

THE · MASTERPIECE · COLLECTION®



NEW GENERATION

INSTRUCTION
MANUAL

Volume · 3

LUNK

VFB-9I

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 green "I" variant was the standard model assigned to most of the rank-and-file pilots.

Known by his friends as "*Lunk*," Jim Austin is a biomaintenance engineer from the Robotech Expeditionary Force. He returned to Earth to fight off the Robotech Masters, only to be overrun by the Invid Invasion.

After his ground unit is ambushed by the Invid, Jim realizes that he and his best friend Nader are the only survivors. With the Invid focusing their attack towards his ill-fated comrade, Jim loses his nerve and flees the scene, leaving his friend to certain doom.

Jim is ashamed of his desertion and goes by his nickname Lunk to hide his past. When he later witnesses Scott Bernard and Rook Bartley willingly risking themselves to defend others, Lunk's sense of duty is reawakened. He then joins the group on their mission to reach the Invid stronghold at Reflex Point, and helps find and maintain mecha, such as the Beta Fighter, along the way.



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.

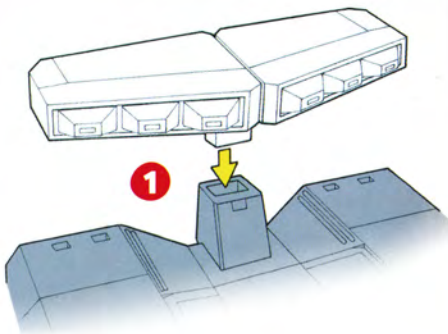
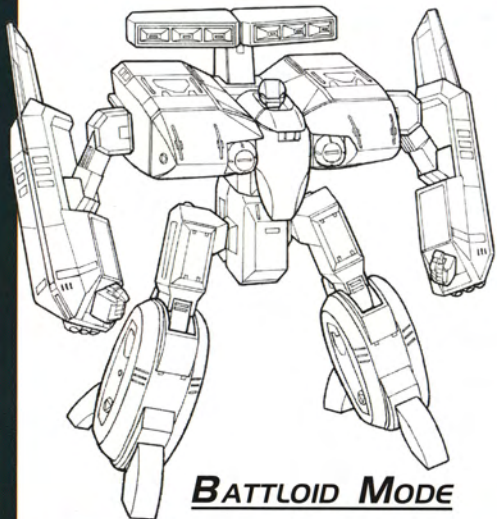


BATTOID MODE

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.

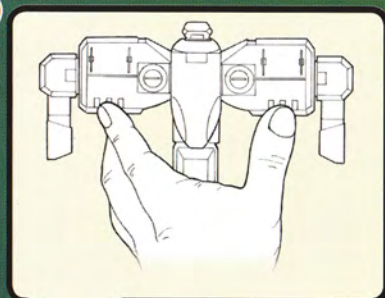


Transformation Sequence

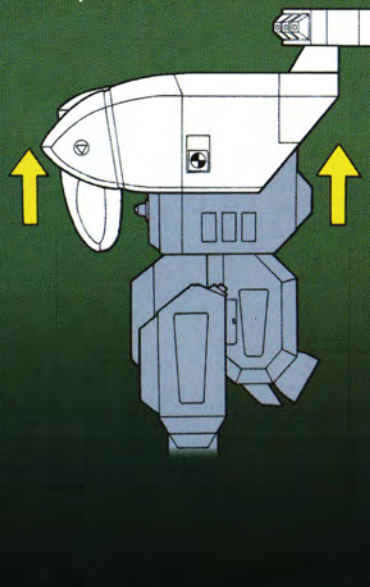


• Attach missile pod.

2

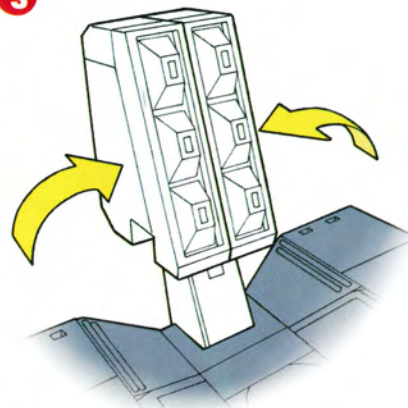


Place the head in center position.



