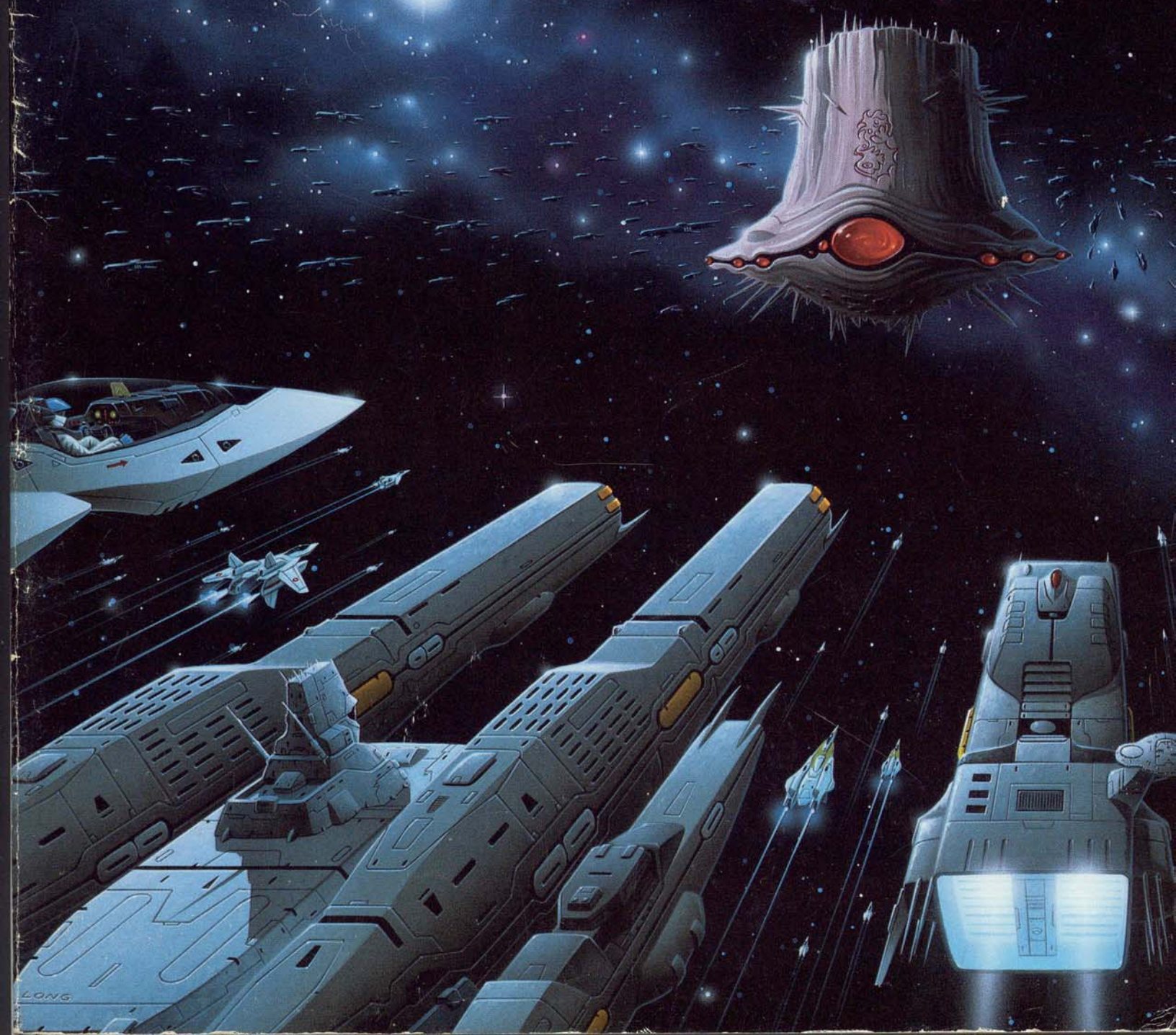Palladium Books® Presents:

MACROSS II™

Deck Plans Volume One

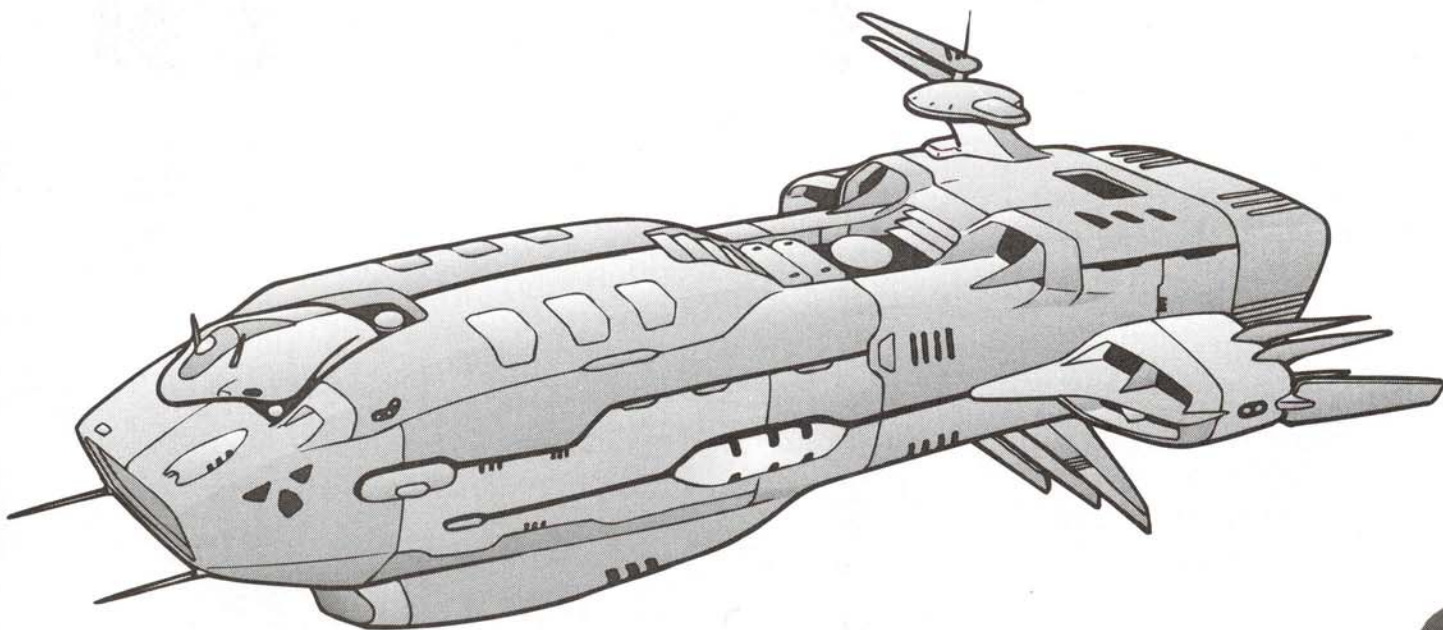By: Martin Ouellette, Marc-Alexandre Vezina, & Jean Carrières

Warning!

Violence and War

This book may be inappropriate for young readers.

The fictional world of Macross II takes place in the science fiction setting of future Earth. It is effectively a war story. Alien life forms, giant robots, violence, combat and death are all elements in this book.

Macross II™ is a work of fiction! The robots, weapons, aliens, monsters, characters and places are not real. None of us at Palladium Books condone or encourage the use of guns or violence.

Some parents may find the violence and war elements of the game inappropriate for young readers/players. We suggest parental discretion.

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A supplement for the Macross II Role-Playing Game.
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Dedicated to all the fans of Macross II and its predecessor, and to Palladium's friends in the frozen North.

First Printing - March 1994

Macross II: Spacecraft and Deck Plans - Volume One is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

Palladium Books® Presents:

Macross II™
Spacecraft and Deck Plans - Volume One

Design Team: DREAM POD 9

Contents

● AN AVENUE TO ADVENTURE

BY KEVIN SIEMBIEDA

What you hold in your hands is the first of three volumes of **Macross II** deck plans. These books will present never before seen information and floor plans for the various spaceships under the command of the U.N. Spacy and Marduk invasion force. Of course, some of the information is pure conjecture on our part, based on analysis of the weapons and action in the animated series. Other elements were gleaned from Japanese translations and animation model sheets. The end result is a graphically powerful look at the inner workings of the giant spaceships.

From a role-playing point of view, the deck plan books with details regarding mega-damage, weapons, firepower, maps, and floor plans, will give the gamer a wealth of information that can be incorporated in a variety of ways in **Macross II** role-playing adventures.

One application is that players can depart from their usual one on one combat adventures to play the bridge crew of one of the massive space battleships! They can pilot the big ships into brutal and deadly, large scale, ship to ship combat. The powerful ship may stretch for miles and contain an arsenal that can obliterate a world. At the players' command are hundreds, even thousands of mechanized troops and at their fingertips weapons powerful enough to atomize a small moon or decimate the surface of a planet. Of course, in this high-powered combat, when death comes it is likely to arrive in a blinding flash of light. Crew and vessel are engulfed in a blaze that, for a few seconds, burns with the intensity of a sun, fades and vanishes in the blackness of space with only a cloud of debris to mark their passing. I wouldn't recommend using long running campaign characters in these titanic battles because a character can be lost in an instant. Still, the magnitude of the conflict between these big ships can be fun and a nice change of pace.

The deck plans open up other areas for adventure opportunities. Having the floor plans means a small group of Valkyries or other armored troops could penetrate the hull or one of the hatches and enter the gargantuan spaceship! Their objective could be many things: rescue civilians or fellow soldiers from the clutches of the enemy, or perhaps to capture a Marduk commander or emulator. Maybe they are sent on a mission of sabotage — perhaps the ship's engines are more vulnerable to attack by small fighters from inside the vessel than from outside through the mega-damage plates of armor. Or our heroes could have been sent inside the belly of the giant battleship to cause a

distraction and create confusion. Another possibility is that the characters get captured and must escape, sneak through the vessel, find their vehicles and get the heck out of there! Along the way they make a startling discovery or uncover an enemy plot or plans of attack. They may also have several fire fights and be on the run.

Similarly, the player characters may be sent to investigate or salvage a derelict spacecraft which may or may not be booby trapped and/or contain some crewmen/defenders. And so on.

The presentation of the big ships offer other possibilities as well. Perhaps the player characters are crew members on a battleship sent to guard some deep space perimeter, or are stationed above Mars, or at a mining operation in an asteroid belt. They must be ever alert for infiltrators, spies, saboteurs, enemy strike forces, enemy spaceships and other dangers.

An even bolder opportunity (requiring some work on the part of the Game Master) is to take one or more of the big ships and player characters on a mission of space exploration. A similar setting might occur around an unexplained anomaly in outer space. Perhaps the vessel was originally in pursuit of an enemy ship, when both spaceships are caught in some sort of space or dimensional flux and are hurled into a distant part of the universe. The crew may try to find their way home or be hopelessly lost. If lost, they may dedicate themselves to exploring that area of the universe or build themselves a new life. Perhaps they even join forces with some of the Marduk to survive, while other Marduk and enemy forces are bent on their destruction at any cost.

Remember, the magic of role-playing is that the possibilities are endless — limited only by your imagination. Enjoy the adventure.

• NEW FACES

1st row: Pierre Ouellette, Claude J. Pelletier, Ghislain Barbe, 2nd row: Ben Miller, Jeff Fortier, Totoro, Robert Dubois, 3rd row: Dominique Durocher, Jimmy Mah, Marc-Alexandre Vézina, Jean Carrières, Martin Ouellette

Fans of **Palladium Books Inc.** will see a number of new names in the credits of this book. No, they aren't new Palladium staffers, but talented freelancers. Most of these people are the creative talent behind **Ianus Publications Inc.** and **Dream Pod 9 Design Group**. In addition to producing a pair of regular magazines known as **Protoculture Addicts** and **Mecha Press** (both worth taking a look at), the folks at **Ianus** created the **Dream Pod 9 Design Group**. The idea behind this organization is to develop role-playing products for themselves as well as to create complete game packages for other role-playing companies like **Palladium Books Inc.**

Although Palladium had complete approval and control over the content of the entire book, we let the Dream Pod 9 team cut loose on presentation and graphic design of the interiors. We were not disappointed. The graphics, deck plans, and artwork are super —and give the **Macross II Deck Plans Volume One** a unique look of its own. Of course, Palladium had Kevin Long whip up another great cover to complete a terrific looking product. I hope Palladium fans are as pleased with this book as we are.

Two more deck plans books are planned for 1994, so hang in there. The next two volumes will also be designed by the Dream Pod 9 people and, if these talented Canadians have the time, there may be other projects developed by them.

COMBAT
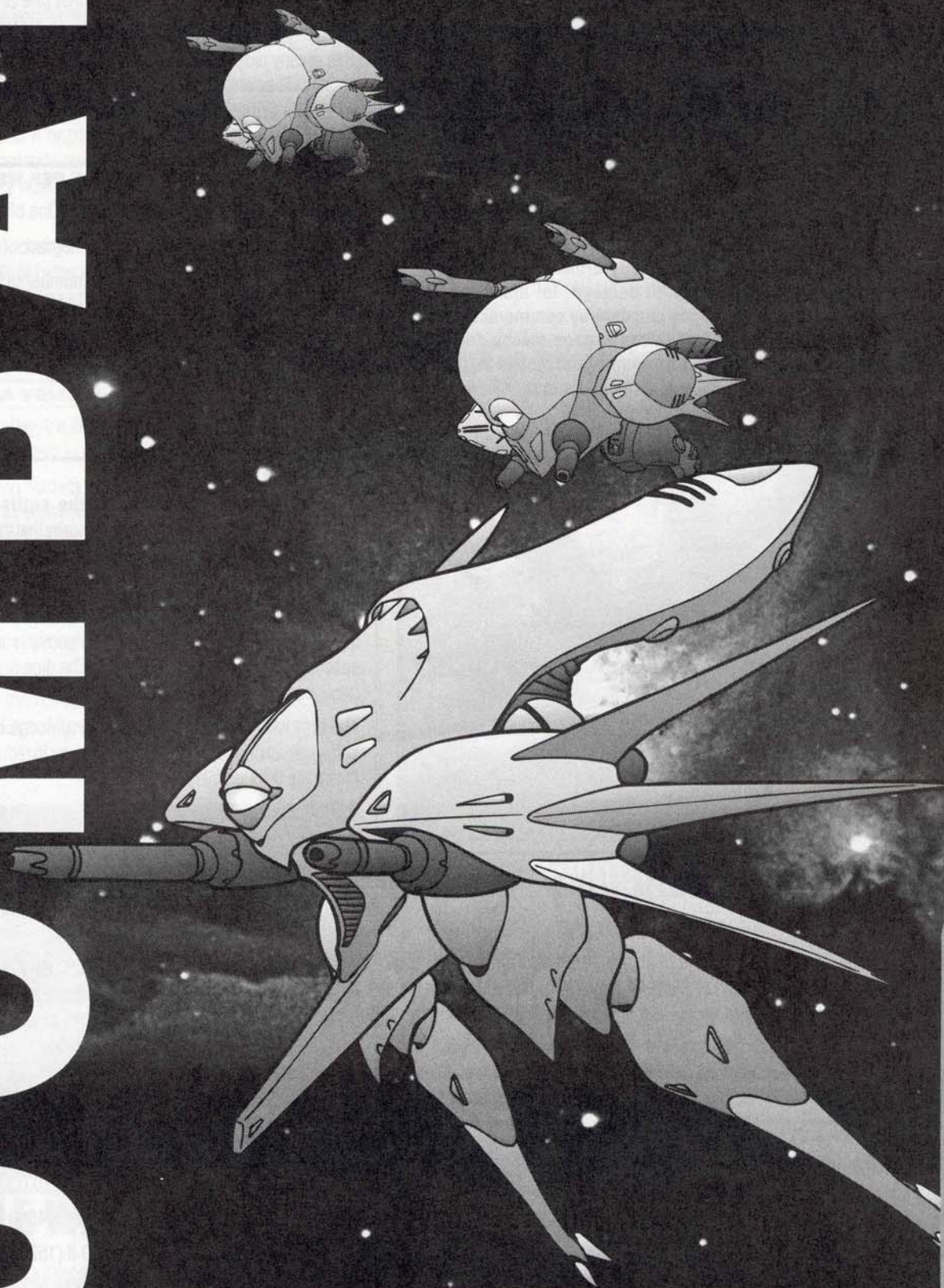
The massive firepower and damage capacity of the ships in Macross II require special rules and considerations. It must be understood that the main ship weapons are intended for long range bombardment of incredible force. They are designed to smash large targets such as enemy ships, space stations, moons and even planets!

As a result, none of the ships possess any built-in, short range weapon system. Although some weapons, like the Forward Light Lasers or the Missile Turrets, have a comparatively short range, they are still classified as long range weapons. Mecha are deployed against small hard to hit enemy fighters, spacecraft and targets. They are also sent against the enemy during close combat (50 mile/80 km radius) as well as for reconnaissance, seek and destroy missions and precision strikes.

Note: The big ships are so heavily armored that the enemy mecha rarely inflict significant damage, let alone destroy a whole vessel. However, they can destroy communication towers, individual weapon turrets and engage mecha defenders. This leaves us with ship vs ship combat and mecha vs mecha or mecha vs ship system (turret, airlock) combat.
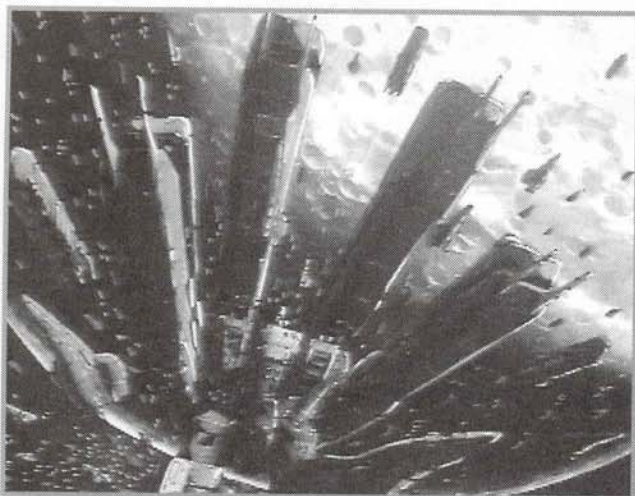
• ENERGY WEAPONS

Most of the weapons mounted on ships are energy-based. They are designed for long range attacks against large targets — the bigger, the better. Small targets such as Valkyrie fighters or the Battle Pods are almost impossible to hit and can easily evade the beams of the big guns. Such close range attacks are usually taken care of by the defender's own mecha force.

VOLLEY ATTACKS:

All ships in Macross II carry hundreds of lasers. To roll to determine strikes and damage for each weapon would probably take hours for a single ship! It becomes impossible when dealing with normal multi-ship combat.

Instead, the weapons are fired in *volleys*. This is true to what is seen in the animation: massive blasts of concentrated firepower on one target at a time.

WHAT IS A VOLLEY?

A volley is the *simultaneous* firing/launching of several energy blasts or missiles at the same, specific target. All the blasts in the volley, whether it be 3 or 40, are directed at that *one* target and CANNOT be divided to strike several targets.

This greatly reduces the number of dice rolls needed and helps speed up play. They are some restrictions when grouping the weapons into volleys for firing:

MAXIMUM VOLLEYS PER MELEE PER WEAPON SYSTEM:

- Main Laser Cannon .... One blast every other melee.
- Light Forward Lasers .... Total number of Lasers divided by 3.
- Laser Turrets .... Total number of Turrets divided by 3.
- Missile Turrets .... Total number of Turrets divided by 10, or Random Assault (see *Missile Weapons*).
- Heavy Particle Cannon .... Once every 8 melees

HOW TO STRIKE:

The attacker rolls to strike for the entire volley of energy blasts as if it were one unit. This means that the entire volley strikes and does multiple damage or it misses and does no damage at all.

The procedure to strike is unchanged: the attacker rolls a twenty-sided die (1D20) and adds the bonuses or penalties. A roll of four or less is an automatic miss; a roll of five and above is a strike/hit. Unless a specific target area was *called* before the dice was rolled, the damage is subtracted from the main body.

The only way to avoid being struck is to dodge out of the way. Large ships cannot dodge, but they can maneuver to reduce the effect of a blow (see page 9 for details).

BONUSES AND PENALTIES TO STRIKE:

Bonuses to strike apply when the target is especially large — 1000 feet (350m) or bigger. The skill and expertise of the weapon operator does not apply to heavy ship armament!

Penalties to strike apply when the target is small — 990 feet (301m) or smaller — or very agile. The large weapons of the big ships are not designed to engage tiny adversaries: their weapon systems are too large and too cumbersome against small attackers.

BONUSES OR PENALTIES:

To Strike	Target Approximate Size
+14	20,000 ft (6096m) or larger
+10	10,000 ft (3048m) to 19,999 ft (6093m)
+6	5000 ft (1524m) to 9,999 ft (3048m)
+4	2000 ft (609m) to 4999 ft (1523m)
+1	1000 ft (304.8m) to 1999 ft (603m)

-4	400 ft (122m) to 999 ft (304m)
-8	150 ft (45.7m) to 399 ft (122m)
-12	140 ft (42.6m) or smaller

Note: All small spacecraft/mecha/vehicles (990 ft or smaller) get an automatic dodge against large energy blasts/volleys.

MODIFIED DODGE FOR LARGE VESSELS:

Large vessels — 1000 ft or bigger — are too massive and slow to dodge or move completely out of harm's way. They can, however, maneuver so that they receive only a glancing blow instead of the full attack.

The roll to dodge is unchanged: the defender must roll a twenty-sided die (1D20) and match or better his attacker's roll to strike. A failed roll means the ship takes full damage. A successful roll means the ship has completed the maneuver and takes only *one third* of the normal damage.

DAMAGE FROM A VOLLEY:

If a target is hit by a volley, the attacker rolls the appropriate damage for each energy blast contained in the volley.

This can lead to rolling buckets of dice, so an alternate method can be used when dealing with volleys composed of more than ten blasts. Total the maximum damage possible caused by the volley, then apply 60% of that total as the damage caused by the volley. Remember that, when rolling lots of dice, the results tend to average out; we chose 60% instead of 50% to better represent the awesome firepower of the Macross II ships while still keeping dice rolls to a minimum.

Of course, if the amount of damage received by a vessel would obviously destroy it, then by all means forego the rolls and declare the ship destroyed! The Game Master is the final judge in such a situation.
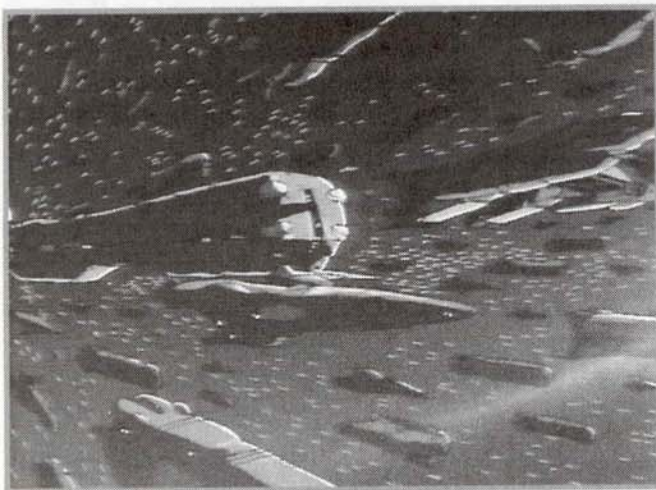
• MISSILE WEAPONS

Missiles are handled in a slightly different way than energy weapons. Although they are also launched in volleys, the minimum number of missiles per volley is TEN (10). Volleys can be made of any number of

missiles — respecting the above minimum — as long as each Missile Turrets fires only one missile per melee.

The procedure to strike is exactly the same as for energy weapons, as are the basic rules for volleys.

BONUSES AND PENALTIES:

These are somewhat different because we are now dealing with guided projectiles instead of streams of energy. Each missile can be programmed for a specific target and can correct its trajectory during flight. Depending on the type of missile, the targeting system can be heat, radar, laser or video-based.

Once a volley of missiles has locked in on a target, they will strike and detonate. Large vessels cannot dodge them; the only option is to shoot the missiles down before they hit (see p.38 of **Macross II™: the RPG**).

BONUSES OR PENALTIES:

To Strike	Target Approximate Size
+14	10,000 ft (3048m) or larger
+10	5000 ft (1524m) to 9,999 ft (3048m)
+6	2000 ft (609m) to 4999 ft (1523m)
+3*	411 ft (126m) to 1999 ft (603m)
0*	410 ft (124m) and smaller.

*   +5 if a Smart Bomb

RANDOM MISSILE ASSAULT:

Missiles have a unique attack capacity called *Random Assault*. Instead of being launched as a volley toward one target, each missile speeds off in search of its own target. Note that at least ten missiles must be launched, just like a volley.

Because of the missile's random seek-and-destroy program, more than one missile is likely to home in on one target, even if there are other targets available. Missiles have extremely simple computers, so they lock on the first target available. Bright, they're not.

Unlike the usual directed volley, any number of missiles can link up to form a volley against a single target. Furthermore, they are more likely to single out smaller objects like Valkyrie fighters or Mecha.

- Roll 1D4 per target, per twenty — or part of — missiles launched.

- Roll at least once for each available target, beginning with the closest, until most of the missiles are accounted for. If less than four missiles are not accounted for, consider them lost as some are bound to stray off. If not, start again with the first target.

Note: If only one target is available, 50% of all missiles will automatically home in on it; the remainder will stray off.

The usual methods of dealing with missiles, such as dodges, shooting back, outrunning and so on, are all applicable. See p.38 of **Macross II: the RPG** for more details.
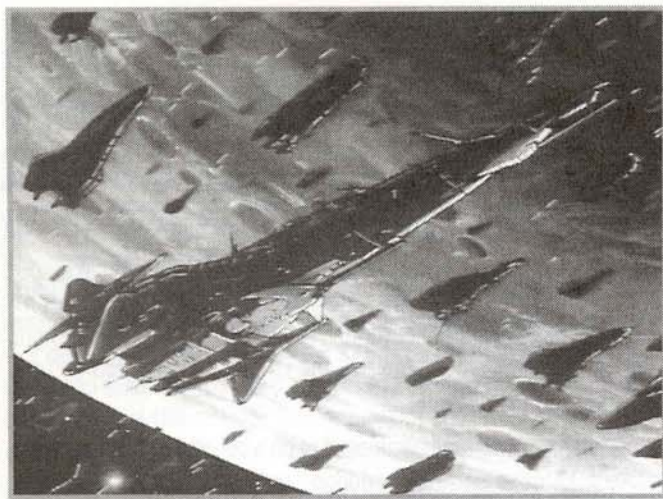
• SHIP TO SHIP COMBAT SUMMARY

Macross II ships are powerhouses: they have incredible weapons as well as incredible armor. Mecha don't have a ghost of a chance of destroying these behemoths — although they CAN inflict significant amounts of damage to their individual systems. The best way to do this is by close assault and hit-and-run tactics: get in, cause as much damage as possible, and get out faster than you came in.

The only sure way of destroying these monstrosities is to attack them with an equally powerful vessel. A typical ship-to-ship combat lasts around 6 melees, provided no one backs out of the fight.

• STEP 1: ATTACKS PER MELEE:

Each ship can attack according to the capacities of its particular weapon systems. Each player can now group the weapons in volleys, taking into account the limitation of each system. Some weapons will not be able to fire every melee! The only weapon systems capable of firing twice are the Laser Turrets. The order in which the weapons are fired is entirely left to the player's discretion.

The release of combat vehicles (Valkyrie fighters, Battle Pods, etc.) counts as one attack, so one weapon system (player's choice) will not be able to fire that turn.

• STEP 2: INITIATIVE:

Each of the commanders of the two vessels rolls for the initiative. If there is no player character in command, the players take turns rolling for their allied vessels.

As usual, a twenty-sided die (1D20) is used, highest roll wins. Players and their allies have a +2 bonus to this roll and they always win ties. If outnumbered, the players and their allies *automatically* win the initiative.

• STEP 3: ROLLING TO STRIKE:

The procedure to strike is explained in the text above (see *How to strike*). Remember to add applicable bonuses. Only the described bonuses apply, NEVER those of the commander or pilot or gunner.

• STEP 4: DODGE AND PARRY:

Only small vessels can dodge the large beams of the warships. Large vessels can attempt to maneuver to receive only a glancing blow (see *Modified Dodge for Large Vessel*).

• STEP 5: RECORD DAMAGE:

Record any damage taken by the ship during the melee.

The number of Laser Turrets, Missile Turrets and Forward Light Lasers decreases with the M.D.C. of the ship itself: remove one quarter of the ship's Turrets or Lasers for each quarter M.D.C. COMPLETELY destroyed, in addition to any weapon destroyed by close assaults. The big weapons such as the Main Laser Cannon or the Heavy Particle Cannon are NEVER destroyed unless specifically targeted!

SOME COMBAT TACTICS:

- The Forward Light Lasers, the Main Laser Cannon and the Heavy Particle Cannon are all located in the front of the ship and can only fire forward.

- Only Laser and Missile Turrets can fire at all angles.

- The engines are fairly vulnerable.

- The auxiliary engines are VERY vulnerable.

- The Main Laser Cannon is fairly easy to destroy (only 1000 M.D.C.).
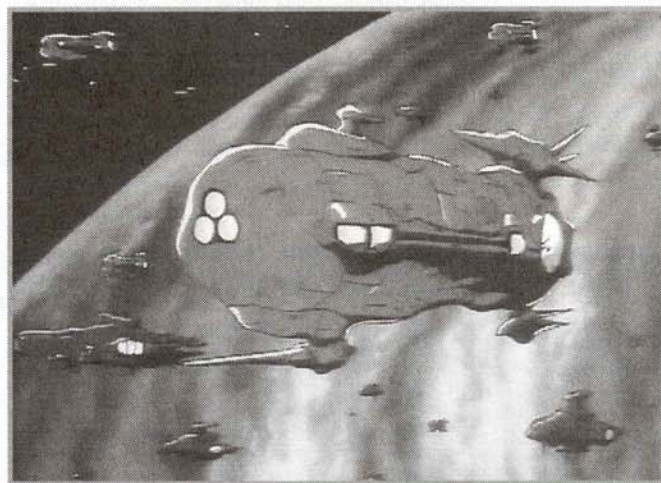
• MARDUK & ZENTRAN WEAPON SYSTEMS

All Marduk and Zentran spaceships are equipped with very similar weapon systems. In order to save space, they are presented here together: unless so noted, all characteristics are the same, regardless of the ship's design.

---

1. MAIN LASER CANNON:

- This is an array of laser weapons located in the front section of the main hull of the ship. The large number of lenses and their small size means the Main Laser Cannon has no apparent nozzle or opening.

Primary Purpose: ....Assault

Secondary Purpose: ....Anti-Warship/Anti-Planet

Mega-Damage: ....1D8 x 1000

Range: ....200,000 miles (half in atmosphere)

Rate of Fire: ....Once every other melee

Payload: ....Unlimited

2. FORWARD LIGHT LASERS:

- The Light Lasers are mounted in batteries along the front and side of all Marduk and Zentran vessels. They are not very powerful, but if fired in large numbers they can be devastating.

  Primary Purpose: ....Assault/Defense

  Secondary Purpose: ....Anti-Warship

  Mega-Damage: ....1D6 x 30 per Laser. ALWAYS fired in volleys of three or more (mega-damage is per volley: 3D6 x 30 for three beams, 6D6 x 30 for six beams, and so on).

  Range: ....60 miles (half in atmosphere)

  Rate of Fire: ....Each individual Laser can fire once per melee. Lasers can be combined in any volley combination, as long as each Laser fires only once per melee round.

  Payload: ....Unlimited

3. RETRACTABLE LASER TURRET:

- Scattered through the hull of every warship, the Laser Turrets stand ready to pop out from under their sliding hatches to attack any vessel which dared come too near. Each turret is capable of 360° rotation with a 180° arc of fire.

  Primary Purpose: ....Assault

  Secondary Purpose: ....Anti-Warship

  Mega-Damage: ....1D4 x 1000

  Range: ....200,000 miles (half in atmosphere)

  Rate of Fire: ....Each individual turret can fire twice per melee. Turrets can be combined in any volley combination, as long as each fires only twice per melee round. Minimum number of turrets per volley is 3.

  Payload: ....Unlimited

4. RETRACTABLE MISSILE TURRET:

- These are very similar to the Laser Turrets except that they fire missiles instead of laser beams. They can use several types of missiles according to the mission at hand, but they generally use HE warheads. Each turret is capable of 360° rotation with a 180° arc of fire.

  Primary Purpose: ....Assault

  Secondary Purpose: ....Anti-Warship

  Mega-Damage: ....varies with warhead used:

Medium Range Missiles

1. High Explosive: ......2D6 x 10 M.D.; range is 60 miles (80km)
2. Plasma: ....3D6 x 10 M.D.; range is 60 miles (80km)

Long Range Missiles

1. High Explosive: ...3D6 x 10 M.D.; range is 1800 miles (2895km)
2. Plasma: ....4D6 x 10 M.D.; range is 1800 miles (2895km)
3. Smart Bomb: ....4D6 x M.D.; range is 2000 miles (3215km)

Blast Radius: ....medium — 50 ft (15.2m); long range — 80 ft (24.4m)

Range: ....see above (about half the given range if fired in atmosphere). Typical missile speed is around 1800 mph.

