

THE · MASTERPIECE · COLLECTION™



NEW GENERATION

INSTRUCTION
MANUAL

Volume · 1

R A N D

VFB-9H

ROBOTTECH[®]

NEW GENERATION

At the turn of the millennium, the human race discovered that we were not alone in the universe when an abandoned alien vessel crashed into the Earth. Anticipating extra-terrestrial invasion, the United Earth Government quickly appropriated the ship's advanced alien technology, known as ROBOTTECH, and constructed transforming Veritech Fighters to defend the planet.

Nevertheless, decades of war against the Zentraedi and the Robotech Masters exhausted the United Earth Defense Forces, which finally fell to a great invasion by the mysterious Invid. Determined to reclaim the Earth, Admiral Hunter's Robotech Expeditionary Force developed the awesome new Veritech Beta Fighter to match the firepower of any Invid menace. Introduced during the 3rd Robotech War, the blue "H" variant was typically assigned to senior officers.

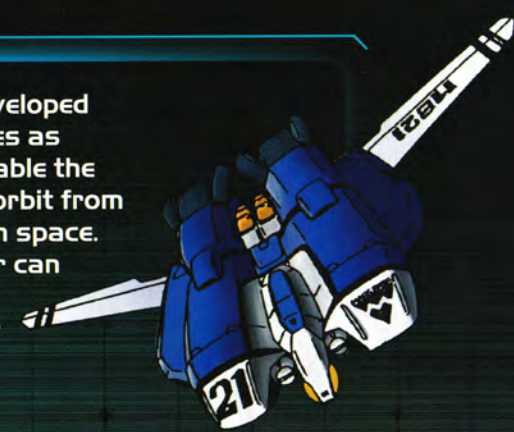
Rand is a scrappy and independent survivor who has managed to live off the land and avoid capture by the Invid. Orphaned since the Invid Invasion, he has abandoned his inherited name and joins Scott Bernard's mission to reach the Invid stronghold at Reflex Point. This becomes a voyage of growth and self-discovery as Rand learns to cope with a ragtag group of freedom fighters who join the expedition.

Rand's self-taught nature complements the team as he reluctantly becomes young Annie's protector and is the first to discover Marlene, actually an Invid simulagent named Ariel. Rand turns out to be a gifted combat soldier, but his true foil is Rook Bartley, who is more like a snarky rival than a companion. However, when they discover their feelings for one another on the battlefield, Rand becomes totally dedicated to her and the team.



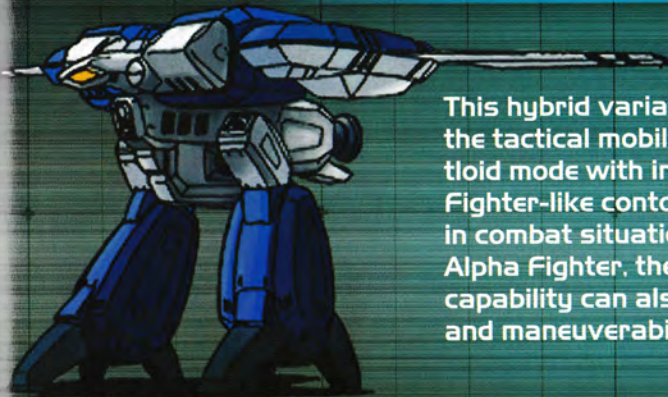
FIGHTER MODE

The Veritech Beta Fighter was developed by the United Earth Defense Forces as an armored booster system to enable the venerable Alpha Fighter to reach orbit from the surface and extend its range in space. This heavily armed fighter-bomber can operate alone or link up in an Alpha-Beta combination to deliver a formidable array of weapons.



