Palladium Books® Presents:

MACROSS II ™

Deck Plans Volume Two

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

Dedicated to George Thorogood for his song Get a Haircut and Get a Real Job. It should inspire all the gamers out there with excellent ideas.

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Palladium Books® Presents:

Macross II™

Spacecraft and Deck Plans - Volume Two

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● SOME WORDS FROM THE PUBLISHER

BY KEVIN SIEMBIEDA

Welcome to the **Macross II Deck Plans Volume Two**. As most **Macross II** fans probably already know, the **Macross II Role-Playing Game** is a big hit. By the time this book hits the shelves, the role-playing game will be in its second printing and will have sold over 20,000 copies! There seems to be no end to the popularity of well done role-playing games and sourcebooks based on Japanese animation; which the enthusiasm toward the series of Deck Plan volumes seem to confirm. Of course, 1994 is a big year for **Palladium Books**, with new titles coming out for **Macross II, Rifts, Robotech, Heroes Unlimited, Beyond the Supernatural, The Palladium RPG** and others!

If you've already flipped through these pages, you know that those creative wizards from Canada have worked their magic again. **Deck Plans Volume Two** is another outstanding book of spaceship data and excellent graphics. Like the previous Deck Plan book, all of the diagrams and much of this information is being presented here for the first time anywhere. Thus, it is not only an excellent sourcebook for role-playing gamers, but a valuable reference for collectors and fans of **Macross II** and Japanese animation in general.

In addition to raw data and excellent artwork, **Macross II Deck Plans Volume Two** offers some new insight to the Marduk and introduces some new and interesting non-player characters and a short adventure. One of the nice things about this adventure is the villains it introduces are ideal for a long term campaign and/or can be used as reoccurring menaces.

Mishalla is the beautiful spy who uses her beauty and cunning like a weapon to learn about Earth's operations. She then secretly provides that information to her Marduk superiors. Although she has been sent to Earth specifically to locate Ishtar (who Mishalla sees as a traitor), she is likely to remain on Earth to continue her work as a spy. If she is implicated in any evil deeds, she'll cover her tracks and convincingly play the innocent bystander (perhaps claiming to have been wrongly accused). This unique character can continue to spy on her human "friends" and undermine Earth's defenses. She can add a nice undercurrent of intrigue and suspense.

Sherak is a madman. Villains who teeter on the brink of insanity always make wonderful antagonists. Their actions are unpredictable because they are motivated by intense emotions, anxieties and insanity. Sherak is such a character. He makes the perfect reoccurring villain, who may make it his mission in life to destroy the player characters (who dared to thwart him or embarrassed him in front of his people). If any character is going to crave revenge, it is going to be Sherak. This may even apply to events after the Marduk are defeated. If this maniac survives, he may pursue a quest for power (become the new Emperor?) or seek revenge against the despicable humans and Zentran traitors who destroyed Lord Emperor Ingues and brought dishonor to the Marduk people. He will never accept Ishtar or Feff as his superiors. Nor will he accept a life of peace. No matter how the Game Master wants to play him, Sherak spells trouble.

Watch for **Macross II Deck Plans Volume Three** for more inside information and adventure (tentatively scheduled for a November or December, 1994 release). Meanwhile, enjoy the adventure.
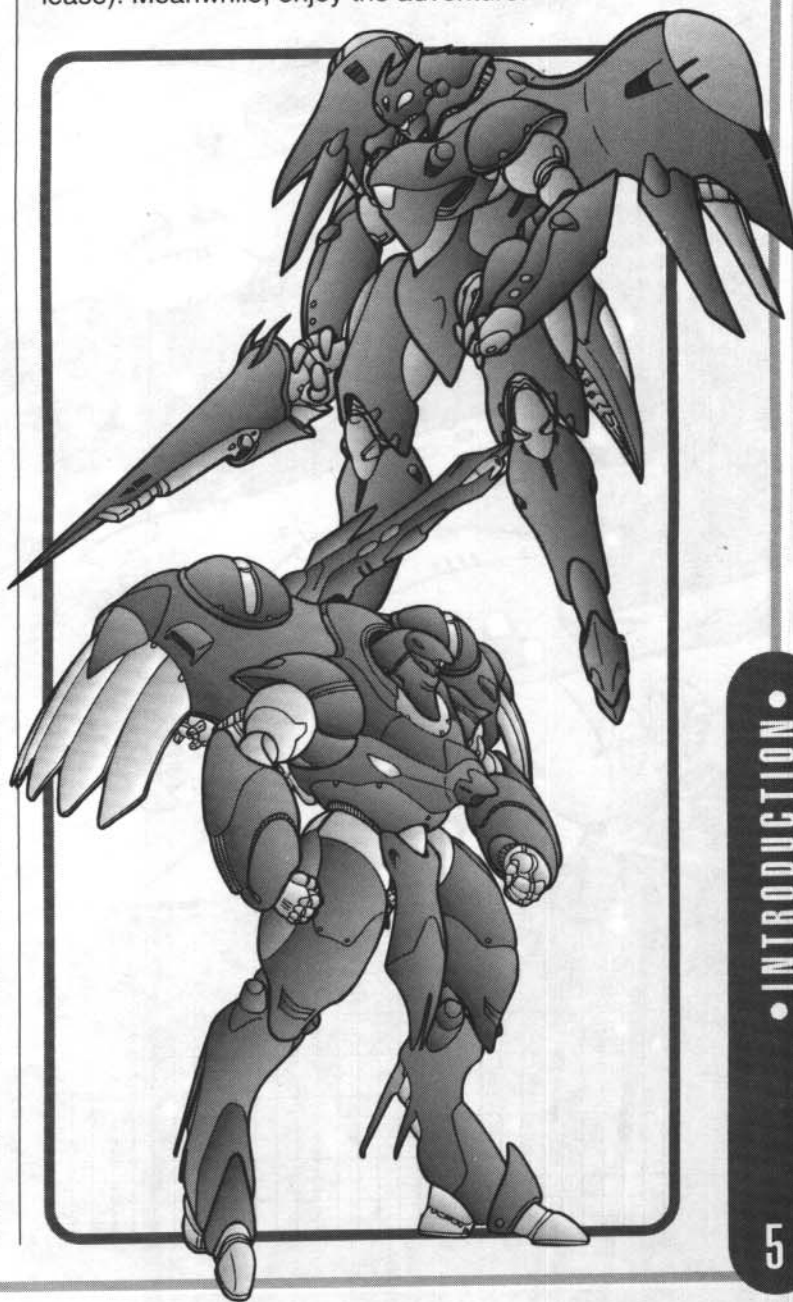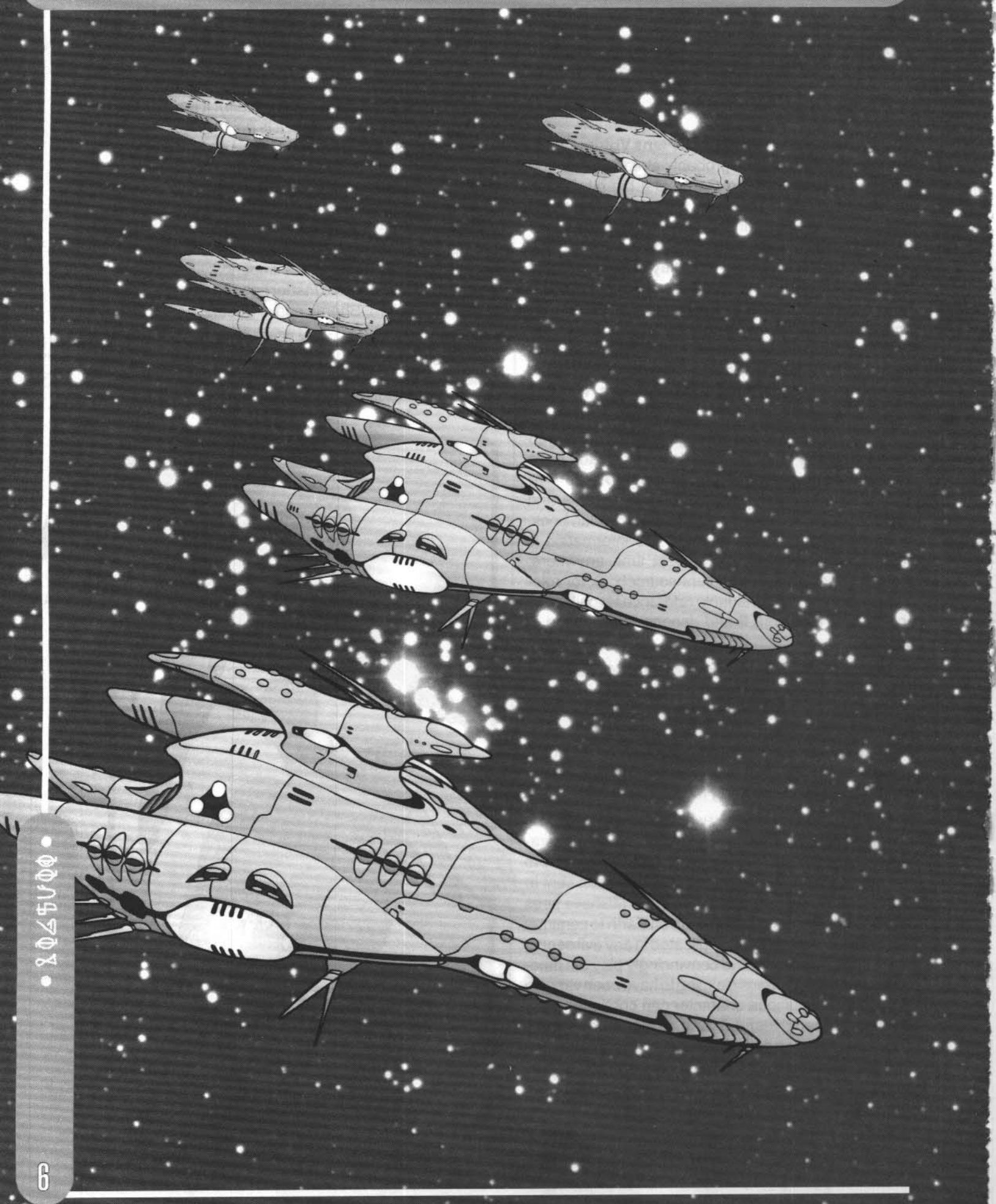
WEAPONS

The ships in Macross II are huge battlewagons with weapons capable of obliterating small planetoids. Most of these weapon systems trade accuracy for firepower, which make them unsuitable for tracking and engaging small agile targets like the mecha used both by human and Marduk forces.

The most common ship-mounted weapons are energy based, since these are the most efficent at this size. Projectiles mostly take the form of guided missiles which are launched by reloadable bays for a high rate of fire. Small fighters and mecha complete the armament for close defense and attack, but this section will examine only the fixed weapon systems (as opposed to the mecha, which are considered mobile weapon systems).

SHIP WEAPON SYSTEMS

All Marduk and Zentran spaceships are equipped with very similar weapon systems. In order to save space, they are presented here together and unless so noted, all characteristics are the same, no matter the ship design on which they are mounted. This may seem unlikely, with Marduk designs being slightly more advanced, but the difference in firepower at this level is so small that for convenience it is better to disregard it. Game masters wishing to emulate the Marduk's technical superiority may increase the damage by up to 10% (after damage has been rolled), but no more because the game would *definitely* be unbalanced past that point.

Human-built UN Spacy ships usually have fewer weapon systems than their Zentran counterparts, but these weapons are more compact and efficient than the age-old designs mounted on of the alien vessels. For that reason, they are incorporated in the overview of the ship on which they are mounted.

1. MAIN LASER CANNON

- The Main Laser Cannon is mounted on virtually all Marduk or Zentran ships to provide heavy firepower (on some smaller ship designs, the Main Laser Cannon represents virtually *all* the real firepower!). It is an array of laser weapons located in the front section of the main hull of the ship and is fixed forward.

The Main Laser Cannon has no apparent nozzle or opening, because it is not one large weapon, but rather many small ones firing simultaneously. The great number of laser lenses, combined with their small size, gives the illusion of laser beams erupting from the very hull of the ship.

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 Forward Light Lasers are laser cannons mounted in batteries along the front and side of all alien vessels. They are slightly bigger individually than the lasers used for the Main Laser Cannon, but there are fewer in number. They are not very powerful, but if fired in large number 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.

Payload: ....Unlimited

3. RETRACTABLE LASER TURRET

- The Laser Turret is a common weapon because of its firepower, versatility and resilience. It is composed of a battery of laser cannons firing together at one target, usually in conjunction with other turrets close by. The turrets are mounted under the primary hull, protected from enemy fire and ready to pop out from under sliding hatches to attack. Each turret is capable of 360 degree rotation with a 180 degree 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.

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 because they are easier to manufacture. Ammunition is brought directly from the armored magazine by automated drones to ensure a constant supply. Each turret is capable of 360 degree rotation with a 180 degree 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 missile per volley is 10. Missiles can also be launched as a randomly fired barrage (see *Missile Combat*, p. 9 of Macross II Deck Plans Volume 1), 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 possess. It can devastate entire fleets of enemy vessels given half a chance. Because of the power requirement, it is only mounted on the largest vessels. Only the humans, with the 488-meter Macross Cannon, have managed to miniaturize this awesome weapon.

The Cannon is hidden in the core of the ship along the main axis. It needs six full minutes (24 melees) to power up its enormous capacitors, then another two minutes (8 melees) to get ready to fire. During these last minutes, the ship's hull separates in half, with bolts of lightning jumping from top to bottom in an awesome display of power. At this point, the ship is committed to the firing of the gun and all of its energy is geared toward that purpose. Now would be a good time to get out of the line of fire!

Once the Particle Cannon is fully charged, the ship releases the mighty beam. The beam lasts for 15 seconds (one full melee round), destroying EVERYTHING in an area one-mile wide by 200,000 miles long. The only way to avoid destruction is to avoid the beam altogether!

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

Secondary Purpose: .... Anti-Warship

Mega-Damage: .... Destroys EVERYTHING in its path, regardless of M.D.C. and movement. If used against a planet, it causes 2D6 x ONE MILLION M.D. (!), leaving only a crater measuring 1D6 x 10 miles round and 3D6 x 100 feet deep. The resulting shockwave will probably cause 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
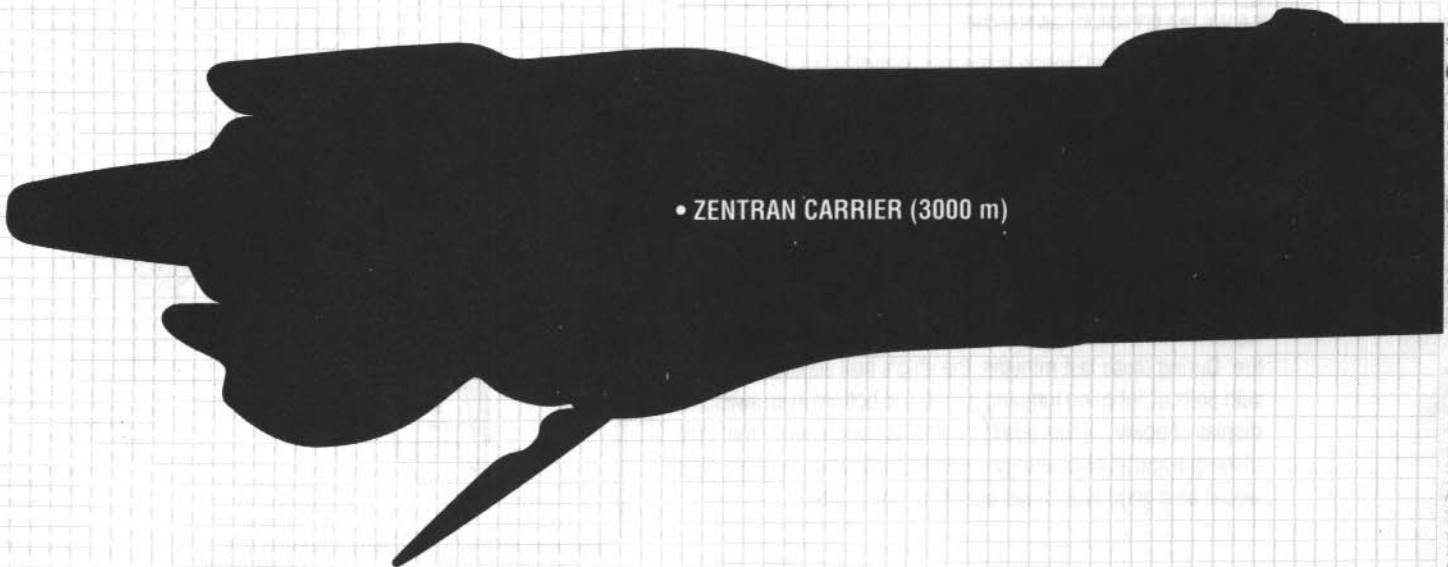
• ZENTRAN FLAGSHIP (4000 m)

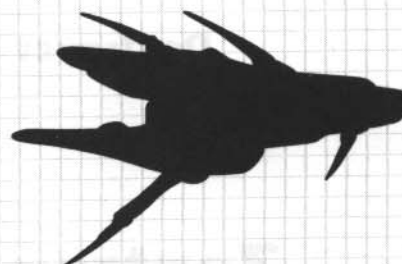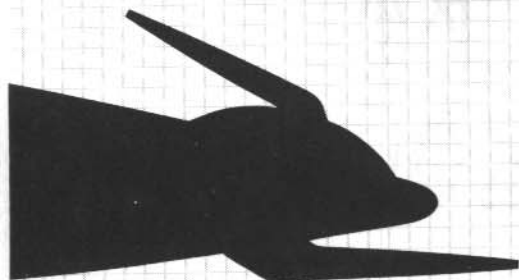• MARDUK DREADNOUGHT (3000 m)

• ZENTRAN CARRIER (3000 m)
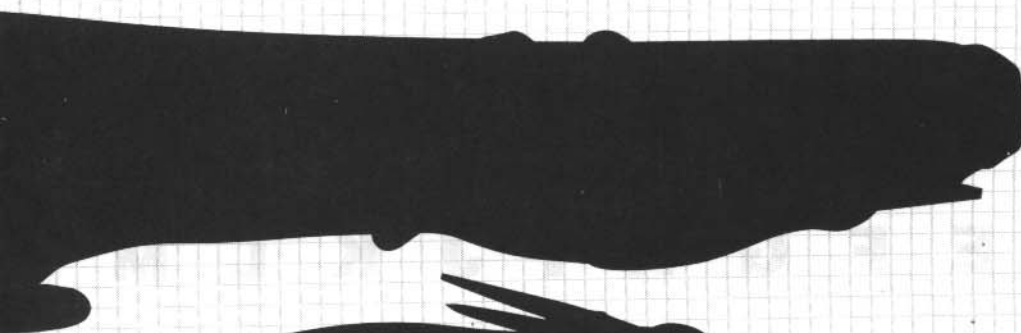
• MARDUK DESTROYER (2000 m)

• MARDUK SCOUT CRUISER (500 m)
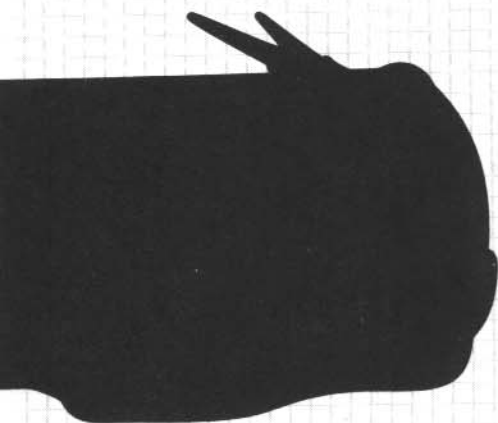
• COMMAND CARRIER (305 m)

• CORVETTE (332 m)

• BATTLESHIP (244 m)

Zentran Alphabet

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

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

Zentran Alphabet Examples

Marduk =

Destroyer =

Zentran Numbers

0 1 2 3 4 5 6 7 8 9

Zentran Numbers Examples

85 =

2089 =

UN SPACY

▶ ᛟᚹᚲᛟ ᚷᚹᚲᛏ
▶ ᚾᚹᛏᛟᚹ ᛁᛉᚹᛏ ᚷᚹᚲᛏ

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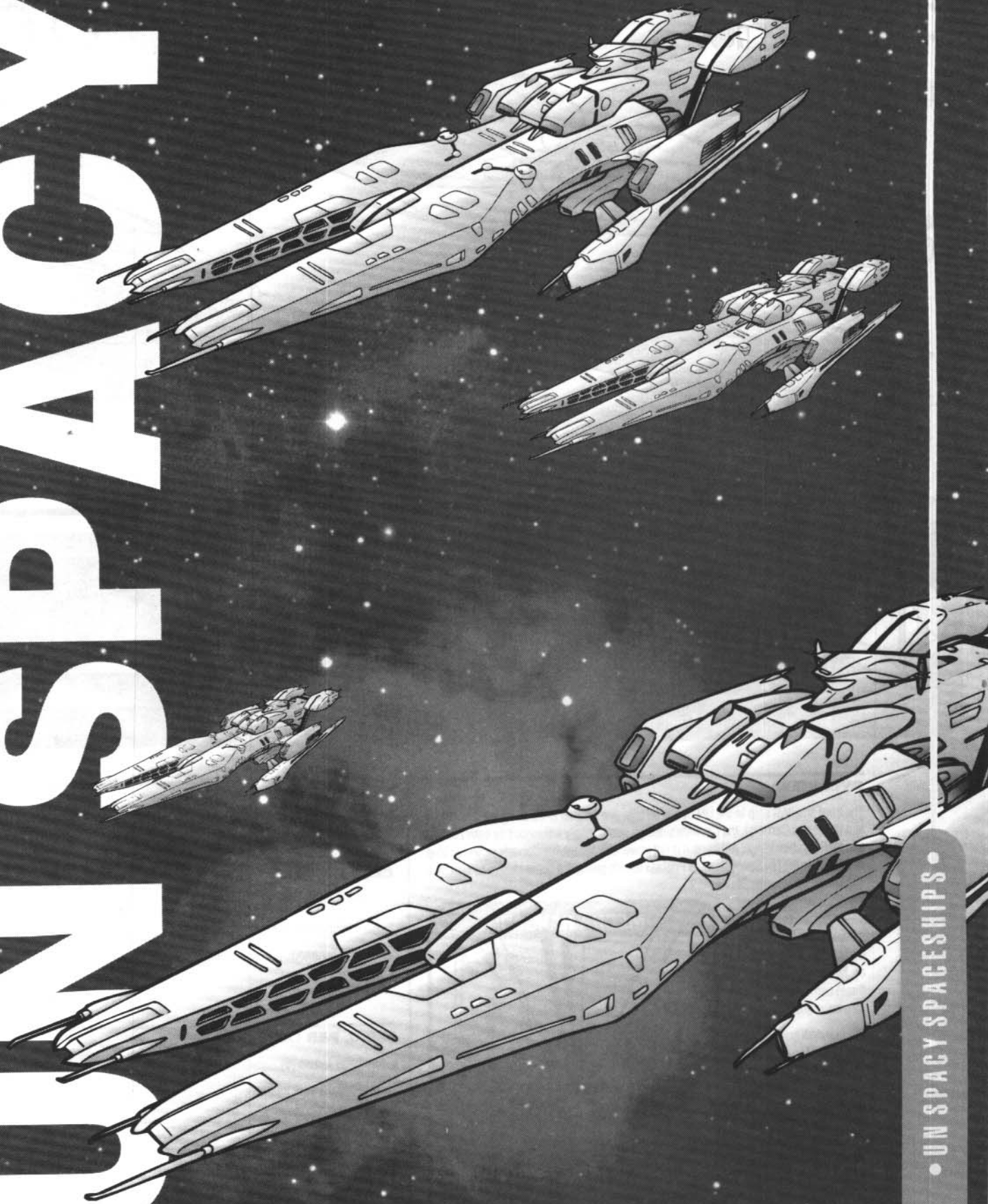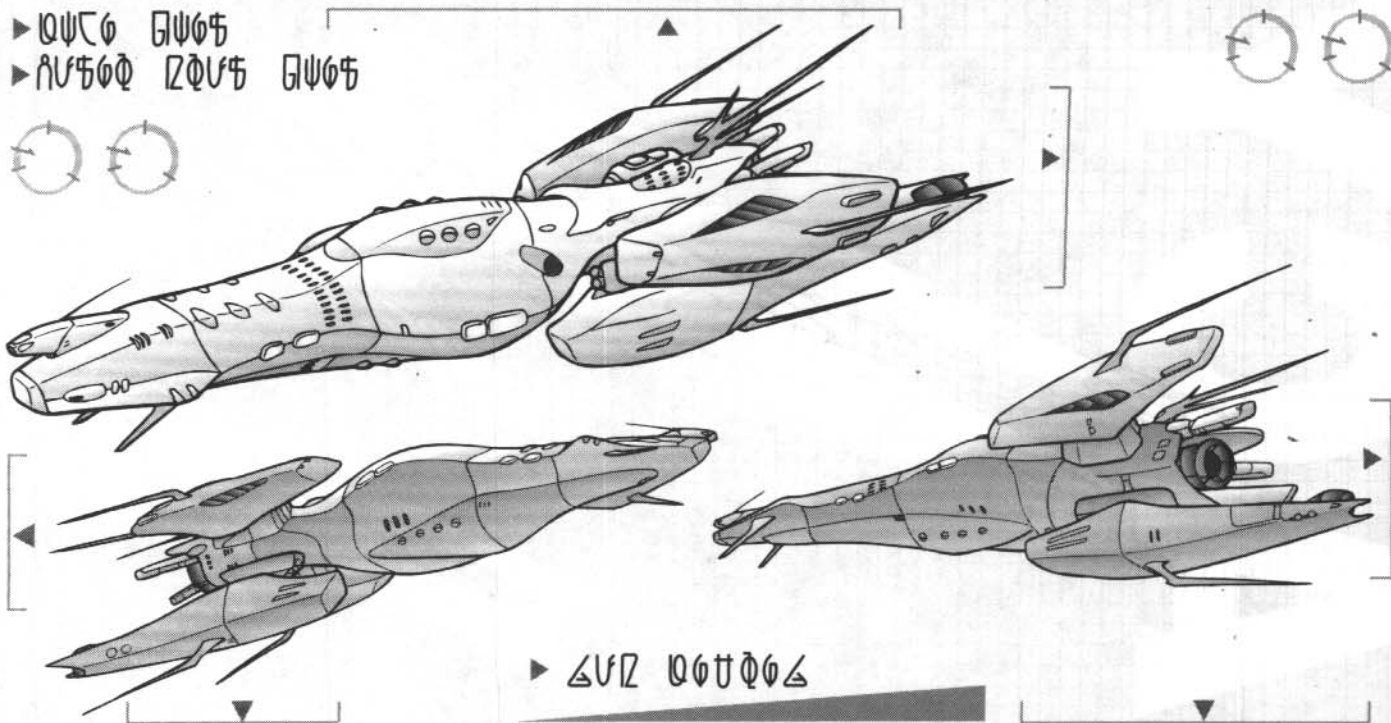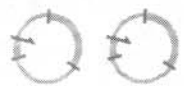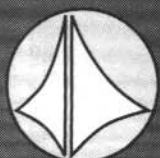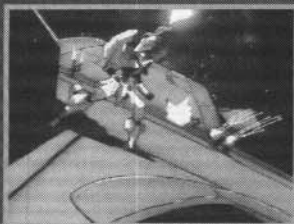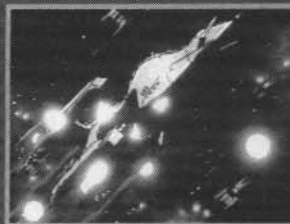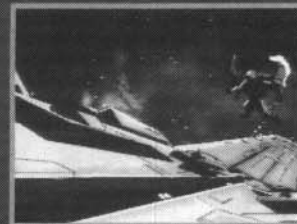
Front View ▶ VF-XX on Upper Hull ▶ Lower View ▶ Marduk Aiiacking Bridge

OVERVIEW:

The third smallest ship in the UN Spacy arsenal (the smaller ones being the Command and the Escort Carriers), the Corvette's design was strongly influenced by both Zentran and Meltran ship design. Although it is not powerfully armed, the Corvette serves as ship of the line in the UN Spacy fleet, its Phalanx turrets giving it a better chance to survive a ship/mecha encounter. It also transports 38 Valkyrie VF-2SS as its normal complement of mecha, but Ground Mecha (up to ten) or Metal Sirens (up to three) can also be part of its mecha group.