Rate of Fire: ....Each individual turret can fire once per melee. Turrets can be combined in any volley combination, as long as each fires only once per melee. Minimum number of missiles per volley is 10. Missiles can also be launched as a randomly fired barrage (see *Missile Weapons, p. 9*), but NEVER individually.

Payload: ....Effectively unlimited due to the large supply available

5. HEAVY PARTICLE CANNON:

- The Heavy Particle Cannon is the most powerful weapon Marduk and Zentran ships mount, and they can devastate whole fleets of enemy vessels given half a chance.

  The Cannon is hidden in the core of the ship along the main axis. It needs five full minutes (20 melees) to power up its enormous capacitors, then another minute (4 melees) to get ready to fire. During this last minute, the ship's hull seems to separate in half, bolts of lightning jumping from top to bottom in an awesome display of power.

  Only then does the ship release the mighty beam. The beam lasts for 15 seconds (one full melee!), destroying EVERYTHING in an area one-mile wide by 100,000 miles long!

  Primary Purpose: ....Assault/Anti-Planet

 Secondary Purpose: ....Anti-Warship

  Mega-Damage: ....Destroys EVERYTHING in its path, regardless of M.D.C. and movement. The only way to avoid the damage is to avoid being in the path of the beam! If used against a planet, it causes 2D6 x ONE MILLION M.D. (!), leaving a crater measuring 1D6 x 10 miles round and 3D6 x 100 feet deep. The resulting shockwave will probably causes a fair amount of damage, too.

  Range: ....200,000 miles (half in atmosphere)

  Rate of Fire: ....Once every eight minutes (32 melees), but limited to 5 blasts per hour because of energy requirements.

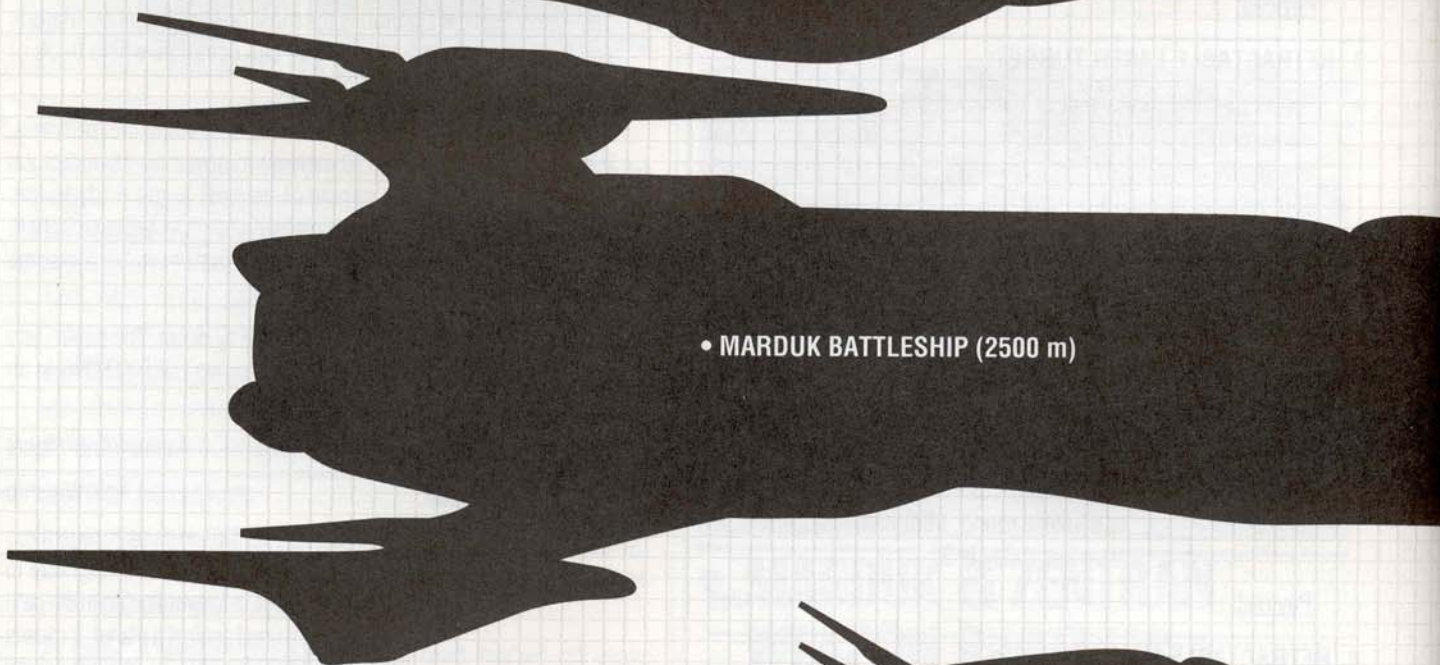 Payload: ....Unlimited
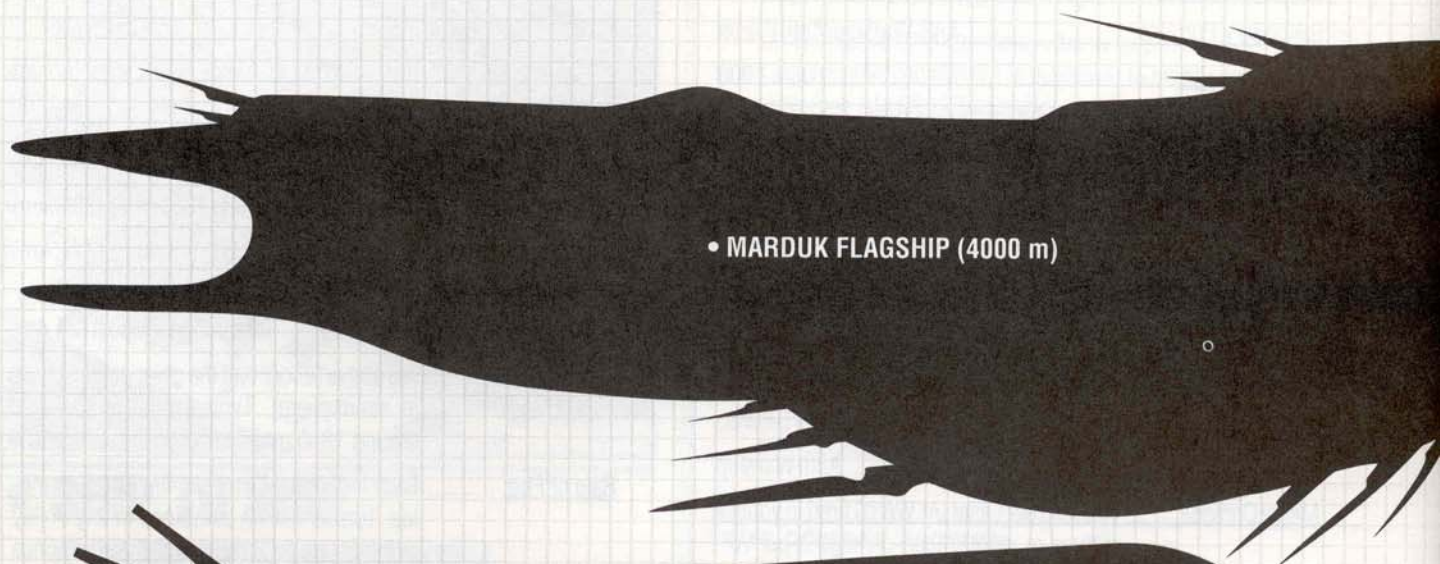
• MARDUK FLAGSHIP (4000 m)

• ZENTRAN COMMAND SHIP (3000 m)
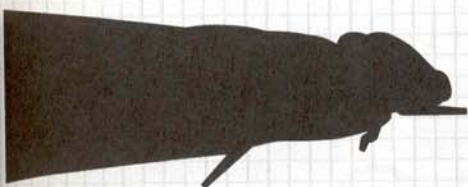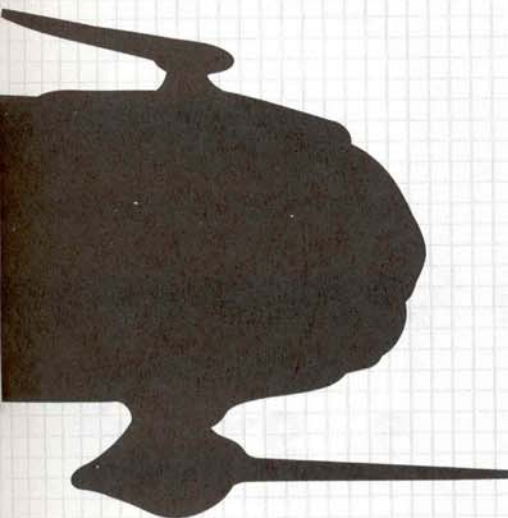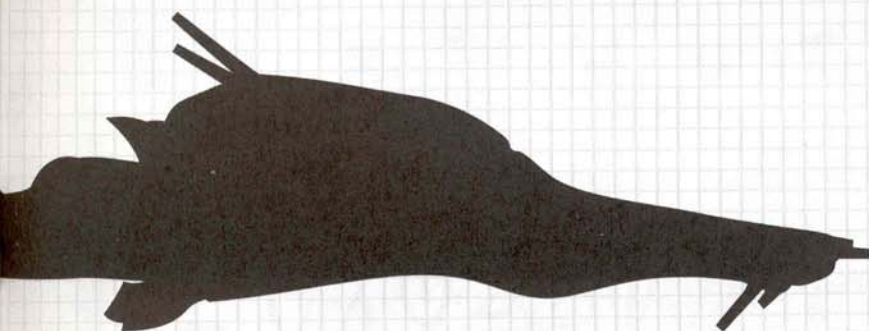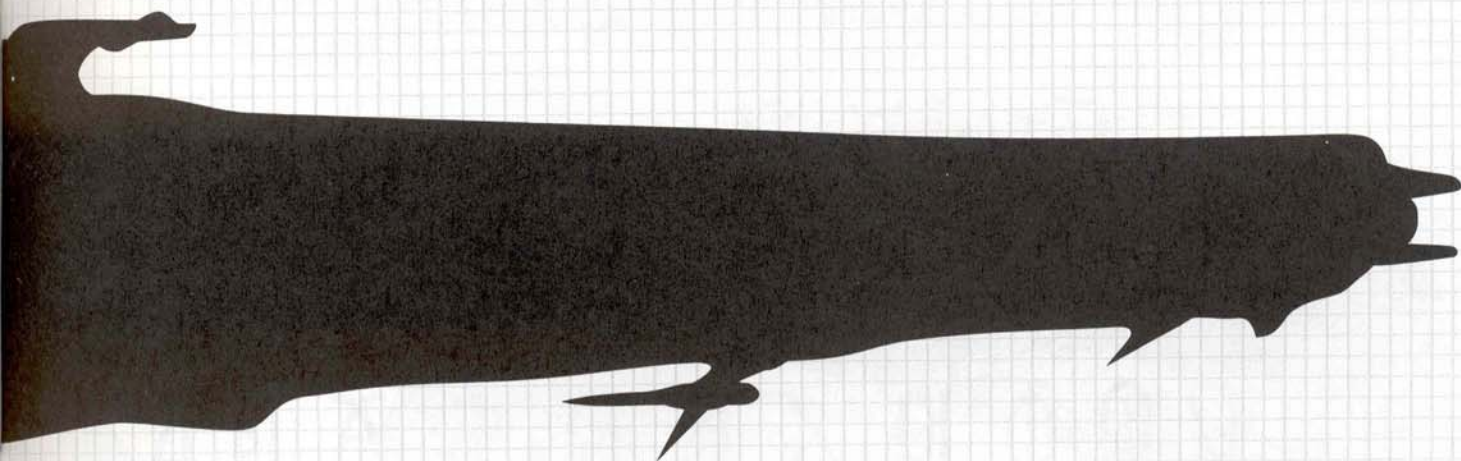
• MARDUK BATTLESHIP (2500 m)

• ZENTRAN DESTROYER (2000 m)

- ZENTRAN SCOUT CRUISER (500 m)

- MACROSS CANNON (488 m)

- ESCORT CARRIER (225 m)

- MARDUK SHUTTLE (180 m)

Zentran Alphabet

⟨Zentran glyphs⟩

A B C D E F G H I J K L M

⟨Zentran glyphs⟩

N O P Q R S T U V W X Y Z

Zentran Alphabet Examples

Zentran = ⟨Zentran glyphs⟩

Spaceship = ⟨Zentran glyphs⟩

Zentran Numbers

⟨Zentran number glyphs⟩

0 1 2 3 4 5 6 7 8 9

Zentran Numbers Examples

99 = ⟨Zentran number glyphs⟩

3050 = ⟨Zentran number glyphs⟩

UN SPACY

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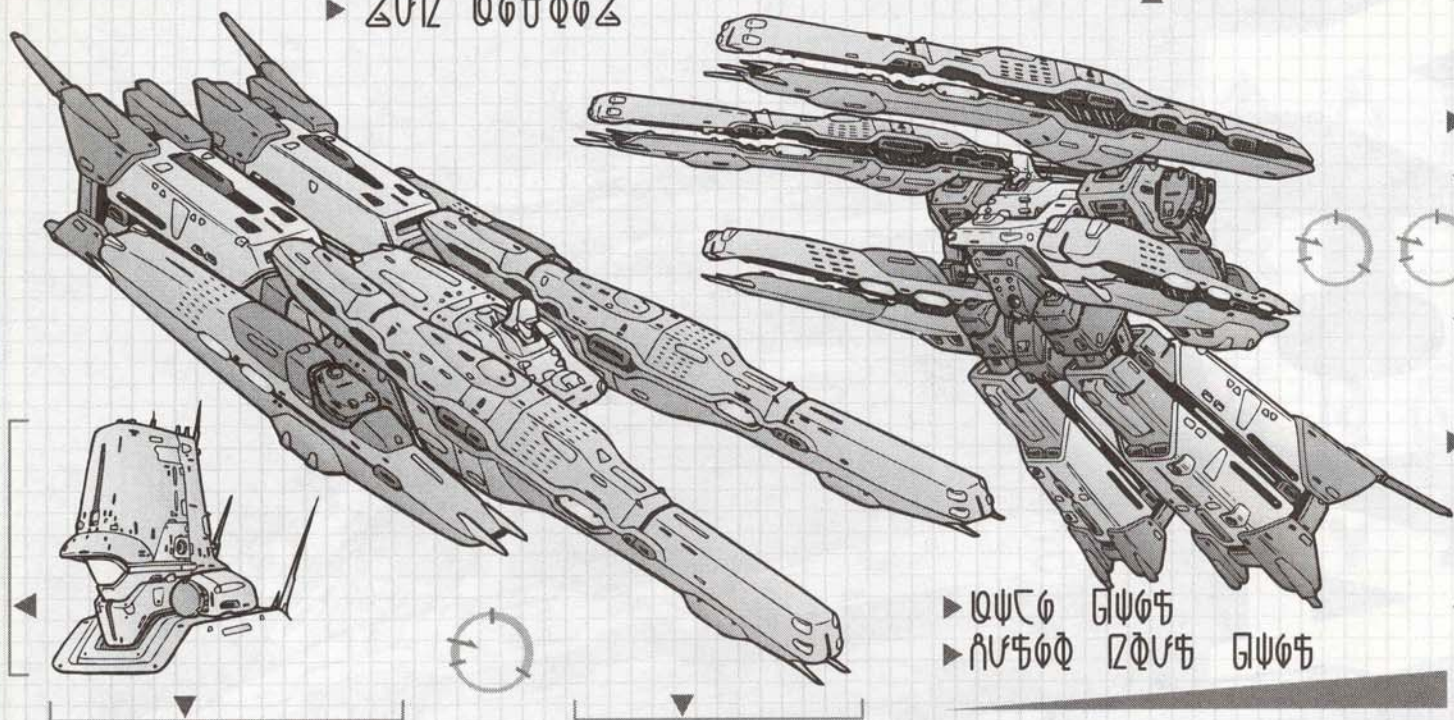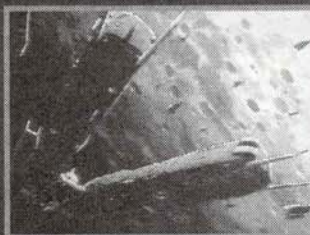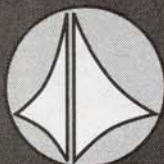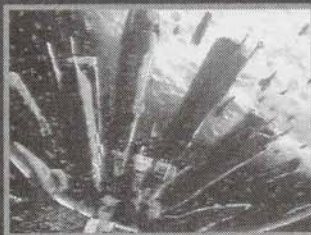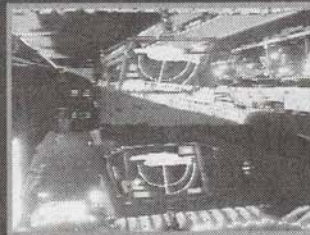

Front View (Prone) ▶ Firing Configuration ▶ Bridge Station ▶ Transformation

OVERVIEW:

The Macross Cannons are large transformable battleships similar in design to the original Macross Super Dimensional Fortress. They are only half the size, though, and much of their interior is filled with complex systems, leaving little room for the crew. They are, in effect, giant mobile artillery stations. Eleven Macross Cannons were built; ten are stationed around the Earth and one orbits the Moon.

The Macross Cannons were not intended for deep space travel, so they are not equipped with a fold system. They were built in space to form a defense network around the Earth to repel any enemy attacks. Their transformation ability is a throwback to the old Macross Fortress design, but it also serves to broaden the ship's main guns arc of fire.

The crew quarters are located in the main body of the ship. The "arms" and the "legs" have only engineering catwalks in them, and even those are pretty cramped. The mecha are also stored in the main body, with a flight deck extending out of the back.

More information about the Macross Cannons can be found in **Macross II: Sourcebook One**.
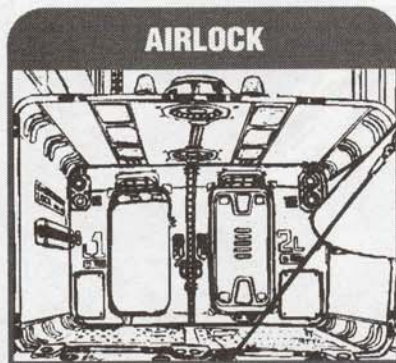
AIRLOCK

VEHICLE TYPE:

Macross space battleship (transformable)

CREW:

Officers 24

Assigned personel 72

Mechanized combat troops (mostly Valkyries) 58

Total crew: .... 96 + 58 combat troops

M.D.C. PER LOCATION:

Observation bubble (1, bridge) 700

Communication antennae (3, bridge) .... 200 each

Bridge tower* (1, top) 2500

Leg thrusters** (2) .... 8000 each

Small guidance thrusters (36) .... 200 each

Main cannons (2, large arms) .... 4000 each

Secondary cannons (2, smaller arms) .... 2000 each

Long range rocket launcher bays (8) 600   each

Medium range rocket launcher bays (4, bridge) 300   each

Main body*** 20,000

* Destroying the Bridge will deprive the ship of all form of long range communications, radar and targeting. The range and targeting capabilities are now equal to a Valkyrie. The ship can still operate, but is -3 on initiative, -3 to strike and and the number of attacks per melee of the weapons is reduced by half.

** If both leg thrusters are put out of commission, the ship will be floating dead in space. The loss of one leg thruster alone will not impair the ship in any way.

*** Depleting the M.D.C. of the main body will put the ship out of commission. It will explode in a fiery blast causing 2D4 x 1000 M.D. to a 2000 (610m) ft area.

SPEED:

Mach 12.6 in space. The Macross Cannons are not designed for atmospheric use.

DIMENSIONS:

Length (prone): .... 488 meters

Length (soldier combat position): .... 245 meters

Weight: .... 8,568,000 tons

Power System: .... Combination nuclear, with 25 year life, and solar power (indefinite life)

Gravity Control System: .... Internal

Fold system: .... None

WEAPON SYSTEMS:

• The following are abbreviated versions of the statistics of the Macross Cannon's weapons — just enough to actually use the Cannon in a scenario. Full statistics of the armament can be found in **Macross II: Sourcebook One**.

The Macross Cannon has a total of 26 attacks per melee round (including missile volleys), plus the main cannon once every fourth melee, and the deployment of the mechanized troops.

1. MAIN DISINTEGRATION CANNONS (2):

• These are the large cannons mounted on the shoulders of the soldier configuration. They can be fired in either mode and are the most powerful weapon carried by the ship. Note that both cannons are needed to fire the mighty beam; if one is destroyed, the other can fire a beam similar to the one of the secondary cannons (see below).

Primary Purpose: .... Assault

Secondary Purpose: .... Anti-Spacecraft

Range: .... 20,000 miles (32,000 km)

Mega-Damage: .... Absolutly atomizes EVERYTHING in its path of fire! That's an energy beam one mile (1.6 km) wide and 20,000 miles long. Nothing can survive in this beam.

Rate of fire: .... Once every minute or four melee rounds.

Payload: .... Effectively unlimited.

2. SECONDARY BEAM CANNONS (2):

• These provide support fire for the big guns and defend them while they are recharging.

Primary Purpose: .... Assault

Secondary Purpose: .... Defense

Range: .... 16 miles (25.6 km)

Mega-Damage: .... 1D6 X 1000 M.D. or 2D6 X 1000 if both guns are fired simultaneously at the same target.

Rate of fire: .... Effectively 10 attacks per melee (5 per cannon). Each cannon can fire at different targets.

Payload: .... Effectively unlimited

3. LONG RANGE MISSILE LAUNCHERS (8):

• These launchers are scattered throughout the outer hull of the ship, ready to ward off any attack.

Primary Purpose: Anti-Spaceship and Space Fighter

Secondary Purpose: Defense

Range: .... Varies with missile type, but typically around 1000 miles (1600 km) in space.

Mega-Damage: .... Varies with missile type, but typically 3 or 4D6 X10 M.D. per missile.

Rate of fire: .... Each launcher can fire once per melee, unleashing a volley of four, six, eight or twelve missiles. One volley counts as one attack, regardless of the number of missiles fired.

Payload: .... 640 missiles per launcher; 5120 total.

4. MEDIUM RANGE MISSILE LAUNCHERS (4):

• These launchers are located near the bridge and mostly serve to protect it against attack.

Primary Purpose: .... Anti-Spaceship and Space Fighter

Secondary Purpose: .... Defense

Range: .... Varies with missile type, but typically around 80 miles (120 km) in space.

Mega-Damage: .... Varies with missile type, but typically 2D6 X10 M.D. per missile.

Rate of fire: .... Each launcher can fire twice per melee, unleashing a volley of four or eight missiles. One volley counts as one attack, regardless of the number of missiles fired.

Payload: .... 320 missiles per launcher; 1280 total.

MOBILE WEAPON SYSTEMS:

VF-2SS 24

VF-2SS SAP 8

VF-2SS SAP Special 8

VF-1MS Metal Siren 6

Phalanx Mk. IV 6

Defender-EX Mk. III 4

Tomahawk Mk. II 2

Total number of combat-ready mecha: **58**

ADDITIONAL VEHICLES:

Space Shuttle 2

HANGAR AND FLIGHT DECK
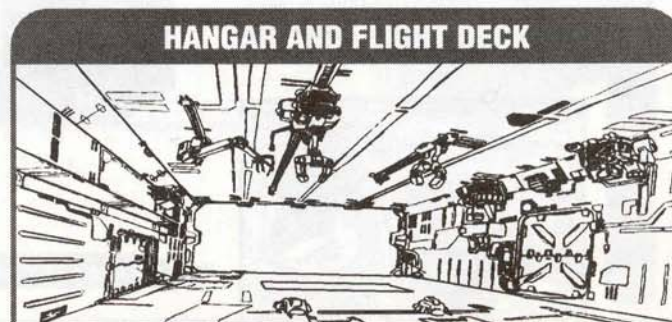
• SIDE VIEW/CUTAWAY

• MAP KEY

▼	...... Elevator (human sized)
⊠	.... Waste disposal
▭	.... Catwalk
L	.... Lift
E	.... Elevator (mecha)
W	.... Armory
⊢A⊣	.... Airlock
▬	.... Hatch
P	.... Escape Pod
◎	...... Stasis/Computer tower
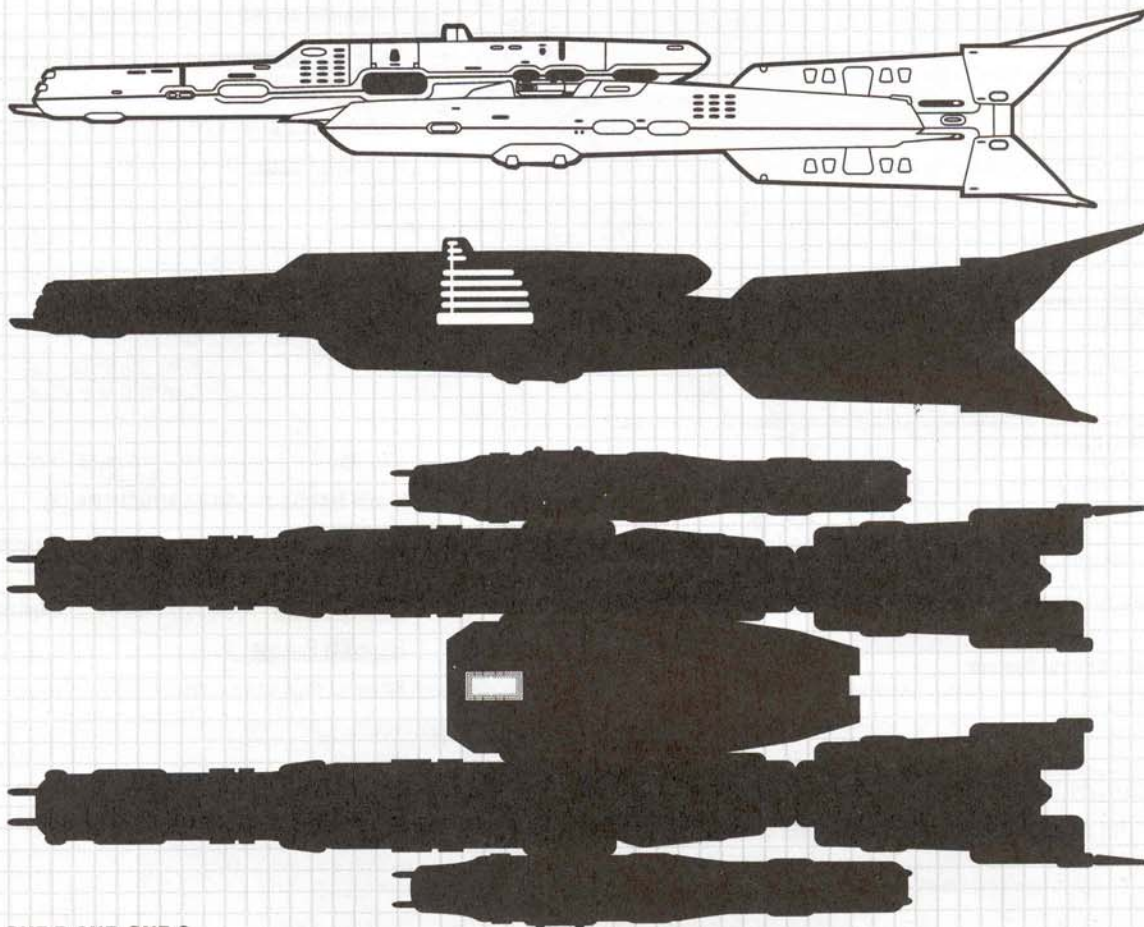
• LEVELS ONE A, ONE B AND ONE C:

1-	.... Sensor Array
2-	.... Communication equipment
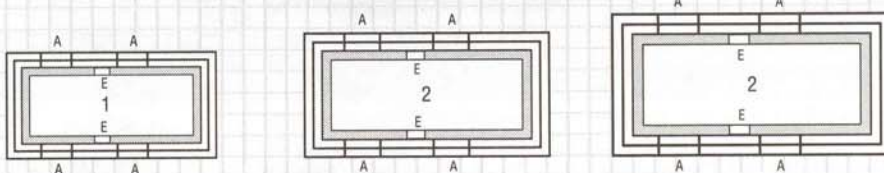
• LEVEL TWO: MAIN BRIDGE:

1-	.... Viewport
2-	.... Railing
3-	.... Washroom
4-	.... Computer consoles
5-	.... Stairs
6-	.... Spacesuit locker
7-	.... Meeting room/Officer lounge
8-	.... Kitchen & food storage
9-	.... Captain's office
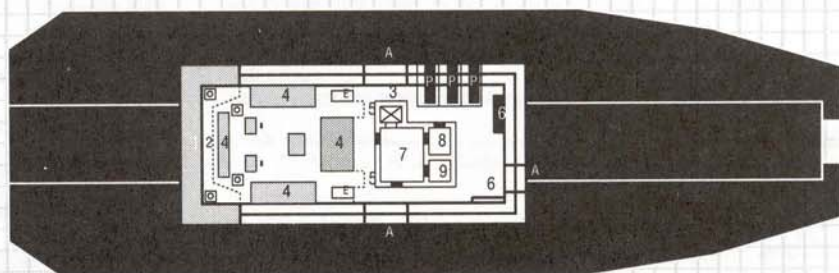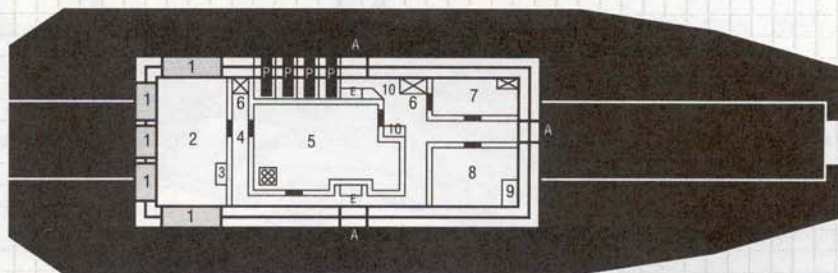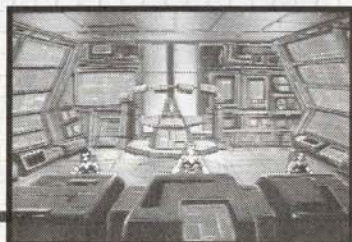
▶ • Macross Cannon Bridge •

•LEVEL THREE: LIVING SPACE:
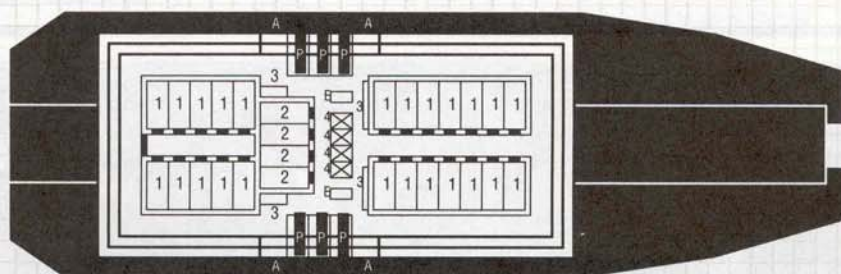
1- .... Viewport
2- .... Lounge
3- .... Auto-bar
4- .... Service corridor
5- .... Mess hall
6- .... Washroom
7- .... Kitchen
8- .... Storage
9- .... Cold storage
10- .... Spacesuit locker

▶ • Macross Cannon Bridge •

•LEVELS FOUR AND FIVE: PERSONNEL QUARTERS:
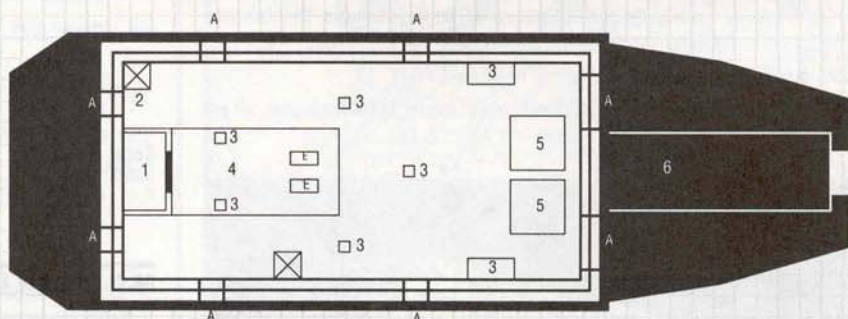
1- .... Personnel quarter
2- .... Officer quarter
3- .... Space suit locker
4- .... Washroom

▶ • U.N. Spacy Macross Cannon Fleet •

•LEVEL SIX: MECHA HANGAR:

1- .... Armory
2- .... Washroom
3- .... Refueling and service point
4- .... Service hangar
5- .... Heavy lift
6- .... Flight deck