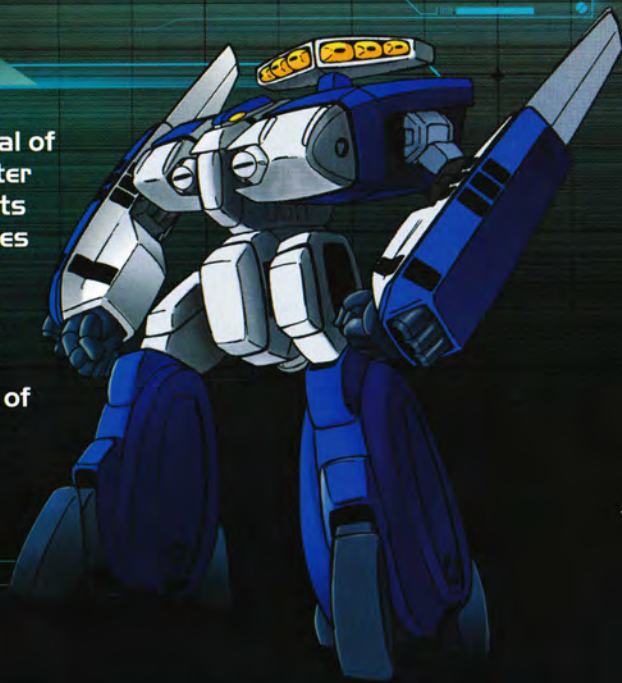
GUARDIAN MODE

This hybrid variation combines some of the tactical mobility provided by Battloid mode with increased velocity and Fighter-like control for greater flexibility in combat situations. Linked with an Alpha Fighter, the Beta's VTOL thrust capability can also enhance acceleration and maneuverability.

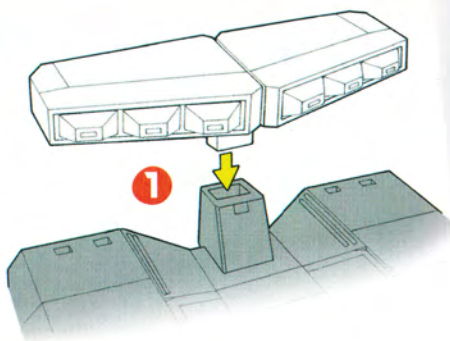
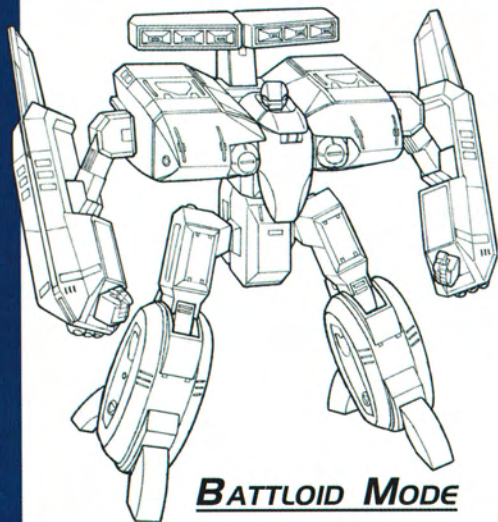


BATTLOID MODE

The full battlefield potential of the standalone Beta Fighter is realized in this mode. Its massive arsenal of missiles is suitable for leading a heavy assault against airborne targets while its generous bomb bay can carry up to 4 metric tons of ordinance to take on surface targets.

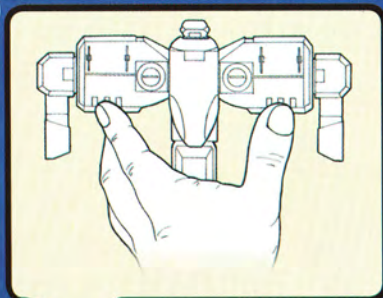


Transformation Sequence

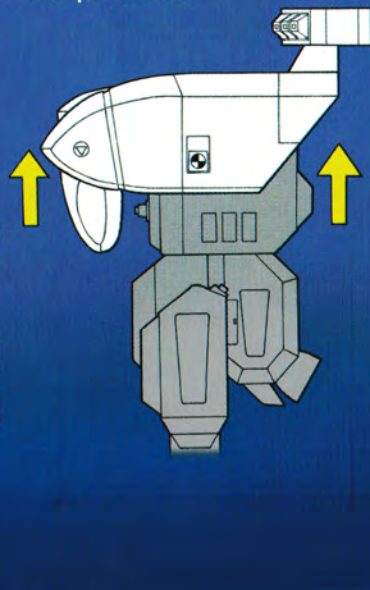


• Attach missile pod.

2

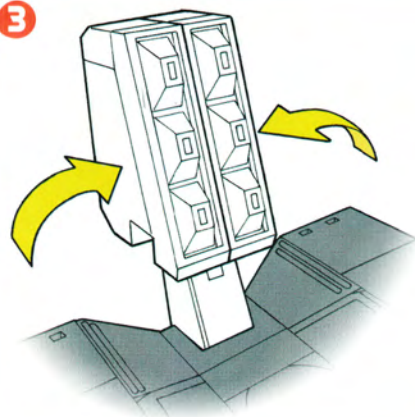


Place the head in center position.