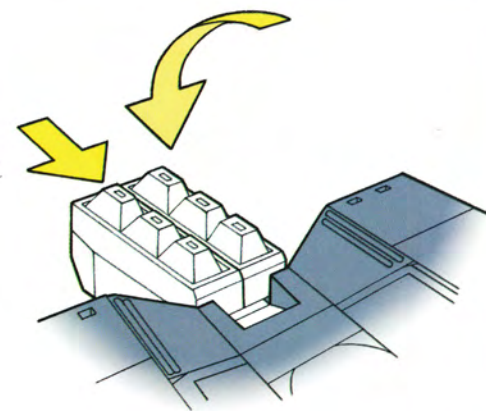
Hold the body firmly by the back, place your other hand underneath the body, and lift up.

3



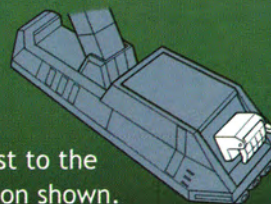
4

Swing missile pod back. Push in.

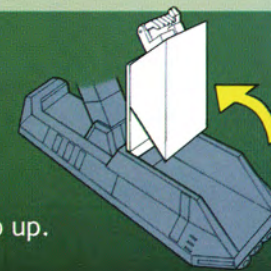


5

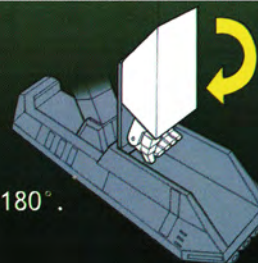
Set fist to the position shown.



Flip up.



Turn 180°.

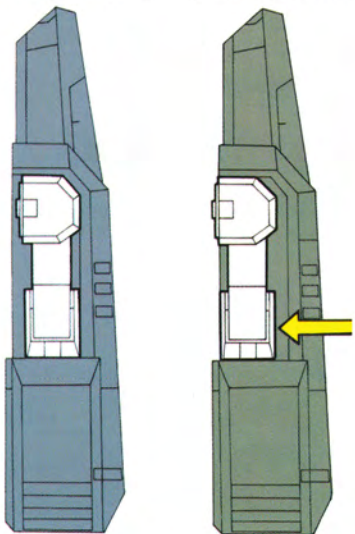


Close compartment.



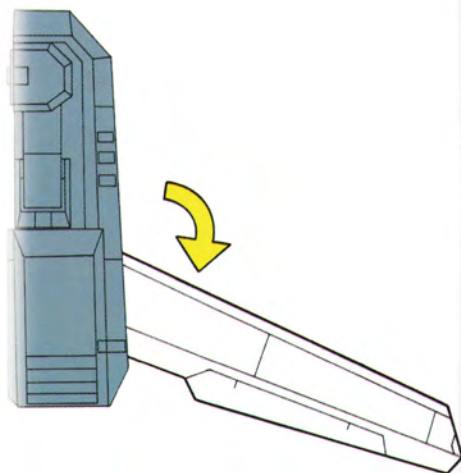
6

(BATTLROID MODE) (FIGHTER MODE)



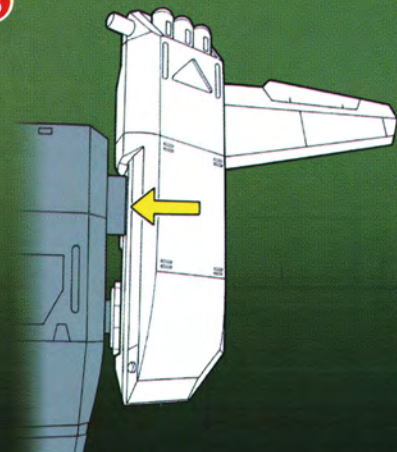
Slide elbow joint to the outer side for fighter mode.

7



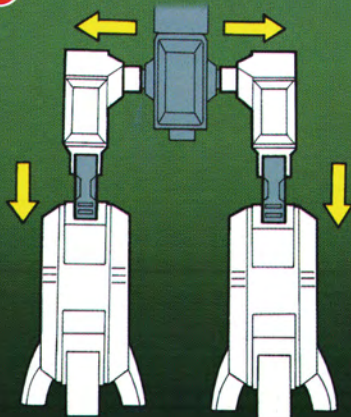
Fold wings out.