The first deck contains the bridge and top armament while deck 2 is reserved to the crew. Decks 3 and 4 are mecha hangars and deck 5 is the shuttle bay. The Corvette does not usually transport ground mecha, but when it does, all are equipped with a space propulsion system.

MECHA HANGAR

VEHICLE TYPE:

Corvette

CREW:

Officers	30
Assigned personnel	155
Combat troops (including pilots)	112
Total crew:	**297**

M.D.C. PER LOCATION:

Laser turrets (6)	100	each
Forward laser mounts (4)	100	each
Missile launchers (6)	200	each
Phalanx turrets (12)	50	each
Airlocks/access hatches (20)	200	each
Bridge*	2,000	
Main body**	10,000	

Main engines*** 3,000

Auxiliary engines****(2) ....:................................ 1,200   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 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.

SPEED:

Main engines are 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: .... 332 meters

Height: .... 116 meters

Width: .... 103 meters

Weight: .... 3,200,000 tons

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

Gravity Control System: .... internal

Fold system: .... none

WEAPON SYSTEMS:

1. FORWARD LASERS (4, FRONT OF THE SHIP)

•   These are four powerful laser cannons mounted in the front of the ship. 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. 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 of Macross II Deck Plans Volume I), but NEVER individually.

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

3. "PHALANX" TURRETS (12, HULL)

•   The 55mm "Phalanx" tri-tube gatling cannon is directly derived from the one used by the first generation of Valkyrie fighters. "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.

4. LASER TURRETS (4, HULL)

•   Scattered throughout the hull, the laser turrets stand ready to pop out from under their sliding hatches to attack any vessel which dares 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. Minimum number of turrets per volley is 3.

Payload: .... Unlimited

MOBILE WEAPON SYSTEMS:

VF-2SS 24

VF-2SS SAP 14

VF-1MS Metal Siren (when available) 3

Space shuttle 1

Up to 10 Ground Mecha (but no Monster II!) can also be transported if the current mission calls for it.

DESIGN NOTES:

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

•   Passive sensors are not accessible from inside the ship.

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

•   The missile bays are normally not accessible from inside the ship, except through locked maintenance panels.

•   All ceilings are 82 feet (25 meters) high, with catwalks at 66 feet (20 meters), except Levels One and Two which are only 5 meters high.

• MAP KEY •

⊙ ...... Elevator (human sized)

⊠ .... Waste disposal

▭ .... Catwalk

L ...... Lift (HL : Heavy Lift)

E .... Elevator (mecha)

W .... Armory

A .... Airlock

.... Hatch

P .... Escape Pod

◎ ...... Stasis/Computer tower

• SIDE VIEW/CUTAWAY
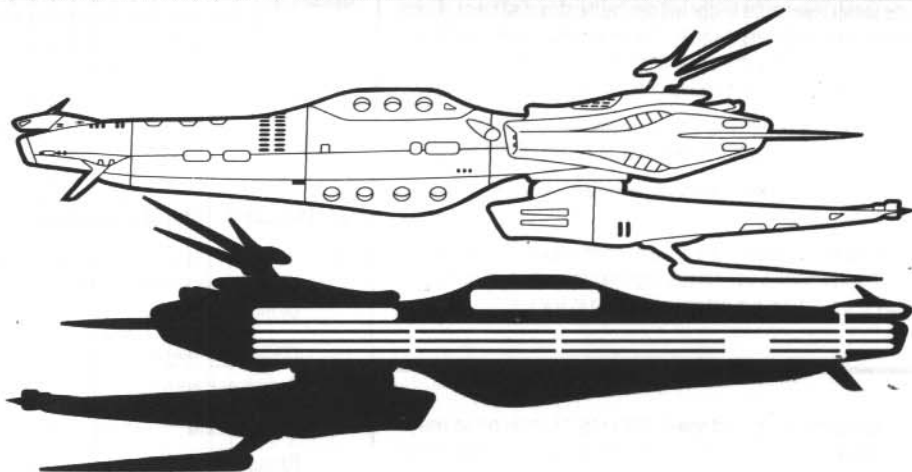
• LEVEL ONE: BRIDGE:

1- ....Bridge
2- .... Service hall
3- .... Communication equipment
4- .... Laser turret generator
5- .... Ammunition magazines
6- .... Main engines
7- .... Auxiliary engines
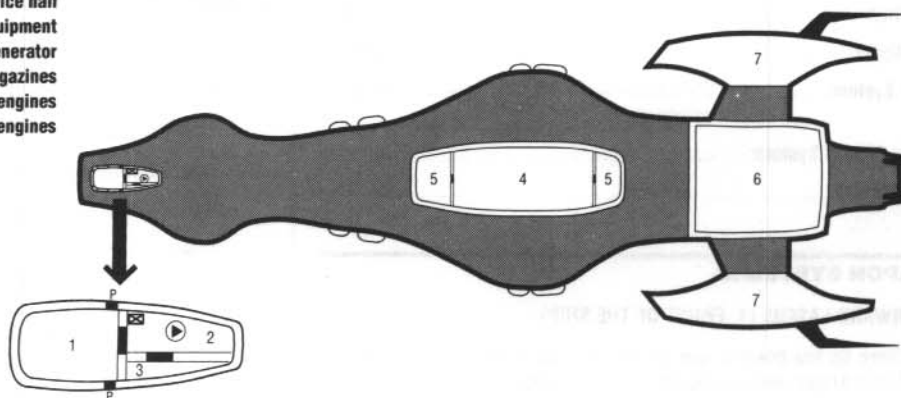
• LEVEL TWO: CREW QUARTERS:
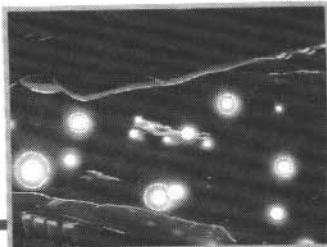
1- .... Forward laser system
2- .... Service hall
3- .... Crew quarters
4- .... Mess hall
5- .... Laser turrets/ammo magazines
6- .... Main engines
7- .... Auxiliary engines
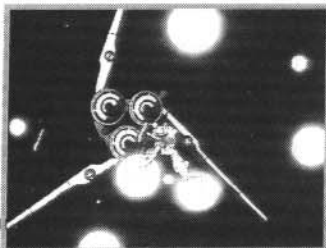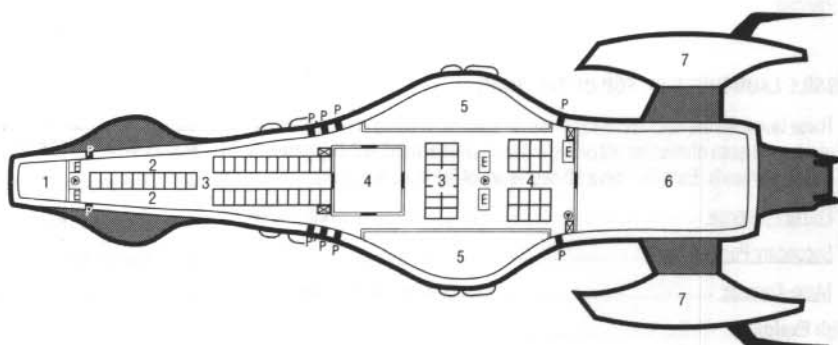
► • Projector Satellite •

LEVEL THREE: MECHA HANGAR:
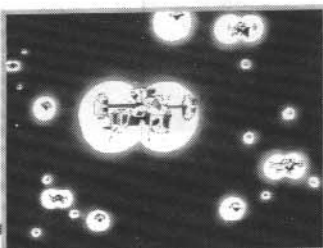
1- .... Forward laser system
2- .... Mecha hangar
3- .... Repair shop
4- .... Weapon bay for mecha
5- .... Main engines
6- .... Auxiliary engines
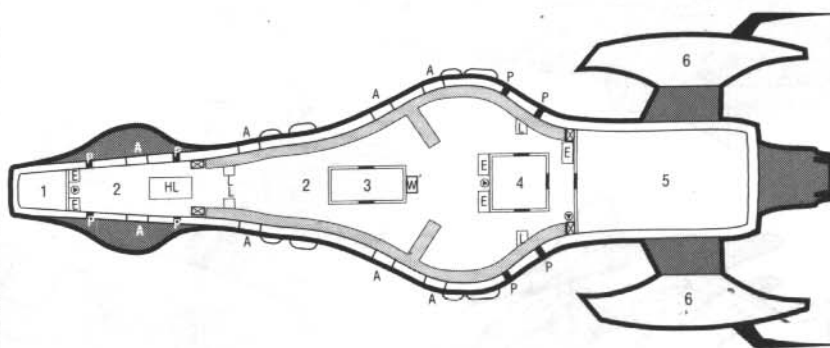
▶ • UN Spacy Fleet •

LEVEL FOUR: MECHA/MAINTENANCE HANGAR:

1- .... Forward laser system
2- .... Mecha hangar
3- .... Weapon bay for mecha
4- .... Spare parts storage
5- .... Maintenance hangar
6- .... Main engines
7- .... Auxiliary engines
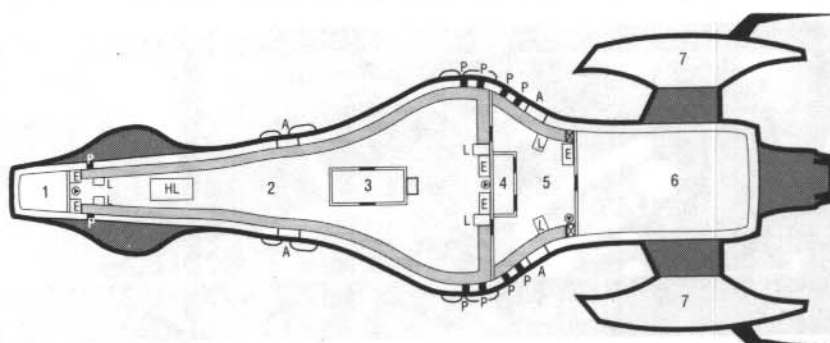
▶ • VF-2SS / SAP Squadrons •
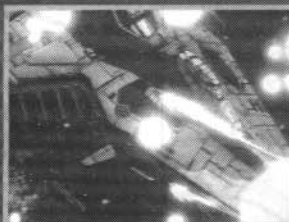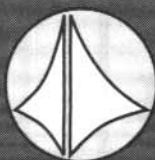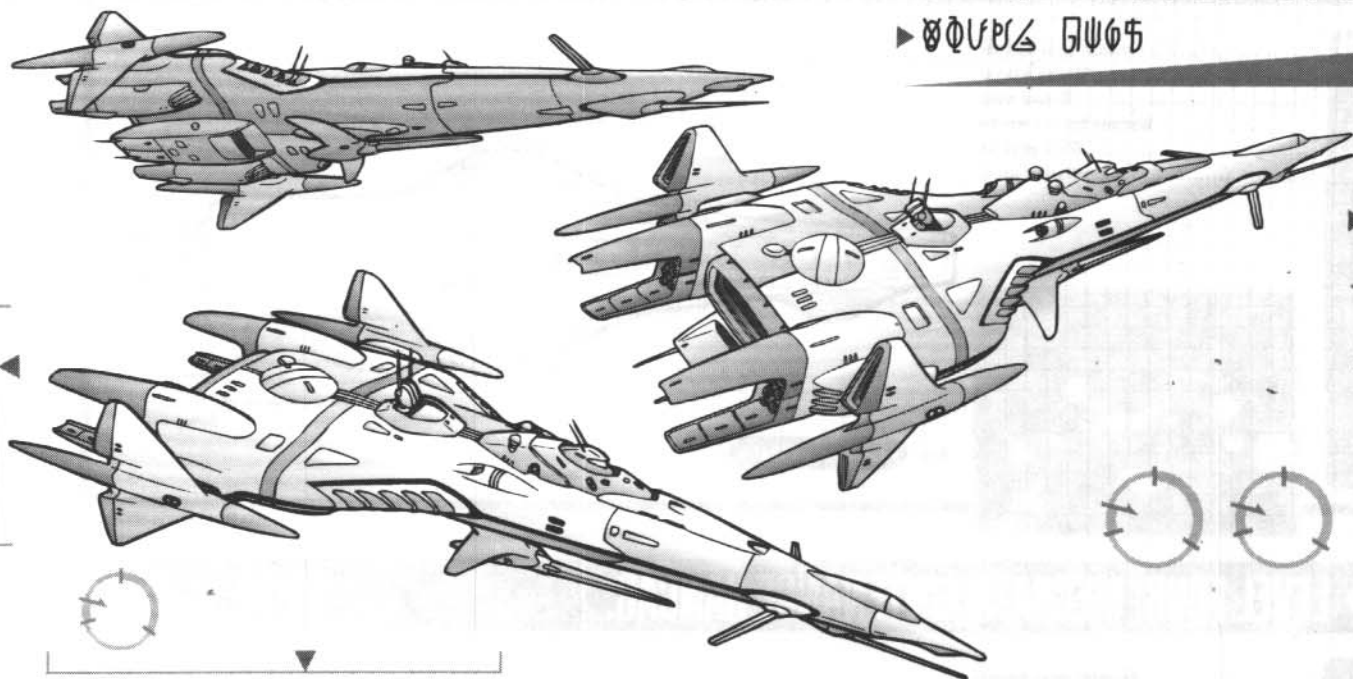
LEVEL FIVE: COMBAT BAY:

1- .... Forward laser system
2- .... Combat drop bay
3- .... Combat drop door
4- .... Laser turrets/ammo magazines
5- .... Weapon bay for mecha
6- .... Main engines
7- .... Auxiliary engines

▶ • VF-1MS Metal Siren •

▶ [alien script]

▶ [alien script]
▶ [alien script]
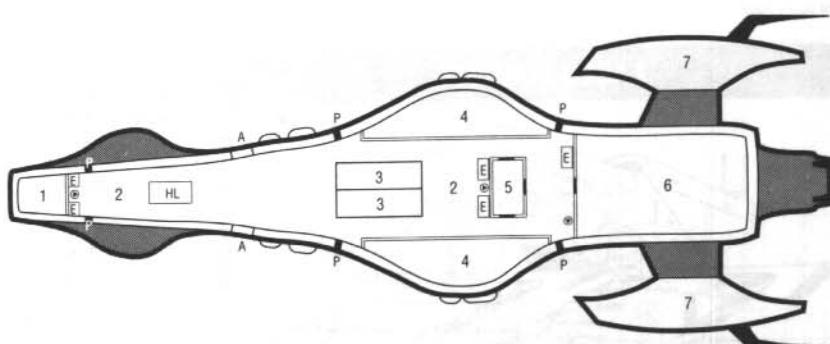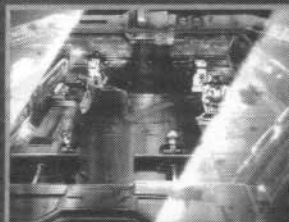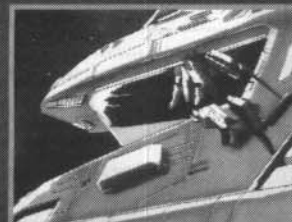
▶ Front View ▶ Bridge ▶ Bridge Stations ▶ Metal Siren

OVERVIEW:

The Battleship, although smaller than the Command Ship, is even more powerful in term of raw firepower. Since it is purely a combat vessel, with a small mecha complement, most of the hull's interior space is dedicated to weaponry and crew quarters, with machinery and power feeds running everywhere.

Battleships are more plentiful than Command Ships, but they are still a rare sight when compared to the hundreds of Zentran-built spacecraft in service with the UN Spacy. As part of the orbital defense network, the Battleships are placed at strategic locations around the Earth (60 ships), the Moon (12), and near the moons of Mars (4). They are rarely sent beyond Saturn to follow an enemy or away for space exploration.

LASER TURRETS

VEHICLE TYPE:

SB-12

Class: .... Space Battleship (non-transformable)

CREW:

Officers:	14
Crew (Ship and Flight):	58
Pilots and Combat Troops:	144
Total crew: .... 216, but can support an additional 48.	

M.D.C. PER LOCATION:

Communication antennae (3)	120	each
Bridge bubble* (1, top)	2000	
Main thrusters (1)	2000	
Secondary thrusters (3)	1000	each
Small guidance thrusters (24)	100	each
Main laser cannon (1, forward)	1000	
Main P-beam cannon (1, nose)	500	
Rear laser cannons (2)	500	each
Exposed laser turrets** (12)	100	each
Long range rocket launcher bays (4)	500	each

Medium range rocket launchers (6, bridge) .... 200 each

Main body*** 8900

* Destroying the bridge will deprive the ship of all forms of long range communications, radar and targeting. These are reduced to the equivalent of a Valkyrie's. The cannons can still operate, but are -3 on initiative, -3 on strike and and the number of attacks per melee is reduced by half.

** The laser turrets are normally hidden in the hull under heavily armored plates. They can be damaged only when in their firing position.

*** 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 ft (305m) area.

SPEED:

Standard speed is Mach 12.6 in space. The Battleships are incapable of flight in an atmosphere. They are capable of deep space travel, although they have never been used for that purpose.

If used for deep space travel, the ship's engines are capable of continuous sub-light thrust, reaching a speed approaching .20 C or 37,200 miles per second (60,000 km/sec).

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

DIMENSIONS:

Length: .... 244 meters

Height: .... 40 meters including Bridge Tower

Width: .... 73.2 meters at maximum cross-section

Weight: .... 3,650,000 tons

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

Gravity Control System: .... internal

Fold system: .... none

WEAPON SYSTEMS:

Note: Total number of attacks per melee is 71 (including missile volleys and turret fire), 35 long range attacks (excluding close range turret fire), plus the deployment of Valkyries and other mechanized fighters.

1. MAIN LASER CANNON (1, FRONT OF THE SHIP)

• This powerful laser cannon forms most of the nose of the ship. It has very good range and power.

Primary Purpose: .... Anti-Spacecraft

Secondary Purpose: .... Defense

Mega-Damage: .... 2D6 x 1000 M.D.

Range: .... 30 miles (48 km)

Rate of Fire: .... The laser cannon can fire three times per melee (15 seconds), and can be directed at different targets.

Payload: .... Effectively unlimited

2. MAIN PARTICLE BEAM CANNON (1, NOSE OF THE SHIP)

• The particle beam cannon is mounted near the nose of the ship. It is very powerful, but has a short range. The cannon can be raised and lowered 90 degrees.

Primary Purpose: .... Assault

Secondary Purpose: .... Defense

Mega-Damage: .... 2D4 x 1000 M.D.

Range: .... 8 miles (12.8 km)

Rate of Fire: .... The cannon can fire six times per melee (15 seconds), and can be directed at different targets.

Payload: .... Effectively unlimited

3. REAR LASER CANNONS (2, TAIL SECTION)

• A pair of laser cannons is mounted on either side of the rear thrusters. Each can angle and rotate 180 degrees.

Primary Purpose: .... Assault

Secondary Purpose: .... Defense

Mega-Damage: .... 1D4 x 1000 M.D. or 2D4 x 1000 if both fire simultaneously at the same target (counts as one melee attack).

Range: .... 30 miles (48 km)

Rate of Fire: .... Each cannon can fire five times per melee (15 seconds), and can be directed at different targets.

Payload: .... Effectively unlimited

4. CLOSE RANGE LASER TURRETS (12, MAIN HULL)

• Anti-fighter turrets are mounted under the hull, hidden behind heavily armored blast doors. When needed, the turrets rise to fire. Each turret can rotate 360 degrees, with a 180 degree arc of fire.

Primary Purpose: .... Anti-Fighter

Secondary Purpose: .... Defense

Mega-Damage: .... 1D6 x 10 M.D. per blast

Range: .... 8000 ft (2.4 km)

Rate of Fire: .... Each turret can fire three times per melee (15 seconds), and can be directed at different targets.

Payload: .... Effectively unlimited

5. LONG RANGE MISSILE LAUNCHERS (4, SIDES OF THE SHIP)

• Missile Launchers are mounted in the sides of the ship. The long range of their missiles makes them extremely efficient for battlefield support.

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

Secondary Purpose: .... Defense

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

1. High Explosive: .... 3D6 x 10 M.D.

2. Plasma: .... 4D6 x 10 M.D.;

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

Range: .... 1000+ miles (1600+ km). Typical missile speed is around 1800 mph.

Rate of Fire: .... Each individual launcher can fire once per melee. Each launcher unleashes a volley of four, six, eight or twelve missiles (see *Missile Combat*, p. 9 of Macross II Deck Plans Volume 1, for more details).

Payload: .... 320 missiles per launcher, for a total of 1280.

6. MEDIUM RANGE MISSILE LAUNCHERS (6, BRIDGE)

• These launchers are lined up just below the bridge, behind armored covers. They are used primarily to defend the bridge against enemy fighters.

Primary Purpose: .... Anti-Spaceship and Space 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 (120 km). Typical missile speed is around 1800 mph.

Rate of Fire: .... Each individual launcher can fire twice per melee. Each launcher unleashes a volley of four or eight missiles (see *Missile Combat*, p. 9 of Macross II Deck Plans Volume 1.

Payload: .... 220 missiles per launcher, for a total of 1320.

MOBILE WEAPON SYSTEMS

VF-2SS 24

VF-2SS SAP 6

VF-2SS SAP Special 4

VF-1MS Metal Siren 4

Phalanx Upgrade 6

Defender-Ex (w/space propulsion system) 6

Tomahawk II (w/space propulsion system) 12
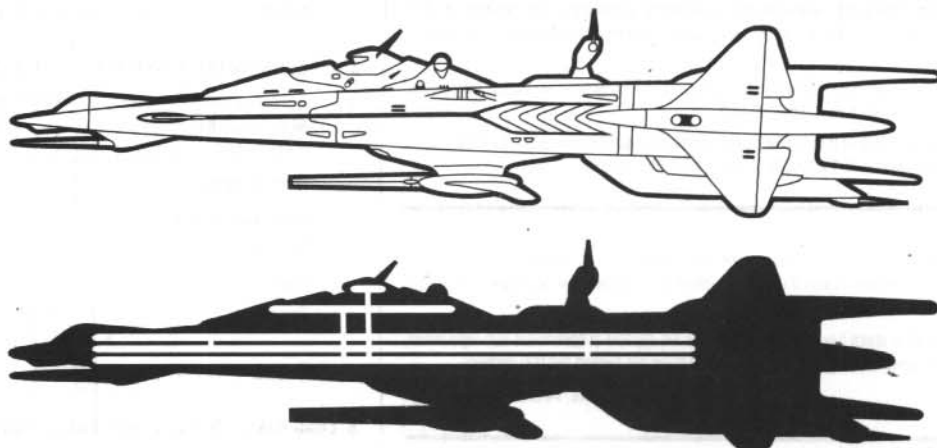
ADDITIONNAL VEHICLES

Space Shuttles 2

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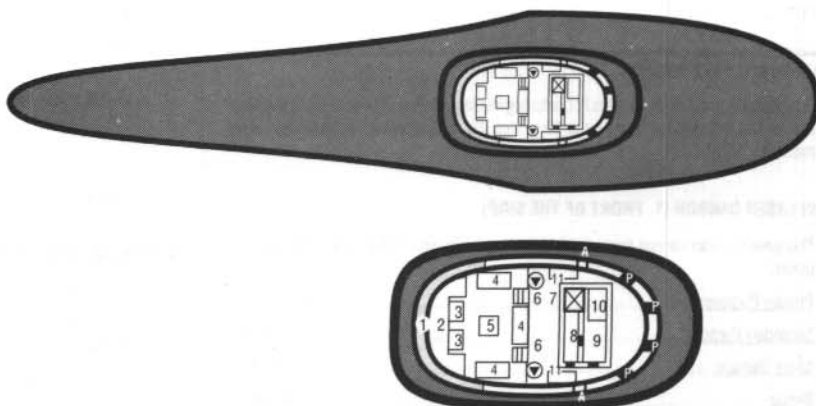
▼	...... Elevator (human sized)
⊠	...... Waste disposal
▭	...... Catwalk
L	...... Lift
E	...... Elevator (mecha)
W	...... Armory
A	...... Airlock
	...... Hatch
P	...... Escape Pod
◎	...... Stasis/Computer tower

• SIDE VIEW/CUTAWAY
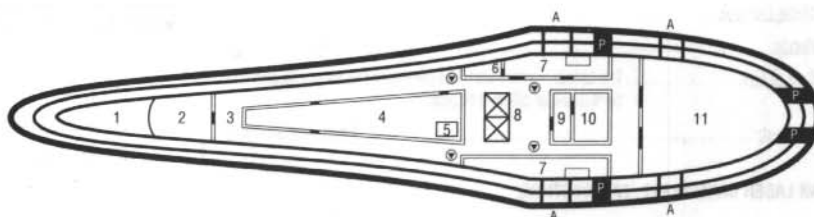
• LEVEL ONE: MAIN BRIDGE:

1- .... Viewport
2- .... Railing
3- .... Navigation station
4- .... Computer Banks
5- .... Captain's station
6- .... Stairs
7- .... Washroom
8- .... Captain's office
9- .... Officers' meeting room
10- .... Food preparation corner
11- .... Spacesuit locker

• LEVEL TWO: COMMUNICATION AND MISSILE BAYS:

1- .... Maneuver engine
2- .... Engineering and maintenance
3- .... Service hall
4- .... Missile Bays and Storage
5- .... Fire Control room
6- .... Spacesuit locker
7- .... Access room
8- .... Washroom
9- .... Weaponmaster office
10- .... Armory
11- .. Communication equipment, maintenance

• LEVEL THREE: CREW QUARTERS/WEAPON SYSTEMS:

1- .... Laser cannon
2- .... Engineering and maintenance
3- .... Service hall
4- .... Laser turret housing
5- .... Storage
6- .... Access room
7- .... Repair shop
8- .... Crew quarters
9- .... Maneuver engines/heat vents
10- .... Missile launchers
11- .... Radome and communication system
12- .... Engineering
13- .... Auxiliary engines
14- .... Main engines
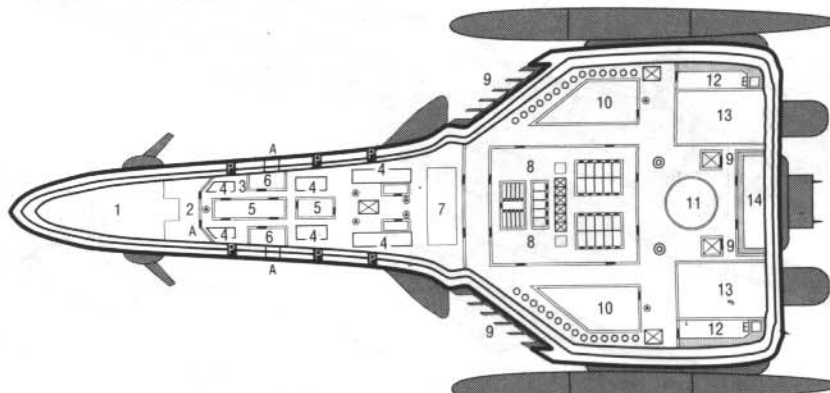
• LEVEL FOUR: CREW QUARTERS/LIVING SPACE:

1- .... Laser cannon
2- .... Communication arrays
3- .... Service hall
4- .... Lounge
5- .... Mess hall
6- .... Food storage and preparation
7- .... Crew quarters
8- .... Maneuver engines/heat vents
9- .... Missile storage
10- .... Engineering
11- .... Auxiliary engines
12- .... Main engines
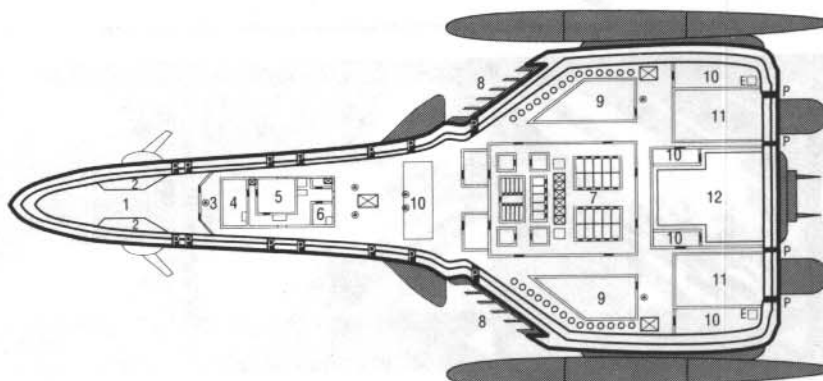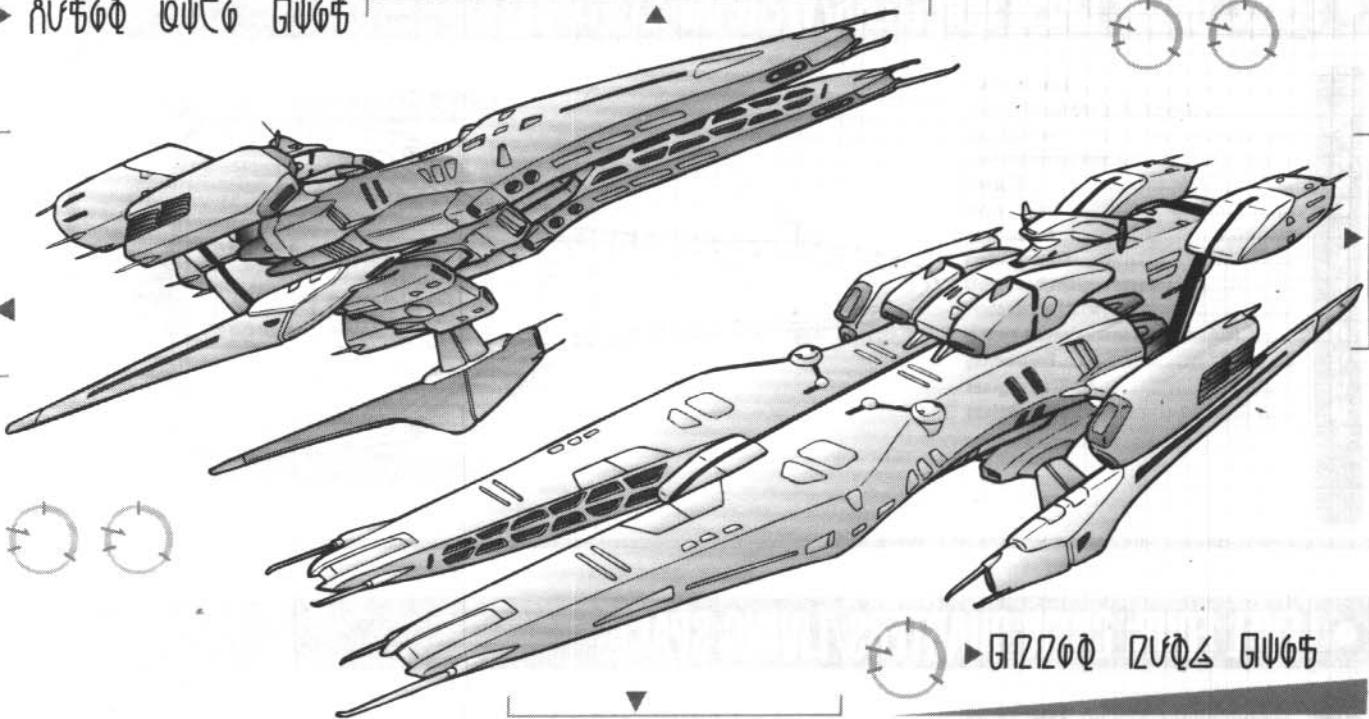
• LEVEL FIVE: MECHA HANGAR:

1- .... Particle Beam cannon
2- .... Storage
3- .... Pilot briefing room
4- .... Pilot lounge/Ready room
5- .... Service hall
6- .... Medical facilities
7- .... Maintenance and damage control
8- .... Science labs
9- .... Mecha bay
10- .... Outer hatches
11- .... Main engines
12- .... Engineering
13- .... Auxiliary engines
14- .... Maneuver engines/heat vents

▶ ᑎᑌᕝᕗᕗ ᑌᕝᑕᕗ ᕝᑌᕗᕝ

▶ ᕝᑎᑎᕗᕗ ᑎᑌᕗᙏ ᕝᑌᕗᕝ
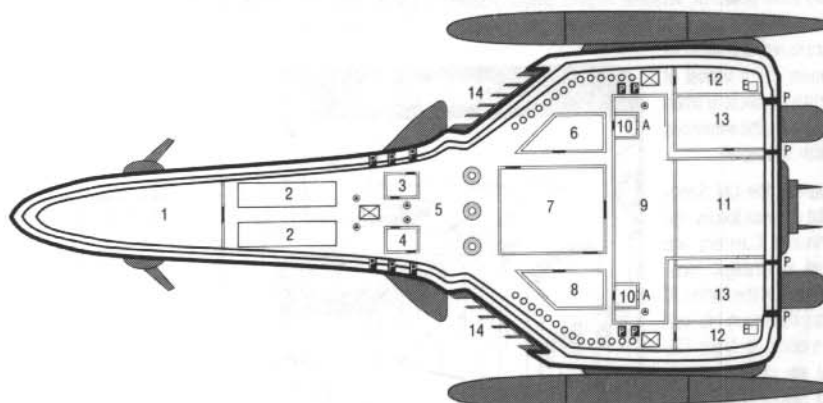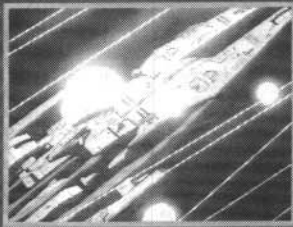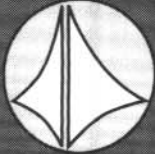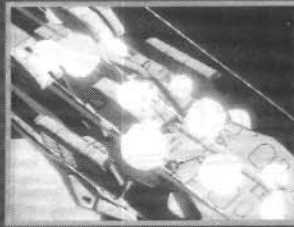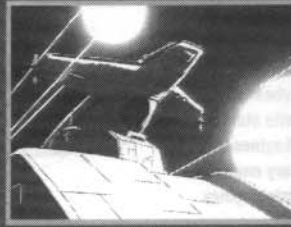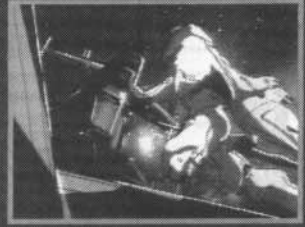
| Top View | Taking Heavy Damage | Bridge | Bridge Under Attack |

OVERVIEW:

The Command Ship is typical of the new generation of spacecraft built by the UN Spacy in the aftermath of the first Zentran invasion in the early 21st century. Although far smaller than the monstrous alien vessels, their advanced design enables them to perform just as admirably in battle.

The Command Ships combine the functions of a battleship and a fighter carrier. This makes them powerful, versatile vessels uniquely suited to the defense of the Earth. In addition to their cargo of Valkyries and other mecha, the Command Ships carry an impressive amount of firepower for a vessel of their size, especially when compared to the enormous Zentran spacecraft.

As part of the UN Spacy orbital defense forces, the Command Carriers are placed at strategic locations around the Earth (30 ships), the moon (4), and the moons of Mars (2). They are rarely sent beyond Saturn to follow an enemy or away for space exploration.

CORRIDOR
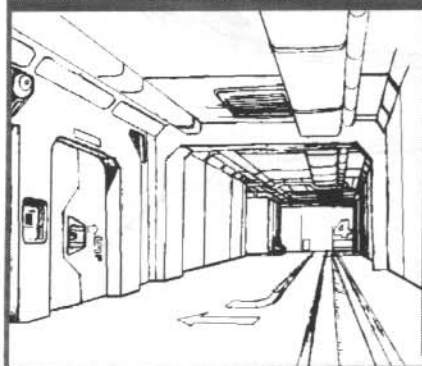
VEHICLE TYPE:

CC-10

Class: .... Space Command Carrier (non-transformable)

CREW:

Officers:	36
Crew (Ship and Flight):	108
Pilots and Combat Troops:	288

Total crew: .... **432, but can support an additional 144**

M.D.C. PER LOCATION:

Observation bubble (1, bridge)	500	
Communication antennae (2, bridge)	80	each
Bridge tower* (1, top)	1500	
Main thrusters (2)	5000	each
Secondary thrusters (6)	1200	each
Small guidance thrusters (24)	100	each

Main cannons (2, forward)	3000	each
Secondary cannon arms (2, small)	1500	each
Long range rocket launcher bays (4)	600	each
Medium range rocket launchers (4)	250	each
Main body**	12,000	

* Destroying the bridge tower will deprive the ship of all forms of long range communications, radar and targeting. These are reduced to the equivalent of a Valkyrie's. The cannons can still operate, but are -3 on initiative, -3 to strike and and the number of attacks per melee 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 ft (305m) area.

SPEED:

Standard speed is Mach 12.6 in space. The Command Ships are incapable of flight in an atmosphere. They are capable of deep space travel, although they have never been used for such.

If used for deep space travel, the ship's engines are capable of continuous sub-light thrust, reaching a speed approaching .20 C or 37,200 miles per second (60,000 km/sec).

Bonuses: +2 on initiative, +4 to strike, +3 to dodge

DIMENSIONS:

Length:	305 meters
Height:	95.6 meters including Bridge Tower
Width:	102 meters at maximum cross-section
Weight:	4,830,000 tons
Power System:	Combination nuclear, with 25 year life, and solar power (indefinite life)
Gravity Control System:	internal
Fold system:	none

WEAPON SYSTEMS:

Note: Total number of attacks per melee is 28 (including missile volleys), plus the deployment of Valkyries and other mechanized fighters.

1. MAIN CANNONS (2, FRONT OF THE SHIP)

* These are two powerful energy cannons mounted in the front of the ship. Each cannon can fire individually or simultaneously at the same target.

Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: 1D6 x 1000 M.D. or 2D6 x 1000 if both cannons fire simultaneously at the same target.
Range: 16 miles (25.6 km)
Rate of Fire: Each cannon can fire three times per melee (15 seconds), and can be directed at different targets.
Payload: Effectively unlimited

2. SECONDARY WEAPON ARMS (2, SIDES OF THE SHIP)

* A weapon arm is mounted on each side of the hull. Each arm can rotate 360 degrees and mounts powerful laser cannons.

Primary Purpose: Assault
Secondary Purpose: Defense
Mega-Damage: 1D6 x 100 M.D. or 2D6 x 100 if both arms fire simultaneously at the same target.

Range: 8 miles (12.8 km)
Rate of Fire: Each cannon arm can fire five times per melee (15 seconds), and can be directed at different targets.
Payload: Effectively unlimited

3. LONG RANGE MISSILE LAUNCHERS (4, SIDES OF THE SHIP)

* Missile Launchers are mounted in the sides of the ship. The long range of their missiles makes them extremely efficient for battlefield support.

Primary Purpose: Anti-Spaceship and Space Fighter
Secondary Purpose: Defense
Mega-Damage: varies with warhead used:
1. High Explosive: 3D6 x 10 M.D.
2. Plasma: 4D6 x 10 M.D.;
Blast Radius: 50 ft (15.2m)
Range: 1000+ miles (1600+ km). Typical missile speed is around 1800 mph.
Rate of Fire: Each individual launcher can fire once per melee. Each launcher unleashes a volley of four, six, eight or twelve missiles (see *Missile Combat*, p. 9 of **Macross II Deck Plans Volume 1**, for more details).
Payload: 320 missiles per launcher, for a total of 1280.

4. MEDIUM RANGE MISSILE LAUNCHERS (4, TOP OF THE SHIP)

* These launchers are lined up on top of the ship, behind armored covers, just below the bridge. They are used primarily to defend the bridge against enemy fighters.

Primary Purpose: Anti-Spaceship and Space 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 (120 km). Typical missile speed is around 1800 mph.
Rate of Fire: Each individual launcher can fire twice per melee. Each launcher unleashes a volley of four or eight missiles (see *Missile Combat*, p. 9 of **Macross II Deck Plans Volume 1**, for more details).
Payload: 220 missiles per launcher, for a total of 880.

MOBILE WEAPON SYSTEMS

VF-2SS	48
VF-2SS SAP	24
VF-2SS SAP Special	12
VF-1MS Metal Siren	12
Phalanx Upgrade	24
Defender-Ex (w/space propulsion system)	12
Tomahawk II (w/space propulsion system)	12
Monster II	2

ADDITIONNAL VEHICLES

Space Shuttles	3

● 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
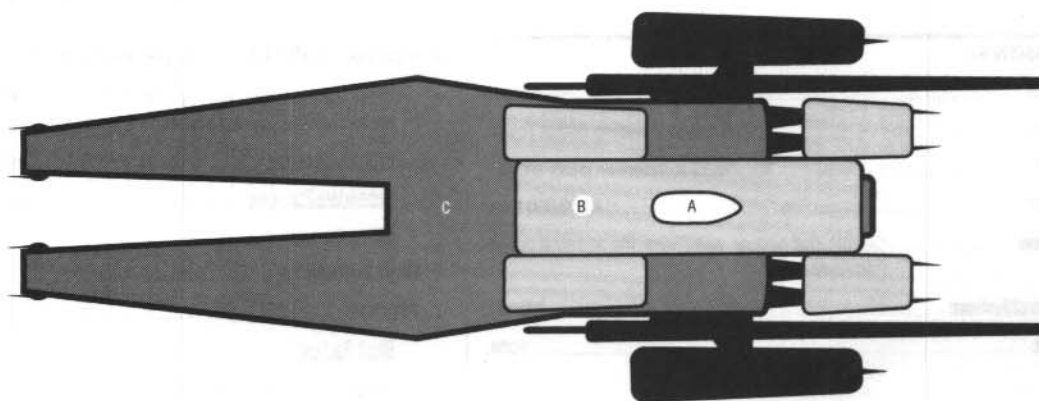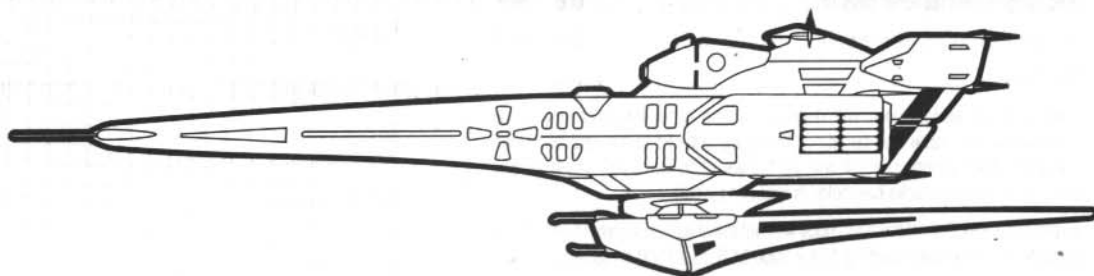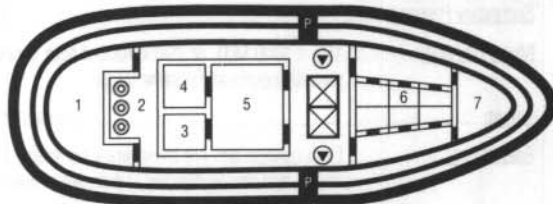
A- .... Levels One and Two
B- .... Levels Three and Four
C- .... Levels Five through Eight

● LEVELS ONE & TWO: BRIDGE & COMMAND SECTION:
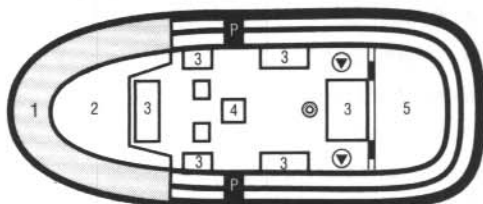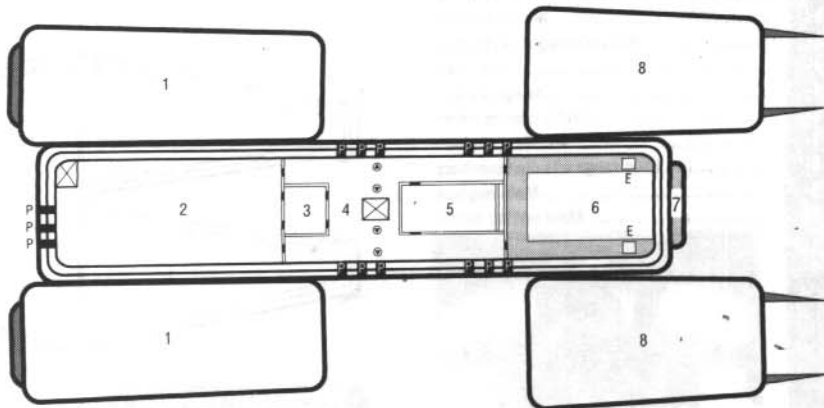
1- .... Viewport
2- .... Railing
3- .... Computer banks
4- .... Crew stations
5- .... Communication equipment

1- .... Monitoring station
2- .... Service hall
3- .... Captain's office
4- .... Food storage and preparation
5- .... Officer lounge
6- .... Storage
7- .... Communication equipment
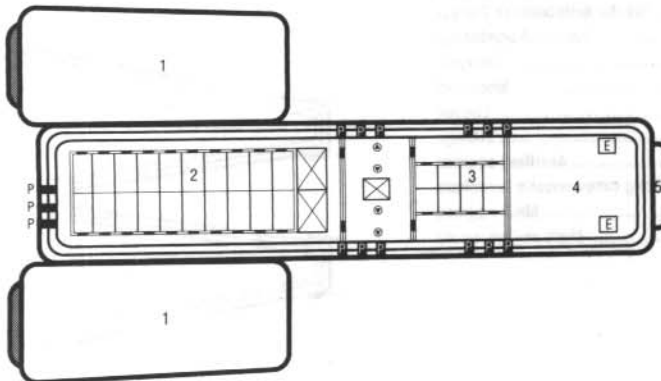
• LEVEL THREE: LIVING SPACE:

1- .... Medium range missile launchers
2- .... Mess hall
3- .... Food storage and preparation
4- .... Service hall
5- .... Lounge
6- .... Engineering
7- .... Main engine nozzle
8- .... Long range missile launchers
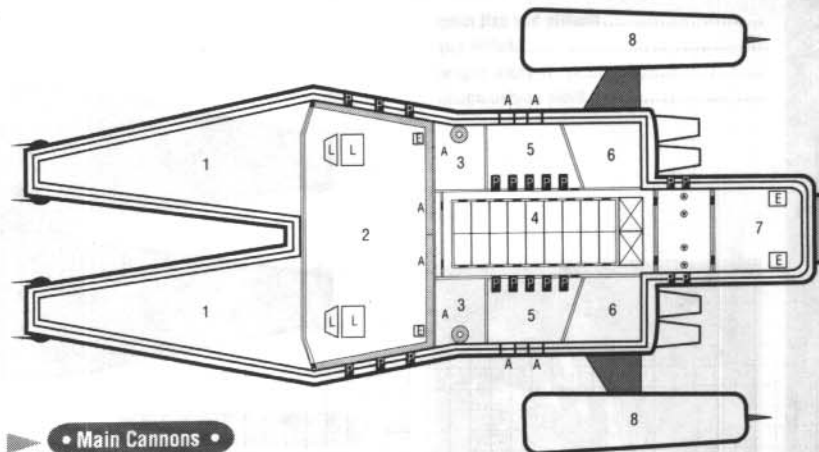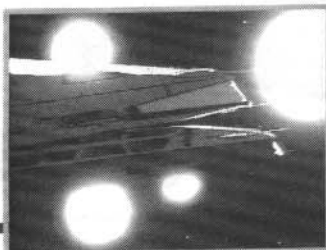
• LEVEL FOUR: CREW QUARTERS:

1- .... Medium range missile launchers
2- .... Service hall
3- .... Crew quarters
4- .... Engineering/main engine
5- .... Main engine nozzle

• LEVEL FIVE: MECHA HANGAR/CREW QUARTERS:
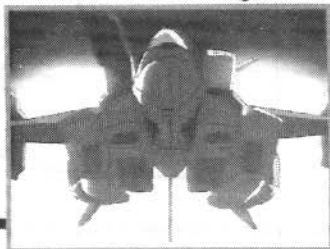
1- .... Laser cannons
2- .... Mecha hangar
3- .... Communication equipment
4- .... Crew quarters
5- .... Emergency bay
6- .... Secondary engines
7- .... Engineering/main engine
8- .... Long range missile launchers

• Main Cannons •

• LEVEL SIX: MECHA HANGAR/CREW QUARTERS:
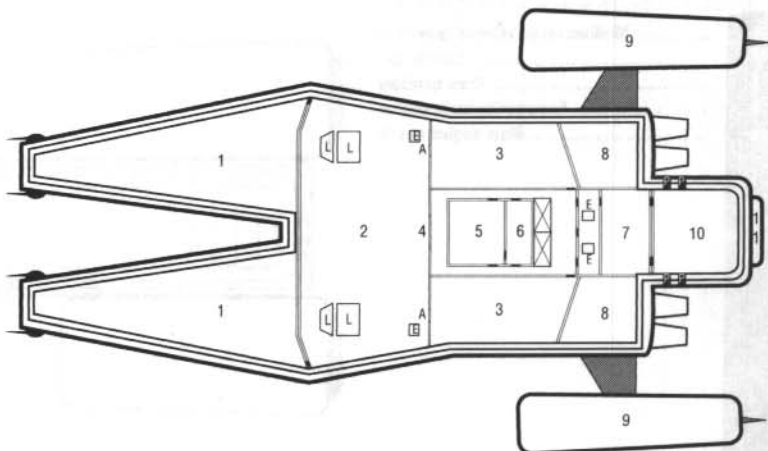
1- .... Laser cannons
2- .... Mecha hangar
3- .... Pilot briefing room/lounge
4- .... Mess hall
5- .... Emergency bay
6- .... Technician quarters
7- .... Auxiliary engines
8- .... Long range missile launchers
9- .... Main engines
10- .... Main engine nozzle
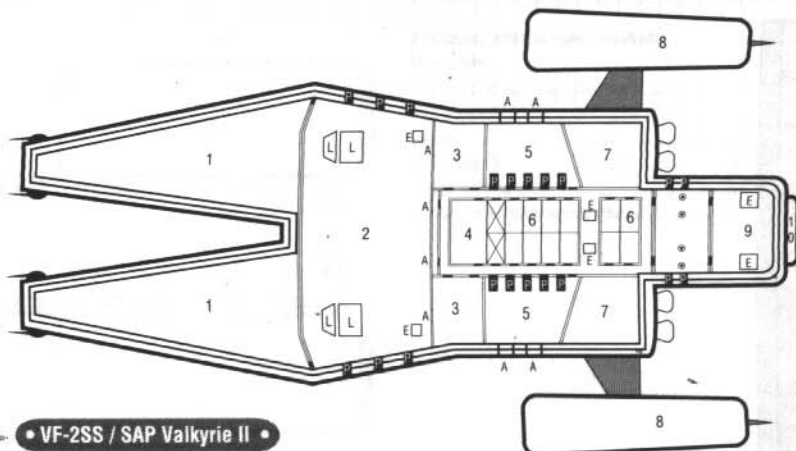
▶ • VF-2SS / SAP Valkyrie II •
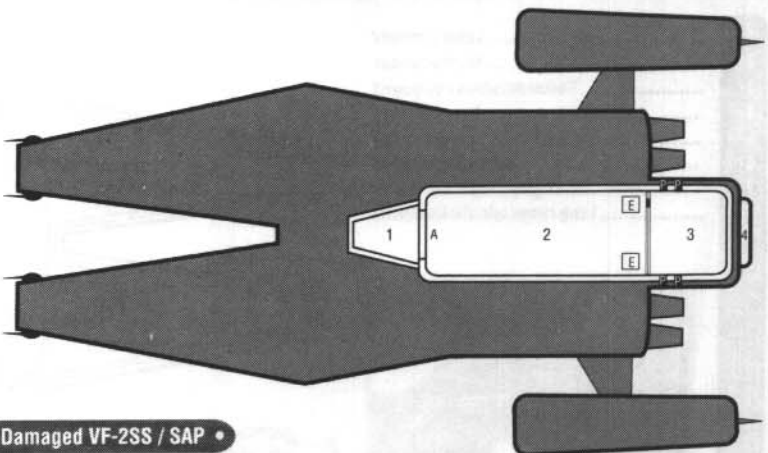
• LEVEL SEVEN: MECHA MAINTENANCE:

1- .... Laser cannons
2- .... Mecha maintenance hangar
3- .... Repair shop/storage
4- .... Viewport
5- .... Mess hall
6- .... Lounge
7- .... Storage
8- .... Auxiliary engines
9- .... Long range missile launchers
10- .... Main engines
11- .... Main engine nozzle

• LEVEL EIGHT: SHUTTLE BAY:
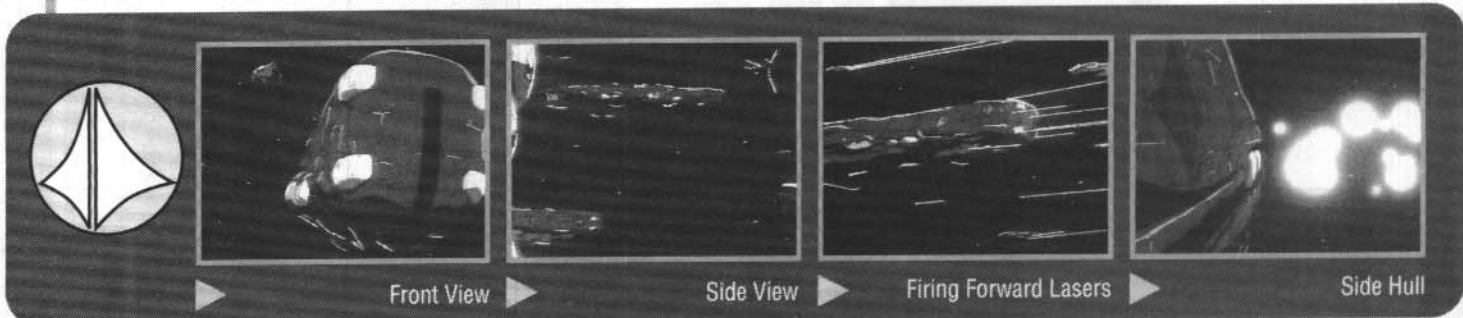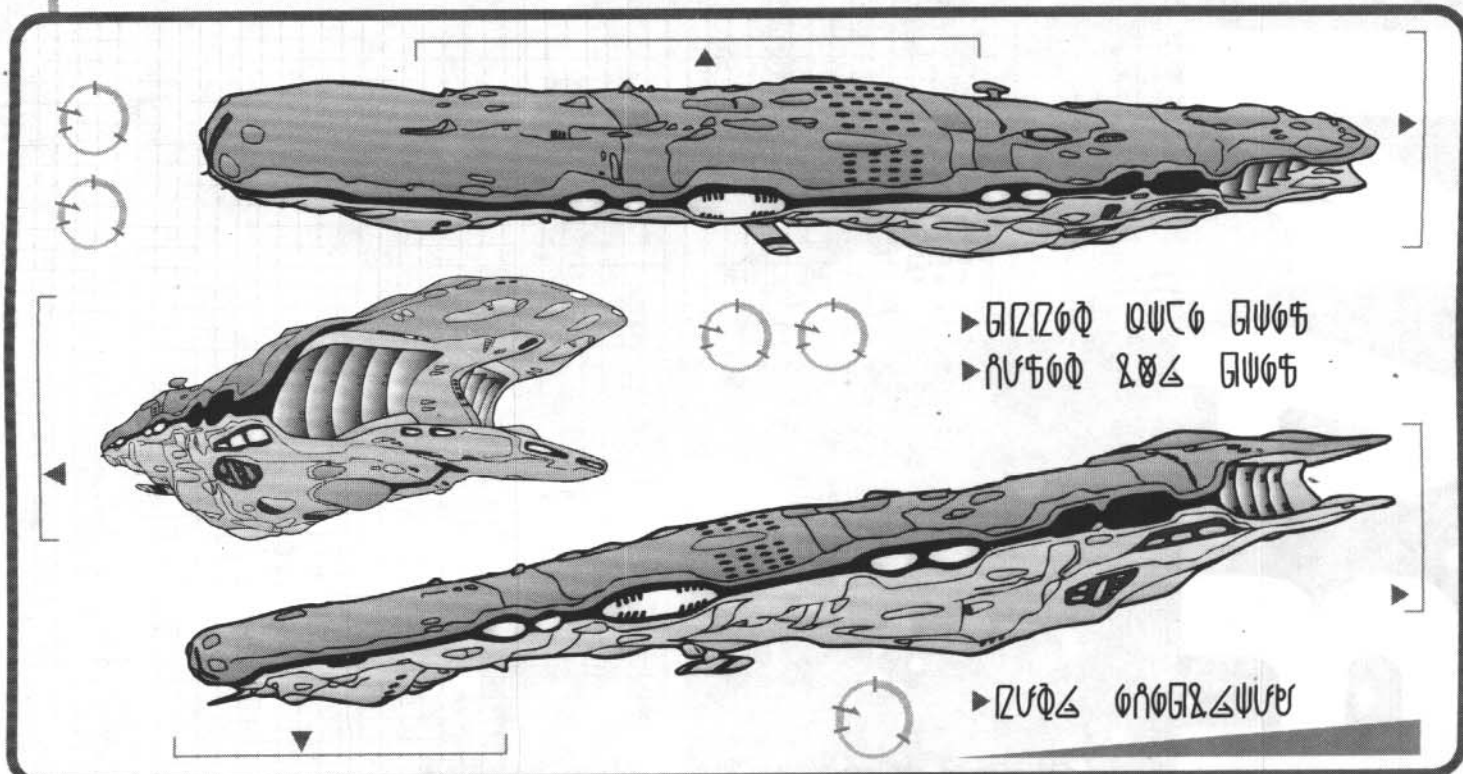
1- .... Shuttle bay exit ramp
2- .... Shuttle bay
3- .... Main engine
4- .... Main engine nozzle
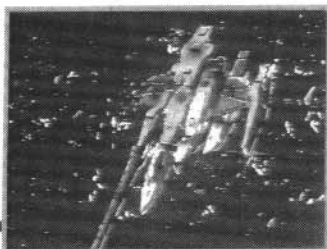
▶ • Damaged VF-2SS / SAP •

ZENTRAN

• ZENTRAN SPACESHIPS •

▶ ⌂⌐⌐◖◉ ◖◍◖◖ ◖◍◖◖
▶ ◖◍◖◉◉ ◖◍◖ ◖◍◖◖

▶ ◖◍◖◖ ◖◍◖◖◖◖◖◖

Front View ▶ Side View ▶ Firing Forward Lasers ▶ Side Hull
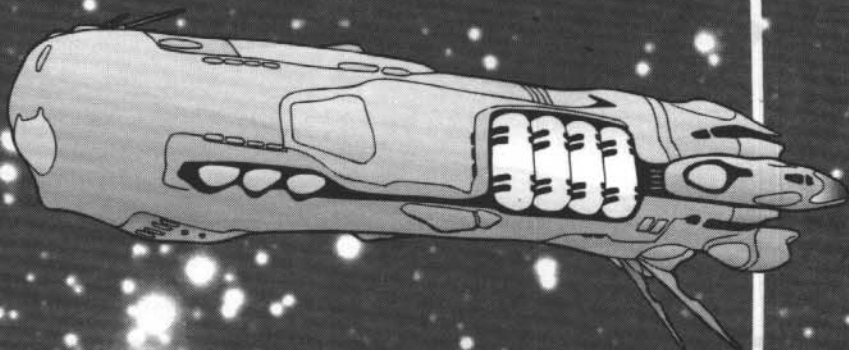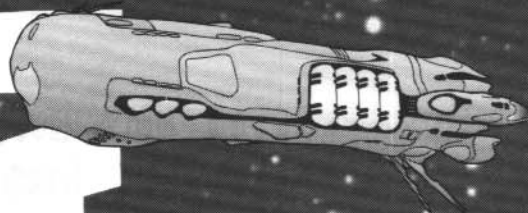
OVERVIEW:

By far the biggest ship of the UN Spacy, the flagship-class Zentran vessel is — except for the SDF-1 Macross — one of the most powerful ships in the universe. A Zentran of 80 years ago walking inside the ship would still be able to recognize its layout and circulate without getting lost, but he would also notice some important modifications.