▶ • Firing 4-Gun Volley •

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▶ ᑎᗯᗷᗝᗝ � ᗷᗷᗷᗝᗝᗝ
▶ ᑎᗯᗷᗝᗝ ᗡᗝᗯᗷ �ᗯᗷ
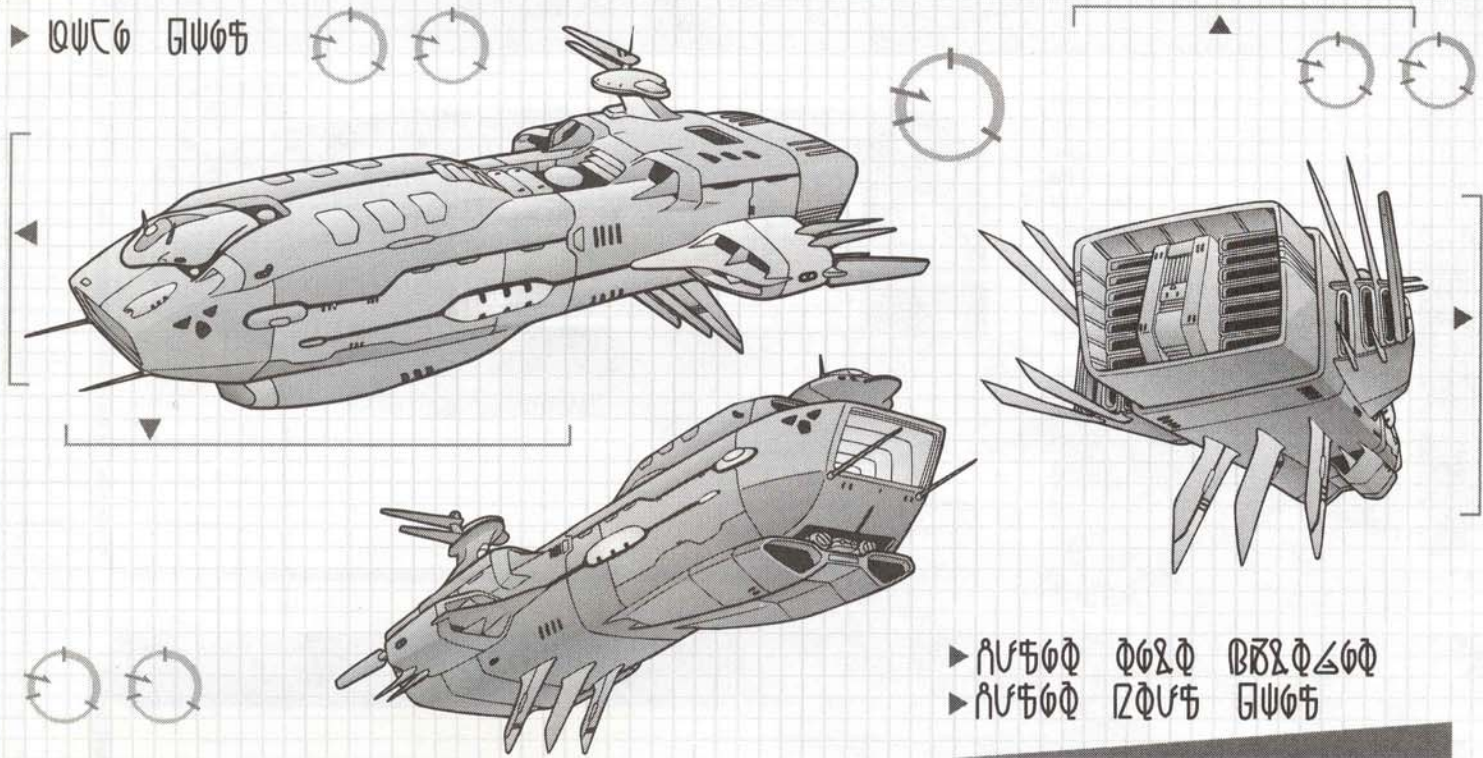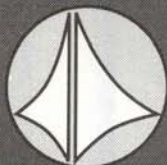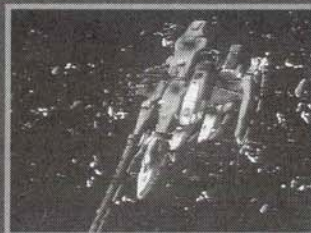
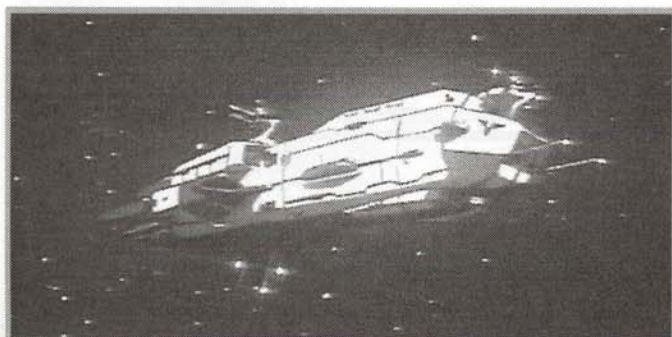|			
Top View	VF-2SS / SAP	Metal Siren	Bridge

OVERVIEW:

The Escort Carrier is a medium-sized ship often used by the UN Spacy to carry Valkyrie fighters to the front. It is also assigned to patrol duty, where it is used as a mobile base for fighter squadrons, reconnaissance and for rescue operations. The Escort Carrier's role is similar to the one fulfilled by the old Armed Platforms, but with added mobility; large maneuver thrusters make the ship quite nimble for its size.

Most of the internal space of the ship is taken up by two large hangars, the lower one serving almost exclusively for maintenance and resupply. The vessel has a crew of 130, but can be operated by as few as 20 crewmen if necessary.

The Escort Carrier does not usually transport ground mecha, but when it does, all are equipped with the space propulsion system.

VEHICLE TYPE:

Escort carrier

CREW:

Officers:	10
Crew:	30
Flight Crew:	56
Pilots:	34
Total crew:	**130***

* Can also support an additional 40 crewmembers or passengers.

M.D.C. PER LOCATION:

Forward Laser Mounts (2)	100	each
Missile Launchers (6)	200	each
Airlock/Access hatches (3)	150	each
Communication Antennae (2, Sensor Tower)	50	each
Sensor Tower*	250	

Bridge* 1500

Main body** 7000

Main Engine*** (rear) 2500

Auxiliary Engines**** (2) 1000   each

* Destroying the Sensor Tower or the Bridge will deprive the ship of all forms of long range communications, radar and targeting. The range and targeting capabilities are now equal to a Valkyrie. The ship can still operate, but is -3 on initiative, -3 to strike and and the number of attacks per melee of the weapons is reduced by half.

** Depleting the M.D.C. of the main body will put the ship out of commission. It will explode in a fiery blast causing 1D4 x 1000 M.D. to a 1000 (305m) ft area.

*** Depleting the M.D.C. of the main engine will severely impair the ship, forcing it to rely on its auxiliary engine.

**** If both main and auxiliary engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in atmosphere. The loss of the auxiliary engines alone will not impair the ship in any way.

SPEED:

The main engine is capable of sub-light speed: .10C or 16,000 miles per second (in space only). Typical speed is only Mach 12.6, though. Auxiliary engines can propel the ship at the relatively low speed of Mach 2.

Bonuses: .... +4 on initiative, +3 to strike, +4 to dodge

DIMENSIONS:

Length: .... 225 meters

Height: .... 52.5 meters excluding radar tower

Width: .... 47.2 meters at maximum cross-section

Weight: .... 2,600,000 tons

Power System: .... Combination nuclear, with 25 year life, and solar power

Gravity Control System: .... Internal

Fold system: .... None

WEAPON SYSTEMS:

1. FORWARD LASERS (2, FRONT OF THE SHIP)

• These are two powerful laser cannons mounted in the front of the ship, just below the main launch bay door. Their small size belies their power — when fired together, they pose a threat to any small to medium sized ships. The Forward Lasers are fixed and can only fire to the front.

Primary Purpose: .... Assault

Secondary Purpose: .... Defense

Mega-Damage: .... 1D4 x 100 M.D. or 2D4 x 100 if both cannons fire simultaneously at the same target.

Range: .... 80 miles (106.4km; half in atmosphere).

Rate of Fire: .... The lasers can fire five times per melee (15 seconds).

Payload: .... Unlimited

2. MISSILE LAUNCHERS (6, TOP OF THE SHIP)

• These launchers are lined up on top of the ship behind armored covers, three on each side. They can use several types of missiles according to the mission at hand, but they generally use HE warheads. Each bay has a 90 degree arc of fire in all directions.

Primary Purpose: .... Anti-Fighter

Secondary Purpose: .... Defense

Mega-Damage: .... Varies with warhead used:

1. **High Explosive:** .... 2D6 x 10 M.D.

2. **Plasma:** .... 3D6 x 10 M.D.;

Blast Radius: .... 50 ft (15.2m)

Range: .... 80 miles (106km; half in atmosphere). Typical missile speed is around 1800 mph.

Rate of Fire: .... Each individual launcher can fire twice per melee. Each launcher unleashes a volley of two or five missiles. Missiles can also be launched as a randomly fired barrage (see *Missile Combat, p. 9*), but NEVER individually.

Payload: .... 200 missiles per launcher, for a total of 1200.
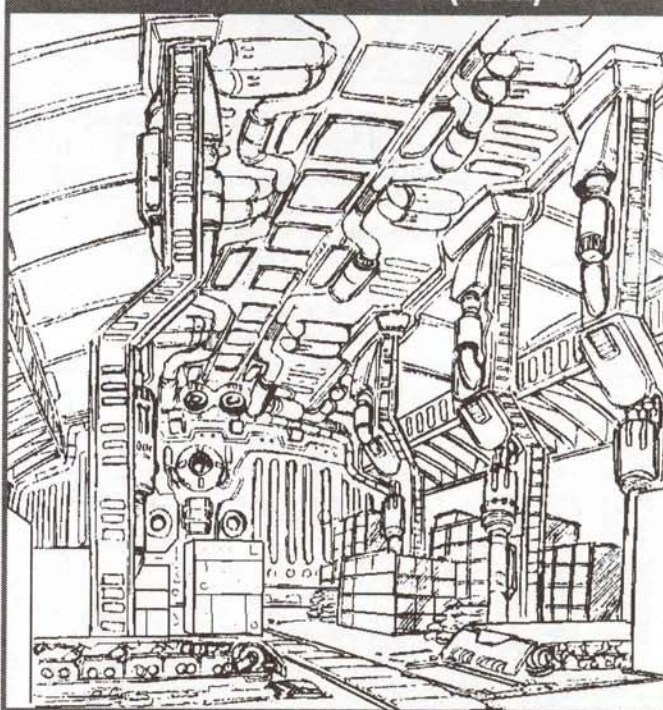
MOBILE WEAPON SYSTEMS:

VF-2SS 18

VF-2SS SAP 10

VF-1MS Metal Siren (when available) 2

Space Shuttle 1

DESIGN NOTES:

• On the bridge; the commander's section is located on a small ledge above the general bridge area (indicated on map).

• The armory contains enough weapons and spacesuits to equip the crew.

• The missile bays are normally not accessible from the inside.

• The passive sensors are not accessible from inside the ship.

• Each lift in the main hangar measures 15 x 15 meters. A small tower near the lift contains an airlock and the personnel elevator.

• The main bulkhead has a reinforced airlock door (100 M.D.C.)

• Service hall contains elevators, waste disposal, life support, etc.

LEVEL TWO'S HANGAR (REAR)
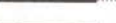
• MAP KEY •

▽ ...... Elevator (human sized)

⊠ .... Waste disposal

▭ .... Catwalk

⌷L⌷ .... Lift

⌷E⌷ .... Elevator (mecha)

⌷W⌷ .... Armory

⊣A⊢ .... Airlock

▬▬ .... Hatch

⌷P⌷ .... Escape Pod

◎ ...... Stasis/Computer tower

• LEVEL ONE: COMMAND AND CREW SECTION:
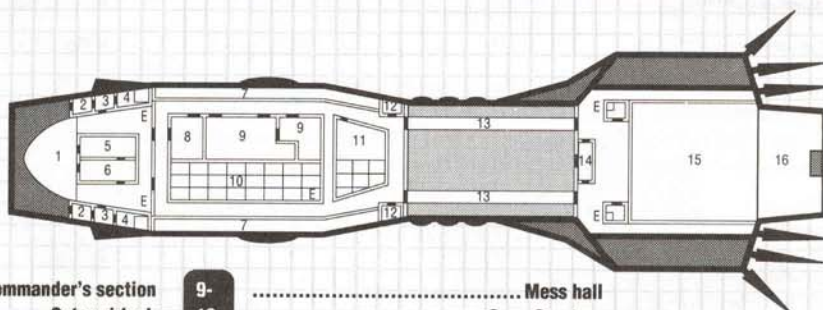
1-	.... Bridge; commander's section	9-	.... Mess hall
2-	.... Outer airlock	10-	.... Crew Quarters
3-	... Airlock entrance and equipment locker	11-	.... Officers' quarters & lounge
4-	.... Elevator airlock	12-	... Missile launchers' fire controls
5-	.... Armory	13-	... Passageways to rear section
6-	... Security Center; also contains the brig	14-	.... Outer Airlock
7-	.... Missile Bays	15-	.... Engineering
8-	.... Crew lounge	16-	.... Main engine

• LEVEL TWO: MAIN LAUNCH BAY/HANGAR:
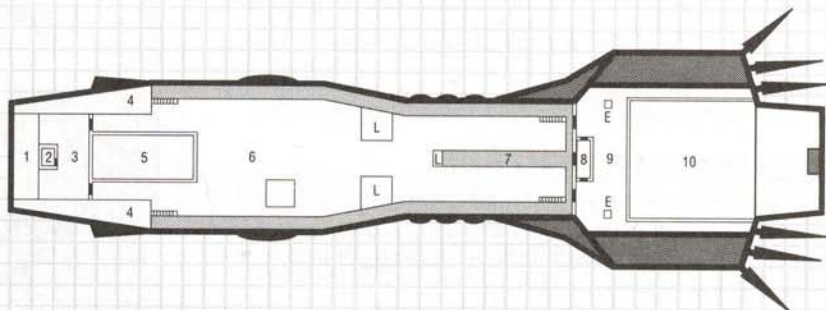
1-	.... Mecha launch bay
2-	.... Catwalk
3-	.... Elevator airlock
4-	.... Main bulkhead
5-	.... Main hangar w/lifts
6-	.... Catwalk
7-	.... Airlock
8-	.... Service hall
9-	.... Main engine
10-	... Auxiliary engines' maintenance rooms
11-	.... Auxiliary engines
12-	.... Sensor blisters
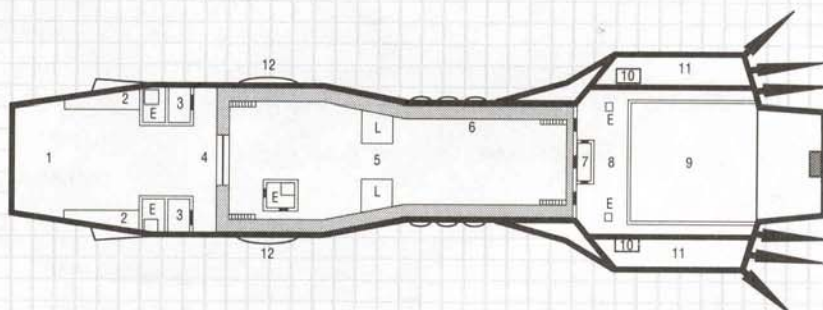
▶ • Metal Siren •

• LEVEL THREE: MAINTENANCE HANGAR:

1-	.... Launch bay door system
2-	.... Maintenance room
3-	.... Storage
4-	.... Laser Cannons
5-	.... Ammunition storage
6-	... Maintenance hangar w/lifts
7-	.... Maintenance catwalk
8-	.... Airlock
9-	.... Service hall
10-	.... Main engine

▶ • Metal Siren •

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ZENTRAN

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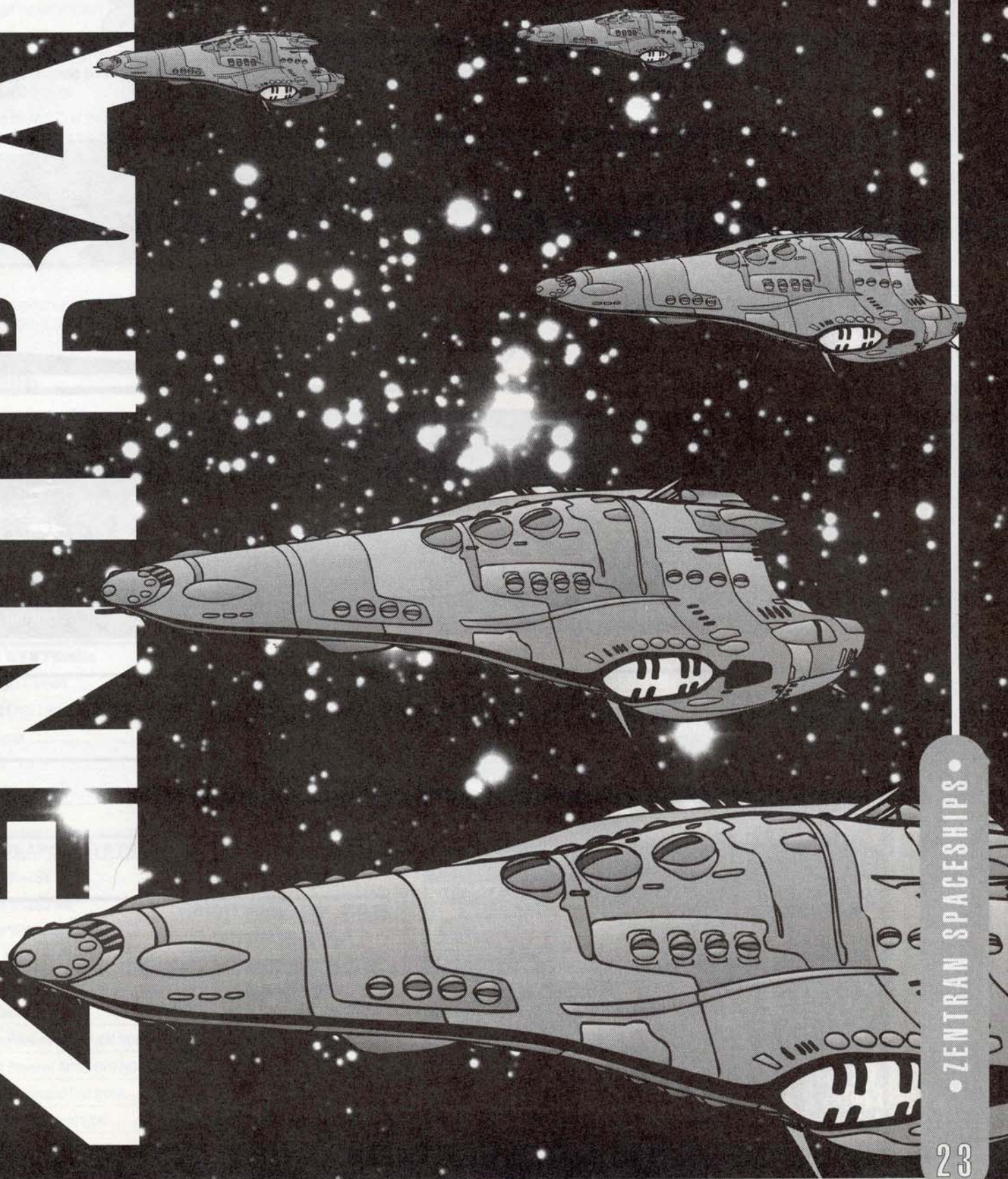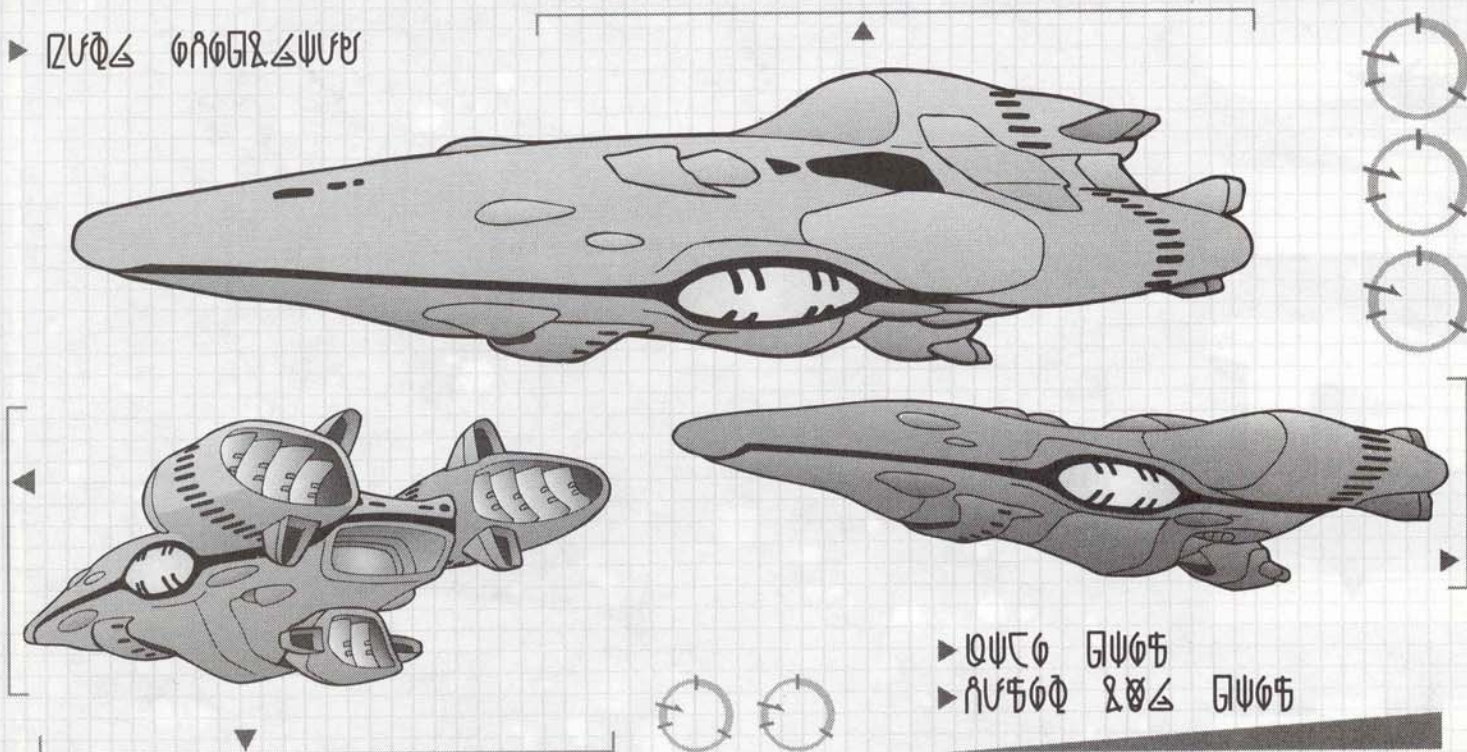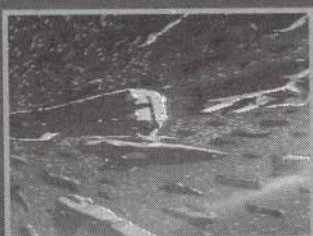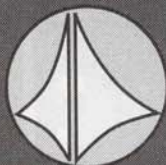
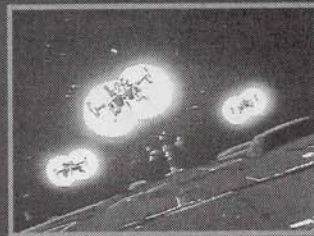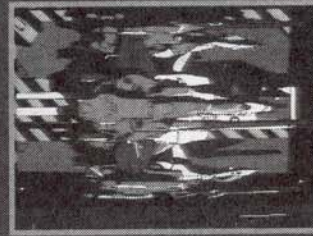|			
▶ U.N. Spacy Fleet	▶ U.N. Spacy Fleet	▶ VF-2SS / SAP Launch	▶ Exterior Airlock

OVERVIEW:

Although it is the smallest of the Zentran designs, the Scout Cruiser is still huge when compared to the present Earth-built UN Spacy vessels. Fast and agile — at least for a ship of its size — it is used for reconnaissance, light assault and support duty.

Assignment to one of these vessels is unpopular because its small size does not allow for the presence of many of the usual luxuries installed on larger ships. Nonetheless, it is a rugged design which tends to see much action.

CONTROL ROOM

VEHICLE TYPE:

Cruiser

CREW:

Zentran & Meltran (full-size)	220
Humans	100
Total crew:	**320**

M.D.C. PER LOCATION:

Forward Laser Mounts (8)	50	each
Laser Turrets (4)	150	each
"Phalanx" Turrets (6)	50	each
Missile Turrets (10)	100	each
Main Laser Cannon	700	
Airlock/Access hatches (22)	100	each
Retractable Weapon hatches (20)	80	each
Hull per 40 ft area* (12.2 meters)	60	

Hull per 500 ft area* (152.5 meters) 750

Forward 1/3 of the ship** (main body) 20,000

Main Engines*** (2, upper rear) 5,000

Auxiliary Engines**** (lower rear, main body) 3,000

* Punching a hole into a specific area of the hull — by completely depleting its M.D.C. — will only give access to the weapon turrets access corridor (approximately 200 ft/31 meters wide). To gain access to the inside of the ship, one must go through the second hull.

** Depleting the M.D.C. of the front third of the ship will put the command bridge and auxiliary command bridge out of commission. It will also shut down the entire ship, including the following systems: life support, gravity control, communications, weapons and engines.

*** Depleting the M.D.C. of the main engines will severely impair the ship, forcing it to rely on its auxiliary engines.

**** If both main and auxiliary engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in atmosphere. The loss of the auxiliary engines alone will not impair the ship in any way. If both engines are shut down, all other systems, except the fold drive, will continue to work.

SPEED:

The main engines are capable of sub-light speed: .16C. Auxiliary engines can only propel the ship at Mach 5.

DIMENSIONS:

Length: .... 500 meters

Height: .... 170 meters at maximum cross-section

Width: .... 355 meters at maximum cross-section

Weight: .... 35,000,000 tons

Main Engine: .... Auto Heat Pile System

Auxiliary Engine: .... Fusion reactor type

Gravity Control System: .... Internal inertia drive

Fold system: .... Auto Hyperspace Navigational System

WEAPON SYSTEMS:

Main Laser Cannon 1

Forward Light Laser 8

Laser Turret 4

"Phalanx" Turret 6

Missile Turret 10

MOBILE WEAPON SYSTEMS:

Valkyrie VF-2SS 37

Valkyrie VF-2SS SAP 8

Valkyrie VF2-SS SAP Special 1

VF-XX Zentran Fighter 25

AGA Jet 4

Tomahawk Mk. II 2

Zentran Powered Armor (old type) 25

Meltran Powered Armor (old type) 30

Standard Battlepod (old type) 14

Officer Battlepod (old type) 6

Total number of combat-ready mecha: 152

ADDITIONAL VEHICLES:

Human Space Shuttle 1

VF-2JA (in storage) 2

Civilian Valkyrie (recon version) 2

Zentran Hover Platform 10

Human Hover Platform 40

DESIGN NOTES:

- The number of mecha aboard has drastically dropped compared to the old Zentran days for the same reason as the other reconverted Zentran vessels: space for decent living quarters and maintenance bays.

- The 55mm "Phalanx" turrets are the same as the ones mounted on the hull of all UN Spacy Zentran ships. "Phalanx" turrets get a +3 when firing on missiles.

Primary Purpose: .... Defense

Secondary Purpose: .... Anti-Missile

Mega-Damage: .... 1D4 x 10 per burst

Range: .... 10 miles (half in atmosphere)

Rate of Fire: .... Each individual turret can fire two bursts per melee. Turrets can be combined in any volley combination, as long as each fires only twice per melee. Minimum number of turrets per volley is 3.

Payload: .... Effectively unlimited due to the large ammo supply available.

- All mecha hangars and Zentran sections have human-size catwalks at half-height running along the walls.

- The park is a much smaller version of the ones found in all UN Spacy ships.

- The human-size living quarters are small, but cozy and comfortable.

- The human mecha hangar is equipped with a large lift for rapid deployment

- The combat drop bay is equipped with a large lift for rapid deployment

- The shuttle bay only services small shuttles and civilian-type Valkyries.
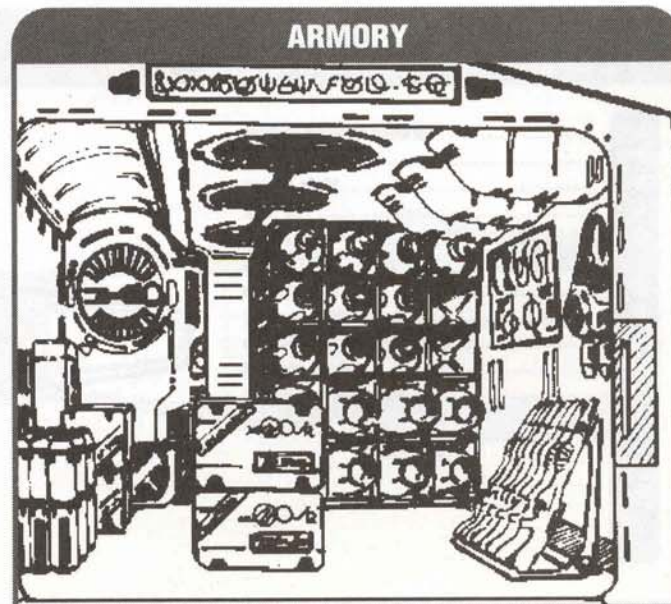
ARMORY

• MAP KEY •

- ▼ ...... Elevator (human sized)
- ⊠ .... Waste disposal
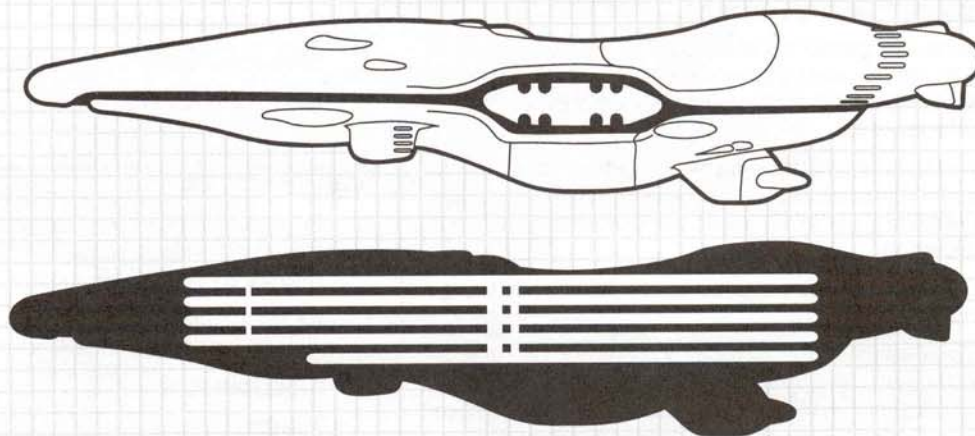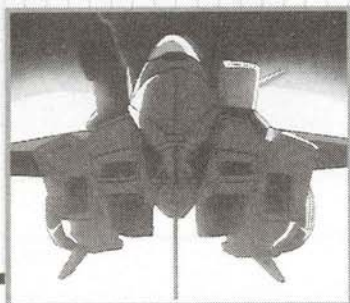- ▭ .... Catwalk
- L .... Lift
- E .... Elevator (mecha)
- W .... Armory
- A .... Airlock
- .... Hatch
- P .... Escape Pod
- ◉ ..... Stasis/Computer tower

• SIDE VIEW/CUTAWAY

• LEVEL ONE: ZENTRAN LIVING QUARTES/HANGAR:

- 1- .... Forward weapon system
- 2- .... Zentran mecha hangar
- 3- .... Zentran and Meltran living quarters
- 4- .... Main engines
- 5- .... Main engine nozzle
- 6- .... Auxiliary engine
- 7- .... Auxiliary engine nozzle

• VF-2SS / SAP •
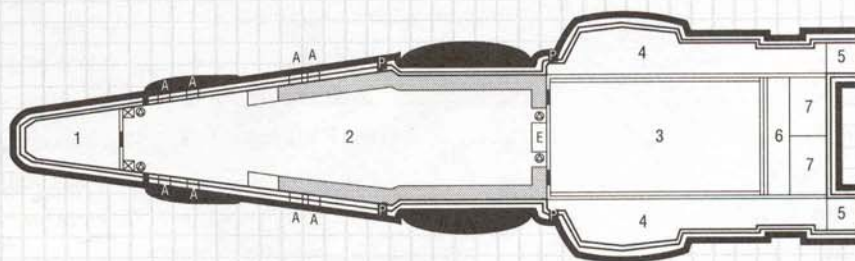
• LEVEL TWO: LIVING QUARTERS:

