

Chapter 1 : Robotech: New World Order (March edition) | Open Library

The Dark Continent, which was barely alluded to in the Robotech TV series, is battlefield and center in this collection of adventures and source material, set in the timeframe between the end of Macross Saga and the start of Robotech Masters.

Robotech TV series Save Robotech is an American episode adaptation of three unrelated anime television series from three different fictional universes made between in Japan ; the adaptation was aired in Within the combined and edited story, Robotechnology refers to the scientific advances discovered in an alien starship that crashed on a South Pacific island. Macross and the two other series each had fewer episodes than required since they originally aired in Japan as a weekly series. In the course of this chapter, Earth is nearly annihilated, the Zentraedi are defeated, and humans gain knowledge of the energy source called protoculture. Humanity also learns of the Robotech Masters whose galactic empire the Zentraedi protected and patrolled. The Second Robotech War The Masters focuses on the arrival in Earth orbit of the Robotech Masters, who have come seeking what turns out to be the sole means in the universe of producing protoculture. Through a combination of mistrust and arrogance, their attempts at retrieving this meet with opposition from the humans and unleash a war that leaves the Masters defeated and Earth awash in the spores of a plant called the Flower of Lifeâ€™ the source of protoculture and a beacon to the mysterious Invid who scour the galaxy for its presence. References in the previous two chapters explain to viewers that many of the heroes of the First Robotech War had left Earth to seek out the Robotech Masters on a preemptive mission, and it is this Robotech Expeditionary Force that sends missions back from across the galaxy to attempt a liberation of their homeworld. The storyline follows one group of freedom fighters as they work their way towards the final battle with the Invid. Robotech is a minute animated pilot that preceded the series. It is set within the events of the First Robotech War. It was aired on some television stations before the broadcast of the series in Television broadcast North American television debut: Robotech originally aired in in first-run syndication, meaning it was sold directly to local television stations without having been run on a network firstâ€™this was part of a trend in animation in the s. Previously, local stations would rerun theatrical cartoons like Looney Tunes or shows that had previously aired on network TV on Saturday mornings. This changed after He-Man and the Masters of the Universe introduced a new economic model: The Sentinels as the original series attracted older viewers, not necessarily the children targeted by the toy line. The failure of the Matchbox toy line is cited as a primary reason for the cancellation of the Sentinels series. In Australia, Robotech was aired from to and throughout and in the late s by both the Seven and Ten networks and various regional stations in different states. Ten cut the series at episode 52, while Seven broadcast all 85 episodes. Sundays; October January , 5: The series was broadcast in a number of European countries by the then Super Channel during the s. In Spain, all Robotech episodes were aired using the Latin American Dubbing, from August to April , with changes in time slots, in Telecinco channel. The series was aired again in the same channel from October to May Toonami aired only episodes 1 through 60, finishing the run at the end of the Robotech Masters story-line. Toonami reran 3 selected episodes of Robotech as part of the Giant Robot Week in Robotech formerly aired daily on The Anime Network. As of January 7, , the show also airs in Canada on Space and Retro. As of , all three sagas of Robotech are currently available for streaming on Netflix. Critical reception The series has attained a significant cult-following over the years along with critical appraisal; in , IGN ranked Robotech as the 34th greatest animated show of all time in their Top list. In , the company then heavily edited the episode Macross Saga portion into six feature-length tapes, cutting out episode introductions and slower scenes, and ignoring the Southern Cross and New Generation series entirely. A third VHS run finally succeeded at releasing the entire series with two uncut episodes per tape, over a total of 42 volumes. Each Laserdisc contained four uncut episodes. The Sentinels on VHS home video. These VHS videos were available via mail-order, as well as some direct-market game and hobby shops. Each volume included two episodes of Robotech after their corresponding episodes of Macross, Southern Cross, or Mospeada, completely uncut but inaccurately subtitled. This series allowed English-speaking viewers to see many of the changes made. This uncut episode