First of all, everybody now has a private room. Second, there are catwalks all over the place. And third, the atmosphere is fantastically more relaxed. Moreover, there are these small creatures everywhere. Of course, heavy modifications had to be done for the human-size crew to be able to roam the ship freely. The most important ones appear on decks 2, 3, 4, and 5, where all of the interior space has been redesigned for human-size people.

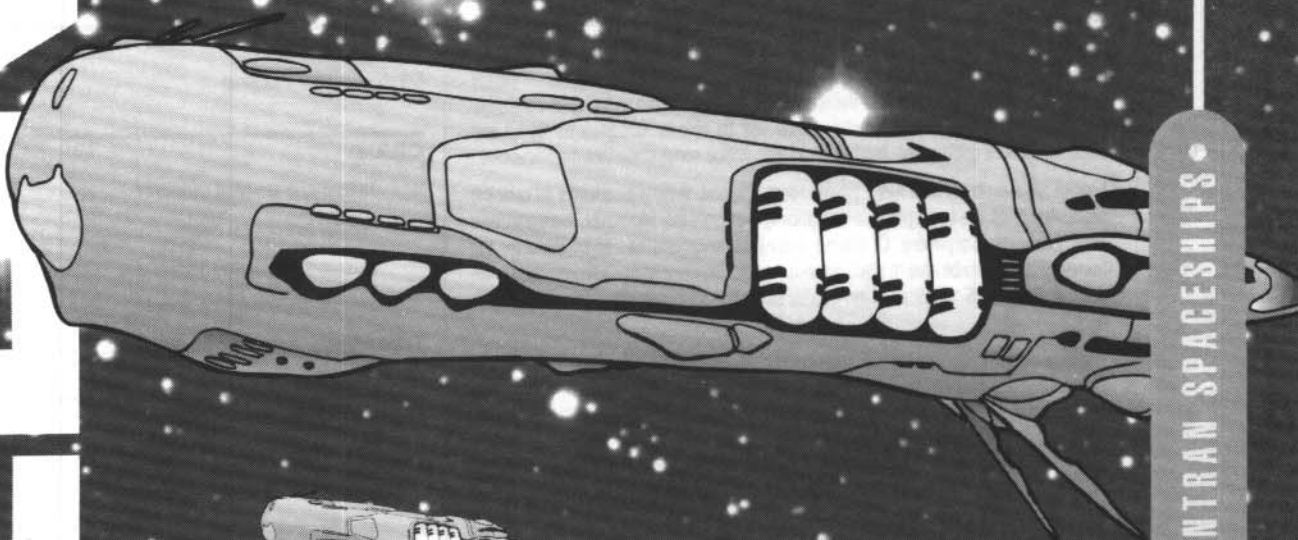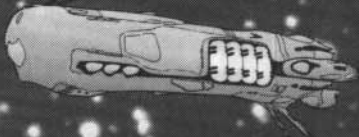The crew complement reflects the terran community, with a mix of Humans, human-size Zentran and full-size Zentran, as well as mixed race people. The only place where there is still some segregation is with mecha designs. The Zentran prefer their own or the power-armor-influenced VF-XX while the humans prefer their own Valkyrie models.

The UN Spacy version of the flag-ship retains all the qualities of the first design plus some improvements, especially in armor and armament. Only three of them are left, and they are used as long range mobile bases.

CREW QUARTERS

VEHICLE TYPE:

Combat/command flagship

CREW:

Human-size assigned personnel	3,100
Human-size combat troops	4,750
Zentran-size assigned personnel	1,500
Zentran-size combat personnel	6,700
Total crew:	**16,050**

M.D.C. PER LOCATION:

Forward laser mounts (60)	40	each
Laser turrets (110)	140	each
Missile turrets (230)	100	each
Main laser cannon (1)	2000	
Phalanx turrets (120)	50	each
Airlocks/access hatches (160)	170	each
Retractable weapon hatches (460)	100	each

Hull per 40 ft area* (12.2 meters)	70
Hull per 500 ft area* (152.5 meters)	750
Forward 1/3 of the ship** (main body)	350,000
Main engines*** (upper rear, main body)	90,000
Auxiliary engines**** (lower rear, main body)	18,000
Special systems	10,000

* 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 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: 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 systems, except the fold drive, will continue to work.

SPEED:

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

DIMENSIONS:

Length:	4,000 meters
Height:	655 meters
Width:	600 meters
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 laser mounts	60
Laser turrets	110
Missile turrets	230
Phalanx turrets	120

MOBILE WEAPON SYSTEMS:

Valkyrie VF-2SS	1,450
Valkyrie VF-2SAP	260
Valkyrie VF-2SS SAP special	110
Metal Siren VF-1MS	25
VF-XX Zentran Fighter	1,000
AGA Jet	60
Tomahawk MK-II	30
Phalanx MK-IV	30

Defender-EX MK-III	35
Zentran powered armor (old type)	1,500
Meltran powered armor (old type)	2,491
Standard Battlepod (old type)	830
Officer Battlepod (old type)	150
Fighter pod (old type)	60
Total number combat-ready Mecha:	**8,031**

ADDITIONAL VEHICLES:

Human space shuttle	10
VF-2JA (in storage)	20
Zentran hover platform	510
Human hover platform	600
Zentran space shuttle	5

OUTER HULL

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	50
Airlocks/access hatches	15
Phalanx turrets	25

SIDE OUTER HULL:

Forward laser mounts	60 (30 on each side)
Retractable laser turrets	60 (30 on each side)
Retractable missile turrets	130 (65 on each side)
Phalanx turrets	70 (35 on each side)
Airlocks/access hatches	130 (65 on each side)

BOTTOM OUTER HULL:

Retractable laser turrets	25
Retractable missile turrets	50
Phalanx turrets	25
Airlocks/access hatches	15

FRONT:

Heavy particle beam cannon	1
Main laser cannon (lower front)	1
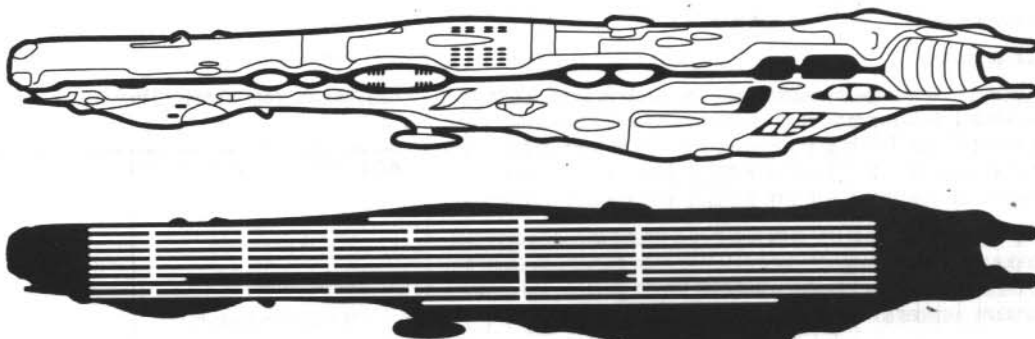
DESIGN NOTES

- 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, and two, space for maintenance had to be taken into consideration.

- The 55mm "Phalanx" turrets are identical to the ones mounted on all UN Spacy Zentran ships.

- There are less mecha than actual combat personnel: this ensures the rotation of the flight crew.

ZENTRAN 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
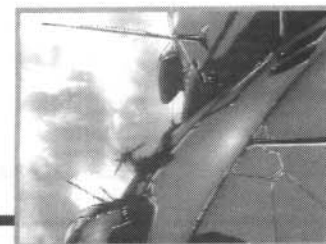
LEVEL ONE: HUMAN MECHA/SHUTTLE HANGAR:
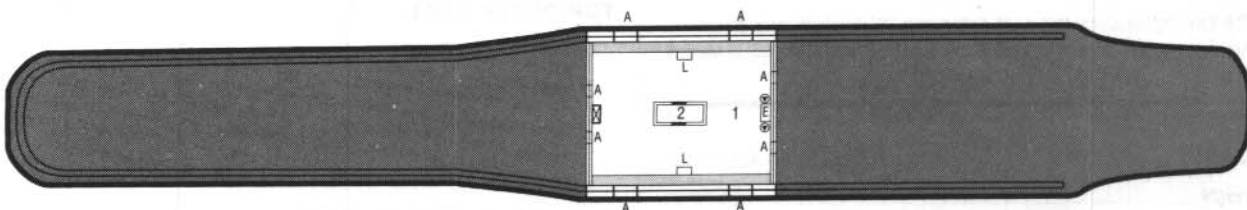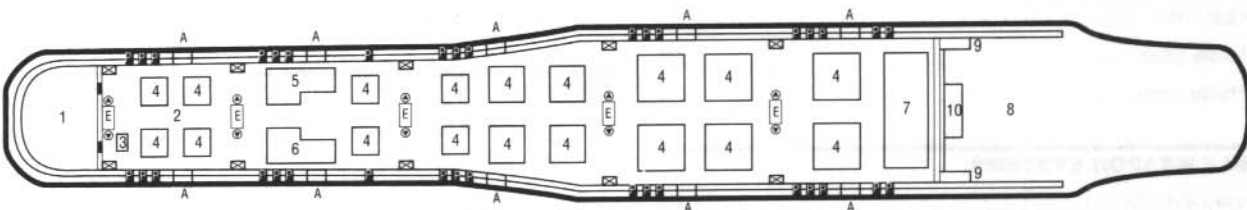
- 1- .... Mecha/shuttle hangar
- 2- .... Mecha weapon bay

• Outer Hull ◄

LEVEL TWO: CREW QUARTERS (HUMAN SIZE):

- 1- .... Main Laser Cannon
- 2- .... The park
- 3- .... Military Police post
- 4- Crew quarters (12 levels at 2.5 meters each)
- 5- .... "The Seven Mile High Club"
- 6- .... Shopping mall/"Le Doux Palais"
- 7- .... Hospital
- 8- .... Main engines
- 9- .... Auxiliary engines
- 10- .... Engineering
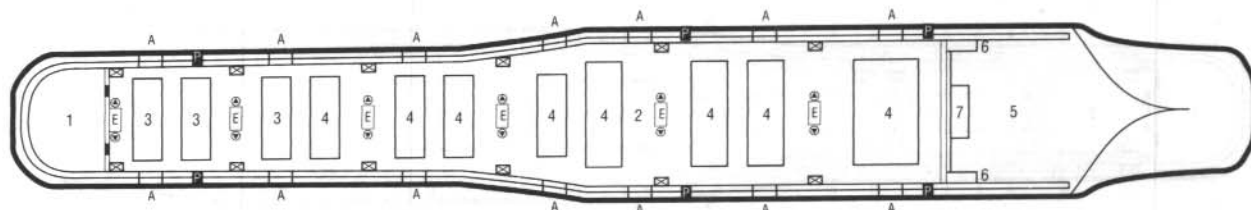
• LEVEL THREE: HUMAN/ZENTRAN QUARTERS:
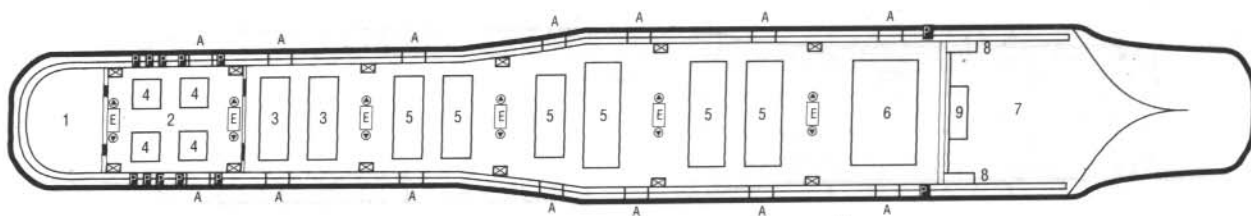
1- .... Main Laser Cannon
2- .... The park
3- .... Zentran quarters
4- .... Human crew quarters (12 levels at 2.5 meters each)
5- .... Zentran quarters (Military barracks style)
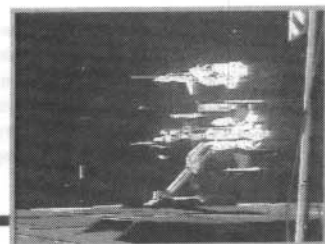
6- .... Zentran-size medical facilities
7- .... Main engines
8- .... Auxiliary engines
9- .... Engineering

• LEVEL FOUR: ZENTRAN/MELTRAN QUARTERS:
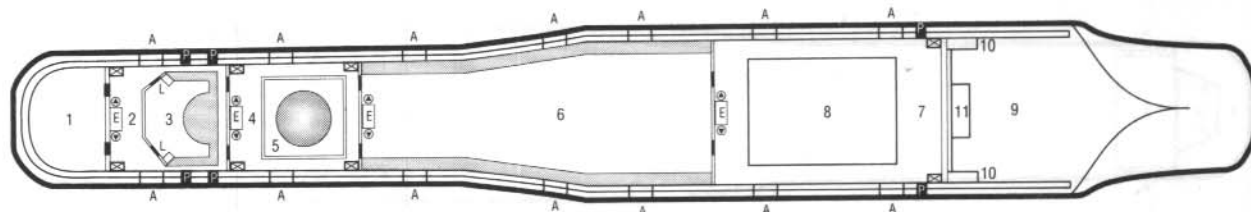
1- .... Main Laser Cannon
2- .... The park
3- .. Zentran quarters (military barracks style)
4- .. Meltran quarters (military barracks style)
5- .... Main engines
6- .... Auxiliary engines
7- .... Engineering

• Valkyrie Launch System • ◄

• LEVEL FIVE: MAIN BRIDGE/FOLD SYSTEM/SUPPLIES:

1- .... Main Laser Cannon
2- .... Main bridge service hall
3- .... Main bridge
4- .... Fold system service hall
5- .... Fold system
6- .... Supplies hangar
7- .... Recycling facilities service hall

8- .... Recycling facilities
9- .... Main engines
10- .... Auxiliary engines
11- .... Engineering

• LEVEL SIX: MECHA HANGAR:

1- .... Main Laser Cannon
2- .... Human barracks
3- .... "Stand-by" room
4- .... Zentran-size barracks
5- .... Mecha hangar
6- .... Weapon bay
7- .... Repair shop

8- .... Weapon bay
9- .... Main engines
10- .... Auxiliary engines
11- .... Engineering

• LEVEL SEVEN: MECHA HANGAR:

1- .... Main Laser Cannon
2- .... Mecha Hangar
3- .... Mecha weapon bay
4- .... Main engines
5- .... Auxiliary engines
6- .... Engineering

• Metal Siren •
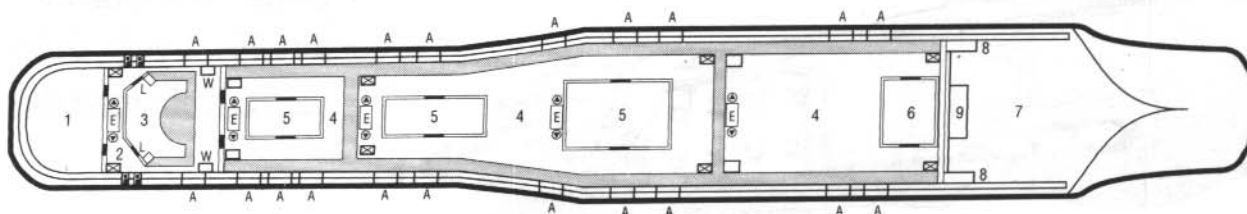
• LEVEL EIGHT: HEAVY PARTICLE CANNON:
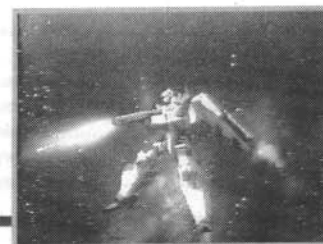
1- .... Forward weapon systems
2- .... Open area around elevators
3- .... Small shuttle hangar
4- .... Heavy particle cannon system
5- .. Heavy particle cannon targeting systems
6- Articulation systems to open ship for firing
7- .... Main engines

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.
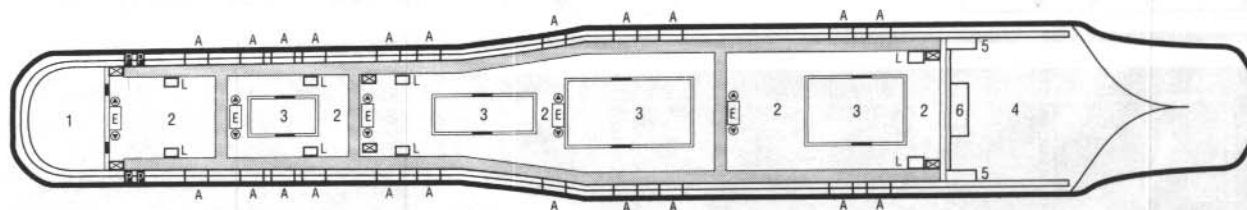
• LEVEL NINE: MECHA HANGAR:

1-	.... Main Laser Cannon
2-	.... Secondary bridge service hall
3-	.... Secondary bridge
4-	.... Mecha hangar
5-	.... Mecha weapon bay
6-	.... Repair shop
7-	.... Main engines
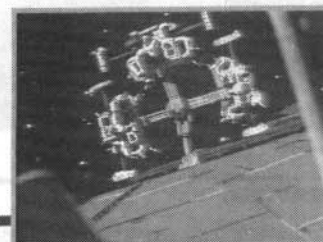
8-	.... Auxiliary engines
9-	.... Engineering

• LEVEL TEN: MECHA HANGAR:
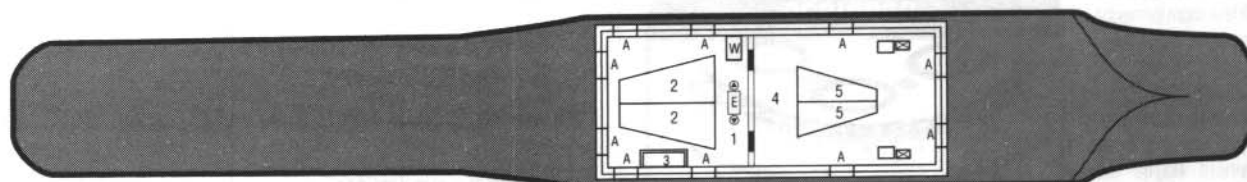
1-	.... Main Laser Cannon
2-	.... Mecha Hangar
3-	.... Mecha weapon bay
4-	.... Main engines
5-	.... Auxiliary engines
6-	.... Engineering

• Launching Valkyries ◀
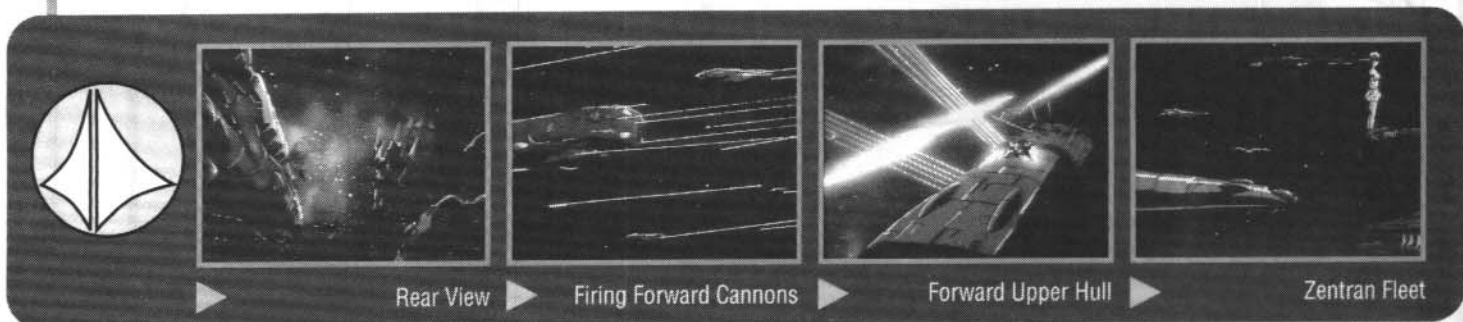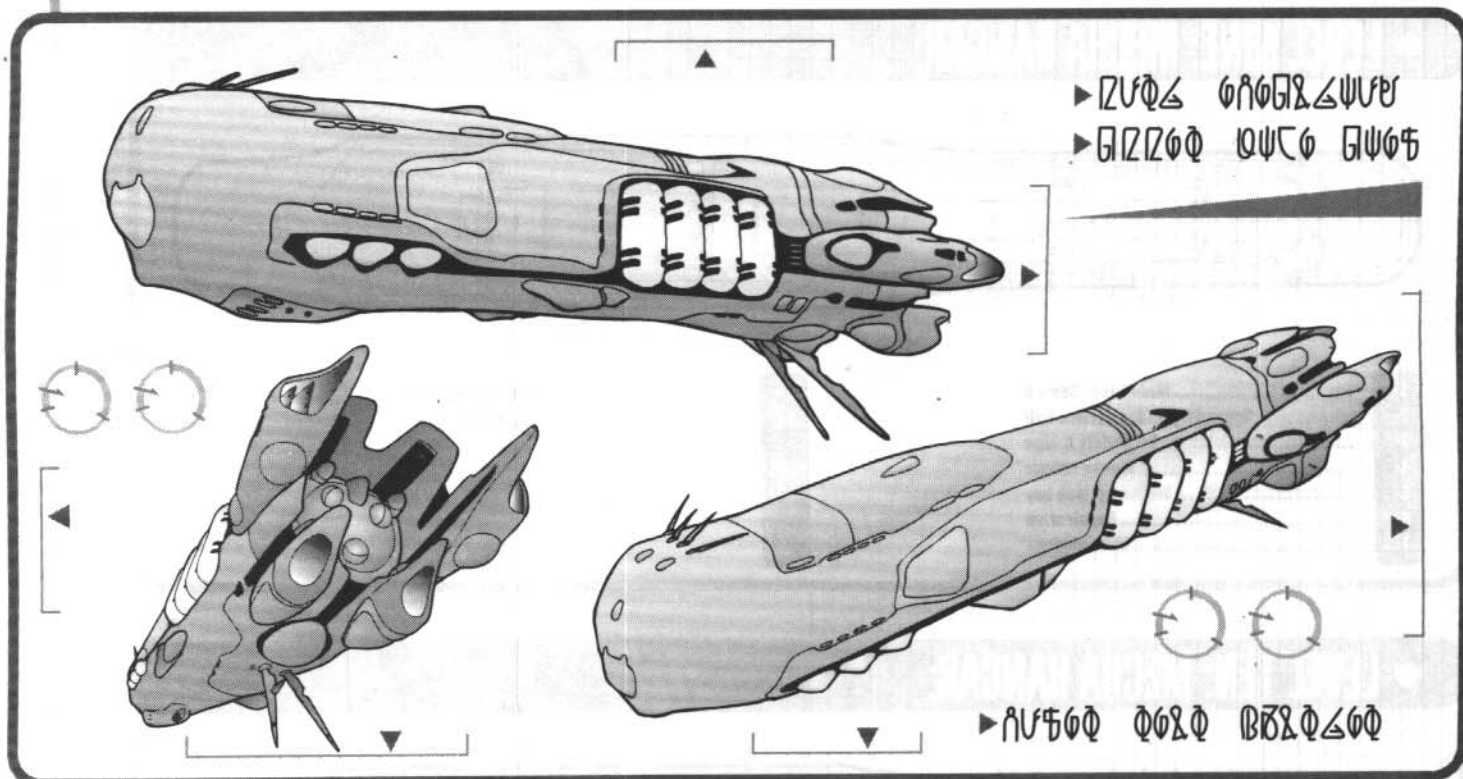
• LEVEL ELEVEN: COMBAT BAY/SHUTTLE BAY:

1-	.... Combat drop bay
2-	.... Combat drop door
3-	.... Mecha weapons locker
4-	.... Shuttle bay
5-	.... Small combat drop door

• Zentran Fleet ◀

▶ Rear View ▶ Firing Forward Cannons ▶ Forward Upper Hull ▶ Zentran Fleet

OVERVIEW:

Although its exterior appearance has not changed much, the Zentran carrier's interior was redesigned to accommodate human-size crew personnel, especially levels 2, 3, and 4. This was necessary in order to provide the usual comfort human beings (and micronized Zentrans) have been used to on Earth. Original-size Zentrans have much more luxurious living quarters than before.

All these changes left much less room for mecha compared to the old version, which carried more than 25,000 of them. The armor has been reinforced and although the heavy armament stayed the same, the anti-mecha armament have also been reinforced by the presence of the Phalanx Gatling Cannon turrets; a weapon now standard on all UN Spacy Zentran ships. The Zentran carrier usually serves as a flagship for small patrol/intervention fleets.