8



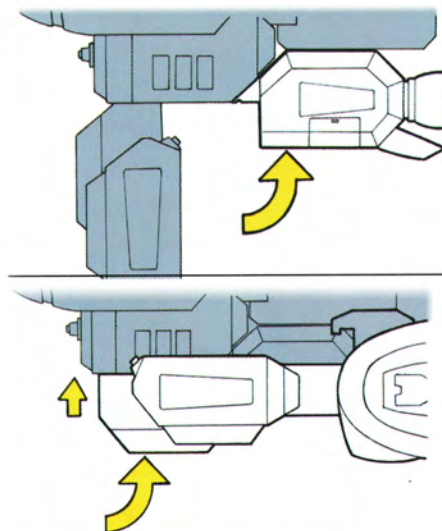
- Swing arm back then lock into position.

9



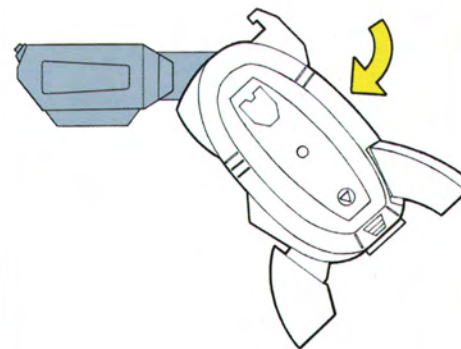
- Extend hip joints outward.

10



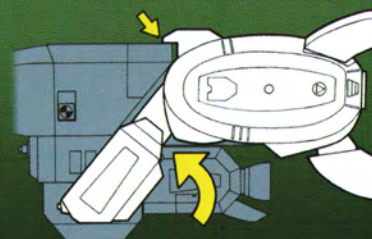
- Swing back rear thruster.
- Swing back hip section parallel to body.
- Push up.

11



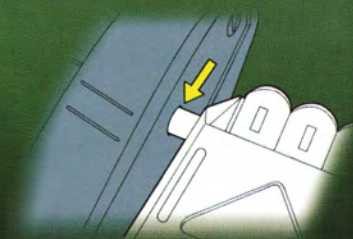
- Bend knee joint down.

12



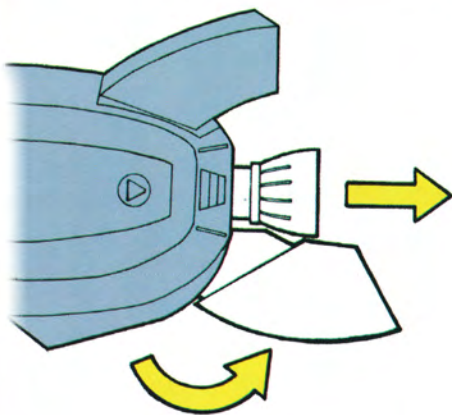
- Swing leg upward into position
- Lock leg to upper body as shown.

13



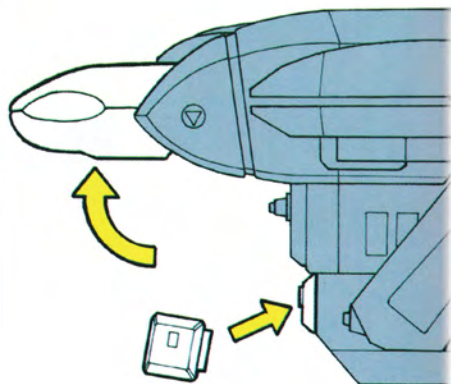
- Connect the leg and arm parts together

14



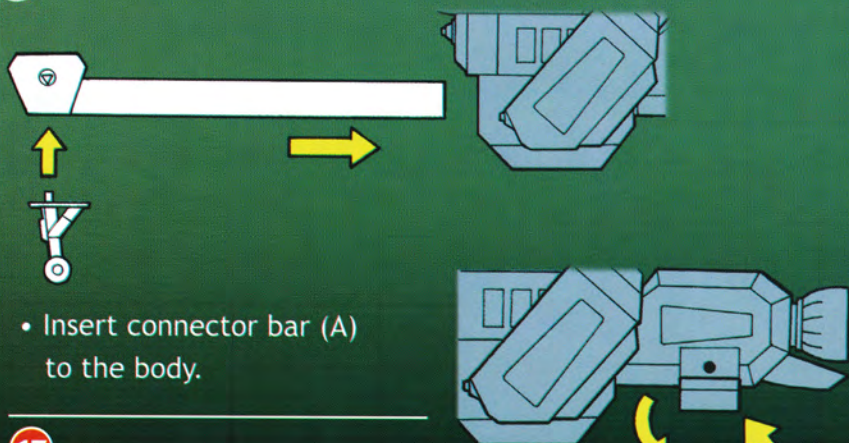
- Extend the thruster nozzle.
- Move feet back.

