple of corners, tell the transports to stop—a sniper in the MPA is ahead.



Strafe to the right, out from behind the building, until you detect the sniper on the roof. If you're next to the building, the sniper can't hit you.



Activate Sniper Mode, then take aim and hold down the fire button. When the green bar is at its peak, release to fire. Repeat a second time, and then take a quick shot if necessary to finish off the sniper.



With the sniper dead, head down the street and stop behind this barrier. A second sniper appears.



However, quickly turn around and switch to Guardian Mode to engage the three Battlepods that attack the APC trucks from the rear.



Then, deal with the second sniper.





When it's clear, follow the transports down the road.



They'll stop shortly because the road is blocked.



In Sniper Mode, aim at the gate to the construction area and clear a path.



Switch to Guardian Mode, and there will be a group of Battlepods coming from the right.



Catch up to the transports and deal with another sniper as you round the corner.



When you reach a large open area, a couple of groups of Battlepods attack from the far end. Engage them with missile volleys and cannon fire.



Turn to the right, and another group appears. Eliminate them.



Instead of following the transports, stay back and wait for a group of Battlepods to sneak up behind you. Take them out.



Rush to the transports and defend them against more Battlepods.



There is one more MPA to deal with, then two more Battlepods from the rear.



The rest of the way is clear for the transports.



Follow them to the tunnel, where Hiro and his Destroids wait to complete the mission.



## PARTY CRASHERS

While on patrol, you chance upon Skull Leader, once flown by your old friend, Roy Fokker. Now piloted by Rick Hunter, the Skull Leader is outnumbered by Zentraedi enemies.

**Mission:** Help Skull Leader fight off the Zentraedi.

### Enemies Encountered

- Fighter Pods
- Cyclops (Recon Ship)
- Male Power Armor



### TIP

The VF-1J packs the most firepower available to you at this point in the game, but you may want to choose the VF-1A or the VT-1D because they have more armor. Plan on taking a lot of damage on this mission, as enemies shoot at you from all directions.

### Mission Tactics



The Zentraedi are surrounding Rick Hunter in Skull Leader.



You're invited! You're invited! Really, the more the merrier!

You must rescue him.



When you start the mission, Rick Hunter is ahead of you. Skull Leader is designated with a blue reticule. Be careful not to shoot him.



Lock on to a target and fight.



Because there are so many Fighter Pods, you don't have time to fire a volley of missiles at each, then finish it off with cannon fire.



Instead, if the Fighter Pod is flying away from you, let loose two missile volleys, then turn to engage another target. The two volleys will take care of the Fighter Pod. There's no need for you to watch.



For Fighter Pods headed your way, engage them with the cannon.



Keep the fire button down, and destroy the Fighter Pod before it flies past you.





Countless missiles are fired at you during this battle, so keep one of your fingers near the Decoy Pod button. When you see missiles coming at you, fire a decoy.



Bank and barrel roll, unless you're firing your cannon at a target. These maneuvers make it harder for the enemy to hit you.



After taking out lots of Fighter Pods, you'll see a Cyclops recon ship fly into the battle.



The Cyclops has powerful beam weapons that can damage you.



When it appears, your main priority is to destroy it. Let loose with missiles and cannon fire.



When it trails smoke, hit it, and it's gone for good.



Your troubles are not over. The Cyclops dropped off several snipers.



These enemies dart about the area, firing their beams at you.



Avoid a turning fight with the snipers, because their agility and maneuverability give them the advantage.



Instead, fly past them with the boosters activated. Then, from a distance, perform a half loop.



This maneuver puts you in position to make long-range missile attacks on the snipers. As you close, switch to cannons, then repeat the tactic until you eliminate each target.



Thanks for your help, Wolf 010. I was on my way to catch the Mimmel concert in Granite City, and then I ran

After you shoot down all of the enemies, Rick Hunter pulls up on your wing and flies to base with you.

#### TIP

If you survive this mission, complete it two more times. This unlocks the Skull Leader design for you to choose in your next mission, as well as a versus map.



## THE ROAD TO RUIN

You and Rick Hunter realize that the Zentraedi force you encountered was heading for Granite City, where a Minmei concert is about to begin. The two of you decide to fly down to the city and investigate.

**Mission:** Search the city for signs of renegade Zentraedi.

### Enemies Encountered

- Battlepods
- Light Artillery Pods



### Mission Tactics



We've got to make sure the city's safe!

You and Rick Hunter arrive in Granite City.



I've ordered forces into the city, but you'll have to hold off the enemy until the reinforcements arrive.

Commander Chase informs you that reinforcements are on the way, but you have to hold off the Zentraedi until they arrive.



Get moving!



As you arrive at the large park, you'll see a group of Battlepods across the way. Open fire!



Several groups of Battlepods are on their way to the park.



They approach from opposite ends of the park, so after taking out the first group, turn around and deal with another group arriving down the road you and Rick followed.



After clearing the area, you see that Minmei was in one of the cars.



Rick asks you to take her to the concert while he goes after more Zentraedi.



Fly to Minmei and pick her up. You have one minute to get her to the concert.







Take off down the street, following the blue arrow on the radar display.



When you run into a Battlepod, launch a couple of missile volleys to deal with him.



When you run into more trouble, keep the boosters going and fly past it.



The concert hall is a large building you can't miss.



Fly to the drop-off area designated by a green square and set Minmei down.



She's just in time for her concert.



The mission isn't over yet. Defend the concert hall from attacks by the Zentraedi.



Groups of Battlepods arrive along the four roads leading to the concert hall. Fly around to deal with each new group.



Rick Hunter helps you, but you still shoulder the weight.



After you destroy the last Battlepod, the Destroid reinforcements arrive.



However, you and Rick have already taken care of things. And didn't Minmei say she would sing a song for you?



## DEADLY STORM

An enemy ace has been preying on Wolf squadron, and it's taking a toll on Base 6. Soon, few pilots will be left to defend the wasteland. You and Izzy have been sent out to resolve the problem.

**Mission:** Support Izzy and eliminate the enemy ace.

**Enemies Encountered**

- Kiyora in Female Power Armor



### Mission Tactics



You and Izzy are on patrol, looking for the enemy ace.



If you can't eliminate that ace, the base will run out of pilots and supplies.



It doesn't take long for the ace to detect you. Get ready!



When the mission starts, bank toward the enemy ace and put her in your sights.



Fire multiple volleys of missiles so some will get through and hit her.



The Zentraedi ace engages Izzy first.



Give Izzy a break and pull the ace after you.



Launch volleys at the ace. Keep at least one volley in reserve.



As you launch your missiles, the ace may launch her own at you.





When you see incoming missiles, fire a Decoy Pod to lure them away from you.



Watch your radar display or missiles may hit you in the tail nozzles.



Barrel roll to avoid the ace's fire. Flying straight and level makes you another kill mark on the ace's fuselage.



Although the missiles cause damage, the ace can shoot some of them down. Rely on your cannon skills.



If the ace is near your sights, let 'er rip and don't stop unless the barrel needs to cool or she darts out of your view.



Fire volleys of missiles between bursts of cannon fire to defeat the ace.



This forces her to avoid the cannon and shoot down your missiles.



Cut the ace's structural integrity by half, and she lets you know she's unhappy.



Before you completely destroy the ace, Izzy loses control and attacks the ace. Break off the battle and go after her.



The ace isn't through with you yet.



She follows you and takes this duel into the next mission.



## GRAVEYARD

Kiyora, ace pilot of the Zentraedi, shot down Izzy. You broke away from the fight to rescue your friend, but Kiyora followed you to the surface.

**Mission:** Rescue Izzy and defeat Kiyora.

### Enemies Encountered

- Kiyora in Female Power Armor



### TIP

Try this mission in the VF-1A. It gives you more armor than the VF-1J. It also allows you to receive the Silver Shield award that unlocks a paint design and a versus map.

### Mission Tactics



Follow Izzy's damaged Veritech to the surface.



*I like her right where she is. You Micronians seem so eager to help each other. I wonder what you would do*

*She crashed into the water and her canopy is breaking. Hurry, or she'll drown.*



*just to save that female? Would you sacrifice your own life for hers?*

Kiyora will not make your rescue easy.



You start in Guardian Mode; the same mode you'll need to rescue Izzy.



Switch to Fighter Mode to go after the Zentraedi ace. Use the more powerful missiles as an opening shot.



As you approach Izzy, designated by a green reticule, switch back to Guardian Mode.



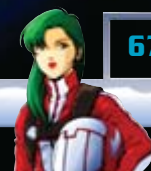
Fire missiles with bursts of cannon.



Izzy's plane is submerged, so fly over it and reach down to grab the cockpit section.



With Izzy in hand, the first objective of the mission is complete. Don't press the button controlling the hand again or you will drop her into the water. Drop Izzy on dry land to allow for Veritech Mode change.







Turn your attention to the ace.



Strafe left and right as you fly around firing at her.



After you cause damage, Kiyora taunts you.



Don't let it bother you—if she trash talks, she's hurting.



Keep your throttle set as fast as possible and use boosters. Instead of flying in the open, dive into the rubble and wrecked ships, using them for cover.



