

Palladium Books® Presents:

MACROSS II™

Deck Plans Volume Three

By: Martin Ouellette, Marc-Alexandre Vezina, Jean Carrieres, & Claude J. Pelletier



Warning!

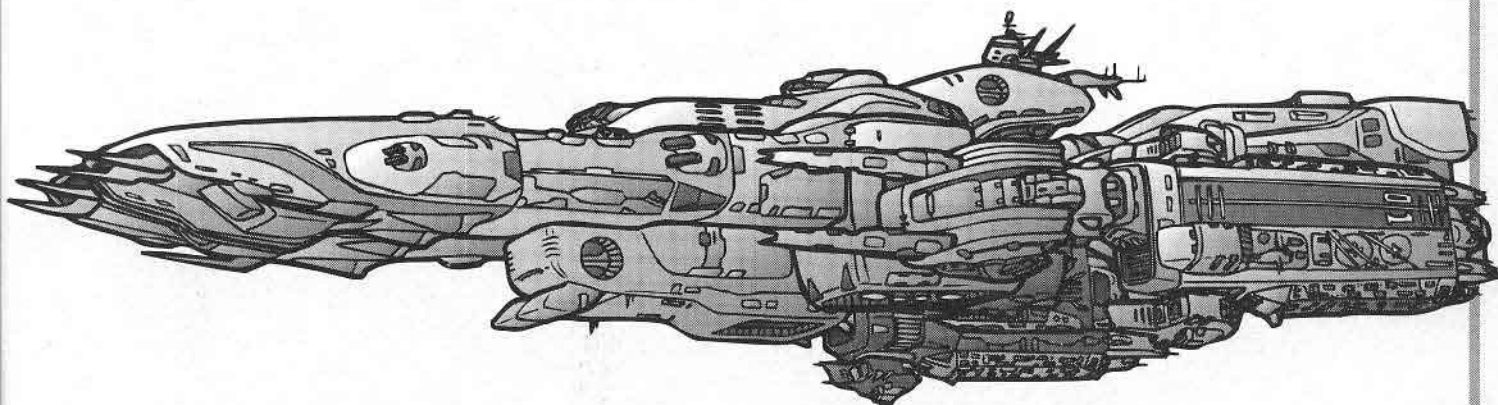
Violence and War

This book may be inappropriate for young readers.

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

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

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A supplement for the Macross II Role-Playing Game.
Compatible with Rifts® and the entire Palladium Books® Megaverse®!

Dedicated to all the Japanese designers and artists who brought us these incredible anime series. Also dedicated to Martin's grandfather, Jean-Paul Goyer, for his years of encouragement and support.

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Palladium Books® Presents:

Macross IITM

Spacecraft and Deck Plans - Volume Three

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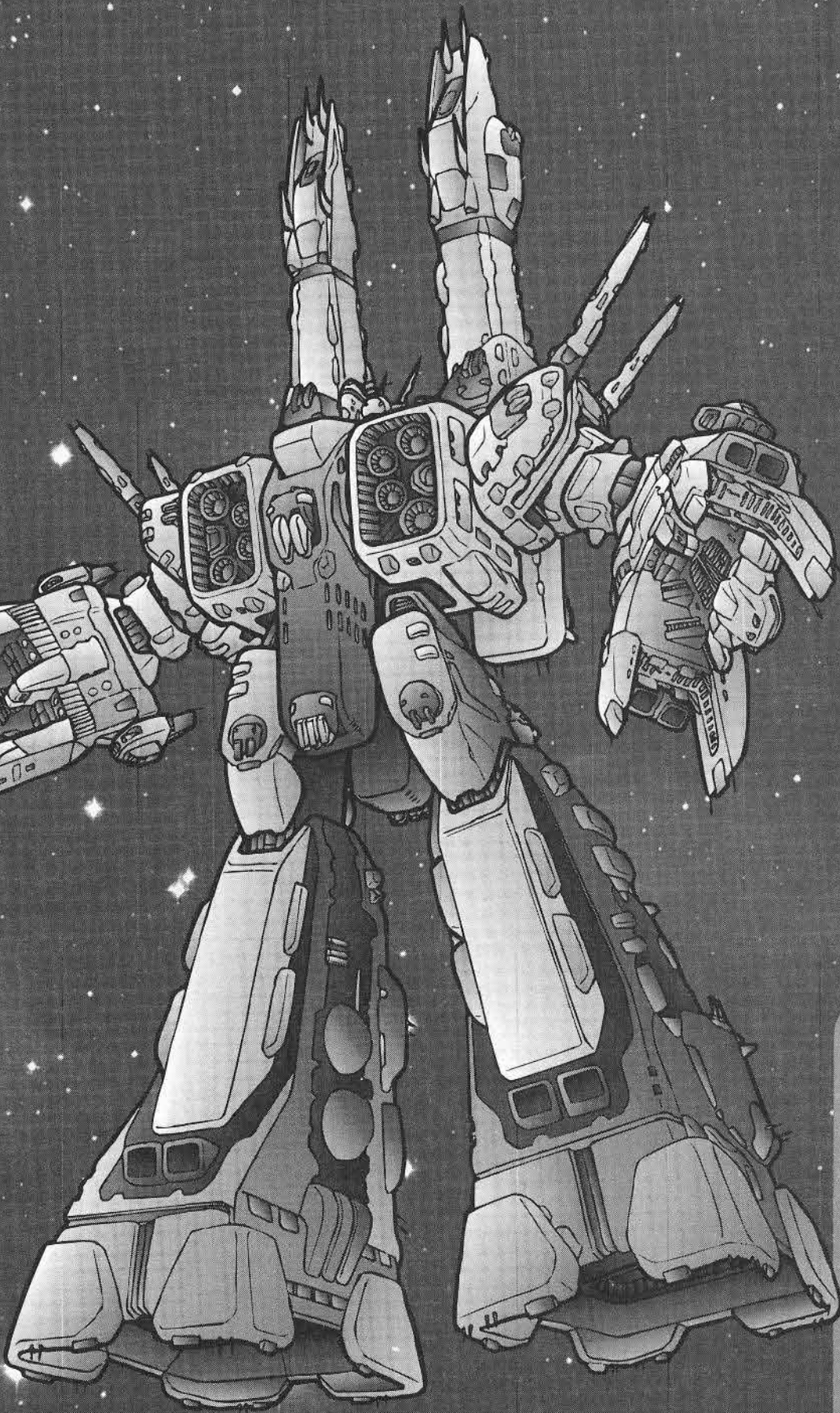
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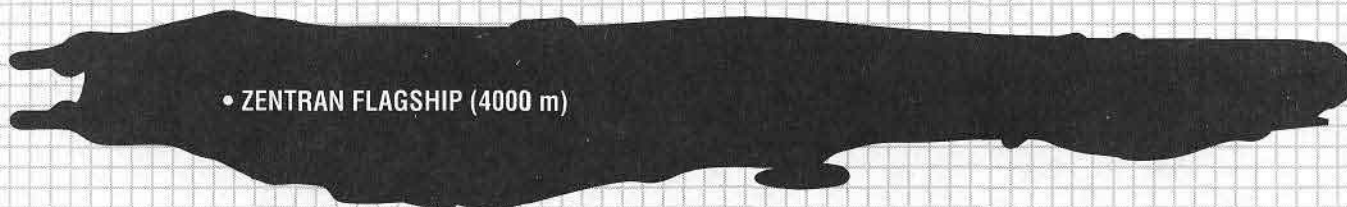
Special Thanks to all the folks at Palladium Books and the fans who supported Macross II from the start. Also to all the writers and artists for their great work. A very special thanks to Robert, Jeff and Dominique for a job well done and for working those extra hours to get everything done on time.