CORRIDOR
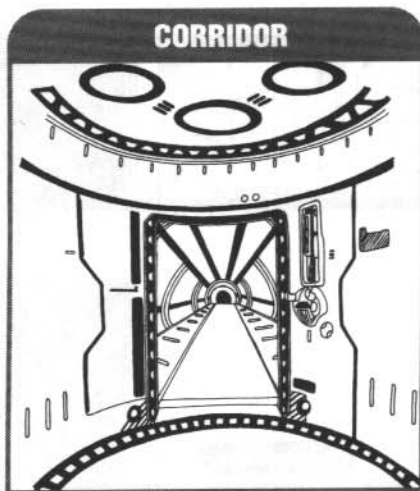
VEHICLE TYPE:

Carrier/landing ship

CREW:

Human-size assigned personnel	2,872
Human-size combat troops	4,335
Zentran-size assigned personnel	1,182
Zentran-size combat troops	5,384
Total crew:	**13,773**

M.D.C. PER LOCATION:

Forward laser mounts (30)	50	each
Laser turrets (24)	130	each
Missile turrets (80)	110	each
Main laser cannon (1)	1,500	
Airlocks/access hatches (156)	200	each
Rear hatches (9)	400	each
Retractable weapon hatches (122)	95	each

Phalanx turrets (68)	50	each
Communication antennae (5)	220	each
Hull per 40 ft (12.2 meters)*	100	
Hull per 500 ft (152.5 meters)*	1,100	
Forward 1/3 of the ship**	200,000	
Main engines*** (main body)	55,000	
Auxiliary engines**** (main body)	10,000	

* Punching a hole into a specific area of the hull — by depleting its M.D.C. — will only give access to the access corridor (approx. 200 ft/31 meters wide). To gain access to the inside of the ship, one must go through the second hull. This interior hull has the same strength as the exterior one.

** 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 force the ship 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 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:	3,000 meters
Height:	480 meters
Width:	500 meters
Weight:	162,000,000 tons
Main Engine:	Auto Heat Pile System
Auxiliary Engine:	Fusion reactor type
Gravity Control System:	Internal inertia drive
Fold system:	Hyperspace Navigational System

WEAPON SYSTEMS:

Main laser cannon	1
Forward laser mounts	30
Retractable laser turrets	24
Retractable missile turrets	80
Phalanx turrets	68

MOBILE WEAPON SYSTEMS:

Valkyrie VF-2SS	1,467
Valkyrie VF-2SS SAP	184
Valkyrie VF-2SS SAP "special"	58
VF-XX Zentran fighter	1,276
Metal Siren VF-1MS	20
AGA Jet	60
Tomahawk MK-II	20
Phalanx MK-IV	20
Defender-EX MK-III	30

Zentran powered armor (old type)	1,096
Meltran powered armor (old type)	1,978
Standard battlepod (old type)	710
Officer battlepod (old type)	186
Fighter pod (old type)	114
Total number of combat-ready mecha:	**7,219**

ADDITIONAL VEHICLES:

Human space shuttle	8
VF-2JA (storage)	16
Zentran space shuttle	3
Zentran hover platform	320
Human hover platform	470

OUTER HULL

The exterior of the Carrier is dotted with hatches. 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	6
Retractable missile turrets	15
Phalanx turrets	14
Airlocks/access hatches	6
Communication antennae	3

SIDE OUTER HULL:

Forward laser mounts	30 (15 on each side)
Retractable laser turrets	12 (6 on each side)
Retractable missile turrets	50 (25 on each side)
Phalanx turrets	40 (20 on each side)
Airlocks/access hatches	140 (70 on each side)

BOTTOM OUTER HULL:

Retractable laser turrets	6
Retractable missile turrets	15
Phalanx turrets	14
Airlocks/access hatches	10
Communication antennae	2

FRONT:

Forward laser mounts	30
Main laser cannon	1
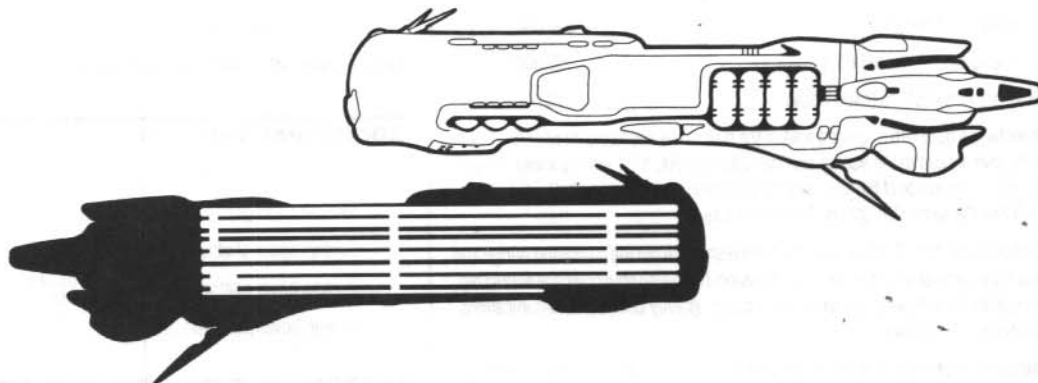
DESIGN NOTES:

- Hyperspace communications: these powerful broadcast arrays are used to communicate with bases and flagships in far away solar systems. Range is unknown. Not widely used by the UN Spacy forces, but available nonetheless.

- Combat Drop Hangar: these two vast hangars are used for dropping supplies and mecha in atmosphere.

- Level Seven is equipped with a heavy lift which goes down to Level Eight.
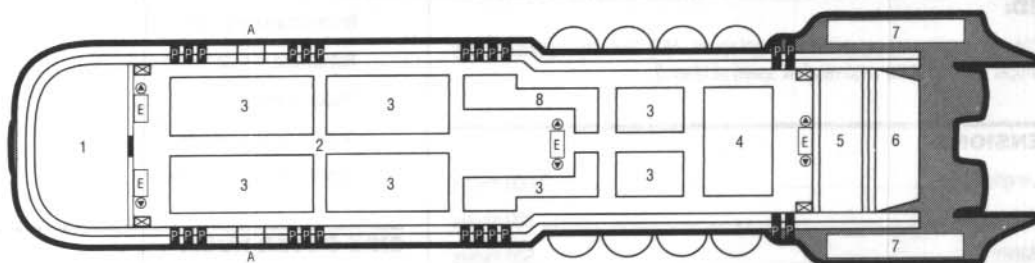
MAP KEY

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

SIDE VIEW/CUTAWAY
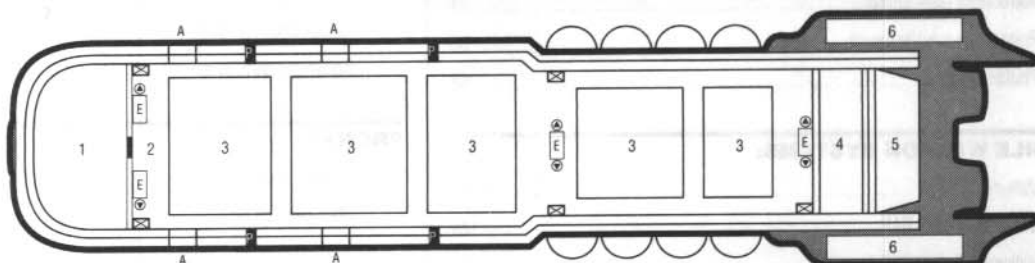
LEVEL ONE: HUMAN QUARTERS:

1- .... Main communication systems
2- .... The park
3- .... Human crew quarters
4- .... Medical facilities
5- .... Main engines
6- .... Main engine nozzle
7- .... Auxiliary engines

8- .... "The Seven Miles High Club"

LEVEL TWO: ZENTRAN QUARTERS:
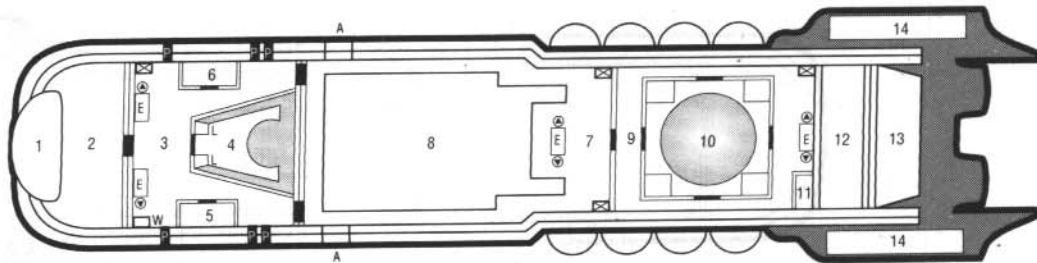
1- .... Main Laser Cannon system
2- .... The park
3- .... Zentran quarters
4- .... Main engines
5- .... Main engine nozzle
6- .... Auxiliary engines

• Zentran Fleet ◄

● LEVEL THREE: MAIN BRIDGE/FOLD SYSTEM:

1-	.... Main Laser Cannon
2-	.... Main Laser Cannon systemry
3-	.... Main bridge service hall
4-	.... Main bridge
5-	.... Electronic systems
6-	.... Officers' lounge
7-	.... Service hall

8-	.... Recycling facilities
9-	.... Service hall
10-	.... Fold system
11-	.... Fold system control equipment
12-	.... Main engines
13-	.... Main engine nozzle
14-	.... Auxiliary engines

● LEVEL FOUR: MECHA HANGAR:
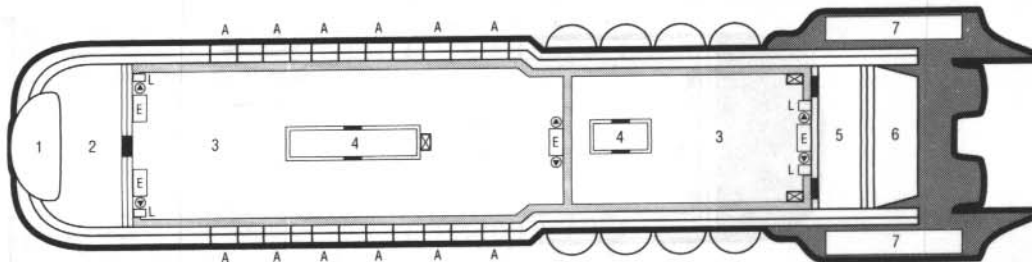
1-	.... Main Laser Cannon
2-	.... Main Laser Cannon systems
3-	.... Mecha hangar
4-	.... Mecha weapon bay
5-	.... Main engines
6-	.... Main engine nozzle
7-	.... Auxiliary engines

● UN Spacy Pilot ◄

● LEVEL FIVE: MECHA HANGAR:
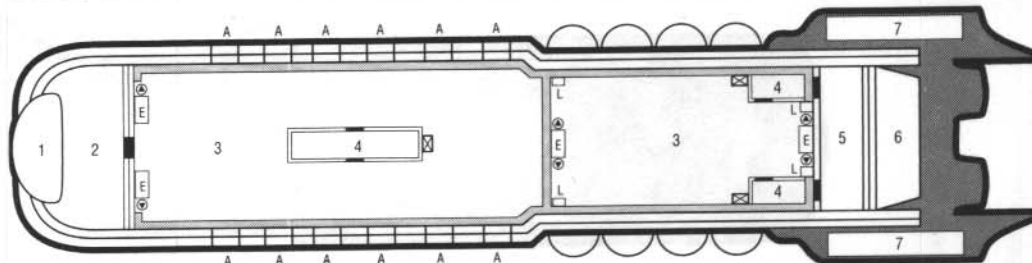
1-	.... Main Laser Cannon
2-	.... Main Laser Cannon systems
3-	.... Mecha hangar
4-	.... Mecha weapon bay
5-	.... Main engines
6-	.... Main engine nozzle
7-	.... Auxiliary engines

● VF-2SS / SAP ◄

● ZENTRAN CARRIER ●
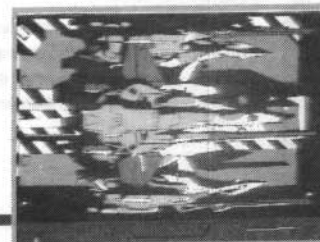
• LEVEL SIX: MECHA HANGAR:
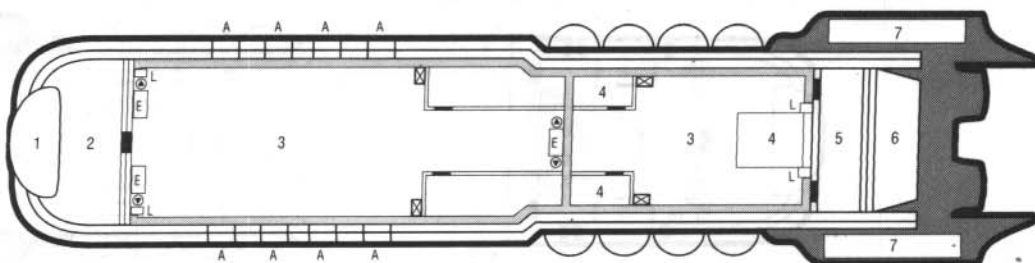
1- .... Main Laser Cannon
2- .... Main Laser Cannon systems
3- .... Mecha hangar
4- .... Mecha weapon bay
5- .... Main engines
6- .... Main engine nozzle
7- .... Auxiliary engines

• VF-2SS / SAP Valkyrie II ◀
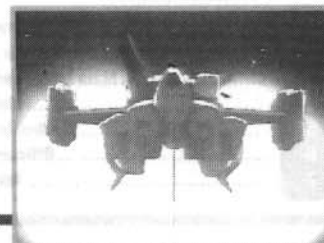
• LEVEL SEVEN: MECHA HANGAR:
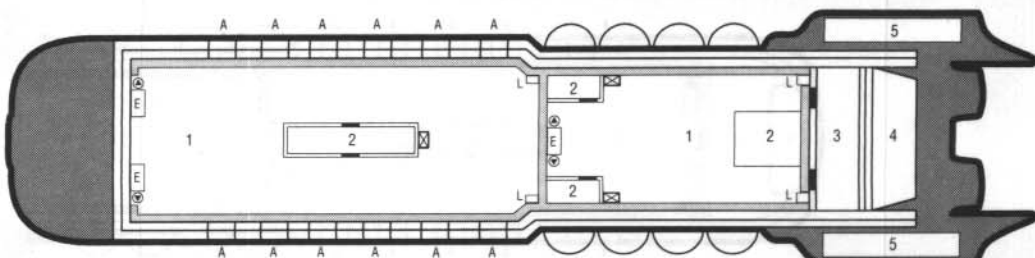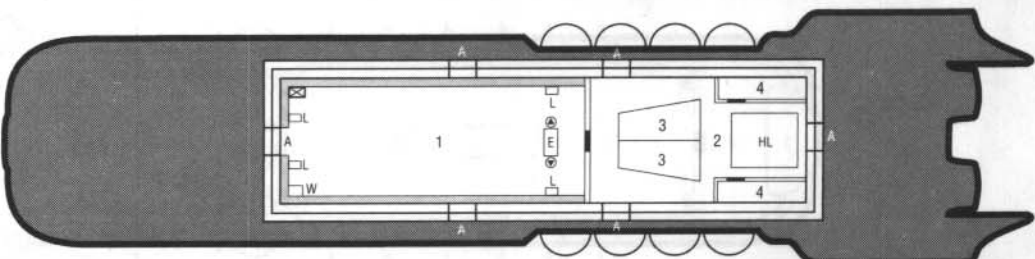
1- .... Mecha hangar
2- .... Mecha weapon bay
3- .... Main engines
4- .... Main engine nozzle
5- .... Auxiliary engines

• Zentran VF-XX ◀
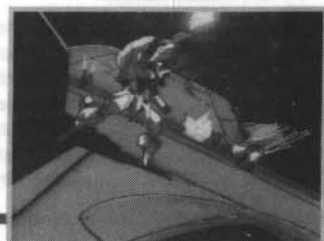
• LEVEL EIGHT: SUPPLIES/COMBAT HANGAR:
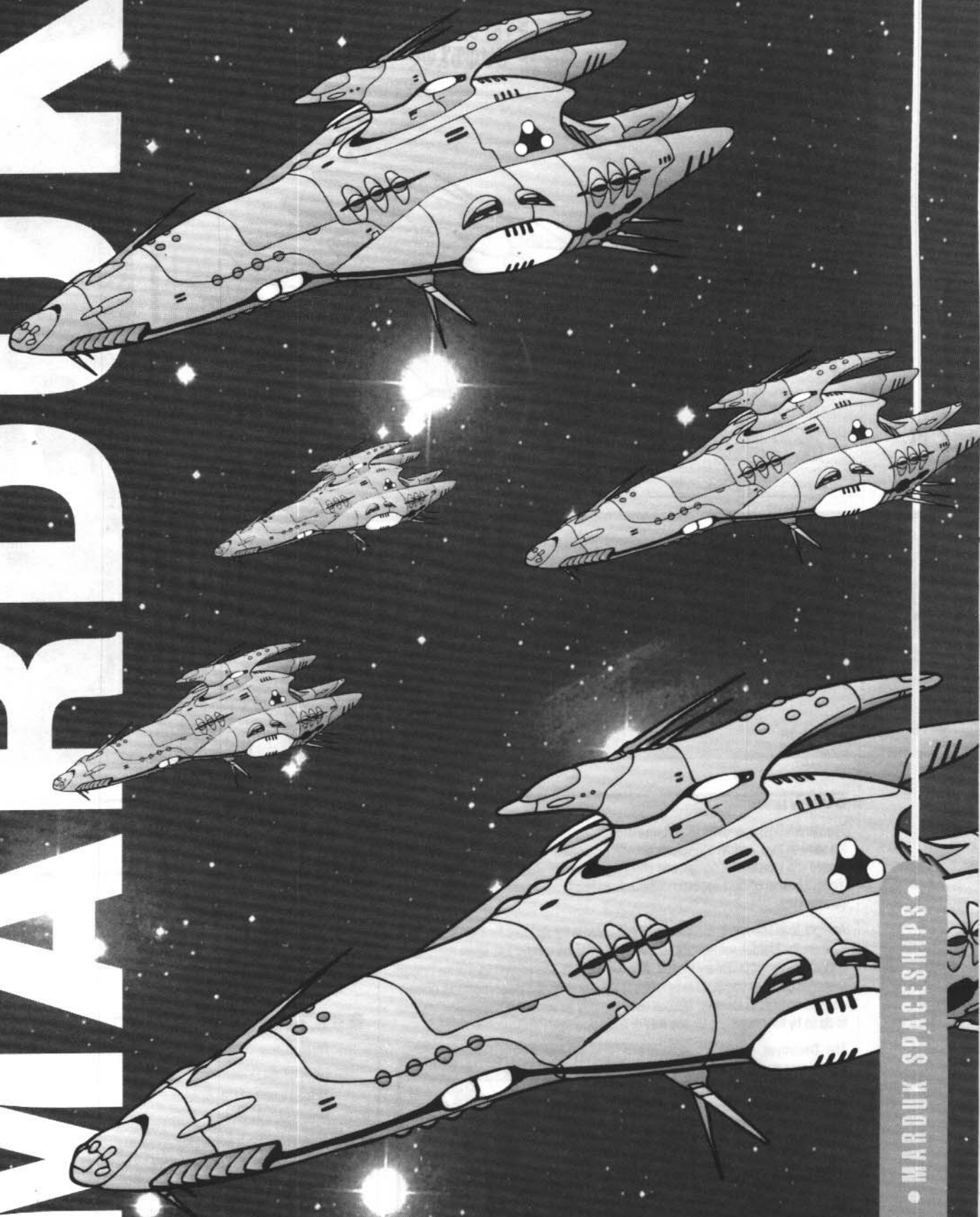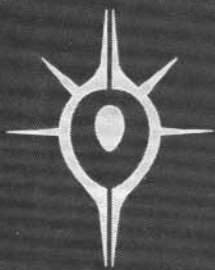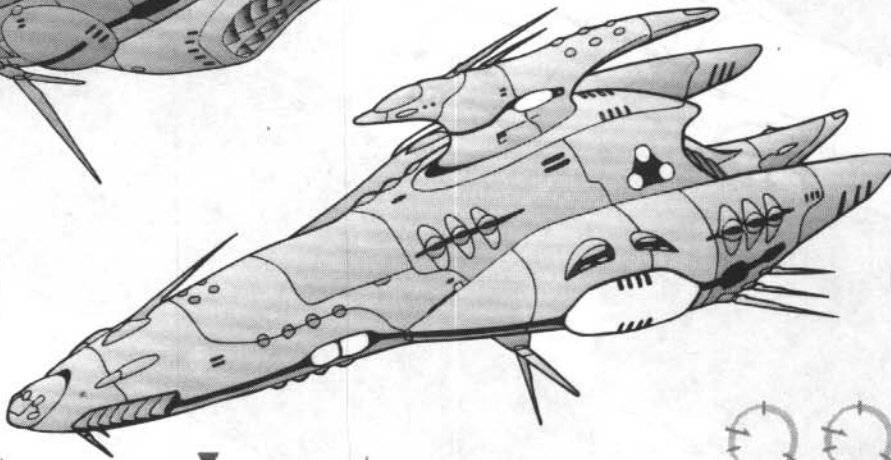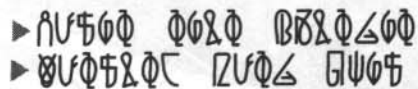
1- .... Supplies hangar
2- .... Combat drop hangar
3- .... Combat drop door
4- .... Mecha weapons locker

• Zentan Fleet ◀

MARDUK

Marduk Fleet

Emulator Chamber

Marduk Corridor
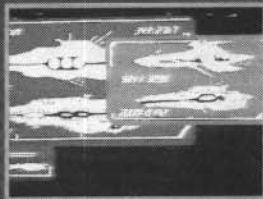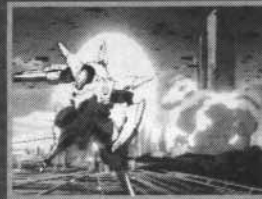
Bridge Section

Sensor Display
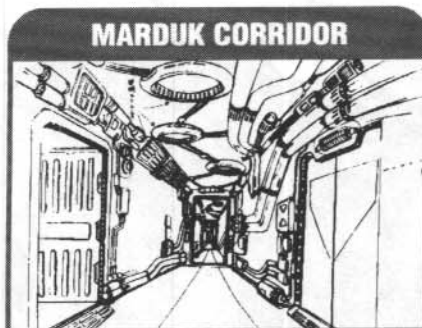
Marduk Annihilator

Marduk Fleet

OVERVIEW:

The Marduk Destroyer-class ships form a large portion of the Marduk invasion fleet, much the same as their Zentran equivalents did with the original Zentran fleet. The vessel is of rugged and inexpensive design, and offers a good mix of weaponry and infantry. This makes it both an efficient and expendable craft, and explains its popularity with the Marduk commanders.

An eight-level Marduk control tower has been added to the standard Zentran version. This is where the Marduk soldiers are kept in stasis awaiting combat and where the primary bridge and combat bridge are located. Also, what was the first (upper) level of the Zentran Destoryer has been converted to Emulator stasis chambers, Emulator chambers, officers' quarters and mecha hangars. Marduk do not usually go below this level unless required to do so by their superiors for one duty or another.

The Destroyer, unlike many larger Marduk ships, does not have hyperspace communication, but does have Emulator chambers. These large rooms contain the ship's Emulators during battle. Heavily armored, they are also equipped with a large array of viewscreens.

MARDUK CORRIDOR

VEHICLE TYPE:

Destroyer

CREW:

Zentran & Meltran (full size)	4500
Marduk	1000
Emulators	10
Total crew:	**5,510**

M.D.C. PER LOCATION:

Forward laser mounts (20)	50	each
Laser turrets (116)	150	each
Missile turrets (112)	110	each
Main laser cannon	800	
Airlocks/access hatches (86)	100	each
Retractable weapon hatches (136)	80	each
Hull per 40 ft area* (12.2 meters)	70	
Hull per 500 ft area* (152.5 meters)	875	
Forward 1/3 of the ship** (main body)	105,000	
Control tower ***	25,000	

Main engines**** (2, upper rear) 15,000

Auxiliary engines***** (lower rear, main body) 7500

*   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 (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 only the auxiliary bridge out of commission. If the Control Tower has already been destroyed, then the entire ship will be shut down, including the following systems: life support, gravity control, communications, weapons and engines.

***   Depleting the M.D.C. of the Control Tower will kill 95% of the ship's Marduk crew and 20% of its Marduk mecha complement.

****   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 sublight speed: 0.16C. Auxiliary engines can only propel the ship at the speed of Mach 5.

DIMENSIONS:

Length:	2000 meters
Height:	560 meters at Control Tower cross-section
Width:	750 meters at maximum cross-section
Weight:	84,000,000 tons
Main Engines:	Auto Heat Pile System
Auxiliary Engines:	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	20
Laser turrets	116
Missile turrets	112

MOBILE WEAPON SYSTEMS:

Zentran Battle Pods	4700
Zentran Officer Pods	1900
Zentran Powered Armors	975
Meltran Powered Armors	800
Gilgamesh Type I	750
Gilgamesh Type II	200
Annihilators	600
Total number of combat-ready mecha:	**9925**

ADDITIONAL VEHICLES:

Marduk shuttle	5
Zentran hover platform	60
Marduk hover platform	50

OUTER HULL:

The exterior of all Marduk destroyers 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	6
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	100 (50 on each side)
Airlocks/access hatches	130 (65 on each side)

BOTTOM OUTER HULL:

Retractable laser turrets	25
Retractable missile turrets	6
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:
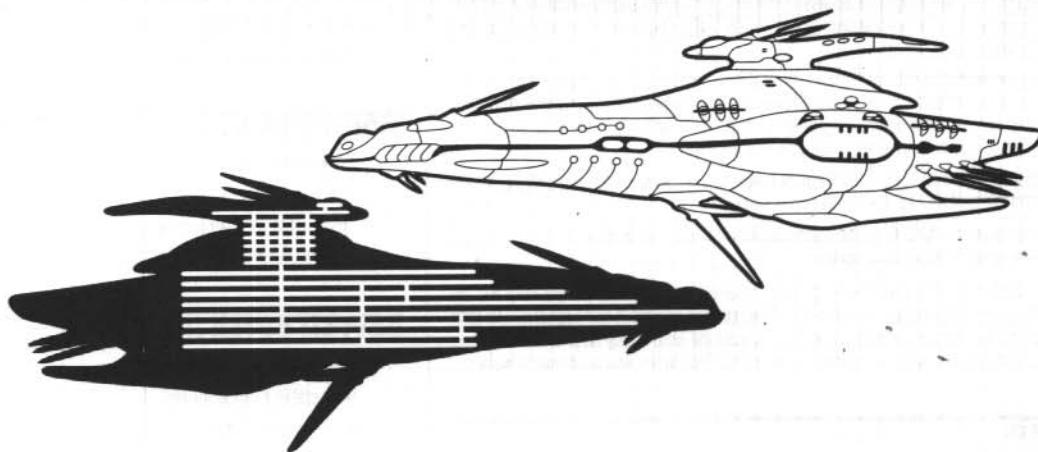
1-   The first level of the ship has been refitted for Marduk mecha hangars, Emulator chambers, Emulator stasis chambers and officers' living quarters.

2-   The control tower has 8 levels. The first two levels are the ones listed as Level One and Level Two in the following pages. Level Three is a stack of six identical levels piled on top of each other and labelled 3a to 3f. Because they are identical, the floorplans are not repeated.