15



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

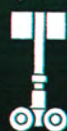
16



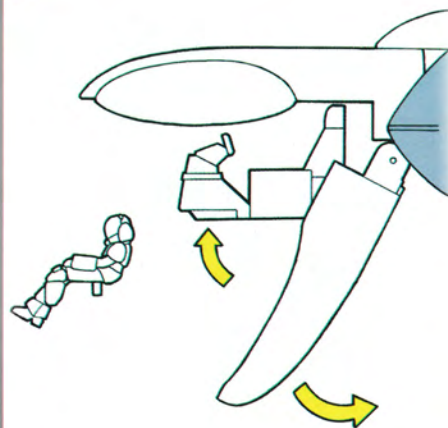
- Insert connector bar (A) to the body.

17

- Open rear hatch.
- Attach rear landing gear.

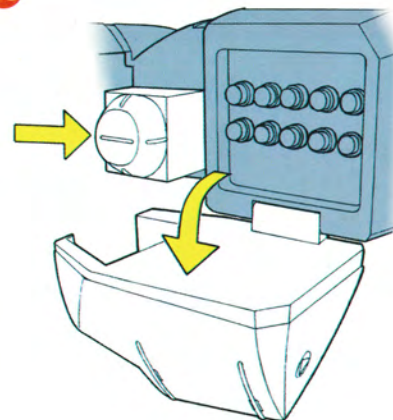


18



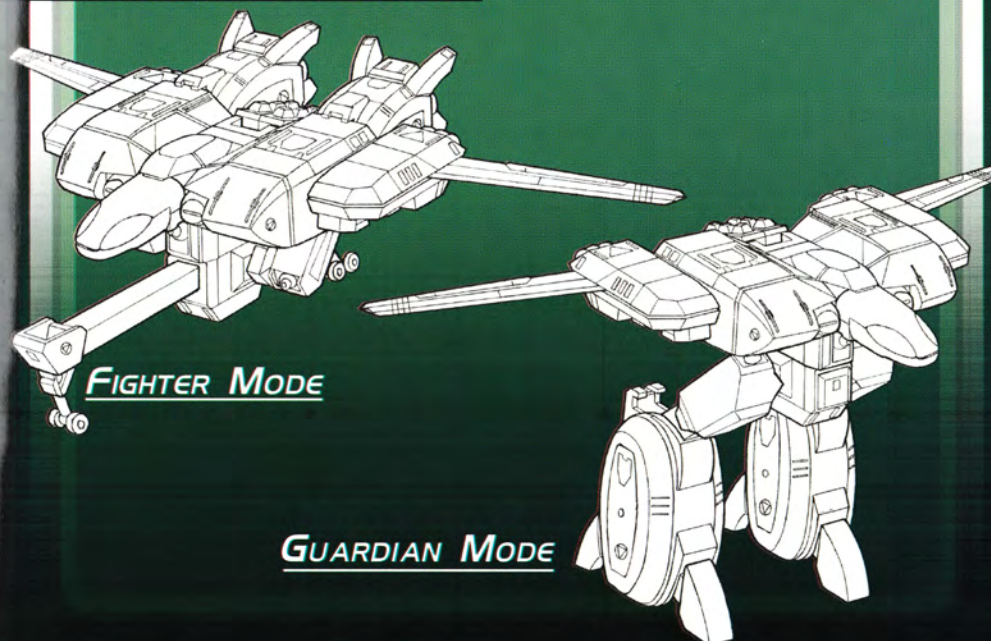
- Open cockpit and place the pilot figure inside.