Contents

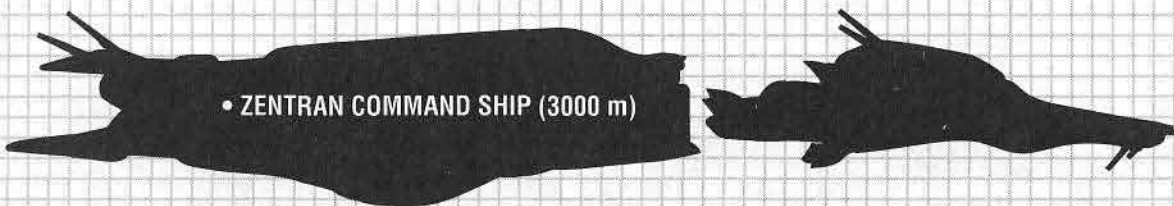
CHAPTER 1: MACROSS FORTRESS	5
Ship Size Chart	6
Macross Fortress Deck Plans	12
ARMD Platforms	24
CHAPTER 2: CULTURE PARK	29
CHAPTER 3: UN SPACY HEADQUARTERS	37
CHAPTER 4: UN SPACY MOONBASE	43
CHAPTER 5: SCENARIO	49
REFLECTIONS	50
Prelude and assumptions	50
How to use these adventures	50
Introduction	50
The story behind the story	50
Hooks	51
The Scenes	51
ANGEL'S DESCENT	56
The story behind the story	56
The Scenes	56
Non-Player Characters	61
Mishalla	61
Sherak	62
Patrick "McDog" McDougall	63
INDEX	64

MACROSS





• ZENTRAN FLAGSHIP (4000 m)



• ZENTRAN COMMAND SHIP (3000 m)



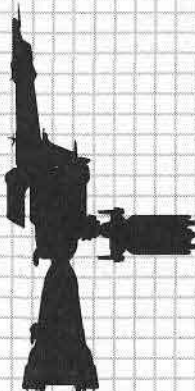
• ZENTRAN CARRIER (3000 m)



• ZENTRAN DESTROYER (2000 m)



• MACROSS FORTRESS (1200 m)



• MACROSS HUMANOID MODE



• ZENTRAN SCOUT (500 m)



• COMMAND CARRIER (305 m)



• MACROSS CANNON (488 m)



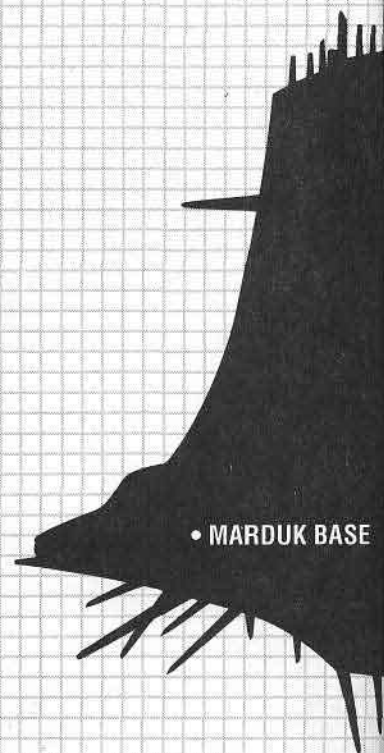
• BATTLESHIP (244 m)



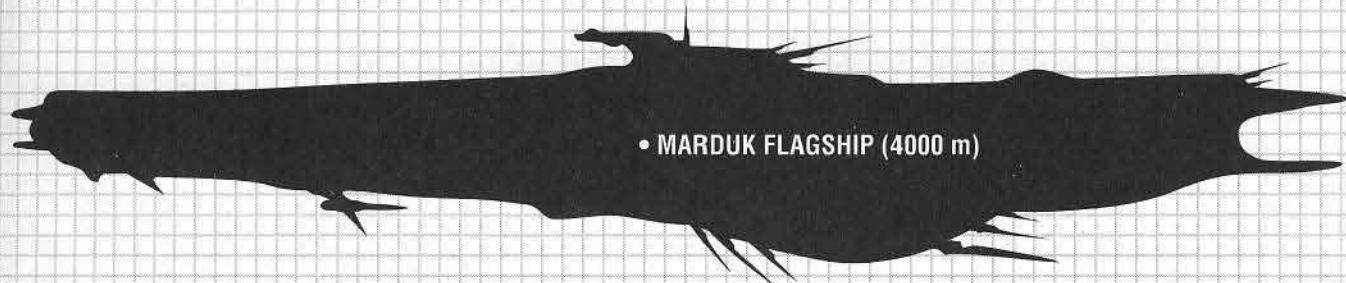
• CORVETTE (332 m)