- 1- .... Forward weapon system
- 2- .... Service hall
- 3- .... Main bridge
- 4- .... The park
- 5- .... Human-size living quarters
- 6- .... Fold system service hall
- 7- .... Fold system
- 8- .... Auxiliary engines
- 9- .... Auxiliary engines nozzle
- 10- .... Main engines
- 11- .... Main engines nozzle
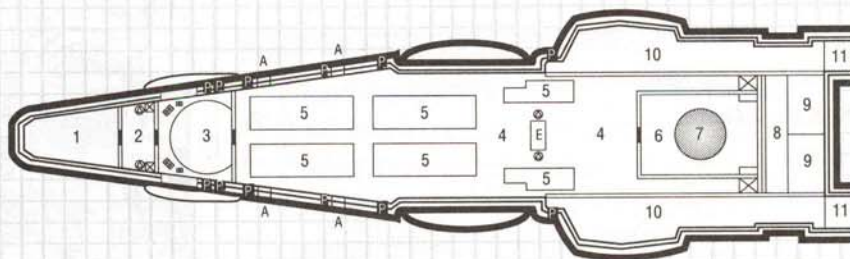
• LEVEL THREE: MECHA HANGAR:

1- .... Weapon bay for mecha
2- .... Human mecha hangar
3- .... Service hall
4- .... Medical facilities
5- .... Supplies and storage
6- .... Auxiliary engines
7- .... Auxiliary engine nozzles
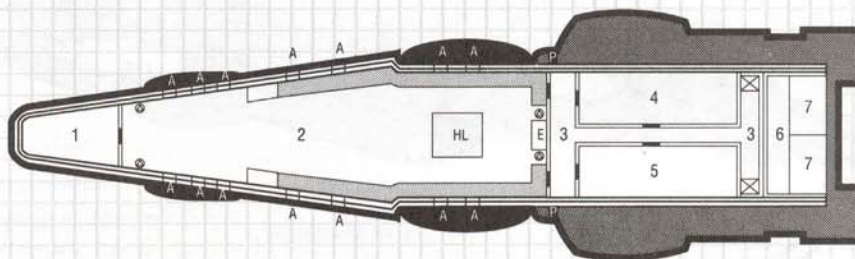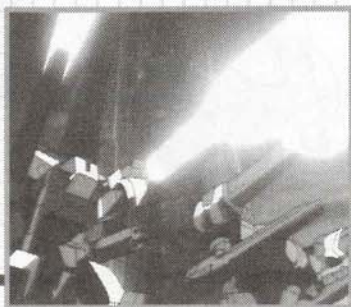
▶ • Defender-EX Mk. IV and Tomahawk Mk. II •

• LEVEL FOUR: MECHA HANGAR:

1- .... Weapon bay for mecha
2- .... Human mecha hangar
3- .... Service hall
4- .... Medical facilities
5- .... Supplies and storage
6- .... Auxiliary engines
7- .... Auxiliary engine nozzles
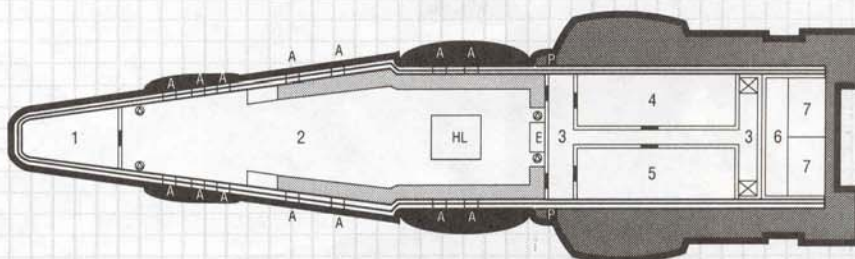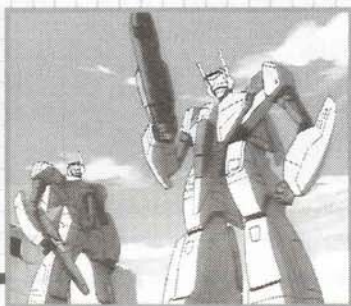
▶ • VF-2JA Icarus •
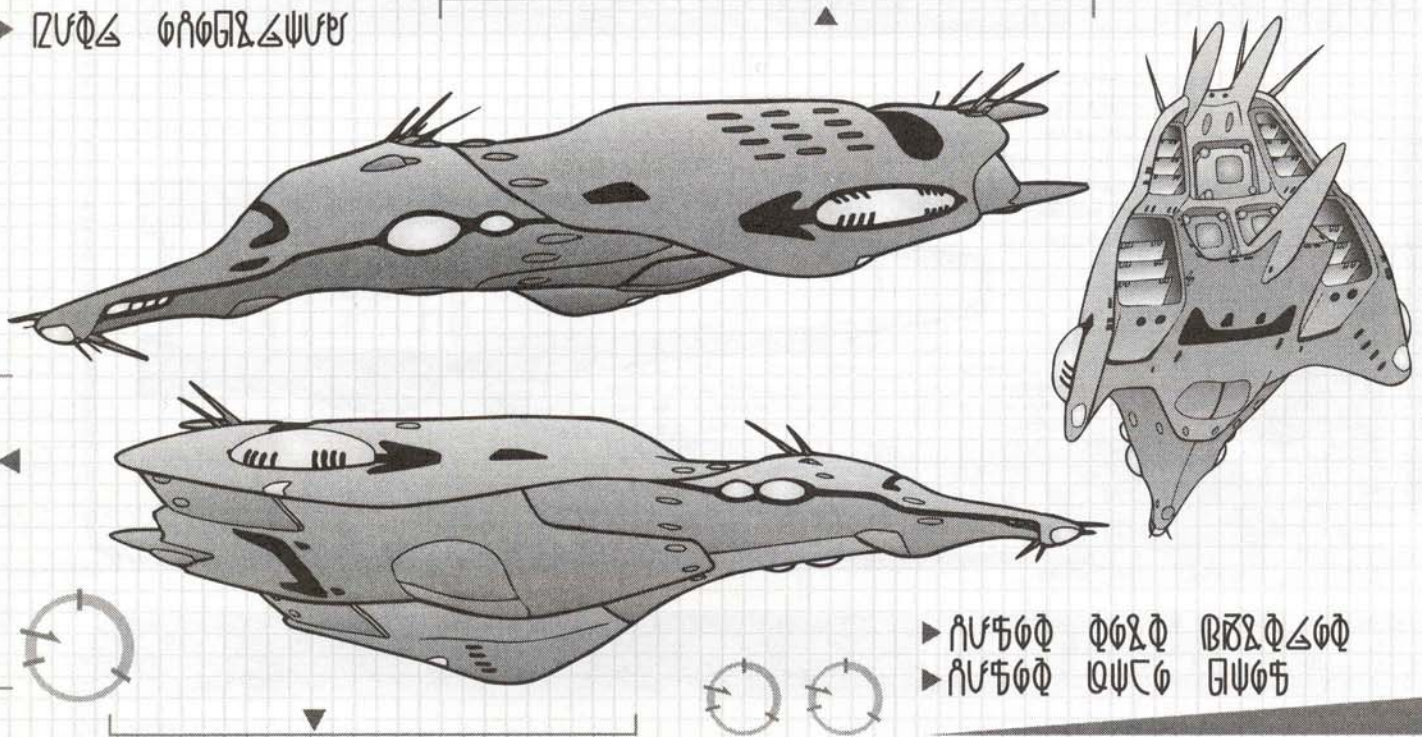
• LEVEL FIVE: SHUTTLE BAY:

1- .... Combat drop bay
2- .... Bay doors
3- .... Weapon bay for mecha
4- .... Shuttle bay

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▶ [alien script]
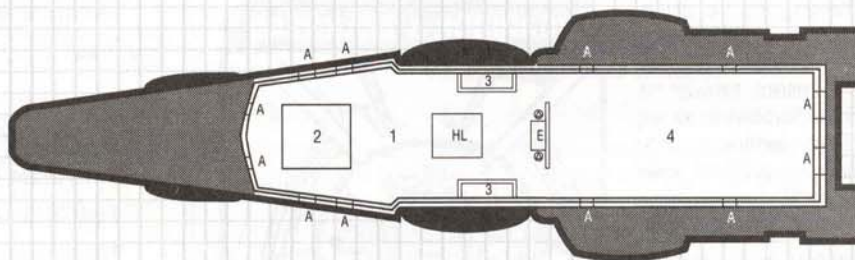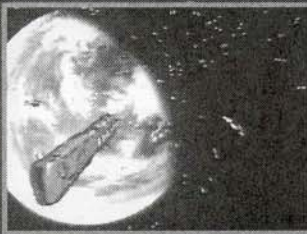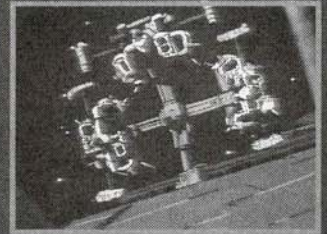
U.N. Spacy Fleet

Outer Hull

Pilot

Exterior Airlock

OVERVIEW:

The Zentran Command Ship was the second most powerful ship in the original Zentran armada. It was placed under the command of low-ranking officers or commanders and was used as a flagship for groups of a dozen ships up to small fleets of thirty vessels.

The Command Ship is remarkable because it possesses a characteristic which no other Zentran designs share: it can separate into two ships. The bow section, which contains all the heavy weaponry, can detach and descend in a planetary atmosphere to lead the assault, while the larger hull remains in orbit with the main bridge and engines. Even if the bow section is damaged or destroyed, its larger brother remains fully operational.

The Zentran Command Ship is now a full part of the UN Spacy fleet. It is still mostly managed by full-size Zentrans, although the fourth deck has been transformed into human-sized living quarters. Catwalks and additional waste disposal facilities were also added throughout the levels (see plans).

The UN Spacy has only a few of these ships since they were already rare to begin with.
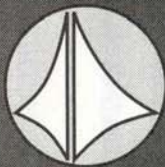
CORRIDOR & BULKHEAD
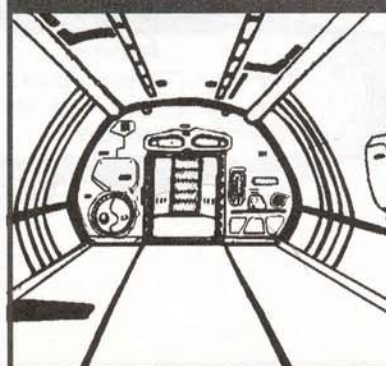
VEHICLE TYPE:

Command ship

CREW:

Human-size assigned personel	2350
Human-size combat troops	3600
Zentran size assigned personel	1350
Zentran size combat troops	5300
Total crew:	**12600**

M.D.C. PER LOCATION:

Forward Laser Mounts (64)	60	each
Laser Turrets (48)	170	each
Missile Turrets (66)	120	each
"Phalanx" Turrets (46)	50	each
Main Laser Cannon	1500	
Airlock/Access hatches (120)	170	each

Retractable Weapon hatches (160)	100 each
Bomb bay-style Hatch (main hull)	1000
Hull per 40 ft area* (12.2 meters)	50
Hull per 500 ft area* (152.5 meters)	900
Bow ship** (forward 1/3 of the hull)	90,000
Main Engine*** (bow ship, 3)	11,000
Auxiliary Engine**** (bow ship, 2)	6,000
Main Engine*** (main hull, 2)	23,000
Auxiliary Engine**** (main hull, 2)	11,000
Internal surface of Heavy Particle Cannon	3,800

* Punching a hole into a specific area of the hull — by completely depleting its M.D.C. — will only give access to the weapon turret access corridor (approximately 200 ft/31 meters wide). To gain access to the inside of the ship, one must go through the second hull.

** Depleting the M.D.C. of the bow ship will put the command bridge out of commission. It will also shut down the entire ship, including the following systems: life support, gravity control, communications, weapons and engines.

*** Depleting the M.D.C. of the main engines will severely impair the ship, forcing it to rely on its auxiliary engines.

**** If both main and auxiliary engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in an atmosphere. The loss of the auxiliary engines alone will not impair the ship in any way. If both engines are shut down, all other systems, except the fold drive, will continue to work.

SPEED:

Bow ship's engines are limited to Mach 6. Auxiliary engines can only propel the ship at Mach 3. Note that only the main hull is equipped with the fold system; the bow ship cannot fold by itself.

Main hull's engines are capable of sub-light speed: .16C or 32,000 miles per second. Auxiliary engines can only propel the ship at Mach 1.5.

DIMENSIONS:

	Bow ship	Main hull
Length:	1200 meters*	1800 meters**
Height at maximum cross-section:	550 meters	750 meters
Width at maximum cross-section:	350 meters	1000 meters

*250 meters are concealed under main hull / **without bow ship

Total length:	**3000 meters**
Weight:	180,000,000 tons (bow ship alone: 65,000,000 tons)
Main Engine:	Auto Heat Pile System
Auxiliary Engine:	fusion reactor type
Gravity Control System:	internal inertia drive
Fold system:	Auto Hyperspace Navigational System

WEAPON SYSTEMS:

	Bow ship	Main hull
Heavy Particle Beam Cannon	1	0
Main Laser Cannon	1	0
Forward Light Laser	12	52
55mm "Phalanx" Turrets	10	36
Missile Turret	6	60
Laser Turret	0	48

MOBILE WEAPON SYSTEMS:

	Bow ship	Main hull
Valkyrie VF-2SS	184	1200
Valkyrie VF-2SS SAP	35	165
Valkyrie VF2-SS SAP Special	10	80
Metal Siren VF-1MS	2	8
VF-XX Zentran Fighter	75	800
AGA Jet	8	30
Tomahawk Mk. II	8	6
Phalanx Mk. IV	8	16
Defender -EX Mk. III	10	24
Zentran Powered Armor (old type)	600	900
Meltran Powered Armor (old type)	540	1977
Standard Battlepod (old type)	75	600
Officer Battlepod (old type)	25	180
Fighter Pod (old type)	10	85
Total number of combat-ready mecha:	625	6081

Total number of combat-ready mecha for the entire ship: 6706

ADDITIONAL VEHICLES:

Human Space Shuttle	12
VF-2JA (in storage)	6
Zentran Hover Platform	100
Human Hover Platform	150

DESIGN NOTES:

- The number of mecha aboard has drastically dropped compared to the old Zentran days for two reasons: one, reasonable living quarters had to be installed for all Zentrans (even full-size) who had learned about comfort and liked it, and two, space for maintenance had to be taken into consideration.

- The 55mm "Phalanx" turrets are very similar to the ones mounted on military ships at the end of the twentieth century. The UN Spacy has learned to appreciate the low cost/high efficiency performance of that weapon system, and so added them to the hull of the Zentran ships to give them additional close-in protection. "Phalanx" turrets get a +3 when firing on missiles.

Primary Purpose:	Defense
Secondary Purpose:	Anti-Missile
Mega-Damage:	1D6 x 10 per burst
Range:	10 miles (half in atmosphere)
Rate of Fire:	Each individual turret can fire two bursts per melee. Turrets can be combined in any volley combination, as long as each fires only twice per melee. Minimum number of turrets per volley is 3.
Payload:	Effectively unlimited due to the large ammo supply available.
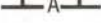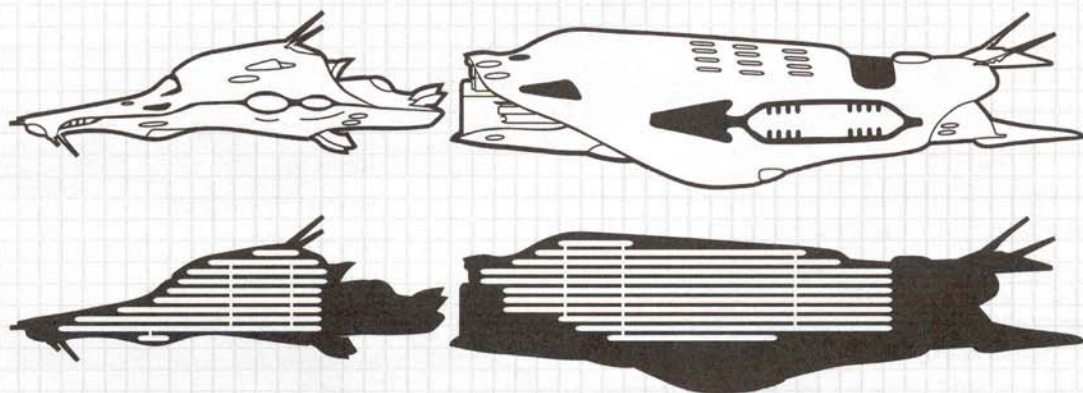
- There are less mecha than actual combat personnel. This is intentional: it ensures the rotation of the flight crew, enabling them to rest and making sure there are enough soldiers on board. Typical schedule is two weeks on the flight roster and one week on guard and stand-by duties. Everybody gets to fly *and* rest.

- All mecha hangars and Zentran sections have human-size catwalks at half-height running along the walls.

- Unless otherwise noted, all ceilings are 60 meters high with a catwalk at 30 meters.

- For all special facilities, refer to the Destroyer (p.34).
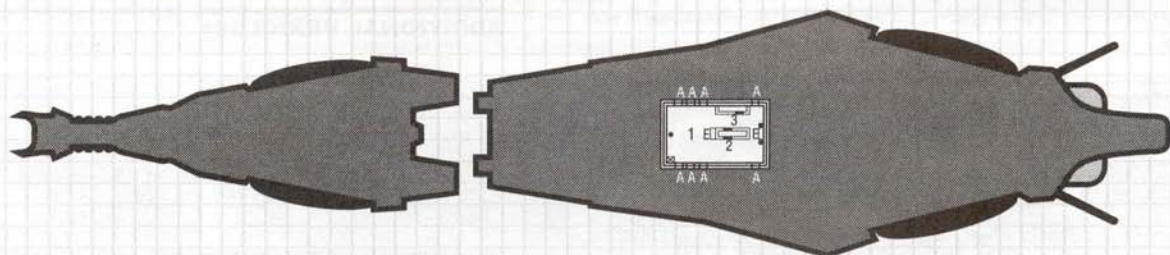
● MAP KEY ●

▼ ...... Elevator (human sized)

⊠ .... Waste disposal

▭ .... Catwalk

L .... Lift

E .... Elevator (mecha)

W .... Armory

A .... Airlock

.... Hatch

P .... Escape Pod

◎ ...... Stasis/Computer tower

● SIDE VIEW/CUTAWAY
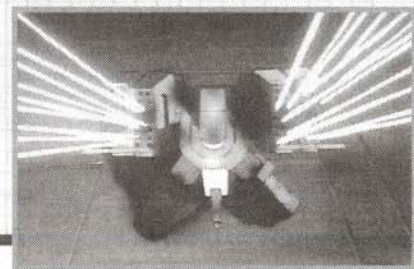
● LEVEL ONE: MECHA HANGAR:
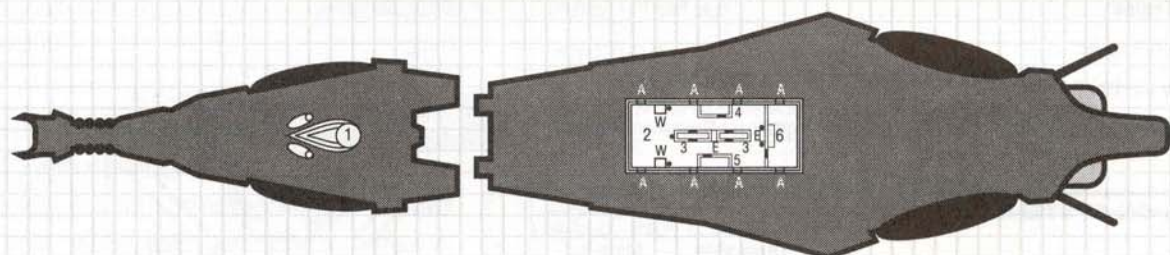
1- .... Human-size mecha hangar
2- .... Weapon bay for mecha
3- .... Repair shop

● Phalanx Mk. IV ◄
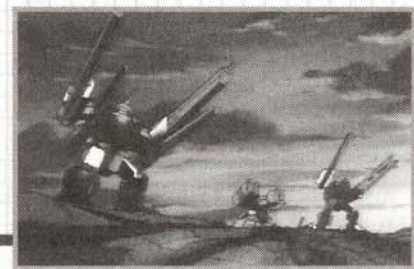
● LEVEL TWO: MECHA HANGAR:

1- .... Communication/sensor blister
2- .... Human-size mecha hangar
3- .... Weapon bay for mecha
4- .... Repair shop
5- .... Spare parts hold
6- .... Top auxiliary engine

● Tomahawk Mk. II and Phalanx Mk. IV ◄

• LEVEL THREE: LIVING QUARTERS:
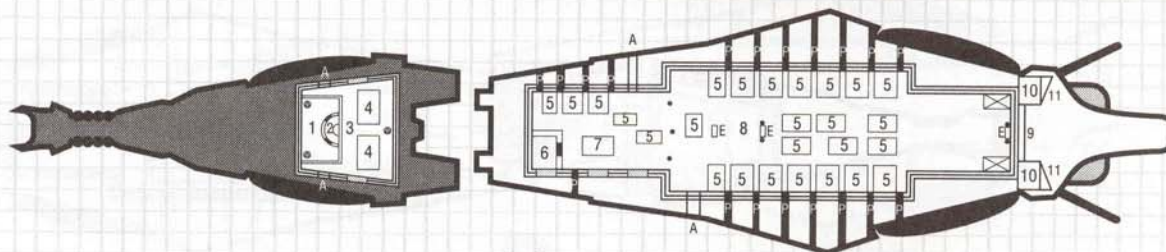
1- .... Elevator hall
2- .... Bow ship's secondary bridge
3- .... Service corridor
4- .... Human-size living quarters
5- .... Human-size living quarters
6- .... "The Seven Mile High Club"
7- .... "Le Doux Palais"
8- .... The park

9- .... Top auxiliary engine
10- .... Heat vents
11- .... Heat vents nozzles

• LEVEL FOUR: LIVING QUARTERS:
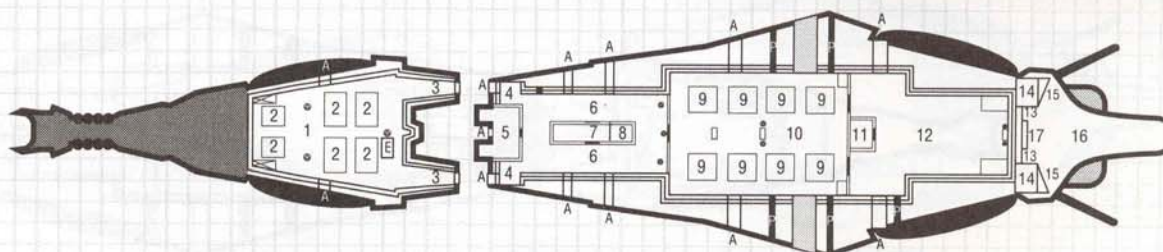
1- .... Bow ship's park
2- .... Human-size living quarters
3- .... Connecting corridor
4- .... Connecting corridor's airlock
5- .... Repair shop
6- .... Human-size mecha hangar
7- .... Weapon bay for mecha
8- .... Spare parts hold

9- .... Human-size living quarters
10- .... Level four's park
11- .... Repair shop
12- .... Human-size mecha hangar
13- .... Top auxiliary engines
14- .... Heat vents
15- .... Heat vents nozzle
16- .... Top auxiliary engines nozzle

• LEVEL FIVE: BRIDGE AND COMMUNICATION:
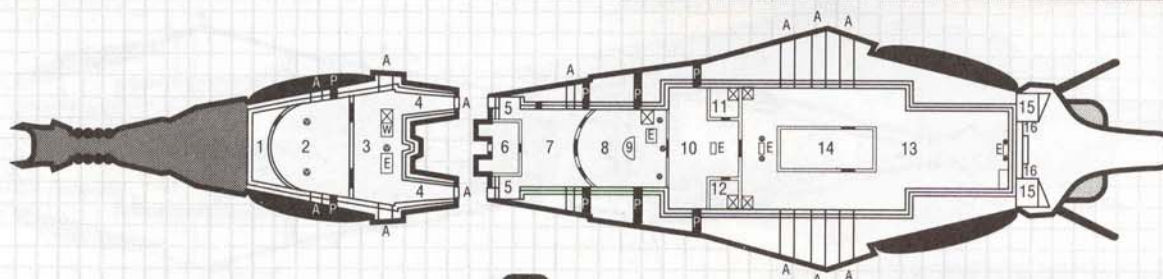
1- .... Communication/visual systems
2- .... Bow ship's main bridge
3- .... Elevator/service hall
4- .... Connecting corridor
5- .... Connecting corridor's airlock
6- .... Communication/visual systems
7- .... Main ship's bridge service hall
8- .... Main ship's bridge

9- .... Command platform
10- .... Elevator/service hall
11- .... Medical facilities
12- .... Medical/scientific facilities
13- .... Human-size mecha hangar
14- .... Weapon bay for mecha
15- .... Top main engines
16- .... Top auxiliary engines

● LEVEL SIX: ZENTRAN QUARTERS AND FOLD SYSTEM:
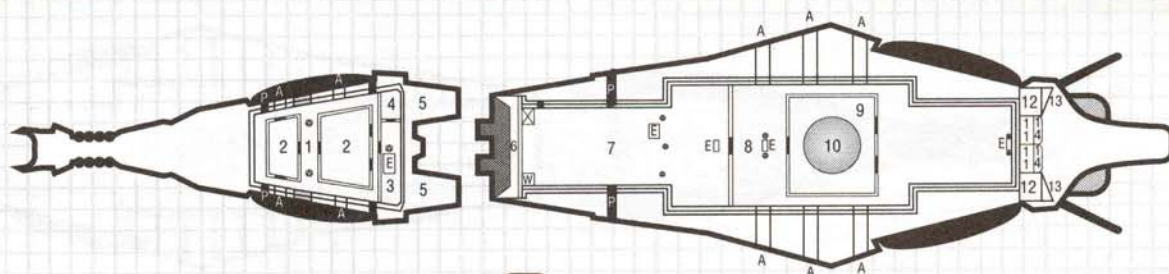
1- .... Service hall
2- .... Zentran living quarters
3- .... Elevator/service hall
4- .... Medical facilities
5- .... Top main engines (bow ship)
6- ... Bow ship/main hull coupling mechanism
7- .... Zentran living quarters
8- .... Service corridor

9- .... Fold system support equipment
10- .... Fold system
11- .... Lower auxiliary engines
12- .... Top main engines
13- .... Top main engines nozzles
14- .... Lower auxiliary engines nozzles

● LEVEL SEVEN: ZENTRAN QUARTERS:
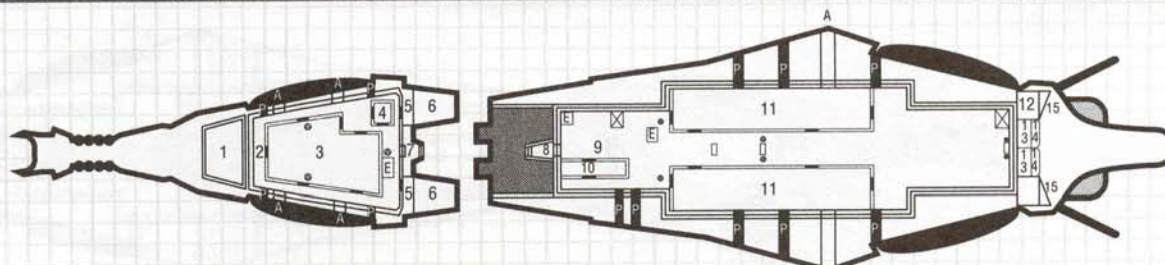
1- .... Forward weapon systems
2- .... Service corridor
3- .... Zentran quarters
4- .... Medical facilities
5- .. Bow ship's main engines service corridor
6- .... Bow ship's main engines
7- ... Connecting corridor's airlock (bow ship)
8- .... Connecting corridor (main hull)

9- .... Service hall (Zentran quarters)
10- .... Medical facilities
11- .... Zentran living quarters
12- .... Lower main engines
13- .... Lower auxiliary engines
14- .... Lower auxiliary engines nozzles
15- .... Lower main engines nozzles

* NOTE: ceiling of bow ship is at 40 meters on levels 7 and 8, while main hull is at the standard 60 meters height on both levels. The 40 meters gap in the bow ship's hull is filled with the systems of the Heavy Particle Cannon.

● LEVEL EIGHT: MECHA HANGAR AND STORAGE HOLDS:
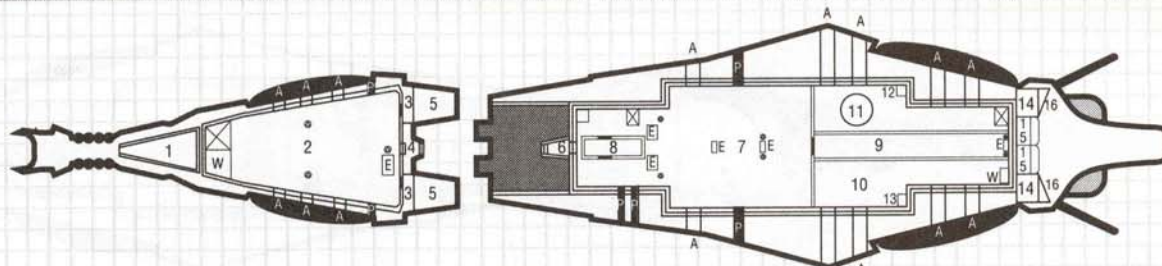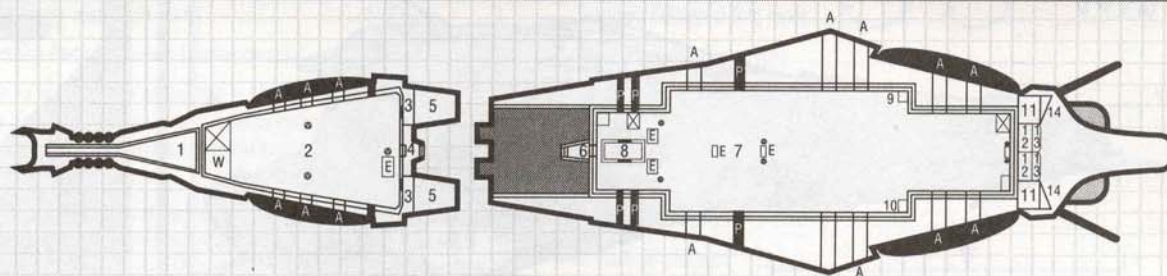
1- .... Forward Weapon Systems
2- .... Zentran mecha hangar
3- .... Bow ship's engines service corridor
4- ..... Connecting corridor airlock (bow ship)
5- .... Bow ship's main engines
6- ..... Connecting corridor airlock (main hull)
7- .... Zentran mecha hangar
8- .... Weapon bay for mecha

9- .... Service corridor
10- .... Food storage
11- .... Water storage
12- .... Recycling system
13- .... Food storage systems
14- .... Main ship's lower main engines
15- .... Lower auxiliary engines
16- .... Lower main engines nozzles
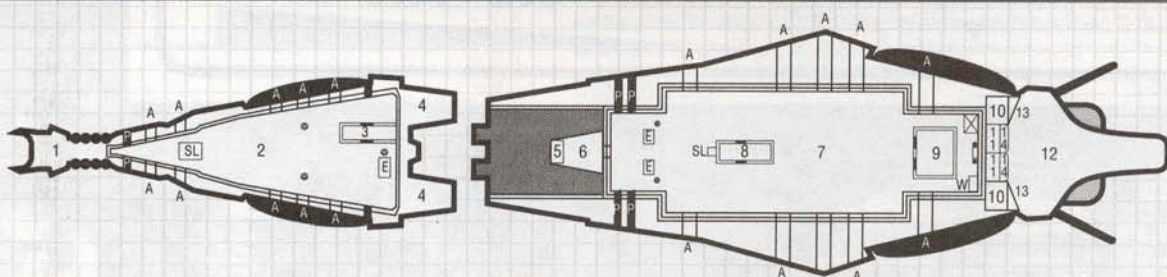
LEVEL NINE: MECHA HANGARS:

1-	.... Forward weapon systems
2-	.... Zentran mecha hangar
3-	.... Weapon bay for mecha
4-	.... Bow ship's auxiliary engines
5-	.... Coupling mechanism
6-	.... Main bow support
7-	.... Zentran mecha hangar
8-	.... Weapon bay for mecha

9-	.... Repair shop
10-	.... Lower main engines
11-	.... Lower auxiliary engines
12-	.... Armored trailing edge
13-	.... Lower main engine nozzles
14-	.... Lower auxiliary engine nozzles
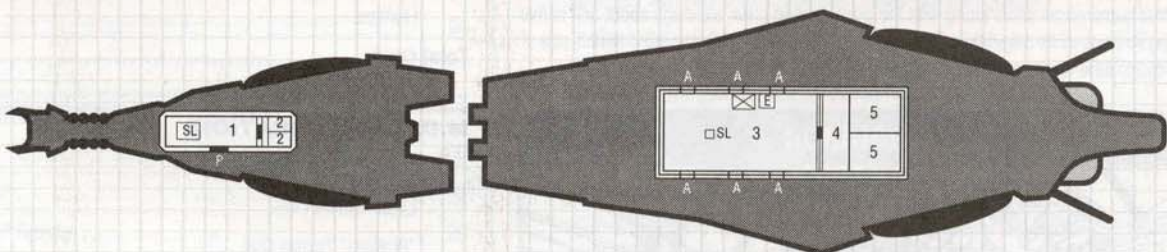
LEVEL TEN: MECHA HANGARS:

1-	.... Forward weapon systems
2-	.... Zentran mecha hangar
3-	.... Weapon bay for mecha
4-	.... Bow ship's auxiliary engines
5-	.... Coupling mechanism
6-	.... Main bow support
7-	.... Zentran mecha hangar
8-	.... Weapon bay for mecha
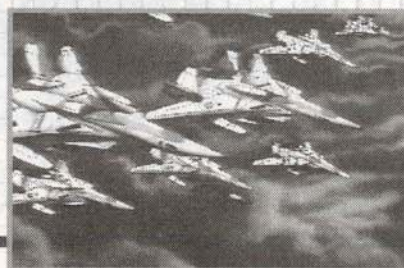
9-	.... Repair shop
10-	.... Lower main engines
11-	.... Lower auxiliary engines
12-	.... Armored trailing edge
13-	.... Lower main engine nozzles
14-	.... Lower auxiliary engine nozzles

LEVEL TEN: COMMUNICATION AND SPECIAL HANGAR:

1-	.... Communication equipment
2-	.... Small bomb bay
3-	.... Shuttle hangar
4-	.... Landing pad
5-	.... Combat drop bay
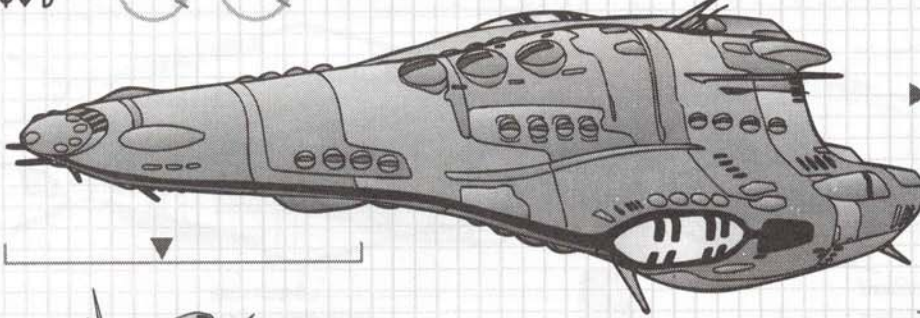
• VF-2JA Squadron ◀

* NOTE: communication equipment section is only 30 meters high.