When you find cover, stop. Strafe out to fire, then strafe behind cover when the ace shoots at you.



As she takes more damage, Kiyora keeps up the taunts.



Make yourself a difficult target by flying around, shooting as much as you can.



After a while, the ace can't withstand your missile volleys.



You've defeated Kiyora. No one has ever done this before.



Like the first time you duelled her, she runs away before you can destroy her and waits to fight you another day.





## LITTLE MESA MASSACRE



You and Hiro arrive at the frontier town of Little Mesa, and are surprised to find that it is under attack by Zentraedi forces. The town's comsat station is jammed, so there's no way to get word to the outside world.

**Mission:** Get Hiro to the comsat station undetected.

### Enemies

#### Encountered

- Battlepods
- Light Artillery Pods
- Scout Pods
- Reentry Pods

### Mission Tactics



You and Hiro must get to the comsat station undetected by several Scout Pods that block your path.



Start by boosting onto this ridge to your right.



Walk along the ridge so you can see all of the Scout Pods on the road and at the comsat station.



Aim at the closest one on the hill, hold down the fire button until you max the green bar, then release to destroy the pod with one shot.



When you shoot, hold down the fire button again while you target the next Scout Pod. Release to shoot, then repeat the process until all the Scout Pods are destroyed. Work quickly because Hiro moves up the road when you take the first shot.



Switch to Guardian Mode and take off toward the comsat station. If you missed a Scout Pod, take it out with missiles before it warns the rest of the Zentraedi.



Turn left and head toward the bridge. Some groups of Battlepods are headed your way. Take them out while Hiro rigs the comsat.



Fly across the bridge, then go left and continue toward the town of Little Mesa. Destroy the Battlepods and the Reentry Pod in the area.





Another Reentry Pod comes out of orbit with a load of Battlepods.



Take it out while it's still in flight, so you won't have to deal with its cargo.



Don't forget about Hiro. Fly toward the bridge and protect him from a few groups of Battlepods.



Next, destroy a third Reentry Pod before it drops off more Battlepods.



When Little Mesa is clear, the mission goes to a cutscene. You see Zentraedi attacking the bunkers where the civilians are hiding. You've got to do something.



When you regain control, you're in Battloid Mode.



Switch to Guardian Mode, head toward the bunkers, and take out every visible Battlepod.



Turn left at the bunkers to find a valley containing several Reentry Pods. Your new objective is to destroy them all and prevent the Zentraedi from escaping.



After destroying the ones on the ground, look left and take out another Reentry Pod trying to get away.



The Zentraedi leaders of this attack board the last Reentry Pod.



Both you and Hiro fire at it.



You watch it trail smoke and go down. They'll pay for what they did in Little Mesa.





## THE ENEMY WITHIN

Returning to base after the massacre at Little Mesa, you spot the wreckage of a Reentry Pod that escaped your counter attack. Land to investigate.

**Mission:** Search out and capture survivors from the Reentry Pod crash.

### Enemies Encountered

- Hiro in Tomahawk Destroyer
- Officer Pod



### Mission Tactics



You and Hiro find the crashed Reentry Pod.



Hold your fire, its crippled! I know that pod. That's far enough, Skarrde. Surrender yourself!

As you investigate, an Officer Pod emerges.



Our paths cross again, Micronian. I regret what happened in that town back there. Have you come to take your

It is Skarrde, the officer you defeated in Flood City. His pod is damaged and defenseless.



You're gonna let that scum live? I've got a better idea, Jack. Let's just kill him and tell Chase that he died in

You want to take him into custody, but Hiro wants to kill him now.



Hiro, no! I can't let you do that!

You can't let him murder the Zentraedi in cold blood—even if it is Skarrde.



Fight a duel with Hiro while preventing him from killing Skarrde.



Switch to Guardian Mode and go after Hiro.



Let loose with volley after volley of missiles.



Strafe to the side as you engage with cannon fire.





Land and switch to Battloid Mode.



Activate Sniper Mode and begin taking shots.



If you're sniping at Hiro from a distance, he's shooting Skarrde.



Get in close so Hiro engages you and leaves Skarrde alone.



Volleys of missiles weaken Hiro's structural integrity.



Watch for Hiro's return fire so you don't get killed in the process of defending the Zentraedi.



A good tactic is to circle-strafe around Hiro. Do this by strafing in one direction while keeping your sights on Hiro. Continue to do this, and you'll move in a circle around your target.



Eventually you'll cause enough damage to Hiro's Tomahawk to disable it.



The Destroid goes down.

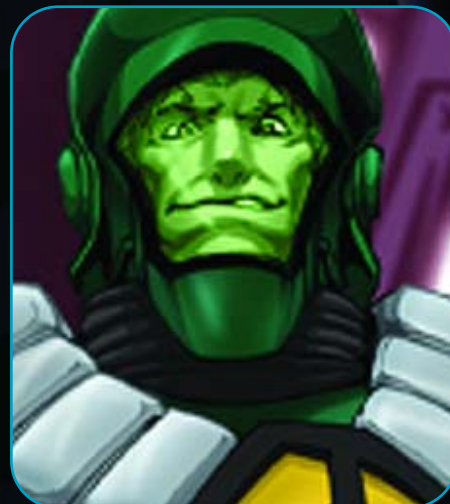


Skarrde does not understand why you would fight your friend to save an enemy's life.



You may never understand, Skarrde. Hiro's probably right about you Zentraedi, anyway.

Although you know what you did was right, you wonder if it was worth the cost of a friendship.





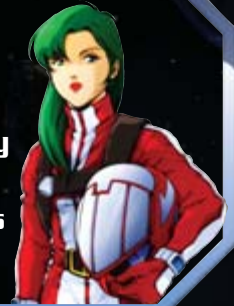
## GOODBYE GRAYSTONE

The Zentraedi army continues to advance south toward Base 6, and the RDF can no longer protect the outlying communities in its path. You have returned to Graystone to help evacuate the town.

**Mission:** Support the Destroids and buy the Sea Sergeants the time they need to bring the civilians to safety.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Reentry Pods



### Mission Tactics



Graystone is being evacuated. Assist the Destroids in defending the south perimeter.



At the start of the mission, hit the boosters and fly to the south perimeter marked on the radar display. Or, follow the blue reticules representing the Destroids.



By the time you arrive, a group of Battlepods is approaching. Take them out before they get to the perimeter.



Other groups follow. To take out a group, hold down the missile button to target all Battlepods, then release to fire. Repeating this takes out the group because two missile volleys take out a pod.



More Battlepods arrive in the Reentry Pods. The radar display shows which direction they're arriving from.



Target and eliminate each Reentry Pod before it lands its cargo of Battlepods. The Reentry Pods have no weapons, so you can engage them without worrying about taking damage.



A couple Reentry Pods arrive in quick succession. Engage the second one immediately after the first is destroyed—or quickly take out the Battlepods it drops.



After the south perimeter is secure, go to the north perimeter to help Hiro and his Destroids.







When you get there, you're all alone. Hiro is nowhere to be seen.



Engage groups of Battlepods approaching Graystone.



Reentry Pods arrive to deliver more Battlepods. Destroy them as quickly as possible, just like you did at the southern perimeter.



Watch the radar display for enemies landing behind you, near the city. Take care of them before they harm the civilians. If the civic center is destroyed, the mission is a failure.



After you secure both perimeters, the choppers fly in. However, the mayor is stuck, and Reentry Pods come in as well.



Fly to the radio tower and pick up the mayor in your hand.



Fly him across town to the helicopter landing zone.



Drop off the mayor in the area designated by a green square.



Your job isn't done; Reentry Pods are landing around you.



While the civilians load onto the helicopters, keep the Zentraedi away. Eliminate any Battlepods that have landed, then go after the Reentry Pods before they deliver more Battlepods.



Protect the helicopter landing zone and forget about the civic center.



When all the civilians are aboard, the Sea Sergeants take off to carry them to safety.



## NARROW ESCAPE

While hostile Zentraedi forces continue to overrun the town of Graystone, you have volunteered to escort a group of Sea Sergeant helicopters, loaded with evacuees, on their way to Base 6.

**Mission:** All civilians must reach the destination.

### Enemies Encountered

- Battlepods
- Light Artillery Pods



### Mission Tactics



Graystone's civilians have been loaded into the Sea Sergeant helicopters.



Your mission is to ensure that one group of civilians safely makes it to Base 6.



Use Guardian Mode for this mission. You can fly along with the Sea Sergeants and have missiles as well as cannons.



You'll run into Battlepods, as well as Reentry Pods dropping off reinforcements.



After destroying the enemies, boost to catch up with the Sea Sergeants.



The best tactic for this mission is to fly ahead of the helicopters so you can clear the way.



When you detect a Reentry Pod, target it and start shooting. Destroy them before they have a chance to land.



Be alert for Battlepods already on the ground, especially Light Artillery Pods.



Some hide behind rocks, making it difficult to engage until you fly past them.







Always know the helicopters' location. Don't let them get too far ahead of you or they'll take enemy fire.



If one takes too much damage, they'll all land in a clearing and transfer the civilians to the other two helicopters.