3-   The "stand-by" room found aboard UN Spacy Zentran Destroyers does not exist aboard Marduk Destroyers. They are a human addition which the Marduk never introduced aboard their own ships.
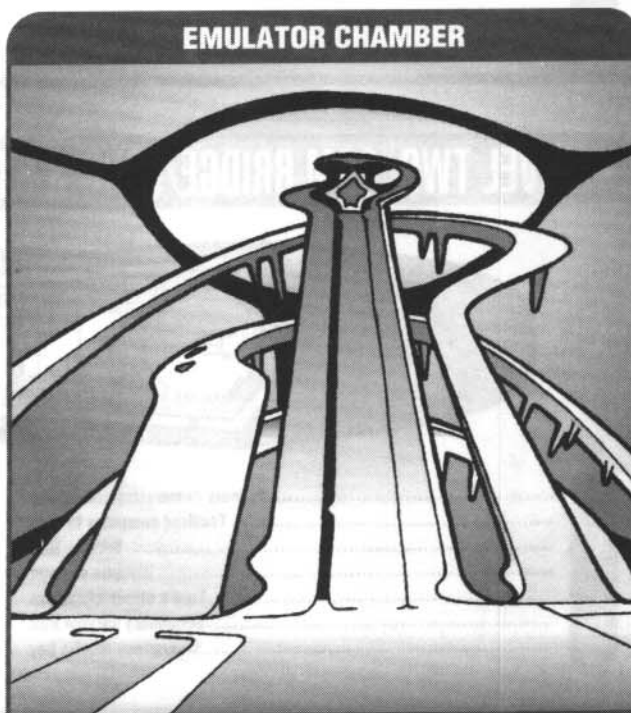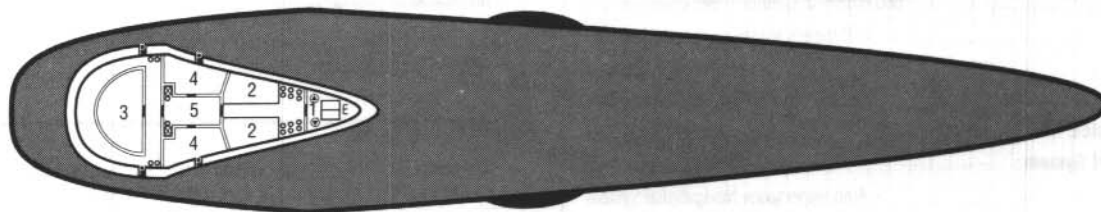
EMULATOR CHAMBER

• 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
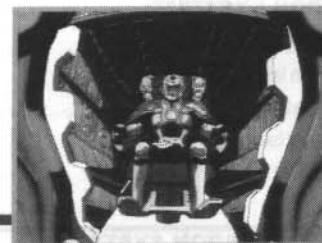
• LEVEL ONE: COMBAT BRIDGE/LORD'S QUARTERS:
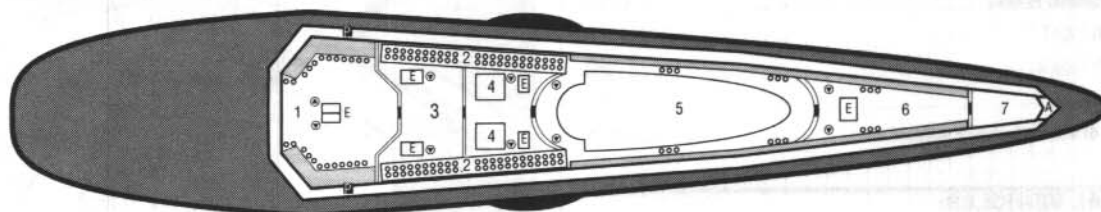
1- ....Service Hall
2- ....Primary Communication Equipment
3- ....Tactical Room
4- ....Lord's Quarters
5- ....Service Hall

• Marduk Pilot ◄
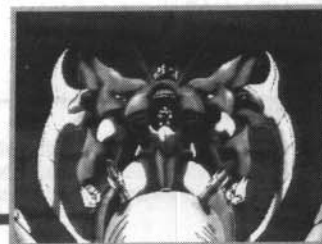
• LEVEL TWO: COM BRIDGE/LORD'S STASIS CHAMBERS:
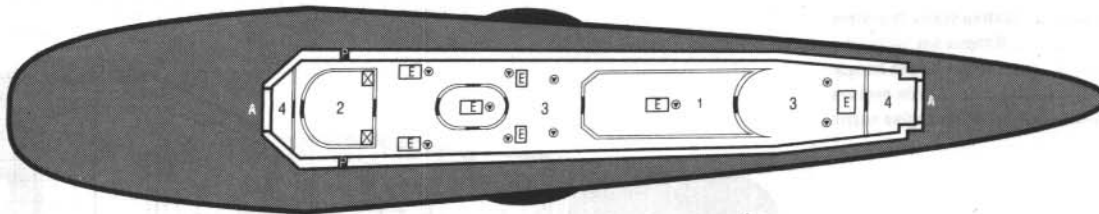
1- ....Primary communication bridge
2- ....Tactical computer towers
3- ....Service Hall
4- ....Weapon storage
5- ....Lord's stasis chambers
6- ....Secondary service Hall
7- ....Emergency mecha bay

• Gilgamesh Type II ◄

• LEVEL THREE: MARDUK QUARTERS:

1- .... Marduk stasis chambers
2- .... Marduk officers quarters
3- .... Service hall
4- .... Emergency mecha bay

• Hangar Catwalk ◄
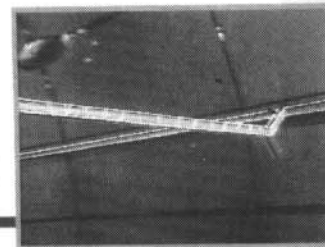
• LEVEL FOUR: EMULATOR CHAMBERS/OFFICER'S QUARTERS:

1- .... Marduk mecha hangar
2- .... Emulator stasis chambers
3- .... Officer's quarters
4- .... Service hall
5- .... Main engines
6- .... Engine nozzle
7- .... Ammunition storage
8- .... Emulator chambers
9- .... Emulator meditation gardens
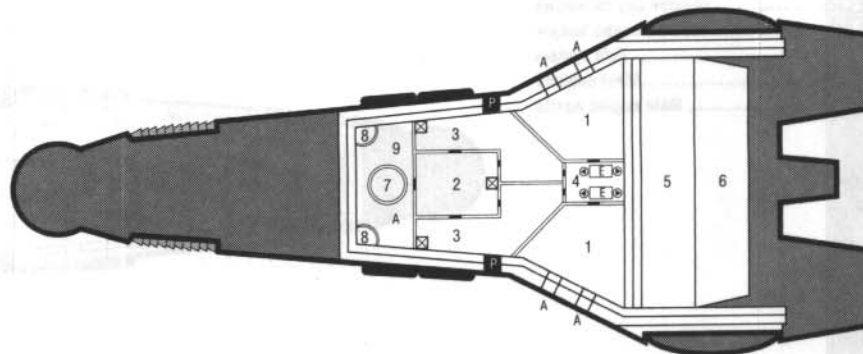
• LEVEL FIVE: AUXILIARY BRIDGE/MECHA HANGAR:

1- .... Zentran mecha hangar
2- .... Weapon bay for mecha
3- .... Auxiliary bridge
4- .... Main engines
5- .... Main engine nozzle
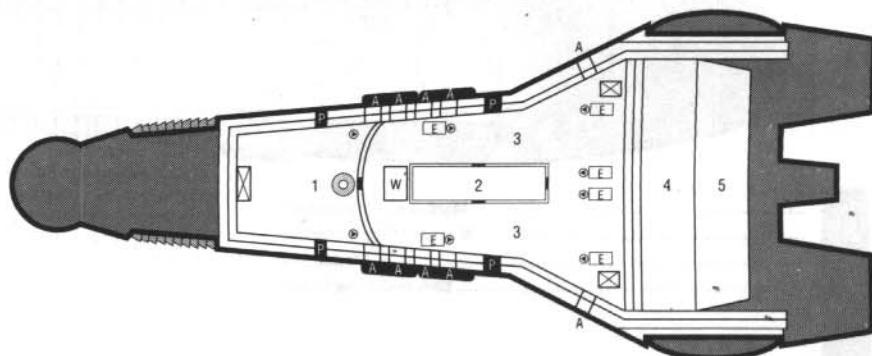
► • Marduk Fleet •
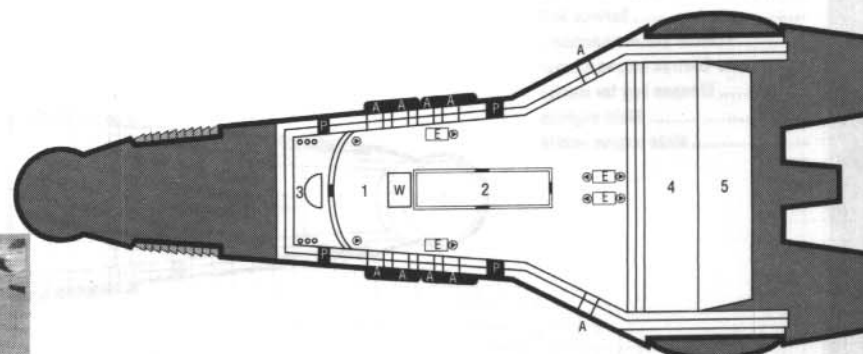
● LEVEL SIX: MECHA HANGAR/ZENTRAN STASIS:

1- .... Zentran stasis chambers
2- .... Weapon bay for mecha
3- .... Zentran mecha hangar
4- .... Main engines
5- .... Main engine nozzle
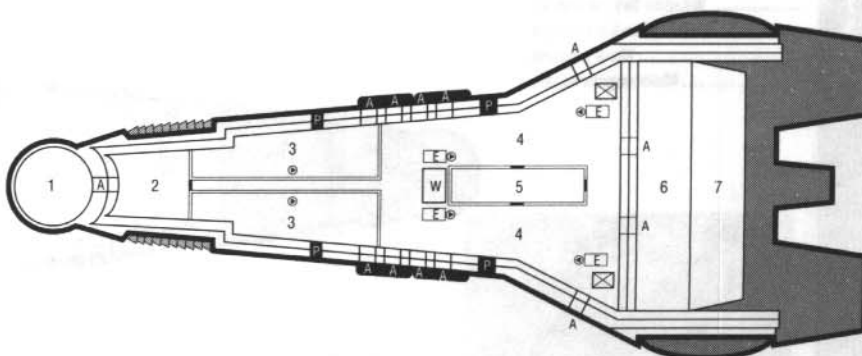
● LEVEL SEVEN: MECHA HANGAR/ZENTRAN STASIS:

1- .... Zentran stasis chambers
2- .... Weapon bay for mecha
3- .... Zentran mecha hangar
4- .... Fold system
5- .... Main engines
6- .... Main engine nozzle
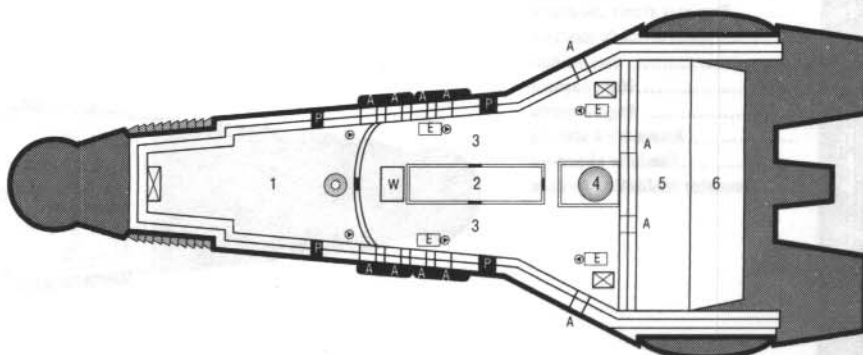
● LEVEL EIGHT: MECHA HANGAR/ZENTRAN STASIS:

1- .... Forward weapon system
2- .... Service hall
3- .... Zentran stasis chambers
4- .... Zentran mecha hangar
5- .... Weapon bay for mecha
6- .... Main engines
7- .... Main engine nozzle

• LEVEL NINE: MARDUK STASIS FACILITIES, MECHA & MELTRAN HANGAR:

1- .... Meltran stasis chambers
2- .... Service hall
3- .... Stasis chamber equipment
4- .... Meltran mecha hangar
5- .... Weapon bay for mecha
6- .... Main engines
7- .... Main engine nozzle
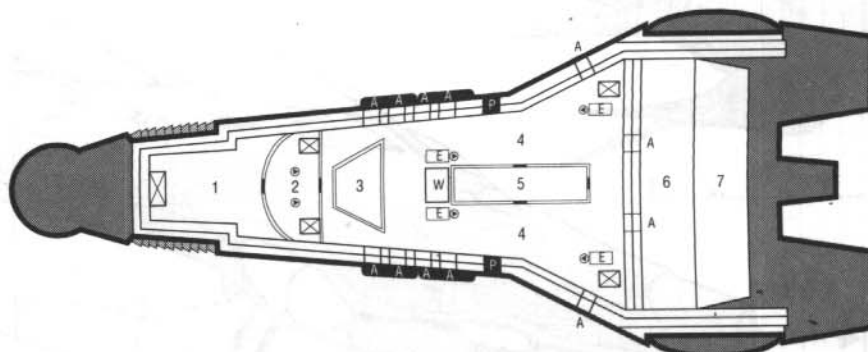
• LEVEL TEN: SUPPLIES, LIFE SUPPORT AND WEAPONS SYSTEM:

1- .... Food and water supplies
2- .... Service corridor
3- .... Stasis chamber equipment
4- .... Mecha maintenance and repair
5- ... Weapon control service corridor
6- .... Weapon control system
7- .... Main engines
8- .... Main engine nozzle
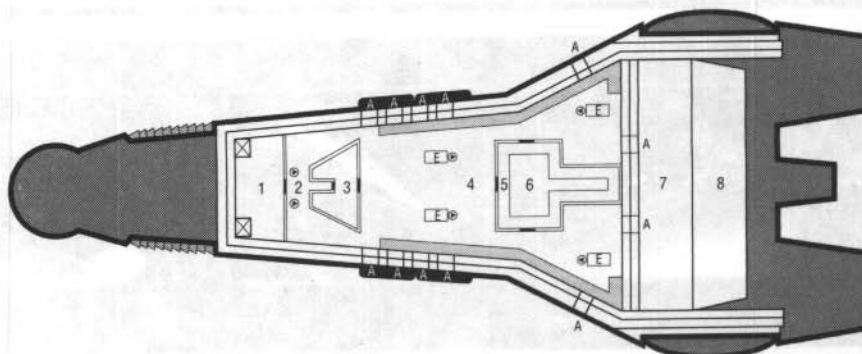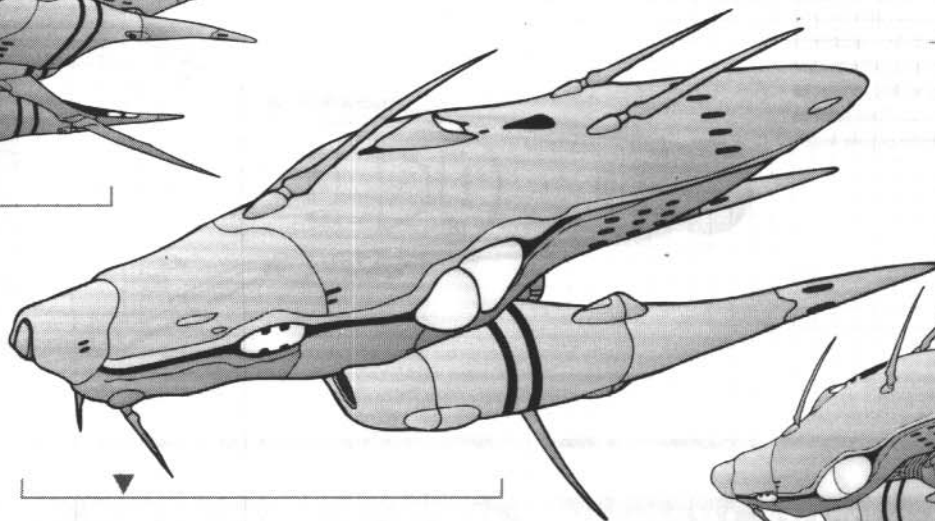
• LEVEL ELEVEN: SHUTTLE BAY/DROP BAY:
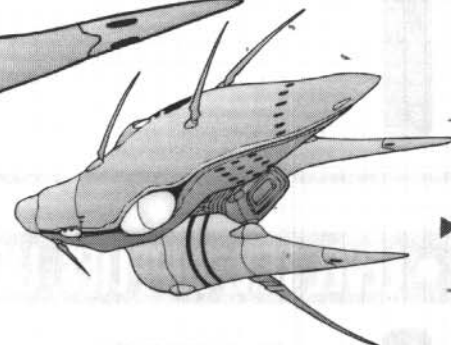
1- .... Shuttle bay
2- .... Combat drop bay
3- .... Weapon bay for mecha
4- .... Main hatch

▶ *(alien script)*

▶ *(alien script)*
▶ *(alien script)*
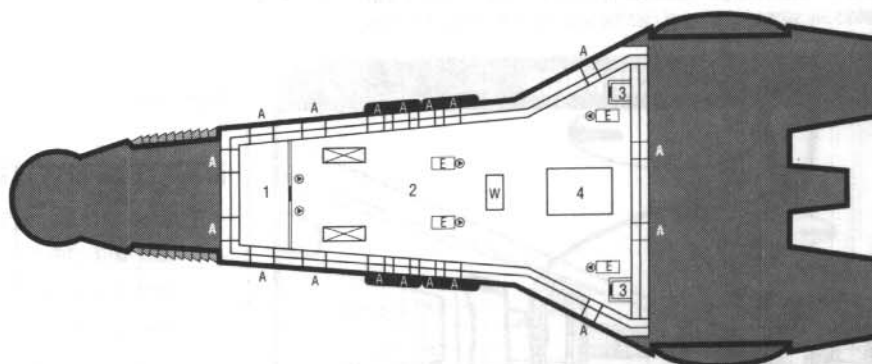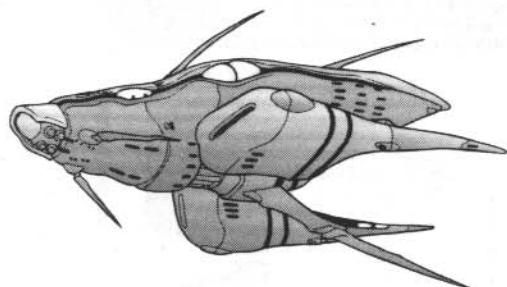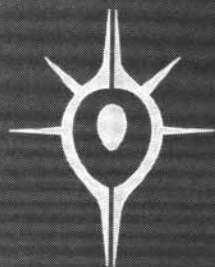
Bottom View ▶ **Top View** ▶ **Scout Cruiser Bridge** ▶ **Firing Particle Beam**
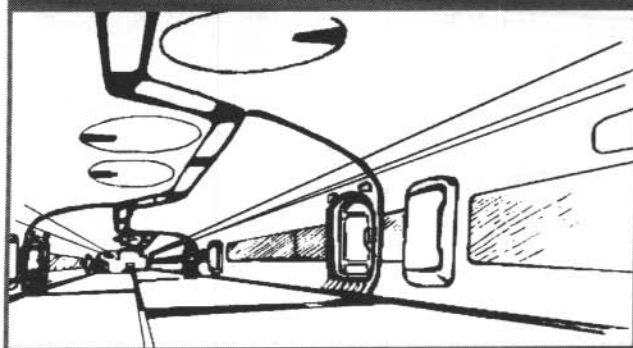
OVERVIEW:

The Marduk Scout Cruiser appears relatively unimpressive because of its small size and lack of a powerful gun array. It is, however, heavily armored and extremely mobile, and is reserved for Marduk crack troops and elite.

Unlike aboard most other ships, there are as many Marduk as there are Zentran and Meltran aboard the Scout Cruisers. It should be treated with great respect if only for that reason. Most Marduk warriors aboard such ships are the wilder, more "human" type which do not hesitate to pull (successfully) incredible stunts in order to win. Even their Emulators are somewhat unusual (see the scenario at the end of this book).

CORRIDOR

VEHICLE TYPE:

Scout Cruiser/Elite Transport

CREW:

Marduk	1240
Emulators	5
Zentran	895
Meltran	375
Total crew:	**2515**

M.D.C. PER LOCATION:

Forward laser mounts (8)	50	each
Laser turrets (10)	150	each
Missile turrets (28)	110	each
Main laser cannon	800	
Heavy particle cannon	1000	
Airlocks/access hatches (32)	100	each
Communication antennae (6)	100	each

Retractable weapon hatches (86) 80   each

Hull per 40 ft area* (12.2 meters) 100

Hull per 500 ft area* (152.5 meters) 1250

Forward 1/3 of the ship** (main body) 29,000

Main engines*** (2, lower rear) 8500

Auxiliary engines**** (lower rear, main body) 5000

*   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 (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 only the auxiliary bridge out of commission. The entire ship will be shut down, including the following systems: life support, gravity control, communications, weapons and engine.

*** 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 sublight speed: 0.18C. Auxiliary engines can only propel the ship at the speed of Mach 6.

DIMENSIONS:

Length: .... 500 meters

Height: .... 375 meters at maximum cross-section

Width: .... 495 meters at maximum cross-section

Weight: .... 40,000,000 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 8

Laser Turret 10

Missile Turret 28

MOBILE WEAPON SYSTEMS:

Gilgamesh Type I 825

Gilgamesh Type II 410

Annihilators 275

Battle Pods 675

Officer's Pods 480

Zentran Power Armor 480

Meltran Power Armor 225

Total number of combat-ready mecha: **3370**

ADDITIONAL VEHICLES:

Marduk Shuttle 4

Marduk Hover Platform 40

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 20 meters tall and 10 meters wide.

TOP OUTER HULL:

Retractable Laser Turrets 2

Retractable Missile Turrets 4

Airlocks/Access Hatches 6

Communication Antennae 3

SIDE OUTER HULL:

Forward Light Lasers .... 8 (4 on each side)

Retractable Laser Turrets .... 6 (3 on each side)

Retractable Missile Turrets .... 18 (9 on each side)

Airlocks/Access Hatches .... 22 (11 on each side)

BOTTOM OUTER HULL:

Retractable Laser Turrets 2

Retractable Missile Turrets 6

Airlocks/Access Hatches 4

Communication Antennae 3

FRONT:

Heavy Particle Beam Cannon 1

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

DESIGN NOTES:

- The Scout Cruiser is not equipped with Hyperspace Communication, but it does have Emulator chambers.

- The Marduk Scout Cruiser was designed for speed and maneuverability, not for heavy face-to-face "no dodge" brutal combat like most other Marduk ships. Because of that, it can more easily avoid enemy attacks. It gets a +5 Dodge bonus against all attacks performed from at least 1 kilometer. It only gets a +3 Dodge bonus against attacks performed within this 1 kilometer radius.

- This Scout Cruiser also has better gunners, pilots and sensors than other Marduk ships. All weapons fired from the Scout Cruiser are at +2 to hit and will do 50% more damage than usual because they are specifically aimed at structurally weaker or more vital parts of the target.

- Although the Marduk aboard the Scout Cruisers are a superior breed of warriors, they usually are some type of misfits who were not immediately destroyed by the Marduk Lords because of their extraordinary combat skills. They unfortunately do not interact very well with other Marduk and that is why they are kept all together in small isolated ships. They require special treatment, special discipline and special missions.

- The Marduk Scout Cruiser is the smallest alien vessel to carry a Heavy Particle Cannon. Due to its small size, however, the beam only has half the range and width of the usual beam — but it is no less destructive! The ship separates between Level Two and Level Three to fire the cannon.
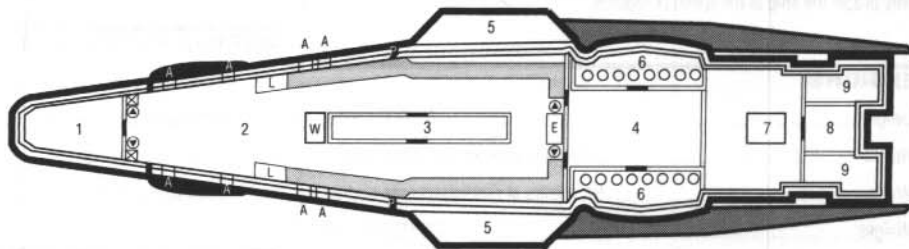
• MAP KEY •

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

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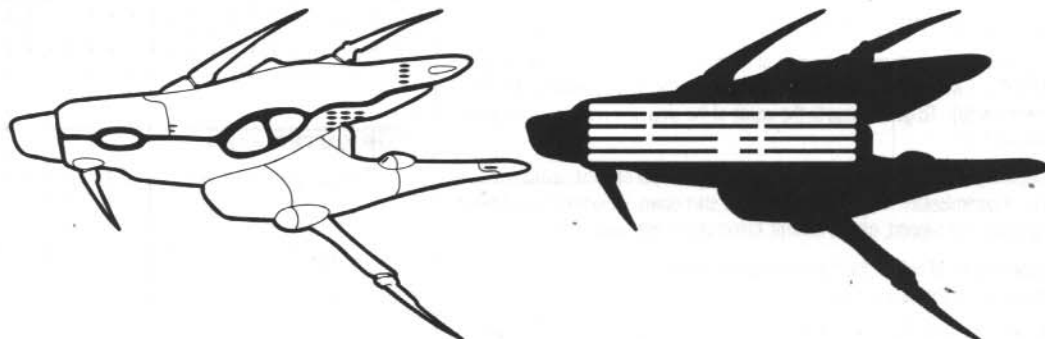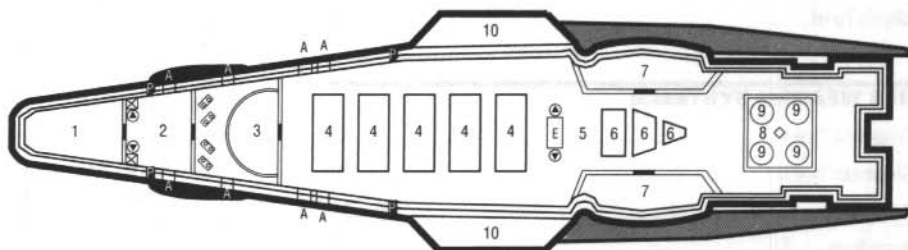
• LEVEL ONE: MECHA HANGAR/SHUTTLE BAY:

- 1- .... Forward weapon system
- 2- .... Marduk mecha hangar
- 3- .... Weapon bay for mecha
- 4- .... Shuttle bay
- 5- .... Lateral thruster array
- 6- ... Automatic targeting and evasion system
- 7- .... Bay door

- 8- .... Food and water supplies
- 9- .... Stern thruster array

• LEVEL TWO: MARDUK LIVING QUARTERS/EMULATOR CHAMBERS:

- 1- .... Forward weapon system
- 2- .... Service hall
- 3- .... Command bridge
- 4- .... Marduk living quarters
- 5- .... Service alleys
- 6- . Emulator quarters & meditation chambers
- 7- .... Lateral thruster array

- 8- .... Emulator shrine
- 9- .... Emulator chambers
- 10- .... Lateral thruster array

• LEVEL THREE: MECHA HANGAR/FOLD SYSTEM:
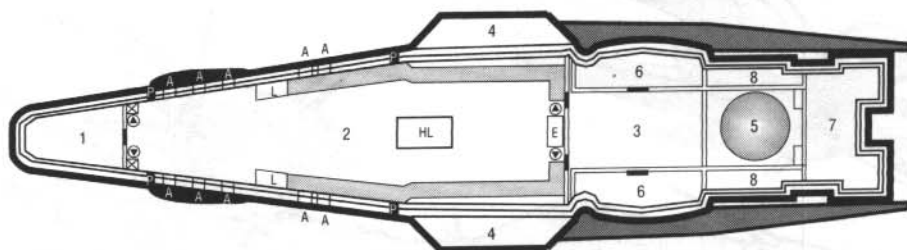
1- .... Forward weapon system
2- .... Zentran/Meltran mecha hangar
3- .... Food and water supplies
4- .... Lateral thruster array
5- .... Fold system
6- .... Auxiliary engines
7- .... Waste disposal and recycling

8- .... Auxiliary engine nozzles

• LEVEL FOUR: MARDUK LIVING QUARTERS/MECHA MAINTENANCE:
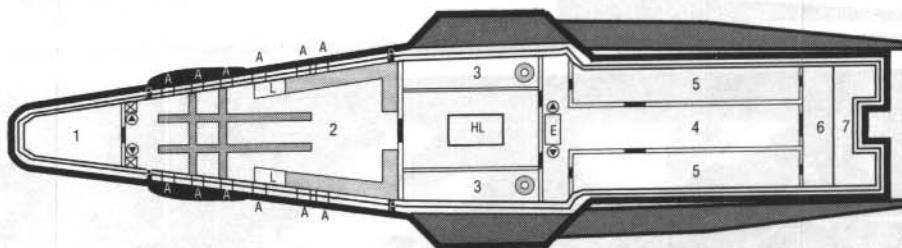
1- .... Forward weapon system
2- .... Mecha maintenance
3- .... Zentran/Meltran stasis chambers
4- .... Service area
5- .... Medical facilities
6- .... Main engines
7- .... Main engine nozzle

• Landed Scout Cruiser ◄
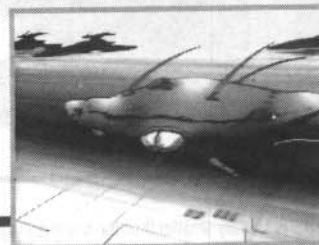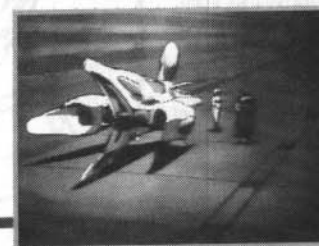
• LEVEL FIVE: MECHA HANGAR:
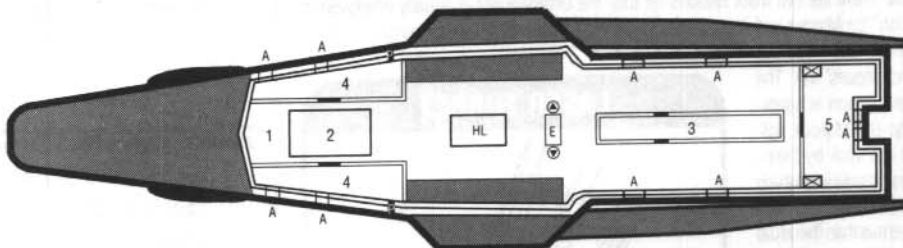
1- .... Zentran/Meltran mecha hangar
2- .... Combat drop hatch
3- .... Weapon bay for mecha
4- .... Meltran stasis chambers
5- .... Zentran stasis chambers

• Shuttle Bay • ◄

Launch ▶ Defolding ▶ Prepare to be punished ▶ Punishment Delivered

OVERVIEW:

Even if it is slightly smaller than the Marduk Flagship, the Dreadnought is far superior in armament, speed and maneuverability. It also has a powerful fold system, allowing it to fold at a few seconds' notice!