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▶ ⋏⋃$ᒥ⊙ ⅊⊙⊿ ᒥ⋃ᒥ$
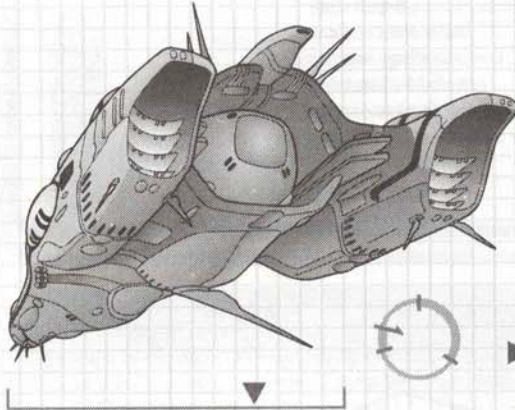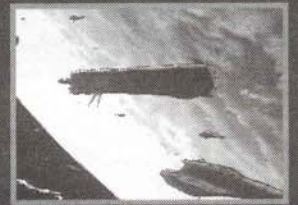
U.N. Spacy Fleet

Defender-EX Mk. III

Ground Mecha
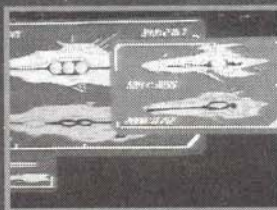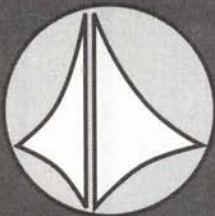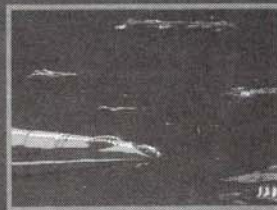
| ▶ Computer Display | ▶ U.N. Spacy Fleet | ▶ Outer Airlock | ▶ VF-2SS / SAP |
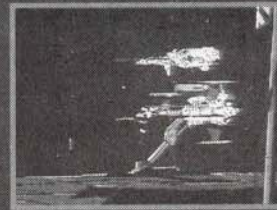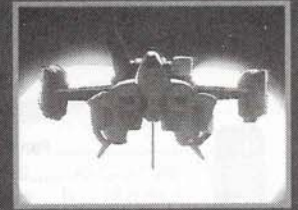
OVERVIEW:

The Zentran Destroyer-class ships formed a large portion of their original invasion fleet. The vessel's rugged design and even blend of weaponry and infantry made it extremely popular with the Zentran High Command.

Now that the remnants of the Zentran fleet have been incorporated in the UN Spacy, the Destroyer is a common sight to Spacy personnel. Most of the vessels have been modified so that humans can serve along with the giant Zentran crew, although about one in five ships remains in its original — giants only — state. The ship presented here is one of the modified ones.

CORRIDOR
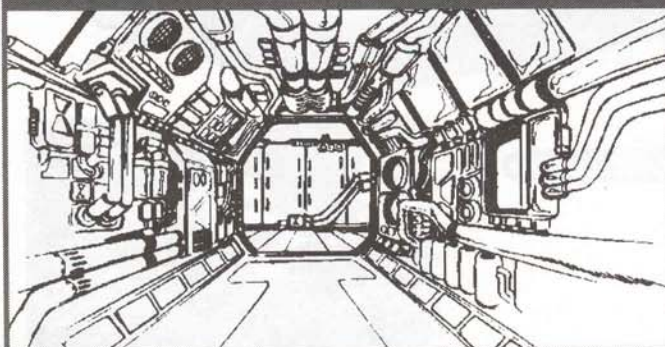
VEHICLE TYPE:

Destroyer

CREW:

Zentran & Meltran (full-size)	3000
Humans	2800
Total crew:	**5800**

M.D.C. PER LOCATION:

Forward Laser Mounts (18)	50	each
Laser Turrets (12)	150	each
"Phalanx" Turrets (28)	50	each
Missile Turrets (96)	110	each
Main Laser Cannon	800	
Airlock/Access hatches (70)	100	each
Retractable Weapon hatches (136)	80	each
Hull per 40 ft area (12.2 meters)	60	*
Hull per 500 ft area (152.5 meters)	750	*

Forward 1/3 of the ship** (main body) 90,000

Main Engine*** (2, upper rear) 10,000

Auxiliary Engine**** (lower rear, main body) 5,000

Internal surface of Heavy Particle Cannon (when opened) 1000

* Punching a hole into a specific area of the hull — by completely depleting its M.D.C. — will only give access to the weapon turrets access corridor (approximately 200 ft/31 meters wide). To gain access to the inside of the ship, one must go through the second hull.

** Depleting the M.D.C. of the front third of the ship will put the command bridge and auxiliary command bridge out of commission. It will also shut down the entire ship, including the following systems: life support, gravity control, communications, weapons and engines.

*** Depleting the M.D.C. of the main engines will severely impair the ship, forcing it to rely on its auxiliary engines.

**** If both main and auxiliary engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in atmosphere. The loss of the auxiliary engines alone will not impair the ship in any way. If both engines are shut down, all other systems, except the fold drive, will continue to work.

SPEED:

Main engine is capable of sub-light speed: .16C. Auxiliary engines can only propel the ship at the speed of Mach 5.

DIMENSIONS:

Length:	2000 meters
Height:	510 meters at maximum cross-section
Width:	750 meters at maximum cross-section
Weight:	80,000,000 tons
Main Engine:	Auto Heat Pile System
Auxiliary Engine:	fusion reactor type
Gravity Control System:	internal inertia drive
Fold system:	Auto Hyperspace Navigational System

WEAPON SYSTEMS:

Heavy Particle Beam Cannon	1
Main Laser Cannon	1
Forward Light Laser	18
Laser Turret	12
"Phalanx" Turret	28
Missile Turret	96

MOBILE WEAPON SYSTEMS:

Valkyrie VF-2SS	400
Valkyrie VF-2SS SAP	98
Valkyrie VF2-SS SAP Special	25
Metal Siren VF-1MS	6
VF-XX Zentran Fighter	350
AGA Jet	12
Tomahawk Mk. II	8
Phalanx Mk. IV	8
Defender-EX Mk. III	10

Zentran Powered Armor (old type)	400
Meltran Powered Armor (old type)	650
Standard Battlepod (old type)	75
Officer Battlepod (old type)	25
Total number of combat-ready mecha:	**1890**

ADDITIONAL VEHICLES:

Human Space Shuttle	8
VF-2JA (in storage)	8
Civilian Valkyrie (recon version)	6
Zentran Hover Platform	60
Human Hover Platform	100

DESIGN NOTES:

- The number of mecha aboard has drastically dropped compared to the old Zentran days. The hangars are replaced by reasonable living quarters for all Zentrans (even full-size) who have learned about comfort. Additional space is also used for maintenance.

- The 55mm "Phalanx" turrets are the same as the ones mounted on the hull of all UN Spacy Zentran ships. These were added to give the vessels additional close-combat protection while keeping the cost low and the complexity down. "Phalanx" turrets get a +3 when firing on missiles.

Primary Purpose:	Defense
Secondary Purpose:	Anti-Missile
Mega-Damage:	1D4 x 10 per burst
Range:	10 miles (half in atmosphere)
Rate of Fire:	Each individual turret can fire two bursts per melee. Turrets can be combined in any volley combination, as long as each fires only twice per melee. Minimum number of turrets per volley is 3.
Payload:	Effectively unlimited due to the large ammo supply available.

- There are less mecha than actual combat personnel. Again, this is to ensure the rotation of the flight crew and to make sure there are always enough fresh pilots ready for combat.

- The park: this park is different on every ship of the fleet. The human-size quarters are built inside and around the park, making for a cozy and comfortable atmosphere. It covers nearly 90% of this level.

- Human-size living quarters. These are eight stories-tall (about 40 meters) buildings containing up to a hundred small rooms/apartments of about 5x5 meters, equipped with very compact utilities. Small, but comfortable.

- "Le Doux Palais": this is a collection of very small stands, each offering delicacies from many old Earth countries. Very popular for its low prices and delightful atmosphere; the perfect place for that romantic encounter.

- "The Seven Mile High Club": this club offers a good selection of low-priced food and non-alcoholic drinks, with great music to boot. The seventh floor is reserved for officers only.

- "Stand-by" room: fifty full-size Zentrans and Meltrans are ready at all times to scramble. They mainly serve to prevent boarding assaults and provide cover for other scrambling units.

- All mecha hangars and Zentran sections have human-size catwalks at half-height running along the walls.

• MAP KEY •

- ▼ ...... Elevator (human sized)
- ⊠ ...... Waste disposal
- ▭ ...... Catwalk
- L ...... Lift
- E ...... Elevator (mecha)
- W ...... Armory
- ⊣A⊢ ...... Airlock
- ...... Hatch
- P ...... Escape Pod
- ◎ ...... Stasis/Computer tower

• SIDE VIEW/CUTAWAY
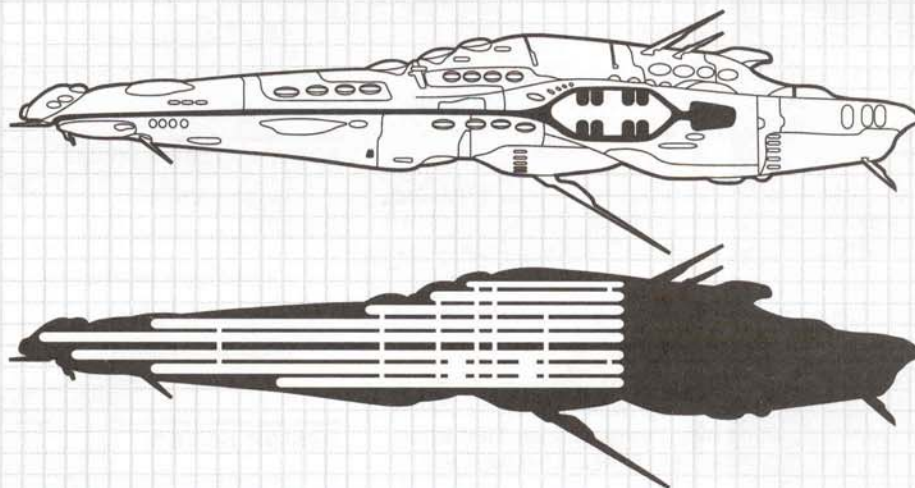
• LEVEL ONE: MECHA HANGAR:

- 1- .... Human-size mecha hangar
- 2- .... Weapon bay for mecha
- 3- .... Main engines
- 4- .... Main engines nozzle
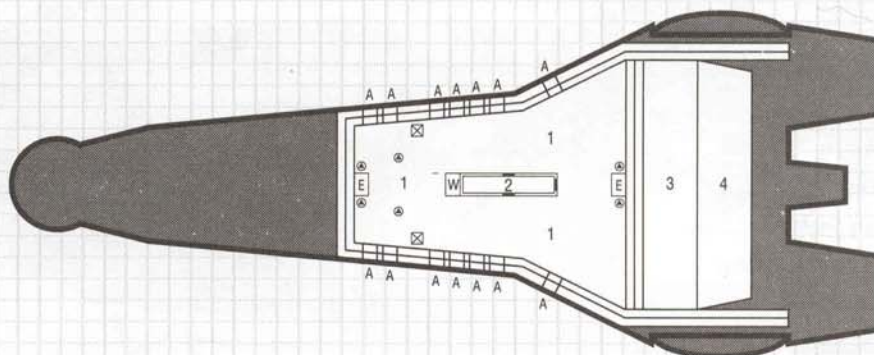
• LEVEL TWO: COMMAND DECK:

- 1- .... Service hall
- 2- .... Main bridge
- 3- .... Main bridge command platform
- 4- .... Communication equipment room
- 5- .... Human-size mecha hangar
- 6- .... Weapon bay for mecha
- 7- .... Main engines
- 8- .... Main engines nozzle
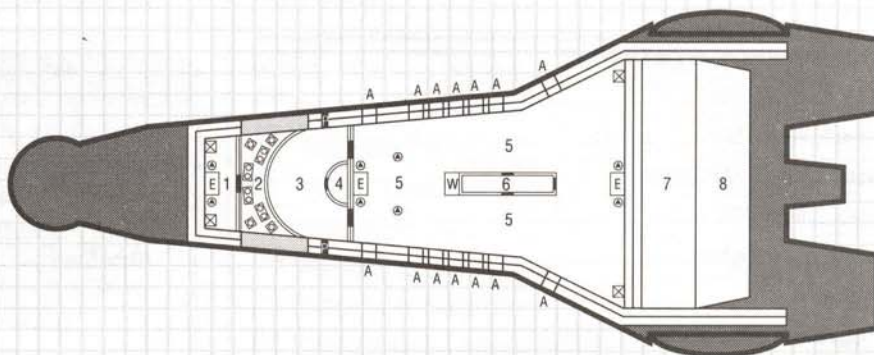
• LEVEL THREE: LIVING QUARTERS:

1- .... The park
2- .... Human-size living quarters
3- .... "Le Doux Palais"
4- .... "The Seven Mile High Club"
5- .... Medical facilities
6- .... Technical crew office
7- .... Fold system service hall
8- .... Fold system
9- .... Main engines
10- .... Main engines nozzle
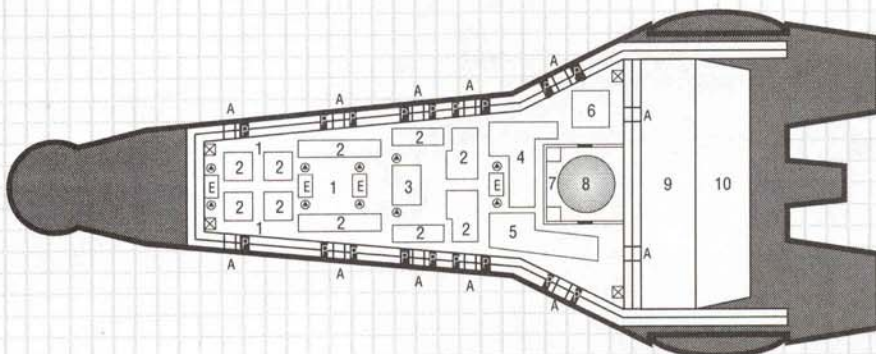
• LEVEL FOUR: LIVING QUARTERS:

1- .... The park (similar to level three)
2- .... Full-size Zentran living quarters
3- .... Medical facilities
4- .... Main engines
5- .... Main engines nozzle
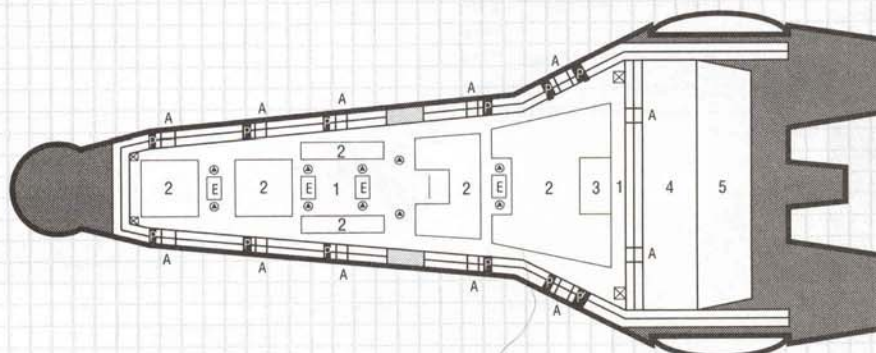
• LEVEL FIVE: MAIN LASER CANNON AND SECONDARY BRIDGE:

1- .... Forward weapon system
2- .... Service hall
3- .... Secondary bridge
4- .... Secondary bridge service hall
5- .... Communication equipment
6- .... Life support
7- .... Full-size Zentran living quarters
8- .... Zentran mecha hangar
9- .... Weapon bay for mecha
10- .... Storage maintenance equipment
11- .... Food storage
12- .... Water storage
13- .... Main engines
14- .... Auxiliary engines
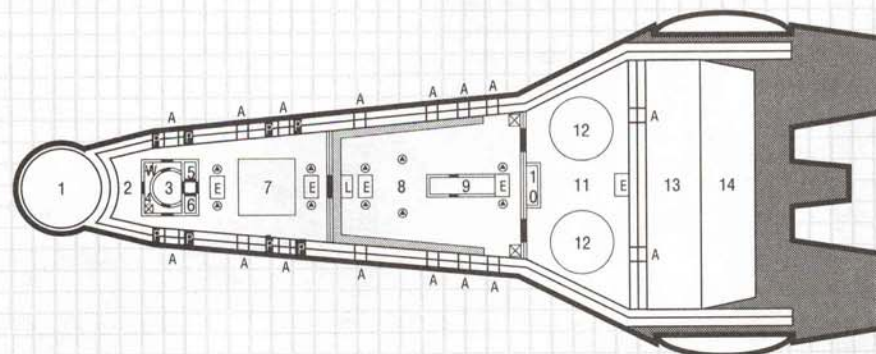
◦ LEVEL SIX: MECHA HANGAR:

1- .... Zentran and Meltran mecha hangar
2- .... "Stand-by" room
3- .... Weapon bay for mecha
4- .... Weapon bay for mecha
5- ..... Ammunition and spare parts for mecha
6- .... Main engines
7- .... Main engines nozzle
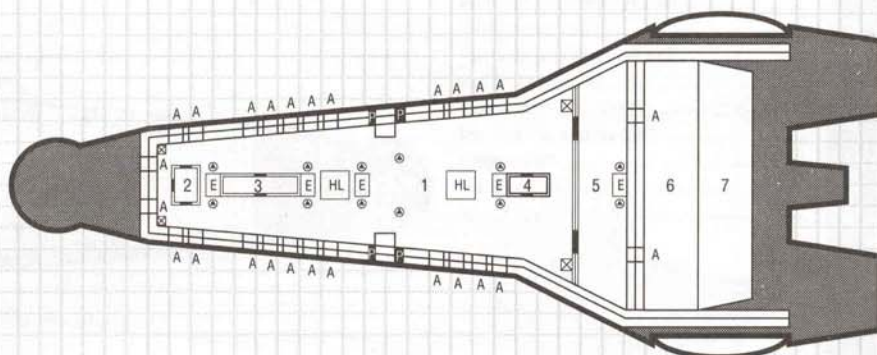
◦ LEVEL SEVEN: ZENTRAN MECHA HANGAR:

1- .... Zentran mecha hangar
2- .... Weapon bay for mecha — forward
3- .... Weapon bay for mecha — midship
4- .... Weapon bay for mecha — stern
5- .... Main engines
6- .... Main engines nozzle
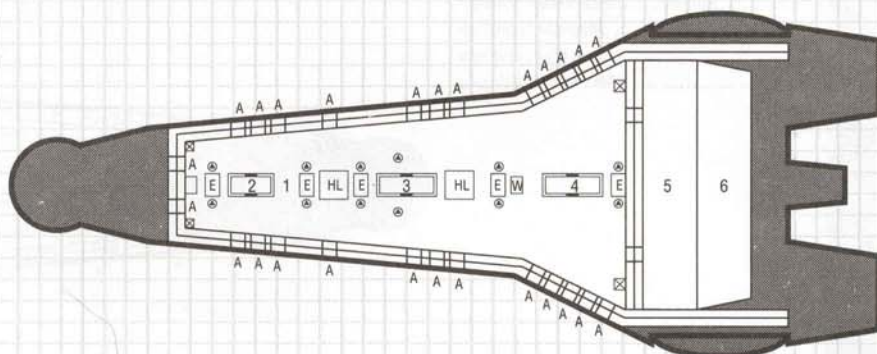
◦ LEVEL EIGHT: SHUTTLE BAY:

1- .... Shuttle bay
2- .... Combat drop bay
3- .... Weapon bay for mecha
4- .... Main hatch
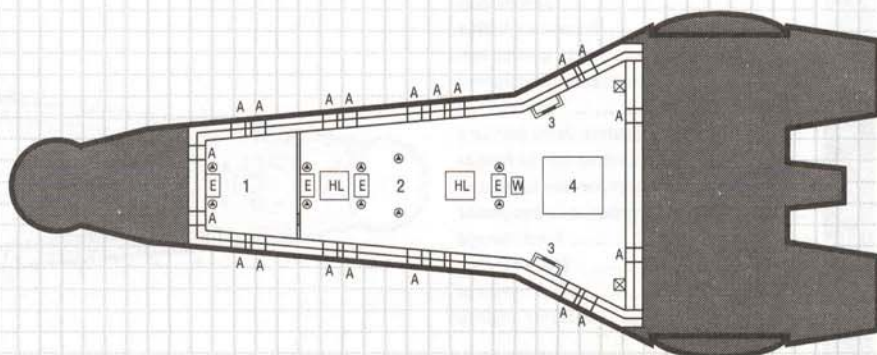
* NOTE: levels 6 to 8 are equipped with large lifts for rapid access to main hatch.

MARDUK

• MARDUK SPACESHIPS •

〈foreign script〉
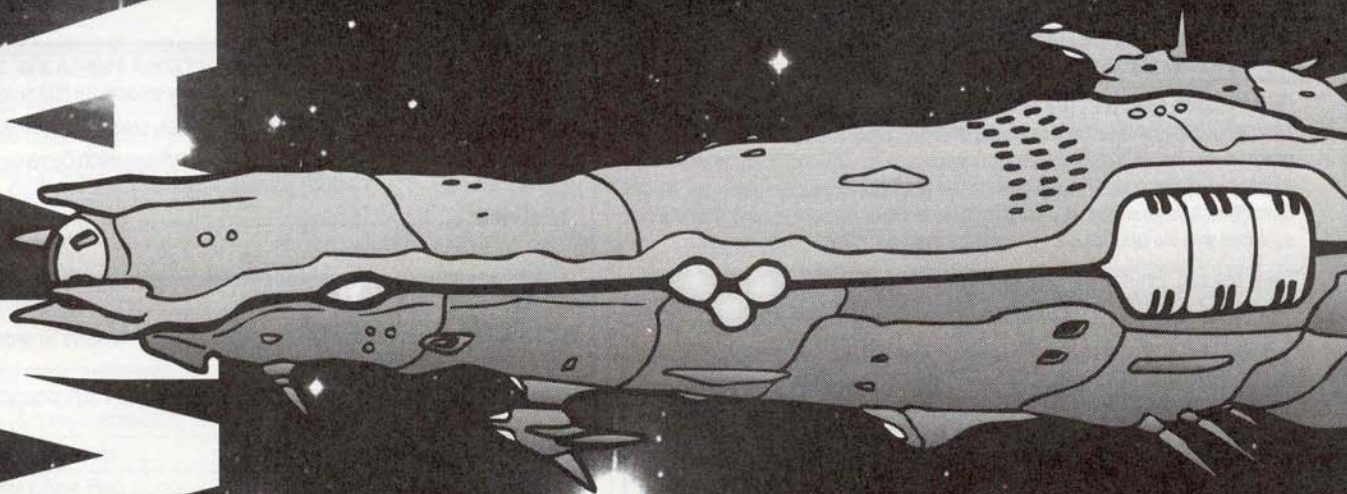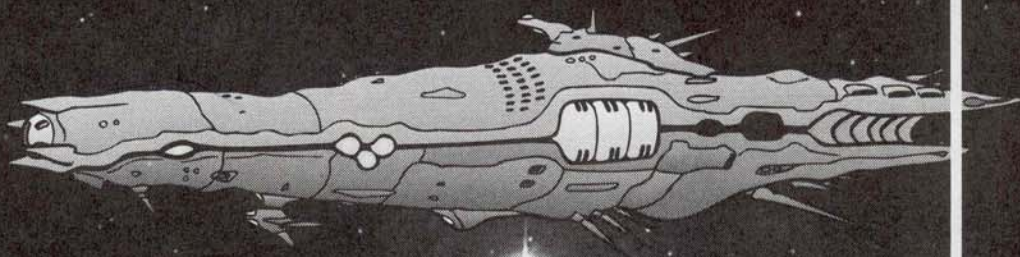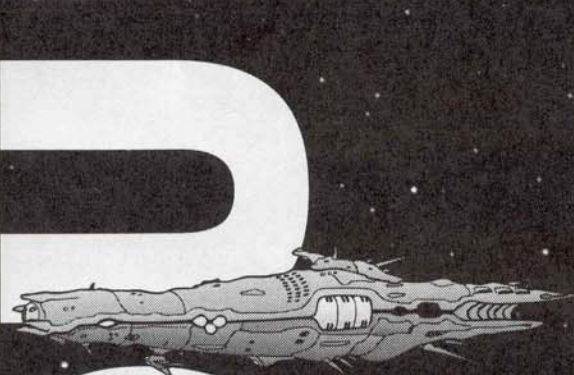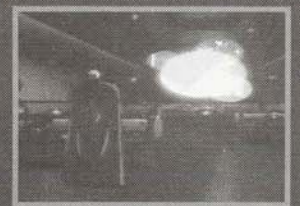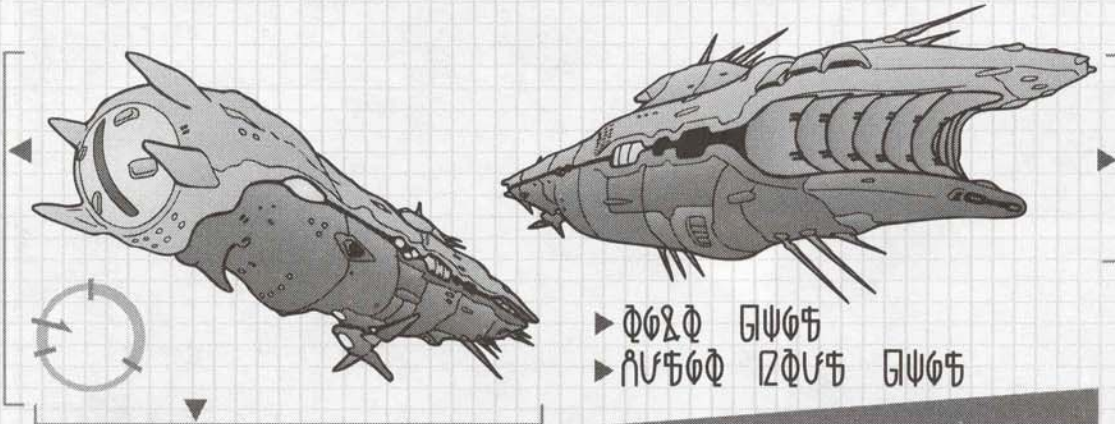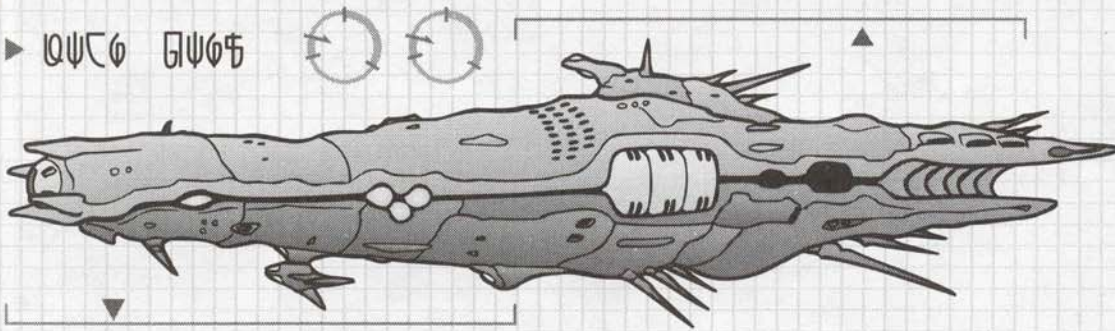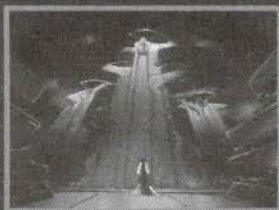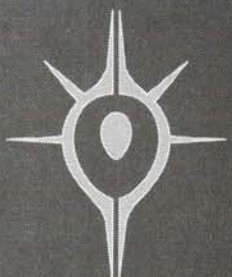
Marduk Bridge

Instrumentation Tower

Marduk Corridor

Emulator Chamber

Zentran Soldiers

Zentran Stasis Pods

Exterior Airlock

OVERVIEW:

The most impressive weapon in the Marduk's war arsenal is the Flagship—the Marduk's version of the Zentrans' class vessel. Just like the Zentrans' ship, it serves as command base for its space fleets. The Flagship is a rare sight, approximately one Flagship per two hundred Marduk ships.

Flagships often direct planetary assaults. To handle such massive military operations, they are equipped with an extensive array of communications gear as well as extremely powerful weapon systems. They also carry thousands of battle pods and powered armors of all types. These man-to-man fighting units can be deployed for "blitzkrieg" attacks. Since the Flagship serves as a mobile command base/command post, they are also equipped with the latest defensive weaponry.

Only the old Zentran Landing Ships carried more crew and mecha. As a matter of course, human-size quarters are present to accommodate the Marduk crew. The Zentrans and Meltrans have practically no need for crew quarters, as they spend their time in stasis with their battle machines.

EMULATOR CHAMBER

VEHICLE TYPE:

Combat/command flagship

CREW:

Zentran	5000 Combat-ready soldiers/15,000 Soldiers in Stasis
Meltran	1000 Combat-ready soldiers/1500 Soldiers in Stasis
Marduk	1000 Combat-ready officers/4000 Combat-ready soldiers 1000 Soldiers in Stasis/4 active Emulators + 12 in stasis

Total crew: 28,516

M.D.C. PER LOCATION:

Forward Laser Mounts (60)	50	each
Laser Turrets (116)	150	each
Missile Turrets (262)	110	each
Main Laser Cannon	2500	
Airlock/Access hatches (180)	200	each
Retractable Weapon hatches (378)	100	each
Hull per 40 ft area* (12.2 meters)	80	
Hull per 500 ft area* (152.5 meters)	850	
Forward 1/3 of the ship** (main body)	400,000	

Main Engine*** (upper rear, main body) 100,000

Auxiliary Engine**** (lower rear, main body) 20,000

Special Systems (Deck 9, bottom) 12,000

* Punching a hole into a specific area of the hull - by completely depleting its M.D.C. - will only give access to the weapon turret access corridor (approximately 200 ft/ 31 meters wide). To gain access to the inside of the ship, one must go through the second hull. On levels 1, 4, and 7, a third hull blocks the way! These interior hulls have the same strength as the exterior one. They do NOT count as interior bulkheads.

** Depleting the incredible M.D.C. of the front third of the ship will put the command bridge and auxiliary command bridge out of commission. It will also shut down the entire ship, including the following systems: stasis, life support, gravity control, communications, weapons and engines. The Emulator chamber will also shut down, making the Zentran warriors sluggish and uncontrollable.

*** Depleting the M.D.C. of the main engine will severely impair the ship, forcing it to rely on its auxiliary engine.

**** If both main and auxiliary engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in an atmosphere. The loss of the auxiliary engine alone will not impair the ship in any way. If both engines are shut down, all other systems, except the fold drive, will continue to work. Should this situation occur, the Marduk will attack with even greater audacity to protect the ship.