19

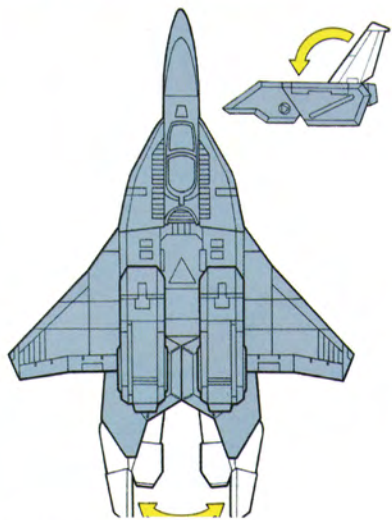


- To open missile compartment:
- Push box in.
 - Open hatch.
 - Use slide lever on the underside of chest to push box out.

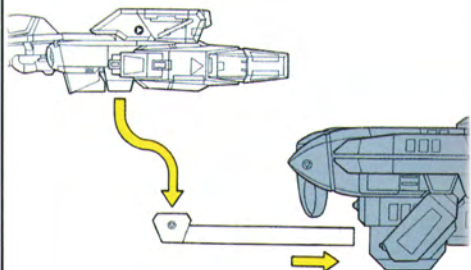
Transformation Complete



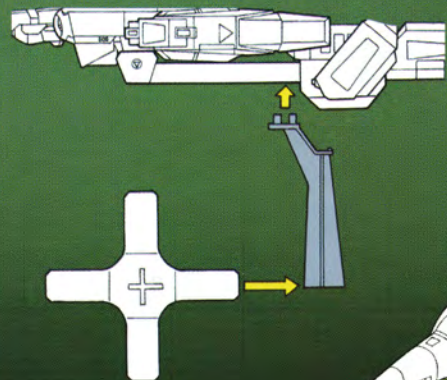
Alpha + Beta Link-Up Mode



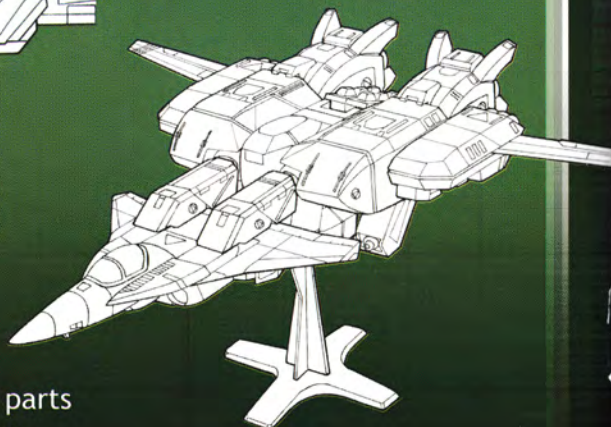
- Fold down tail wings.
- Open thrusters outward.



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

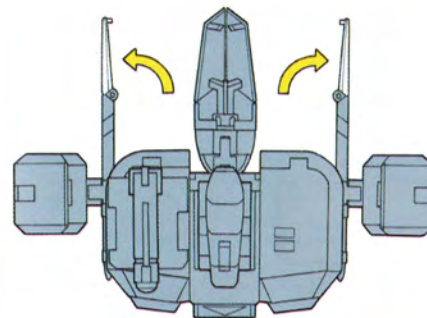


- Connect the base stand parts together and attach to the bottom of the support bar.