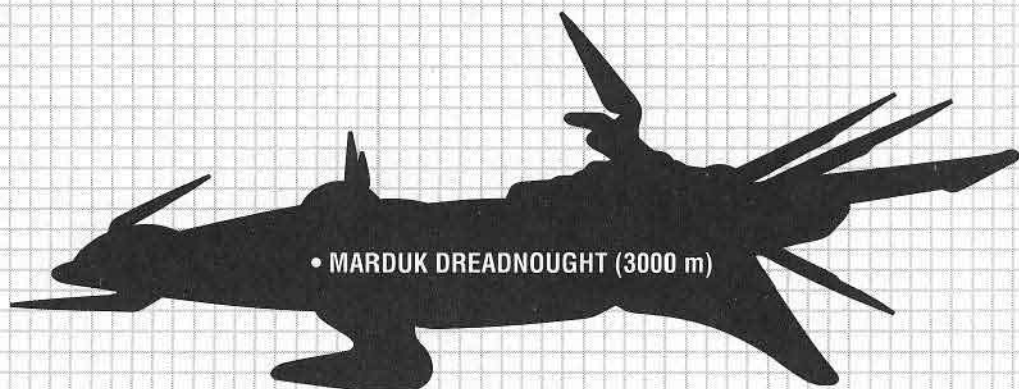
• ESCORT CARRIER (225 m)



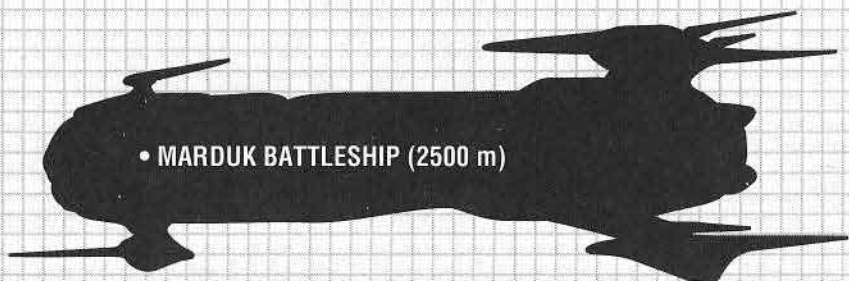
• MARDUK BASE



• MARDUK FLAGSHIP (4000 m)



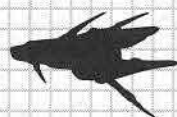
• MARDUK DREADNOUGHT (3000 m)



• MARDUK BATTLESHIP (2500 m)



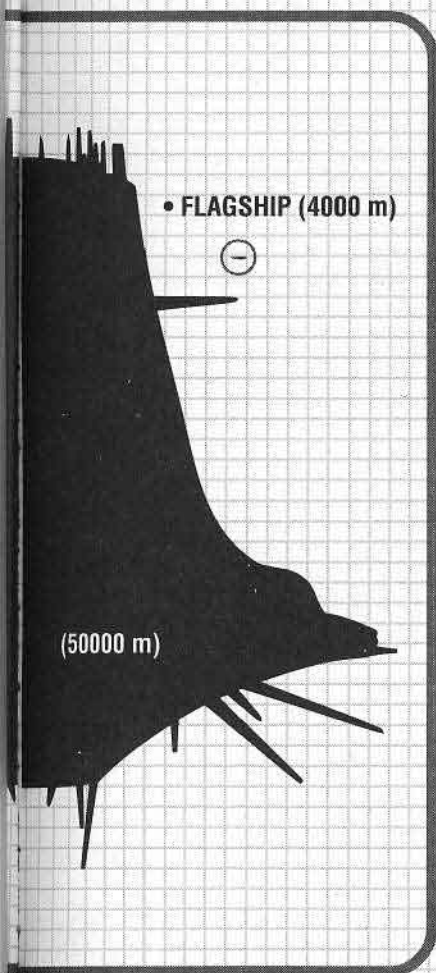
• MARDUK DESTROYER (2000 m)