was encoded in QuickTime 2. The episode contained a marginally different arrangement of background music. The footage was extensively restored from the original film stock by Shin Kurokawa, making this the most pristine release of Super Dimension Fortress Macross outside Japan. The first box sets of the series dubbed the Robotech Legacy Collection included extra discs with special features ranging from Robotech II: The Sentinels to pre-Robotech dubs of the first Macross and Mospeada episodes. Complete collection box-sets were also released, containing all the episodes of each of the three Robotech sagas, minus the extras discs. The restoration of the original Super Dimension Fortress Macross TV series led to speculation among fans that the remastered footage could also be used to create a similarly-remastered version of Robotech. However, Carl Macek stated that a remaster would be impossible at the time because they lacked the necessary source materials, including edit-decision lists, unmixed audio elements, and restored video elements for Southern Cross and Mospeada, as well as for Macross. Some of this the audio elements and edit-lists had been destroyed in a flood in the early s; some of it remastered footage for the other two series had never been available to begin with. But in , a set of off-site audio backup tapes was discovered to include the missing audio elements, and in ADV delayed its release of the subtitled Super Dimension Cavalry Southern Cross and Genesis Climber Mospeada series by several months in order to remaster them, as well. With the remastered footage and audio elements available, ADV were able to forego needing the edit-decision lists by commissioning the same video production company that had originally edited Robotech to create a new edit of the show. Remastered is not without its share of controversy. Other fans feel that the new 5. Also, the extent of the new footage is limited to sequences that did not require newly recorded dialogue though other cut scenes are included, in the original Japanese, on one of the Legacy Collection extras discs. However, there is little question that the audio and video quality are substantially improved over the prior Robotech DVD release, and Robotech fans would likely prefer having had two different DVD versions released than none at all. Finally, in , ADV released yet another box set, Robotech: The Protoculture Collection, containing all the Robotech: Detractors criticize these DVD re-releases as part of an industry trend to entice buyers to "double-dip", or buy more than one edition of the same DVD. This six-volume release has been completed, with the first volume being released on January 10, , and the final volume being released on December 19, . However, this dub did not utilize the same voice actors used in Robotech. These sets are essentially the same as the Robotech: Remastered release from the US, but in different packaging. Madman Entertainment released an Australian Region 4 version of the Robotech Legacy Collection boxed sets starting in November with Volume One, and ending with Volume Seven in May ; the Australian version almost identical to the original US release, except for not repeating the "gold box" mistake. All three series are released in their own Madman-designed box, and bear little resemblance to the US releases; many fans preferring the Madman Macross box design over the various US versions. When initially asked about the possibility of an Australian release of Robotech: Remastered, Madman claimed that it would not be cost-effective or profitable with the Legacy Collection already in the market, only to change their tune and release the Robotech 20th Anniversary Remastered Extended Edition, a single box with all 14 discs, in June . The recommended retail price for this box was only a little more than that of two of Madman Legacy Collection boxes. The Sentinels which omits the Macross flashback scenes and a minute version of Robotech:

Chapter 2 : Robotech / Roboverse / Bibliography / Role-Playing Games

New World Order is different from most Robotech books in outlook and general theme. All others have some degree of new mecha, New World Order on the other hand provides over sixty heavily detailed NPCs. The others are mainly mecha combat action, while New World Order is more detective work.

These creations in particular and liberal internationalism in general, however, were regularly criticized and opposed by American paleoconservative business nationalists from the s on. The United Nations was designed in by US bankers and State Department planners, and was always intended to remain a free association of sovereign nation-states, not a transition to democratic world government. Thus, activists around the globe formed a world federalist movement , hoping in vain to create a "real" new world order. Wells went further than progressives in the s, by appropriating and redefining the term "new world order" as a synonym for the establishment of a technocratic world state and of a planned economy. The threat of "Godless communism", in the form of a state atheistic and bureaucratic collectivist world government, demonized as the "Red Menace", therefore became the focus of apocalyptic millenarian conspiracism. The Red Scare came to shape one of the core ideas of the political right in the United States, which is that liberals and progressives , with their welfare-state policies and international cooperation programs such as foreign aid , supposedly contribute to a gradual process of collectivism that will inevitably lead to nations being replaced with a communist one-world government. This right-wing anti-globalist conspiracism fuelled the Bircher campaign for US withdrawal from the UN. American writer Mary M. Davison, in her booklet *The Profound Revolution*, traced the alleged New World Order conspiracy to the establishment of the US Federal Reserve in by international bankers, whom she claimed later formed the Council on Foreign Relations in as a shadow government. At the time the booklet was published, many readers would have interpreted "international bankers" as a reference to a postulated "international Jewish banking conspiracy" masterminded by the Rothschilds. Thus, after the fall of communism in the early s, the main demonized scapegoat of the American far right shifted seamlessly from crypto-communists , who plotted on behalf of the Red Menace, to globalists, plotting on behalf of the New World Order. The relatively painless nature of the shift was due to growing right-wing populist opposition to corporate internationalism , but also in part to the basic underlying apocalyptic millenarian paradigm, which fed the Cold War ca and the witch-hunts of the McCarthy period [14] s. Bush described his objectives for post-Cold War global governance in cooperation with post-Soviet states. Now, we can see a new world coming into view. A world in which there is the very real prospect of a new world order. In the words of Winston Churchill, a "world order" in which "the principles of justice and fair play A world in which freedom and respect for human rights find a home among all nations. He describes a scenario where Wall Street , the Federal Reserve System, the Council on Foreign Relations, the Bilderberg Group and the Trilateral Commission control the flow of events from behind the scenes, nudging people constantly and covertly in the direction of world government for the Antichrist. Spear into militancy led to the rise[when? From the midâ€™s on, the worldwide appeal of those subcultures transmitted New World Order conspiracism like a " mind virus " to a large new audience of seekers of stigmatized knowledge. Fight the Future are often cited as notable examples. These declarations had the unintended consequence of providing fresh fodder for New World Order conspiracism, which culminated in talk-show host Sean Hannity stating on his Fox News Channel program Hannity that the "conspiracy theorists were right". The following is a list of the major ones in roughly chronological order: In many contemporary Christian conspiracy theories, the False Prophet will be either the last pope of the Catholic Church groomed and installed by an Alta Vendita or Jesuit conspiracy , a guru from the New Age movement , or even the leader of an elite fundamentalist Christian organization like the Fellowship , while the Antichrist will be either the President of the European Union , the Secretary-General of the United Nations , or even the Caliph of a pan-Islamic state. Conspiracy Theories and End-Times Paranoia. Hughes argues that "New World Order" rhetoric libels the Christian faith, since the "New World Order" as defined by Christian conspiracy theorists has no basis in the Bible whatsoever. Furthermore, he argues that not only is this idea unbiblical, it is positively anti-biblical and fundamentally anti-Christian , because by