SPEED:

main engine is capable of sub-light speed: .20C or 32,000 miles per second. Auxiliary engine can only propel the ship at a relatively low speed of Mach 3.

DIMENSIONS:

Length:	4000 meters
Height:	806 meters at maximum cross-section
Width:	600 meters at maximum cross-section
Weight:	180,000,000 tons
Main Engine:	Auto Heat Pile System
Auxiliary Engine:	Fusion reactor type
Gravity Control System:	Internal inertia drive
Fold system:	Auto Hyperspace Navigational System

WEAPON SYSTEMS:

Heavy Particle Beam Cannon	1
Main Laser Cannon	1
Forward Lasers	60
Laser Turrets	116
Missile Turrets	262

MOBILE WEAPON SYSTEMS:

Zentran Battle Pods	15,000
Zentran Officer Pods	5000
Zentran Powered Armors	5000
Meltran Powered Armors	2500
Gilgamesh Type I	2500
Gilgamesh Type II	500
Annihilators	1000
Total number of combat-ready mecha:	**31,500**

The ship also carries some spare machines in storage, should they ever be needed to replace damaged or destroyed units. These are NOT combat-ready: they must be prepared and readied (6 hours) before being used.

Zentran Battle Pods	200
Zentran Officer Pods	75
Zentran Powered Armors	150
Meltran Powered Armors	75
Gilgamesh Type I	75
Gilgamesh Type II	40

Annihilators	35
Total number of spare mecha:	**650**

ADDITIONAL VEHICLES:

Marduk Space Shuttles	20
Zentran Space Shuttles	2
Marduk Hover Platforms	490
Zentran Hover Platforms	75

OUTER HULL:

The exterior of all Marduk battleships is dotted with hatches for airlocks and weapon turrets. All deck levels have two hulls, the space in-between being used as access tunnels for mecha and housing for the turrets. The access tunnels can measure up to 40 meters tall and 20 meters wide.

TOP OUTER HULL:

Retractable Laser Turrets	25
Retractable Missile Turrets	66
Airlocks/Access Hatches	20
Communication Antennae	5

SIDE OUTER HULL:

Forward Light Lasers	60 (30 on each side)
Retractable Laser Turrets	56 (28 on each side)
Retractable Missile Turrets	130 (65 on each side)
Airlocks/Access Hatches	130 (65 on each side)

BOTTOM OUTER HULL:

Retractable Laser Turrets	25
Retractable Missile Turrets	66
Airlocks/Access Hatches	30
Communication Antennae	6

FRONT:

Heavy Particle Beam Cannon	1
Retractable Laser Turrets	10
Retractable Missile Turret	None
Main Laser Cannon	1 (lower front)
Airlocks/Access Hatches	None

DESIGN NOTES:
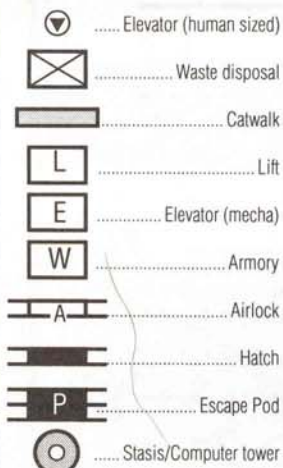
The Flagships present some additional features not present on most of the other ships:

1- Hyperspace communication: these powerful broadcast arrays are used to communicate with bases and flagships in far away solar systems. Range is unknown, though it must be rated in light-years. Very useful to call for reinforcements if the enemy proves tougher than expected.

2- Mecha navigational override: this system serves to instantly abort a mission if the fleet commander so wishes. All mecha are automatically returned to their respective mother ships.

3- Bio-scan chamber: a special laboratory equipped with a multitude of apparatus to study alien lifeforms. It provides all pertinent data on physiology and chemical and genetic structure. Only Marduk Science Officers, Interrogators and High Officers are allowed in this room.

4- Emulator chambers: these large rooms contain the ship's Emulators during battle. The walls are covered by special sensors which pick-up and amplify the emulator's voice. Heavily armored, they are also equipped with a large array of viewscreens.

The Marduk Flagship possesses larger and better medical facilities and laboratories than any other ship in the fleet.

• MARDUK FLAGSHIP • ⊅⅃⅁⅃⊂⅃⌀ ⌀⅄⅄⌀⅁⌀⅄⅃⅂

• MAP KEY •

▼ ......Elevator (human sized)

⊠ ....Waste disposal

▭ ....Catwalk

L ....Lift

E ....Elevator (mecha)

W ....Armory

A ....Airlock

▬ ....Hatch

P ....Escape Pod

◉ ......Stasis/Computer tower

• SIDE VIEW/CUTAWAY
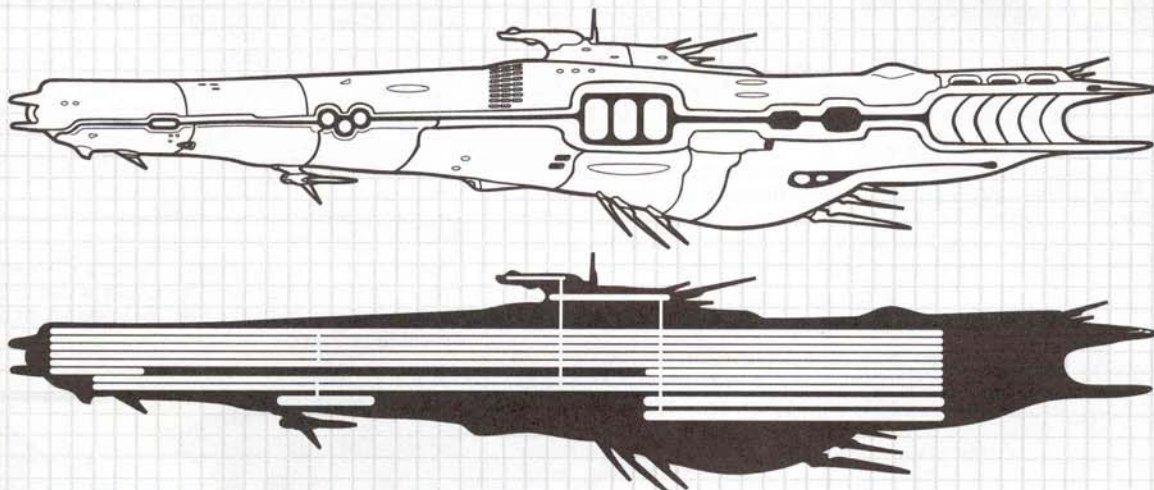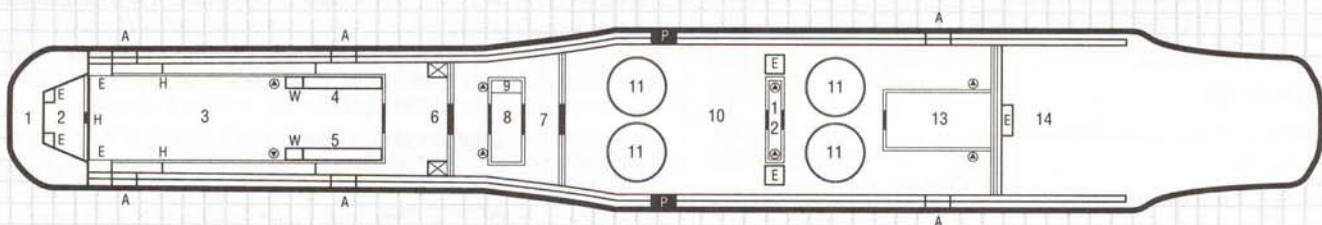
• LEVELS ONE & TWO: BRIDGE/MARDUK QUARTERS:
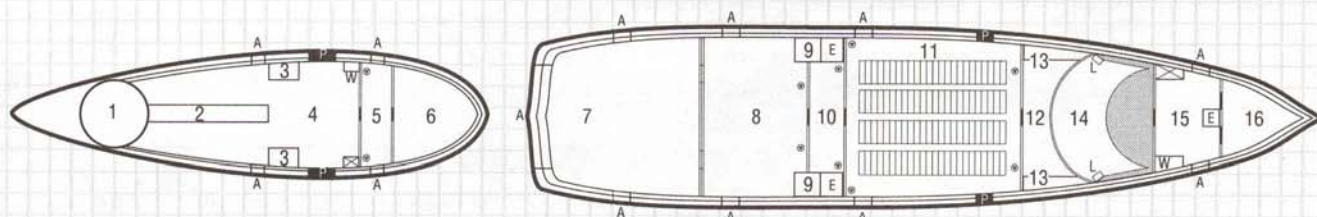
1-	.... Observation bubble
2-	.... Navigation equipment
3-	.... Secondary navigation equipment
4-	.... Navigation level corridor
5-	.... Elevator/navigation bridge hall
6-	.... Communication equipment
7-	.... Marduk shuttle/mecha launch bay
8-	.... Marduk shuttle/mecha hangar

9-	.... Weapon bay (guns, missiles, etc.) for mecha
10-	.... Elevator hall
11-	.... High officers quarters/stasis facilities (two levels)
12	.... Main bridge hall
13	.... Main bridge systems
14-	.... Main bridge
15-	.... Service hall (elevator, waste disposal, etc.)
16-	.... Main communication equipment

• LEVEL THREE: EMULATORS/STASIS:

1-	.... Forward weapon systems
2-	.... Open area around forward elevators
3-	.... Marduk stasis chamber (soldiers and low officers)
4-	.... Stasis systems
5-	.... Stasis systems
6-	.... Service/patrol corridor
7-	.... Service/patrol corridor

8-	.... Emulators stasis chamber
9-	.... Stasis system for Emulators chamber
10-	.... Service(patrol area around Emulator song rooms)
11-	.... Emulator song rooms
12-	.... Antechamber to Emulator song rooms
13-	.... Song room systems
14-	.... Main engine

• LEVEL FOUR: MARDUK STASIS CHAMBERS/LABORATORY:
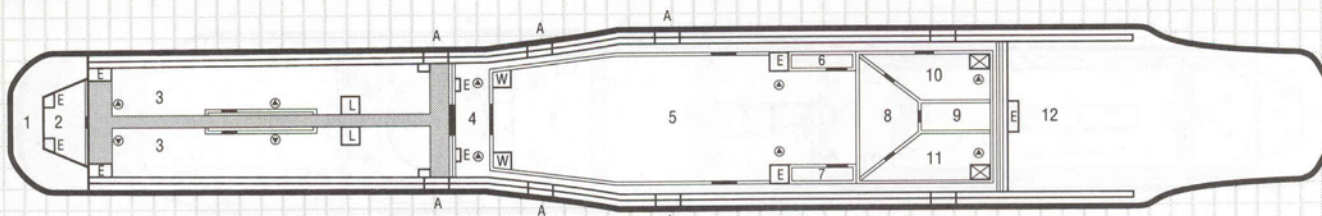
1-	.... Forward Weapon Systems
2-	.... Open area around forward elevator
3-	..... Floor of hangar on Level Five; only catwalk is part of Level Four
4-	.... Service/patrol corridor
5-	.... Marduk stasis chamber (soldiers and low officers)
6-	.... Stasis systems
7-	.... Stasis systems

8-	.... Laboratories (bio-scan chamber, scientific facilities)
9-	.... Laboratories (bio-scan chamber, scientific facilities)
10-	.... Laboratories (interrogation chamber, scientific facilities)
11-	.... Medical facilities
12-	.... Main engine

• LEVEL FIVE: MARDUK MECHA HANGAR:
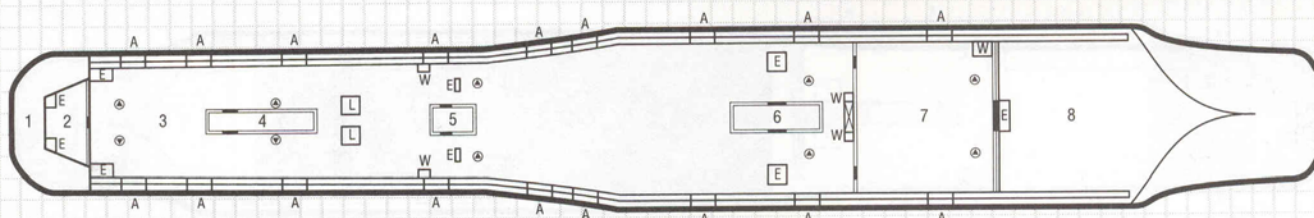
1-	.... Forward Weapon Systems
2-	.... Open area around forward elevators
3-	.... Mecha hangar
4-	.... Weapon bay (guns, missiles, etc.) for mecha — forward
5-	.... Weapon bay (guns, missiles, etc.) for mecha — midship
6-	.... Weapon bay (guns, missiles, etc.) for mecha — stern
7-	.... Ammunition storage
8-	.... Main engine

◄ • Corridor •
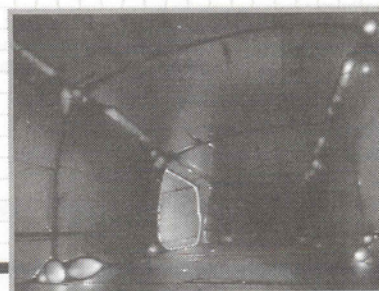
• LEVEL SIX: ZENTRAN HANGARS/SCIENTIFIC FACILITIES
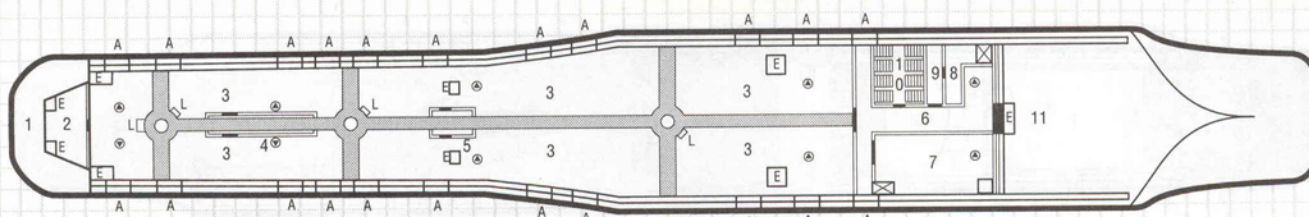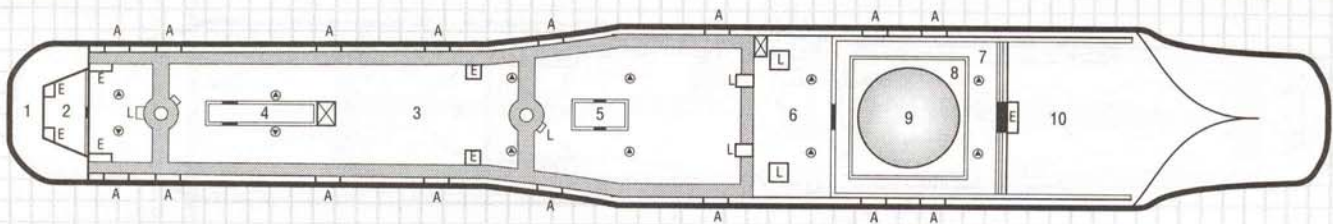
1-	.... Forward weapon systems
2-	.... Open area around the forward elevators
3-	.... Zentran stasis/mecha hangar
4-	.... Weapon bay (guns, missiles, etc.) for mecha — forward
5-	.... Weapon bay (guns, missiles, etc.) for mecha — midship
6-	.... Reinforced corridors
7-	.... Cloning facilities
8-	.... Interrogation/bio-scan facilities

9-	.... Laboratory
10-	.... Storage rooms (40)
11-	.... Main engine
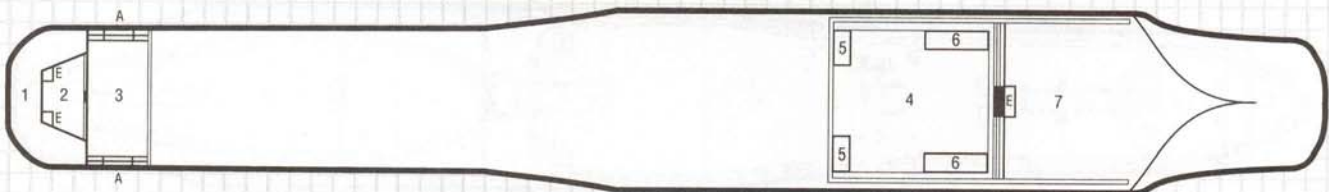
• LEVEL SEVEN: ZENTRAN HANGARS/FOLD DRIVE

1- .... Forward weapon systems
2- .... Open area around elevators
3- .... Zentran stasis/mecha hangars
4- .... Weapon bay (guns, missiles, etc.) for mecha — forward
5- .... Weapon bay (guns, missiles, etc.) for mecha — midship
6- .... Fold drive housing
7- .... Fold drive service corridor

8- .... Fold drive system shielding
9- .... Fold drive
10- .... Main engine

• LEVEL EIGHT: HEAVY PARTICLE CANNON

This is the level where the ship separates to fire its heavy particle cannon. Sections 1, 2 and 3 are attached to Level Seven; 4 and above are attached to Level Nine.

1- .... Forward Weapon Systems
2- .... Open area around elevators
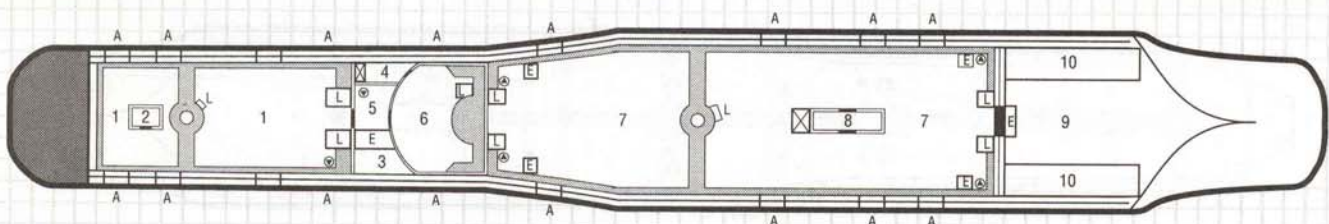3- .... Small shuttle hangar
4- .... Heavy particle cannon system
5- .... Heavy particle cannon targeting systems
6- .... Articulation systems to open ship for firing
7- .... Main engine

• LEVEL NINE: SECONDARY BRIDGE/ZENTRAN AND MELTRAN HANGARS

1- .... Meltran stasis/mecha hangars
2- .... Weapon bay (guns, missiles, etc.) for mecha — forward
3- .... Secondary bridge systems
4- .... Armory
5- .... Secondary bridge hall
6- .... Secondary bridge
7- .... Zentran stasis/mecha hangar

8- .... Weapon bay (guns, missiles, etc.) for mecha — stern
9- .... Main engine
10- .... Auxiliary engines
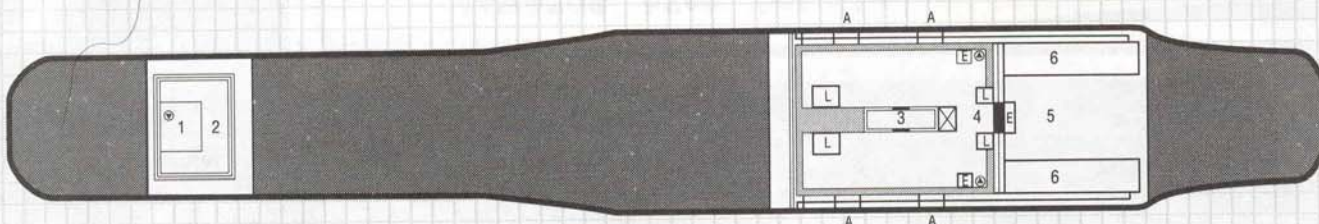
• LEVEL TEN: MARDUK STASIS FACILITIES, MECHA & MELTRAN HANGAR
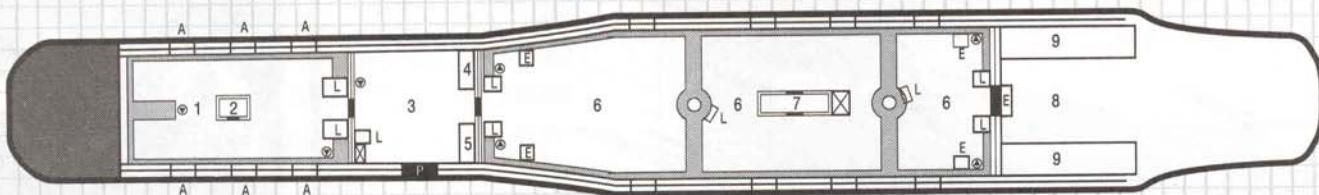
1- .... Marduk mecha hangar
2- .... Weapon bay (guns, missiles, etc.) for mecha — forward
3- .... Marduk stasis facilities
4- .... Stasis facilities' systems
5- .... Stasis facilities' systems
6- .... Meltran stasis/mecha hangar
7- .... Weapon bay (guns, missiles, etc.) for mecha — stern

8- .... Main engine
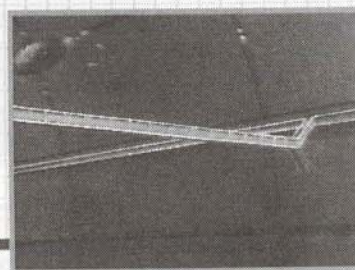9- .... Auxiliary engines

• LEVEL ELEVEN: SPARE MECHA/SMALL SHUTTLE BAY

1- .... Communication equipment elevator hall
2- .... Communication equipment
3- .... Weapon bay (guns, missiles, etc.) for mecha — stern
4- .... Spare mecha/small shuttle hangar
5- .... Main engine
6- .... Auxiliary engines

• Catwalk ◄

• LEVEL TWELVE: HEAVY SHUTTLE BAY
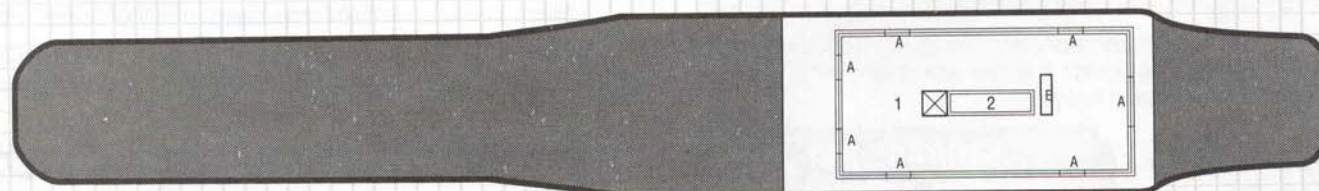
1- .... Hangar
2- .... Weapon bay

• Zentran Stasis Hangar ◄

▶ ⏁⟒⏁⟒ ⟟⟟⟟⟟

▶ ⟊⟒⟟⟟⟟⟟

▶ ⟟⟟⟟⟟⟟ ⟟⟟⟟⟟ ⟟⟟⟟⟟⟟⟟
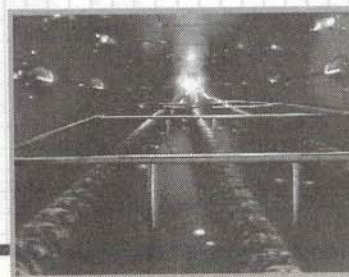
Zentran Soldier

Zentran Soldier

Zentran Power Armor

Emulator Chamber

Front View

Marduk Fleet

Emulator Chamber

OVERVIEW:

These powerful vessels are a development of the old Zentran Landing Ship Tanks. Like their forebears, they can carry an enormous amount of troops into battle. They are assigned to high Marduk officers and commonly serve as flagships for small fleets.

Like most Marduk vessels, the Battleship's Marduk crew reside in the upper levels of the hull. The Zentran and Meltran slave soldiers are kept in stasis on the lower decks.

The Battleship possesses some special features:

1- Hyperspace communication: these powerful broadcast arrays are used to communicate with bases and flagships in far away solar systems. Range is unknown, though it must be rated in light-years.

2- Emulator chambers: these large rooms contain the ship's Emulators during battle. The walls are covered by special sensors which pick-up and amplify the Emulator's voice. Heavily armored, they are also equipped with a large array of viewscreens.

STORAGE BAY

VEHICLE TYPE:

Battleship

CREW:

Zentran	6000 Combat-ready soldiers/15,000 Soldiers in Stasis
Meltran	2500 Combat-ready soldiers/6500 Soldiers in Stasis
Marduk	784 Combat-ready officers/1600 Combat-ready soldiers/500 Soldiers in Stasis/4 active Emulators + 12 in stasis
Total crew:	**32,900**

M.D.C. PER LOCATION:

Forward Laser Mounts (30)	60	each
Laser Turrets (28)	150	each
Missile Turrets (110)	120	each
Main Laser Cannon	1600	
Airlock/Access hatches (82)	220	each
Rear hatches (9)	420	each

Retractable Weapon hatches (113) 100   each

Communication Antennae (7) 250   each

Hull per 40 ft area* (12.2 meters) 100

Hull per 500 ft area* (152.5 meters) 1200

Forward 1/3 of the ship** (main body) 210,000

Main Engines*** (upper rear, main body) 60,000

Auxiliary Engines**** (lower rear, main body) 12,000

* Punching a hole into a specific area of the hull — by completely depleting its M.D.C. — will only give access to the weapon turrets access corridor (approximately 200 ft/31 meters wide). To gain access to the inside of the ship, one must go through the second hull. On levels 1, 4, and 7, a third hull blocks the way! These interior hulls have the same strength as the exterior one. They do NOT count as interior bulkheads.

** Depleting the M.D.C. of the front third of the ship will put the command bridge and auxiliary command bridge out of commission. It will also shut down the entire ship, including the following systems: stasis, life support, gravity control, communications, weapons and engines. The Emulator chambers will also shut down.

*** Depleting the M.D.C. of the main engines will severely impair the ship, forcing it to rely on its auxiliary engines.

**** If both main and auxiliary engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in atmosphere. The loss of the auxiliary engines alone will not impair the ship in any way. If both engines are shut down, all other systems, except the fold drive, will continue to work.

SPEED:

The main engines are capable of sub-light speed: .16C. Auxiliary engines can only propel the ship at the relatively low speed of Mach 2.

DIMENSIONS:

Length: .... 2500 meters

Height: .... 714 meters at maximum cross-section

Width: .... 610 meters at maximum cross-section

Weight: .... 150,000,000 tons

Main Engine: .... Auto Heat Pile System

Auxiliary Engine: .... Fusion reactor type

Gravity Control System: .... Internal inertia drive

Fold system: .... Auto Hyperspace Navigational System

WEAPON SYSTEMS:

Main Laser Cannon 1

Forward Light Laser 30

Laser Turret 28

Missile Turret 110

MOBILE WEAPON SYSTEMS:

Zentran Battle Pod 14,200

Zentran Officer Pod 4800

Zentran Powered Armor 4800

Meltran Powered Armor 4500

Gilgamesh Type I 1400

Gilgamesh Type II 200

Annihilator 750

Total number of combat-ready mecha: 30,650

ADDITIONAL VEHICLES:

Marduk Space Shuttle 18

Zentran Space Shuttle 2

Marduk Hover Platform 450

Zentran Hover Platform 75

OUTER HULL:

The exterior of all Marduk battleships is dotted with hatches for airlocks and weapon turrets. All deck levels have two hulls, the space in-between being used as access tunnels for mecha and housing for the turrets. The access tunnels can measure up to 40 meters tall and 20 meters wide.

TOP OUTER HULL:

Retractable Laser Turret 12

Retractable Missile Turret 50

Airlocks/Access Hatches 12

Communication Antennae 4

SIDE OUTER HULL:

Forward Light Laser .... 30 (12 on each side)

Retractable Laser Turret .... 8 (4 on each side)

Retractable Missile Turret .... 50 (25 on each side)

Airlocks/Access Hatches .... 70 (35 on each side)

BOTTOM OUTER HULL:

Retractable Laser Turret 8

Retractable Missile Turret 10

Airlocks/Access Hatches .... None

Communication Antennae 3

FRONT:

Retractable Laser Turret .... None

Retractable Missile Turret .... None

Forward Light Laser 22

Main Laser Cannon .... 1 (lower front)

Airlocks/Access Hatches .... None

MAP KEY

- ⊙ ...... Elevator (human sized)
- ⊠ .... Waste disposal
- ▭ .... Catwalk
- L .... Lift
- E .... Elevator (mecha)
- W .... Armory
- A .... Airlock
- ▬ .... Hatch
- P .... Escape Pod
- ◎ ...... Stasis/Computer tower

SIDE VIEW/CUTAWAY
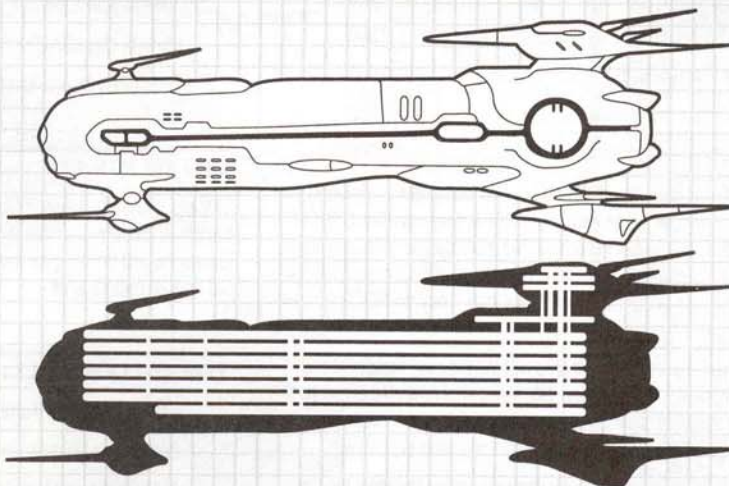
LEVEL ONE: SECONDARY BRIDGE AND LORDS QUARTERS:
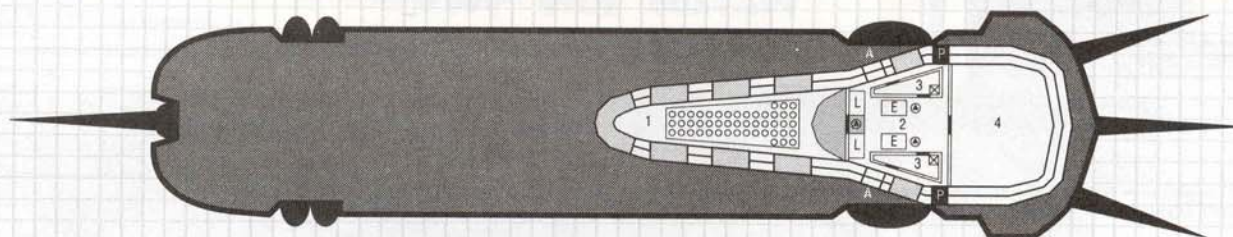
1- .... Secondary bridge
2- .... Service hall
3- .... Lords quarters
4- .... Communication equipment
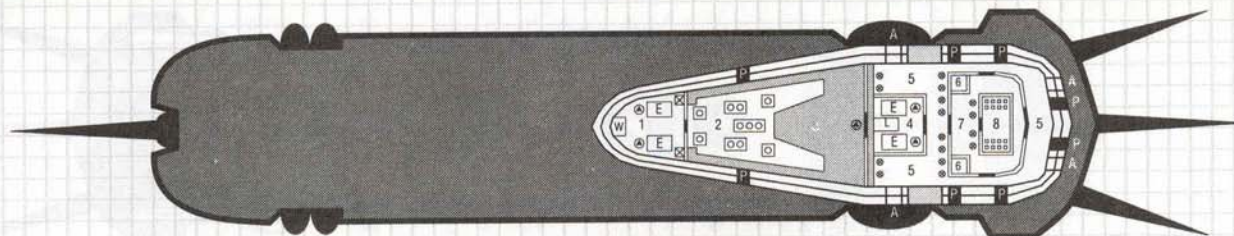
LEVEL TWO: COMMUNICATION BRIDGE, LORDS STASIS CHAMBERS:
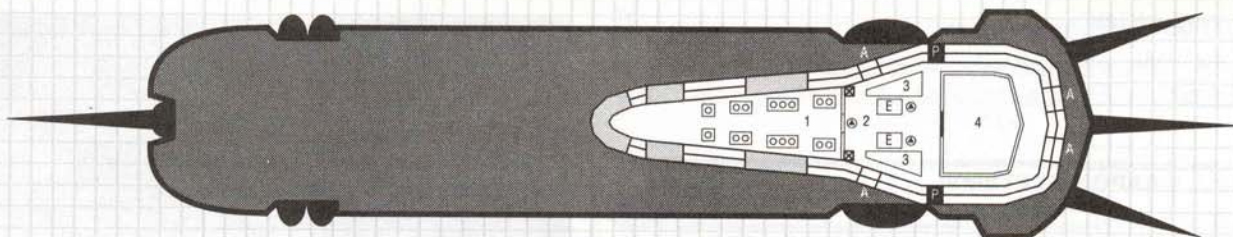
1- .... Communication bridge
2- .... Service hall
3- .... Stasis hall
4- .... Lords stasis chamber