Hold the body firmly by the back, place your other hand underneath the body, and lift up.

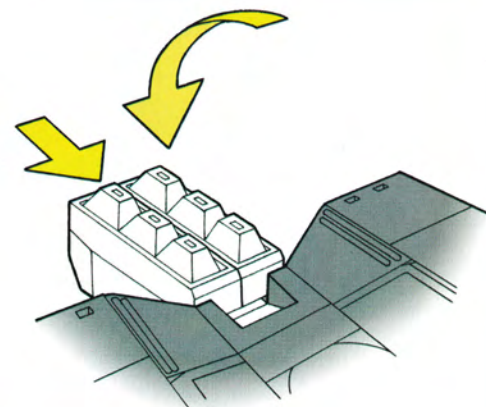
3



Fold halves of missile pod together.

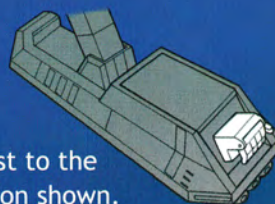
4

Swing missile pod back. Push in.

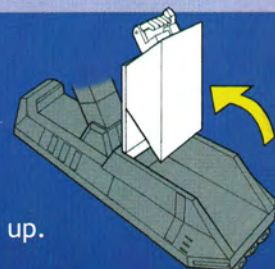


5

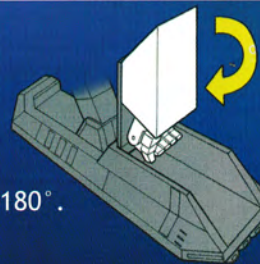
Set fist to the position shown.



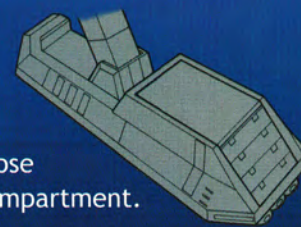
Flip up.



Turn 180°.

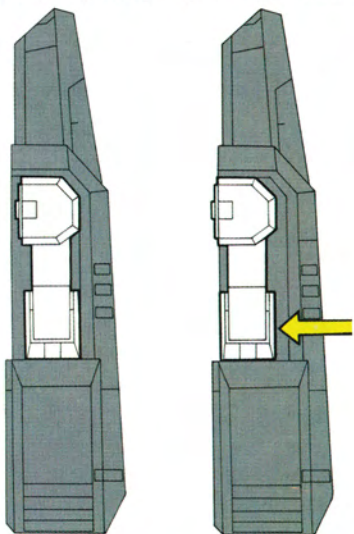


Close compartment.



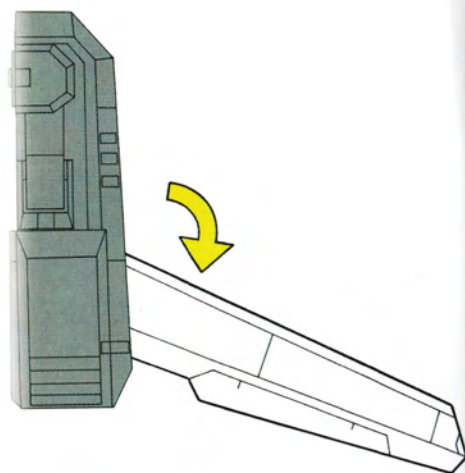
6

(BATLLOID MODE) (FIGHTER MODE)



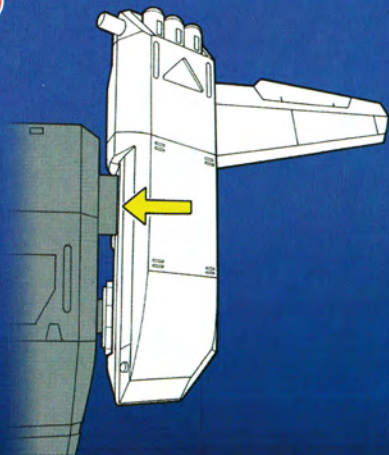
Slide elbow joint to the outer side for fighter mode.