Protect the helicopters while they're on the ground and vulnerable. Position yourself in front of the helicopters and engage any approaching enemies.



When the Sea Sergeants are airborne again, lead the way down the canyon.



As you near the end of the mission, Commander Chase informs you that they have you on their short-range radar.



The Zentraedi make one last effort to stop you.



Be ready for Battlepods on the ground and more that come in Reentry Pods.



If you get too far ahead of the helicopters, they call you back—especially if they're taking fire from Battlepods that got past you.



Head back to rescue any stragglers and make sure they're safe.



After you take out all of the Zentraedi, follow the Sea Sergeants to the end of the mission area.



When you all arrive, the mission is complete.



## BURNING BRIDGES



Zeraal's forces are overrunning the wasteland, and many of the outlying towns are being evacuated. Troop transports are being used to move civilians from outlying towns to Base 6 for protection.

**Mission:** Defend the bridge until all transport vehicles have made it across.

### Enemies Encountered

- Fighter Pods
- Battlepods
- Light Artillery Pods
- Reentry Pods

### Mission Tactics



For this mission, prevent the Zentraedi from destroying this bridge.



A couple Destroids help you blow away Zentraedi attackers.



However, the bulk of the job is on your shoulders.



The Zentraedi begin the attack by sending in Fighter Pods.



Remain in Guardian Mode for this mission.



When the Fighter Pods appear, launch missiles at them.



If you hover in Guardian Mode, you can turn and follow the Fighter Pods as they fly past you, then finish them.



Boost forward so that you put yourself between the bridge and the attacks.



Launch two missile volleys at each Fighter Pod as it approaches, then use the cannon. This destroys the enemy before it flies past you. If it does, it'll be so badly damaged that the Destroids can take care of it.







When you get the hang of taking out the Fighter Pods, Zentraedi Reentry Pods arrive.



In past missions, you've targeted the Reentry Pods and tried to destroy them before they drop off their cargo.



In this mission, let them land while you shoot the Fighter Pods.



Each Reentry Pod contains only two Battlepods. These are your targets.



Don't waste missiles on the pods. Wait until the two Battlepods unload, then fire a volley at each. Finish them off with cannon fire.



In between taking out the Battlepods, keep up the pressure on the Fighter Pods.



This mission is like a shooting gallery. You don't have to move around a lot.



Keep the Battlepods away from the bridge...



...or it will crash down, ending the mission in failure.



If you can hold the Zentraedi off long enough for all of the transports to get across, the mission is a success.



As a reward, Commander Chase has a new mission for you. Better get going!



## DOUBLE AGENT

You've been sent on a cover mission within Zentraedi territory, where you must perform an as-yet undisclosed assignment.

**Mission:** Await further orders from Chase.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Scout Pods
- Reentry Pods



### Mission Tactics



Commander Chase has given you a very important mission. You must find a Zentraedi spy, then bring back a capsule to the drop zone before it is overrun.



You start out in Battloid Mode. Stay that way for now.



Boost forward, staying low to avoid enemy detection.



After you turn the bend in the canyon, you can see some Battlepods in the distance.



Activate Sniper Mode and hold down the fire button. Zoom in on a target and release the fire button when the green bar is maxed out. One shot at this power takes out a Battlepod.



Use this tactic as you advance down the canyon, picking off one Battlepod at a time.



When you're detected, they come after you with a vengeance, and you have to resort to less subtle means of attacking.



When you lose the element of surprise, switch to Guardian Mode and let loose with the missiles.



Clear out an area, then switch back to Battloid Mode and sneak up on the next enemy group.





Another way of getting to the spy is in Fighter Mode, but you have to be a good pilot to maneuver through the canyons. Because they shoot you, use your boosters as much as possible. Don't waste time engaging the enemy, and you'll get to your destination with less damage than fighting your way through.



The canyons are filled with Scout Pods that jam your radar, making it difficult to detect enemies and hard to follow the directional arrow showing you where to go. As a general rule, keep to the right when you can't see the radar and you'll get to the spy.



You eventually come to a crash site where the spy awaits you.



The double agent is none other than Skarrde—the officer whom you captured.



beware. Zeraal knows of my betrayal, and has sent reinforcements to track me down. Returning to the drop

He was impressed by your previous actions and has a data capsule for you to take back to base.



Pick up the capsule and get moving.



You have only three and a half minutes to get back to the drop zone. That doesn't give you enough time to stop and engage the enemy.



Hit the boosters the entire way and stay low to the ground to avoid enemy fire. Keep one finger on the boost button and another on the missile button. Release whenever a target is in your way. But, keep flying.



When you get to the drop zone, deposit the data capsule on the helipad. A Sea Sergeant picks it up.



Defend the helicopter while it lands, loads the capsule, and takes off. The Zentraedi want that capsule back and will send several Battlepods and a Reentry Pod filled with Zentraedi to stop you.



Hover over the helipad and rotate around, taking out enemies when they appear. For the Battlepods, fire a couple quick missile volleys, then switch to a different target. When the Sea Sergeant departs, the mission is complete.



## HIDDEN AGENDA



An enemy Shuttle convoy has disappeared into the extensive debris field left behind by the war. Radar can no longer penetrate the debris field, and the presence of Scout Pods is suspected.

**Mission:** Find and destroy all Scout Pods in order to locate the Shuttle convoy.

### Enemies Encountered

- Space Battlepods
- Space Light Artillery Pods
- Space Heavy Artillery Pods
- Space Scout Pods
- Male Power Armor Units

### Mission Tactics



You face another solo mission.



Find the Scout Pods in the debris field; but, they will be hidden and well protected.



When you begin the mission, you're in a big battle with enemies surrounding you.



There are all types of units, spread out among the debris. Plus, the Scout Pods are jamming your radar.



Hit the boosters and move out. Look inside the hollow debris pieces.



Scout Pods are hidden inside debris. After you locate a Scout Pod, take it out.



Engage the other enemy units while you're out there, but concentrate on those Scout Pods.



There's another Scout Pod. Notice where it was hiding?



You have to do a lot of turning and banking as you search the debris field.





When you catch a Scout Pod out in the open, a single missile volley does the trick.



Missile volleys also easily destroy the Battlepods.



Launch a volley, then change targets.



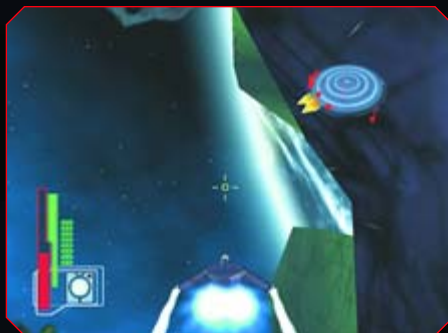
The first few aren't hard to find. Commander Chase lets you know when you have only four remaining. Then it gets tougher.



A good tactic is to hit the boosters and fly around. Engage enemies, such as this Heavy Artillery Pod, or cycle through the targets as you look for the Scout Pods.



After a while, the Zentraedi send Male Power Armor Units after you. These are much tougher to kill, but you can ignore them by hitting the boosters and barrel rolling as you fly around.



Use the radar to help locate the last Scout Pod or two. By now, there are areas where the jamming is weak or non-existent. When the radar gets jammed, you know you are getting warmer.



While you're outside jamming range, note the location of enemies on the radar, then line up and fly toward one. If it's a Scout Pod, your radar display becomes jammed and gets worse the closer you get. Search the area, locate the Scout Pod, and take it out.



The last pod tries to make a run for it, but it won't get far.



When the last Scout Pod is destroyed, the mission ends. You're not required to take out any other units.



However, clearing the debris fields makes it easier to locate the Scout Pods when the radar is clear.



## MUTINY

After uncovering the location of the enemy Shuttles, you have followed them as they make their way toward friendly Zentraedi vessels.

**Mission:** Prevent the Shuttles from escaping with their illicit cargo.

### Enemies Encountered

- Space Battlepods
- Space Heavy Artillery Pods
- Ship Laser Turrets
- Battle Cruiser
- Shuttles
- Missile Turrets



### Mission Tactics



The Shuttles begin near the Zentraedi Battle Cruiser.



Commander Chase says she can't contact either the ARMD or the Battle Cruiser.



There must be sympathizers on the cruiser and the ARMD's communication is being jammed. You're on your own.



The first part of the mission is simple—take out the Shuttles.



Start by launching multiple missile volleys at several Shuttles.



Fire missiles as long as you have them ready.



After breaking up the line of Shuttles, move in and take them on one by one.



Ignore the flying Battlepods, and change targets if necessary to lock onto the Shuttles.



Locate a Shuttle, then keep it in your sights until it's destroyed.





The Shuttles fly much slower than your Veritech, and you may end up fighting at point-blank range.



If you get too close, switch to Guardian Mode momentarily and finish off the Shuttle.



Keep up the pressure until all the Shuttles are destroyed.



You're not finished. Commander Chase informs you of a mutiny aboard the Zentraedi Battle Cruiser. It's now firing on the ARMD.



Your new objective is to take out all of the laser turrets on the Battle Cruiser.



There are several turrets, and all are located on the side of the Battle Cruiser facing the ARMD.



Start by firing missile volleys at the turrets from long range.