Contrarily to usual Marduk ships, the Dreadnought does not contain a complement of Zentran/Meltran soldiers; its crew is solely composed of Marduk, with only Marduk mecha. There are two main reasons for this: the Dreadnought is usually employed to "punish" the Marduk and Zentran who have been contaminated by another race's culture or who have rebelled against Ingues' will. The second reason is adaptability: the Marduk soldiers can think by themselves, something which makes them much more dangerous than the usual Zentran/Meltran brainwashed soldiers.

There are very few Dreadnought-class ships and the simple mention of them strikes terror in any Marduk courageous (or crazy) enough to stand up against his master's will.

LASER TURRET

VEHICLE TYPE:

Dreadnought/terror weapon

CREW:

Officers	300
Soldiers (includes crew + mecha personnel)	3,600
Emulators (+ 2 in Stasis)	2
Total crew:	**3,904**

M.D.C. PER LOCATION:

Forward laser mounts (80)	60	each
Laser turrets (350)	225	each
Missile turrets (220)	50	each
Main laser cannons (2)	3,200	each
Heavy particle beam cannon (1)	10,000	
Retractable weapon hatches (570)	150	each
Airlocks/access hatches (130)	300	each
Hull per 40 ft area* (12.2 meters)	150	
Hull per 500 ft area* (152.5 meters)	1,500	
Forward 1/3 of the ship**	100,000	

Main body** (middle body) 350,000

Main engines*** (rear, main body) 150,000

Auxiliary engines**** (2, rear, main body) 30,000   each

* 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 interior of the ship, one must go through the second hull. 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 1/3 will wreck the main gun and the front laser cannons, but the other systems will still be able to function. Depleting the incredible M.D.C. of the main hull 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.

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

DIMENSIONS:

Length: ....3,000 meters

Height: ....680 meters at maximum cross-section (without top antennae)

Width: ....760 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:

Heavy Particle Beam Cannon 1

Main Laser Cannons 2

Forward lasers 80

Laser turrets 350

Missile turrets 220

MOBILE WEAPON SYSTEMS:

Gilgamesh type I 1,500

Gilgamesh type II 165

Annihilator 700

Total number of combat ready mecha: 2,365

• The ship also carries some spare mecha 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 use.

Gilgamesh type I 50

Gilgamesh type II 8

Annihilator 22

Total number of spare mecha: 80

ADDITIONAL VEHICLES:

Marduk space shuttles 10

Marduk hover platforms 250

OUTER HULL:

The exterior of the Dreadnought is dotted with hatches and airlocks. All levels have two hulls, the space in between being used as access tunnels for mecha and housing for the weapon system. These access tunnels, depending on their location, can measure up to 40 meters tall and 20 meters high.

TOP OUTER HULL:

Retractable laser turrets 75

Retractable missile turrets 60

Airlocks/access hatches 15

Communication antennae 8

SIDE OUTER HULL:

Forward light lasers ....80 (40 on each side)

Retractable laser turrets ....120 (60 on each side)

Retractable missile turrets ....100 (50 on each side)

Airlocks/access hatches ....100 (50 on each side)

BOTTOM OUTER HULL:
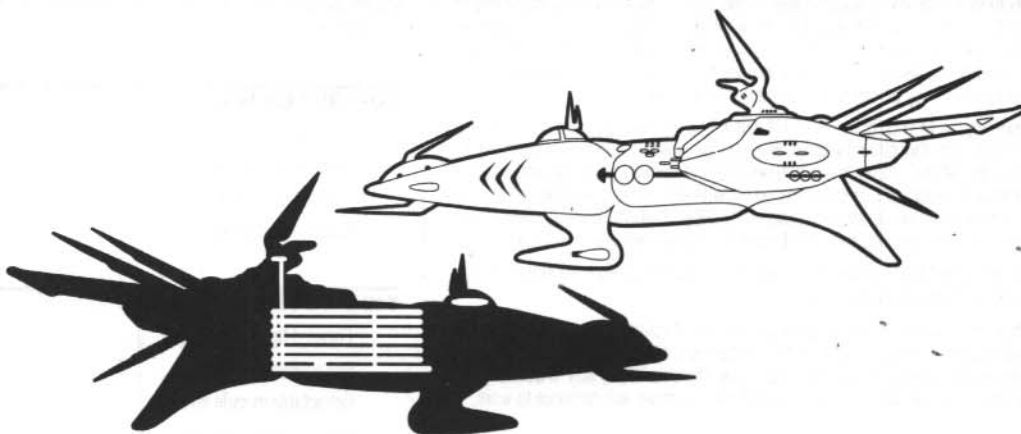
Retractable laser turrets 155

Retractable missile turrets 60

Airlocks/access hatches 15

Communication antennae 4

FRONT:

Heavy particle beam cannon 1

Retractable laser turrets ....none

Retractable missile turrets ....none

Main laser cannons 2

DESIGN NOTES:

The Dreadnought is equipped with special systems not present on most other Marduk ships:

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

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 bays.

3- Bio-scan chamber: a special laboratory equipped with a multitude of analysis apparatus to study alien lifeforms. It provides all relevant data on physiology, 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 emulators voices. Heavily armored, they are also equipped with a large array of viewscreens.
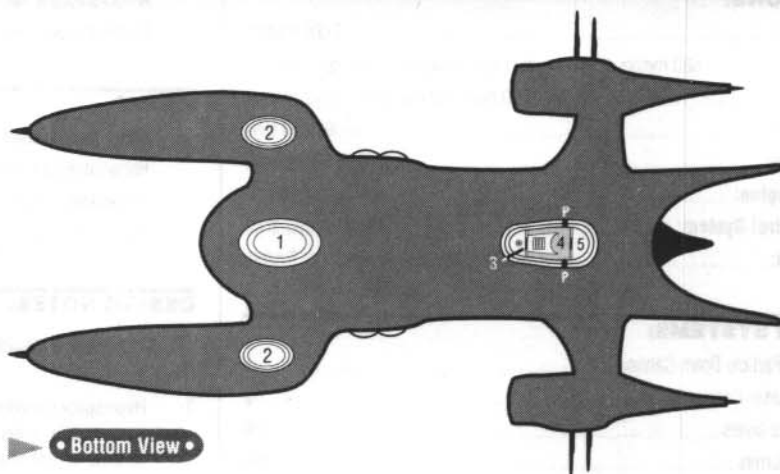
MAP KEY

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

SIDE VIEW/CUTAWAY

LEVEL ONE: BRIDGE/SENSORS:

- 1- .... Communication/targeting equipment
- 2- .... Sensor blisters
- 3- .... Elevator hall
- 4- .... Bridge
- 5- .... Communication systems

▶ • Bottom View •
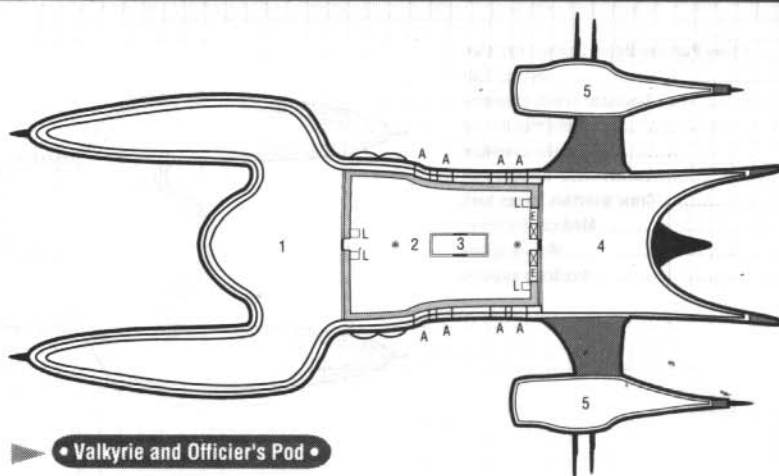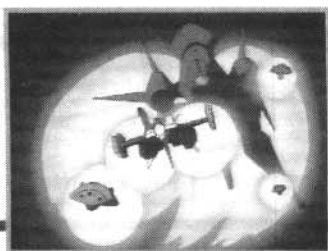
LEVEL TWO: PERSONNEL QUARTERS:

- 1- ... Heavy Particle Beam Cannon systems
- 2- .... Secondary bridge
- 3- .... Lord's (high officer's) quarters
- 4- .... Crew quarters
- 5- .... Service hall
- 6- .... Main engines
- 7- .... Auxiliary engines

▶ • Marduk Fleet •

● LEVEL THREE: PERSONNEL QUARTERS:

1- ...Heavy Particle Beam Cannon systems
2- .... Service hall
3- .... Emulator Stasis chamber
4- .... Emulator shrine
5- .... Emulator chamber
6- .... Service hall
7- .... Crew quarters (mess hall)
8- .... Medical facilities
9- .... Main engines
10- .... Auxiliary engines

● LEVEL FOUR: FOLD SYSTEM/WEAPON SYSTEM:

1- ...Heavy Particle Beam Cannon systems
2- .... Generators
3- .... Service hall
4- .... Fold system control chamber
5- .... Fold system
6- .... Fold system service hall
7- .... Main engine
8- .... Auxiliary engines
9- .... Laser turrets systems

▶ ● Instrumentation Tower ●

● LEVEL FIVE: MECHA HANGAR:

1- ...Heavy Particle Beam Cannon systems
2- .... Mecha hangar
3- .... Mecha weapon bay
4- .... Main engines
5- .... Auxiliary engines

▶ ● Battle Pods ●

• LEVEL SIX: MECHA HANGAR:

1- ... Heavy Particle Beam Cannon systems
2- .... Mecha hangar
3- .... Mecha weapons bay
4- .... Main engine
5- .... Auxiliary engines

• Valkyrie and Officier's Pod •

• LEVEL SEVEN: MECHA HANGAR:
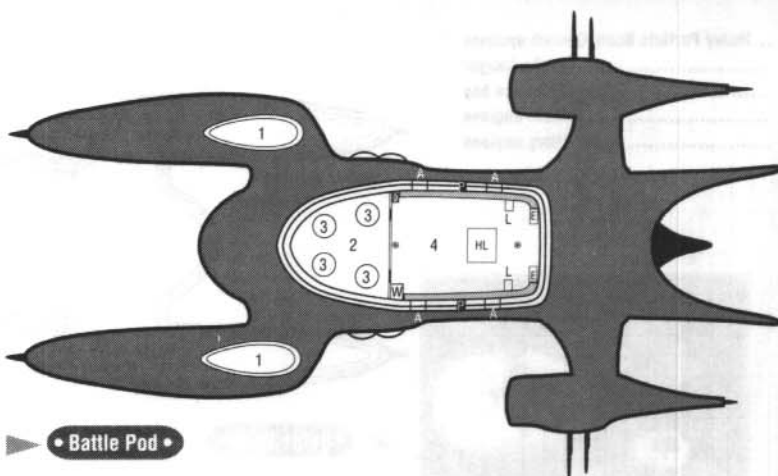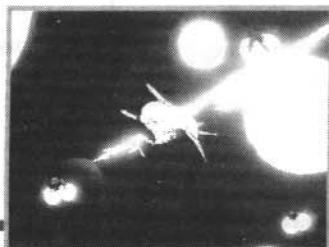
1- ... Heavy Particle Beam Cannon systems
2- .... Mecha weapon bay
3- .... Mecha hangar
4- .... Main engine
5- .... Auxiliary engines

• Lord Ingues •
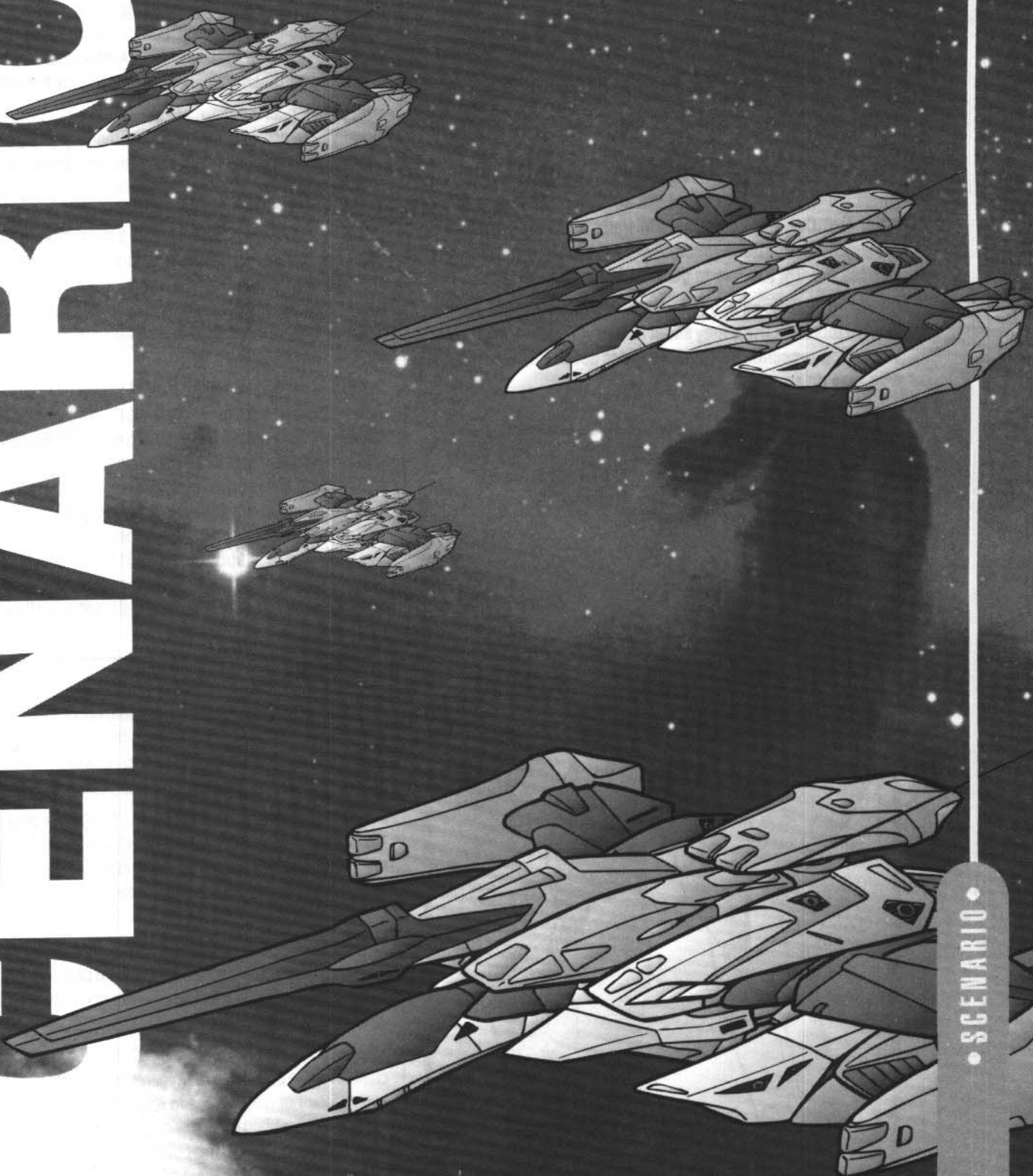
• LEVEL EIGHT: SHUTTLE HANGAR/WEAPON SYSTEM:

1- .... Main laser cannons
2- .... Belly laser turrets systems
3- .... Belly laser turret clusters
4- .... Shuttle hangar

• Battle Pod •

SCENARIO

ALL THAT GLITTERS

INTRODUCTION

In this roleplaying scenario, the players find themselves inside a Marduk Scout Cruiser, lose their mecha and must survive aboard an enemy ship on wits alone! They gather some important information about the Marduk and must come back to Earth to deliver it to the UN Spacy.

This is a story for four to eight players, preferably Valkyrie pilots. It is possible to adapt the adventure for characters of other O.C.C.s, providing the GM finds a way to justify their presence. In the *Hooks* section below, we suggest a few plot devices the GM can use to get his players into the story.

It may be wise to advise the players that they cannot hope to survive this scenario if they shoot at everything they encounter. The *Epilogue* section will help the GM to deal with those players who may do so.
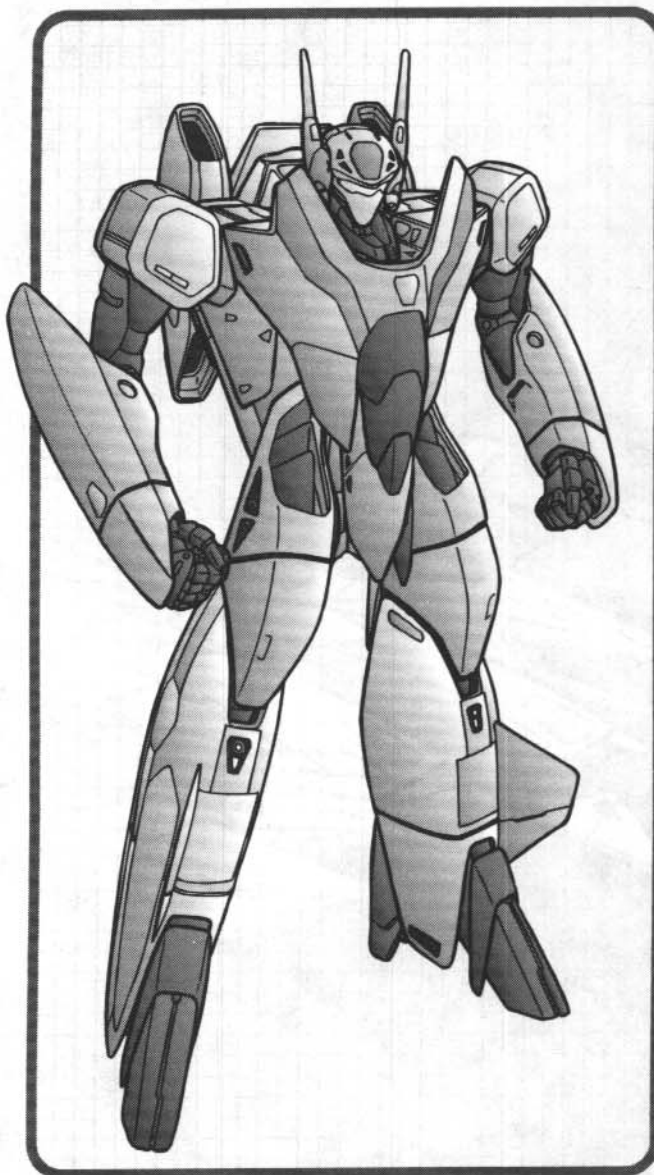
● THE STORY BEHIND THE STORY

This story occurs right after Hibiki has brought Ishtar back on Earth. Lord Ingues has been notified and desperately wants to recapture her. After all, she does represent one of the Marduk's most powerful weapons and is the invasion fleet's Achilles heel. Should humans figure out what the Emulators do, it would be disastrous for the Marduk.

Lord Ingues' plan is to have a Scout Cruiser enter deep into UN Spacy territory, lure some fighter pilots into the ship and plant a loyal spy among them. He knows of Ishtar's relative psychological weakness and reluctance to violence, and wants someone to either get her back, or kill her! That is Mishalla's mission. She too is an Emulator, but one Lord Ingues is confident will not fall prey to the humans' way of life and who is devious enough to charm and seduce her way through naive pilots who fight for the UN Spacy. If Ishtar's disappearance has not yet occurred or has been solved already, then Mishalla's mission may simply be to learn more about these humans or to find out what they did to Ishtar that changed her so.

This plot is the perfect way for the GM to trick those players who have watched the anime series twenty times to ensure they knew everything about it and were prepared for everything the GM would throw at them. While everything in this module appears to follow the series (UN Spacy pilots finding and bringing back a beautiful and gentle Emulator), it is in fact quite the reverse which is happening. Mishalla's presence on Earth is planned and her pacifistic demeanor is but an illusion meant to fool the players into trusting her. Even Sherak, the Marduk officer, is nearly the total opposite of Feff: he is brutal, merciless and not particularly caring. The elements look the same, but they really are not.

● HOOKS

Getting the players inside the ship should not be too difficult if they are Valkyrie pilots. It is their job to be in there and that is where they are expected to be. Other character classes, however, may pose more of a problem, so we provide a few potential hooks below.

Let's Take Minmei for a Ride hook: A Valkyrie pilot (possibly Lt. Michael Goldwing—see *Non-Player Characters*, p. 59) decides to take his girlfriend or would-be romantic interest (the PC) for a night flight while nothing is happening near the base, and ends up involved in an unexpected battle against the Marduk Scout Cruiser.

This Kitten Must not Die hook: Characters in trouble (the PCs) need to be rescued, but there is no time to get them back to safety. The person performing the rescuing can be any pilot or combat-worthy type (such as Lt. Michael Goldwing).

Where Do YOU Think You're Going?!? hook: Some character the player characters like or feel loyal to (regardless of whether the said character is competent or not) decides to leap recklessly into action (someone very much like Michael Goldwing) and hopes to stop an unexpected incoming Scout Cruiser all by himself. It's up to the PCs to go after him and to ensure he makes it out alive!

Today's Feature Story Is... hook: Some nosy (PC) character sneaks aboard a Valkyrie Fighter (Michael Goldwing's, for instance) right before that particular squadron is ordered to take off and intercept an incoming Marduk Scout Cruiser. The clandestine passenger gets lucky

and suffers minimal wounds when the Valkyrie is destroyed and he or she gets out of the Valkyrie's tiny cargo compartment.

I'm not Going and You Can't Make Me! hook: The UN Spacy selects this particular specialist (a PC) to do some field investigation and studies of the opponent because it's important to learn more about the enemy. No matter how reluctant the Valkyrie squadron leader or the specialist may be, this is where the character's going and that's that. And where he's going is inside an incoming Scout Cruiser to learn more about who — or what — lurks inside.

Whether or not the GM wishes to use these hooks for player characters of NPCs, he is encouraged to make sure there are enough players to accomplish the mission as well as a few non-player characters to help the heroes along the way — or to die horrible deaths as an example of what awaits the characters if they are not careful.

THE SCENES

Instead of describing the story in sequence and railroad the characters without flexibility, we provide the GM here with a series of scenes, each containing the basic details necessary to get through it and to see how it leads to the next scene. What really counts is not so much how long each scene lasts (that can vary anywhere from 10 minutes to 2 hours), but that each scene must be played in sequence. It is perfectly all right for the players to get out of the track as long as the GM remembers to nudge the story forward whenever the occasion arises.

SCENE 1: HOOK 'EM UP!

GM: Read the boxed section below to the players. The basic scenario assumes it is to be read to Valkyrie pilots. You can use the *Hooks* section above to introduce non-pilot characters into the scenario. If you happen to have noticed that some of the players do not like a particular NPC, try and see if you can use the provided hooks to get that character into the story as well. It can even work better if the NPC is not combat oriented and has difficulty coping with the situation. At the end of the scene, the players' mecha should crash, be shot down or somehow rendered unusable.

GOAL: The players, at the end of this scene, should end up inside the Marduk Scout Cruiser. They enter the ship on Level One, in the forward section of the mecha hangar (location 2 on the map — see p. 48).

> PLAYERS: *You have been fighting hard and long, and the few hours of rest you get while on stand-by are always welcome. Unfortunately, when you are awakened by the blaring alarms calling you to duty, you realize that there is no rest for the wicked and you quickly run off to your Valkyrie. You are rapidly briefed about an unexpected incoming Marduk Scout Cruiser, those small yet much-dreaded enemy ships, and are given clearance to take off and intercept, along with three other squadrons.*

SCENE 2: INTO THE WHALE!

GM: Have a few typical Marduk Officers chase the players on foot for a few exciting minutes. If an incompetent NPC is present, make him or her a general annoyance or, preferably, just vulnerable enough that the players will offer to help at the risk of losing precious time (and much-cherished body parts). Since the players do not really know where they are going, discreetly steer their escape toward the midship human-sized elevators (the ones close to the mecha-sized elevator). When they come near it, two or three armed Marduk should come out of the elevator, providing the players with a way out. Once the players are in, read the boxed section below.

GOAL: The players should end up in the elevator, which will be deactivated from afar and will automatically stop around Level Two.

> PLAYERS: *Once inside the godsent elevator, you immediately push the lowest button on its control panel and thank the Heavens for your good fortune when you see the doors close. You have escaped! The elevator accelerates downward and you sigh with relief. According to UN Spacy files, most of the personnel aboard these alien ships are in cryogenic stasis and you don't expect to have too much trouble hiding. Suddenly, unexpectedly, the elevator stops dead in its tracks and everybody is thrown to the ground. You are stuck in a closed place, and you'd better escape before whoever stopped the elevator comes to get you.*

SCENE 3: WOLF IN THE FOLD

GM: Use enough incoming Marduk patrols heading toward the elevator from the sides and from the back to "hint" at the players that the best escape route would be to head for those tall multi-leveled edifice-like structures that lay in front of them. Those are the Emulators quarters (#6 on the Level Two floor plan p. 48). In there, they are expected to find some sort of cover or disguise for themselves. Once that is done, either have them stumble upon Mishalla by mistake, or have her seemingly find them by luck and feign surprise. Read the players the boxed section below. Remember that the only way for players to communicate with her is to provide her with the little language translator earrings that they are (conveniently) carrying with them at all time in their uniform.

GOAL: Get Mishalla to leave in the company (forced or willing) of the players.

> PLAYERS: *The woman — who, you cannot help but notice, has radiant pools of gold in stead of eyes — appears surprised and frightened, and looks rapidly right, left and around for a quick escape route. If any of you wish to overtake her, you are likely to succeed. She does not appear to be a fast runner. Dare you take the chance that she warns someone of your presence here?*

SCENE 4: ONE MORE CHASE!

GM: The players must somehow convince Mishalla (either by force or by verbal persuasion) to come with them and help them get out of the ship. She will appear reluctant at first, but will comply because she wants to earn their trust and come with them on Earth. Her mission is indeed to investigate what happened to Ishtar and find as much as possible about Earthlings, so she will find an excuse to go along with the players' plan. To ensure that Lord Ingues can find her whenever he wants, she carries, hidden in her Marduk flute, a small long-range transmitter. Once they come out of the building, Sherak is there, waiting for them with a dozen human-size Zentran warriors carrying Marduk laser pistols, and gives them chase. This is, of course, all part of the plan.

GOAL: Get the players down to level Level Four through the forward elevators and into room #2, the mecha maintenance hangar, where (next scene) they can attempt to steal a Gilgamesh to leave.

PLAYERS: *These tenacious Marduk and Zentran give you chase throughout the ship. <GM: Insert breathtaking and exciting chase sequence here.> When you finally emerge out of the elevator, you are inside what appears to be a hangar full of mecha surrounded by high catwalks. Most of them are somewhat in a state of disrepair, but a few others seem ready to be piloted.*

SCENE 5: STOP THIEF!

GM: The players now have the option of stealing a few Gilgamesh type I which appear to be ready for combat (and yes, the weapons are reloaded!) This is a straight out combat scene, with no subtlety. Of course, the Marduk will give the players quite a fight, but they are not expected to win. It is altogether possible, however, that Sherak might get carried away (25%, or GM's judgement) and will try his best to blow them up anyway, regardless of whether he kills Mishalla or not (he will only later realize what he has done, and shrug it off as a necessary casualty of war).

GOAL: Get the players out of the Scout Cruiser and back into UN Spacy territory.