7



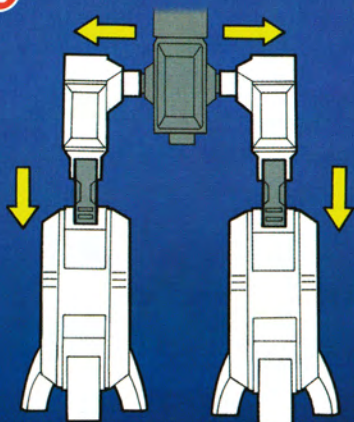
Fold wings out.

8



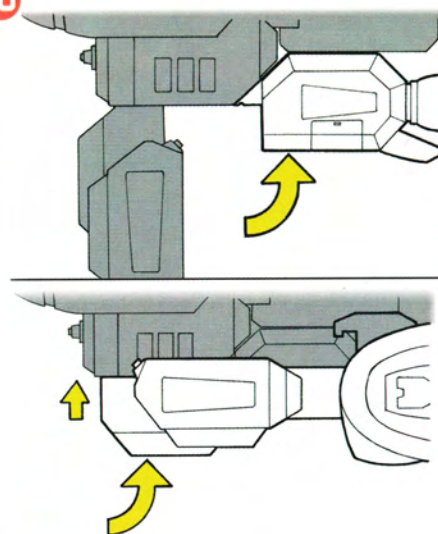
• Swing arm back then lock into position.

9



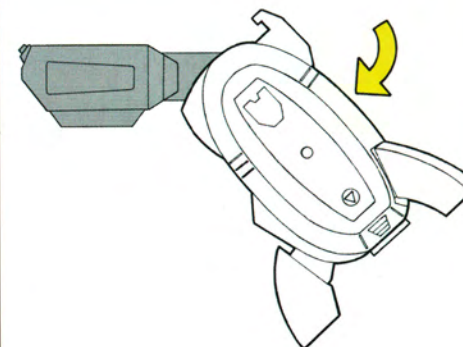
• Extend hip joints outward.

10



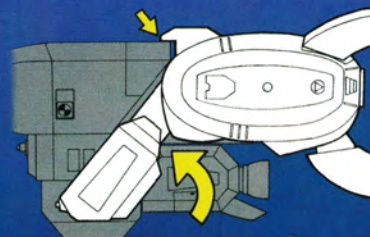
- Swing back rear thruster.
- Swing back hip section parallel to body.
- Push up.

11



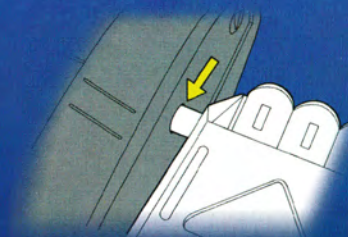
- Bend knee joint down.

12



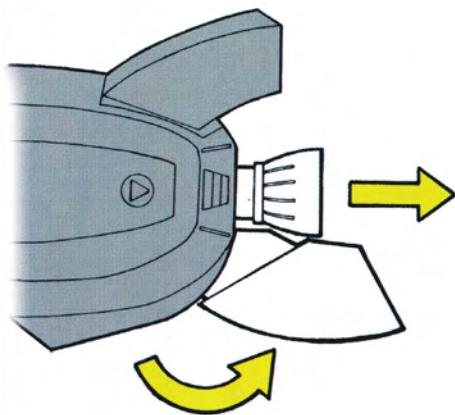
- Swing leg upward into position
- Lock leg to upper body as shown.

13



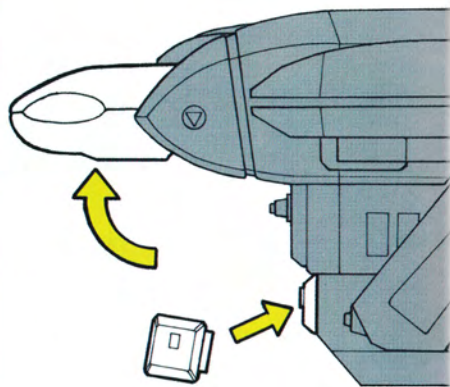
- Connect the leg and arm parts together