Then, get in close to strafe with the cannons.



You're usually safe because the turrets aren't firing at you—unless you're between the Battle Cruiser and the ARMD.



Fly alongside the Battle Cruiser, taking out turrets with each pass until they're all destroyed.



With the ARMD safe, return to base, and your next mission.



## BACKLASH



Skarrde's data capsule has revealed the positions of Zentraedi troops all across the wasteland. You've been ordered to perform strafing runs on one of the many Zentraedi columns now advancing toward Base 6. Time to take the fight back to the enemy.

**Mission:** Destroy the Shuttle column.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Shuttles
- Ground Laser Turrets
- Ground Missile Turrets

### Mission Tactics



come in, Wall D10. There's a supply caravan leaving passing through your area. You have to stop them before

The Zentraedi supply caravan is on the move.



come in, Wall D10. There's a supply caravan leaving passing through your area. You have to stop them before

The route it follows is well guarded by various enemy units.



Although this is a ground-type mission, Fighter Mode is the best choice because it allows you to get around the area quickly.



At the start, hit the boosters and head after the first groups of Shuttles.



Target several of them at long range for a missile attack.



Then move in to finish them off.



Watch for the Laser and Missile Turrets. They're positioned along the convoy's route and can make life difficult for you. Take them out as soon as you can target them.



After taking out the first group of Shuttles, hit the boosters and look for the next group.



Head-on attacks are tricky because you blow right past your targets.







Fly on to the end of the convoy and continue on for a short distance.



Then pull a tight, banked turn and fall in on the rear of the convoy.



Work your way through the convoy, beginning with the last Shuttle, until you destroy the lead Shuttle.



Switch to Guardian Mode to slow down your attack. Your cannon works well as the Shuttles pass by, but your missiles aren't as powerful as those fired when you're in Fighter Mode.



In between convoys of Shuttles, engage the Zentraedi defenders such as this Light Artillery Pod.



Then, continue with the attacks on the Shuttles.



Locate the place where the Shuttles arrive in the battle area.



Clear out all the defenses around the Shuttle arrival location so you can operate safely.



Then patrol around waiting for the next convoy to arrive so you can destroy it.



The mission may seem to last forever, but it ends after you destroy the last Shuttle. If the mission keeps going, you better look for that last Shuttle.



With the mission complete, fly to the next assignment Commander Chase has in store for you.





## LIGHTNING STRIKE

You've been sent on a search-and-destroy mission, with orders to hit a large staging area where Zeraal's troops have massed for a major push into the RDF safe zone.

**Mission:** Destroy all Reentry Pods, Shuttles, and Protoculture Crates.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Heavy Artillery Pods
- Officer Pods
- Ground Missile Turrets
- Shuttles
- Reentry Pods
- Protoculture Crates

### Mission Tactics



This mission's objective is threefold. You must locate and destroy the Zentraedi Shuttles...



...Reentry Pods...



...and Protoculture Crates. Each group is located in a different place with lots of guards.



Remain in Guardian Mode and head down the valley toward your objectives.



Stay alert. The Zentraedi have positioned Ground Missile Turrets along the way.



When you detect these turrets, engage them at long range with missiles. There's no hurry for this mission, so advance with caution.



If you are daring, switch to Fighter Mode while running the gauntlet of Ground Missile Turrets. Your missiles do more damage, but your increased speed allows you less time to engage the enemy.



The Reentry Pods are ahead.



Don't rush in to take them out. They're well guarded.





This Officer Pod causes a lot of damage if you aren't careful. Attack it with missiles at long range, and strafe left and right to avoid its attacks.



After you eliminate the defenders, destroy the Reentry Pods. Stay alert for Battlepods that arrive as reinforcements.



Take off for the next objective. Red dots on the radar display indicate where to go. You'll find one of the next two objectives.



Engage the Zentraedi defending the Protoculture Crates from long range down this valley. Fire off missile volleys as you strafe back and forth.



When it's clear, rush in, switch to Battloid Mode, activate Sniper Mode, and take out the crates.



Watch for Battlepods that show up after you take out the initial defenders.



With two objectives completed, it's time to go after the Shuttles.



If your system automatically targets the Shuttles, change targets so you're locked onto the defending Battlepods.



Unlike the previous mission, these Shuttles aren't moving, making them easier targets to destroy.



Hover over them and fire away.



After you complete all three objectives, the mission ends immediately.



## NONE SHALL PASS

Small teams of Male Power Armor Units have penetrated the RDF safe zone and pinned down Destroid units stationed there. You've been sent to dispatch the enemy snipers before the RDF position is overwhelmed.

**Mission:** Hunt down and destroy the MPA units.

### Enemies Encountered

- Male Power Armor Units
- Light Artillery Pods
- Reentry Pods



### TIP

Take a Veritech with some armor for this mission because you'll take hits. The VF-1A and VF-1D are your best choices.

### Mission Tactics



The Destroids are out of their league against the Male Power Armor Units.



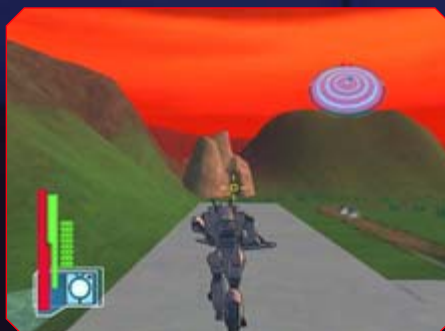
Because of your reputation for marksmanship, you have been sent to snipe the snipers.



For this mission, stick to Battloid Mode as much as possible.



Follow the road toward the enemy. Boost onto structures to get a better view of the battlefield.



Advance until you see an enemy blip on the radar display headed your way.



This is the first Male Power Armor Unit. Line up your shot, charge the rifle to maximum, then fire. It takes two fully powered shots and a third quick shot to take out one of these Zentraedi.



Boost ahead until you see a blip get closer on the display.



Take an elevated position, then bring up the Sniper Mode.





The second unit is difficult to see, but the targeting reticule helps you zero in on him. Aim and take the three shots to take him out.



Continue down the road. As you get closer to the Zentraedi landing area, you face a third MPA unit.



Get him in your sights, but this unit is tough.



He often hides behind a hill, waiting for you to come after him. If you get in close, forget about using the Sniper Mode. Instead, strafe as you fire your cannon at him.



Try switching to Guardian Mode, especially if you have to deal with the MPA and Light Artillery Pods.



Use the boosters to get around and change elevations.



The water in the reservoir is shallow enough for you to stand in, making it tough for the enemy to hit you.



Boost around the hill to get in behind the MPA.



The key is to find a position where you can shoot at the unit, but where he has a difficult time detecting you.



Don't waste time on the third unit; eliminate him however you can.



A fourth unit arrives after a while, and you don't want to deal with two at the same time.



After you defeat all four units, the mission is complete, and you've proved yourself a great marksman.



## VENGEANCE

You've pursued the Male Power Armor commander to an industrial district not far from Base 6, where he has since disappeared.

**Mission:** Hunt down and destroy the Zentraedi commander.

### Enemies Encountered

- Gorian in Male Power Armor



### Mission Tactics



That commando went down somewhere in this area.

You arrive in the industrial area for a sniper duel with the commander of the Male Power Armor Units.



I am Gorian of the Bataru Commando Battalion. And you must be the Micronian ace who managed to defeat

Your adversary is Gorian, the officer who massacred the civilians at Little Mesa.



This isn't another capture attempt. You won't take Gorian in alive.



At the start of the mission, Gorian is on the ridge overlooking the area. Use the buildings for cover while you locate Gorian.



After a while, he'll boost into the air in an attempt to find you.



Don't snipe at him while he's flying because he moves around too much. Instead, let him have it with the cannon.



Don't rely on the buildings as much cover. After a couple shots from Gorian, they're reduced to rubble—and so is your cover.



Wait for Gorian to land on the ridge.



Strafe until he fires his laser beam weapon.





While it's recharging, enable Sniper Mode, hold down the fire button while you zoom in and aim, then release to fire.



Get out of Sniper Mode and start moving before Gorian fires again.



When Gorian takes off, shoot him with the cannon.



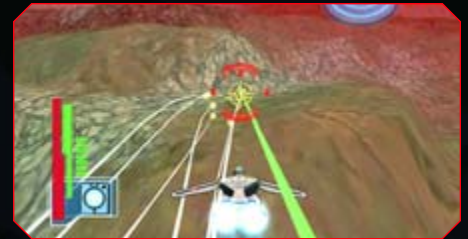
This mission doesn't have to be a sniper duel.



You can switch to Guardian Mode and use missile volleys and cannons to destroy Gorian....



Another alternative is to use Fighter Mode.



In Fighter Mode, you're difficult to hit because you move so fast.



You also have powerful missiles that cause damage to Gorian.



Come after Gorian with cannon fire and punch holes into his Male Power Armor.



No matter which tactic or combination of tactics you use, the duel with Gorian will be hard fought and well earned. There's no second place. Only the winner—and the dead.



## CAT AND MOUSE

Hiro has disappeared after embarking on a recon mission in Zentraedi-controlled territory. Against orders, you and Izzy “borrowed” a Cat’s Eye to hunt for your lost friend.