• MARDUK BATTLESHIP •
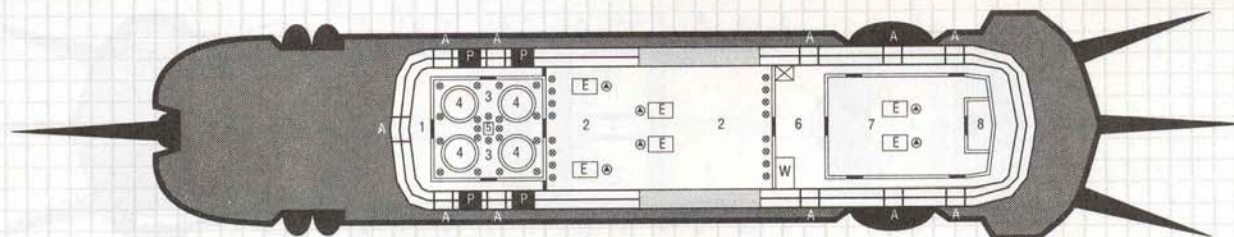
• LEVEL THREE: MAIN BRIDGE, EMULATOR CHAMBER:

1- .... Service hall
2- .... Floor of main bridge
3- ..... Main bridge (catwalks at 20 meters)
4- .... Service hall
5- .... Emulator stasis service hall
6- .... Emulator stasis chamber equipment
7- .... Emulator stasis chamber hall
8- .... Emulator stasis chambers
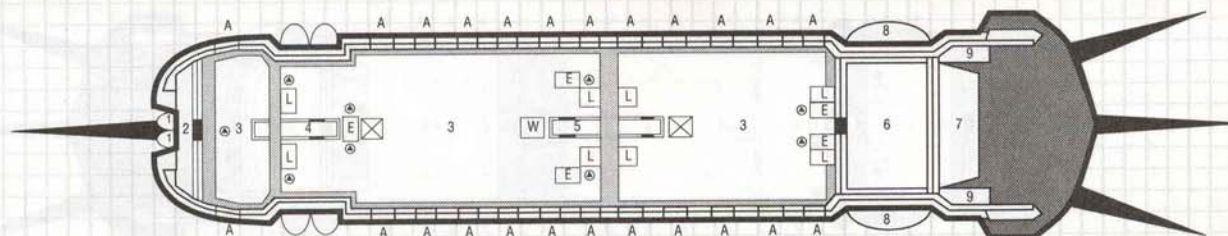
9- .... Individual Emulator stasis chamber (16)

• LEVEL FOUR: EMULATOR CHAMBERS, MARDUK STASIS CHAMBERS:

1- .... Service hall
2- .... Emulator hall
3- .... Emulator shrine
4- .... Emulator chambers
5- .... Emulator meditation room
6- .... Service hall
7- .... Marduk stasis chamber
8- .... Marduk stasis chamber equipement

• LEVEL FIVE: MARDUK MECHA HANGAR:

1- .... Forward weapon system blister
2- .... Forward weapon system
3- .... Marduk mecha hangar
4- .... Weapon bay for mecha — forward
5- .... Weapon bay for mecha — midship
6- .... Main engines
7- .... Main engines nozzle
8- .... Auxiliary engines

9- .... Auxiliary engines nozzles

• MARDUK BATTLESHIP •

49
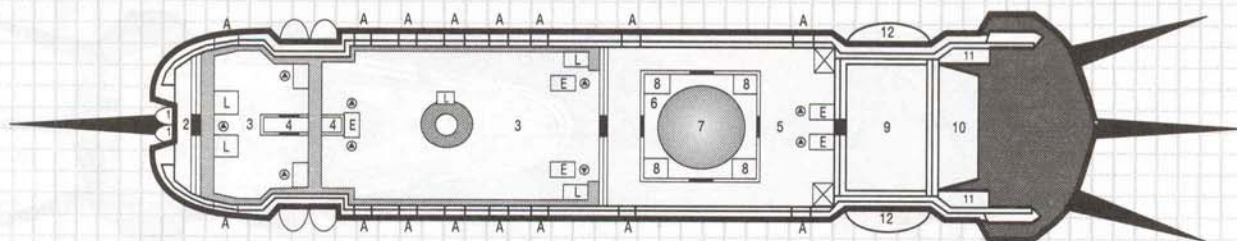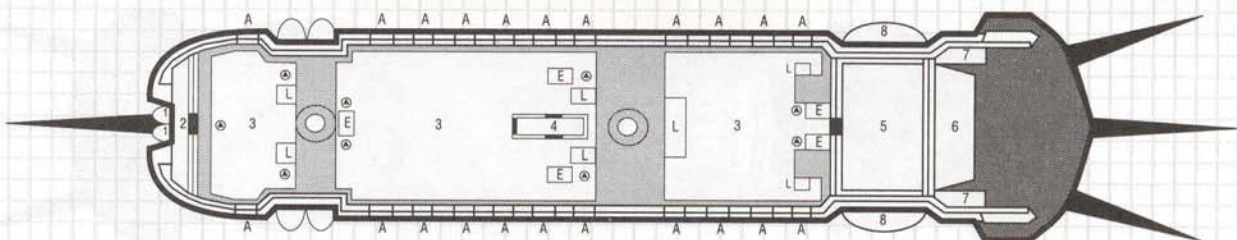
LEVEL SIX: ZENTRAN STASIS CHAMBERS/MECHA HANGARS, FOLD SYSTEM:

1- .... Forward weapon system blister
2- .... Forward weapon system
3- .... Zentran stasis chambers/mecha hangar
4- .... Weapon bay for mecha — forward
5- .... Fold system service hall
6- .... Fold system room
7- .... Fold system
8- .... Fold system peripheric equipment
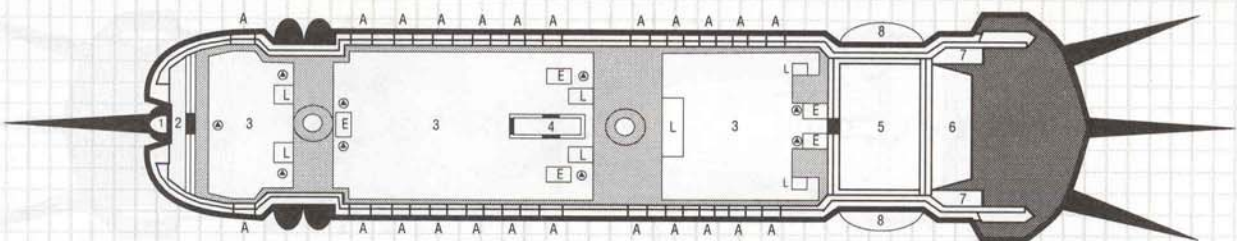
9- .... Main engines
10- .... Main engines nozzle
11- .... Secondary main engines nozzles
12- .... Auxiliary engines nozzles

LEVEL SEVEN: ZENTRAN STASIS CHAMBERS/MECHA HANGARS:

1- .... Forward weapon system blister
2- .... Forward weapon system
3- .... Zentran stasis chambers/mecha hangar
4- .... Weapon bay for mecha — midship
5- .... Main engines
6- .... Main engines nozzle
7- .... Secondary main engines nozzles
8- .... Auxiliary engines

LEVEL EIGHT: ZENTRAN STASIS CHAMBERS/MECHA HANGARS:

1- .... Forward weapon system blister
2- .... Forward weapon system
3- .... Zentran stasis chambers/mecha hangar
4- .... Weapon bay for mecha — midship
5- .... Main engines
6- .... Main engines nozzle
7- .... Secondary main engines nozzle
8- .... Auxiliary engines

• Corridor ◄
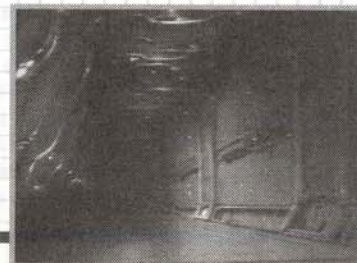
• LEVEL NINE: MELTRAN STASIS CHAMBERS/MECHA HANGARS:
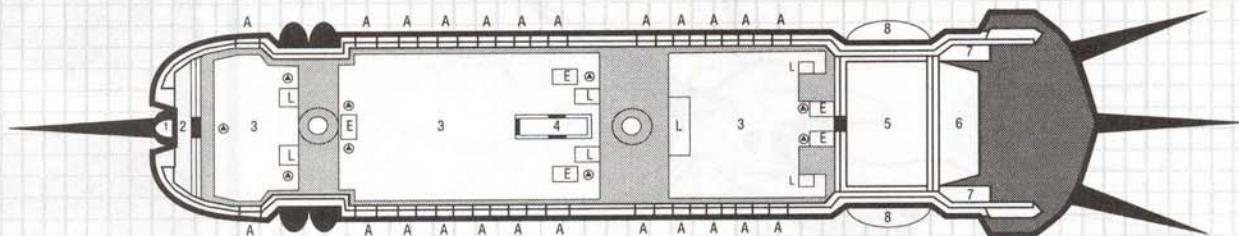
1-	.... Forward weapon system blister
2-	.... Forward weapon system
3-	... Zentran stasis chambers/mecha hangar
4-	.... Weapon bay for mecha — midship
5-	.... Main engines
6-	.... Main engines nozzle
7-	.... Secondary main engines nozzles
8-	.... Auxiliary engines

• Breached Corridor •
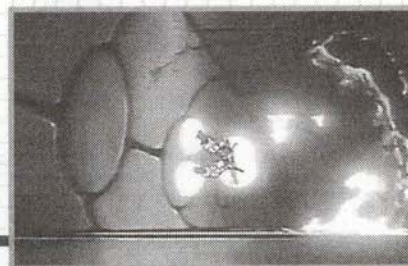
• LEVEL TEN: SUPPLIES:
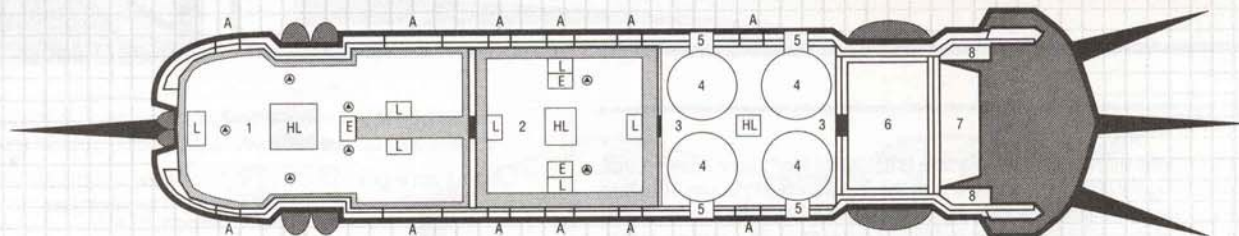
1-	.... Mecha spare parts and ammunition
2-	.... Food storage
3-	.... Water supply hangar
4-	.... Water storage
5-	.... Water distribution system
6-	.... Main engines
7-	.... Main engines nozzle
8-	.... Secondary main engines nozzles

• LEVEL ELEVEN: COMBAT DROP HANGAR:
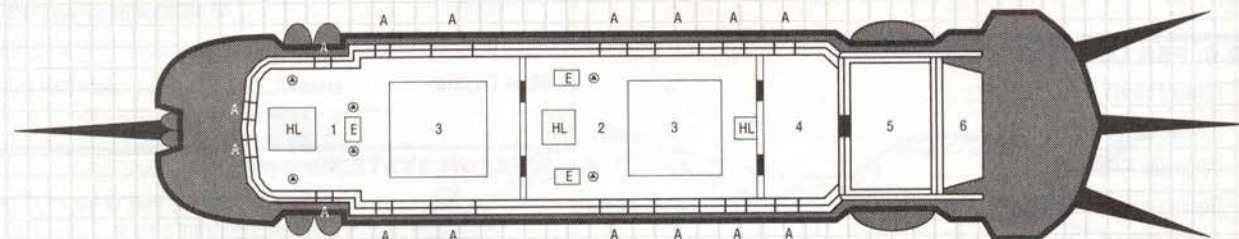
1-	.... Forward combat drop hangar
2-	.... Midship combat drop hangar
3-	.... Combat drop doors
4-	.... Small mecha/shuttle bay
5-	.... Main engines
6-	.... Main engines nozzle
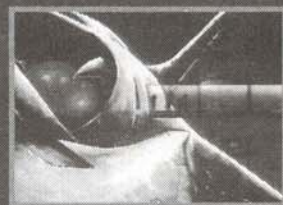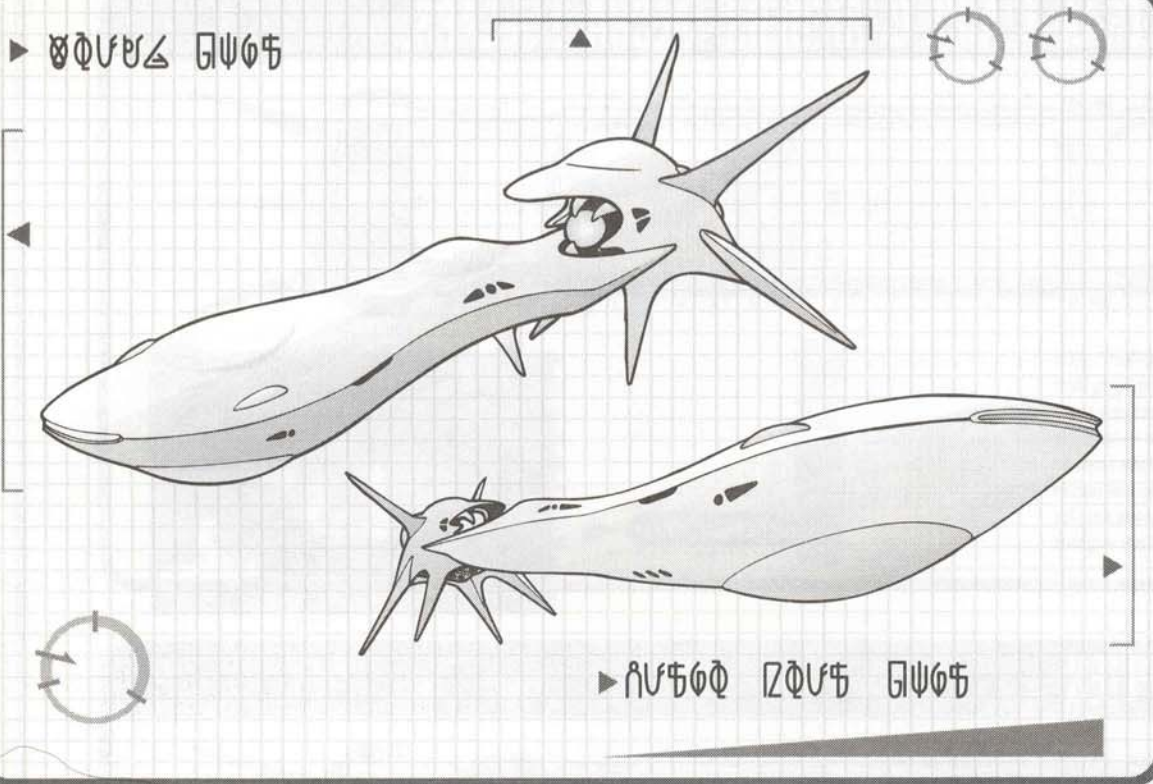
Bridge Section

Main Airlock

OVERVIEW:

This small shuttle ship is used by the Marduks to transport important personnel — such as commanding officers and Emulators — from one ship of the fleet to another. Rapid and efficient, it rivals the Marduk mecha in maneuverability and surpasses them all in pure speed. Although its usefulness is limited, it is extensively used throughout Marduk society.

VEHICLE TYPE:

Heavy Shuttle

CREW:

Officers:	3
Crew:	10
Passengers:	60
Total crew:	**73***

* (but can support an additional 30)

M.D.C. PER LOCATION:

Forward Lasers (2)	100	
Airlock/Access hatches (3)	100	each
Cargo Bay Airlock	200	
Communication Antennae (7)	40	each
Sensor Sphere*	100	
Bridge*	150	
Main body**	1000	
Main Engines*** (rear)	250	

* Destroying the Sensor Sphere or the Bridge will deprive the ship of all form of long range communications, radar and targeting. The range and targeting capabilities are now equal to a Valkyrie. The ship can still operate, but is -3 on initiative, -3 to strike and and the number of attacks per melee of the Lasers is reduced by half.

** Depleting the M.D.C. of the main will put the ship out of commission. It will explode in a fiery blast causing 1D6 x 100 M.D. to a 1000 (305m) ft area.

*** If the main engines are put out of commission, the ship will be floating dead in space or will crash if the damage occurs in an atmosphere.

SPEED:

The main engines are capable of sub-light speed: .20C or 32000 miles per second (in space only). Typical speed is only Mach 16, though.

BONUSES:

+5 on initiative, +6 to dodge

DIMENSIONS:

Length:	180 meters
Height:	30 meters excluding antennae
Width:	42 meters at maximum cross-section
Weight:	2300 tons
Main Engine:	Auto Heat Pile System

WEAPON SYSTEMS:

Two laser cannons are mounted near the front of the ship. Although they are relatively weak, they can cause significant damage to a small target. The Forward Lasers are fixed and can only fire to the front.

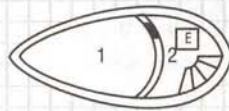|	
Primary Purpose:	Defense
Secondary Purpose:	Anti-missile
Mega-Damage:	1D6 x 10 M.D. or 2D6 x 10 if both cannons fire simultaneously at the same target.
Range:	80 miles (106.4km; half in atmosphere).
Rate of Fire:	The lasers can fire five times per melee (15 seconds).
Payload:	Unlimited

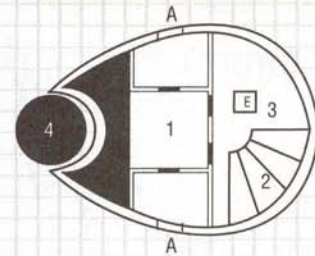# MARDUK SHUTTLE

MAP KEY

- ▼ ...... Elevator (human sized)
- ✉ .... Waste disposal
- ▭ .... Catwalk
- L .... Lift
- E .... Elevator (mecha)
- W .... Armory
- ⊢A⊣ .... Airlock
- ▬▬ .... Hatch
- ▬P▬ .... Escape Pod
- ◉ ...... Stasis/Computer tower

LEVEL ONE AND LEVEL TWO
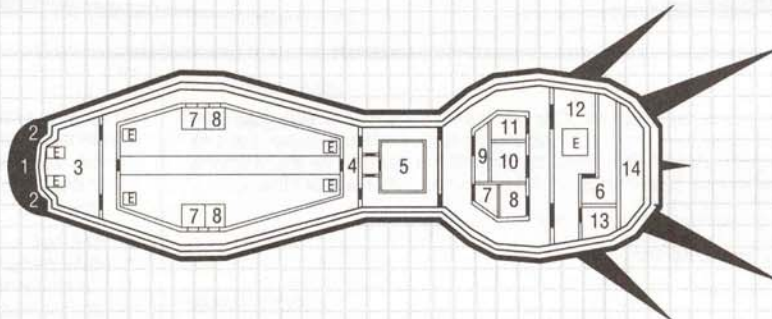
1- .... Bridge
2- .... Elevator and equipment locker
    .... (elevator services all levels)

1- .... Main airlock
2- .... Equipment locker
3- .... Elevator
4- .... Sensor Sphere
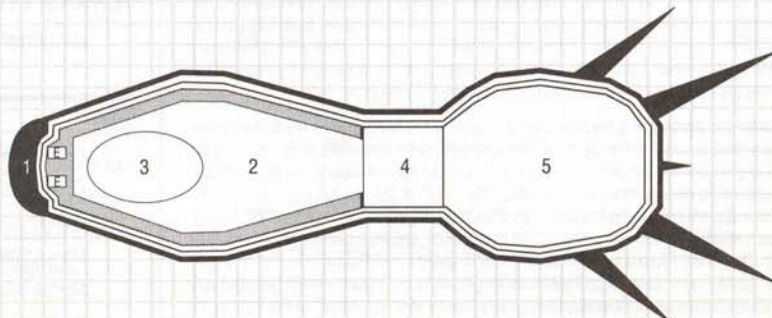
LEVEL THREE: PASSENGER DECK

1- .... Sensors
2- .... Laser Cannons
3- .... Engineering
4- .... Passenger quarters
5- .... Emulator room
6- .... Armory: weapons & spacesuits
7- .... Mess hall
8- .... Food storage and processing
9- .... Crew quarters
10- .... Officers' lounge and meeting room
11- .... Officers' quarters
12- .... Elevator
13- .... Engineering
14- .... Main engines

LEVEL FOUR: CARGO BAY AND ENGINE

1- .... Sensors
2- .... Main cargo bay
3- .... Cargo bay airlock
4- .... Engineering
5- .... Main engines
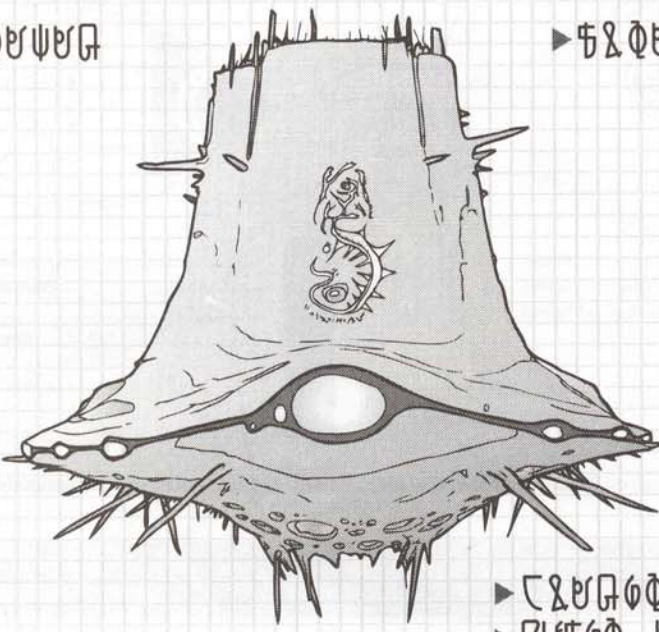
Lord Ingues

Bottom View

Marduk Fleet

The Marduk base is without contest one of the most powerful ships in the universe, rivaling and perhaps surpassing the famed ship of Alus in raw energy output and defenses. However, that is not its most distinguishing characteristic. Indeed, the Marduk base is different in that it is, in technical jargon, a sound sensitive, silicone based semi-living mothership. This means the following:

- The base responds to sound modulation (read: singing);
- It is half organic, half inorganic;
- It can "reproduce".

The Marduk base seldom gets involved in direct combat. It is the remote headquarters from which Lord Ingues rules and is much too precious to risk. There must be a major threat for the base to become involved in any situation, such as the discovery of a dangerous culture which takes too long to be exterminated or which has particularly "contagious" characteristics — or the presence of the "ship of Alus" on a planet.

There are a few million mecha and over 125 million Zentran and Meltran warriors aboard the base, though most of them are frozen in stasis right after coming out of the cloning chambers until needed to staff a "newborn" ship. Of all the fighting personnel aboard the base, less than 10% are on active duty; the rest are waiting in cryosleep to be awakened to do Lord Ingues' bidding. The ship is also populated by about five million Marduk warriors, Emulators, scientists and support personnel.

Also, in addition to all the special features already available on the Marduk flagship (p. 32), the base has the following characteristics:

1- Ship production bay: this bay is of titanic proportions. It fills, so to speak, most of the upper section of the base and produces ships of various sizes and power. The ships start as ovoid blobs of rough silicone-based matter and gradually take form as the base turns them into the final product. All through their shaping, the ships-to-be are entangled in a thick web of half-living crystalline threads which transmit the vocal modulations from the dedicated Emulator chambers. There are only twelve Emulator chambers dedicated to ship production.

2- Emulator temple: the temple is the most sacred location of the Marduk base. It was built where the base is most sensitive to the sound modulations sung by the Emulators, which is one of the reasons why no one but Emulators can enter it. It is where they are trained in their skills and duties, and where resides what could be called the "soul" of the Marduk's half-living base. During their apprenticeship, the Emulators are often taken to the Emulator temple and "attuned" to the base, which they feed with a "feeling" for their culture, and which feeds them their culture in return. Thus is the Marduk culture maintained and updated at the same time. The only non-Emulator Marduk who is attuned to the base is the god-like Lord Ingues himself, who can only do it from his throne room. However, he may only receive what is "stored" in the base by the Emulators, not the other way around.

When three or more Emulators sing in the temple, it makes the base nearly immune to any Marduk ship weapons (divide any damage taken from a Marduk ship weapon by 100). Their song makes the attacking ship recognize them and "hold back" its attack. This is what happened when the Macross fired on the mothership in the last episode of the series.

3- Lord Ingues' throne room: from this location, the mighty Lord Ingues can control his base and his troops like an omnipotent puppeteer. It is not by luck that Ingues' throne bears some resemblance with an Emulator chamber. Some of the throne's functions are somewhat similar to those of the chamber's and allow Ingues to "feel" his whole base and direct its movements from there. He can also remote-control any unnamed ship in his fleet.

4- Lost Marduk city: it is rumored that somewhere deep within the ship lies hidden a strange Escher-style city where the Marduk once lived before their civilization became warlike. Because the base can provide gravity in whichever direction it chooses, the city was built chaotically, with stairs going up or down, right or left, and the buildings sometimes being upside down in relation with one another. It was a paradoxal city for a paradoxal people, but its location is unknown to all except, of course, Lord Ingues himself.

5- Emulator throne: This throne has been empty for eons, now, and no one but Lord Ingues knows of its existence (although Lady Elensh may suspect it). It seems to have powers similar to that of Ingues', but has not been used since a time when both Marduk genders ruled their people together.

6- Tentacle Sealing System: Like most living (or at least half-living) creatures, the ship has an innate ability to seal and heal any wound it takes. Fluid-like tentacles sprout from all around the breach and rapidly connect and fuse with each other, effectively sealing any breach that may have been done by external damage. Once the sealing is done, the ship then begins regenerating at a slower rate.

VEHICLE TYPE:

Mothership/Headquarters

CREW:

Zentran Soldiers:	5,000,000 combat-ready/85,000,000 in stasis
Zentran Officers:	50,000 combat-ready/750,000 in stasis
Meltran:	3,750,000 combat-ready/25,000,000 in stasis
Marduk Soldiers:	1,000,000 combat-ready/2,500,000 in stasis
Marduk Officers:	50,000 combat-ready/50,000 in stasis
Emulators:	250 active/750 in stasis
Support personnel:	500,000 active/1,000,000 in stasis
Total crew:	**125,101,000**

M.D.C. PER LOCATION:

"Eye" Heavy Particle Cannon (forward)	200,000
"Eye" Heavy Particle Cannons (starboard and port rear)	200,000 each
Heavy Laser Guns (100)	15,000 each
Laser Turrets (4,500)	150 each
Torpedo Tubes* (180) (open)	750 each
(closed)	1250 each
Airlock/Access Hatches** (10,000)	500 each
Hangar Bay Doors** (1,000)	2000 each
Upper Hull per 5,000 ft (1.5 km) area***	5000
Lower Hull per 5,000 ft (1.5 km) area****	7500
Forward 1/3 section (Upper Hull)***	1,000,000
Forward 1/3 section (Lower Hull)****	1,500,000
Rear 1/3 sections (Upper Hull, starboard and port)***	750,000 each
Rear 1/3 sections (Lower Hull, starboard and port)****	1,000,000 each
Attitude Thrusters/Rotation Verniers	5000 each

*   Torpedo tubes provide a direct access through the base's lower hull. The "closed" value is the M.D. required to get inside a closed tube. The "open" value is what it takes to go from the tube into the base. Going to the end of the tube will lead to another closed hatch (10,000 M.D.C.) and then right into the base's Plasma Furnace (instantaneous destruction of any mass below 200,000 tons; anything else melts at a rate of 1,000 M.D.C. per melee).

**   Airlocks, hatches and bay doors all have a secondary backup unit at 1/2 M.D.C. value which immediately falls into place 15 seconds (1 melee) after the primary unit has been destroyed or rendered useless. In the case of airlocks and hatches, the sealing system will permanently seal off the entrance after the secondary unit has been destroyed. However, in the case of bay doors, a secondary door will not be replaced or sealed and will remain agape.

***   The upper section of the base is the most fragile, but also the one which "heals" the fastest. It has no secondary hull, but the sealing system will seal slices of 10% of a 5,000 ft (1.5 km) breach per melee, starting one melee after the breach has been made and up to 50% of the original M.D.C. During those five melees, a mecha can fly its way through without being entangled on a successful Piloting roll at -15% (cumulative) per melee of sealing that has passed. After that, the breach is considered completely sealed. It will keep on regenerating at a rate of 15% per hour (thus taking less than 4 hours to return to full M.D.C. again). This does NOT apply if 1/3 of the hull has been destroyed. A breach leads directly into the ship production bay.

**** This section of the base has a secondary mobile wall at equal M.D.C. value which can immediately fall into place in case of breach, and a tertiary wall at 1/2 M.D.C. value to replace the secondary wall in case of failure. However, only 200 secondary and 50 tertiary walls are available throughout the lower hull. After that, the sealing system must intervene, albeit much more slowly than for the upper hull: 5% M.D.C. per minute for the first 10 minutes (Piloting checks to go through are at -5% cumulative per minute of sealing that has passed), 5% M.D.C. per hour for the next 5 hours, and 5% M.D.C. per day for the next five days. This does NOT apply if 1/3 of the hull has been destroyed.

SPEED:

The base can fold and defold anywhere in the universe in one single leap (though it always takes 10 minutes to prepare), but cannot move faster than Mach 2 in normal space.

DIMENSIONS:

Lower Hull diameter/width:	up to 50 km
Lower Hull height:	up to 20 km
Upper Hull diameter/width: top:	20 km
bottom:	40 km
Upper Hull height:	30 km
Weight:	500,000 million tons
Main Engine:	Plasma Furnace
Gravity Control System:	Dedicated Emulator Chamber
Fold System:	Hyperspace Navigational System

WEAPON SYSTEMS:

"Eye" Heavy Particle Cannon (forward)	1
"Eye" Heavy Particle Cannons (starboard and port rear)	2

Heavy Laser Guns	100
Laser Turrets	4500
Torpedo Tubes	180

MOBILE WEAPON SYSTEMS:

Zentran Battle Pods	3,000,000
Zentran Officer Pods	750,000
Zentran Powered Armors	750,000
Meltran Powered Armors	500,000
Gilgamesh type I	500,000
Gilgamesh type II	100,000
Annihilators	250,000
Total number of combat-ready mecha:	**5,850,000**

ADDITIONAL VEHICLES:

Nearly 2000 unfinished ships in the main production bay. These ships have not yet successfully passed inspection and are not fully staffed. It will take anywhere between 1 day and two weeks (GM's decision) before they are combat-ready.

In addition to the standard weaponry included in the *Ship Combat* section, the Marduk base has the following weapons :

HEAVY LASER GUNS

- Since the "Eye" Cannons have a limited mobility, these heavy guns have been installed on the top of the Upper Hull (40) and below the Lower Hull (60) in order to prevent the base from having a "dead" angle. They each have a limited arc of fire (±10°), but that inherent flaw is compensated by their number.

Primary Purpose:	Assault
Secondary Purpose:	Anti-Warship
Mega-Damage:	1D4 x 10,000
Range:	200,000 miles
Rate of Fire:	Each individual gun can fire once per melee. They can be combined in any volley combination, as long as each only fires once per melee. Minimum number of lasers per volley is 3.
Payload:	Unlimited

TORPEDO TUBES

- To fully complement the already powerful array of laser weaponry of the base, these straight-trajectory torpedoes of hypercharged plasma particles are guaranteed to finish what the "Eye" cannons did not completely destroy. They also fire faster (twice per melee). The Tubes are located on the outer rim of the Lower Hull section.