14



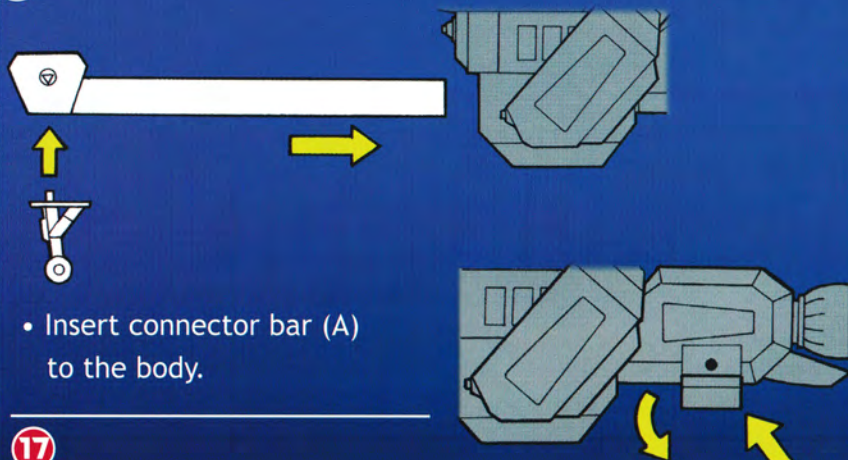
- Extend the thruster nozzle.
- Move feet back.

15



- Swing cockpit up.
- Optional plug cover is used for guardian mode.

16



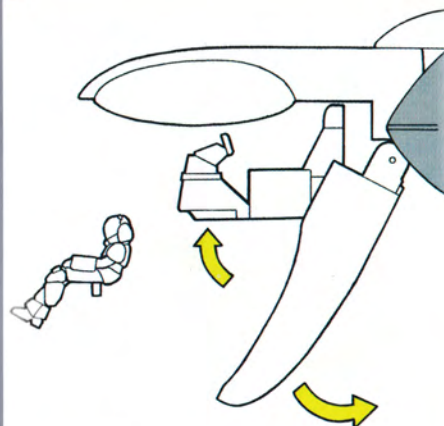
- Insert connector bar (A) to the body.

17

- Open rear hatch.
- Attach rear landing gear.

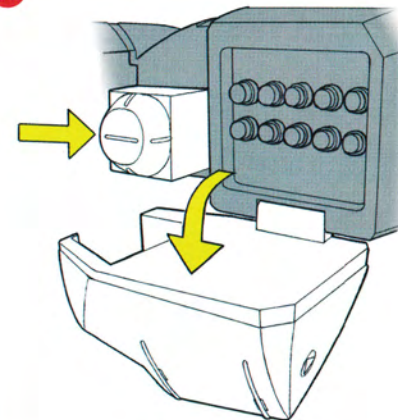


18



- Open cockpit and place the pilot figure inside.