**Mission:** Escort the Cat’s Eye to Hiro’s last known position.

### Enemies Encountered

- Fighter Pods
- Battlepods
- Light Artillery Pods
- Ground Laser Turrets
- Ground Light Missile Turrets



### Mission Tactics



We're entering Zorael's territory. I just got out of the hospital, so you better check in on me once in a while.

You and Izzy are off to Zentraedi territory to look for Hiro.



We're both in trouble. We're not even supposed to be out here. When Commander Chase finds out about this little

Izzy's Cat's Eye has no weapons, so her safety is your responsibility.



At the start of the mission, you see a couple Fighter Pods ahead. Engage and destroy them before they shoot Izzy.



As you turn to the right, you see Battlepods ahead. Take care of them, too.



Fly in a circle around the hill to check for any other enemies. You'll find more Battlepods.



Continue down the valley to take out more Battlepods and Fighter Pods.



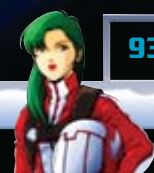
Stay ahead of Izzy, but be ready to turn around and head back if she gets into trouble or if Fighter Pods fly past you.



Clear the canyons as you advance, making them safe for Izzy.



Always fly in a circle around each hill to make sure it's clear. You don't want some hidden Battlepods to pop up and shoot Izzy while you're out ahead.







Before you enter a narrow canyon, Izzy tells you to go ahead and clear it for her.



While the canyon is usually clear, the opening at the other end is not. Expect to engage two pairs of Fighter Pods. Destroy them before they get past you and attack Izzy.



You also have to deal with more Battlepods when you shoot down the Fighter Pods.



After you clear out the large open area, head into another narrow canyon. If Izzy is catching up, switch to Fighter Mode and get out in front.



Around the first corner, you come across a Ground Laser Turret. Take it out with several missile volleys and cannon fire.



Work your way down the canyon, taking out several Ground Laser and Missile Turrets.



Watch for Battlepods. While you're engaging the turrets, they sneak under you and attack Izzy.



If Izzy needs you, turn around and switch to Fighter Mode to get there quickly.



After you take out several turrets, the canyon is clear.



Check behind you to make sure Izzy is still coming.



When Izzy reaches the clear area of the canyon, the mission is complete.



## STORMY FRIENDSHIP

You have left Izzy's Cat's Eye behind as you continue the search for Hiro, which has taken you further into the heavily patrolled Zentraedi wasteland.

**Mission:** Rescue Hiro and return him to the Cat's Eye.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Scout Pods
- Ground Laser Turrets
- Ground Light Missile Turrets
- Ground Heavy Missile Turrets



### Mission Tactics



Izzy stays behind at Hiro's last known position while you continue on alone.



A Scout Pod is directly ahead of you, jamming your radar.



Enable Sniper Mode and take him out.



Switch to Guardian Mode and blast at Battlepods as they appear.



Cautiously make your way down the valley, taking out all Battlepods you encounter.



You can detect some enemies at a long range. Engage them with missile volleys and destroy them before they know you're around.



The Light and Heavy Artillery Pods put out a lot of missiles and damage your Veritech, so shoot them first, or get down low and strafe to one side to avoid them.



If you go on top of the hill, you'll be able to take out all enemies in Sniper Mode.



Only engage one turret at a time, and use terrain for cover as you attack. In some places, you can fire, then duck behind part of the hill.







Fight through the valley using the directional arrow on the radar display to guide you.



You eventually locate Hiro.



His Tomahawk Destroid is too damaged to make it back, but it has a little fight left in it, which you'll need. The Zentraedi are headed your way.



Your new objective is to protect Hiro from the enemy. They come from behind and from the two canyons in front.



Pop up in Guardian Mode to detect the enemies, fire some missile volleys, then drop low to avoid their return fire.



Keep turning to engage all the enemies headed your way.



After you take care of all the attackers, get out of there. Fly to Hiro, who has dismounted from his Destroid, and pick him up.



Head back the way you came. Fly as low as possible to avoid detection and enemy fire.



When you get near the area where you had to take out the turrets, head down a narrow canyon to the right. Several Battlepods are in this canyon, but they face away from you as you approach. Fire multiple missile volleys and fry 'em before they know what happened.



When you reach Izzy and the Cat's Eye, drop off Hiro in the designated area.



With Hiro safely inside the Cat's Eye, the three of you head back to base.





## DEFIANCE



A shipment of relief supplies from New Macross City has been shot down en route to Base 6. Helicopters have been dispatched to recover the supplies, and you've been sent to clear a path for them.

**Mission:** Destroy all hostile targets.

### Enemies

#### Encountered

- Fighter Pods
- Cyclops Recon Ship
- Male Power Armor Units

### Mission Tactics



You've been sent into Zentraedi airspace to clear the area of all enemy aircraft so that the Sea Sergeant helicopters can operate safely.



As usual, it's only you up against lots of Fighter Pods and whatever else the Zentraedi throw at you.



It begins without an enemy in sight.



However, red blips suddenly appear on the radar display at 3 o'clock. Bank hard right.



You're up against several Fighter Pods. However, they aren't much of a challenge for a pilot of your skills.



Let loose with missile volleys and begin the attack.



Get on the enemy's tail so your missiles have a better chance of hitting.



Fly defensively because several Fighter Pods are gunning for you.



If you see incoming missiles, dive and release a Decoy Pod.







Keep turning and barrel rolling as you line up your next shot.



A Fighter Pod makes a close pass. Whip around in a tight, banking turn to finish him off.



As you start to clear out all the Fighter Pods, a large Zentraedi ship arrives.



The Cyclops fires beam weapons at you, so watch out as you target and engage it. Several missile volleys will take it down.



The Cyclops has brought more dangerous enemies into the battle.



The Male Power Armor Units are zipping about, taking shots at you.



These are tough to kill, so begin with several missile volleys.



Follow up with bursts of cannon fire.



If they get too close, fly away with the boosters on to put some distance between you and the enemy.



Then turn around and attack again at long range.



When the last Zentraedi is eliminated, the mission is complete and you can head down to the ground for the next mission.





## ATTRITION

After removing the aerial threats, you proceed to the surface. The supplies were spread across the landscape when the RDF transport planes were shot down and now must be recovered.

**Mission:** Take the supplies to the drop zone before the Sea Sergeants arrive.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Scout Pods



### Mission Tactics



This mission has a time limit. You have only four minutes until the Sea Sergeant arrives.



When it arrives, it only waits for a minute, so you better have all the supplies at the drop zone.



You begin at the helipad where the supplies must be brought for the Sea Sergeant to carry away.



Switch to Fighter Mode and get going. There's no way to get everything back to the helipad if you fly to the supplies in Guardian Mode.



As you head down the canyons to the supplies, you run into various types of Battlepods. Hold down the missile button to target several, release, then repeat.



As you approach some supplies, they appear with a green reticle around them. Switch to Guardian Mode and swoop down to pick them up.



You have to fight your way out because you can't rush past the enemies in Guardian Mode. However, you should've seriously weakened the opposition with your fighter missile volleys.



Keep the boosters going the entire time—you're in a hurry.



Carry the supplies back to the helipad.





Drop them off in the designated area.



Switch to Fighter Mode and head after the second batch of supplies, suppressing the enemies as you fly past them with boosters full blast.



Pick up the supplies as before, then head back to base in Guardian Mode.



The Scout Pods make your job tough by jamming your radar. Therefore, when the display starts to go out, focus on where the green blip representing the supplies was located and continue to that spot.



Since your return trip to the helipad is the slow part of the supply run, you have to save time getting out to the supplies.



Try to average about a minute per trip, so you can get back just as the Sea Sergeant arrives.



Unless you're perfect, the helicopter will arrive before you get back with the fourth container of supplies.



Battlepods will attack the helicopter, so hurry back and clear the area before coming in to drop off the last batch of supplies.



Maintain a hover, then pop up and begin engaging Battlepods as quickly as they appear in your sights.



It takes some time for the helicopter to load the supplies, so remain vigilant.



When the second timer runs out, the Sea Sergeant is ready to go. Keep the enemies away as it takes off. The mission and the chapter are complete. For your efforts, you're awarded the Superior Defense medal, which unlocks a versus map for you.

#### TIP

Attrition is a tough mission to complete successfully. It usually takes more than one try. For the first couple of times, learn the routes to the supplies. Then, when you're playing for time, you can fly in without taking a wrong turn.



## BESIEGED



The end is imminent, as Zentraedi forces now surround the small RDF base that you have learned to call home. While the warlord Zeraal prepares to launch his final offensive on Base 6, Wolf squadron prepares for the onslaught to come.

**Mission:** Prevent the enemy from reaching Base 6. Both Monster units must survive.

### Enemies Encountered

- Fighter Pods
- Battlepods
- Light Artillery Pods
- Reentry Pods

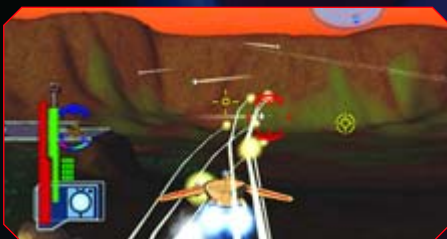
### Mission Tactics



Two Monster Destroyers guard the perimeter of Base 6. However, they're easy pickings for the Fighter Pods.