misinterpreting key passages in the Book of Revelation, it turns a comforting message about the coming kingdom of God into one of fear, panic and despair in the face of an allegedly approaching one-world government. Gomes , caution Christian fundamentalists that a " spirit of fear " can distort scripture and history through dangerously combining biblical literalism , apocalyptic timetables , demonization and oppressive prejudices, [27] [28] while Camp warns of the "very real danger that Christians could pick up some extra spiritual baggage" by credulously embracing conspiracy theories. Over the years a number of allegations and conspiracy theories have been directed towards Freemasonry, including the allegation that Freemasons have a hidden political agenda and are conspiring to bring about a New World Order, a world government organized according to Masonic principles or governed only by Freemasons. Despite the fact that Taxil admitted that his claims were all a hoax , they were and still are believed and repeated by numerous conspiracy theorists and had a huge influence on subsequent anti-Masonic claims about Freemasonry. Freemasonry, which promotes rationalism , places no power in occult symbols themselves, and it is not a part of its principles to view the drawing of symbols, no matter how large, as an act of consolidating or controlling power. McKeown argues that the accusations ignore several facts. Firstly, the many Grand Lodges are independent and sovereign, meaning they act on their own and do not have a common agenda. The points of belief of the various lodges often differ. Secondly, famous individual Freemasons have always held views that span the political spectrum and show no particular pattern or preference. As such, the term "Masonic government" is erroneous; there is no consensus among Freemasons about what an ideal government would look like. The movement consisted of advocates of freethought , secularism , liberalism , republicanism , and gender equality , recruited from the German Masonic Lodges , who sought to teach rationalism through mystery schools. In , the order was infiltrated, broken up and suppressed by the government agents of Charles Theodore, Elector of Bavaria , in his preemptive campaign to neutralize the threat of secret societies ever becoming hotbeds of conspiracies to overthrow the Bavarian monarchy and its state religion , Roman Catholicism. The Illuminati were accused of being subversives who were attempting to secretly orchestrate a revolutionary wave in Europe and the rest of the world in order to spread the most radical ideas and movements of the Enlightenmentâ€” anti-clericalism , anti-monarchism , and anti-patriarchalism â€”and to create a world noocracy and cult of reason. During the 19th century, fear of an Illuminati conspiracy was a real concern of the European ruling classes , and their oppressive reactions to this unfounded fear provoked in the very revolutions they sought to prevent. American evangelist Gerald Burton Winrod and other conspiracy theorists within the fundamentalist Christian movement in the United Statesâ€”which emerged in the s as a backlash against the principles of Enlightenment secular humanism , modernism , and liberalismâ€”became the main channel of dissemination of Illuminati conspiracy theories in the U. The text purports to be the minutes of the secret meetings of a cabal of Jewish masterminds, which has co-opted Freemasonry and is plotting to rule the world on behalf of all Jews because they believe themselves to be the chosen people of God. The Protocols reflect themes similar to more general critiques of Enlightenment liberalism by conservative aristocrats who support monarchies and state religions. The interpretation intended by the publication of The Protocols is that if one peels away the layers of the Masonic conspiracy , past the Illuminati , one finds the rotten Jewish core. There is general agreement that Russian-French writer and political activist Matvei Golovinski fabricated the text for Okhrana , the secret police of the Russian Empire , as a work of counter-revolutionary propaganda prior to the Russian Revolution , by plagiarizing, almost word for word in some passages, from The Dialogue in Hell Between Machiavelli and Montesquieu , a 19th-century satire against Napoleon III of France written by French political satirist and Legitimist militant Maurice Joly. They speculated that this secret society was working behind the scenes to establish a theocratic " United States of Europe ". Politically and religiously unified through the imperial cult of a Merovingian Great Monarch â€”supposedly descended from a Jesus bloodline â€”who occupies both the throne of Europe and the Holy See , this "Holy European Empire" would become the hyperpower of the 21st century. Although it is hard to determine whether the conspiracy-minded actually believe this or are simply trying to sanitize a discredited text, skeptics argue that it does not make much difference, since they leave the actual, antisemitic text unchanged. The result is to give The Protocols credibility and circulation. In his first will, written in at the age of 23, he expressed his wish to fund a secret society known as the Society of the