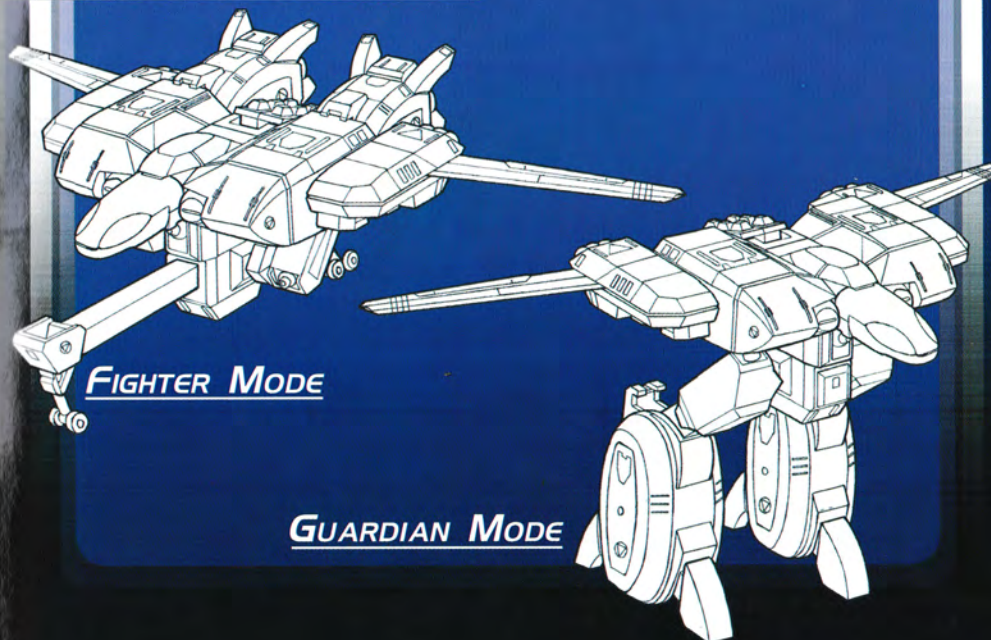
19



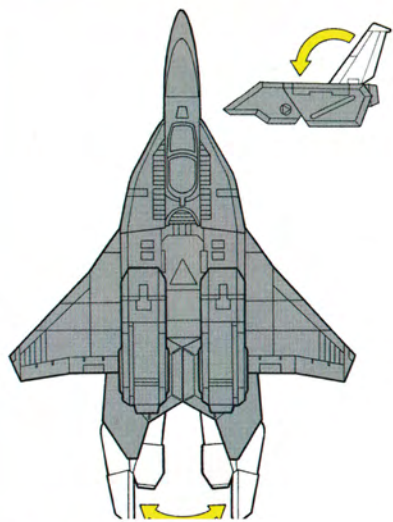
To open missile compartment:

- Push box in.
- Open hatch.
- Use slide lever on the underside of chest to push box out.

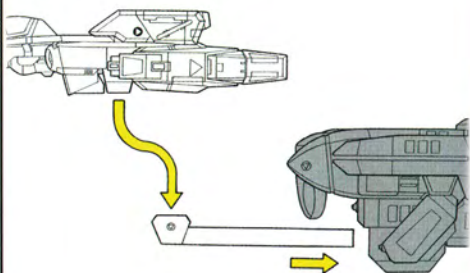
Transformation Complete



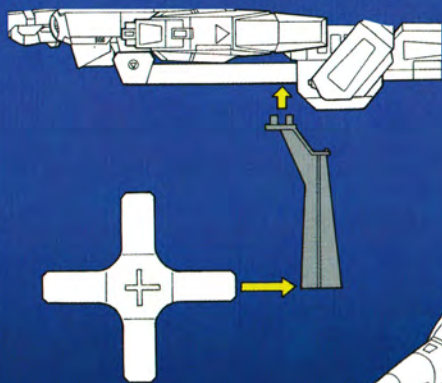
Alpha + Beta Link-Up Mode



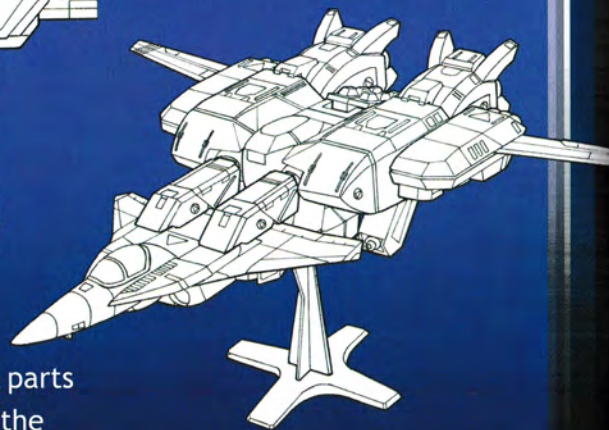
- Fold down tail wings.
- Open thrusters outward.



- Connect Alpha fighter to support bar (A).
- Insert into Beta fighter.

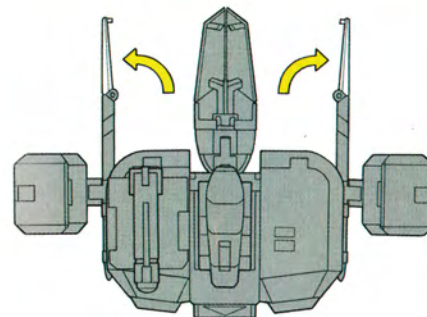


- Connect the base stand parts together and attach to the bottom of the support bar.