You must prevent the Zentraedi from breaking through to Base 6, while at the same time protecting the Monster units.



You start the mission in Fighter Mode and should remain that way for the duration.



There are Fighter Pods galore flying around, trying to attack the Monster Destroyers.



The Fighter Pods will fly in over the hills, then drop down to begin strafing the Destroyers.



You'll stay busy throughout the entire mission just downing Fighter Pods. Use a combination of missiles and cannons to clear the skies.



A good tactic to use for this mission is to fly around while holding down the missile button. Wait until you have at least two targets locked, then release the button to fire two or more missile volleys.



Not all of your missiles will hit, but those that do will at least weaken the Fighter Pods, making them easier for you or the Destroyers to finish off.







Forget about the boosters in the mission. The Fighter Mode already flies a bit too fast, but you need the more powerful missiles and cannon to quickly dispatch Fighter Pods one after another



The Fighter Pods fire missiles.



Just when you thought you had things under control, the Zentraedi send in Reentry Pods.



Your missiles and cannon make short work out of the Reentry Pods, but you still have Fighter Pods arriving.



Fire missiles at the Reentry Pods as secondary targets, but stay focused on the Fighter Pods or the Destroid pilots will call for help.



No matter how many Fighter Pods and Reentry Pods you shoot down, they seem to keep coming.



You might even try strafing at the Battlepods released by the Reentry Pods.



Most pilots find it useful to fly either a circular or figure-eight patrol from one Destroid to the other, taking out enemies as they're targeted.



However, no matter how many Zentraedi you shoot down, you can't hold them off. At least you protected the Monster Destroids.



As you are ordered to withdraw, hundreds of Reentry Pods are landing.



As soon as they touch down, they unload their cargo of Battlepods.



And all those Battlepods are on their way to Base 6.





## SHOWDOWN



As the battle creeps closer to Base 6, you have been ordered to fall back and protect the many civilian refugees, who have taken shelter in bunkers on the base perimeter.

**Mission:** Destroy Kiyora and protect the civilians.

### Enemies Encountered

- Kiyora in Female Power Armor

### Mission Tactics



The Zentraedi forces are approaching Base 6. Things don't look good.



However, it just got worse. Kiyora is leading the attack. But all she cares about is you—killing you, of course.



She has told the rest of the Zentraedi attackers to wait for her signal before beginning the assault. However, if you can kill her, that signal will never be sent.



This is your final duel with Kiyora—and it is to the death.



You can't try to hide and sneak up on Kiyora. If she doesn't see you, she'll begin attacking the civilian bunkers.



The evil ace knows how to lure you out to fight. For this mission, Guardian Mode offers a good balance between firepower and maneuverability.



Kiyora, as you know from past experience, can absorb a lot of damage. Fire off missiles as fast as you can—all aimed right at her.



While your missile bays are reloading, let loose with the cannon.



Keep moving at all times. Strafing left and right, as well as changing altitude, will help you avoid Kiyora's attacks and stay alive.





Rather than circle-strafting, where you strafe in only one direction, strafe back and forth to throw off her ability to lead her shots.



No matter how you move, the worst things you can do are stand still or hover in place. Then, just about everything Kiyora fires will hit you.



Keep up the pressure. If you do, you'll see Kiyora's structural integrity bar decrease, and you'll hear her frustration.



Because of the way Kiyora darts about in the sky, missiles and cannon fire have a tough time hitting her. However, if you put enough stuff in the air, some of it is bound to connect.



As Kiyora starts to take damage, switch to Battloid Mode. Move about, firing with your cannon. By using the rapid-fire mode, you can easily shoot down her missiles.



Wait for her to stop flying around. When she is still, quickly enable Sniper Mode, hold down the fire button, aim, and then release.



Of all the attacks you can make, the full power sniper shot causes the most damage. However, it leaves you the most vulnerable because you're standing in place. Wait until Kiyora has less than a quarter of her initial structural integrity before attempting this—or try it when she's attacking the civilian bunkers.



No matter what tactics you use, this duel is tough. Attack at all times.



Stay focused on Kiyora, and keep her in your sights. Off to the sides, you may see Fighter Pods, but you can't target them and they never enter the battle. They're just a distraction.



If you use all the skills you've developed up to this point, you will finally shoot down Kiyora.



She was the best Zentraedi pilot and you bested her. You are an ace of aces.



## NO ESCAPE

Zentraedi forces have retreated into a series of canyons, led by a group of Officer Pods. You have been ordered to rush ahead of the Zentraedi to prevent their escape.

**Mission:** Destroy all Shuttles and Officer Pods.

### Enemies Encountered

- Battlepods
- Light Artillery Pods
- Officer Pods
- Infantry without Armor
- Ground Laser Turrets
- Shuttles



### Mission Tactics



Zerazi's commanders are attempting to escape through the canyons. Shuttles are waiting for them at the other end.

You have the Zentraedi on the run. However, you need to prevent their leaders from escaping.



to bring them to Zentraedi City. Destroy all Officer Pods and the Shuttles before they get away.

The Zentraedi have Shuttles waiting in a clearing at the end of the canyon. They'll take off in three minutes.



There's a tendency for pilots to switch to Guardian Mode at the beginning and move cautiously through the canyons.



Lots of Ground Laser Turrets are positioned along the canyon walls waiting to shoot at you. Guardian Mode is the best way to deal with them.



However, Guardian Mode can never get you where you need to be in only three minutes.



Therefore, stick to Fighter Mode the whole way to the Shuttles.



This mission will test your skills as a pilot. Hit the boosters and race through the narrow, straight areas of the canyon.



Forget about the Ground Laser Turrets. You'll usually be flying so fast that they won't hit you.



Release the boost button when you have to make a turn so you can cut in a bit tighter.





For some turns, you need to bank to make it.



When you arrive at an area with a destroyed bridge, ignore the Officer Pods and take a left, following the blue directional arrow on the radar display.



The next canyon leg is tricky. In addition to tight turns, you also have obstacles you have to fly over or under.



If you run into something, your Veritech will automatically change to Battloid Mode. Don't fret, just switch back to Fighter Mode and get flying.



You eventually arrive at the large, open area where the Shuttles are located. However, the timer doesn't stop yet. You have to destroy the Shuttles in the time remaining.



Ignore the Battlepods, and go right for the Shuttles.



Switch to Guardian Mode to take them out, so you're not flying past them so quickly. Eliminate all the Shuttles before the time runs out.



Now you have to deal with the Officer Pods. This will be like taking on several Skarrdes at the same time. Don't just hover and shoot or you'll get killed. Find some cover.



Head back into the canyon, then turn around and use the walls for cover. Strafe out a bit, fire some missiles and cannon, then strafe back behind cover before you get hit.



If you're really daring, and have narrowed it down to only one remaining Officer Pod, switch to Battloid Mode and boost up to the top of one of the pillars.



Go after the last Officer Pod with the Sniper Mode. Your mission is complete after you destroy every Officer Pod.



## WARPATH



Zeraal's forces are being transported in Reentry Pods back to their headquarters in Zen City. You and the remaining members of Wolf squadron must thin their numbers before they reach the city.

**Mission:** Support Izzy and destroy eight Reentry Pods before they reach Zen City.

### Enemies Encountered

- Fighter Pods
- Cyclops
- Male Power Armor
- Reentry Pods

### Mission Tactics



The Zentraedi are retreating north to Zentraedi City, but they still pose a danger if we allow them to regroup and

*This mission is a major aerial battle—what pilots call a real furball.*



mount more attacks. Jack, Izzy. You know what you need to do. Make sure you both come back safely.

*Izzy is on your wing. She can be a great help in overcoming the incredible odds you face, but you also have to make sure she isn't overwhelmed.*



*When you begin, the Reentry Pods are directly in front of you. The timer shows five minutes remaining until they arrive in Zen City.*



*There are lots of Fighter Pods coming up from behind you, so make a quick banking turn and get ready to engage.*



*Stay somewhat close to Izzy while you starting taking on the Fighter Pods.*



*Before long, the Zentraedi will really come after you, sending in a couple Cyclops.*



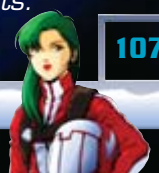
*Their powerful weapons can really cause some damage, so make them your immediate targets.*



*Get behind a Cyclops, then let loose with both missiles and cannon fire.*



*The Cyclops dropped off some Male Power Armor units.*







The Male Power Armor units are tough nuts to crack. Fire lots of missiles and your cannon at each one, and they fall back to the surface like any other Zentraedi unit.



After you've cleared out some of the enemy ships around Izzy and the timer approaches two and a half minutes, go for the Reentry Pods. Hit the boosters and go after them.



At extreme range, target as many as you can for missile volleys, then release.



Keep the boosters going as you continue to fire missiles at the formation.



You won't destroy any outright with these long-range shots, but you'll damage a lot of the Reentry Pods, making your job easier later.