Elect that would advance this goal: Established in , the original goal of the trust fund was to foster peace among the great powers by creating a sense of fraternity and a shared world view among future British, American, and German leaders by having enabled them to study for free at the University of Oxford. To this end, Curtis founded the Royal Institute of International Affairs in June and, with his book *The Commonwealth of God*, began advocating for the creation of an imperial federation that eventually reannexes the U. The Council on Foreign Relations began in with a group of New York academics who were asked by President Woodrow Wilson to offer options for the foreign policy of the United States in the interwar period. Originally envisioned as a group of American and British scholars and diplomats, some of whom belonging to the Round Table movement, it was a subsequent group of New York financiers, manufacturers and international lawyers organized in June by Nobel Peace Prize recipient and U. It is a private organization established to foster closer cooperation among the United States, Europe and Japan. In the s, right-wing populist individuals and groups with a paleoconservative worldview, such as members of the John Birch Society , were the first to combine and spread a business nationalist critique of corporate internationalists networked through think tanks such as the Council on Foreign Relations with a grand conspiracy theory casting them as front organizations for the Round Table of the "Anglo-American Establishment " , which are financed by an "international banking cabal" that has supposedly been plotting from the late 19th century on to impose an oligarchic new world order through a global financial system. Anti- globalist conspiracy theorists therefore fear that international bankers are planning to eventually subvert the independence of the U. Cleon Skousen and New Left Carl Oglesby to substantiate this view, even though Quigley argued that the Establishment is not involved in a plot to implement a one-world government but rather British and American benevolent imperialism driven by the mutual interests of economic elites in the United Kingdom and the United States. Quigley also argued that, although the Round Table still exists today , its position in influencing the policies of world leaders has been much reduced from its heyday during World War I and slowly waned after the end of World War II and the Suez Crisis. Today the Round Table is largely a ginger group , designed to consider and gradually influence the policies of the Commonwealth of Nations , but faces strong opposition. Furthermore, in American society after , the problem, according to Quigley, was that no elite was in charge and acting responsibly. He saw a conspiracy plot that was "international in scope, generations old in planning, and incredibly evil in intent. For more than a century ideological extremists at either end of the political spectrum have seized upon well-publicized incidents The statement, however, is taken at face value and widely cited by conspiracy theorists as proof that the Council on Foreign Relations uses its role as the brain trust of American presidents, senators and representatives to manipulate them into supporting a New World Order in the form of a one-world government. In a 13 November interview with Canadian journalist Benjamin Fulford, Rockefeller countered that he felt no need for a world government and wished for the governments of the world to work together and collaborate. He also stated that it seemed neither likely nor desirable to have only one elected government rule the whole world. He criticized accusations of him being "ruler of the world" as nonsensical. Shoup, argue that the Council on Foreign Relations is an " imperial brain trust" which has, for decades, played a central behind-the-scenes role in shaping U. William Domhoff , argue that it is in fact a mere policy discussion forum [53] which provides the business input to U. All the council does is sponsor discussion groups, debates and speakers. As far as being secretive, it issues annual reports and allows access to its historical archives. Wells promoted cosmopolitanism and offered blueprints for a world revolution and world brain to establish a technocratic world state and planned economy. When we attempt to evaluate its promise, we have to bear in mind the distress of a generation or so of malcontents, many of them quite gallant and graceful-looking people. However, despite the popularity and notoriety of his ideas, Wells failed to exert a deeper and more lasting influence because he was unable to concentrate his energies on a direct appeal to intelligentsias who would, ultimately, have to coordinate the Wellsian new world order. According to Bailey, a group of ascended masters called the Great White Brotherhood works on the " inner planes " to oversee the transition to the New World Order but, for now, the members of this Spiritual Hierarchy are only known to a few occult scientists, with whom they communicate telepathically , but as the need for their personal involvement in the plan increases, there will be an "Externalization of the Hierarchy" and everyone will know