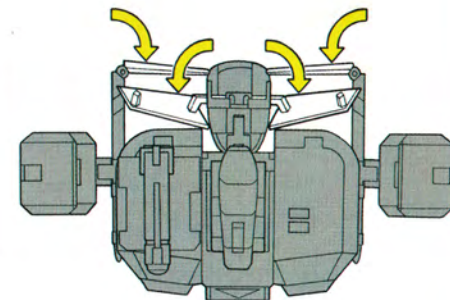


Fighter Mode Link-Up Complete

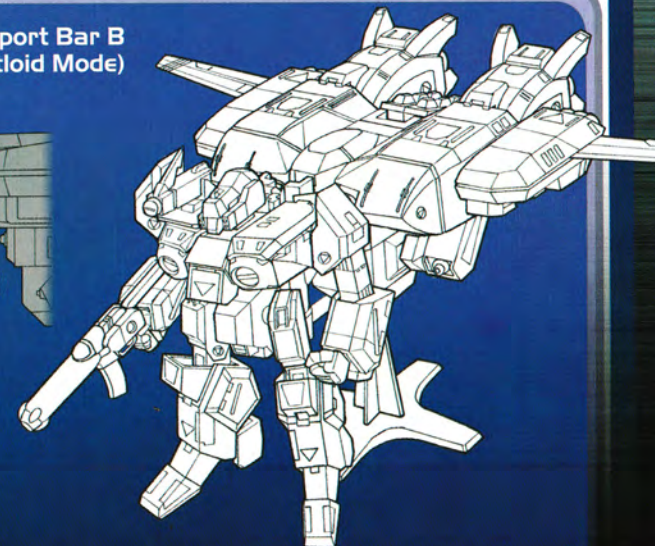
Alpha + Beta Link-Up Alpha Robot Mode



- Unfold wings from back of Alpha fighter.
- Unfold nose wings.
- Fold wings back into position.