Once you get in close, let off the boosters and begin to target individual Reentry Pods.



By now, it takes just a few seconds of cannon fire to make the Reentry Pods burst into flame.



Once you've destroyed all eight Reentry Pods, the mission is complete.



Izzy will catch up to you and join on your wing.





## WELCOME TO ZEN CITY



You have penetrated deep into Zentraedi City with orders to find and eliminate Zeraal. The Zentraedi warlord is believed to have taken refuge in a crashed Carrier located in the center of the ruined city.

**Mission:** Find a safe path to the Zentraedi Carrier and eliminate Zeraal.

### Enemies

#### Encountered

- Scout Pods
- Male Power Armor
- Ground Laser Turret
- Ground Light Missile Turret
- Crashed Carrier Ship

### Mission Tactics



In one of the most interesting missions in the game, you get to use the Sniper Mode throughout. Look for positions such as those in the screenshot. When you're behind them, the enemy can't detect or fire at you.



You can enable Sniper Mode, zoom in, and fire at enemy units—such as this Ground Light Missile Turret.



You can also use Guardian Mode with all of its missiles or a combination of the two modes.



Take out all the Scout Pods you can find. They're jamming your radar, making it difficult to detect enemies in advance.



It's always a good idea to look around a corner before crossing the street. There's no barrier for sniping here, but if you quickly fly across the street, you'll find one there.



Numerous Male Power Armor units are in the ruined city.



Get behind a barrier, enable Sniper Mode, then fire away.



After the first shot, the Male Power Armor unit may approach you. Just adjust your position behind the barrier and shoot again until it's destroyed.



Sometimes there's no barrier to hide behind. Instead, strafe out a bit around the corner of the building until you get a target, then turn 90 degrees and fire out and around the corner to take out the turrets down the street.







When you approach an intersection where you can go either left or right to a large open area, go right and get behind a barrier.



You aren't equipped with an external fire extinguisher, so you need another method of fire suppression. Enable Sniper Mode and take a shot at that leaking pipe.



There are also more Male Power Armor units at which you can snipe.



From there, take out Ground Laser Turrets and a Male Power Armor unit.



Once the fires are out, fly down to the flooded area in Guardian Mode and pick up the three pilots, one at a time.



Be sure to take out all the pesky Scout Pods you can find and clear up your radar display.



After this area is clear, you receive a new objective: Put out the fires and rescue the pilots.



Drop them off in the designated area nearby, then continue on your mission.



Take out some turrets around a corner, then head for the Carrier.



You have to take out some more turrets along your way.



As you approach, something strange begins to happen. Zeraal is attempting a fold maneuver—but it's too late for you to get away.



## TO THE DEATH

In a last, dangerous act of defiance, Zeraal used the repaired engines of his Carrier to execute a fold space maneuver, which has taken you and a large portion of Zentraedi City far from Earth.

**Mission:** Defeat Zeraal.

### Enemies Encountered

- Zeraal in Officer Pod with Booster Sled
- Ship Laser Turret
- Ship Missile Turret
- Half-Crashed Carrier Ship



### TIP

If you've unlocked the Super Veritechs, choose the armor in the start screen. You need the extra protection and the additional missile bays.

### Mission Tactics



This is the final mission of the game, and it's challenging.



Zeraal has transported you far from Earth for a duel in outer space.



Zeraal's Officer Pod is well equipped and able to fly around quickly with a lot of agility and maneuverability.



Although you start in Battloid Mode, quickly change to Fighter Mode. You're in space, so this is an aerial-type battle.



You'll take lots of fire from the turrets on the Carrier, so target and destroy them as quickly as possible.



Then go after Zeraal. With the Super Veritech, you can launch an incredible number of missiles in a short time.



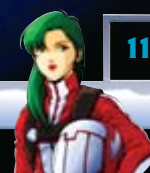
When he's in your sights, let loose with as many volleys as you can, and put the hurt on the warlord.



During the dogfight, it's easy to lose track of your opponent, especially when you're turning around a lot.



Even though the radar shows Zeraal is in front of you, he could be up or down. Try firing some missiles and follow them to the target.







Zeraal will try to hide around the space debris, so use the targeting system to locate him even if you can't see him.



As usual, keep your Veritech rolling and turning so Zeraal has a harder time hitting you.



Keep the pressure on Zeraal and never let him have a chance to regroup.



If he gets too far away from you, hit the boosters and close the distance so you can fight more effectively.



If your radar shows more than one red blip, you might have some turrets remaining.



The ones on the top of the Carrier are easy to miss until your duel takes you above the Carrier—and you're wondering who's shooting at you.



When Zeraal is just about defeated, he'll compliment you on your skills.



Just keep firing until you finish him off completely.



You've won the duel, but it's a somewhat empty victory.



You're stranded in outer space, far from home.



With only a limited supply of oxygen, it's only a matter of time—yet the future looks bright.





## MASTERING VERSUS MODE



**Robotech: Battlecry** offers an exciting single-player campaign filled with dozens of action-packed missions. You also can duel it out with other human players. The Versus Mode begins with only one map. However, as you progress through the Story Mode and earn medals, you can unlock seven additional maps on which you can play.



### Tactics for Human Opponents

Use all of the tactics you have learned and developed during Story Mode in Versus Mode. However, remember that your Zentraedi opponents were somewhat predictable. Hopefully, your human opponent is also predictable—but don't count on it. And, of course, you shouldn't be predictable, either.

Most of these maps are small compared to the mission maps. This is for a good reason—in a two-player duel, you don't want to waste a lot of time trying to find your opponent. Therefore, battles are usually fast. Here are some tips and tactics to help you stay alive and take out your opponent.

- **Locate your opponent as quickly as possible.** The one who sees first can shoot first.
- **Try to keep your opponent from targeting you.**
- **Keep moving.**
- **Change modes frequently.**
- **Use the terrain.** Find hills or indestructible buildings and use them for cover.
- **If you're taking damage, switch to Fighter Mode and hit the boosters to get away, preferably behind some cover.**
- **Use defensive weapons, such as the rapid-fire cannon and decoy pods.**
- **Did I mention moving all over the place?**

After playing several matches against other players, you'll develop your own style of play. When playing against the same players, keep altering your tactics and style to keep your opponents on their toes. Now, let's take a look at the eight maps.

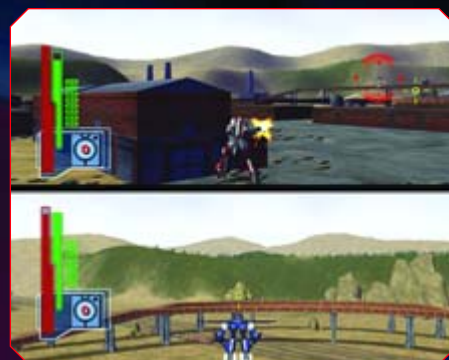
### Train Depot



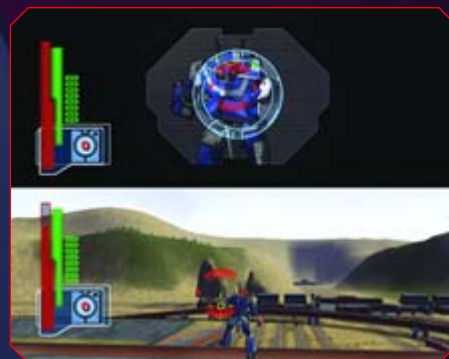
The Train Depot is the only Versus map available initially. Players begin in one of four cutouts into the hills.



Although the map is small for Fighter Mode, use Guardian Mode and fly around the area with few obstacles.



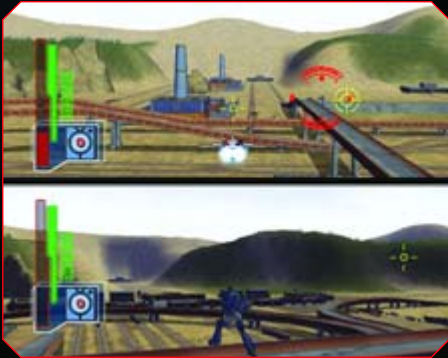
In Battloid Mode, take advantage of the buildings and use them for cover.



It's pretty open, so find a good position a distance from your opponent and enable sniper mode. This mode lets you cause some good damage and keeps the other players off balance.







If you're a good Fighter pilot, make some fast strafing runs with missiles and cannons. At the end of each run, either make a quick turn left or right, or switch to another mode and change tactics. The altitude limit is too low to allow half loops or split-S maneuvers.

### Flood City



Flood City is another ground-based map. It looks similar to the map from the Knife's Edge mission, but is much smaller.



There are three open areas connected by streets twisting in between buildings.



Boost onto some of the shorter buildings and wait to ambush your opponent.



Use the reservoirs filled with water as hiding spots, then pop up to take shots at the other player.



If your opponent is hiding in a reservoir, surprise him or her by dropping in and making the battle close and personal. Remember to boost strafe from side to side while shooting.

### Bursting Point



Bursting Point sends you into the night sky for an aerial combat duel.



There's a Zentraedi Battle Cruiser that you can maneuver around. Other than that, it's just open space.