of their presence on Earth. By this logic, anything that is not Christian is by definition actively and willfully anti-Christian. Skeptics argue that the connection of conspiracy theorists and occultists follows from their common fallacious premises. First, any widely accepted belief must necessarily be false. Second, stigmatized knowledge—what the Establishment spurns—must be true. The result is a large, self-referential network in which, for example, some UFO religionists promote anti-Jewish phobias while some antisemites practice Peruvian shamanism.

Chapter 3 : Robotech - Southern Cross - New World Order

New World Order has 30 ratings and 0 reviews: Published March 1st by Palladium, pages, Paperback.

I first encountered it in junior high school, where I encountered some other young gamers and I first mistook the books for Battletech books. I had seen episodes of the show, of course, but only sporadically, as it was not played on the air for any of the broadcast channels I had access to in my youth in central Arkansas. Nevertheless, as soon as I got a chance to look the books over, I was enthralled. Giant robots fighting giant aliens? This, to me, was incredibly cool. Looking back on it now, I could tell we had a lot of trouble making Robotech work as a game. For one thing, none of my friends or I had any real-world military experience. Quite a distant perspective! The Core Book As the battle goes on we feel stronger Secondly, the Robotech license itself is a fairly tangled web, ensnaring at least three very different anime shows and multiple games for example, Battletech amongst the legal issues involved. Even in the modern era, America has not received anything new related to Macross as just one example in decades due to the copyright wrangling that is still ongoing over pieces of the Robotech puzzle. I am compelled to point out my ground rules of the blog: With those out of the way, on to the review. Also, the cover has a small but noticeable mistake: Entirely forgivable, but worth mentioning. Another important thing to mention up front is the amazing artwork: I remember trying again and again to figure out how Kevin had drawn the Veritechs so well, with his distinct curve of their leg nacelles and the glassy texture of the optics. One would imagine that, in an RPG about giant robots and drama and romance and defending earth against invaders, the example of play would have something to do with all of that. The example of play is about you, as Rick Hunter, confronted with a mugging. A micronized Zentraedi is threatening a janitor and demanding money. Page 5 is all about Hit Points and S. You can whale away all day with a baseball bat on a tank and cause no damage, the book explains in another baffling example. This means that mecha-sized guns, lasers, and missiles do amazing amounts of damage, which is kind of cool. Then we get 3 pages of Insanity rules. Now, granted, some Robotech characters are definitely insane Colonel Edwards comes to mind from the Sentinels but it is hardly a staple of the show. Robotech is in no way related to Call of Cthulhu. So these detailed insanity tables seem exceptionally jarring and out of place. Plus rules for drug addiction! Again, not so much a part of Robotech. What are the available classes? Those are very cool and match what you get in the show. So far my expectations are met nicely. Next we have Communications Engineer. Not exactly military action, definitely not really related to giant robots fighting stuff. Not really exciting or applicable. I suppose I could see someone playing a field scientist, maybe even a mechanic and they can learn to pilot mecha but these choices are really reaching outside the boundaries of your typical military action genre heroes. Guns, gear, and Mecha are the unabashed stars of the show in this book, and it is clear that the game is meant to be played as more of a military simulation than as a drama. Skills, combat rules and gear round out the system portion of the book. Possibly one of its finest features is that it does go into great detail about the mecha and vehicles, lovingly showing the reader many of their systems and cockpits and discussing all the stuff they can do. In many ways, this book does succeed in being a Robotech mecha resource manual in that it really shows you what the Veritech fighters look like and how they work. You barely get a page and a half about who the Zentraedi are and what they want. We get a page and a half on the reconstruction of Earth and about the same length about the various remaining regions and conditions on Earth. To say that this book presents very little about Robotech is an understatement of massive proportion. Looking on the bright side, I do owe this book a great debt in that it caused me to seek out any and all information about Robotech that I could find. I found a lot to like about the Macross Saga and Robotech in general. Unfortunately, the Robotech RPG covers only a handful of these ideas, and even those are just briefly touched on in favor of more guns, more mecha, and more combat rules. For another perspective, check out the RPG. Some, such as the Southern Cross and Invid Invasion books detailing the second and third chapters of Robotech, respectively were quite good overall. Others, such as New World Order and Return of the Masters, attempted to flesh out the setting with more information on the situation on Earth with varying results and quality. This book is full of crazy. Unlike previous sourcebooks covering periods of Robotech, the Sentinels