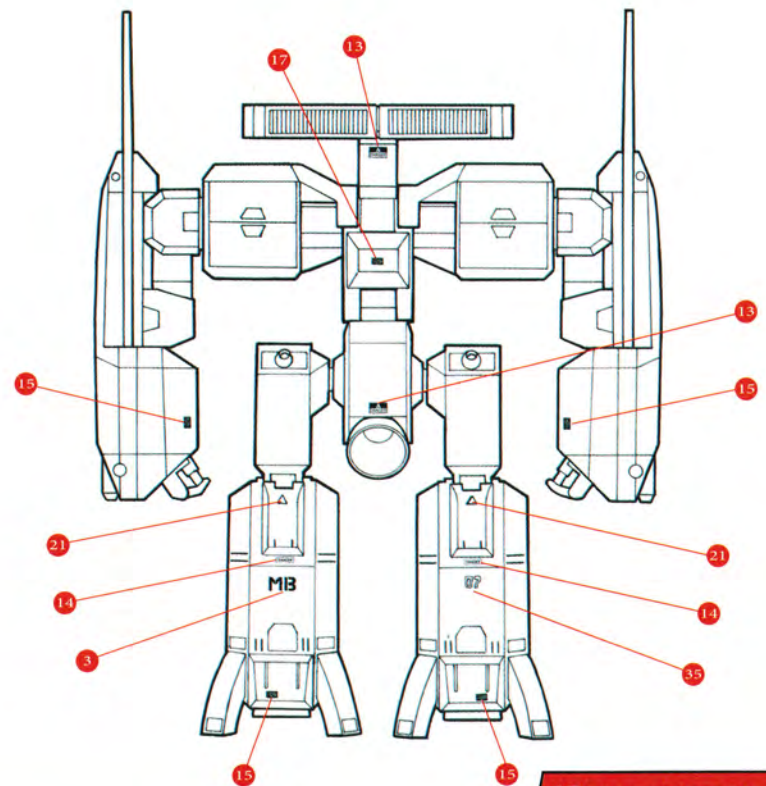
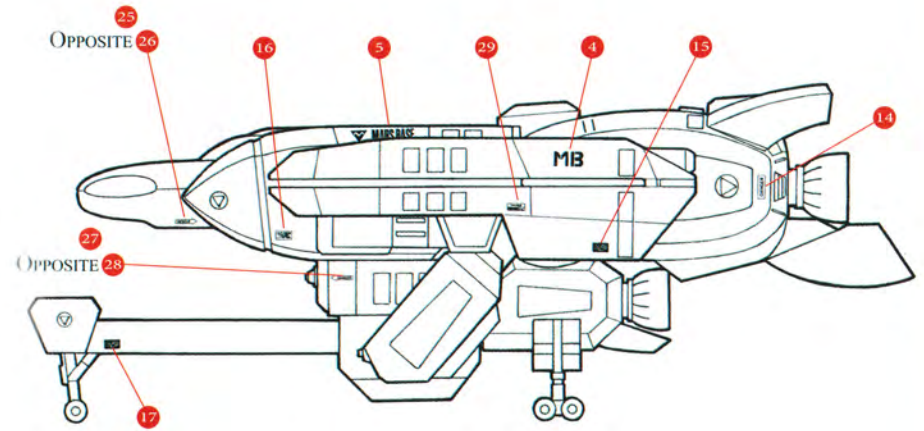
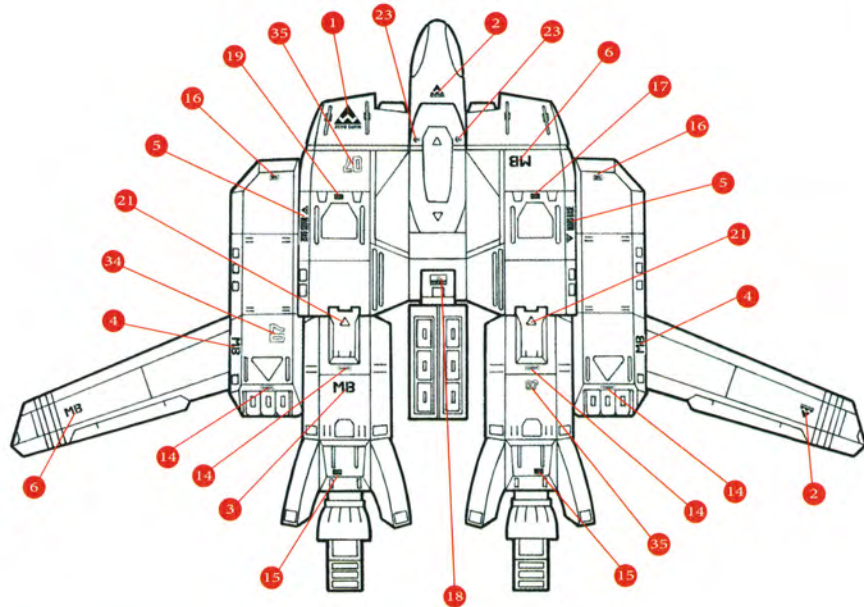
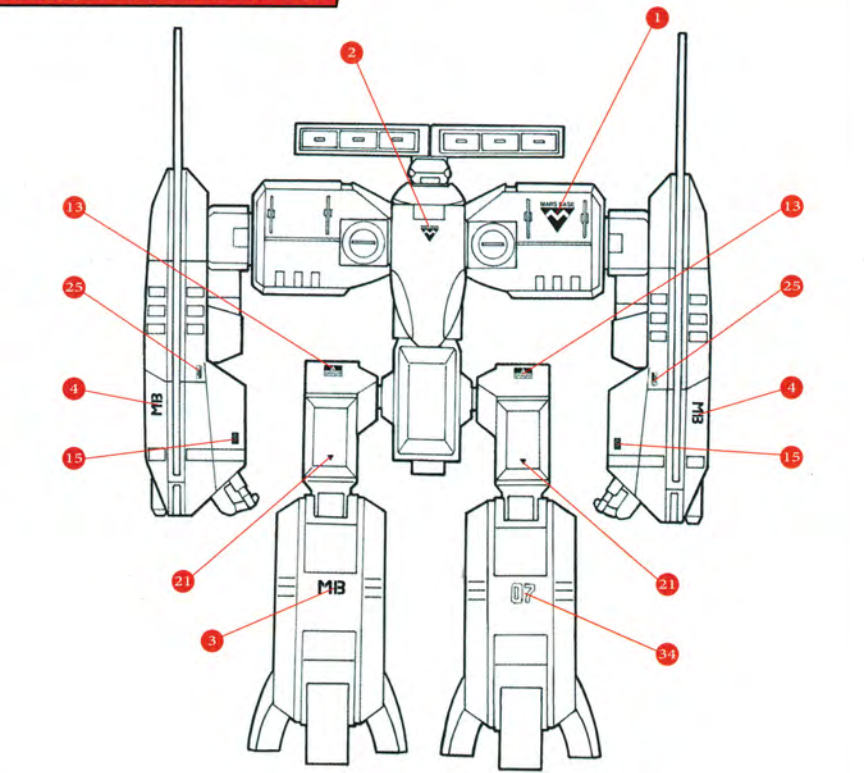


- Place Alpha Battloid mode onto support bar and insert into Beta fighter.
- Attach display stand.



Battloid Mode Link-Up Complete

STICKER APPLICATION



*EXTRA STICKERS FOR ADDED DETAIL

COMING SOON!



VOLUME 2 - VFB-9Z
BETA FIGHTER

*ALPHA FIGHTER SOLD SEPARATELY.



VOLUME 3 - VFB-9I
BETA FIGHTER



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