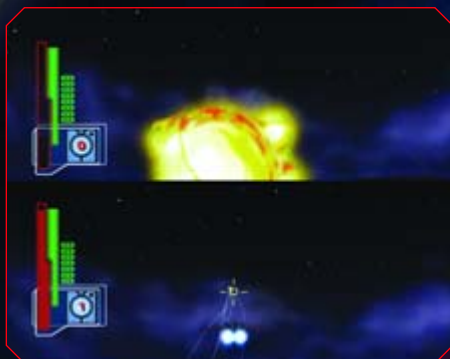


Once you locate your opponent, keep him or her targeted and in your sights.





Use boost to quickly close with the enemy, or to get away. Don't forget to use evasive maneuvers, such as the barrel roll.



Your tactics should include saturating the enemy with missiles right at the start. Retain one volley on the racks in order to drop a decoy pod, if necessary.

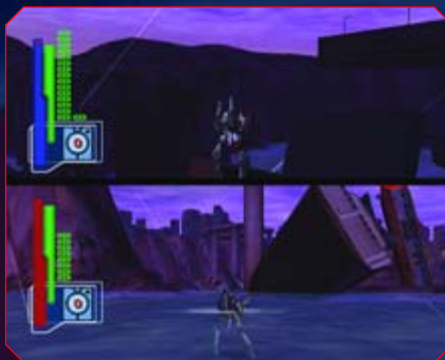
## Graveyard



The Graveyard is where you had one of your duels with Kiyora.



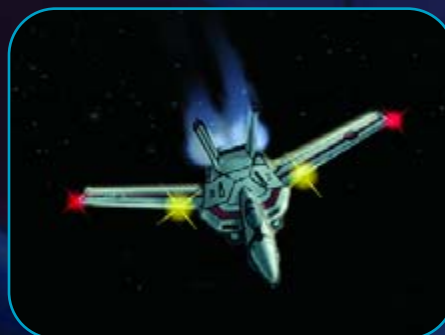
The map has water along the bottom and wrecked ships all around.



You can't boost up to the broken bridges, but you can boost onto the ships.

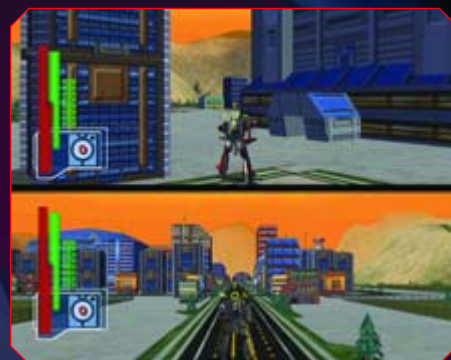


Don't stay out in the open or your opponent may try to snipe at you.



Guardian Mode is a good choice for this level because you can fly around and use your missiles and cannons. Strafe around behind bridge support pillars and use them for cover.

## Graystone



Graystone is the map where you had to defend the civic center.



It combines open areas and a city area filled with buildings that make great hiding spots.





Don't boost to the top of the civic center, or you become a clear target for your opponent.



There are two canyons that branch off from the main open area.

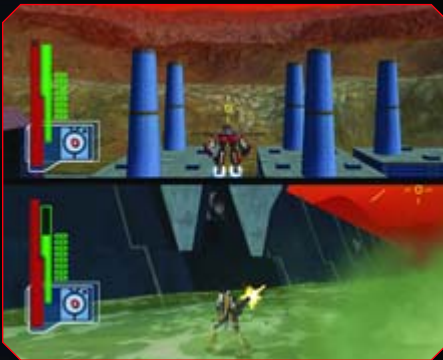


Use Fighter Mode and make strafing runs on your opponent, then use the U-shaped canyons to turn around for another strafing run.

### Factory



The Factory map is the same as the one where you fought Gorian.



There's a canal running along one side of the map. If you drop into it, you force your opponent to come in after you, allowing you to set up an ambush. Try hovering under the bridge in Guardian Mode.



Three sides of the map are bordered by hills with ridges. Some of these are great spots for sniping or just setting up a defensive position.



You can destroy many of the buildings by shooting at them.

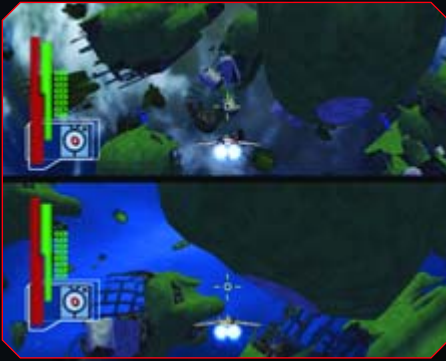


However, the large hangars are indestructible and make great hiding places. The hangars make it difficult for your opponent to target you.





## Debris Field



Debris Field is the largest Versus map. It can be tough finding your opponent here.



Use Fighter Mode on this map because you'll need its speed and long-range weapons to get in the first shots.



However, there are lots of places where you can hide while you're in Guardian or Battloid Modes.



Once you find your opponent, begin the attack and don't let him or her get away.



Keep moving and maneuvering wildly. You never want to let your opponent get on your tail.

## City in Space



This final Versus map is set in outer space.



Use the carrier and remnants of a city for cover.



Usually duels on this map turn into aerial battles in Fighter Mode.







For a Western gunfight-type duel, challenge your opponent to meet you on the top of the carrier at high Saturn. You both have to stay in Battloid Mode, but you don't have to stand still. May the best shooter win.

### Models for Versus Mode Only

There are two models that you can choose only during a Versus Mode battle. The first is the Armored Veritech. This is an earlier model of the Super Veritech. The other model is the Zentraedi Female Power Armor. You must unlock both models before you can use them.



The Armored Veritech is essentially the model of Veritech of your choice, with the armor package attached. With this armor attached, you can't switch to modes other than Battloid.



The Female Power Armor is the only Zentraedi unit that you can pilot. It's fast and deadly.



The Armored Veritech can't move very fast, even while boosting, but the Female Power Armor is fast in its Flight Mode with boosters—just as fast as a Veritech in Fighter Mode.



The Female Power Armor has two modes—Ground and Flight. In Ground Mode, it acts like a Battloid; in Flight Mode it acts like a Guardian.



In either mode, you can fire laser cannons or missiles.



The Armored Veritech can jettison its armor in order to change into a different mode. Or, you can just stay in Battloid Mode with all the extra protection until you take enough damage to lose the armor anyway.





## AWARDS AND MEDALS

You can earn numerous awards and medals as you play the missions in Story Mode. Some are earned by completing a mission or for destroying enemy units. Some awards include additional benefits, such as unlocking new and more powerful Veritech models, different paint designs, or Versus maps. You can earn each award up to three times. The two stars along with the medal represent an award set.



### Meritorious Service



**Requirements:** Complete the Force of Arms mission.  
**Reward:** Unlocks "Izzy" paint scheme.

### Distinguished Service



**Requirements:** Complete The Enemy Within mission.  
**Reward:** Unlocks "Rick" paint scheme and VF-15.

### Master Airman



**Requirements:** Kill 100 Fighter Pods.  
**Reward:** None

### RDF Flying Ace



**Requirements:** Complete Master Airman set (kill 300 total fighter pods).  
**Reward:** Unlocks Debris Field Versus map and "Max" paint scheme.

### RDF Starburst



**Requirements:** Complete all boss missions two times.  
**Reward:** Unlocks Flood City Versus map.

### Titanium Medal of Valor



**Requirements:** Complete Knife's Edge mission.  
**Reward:** Unlocks VF-1J.

### Bronze Cross



**Requirements:** Kill 50 Battlepods.  
**Reward:** None

### Silver Cross



**Requirements:** Kill 75 Battlepods and complete Bronze Cross set (kill 225 total Battlepods).  
**Reward:** None

### Gold Cross



**Requirements:** Kill 100 Battlepods and complete Silver Cross set (kill 475 total Battlepods).  
**Reward:** None

### Southern Cross



**Requirements:** Complete Gold Cross set (kill 675 total Battlepods).  
**Reward:** Unlocks Armored Veritech and Factory Versus map.

### Silver Shield



**Requirements:** Complete Graveyard mission using VF-1A.  
**Reward:** Unlocks "Miriya" paint design and Graveyard Versus map.

### Superior Defense



**Requirements:** Complete the Attrition mission.  
**Reward:** Unlocks Graystone Versus map.

### Gold Nova



**Requirements:** Defeat Gorian three times.  
**Reward:** None

### RDF Supernova



**Requirements:** Complete Gold Nova set (defeat Gorian nine times total).  
**Reward:** Unlocks "Patriot" paint design and City in Space Versus map.

### Robotech Marksman



**Requirements:** Kill 50 Male Power Armor units using sniper weapon.  
**Reward:** Unlocks "Stealth" paint design.

### Wolf Leader



**Requirements:** Complete the game.  
**Reward:** Unlocks YF-1R and "Wolf" paint design.

### Tuna Head



**Requirements:** Kill 50 Scout Pods.  
**Reward:** Unlocks Female Power Armor for Versus mode.

### Jolly Roger



**Requirements:** Complete Party Crashers mission three times.  
**Reward:** Unlocks "Skull One" paint design and Bursting Point Versus map.