books discuss more of the story and background. Overall, the adventures for the original Robotech RPG line are lackluster at best. The RDF Accelerated Training Program, for example, is basically just a bunch of random encounters, tables to generate bands of enemies, and reprinted material from other books including the superfluous insanity rules. However, Macross II is not really Robotech and, in fact, it is only a parallel universe to the actual Macross Saga that started the whole thing in the first place. The expansions for Macross II featured one sourcebook with additional mecha and bad guys and three volumes of deck plans, in case you wanted to dungeon-crawl your way through an alien ship. I found these to be singularly unimpressive and a disappointing use of the page space. Overall Verdict Note that heads are not to scale. Most of its products leaned heavily towards mecha military action, more of a tactical exercise than really exploring themes or ideas or stories. It helped introduce me to a lifelong love of anime, giant robots, and cool sci-fi stories mixing the two. Also, Robotech really helped Palladium grow in its early years. The brightest spot of all is that Palladium decided not to abandon Robotech and began releasing a new version of the Robotech RPG in with Robotech: Tune in next time for my review of the new and definitely improved!

Open Library is an initiative of the Internet Archive, a (c)(3) non-profit, building a digital library of Internet sites and other cultural artifacts in digital form.

They also target the large refugee populations within the UEG. The gist of the message is that the two super-powers are restrictive and oppressive. The EBSIS are described in NWO literature as a dictatorship true which suppresses the unique cultures within its domain also true and forces its refugee population into slave labor not true. The UEG are described as elitist and technocratic, more concerned with their own power and the repression of advanced technology i. Robotech technology that the NWO claims could alleviate the suffering of millions globally. According to some conspiracy theories the NWO is backed by a secret cabal that traces its roots back for decades, possibly pre-dating the Global Civil War. It is generally believed that the NWO in its current form came into being shortly after the departure of the REF Pioneer Fleet and the shakeup in the world government that led to Wyatt Moran taking power. The NWO itself did not reveal itself publicly until after the nuclear destruction of the city of Shanghalla at the end of , though both UEG and EBSIS intelligence agencies were aware of the existence of a third party agitator shortly before that event. Organization The NWO is made up of two parts, a governing political and propaganda wing and a military arm. The military is very well equipped, having been building in secret for years. The military arm is divided mainly into mecha and insurgent operations. The political arm of the NWO was responsible for gather allied factions to the NWO cause, usually in exchange for military support in the form of advanced NWO mecha forces. Equipped with large numbers of mecha the China Quadrant launched a two-pronged offensive, swiftly overwhelming Manchuria Quadrant to the north and expanding into western Indochina. The Islamic Republic restricted its involvement in the war mostly to trying to drive EBSIS forces out of the northeastern African holdings, likely intending to further take control of territory in the Middle East. The Sultanate was born from the largest independent faction operating in Indonesia. With the help of the NWO the faction as able to consolidate power, absorbing or conquering the remaining factions in the area before turning towards UEG controlled New Guinea. The Merchant Republic was an early and covert partner of the NWO, providing valuable military supplies. Confederate States of America: The new Mughal Empire is an Islamic nation created by the unification of the disparate tribes in western India Quadrant areas of the former Pakistan under a single tribal leader who was backed by the NWO. Despite the efforts of the NWO, internal tribal bickering threatens to split this new nation-state. The Kingdom of Kongo, like the Mughal Empire, is a coalition of previously warring tribal factions being held together by a single power broker backed by the NWO. Also like the Mughal Empire, however, internal strife threatens the stability of this particular faction. Nuevo Tahuantinsuyo New Incan Empire: Prior to receiving the backing of the NWO, the independent barony of La Paz in West Brazilia was already on its way to dominating its neighbors in that sector. The military might of the NWO simply sped up the process, allowing the barony to consolidate its power and rename itself as an empire. The Free Nation of Quebec joined the NWO after the open declaration of hostilities, agreeing with the global political principles espoused by the organization. While Quebec did not engage in any direct fighting, the nation did provide resources and safe harbor to the NWO in exchange for technical and military support, including several squadrons of mecha still believed to be in service in the Quebec military.