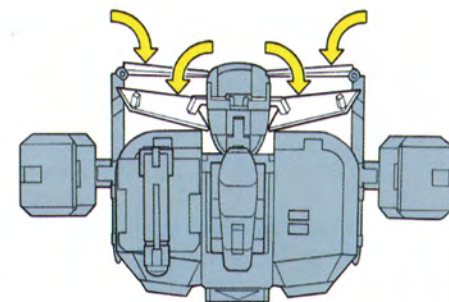


Fighter Mode Link-Up Complete

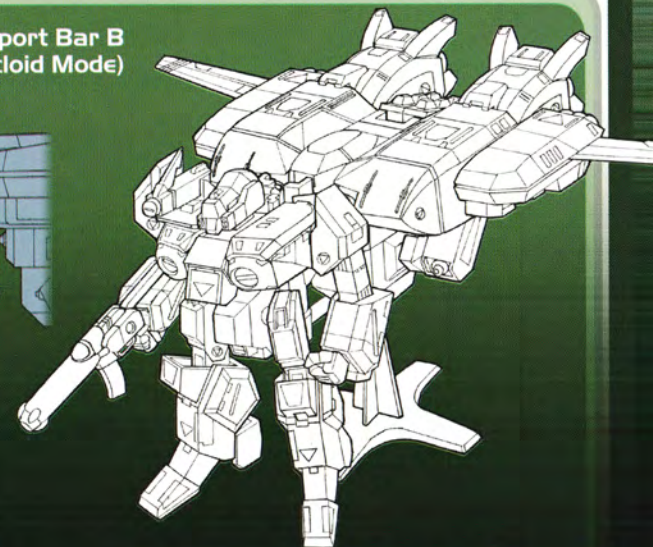
Alpha + Beta Link-Up Alpha Robot Mode



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

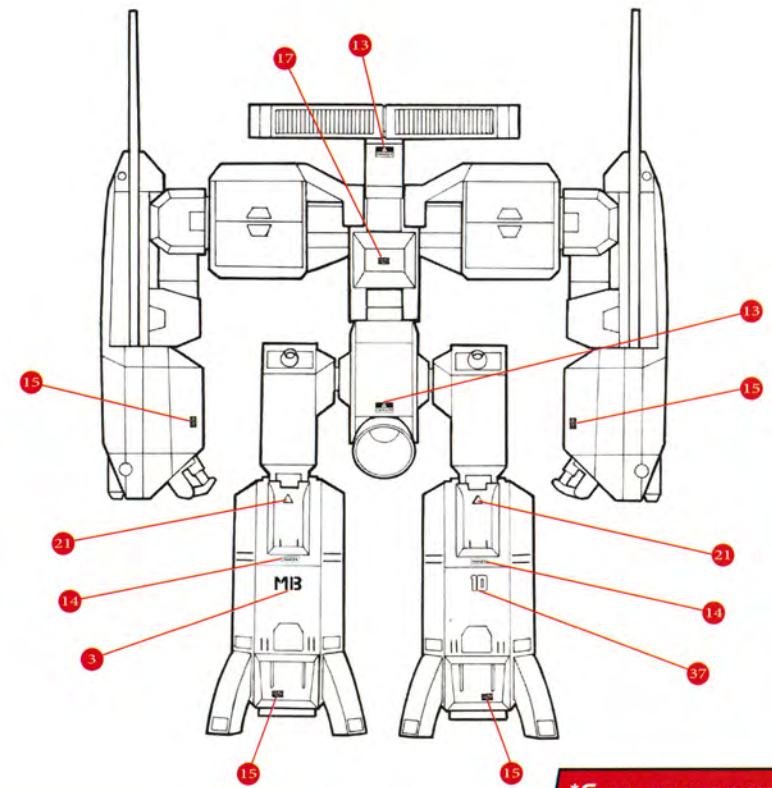
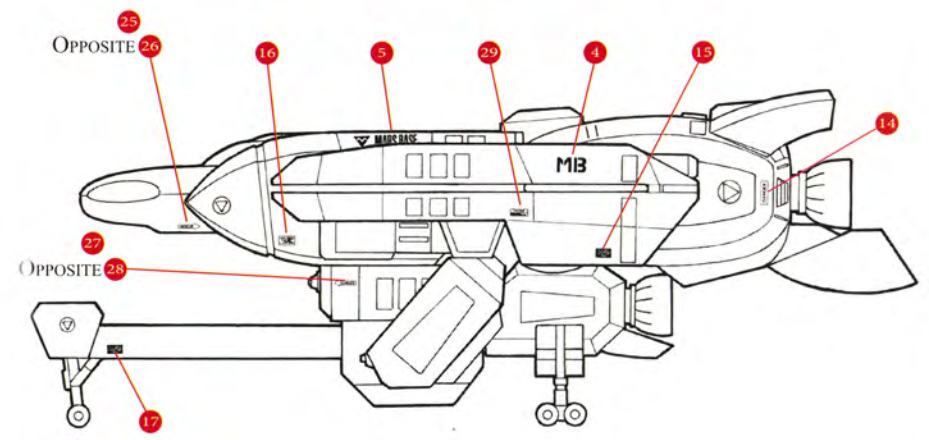
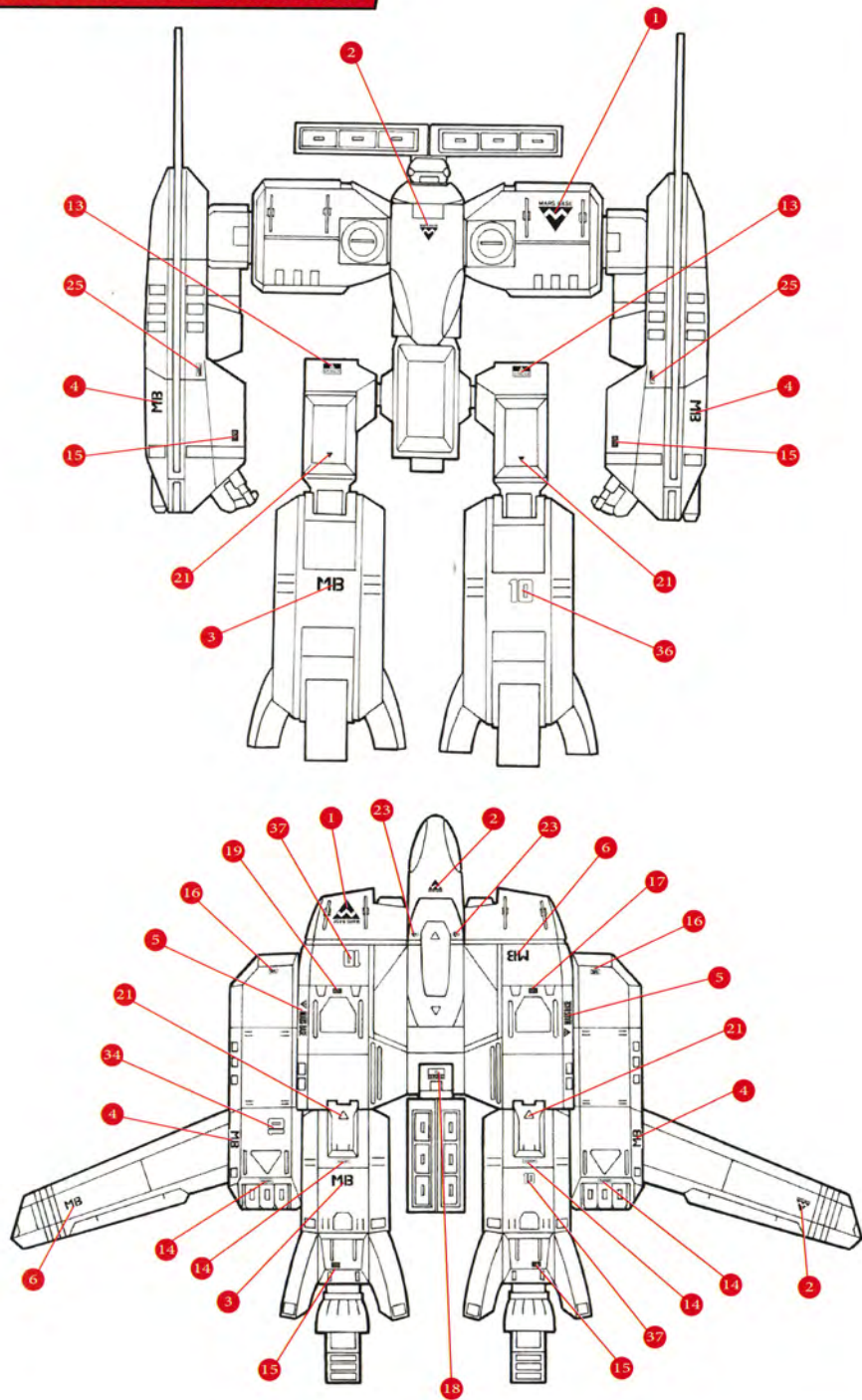


- Place Alpha Battloid mode onto support bar and insert into Beta fighter.
- Attach display stand.



Battloid Mode Link-Up Complete

STICKER APPLICATION



*EXTRA STICKERS FOR ADDED DETAIL

COMING SOON!



**VOLUME 3 - VFB-91
BETA FIGHTER**



**Fully poseable
1/10 Scale
Fabric Undersuit
2 Interchangeable
Heads & Hands
Display Stand**



**RAND'S
VR-052T CYCLONE**

**VOLUME 2 - VR-052T
CYCLONE RIDE ARMOR**



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