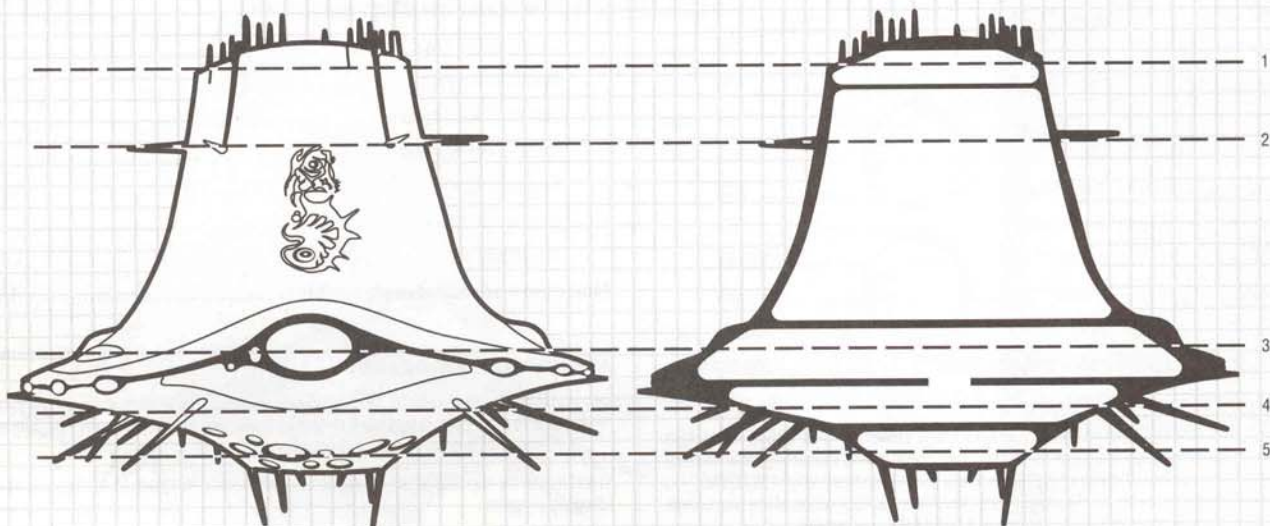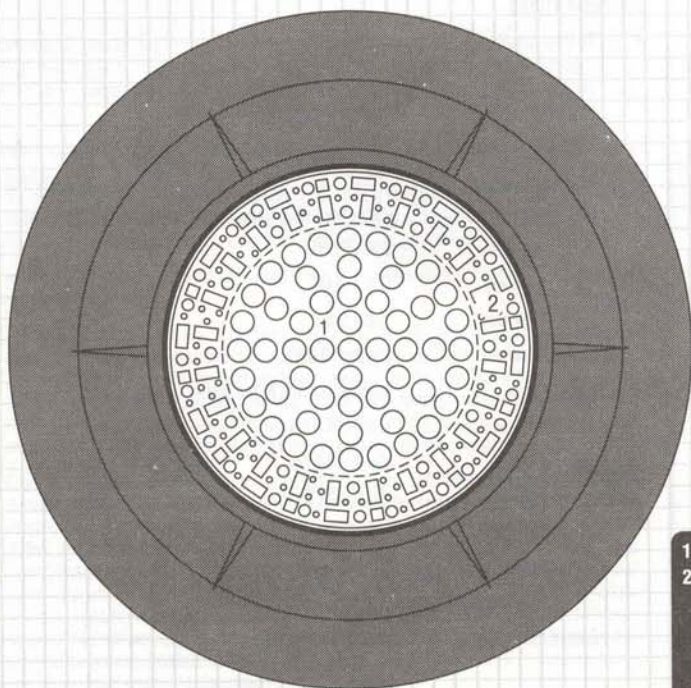|	
Primary Purpose:	Assault
Secondary Purpose:	Anti-Warship
Mega-Damage:	varies according to number of melees of "charging up"
1 melee	1D4 x 1000
2 melees	1D6 x 2000
3 melees	1D8 x 5000
4 melees	1D10 x 10,000
Blast Radius:	varies according to number of melees of "charging up"
1 melee	100 ft (30.4 m)
2 melees	200 ft (60.8 m)
3 melees	400 ft (121.6 m)
4 melees	1000 ft (304 m)
Range:	200,000 km
	Typical torpedo speed is around 2500 mph.
Rate of Fire:	Each individual tube can fire twice per melee. Tubes can be combined in any volley combination, as long as each only fire twice per melee (maximum). Minimum number of torpedoes per volley is 10. Torpedoes cannot be launched as a randomly fired barrage.
Payload:	Effectively unlimited due to the size of the Plasma Furnace that powers the base.

• SIDE VIEW / CUTAWAY:

1- .... Cross-section one: Laser cannons & transmission towers
2- .... Cross-section two: Ship production bay
3- .... Cross-section three: living & stasis quarters
4- .... Cross-section four: Plasma furnace
5- .... Cross-Section five: Hangars

• CROSS-SECTION ONE: LASER CANNONS & TRANSMISSION TOWERS:

• Front View •

• Bottom View •

1- .... Mid-range laser guns
2- .... Transmission towers

• CROSS-SECTION TWO: SHIP PRODUCTION BAY:
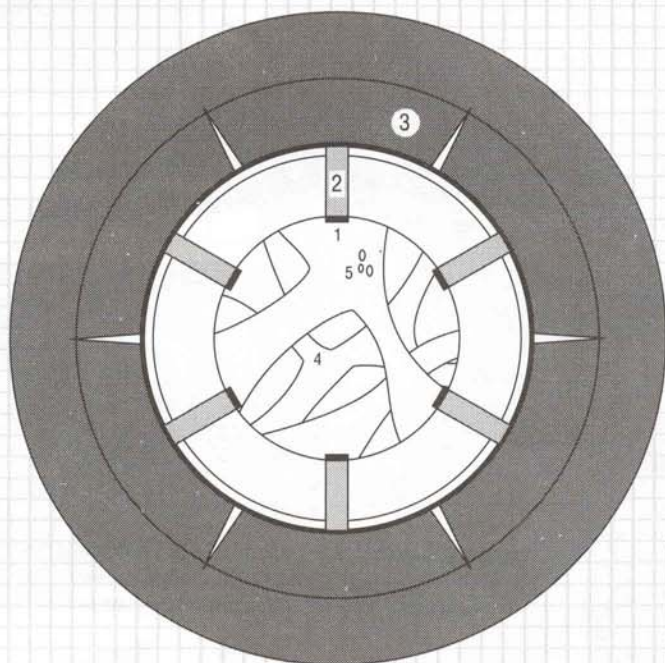
• Main Cannon ◄

• Throne Room ◄
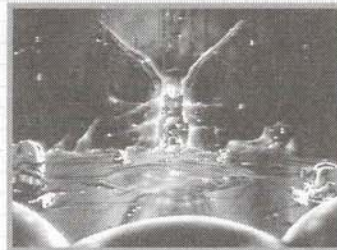
1- .... Access doors
2- .... Ship-outfitting docks
3- .... Emulator song broadcast spokes
4- .... Ship-producing web
5- .... Ship cocoon

• CROSS-SECTION THREE: LIVING & STASIS QUARTERS:
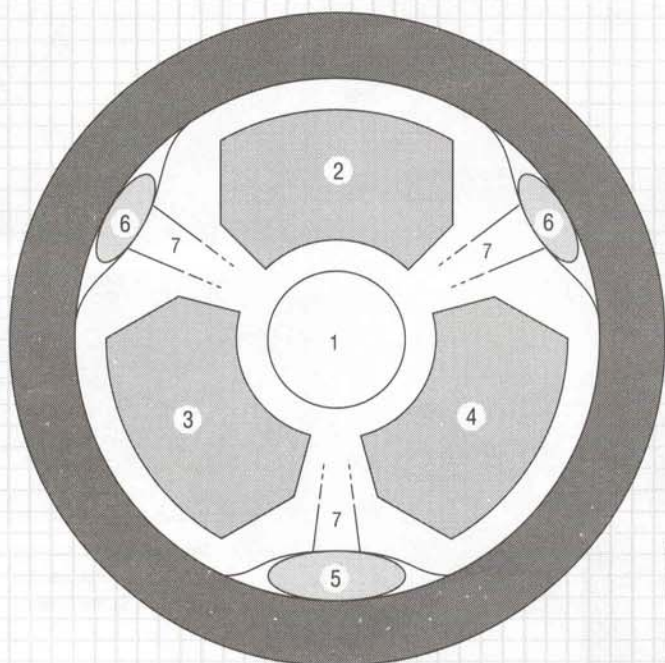
• Lord Ingues ◄

• Firing Main Cannon ◄

1- .... Emulator chambers + throne
2- .... Marduk stasis chambers & living quarters
3- .... Meltran stasis chambers
4- .... Zentran stasis chambers
5- .... Forward "eye" cannon
6- .... Secondary "eye" cannons
7- .... Cannon conduit (to cross-section 4)

• CROSS-SECTION FOUR: PLASMA FURNACE:

• Top View •

• Within the Fleet •

1- .... **Plasma Furnace**
2- .... **Typical torpedo port**
3- .... **Cannon conduit (to cross-section 3)**

• CROSS-SECTION FIVE: HANGARS::

• Throne Room •

• Lower Surface •

1- .... **Ship and mecha hangars**
2- .... **Ship access**
3- .... **Sensor Spokes**

SCENARIO

"MC-1, this is UN Spacy Headquarters. We have located an incoming Marduk attack force closing in rapidly on Anik Station III. The attacking force includes the enemy Flagship. You are the only Macross Cannon in the vicinity. You are to lead an interception defense force against them. You will be joined shortly by the Gaia, the Demeter, the Persephone and the Athena command ships, as well as their escort carriers and every other ship we can muster by then. We are transmitting the battle plan now. Good luck. Headquarters out."

• BACKGROUND INFORMATION

There are four Anik Stations around Earth. They are all super communication stations which are used by the UN Spacy in ship-to-ship transmissions and combat coordination, as well as for long and mid-range detection. Their functions are vital to the UN Spacy's tactics and efficiency. Should even one of them be destroyed or rendered ineffective, it would put the UN Spacy at a great disavantage (it is, after all, facing a very well coordinated enemy force).
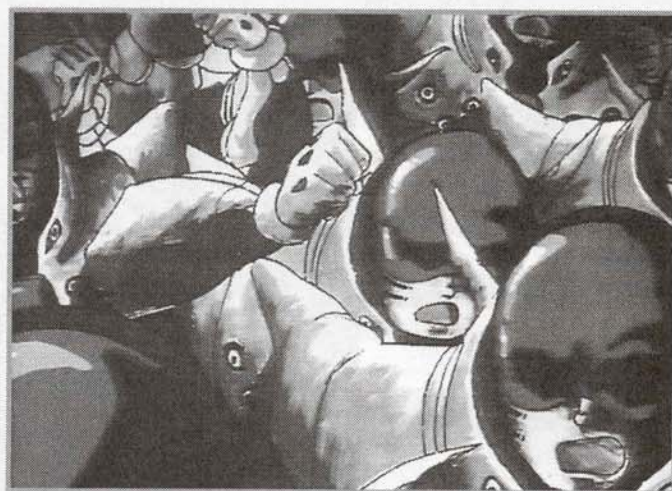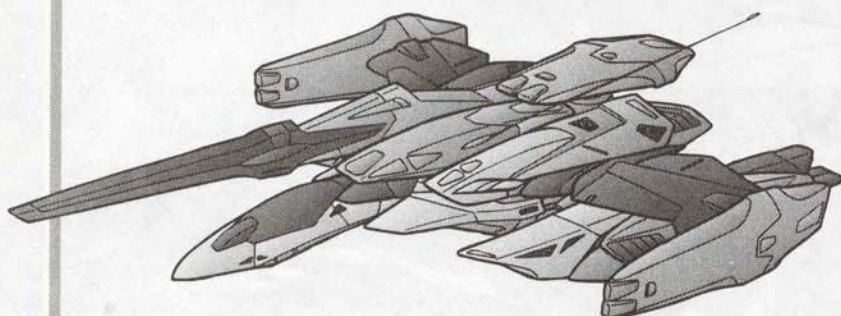
BATTLE PLAN

STAGE 1

This is the battle which should occur at IP1 (diagram A). It begins with Round 0 and ends with Round X+10 (see *Timeline* below).

• UN SPACY INFORMATION

You will form up according to diagram A. Flight 1 (F1: 2 destroyers) and 2 (F2: 4 destroyers) are the first flights to attack the enemy at Interception Point 1 (IP1). They are expected to proceed following the courses provided in diagram B. Flight 3 (MC-1 and the four command ships, including all the escort ships) will not commit to ship-to-ship battle

IP 1

UN Spacy

Marduk

Diagram A

Marduk Fleet

⊟ Flagship

⊡ Battleship

UN Spacy Fleet

△ Escort Carrier

△ Destroyer

△ Command Ship

△ Macross Cannon
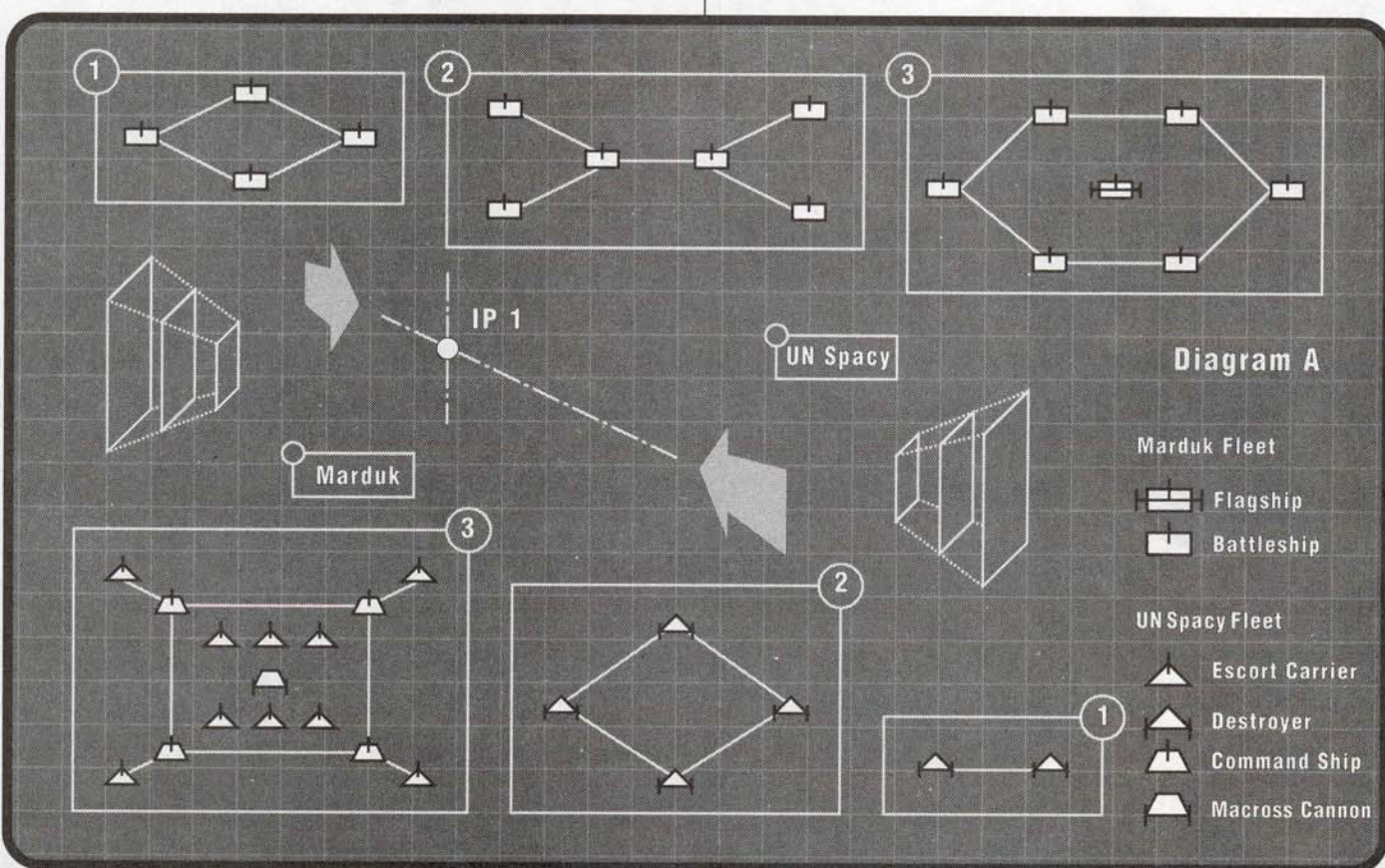
until the first two flights have come in close and the outcome of their battle is determined. The captain of MC-1 will be the sole judge of the course of action to follow. We provide three optional attack paths to follow, all depending on how F1 and F2 fare during their engagement.

If F1 and F2 are going toward a decisive victory, F3 is expected to go right in (diagram C) and finish the enemy off. If F1 and F2 are experiencing difficulties and many casualties, we recommend F3 takes advantage of the diversion created by F1 and F2 and moves behind the attacking force in hope of tackling their Flagship (diagram D). Lastly, if F1 and F2 are nearly eliminated, F3 should break off and plot a trajectory that will allow it to lead a last stand attack right before Anik III becomes a target (diagram E).

Remember that F1 and F2 are expendable. They will serve to determine how strong your enemy is. If you feel you are no match, follow diagram E and ask for reinforcements. We will attempt to gather as many ships as we can and will risk an Emerson Fold to Interception Point 2 (diagram E).

• MARDUK INFORMATION

The interception force is very weak. Adopt Kardak formation and commit only Sections 1 and 2 (S1, S2 - Diagram A), following tactical patterns described in patterns P1 and P2. Section 3 should remain on course toward target T while firing at the interception units. As soon as S1 and S2 have committed to combat and S3 is clear out, the latter should adopt a Surkan formation to insure there are no surprise attacks from any direction.

Should the interception force not commit its entire contingent right away and attempt to catch up and intercept S3, all Battleships are to engage the enemy force and buy enough time for the Flagship to destroy the target.
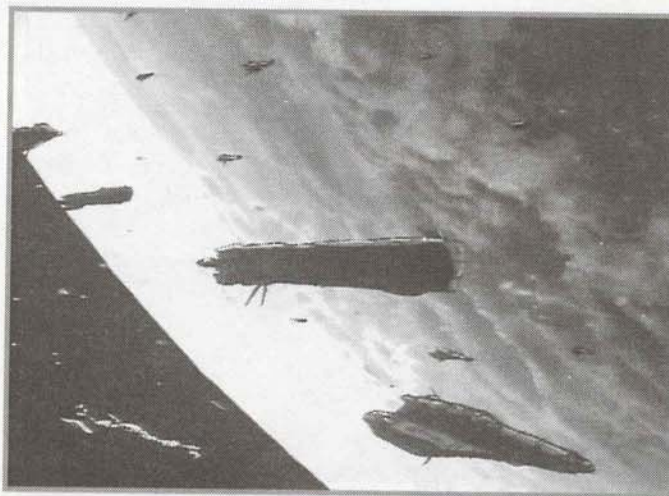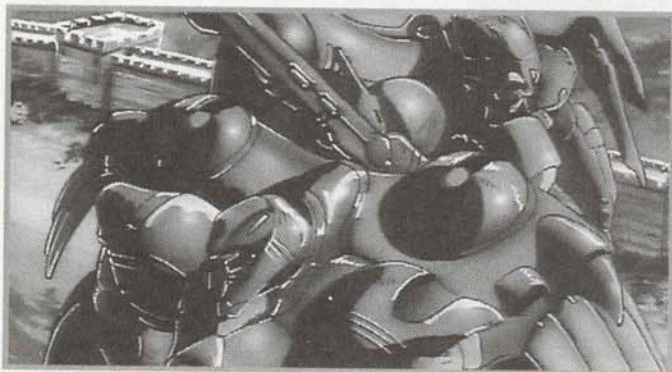
STAGE 2

This is the battle which should occur at IP2 (diagram E) between F3 and S3 should the battle go wrong for F1 and F2 at IP1 (which is the most likely course of events). It begins at Round X+10 and should end with one of the sides winning. Because Stage 2 occurs late in the combat, there is no recommended attack plan. The captain of the MC-1 will be left entirely free to do what he feels is necessary to stop the Marduk attack.

EMERSON FOLD

The Emerson Fold is a risky maneuver first attempted by a now-retired commander. It consists of folding and defolding very close to a gravity well, with all the risks it entails (such as being destroyed or defolding near Pluto). If a successful Emerson Fold is performed (see *Timeline* below), roll on the table below to see how many ships appear at IP2 (they should be facing the enemy).

1d100	Number of ships*
01-25	1D4 Escort Carriers, 1 Destroyer
26-50	+1D4 Escort Carriers, +1 Destroyer
51-75	+1D4 Escort Carriers, +1D3 Destroyers, 1 Command Ship
76-90	+2D4 Escort Carriers, +1D4 Destroyers, +1 Command Ship
91-100	1 Macross Cannon (MC-3)

* Results are cumulative. A roll includes all of the ships listed for all lower rolls.

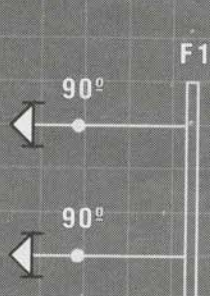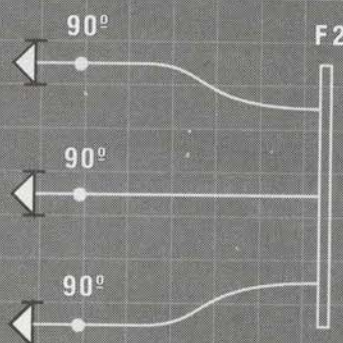
Course Change/First Flight (side view)

F1

90°

90°

90°

F2

90°

90°

90°

Course Change/Second Flight (side view)

Diagram B

ANIK STATION III

This station is weaponless, but its Main Body can take about 5000 M.D.C. before it is considered destroyed. It is also protected by a "regenerative" field which can sustain up to 2000 M.D.C. per hit, whatever the weapon, no matter how many attacks per round. Any hit of 5,000 M.D.C. or more will permanently destroy that force field and leave the station vulnerable.
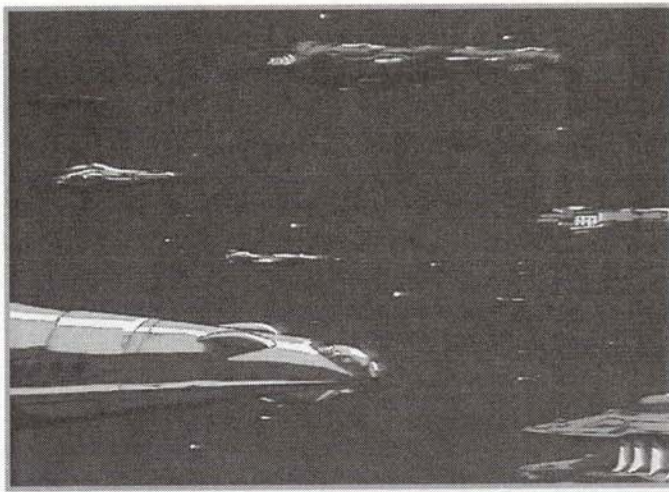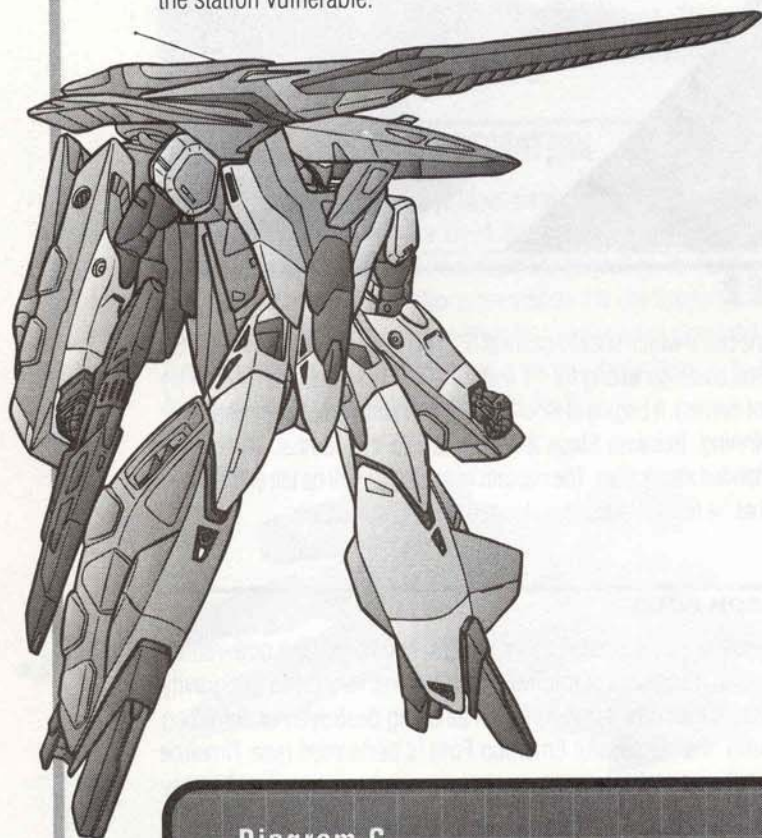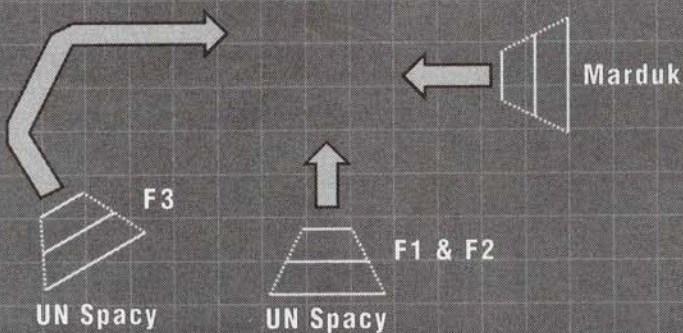
TIMELINE

This is a tentative timeline of events in the battle as it is expected to occur, assuming both commanders follow their orders to the letter. We describe the fight in melees instead of distances or hexes because it requires less bookkeeping, but GMs may wish to go for the good old hex map and work it out by themselves. While we do not discourage such a way of doing things, we wish to insist on the fact that Macross II has more to do with anime than with wargames and should be as much fun and as little hassle as possible.

Remember that the timeline is primarily intended to serve as a guide, not as a fixed plan which should be followed to the letter. The unexpected can, and should, happen during the course of the battle.

Diagram C

Marduk · F3 · F1 & F2 · UN Spacy · UN Spacy · Initial Plan

Diagram D

Marduk · F1 & F2 · UN Spacy F3 · UN Spacy · Back-up Plan · 90°
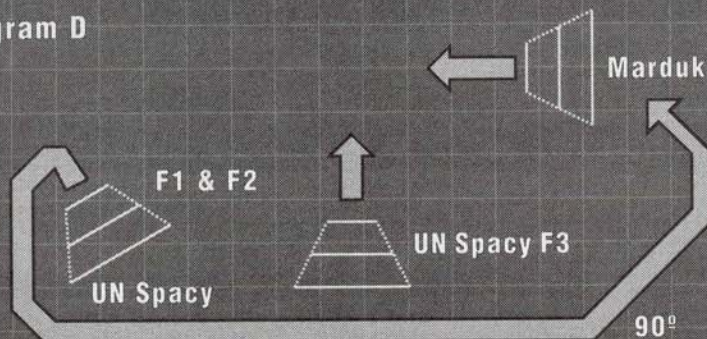
Round	Event
0	Formations are ready to begin combat and are positioned according to diagram A.
5	Formations meet at IP1 (diagram B).
X	Sometime before round 10, the MC-1 captain should decide what optional plan of attack he's going to adopt. This round shall be referred to as round X.
X+1	According to diagram C, F3 engages the Marduk attack force in close ship-to-ship combat.
X+3	According to diagram D, F3 is now positioned behind the Marduk attacking force and may begin its attack immediately.
10	The Marduk force should adopt its Surkan formation.
X+10	According to diagram E, F3 is now intercepting the Marduk attacking force at IP2.
X+12	Starting this round, and rolled every round after, there is a 5% cumulative chance that an Emerson Fold is attempted (see *Emerson Fold* page 61).
25	Anik III is now in sight and whatever ships are left from the Marduk attacking force will attack to destroy it (see *Anik Station* left).
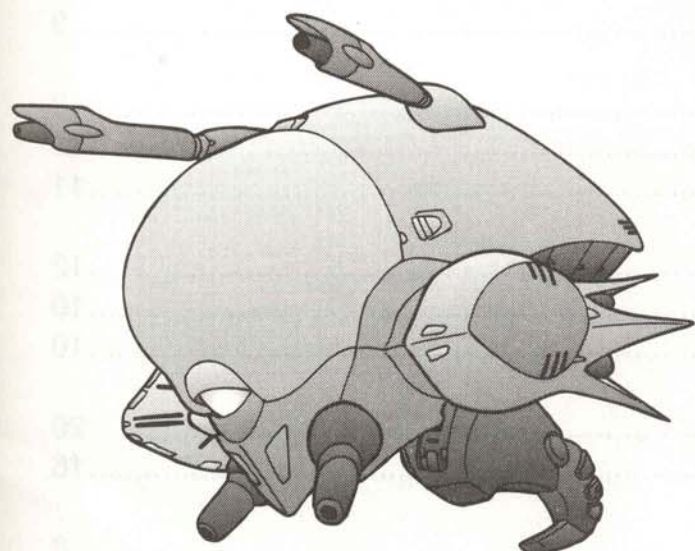
INTERCEPTED TRANSMISSION

If the GM deems that things are really taking a turn for the worse for the UN Spacy, he can use this wild card to help out. This should be done only if the battle is being lost. Do not use this if it doesn't fit the story!
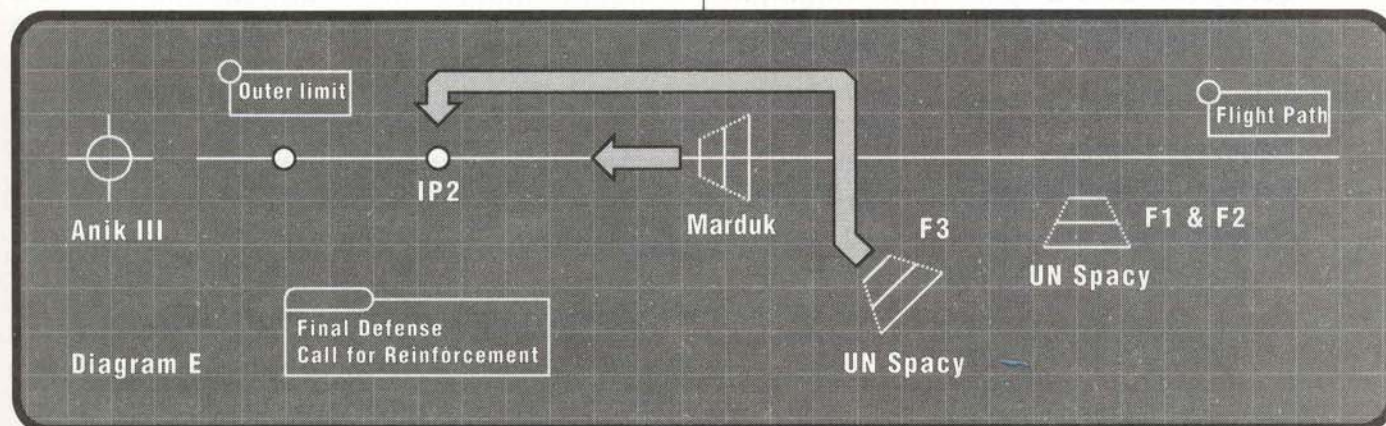
In the midst of the battle, the player(s) intercept the following coded message (in Zentran/Marduk alphabet):

"If you can decypher this coded message, you have successfully intercepted the Marduk battle plan and can counter their tactics. Tell the GM that you are now at +10 to hit, +10 to dodge and that you always do 75% of maximum damage instead of only 60%. Good luck!"

Of course, the player(s) have no idea what the transmission is about. They just stumbled upon it while it was transmitted from one Marduk ship to another.

The GM does not have to actually write the message in Marduk, of course. He hands the player(s) a piece of paper with dots instead of letters, all in the proper position. He may allow ONE player a Cryptography roll and give away the position(s) of one letter (player's choice) for every 5% of success. If the player speaks Zentran, just add 10% to his skill for the purpose of this roll — the Marduk and Zentran language, while very similar, are not exactly the same.

Ressourceful player(s) will want to beam the message to their base to have them translate it. This will work — except that the answer will arrive approximatly 10 melees after the battle has ended. They have to do it themselves or else it doesn't count!
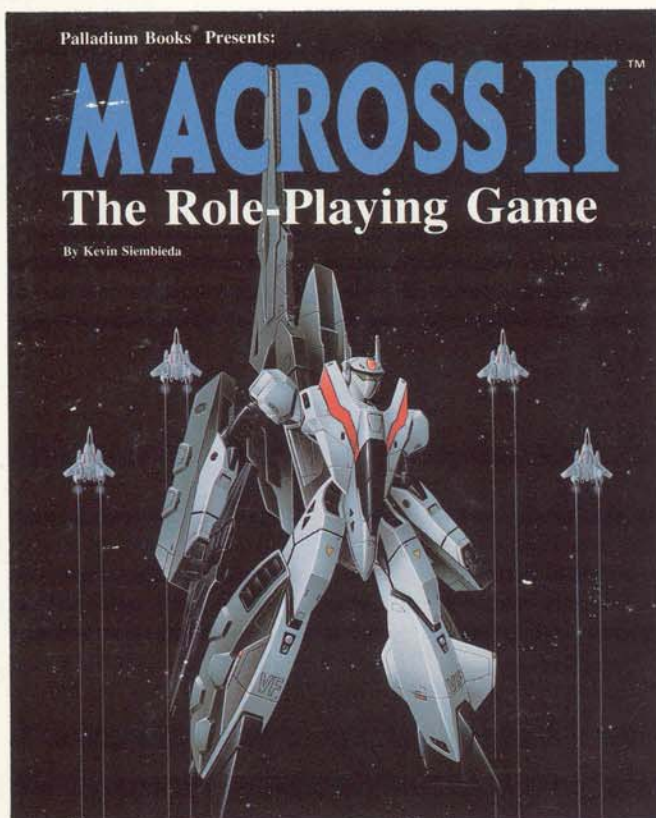
Outer limit

Flight Path

IP2

Anik III

Marduk

F3

F1 & F2

UN Spacy

Final Defense Call for Reinforcement

Diagram E

UN Spacy

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