Chapter 5 : Palladium Books® Weekly Update “ March 21,

Book 7 From Back Cover: RDF mecha vs RDF mecha! A sourcebook for the Robotech RPG (Macross Saga). Two new Occupational Character Classes. Five complete adventures plus scores of adventure ideas.

And more to come in the weeks ahead. There is also a range of limited editions, rare book titles and limited edition hardcovers, toys and more that are all being added to my online store over the next several weeks, so keep an eye out. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. There are also hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend for new items added. We are working long hours and through the weekends on these matters throughout the month of March. Regrettably, that means everything else is on the back burner. Again, our warm regard and heartfelt thanks to our many supporters. It is presumed to be some sort of colony world and supports human life, but under the strangest conditions. So it is that humans and monsters, the good and the wicked are at constant war with one another. Epic adventure, horror and the supernatural. The Good and the human are represented by the Cathedral. Its Champions of Light include warrior priests, monks, Wormspeakers seers, Symbiotic Warriors, Knights of the Temple, Holy Terrors and the most powerful and heroic of them all, the legendary Apok. Magical Blood Stones and crystals. Created by comic book legends Timothy Truman and Flint Henry. Written by Kevin Siembieda. Includes guilds and societies of assassins like the Order of the Assassins, Ninja and Thugs of India, as well as details about their weapons, tools, poisons, clothing, armor, methods and more. A fan favorite written by Erick Wujcik. The Order of the Assassins. Thugs, the Assassins of India. The Ninja and their weapons, equipment and methods. Written by Erick Wujcik. And jam-packed with a wide array of source material. New cyborgs, new O. The Sovietski faces danger from the high-tech but savage and ruthless Warlords of Russia, the expanding Brodkil invasion sponsored by Mindwerks and the Angel of Death, Werewolves in the north, Gargoyles spilling in from the west, and the coming of the Minion War. This book brings the Russian landscape to life and ready for adventure. See how the Sovietski came into being and where it is going, learn about its soldiers, army, people and their dreams, beliefs, and politics, plus Dead Zones, Spetsnaz Intelligence force, new cyborgs, bionics, and more. Skill Packages and 4 unique D-Bees. Light, Heavy and Superheavy Machines cyborgs, revisited. Cyborg animals for scouting and combat “ new concept. Sovietski war machine “ 18 new vehicles, tanks, aircraft, and more. Bunker creation tables and Dead Zone tables. Overview of the Sovietski, notable cities and places of interest. Notable groups, enclaves, people, many adventure ideas and more. Triax robots, power armor, vehicles, aircraft, and weapons galore. Each volume includes maps and new creatures, large and small, to help or plague player characters. Between them, these two volumes compile all the beasts of Rifts North America unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior from all current World Books and Sourcebooks. In addition, Kevin Siembieda, Chuck Walton and Greg Diaczyk are adding some new monsters to make life in the wilderness interesting. Presented in alphabetical order, with maps showing their range and location, in two big books. Winter releases, both volumes are being worked on simultaneously, right now, so that Volume Two will quickly follow Volume One within weeks. Other volumes, like a Bestiary of Spirits and the Supernatural, are likely to follow. Future volumes will include spirits, ghosts and entities, another on dragons, other volumes on creatures in other parts of Rifts Earth, and so on. Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more. Some new creatures, but most are existing creatures. Updated information where applicable. Updated and uniform stat blocks. A map for every creature showing where it is found. Between them, these two volumes compile all the beasts of Rifts North America unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior from all current World Books and Sourcebooks, plus some new monsters by Siembieda and Walton. Role-playing games are all about expressions of your imagination. Of making ideas, characters and stories come to life. There is no one way to look at things because there are infinite possibilities. Gaming Through

History â€” any game setting. Do not sell history short. There are epic events, battles and mysteries throughout history that would make amazing RPG campaigns. Create adventures that are, in effect, parts of our unknown history. Suitable for use with any Palladium RPG. A monster that calls itself Fenrik. Oslo overview, notable people and places, vehicles, gear, and adventure ideas. An exciting look at a unique crime-fighter. Game Master tips, suggestions and alternative rules. News, coming attractions, product descriptions and more. It presents four interrelated towns off the beaten path in the Pecos Empire. Each with its own unique character and problems. All fun locations to visit and find adventure and trouble. Something dark and deadly is brewing in the middle of Nowhere, where experimental Techno-Wizard devices and weapons offer prosperity, but could be the doom of everyone living there. New Techno-Wizard weapons and devices. Experimental Techno-Wizard items that call upon entropy and death. Dark magic, madness, and deadly secrets spawn dangerous adventures. Many adventure ideas, Non-Player Characters, and fun. Written by Brett Caron. Additional text and ideas by Kevin Siembieda. Survivor colonies finding a way to live and prosper in the big city. Conventional wisdom says that living in the big population centers is impossible. These survivors prove otherwise. Old and new O. Skyscraper communities and life on the rooftops. Cults â€” the new power in the city. Gangs, street runners, the new underground, and more. Take your zombie campaign to new heights! Interior art by Nick Bradshaw. Adaptable to other Palladium settings. Convention Calendar Palladium Open House â€” April , â€” Westland, Michigan Palladium creators under one roof, running gaming events, panel talks and fun. See full description elsewhere in the Update or in the online store description. And maybe a few other Palladium writers and artists. The usual Palladium crew will be present at the Palladium booth to chat and sign books. Copyright Palladium Books Inc. This press release may be reprinted, reposted, linked and shared for the sole purpose of advertising, promotion and sales solicitation.