PLAYERS: *It has been difficult, and you thought you would never make it out alive, but it looks like Lady Luck smiled upon you and led you safely away from your enemy. Better yet, she put in your hands a lovely lady who appears to be very important to the Marduk. You cannot for the life of you figure out why such an innocent-looking girl would be so important to a warlike people as the Marduk. Unless, of course, there is some social aspect of your enemy's life which you have yet to learn about. You quickly forget about this, however, as you enter UN Spacy territory and discover that the Valkyrie fighters which are heading your way are shooting missiles at you…*

SCENE 6: HOME SWEET HOME

The characters will rather easily convince the UN Spacy fighters that they really are on their side and the combat will be aborted fairly rapidly. The characters are escorted back home. It is up to them to try and hide Mishalla (if they wish to) or hand her to the authorities (from which she'll escape within a day — security was a little lax after her dazzling smile and childlike candor charmed every soldier in a one kilometer radius). Whatever happens to Mishalla, the characters are warmly welcomed home and debriefed to collect all the information they may have gathered during their stay aboard the Marduk ship.

• EPILOGUE

If the players have befriended Mishalla (or so they think), you can have her stay with them (if they hid her) or return to them (after she escapes the military). She will try to find out (through them) what has happened to Ishtar and perhaps even fake a romance with one of the player characters in hopes of further gaining the humans' trust. From this point on, there are two things that can happen (long term-wise, that is): either she becomes the players' nemesis, or she too falls prey to the humans' powerfully addictive culture and turns coat the same way Ishtar did. That is left entirely to the GM's discretion. Do not forget that Mishalla is a very tough woman under all that soft exterior and can become a strong ally or a vicious opponent. She is by far a stronger character than Ishtar herself, and no matter what happens, she will be an interesting person to have around in the campaign. (Hint: You may wish to keep her around for a while; she will be featured in **Deck Plans** Volume 3.
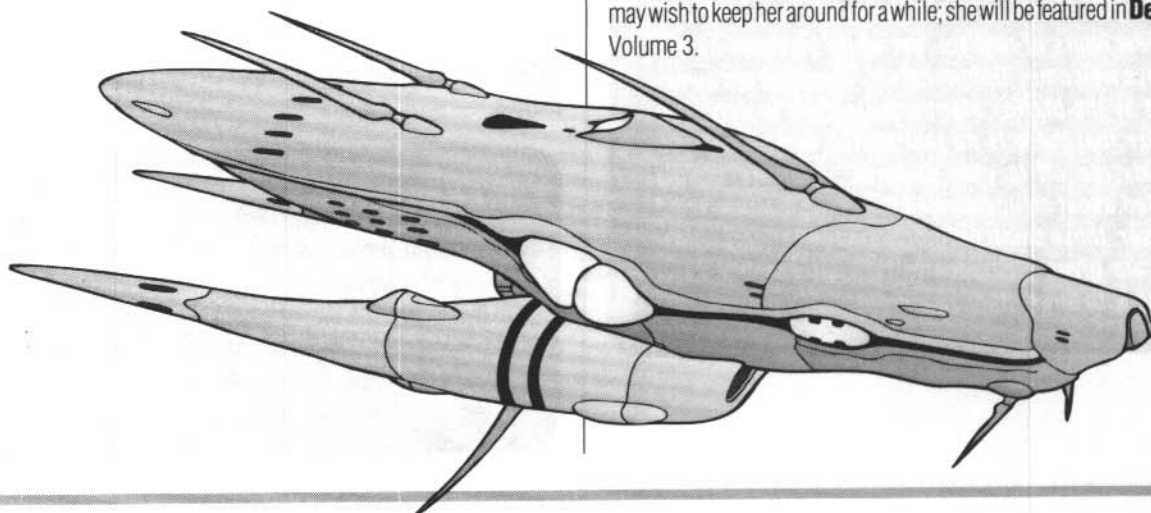
NON-PLAYER CHARACTERS

• MICHAEL GOLDWING (III)

The grandson of a Valkyrie pilot of the first war against the Zentran, this newest generation of the Goldwing family proudly follows in the footsteps of his father and his father's father. Just as they both were, he is carefree, optimistic and somewhat reckless (the latter being a trait he received from his Meltran grandmother).

During this scenario, Michael will act like his usual self and will either get the PCs in trouble or will fly to their rescue, depending on whether things are going too well or not. Because he only half-listens to orders and takes action on a whim, he is a somewhat dangerous character to be with. He is, however, rather skilled and always tries to improve himself, difficult as it may be.

Michael Goldwing is provided in this scenario for the GM to use as a hook to get non-combat characters into the adventure or to get those who are already in it into some sort of trouble aboard the ship. He will definitely be attracted to Mishalla, but she will always appear completely uninterested by him. In the long run, he may become suspicious of her, but no one should take him too seriously. After all, he may be only jealous of another guy's fortune...

Name: Michael Goldwing

Alignment: Principled (optimistic)

Attributes: I.Q.: 14, M.E.: 13, M.A.: 12, P.S.: 22, P.P.: 15, P.E.: 19, P.B.: 13, Spd: 20.

Hit Points: 37

S.D.C.: 57

O.C.C.: Valkyrie Pilot

Level of Experience: 4th level Valkyrie pilot

Disposition: Good guy, tries to behave seriously, happy, curious about Marduk.

Combat Abilities: Hand to Hand: Martial Arts, Boxing

Combat/Attacks Per Melee Round: 4

Bonuses: +2 to strike, +6 to roll with punch or fall, +5 to parry and dodge, +7 to damage, +8% to save vs. coma/death, +2 to save vs. poison & magic

Skills of Note: Sense of Balance 75%, Climb Rope 80%, Climbing 25%, Backflip 95%, Prowl 55%, Dance 55%, Radio Basic 70%, Pilot Valkyrie 75%, Automotive Mechanics 50%, First Aid 70%, Pilot Automobile 70%, Pilot Motorcycle 80%, Basic Mathematics 70%, Navigation (Space) 65%, W.P. Sub-Machine Gun.

Appearance: Human male, 19 years of age, 6'5", 200 lbs, black eyes and red hair.

Special Vehicle: Michael Goldwing has access to his assigned Valkyrie, a VF-2SS that is covered with a gold paint scheme.

Valkyrie Combat Bonuses: +2 attacks per melee, +2 on initiative, +2 to strike, +2 to parry, +2/+4/+6 to dodge in soldier/gerwalk/jet modes, +3 to roll with punch, fall, or impact, +1 to leap dodge.
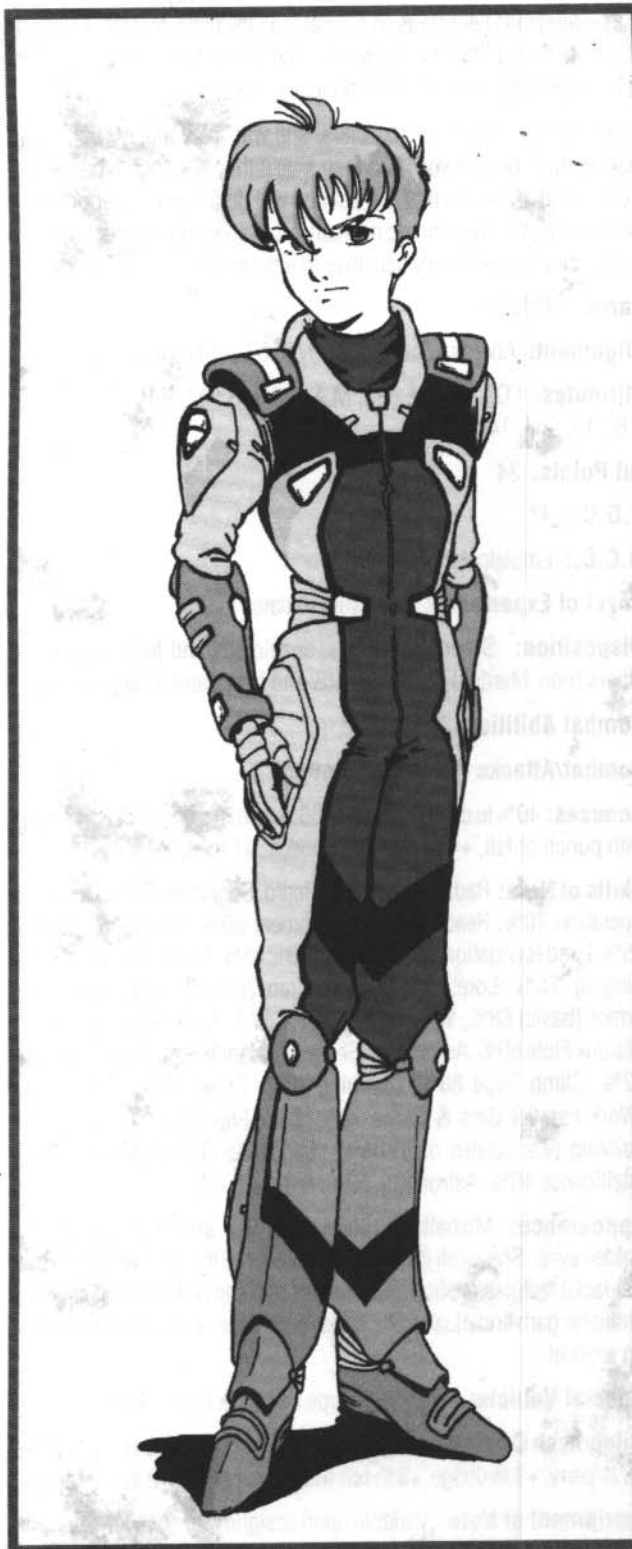
Equipment of Note: All standard military issue and personal items.

Weapons: Standard for VF pilots.

Money: Michael is currently earning $1575 per month and has $5400 in savings.

Quote: (seeing a Marduk Emulator) "Lookit her! Lookit her! She's gorgeous!!! Hey! Lady! Wait up!"

Note: Michael is one-quarter Meltran (from his grand mother).

● MISHALLA

Not all Emulators are as vulnerable as Ishtar was to Earth's culture and music. The truth of the matter is, most are actually stronger-willed and more stubbornly dedicated to the Marduk way of life.

Mishalla is one of them. She may look kind and gentle, as all Emulators do, but she is in fact devious and malignant, and will not hesitate to turn any intruder in as soon as she gets the chance. She secretly wishes she had been born a man so she could take a more active part in the fighting, but understands her role as an Emulator all the better for that. Her Song of War is thus a little more powerful and motivating than many of her sisters' (an additional +1 to all bonuses listed).

If (when) she meets the characters, she will "play along" with them, making them believe she is on their side if they want her to be. She is a very good actress in that respect and will do a flawless performance for their benefit. They should not realize that she is going to betray them unless they are extremely sensitive to emotions and body language.

Name: Mishalla

Alignment: Aberrant, fanatically loyal to Lord Emperor Ingues

Attributes: I.Q.: 14, M.E.: 15, M.A.: 24, P.S.: 12, P.P.: 17, P.E.: 15, P.B.: 18, Spd: 14.

Hit Points: 34

S.D.C.: 47

O.C.C.: Emulator/scholar

Level of Experience: 4th level Emulator

Disposition: Schemer, devious, suspicious and feels superior to others (non-Marduk), but courteous and hospitable in appearance.

Combat Abilities: HTH: Basic

Combat/Attacks Per Melee Round: 3

Bonuses: 40% to charm/impress, 80% to trust or intimidate, +7 to roll with punch or fall, +4 to parry and dodge, +1 to strike.

Skills of Note: Radio: Basic 75%, Radio: Scrambler 65%, Computer Operation 70%, Read Sensory Equipment 60%, Navigation (Space) 75%, Land Navigation 64%, Maths: Basic 85%, Math: Advanced 85%, Singing, 75%, Lore: Zentran & Meltran 70%, Pilot Marduk Power Armor (basic) 68%, W.P. Energy Pistol, W.P. Knife, Play Instrument: Marduk Flute 60%, Acrobatics (Sense of Balande 80%, Walk Tightrope 72%, Climb Rope 88%, Climbing 40%, Prowl 30%), Gymnastics (Work Parallel Bars & Rings 72%, Back Flip 90%), Athletics, Art: Painting (war-related only) 65%, Language Zentran/Meltran 80%, Intelligence 48%, Astronomy 50%, Biology 50%.

Appearance: Mishalla has long white hair and large, saucer-like golden eyes. She is tall (5'7") and slender (125 lbs) and very attractive. Her facial features are fine and delicate, and she is dressed in standard Emulator garb and cloak. She walks with grace, as if she were floating on a cloud.

Special Vehicle: Gilgamesh Type I Marduk Power Armor

Gilgamesh Combat Bonuses: +1 attack, +2 to initiative, +2 to strike, +3 to parry, +3 to dodge, +3 to roll with punch or fall, +2 to leap dodge.

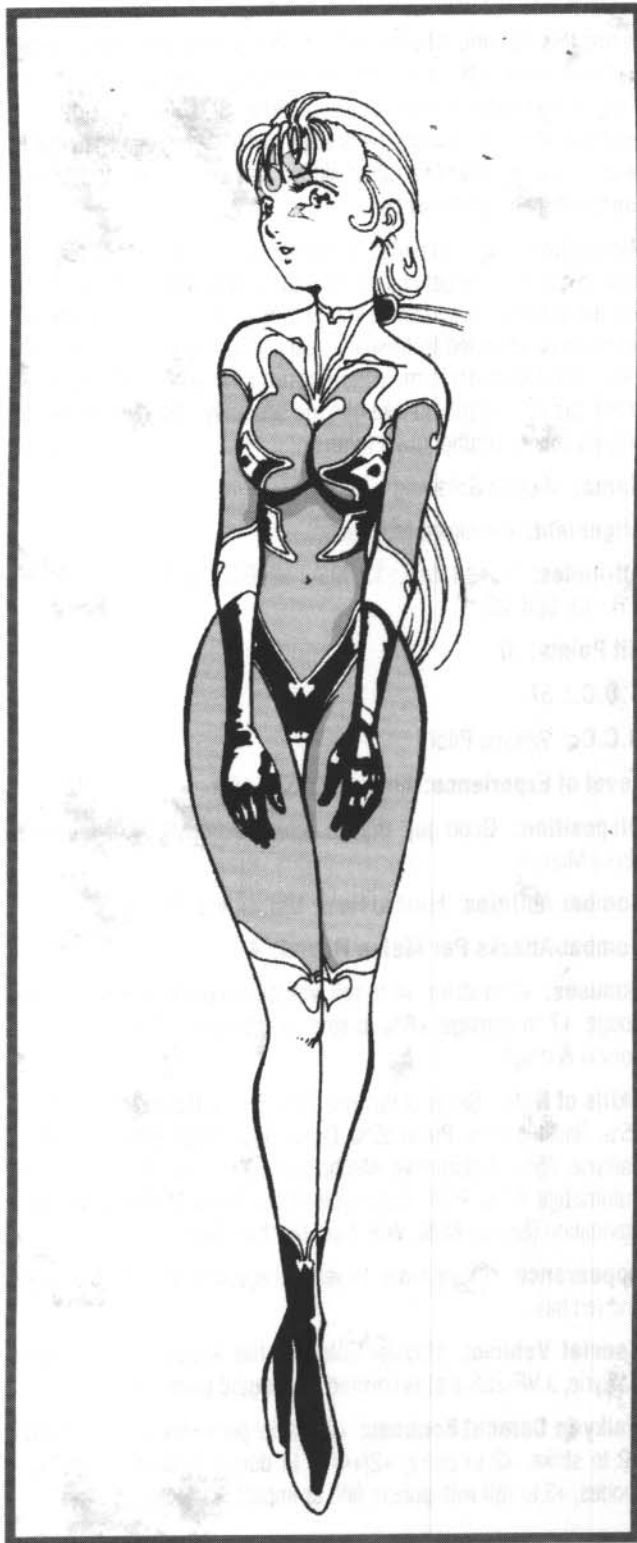**Equipment of Note:** Variable upon assignment. Two long hairpins (10", treat as knife for combat purposes) and a Marduk flute.

Weapons: None visible.

Money: N/A

Quote: "Please, tell me about your culture. I've have wanted so much to learn about you."

Note: Mishalla has a slight preference for the company of women over men.

• SHERAK

A Marduk officer directly under the command of Mishalla, Sherak is considered by many of his brothers-in-arms to be a little on the crazy side (which is why he has been assigned to this Marduk Scout Cruiser). While he acts normally most of the time, he has been known to have unexpected bouts of violence which, when he lacked a victim, led to self-mutilation. So far, Mishalla has had nothing to fear from him because he appears to be infatuated with her (as most males are) but who knows how long that will last?

Aside from this psychological quirk, Sherak is quite an outstanding Marduk pilot and is a brilliant tactician. He has been known to tackles odds of 1 to 10 and come out without a scratch. Although these are probably exaggerated rumors, the fact remains that he has come out alive of fights when no one else did. Overall, Sherak is a casual killer and will never hesitate to solve a situation by shooting at it.

Name: Sherak

Alignment: Miscreant, prone to free violence

Attributes: I.Q.: 26, M.E.: 25, M.A.: 23, P.S.: 21, P.P.: 24, P.E.: 16, P.B.: 11, Spd: 28.

Hit Points: 44

S.D.C.: 82

O.C.C.: Marduk Officer

Level of Experience: 6th level Marduk Officer

Disposition: Tough man, a little cocky, definitely on the wild side and very enthusiastic in combat. He enjoys taking incredible risks, lives for the thrill of facing increasingly difficult challenges and is recklessly gung ho.

Combat Abilities: HTH Expert, Boxing, Wrestling

Combat/Attacks Per Melee Round: 4

Bonuses: +2 to pull punch, +5 to roll with punch or fall, +11 to parry or dodge, +7 to strike, Critical on unmodified 18/19/20, +5 save vs psionic attack/insanity, 65% to charm/impress, +6 to HTH damage,

Skills of Note: Radio: Basic 102%, Radio: Scrambler 92%, Land Navigation 87%, Navigation (Space) 102%, Wilderness Survival 87%, Pilot Marduk Power Armor (all types) 86%, Pilot Spaceships (all) 96%, Maths: Basic 97%, Maths: Advanced 97%, Climbing 82%, Running, W.P. Automatic Rifle, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Energy Heavy (rail guns & beam cannons), Athletics, Body Building, Boxing, Wrestling, First Aid 92%, Detect Ambush 82%, Escape Artist 82%, Demolitions 105%, Prowl 72%, Pilot Tanks and APCs 72%, Weapon Systems 82%, Demolitions Disposal 90%, Surveillance Systems 72%.

Appearance: Under long, raven black hair, a reddish gaze speaks of wild combats and unbridled violence. He is extremely tall (6'5"), sturdy (275 lbs) and has a V-shape that would make Mr. Olympia pale in embarrassment. He is always dressed in personal Marduk armor and walks with the grace of a panther.

Special Vehicle: He pilots a Gilgamesh Type I power armor and has access to military vehicles and power armor and spacecraft.

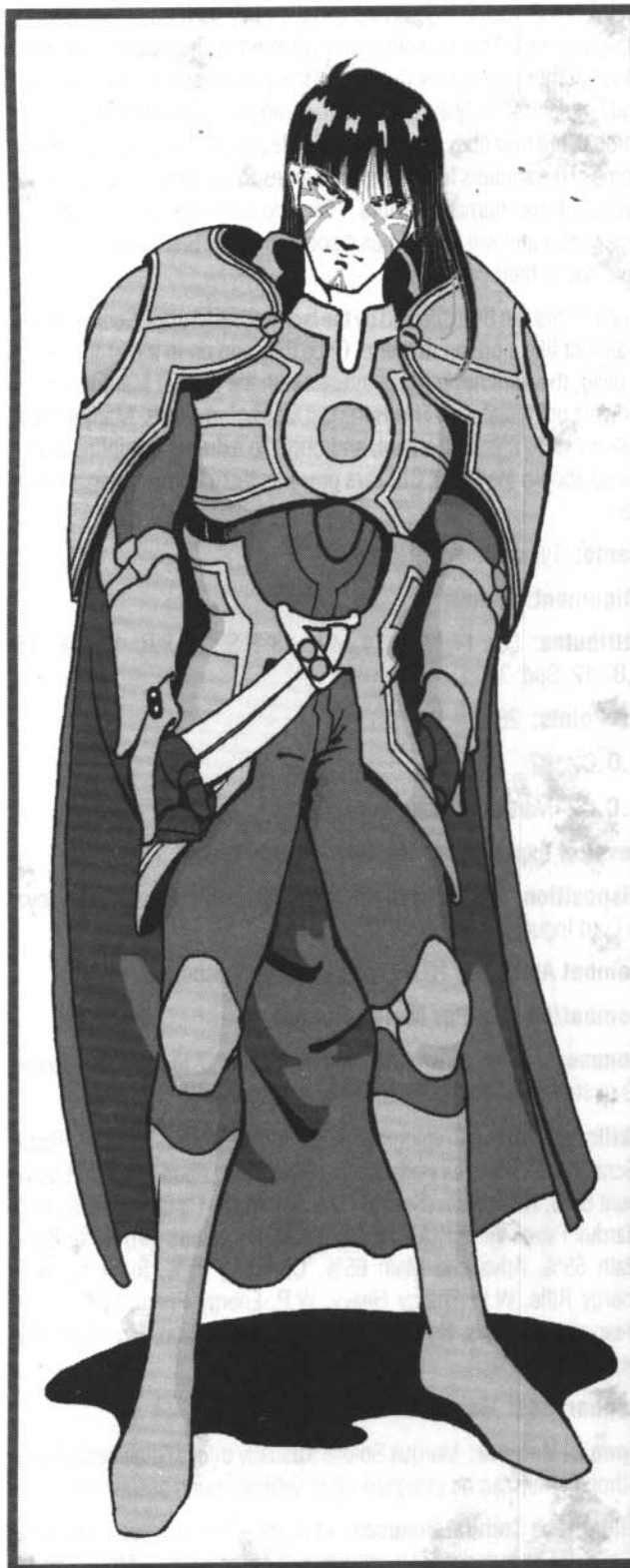**Gilgamesh Combat Bonuses:** +2 attacks, +2 to initiative, +3 to strike, +3 to parry, +3 to dodge, +3 to roll with punch or fall, +2 to leap dodge.

Equipment of Note: Hard spacesuit (50 M.D.C.)

Weapons: Marduk Laser Rifle (2D6 M.D. per shot)

Money: N/A

Quote: "Die, human, die! DIE DIE DIE DIE DIE DIE! MUA HA HA HA HA HA!!"

• TYPICAL MARDUK SOLDIER

The Marduk are not all officers, obviously. Some of them have to be warriors, and although the typical Marduk soldier aboard other ships is of lower fighting value, those who staff the Marduk Scout Cruisers are just about as competent and deadly in combat as the standard officer aboard a non-Scout ship.

In this scenario, all the Marduk soldiers have an unbending loyalty to their Lord Emperor Ingues and usually obey their superiors blindly. However, these Marduk soldiers have a mind of their own as well, a trait which comes from interacting with a group of unusual soldiers, officers and Emulators. They are different, more aggressive and more skilled in combat, but they obey some strange code of honor among themselves. Some of the soldiers have developed an *esprit de corps* very uncharacteristic of non-human warriors. They do not think of each other as expendable and will sometimes disobey an order (even a direct one) to save one of their comrades.

Much of this can be explained by the fact that the Marduk Scout Cruiser is almost like a prison to them. Once they end up in a Marduk Scout Cruiser, they will never again interact with the normal Marduk people (officers or Emulators). This is the last stop before death. Many of them resent that to a certain extent, and only the extreme discipline maintained aboard the Scout Cruisers prevents them from starting a rebellion.

Name: Typical Marduk Soldier

Alignment: Various

Attributes: I.Q.: 14, M.E.: 14, M.A.: 13, P.S.: 22, P.P.: 17, P.E.: 16, P.B.: 12, Spd: 34.

Hit Points: 28

S.D.C.: 82

O.C.C.: Marduk Soldier

Level of Experience: 3rd level Marduk Soldier

Disposition: Usually mildly insane and unpredictable, and very loyal to Lord Ingues.

Combat Abilities: HTH Expert, Boxing, Wrestling

Combat/Attacks Per Melee Round: 3

Bonuses: +5 to roll w/punch, fall or impact, +7 to parry and dodge, +3 to strike, pin on 18-19-20, +7 to damage.

Skills of Note: Cryptographpy 55%, Radio (Basic) 80%, Radio (Scrambler) 70%, Surveillance Systems 55%, Read Sensory Equipment 65%, Navigation (Space) 75%, Computer Operation 65%, Pilot Marduk Power Armor (All Types), Pilot Spaceships (all) 72%, Basic Math 65%, Advanced Math 65%, Climbing 55%, Running, W.P. Energy Rifle, W.P. Energy Heavy, W.P. Energy Pistol, W.P. Heavy Weapons, Athletics, Body Building & Weight Lifting, First Aid 60%, Demolition 69%.

Appearance: Various

Special Vehicle: Marduk Soldiers usually pilot a Gilgamesh Type I, although they can be assigned other vehicles upon assignment.
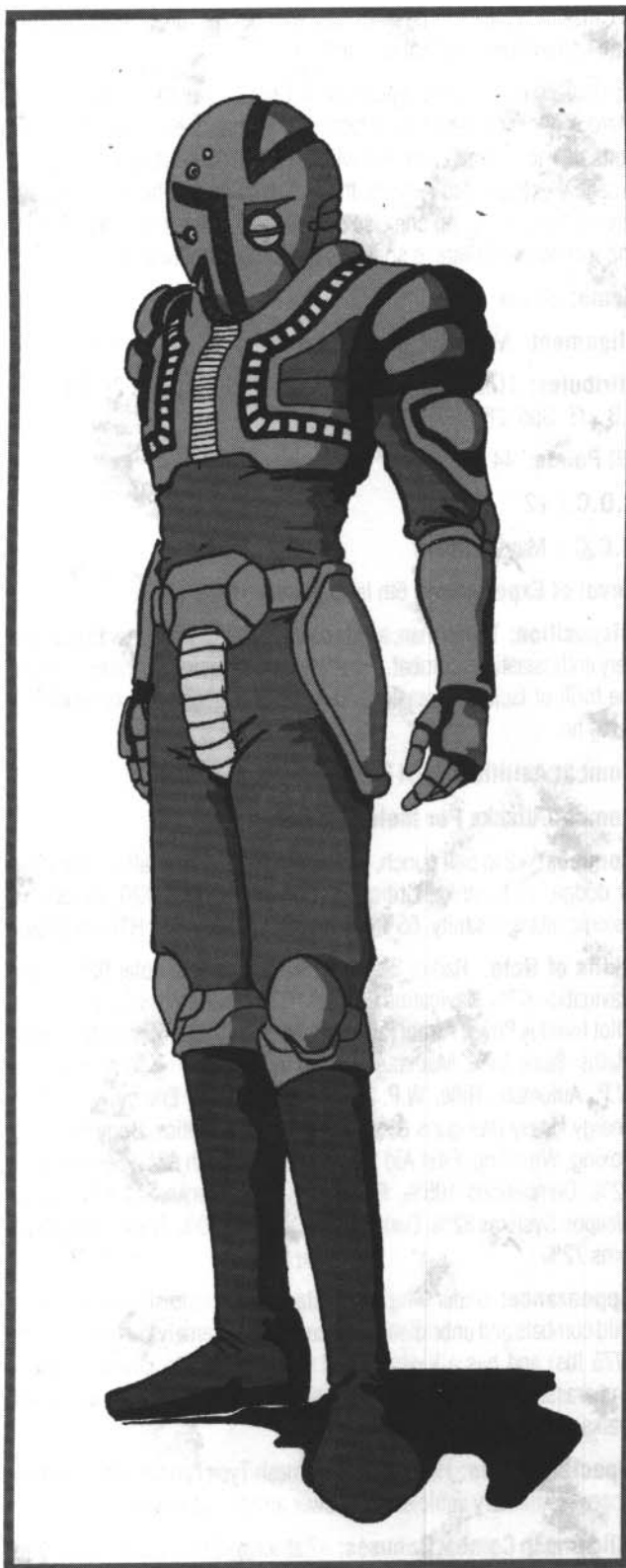
Gilgamesh Combat Bonuses: +1 attack, +3 on initiative, +2 to strike, +3 to parry, +4 to dodge, +4 to roll w/punch, fall or impact, +3 to leap dodge

Equipment of Note: Standard Marduk EVA, Marduk Type I officer power armor, energy rifle, compass, two uniforms, two dress uniforms and personal items.

Weapons: Marduk Laser Rifle (2D6 M.D. per shot)

Money: N/A

Quote: "I hear and obey... usually."