Chapter 6 : Robotech (role-playing game) - Wikipedia

Auto Suggestions are available once you type at least 3 letters. Use up arrow (for mozilla firefox browser alt+up arrow) and down arrow (for mozilla firefox browser alt+down arrow) to review and enter to select.

The initial five volumes were written by Kevin Siembieda. Books seven, eight, and all but one of the adventure books took place during or shortly after the Macross segment. The two "Robotech II" books also took place after Macross. Other Palladium regulars and freelance authors contributed to the later sourcebooks and adventure books. Illustrations consisted of line art taken from original Japanese source material in addition to new black-and-white line art done by Palladium artists such as Kevin Long. Palladium also published Macross II: Several of the sourcebooks covered different parts of the world during or shortly after the Macross era, where there was the most room for expansion. Where McKinney followed Scott Bernard and the others in their search for Admiral Rick Hunter, leaving behind a peaceful planet earth, Palladium posited the Invid returning to earth a few months after they were driven away. Return of the Masters, set in Asia, features a system of gladiatorial mecha martial arts combat called Mecha Su-Dai. The Sentinels RPG also diverged in some respects from the story covered in the Sentinels novels and comic books, having been developed independently based on the same incomplete source material provided by Harmony Gold. Percentile dice two ten-sided dice, one read as a tens column and the other as a ones column are used for skill resolution. The Robotech RPG introduced the concept of mega-damage "super" hit-points that are equivalent to ordinary-person hit points to simulate the toughness of the heavily armored mecha. Inaccuracies[edit] The creators of the Robotech RPG originally lacked access to the complete source material, working against deadlines based on what could be seen from show footage and limited-scope translations. The confusion is particularly strong in Southern Cross, where the many humanoid robots, battloids, and suits of armor are often confused for one another. Second edition [edit] In Palladium reacquired the Robotech license, coinciding with the DVD release of the animated feature film Robotech: The game was released under the new title Robotech: The funded game was scheduled to ship in December , [4] but was eventually delayed. As of September the game had begun to be shipped, with Wave 1 shipping expected to continue throughout the fall. Partial delivery of the Kickstarter rewards had been in progress since 3Q through 1Q Despite all claims and given the history so far of Palladium Books regarding delivery dates, there had been no real evidence shown of any progress on the rest of the miniatures and no clue on a time frame as noted starting in the updates to the project from 30 Jan as the entire "Wave 1" line was put through preproduction starting after the delivery date was missed. What was delivered so far was substandard in quality compared to even low end wargame miniatures manufacturers. This was noted by multiple miniature wargaming sites and model builders, such as talkwargaming, [5] theminiaturespage forums [6] where use of scale model rather than game miniature manufacturing processes was noted , and deltavector, [7] whose summary reads: Basically, the miniatures are all like mini 1: Hobbyists - who enjoy assembling stuff are better off with large, detailed kits? There is a ridiculous amount of parts for such tiny models - a Valkyrie battleoid the same size as a 28mm mini comes in 16 pieces. Archived from the original mp3 on

Chapter 7 : Robotech - RPG Dynamite

From publisher blurb: Set in the era before Southern Cross, the fledgling Armies of the Southern Cross work with the RDF to restore peace and rebuild civilization after the first Robotech War.

Chapter 8 : Robotech RPG Modules (25 books)

Find helpful customer reviews and review ratings for New World Order (Robotech Sourcebook #7) at www.nxgvision.com Read honest and unbiased product reviews from our users.

Chapter 9 : New World Order (Robotech Sourcebook #7) by Kevin Hassall

New World Order Up front, the New World Order is a political and military (some would say terrorist) organization dedicated to the abolition of the UEG and EBSIS and the creation of a more open (and in their words, true) One World Government.