• MARDUK SCOUT CRUISER (500 m)



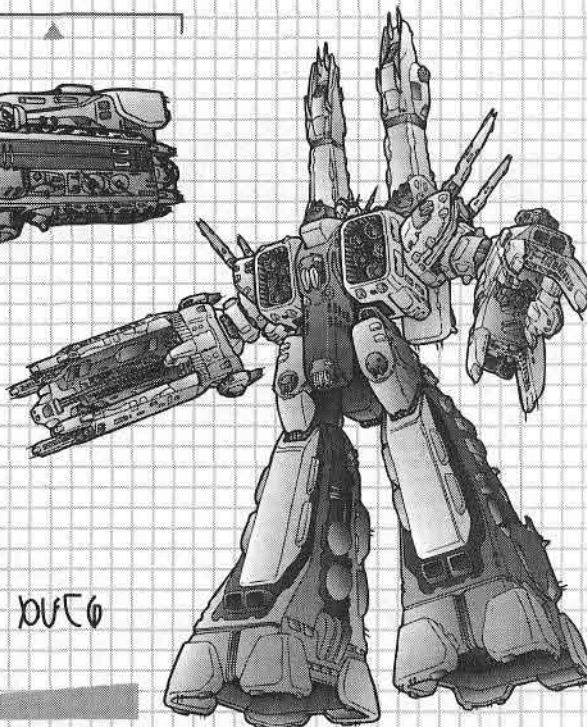
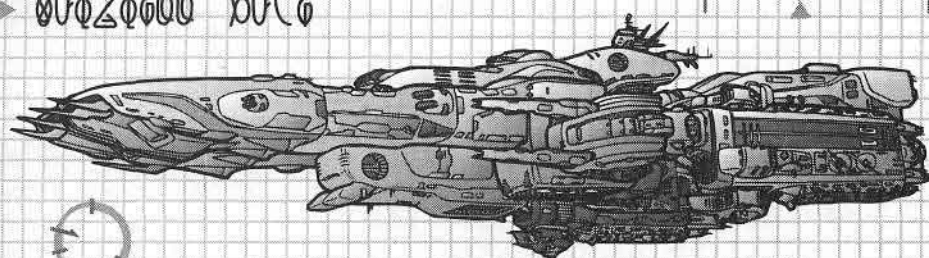
• MARDUK SHUTTLE (180 m)



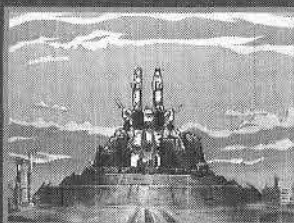
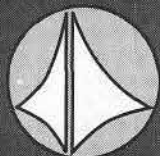
• FLAGSHIP (4000 m)

(50000 m)

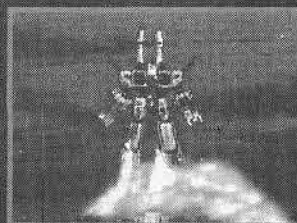
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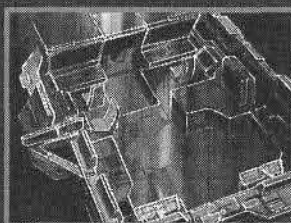
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Macross Awakened



Lift Off



Bridge Stations



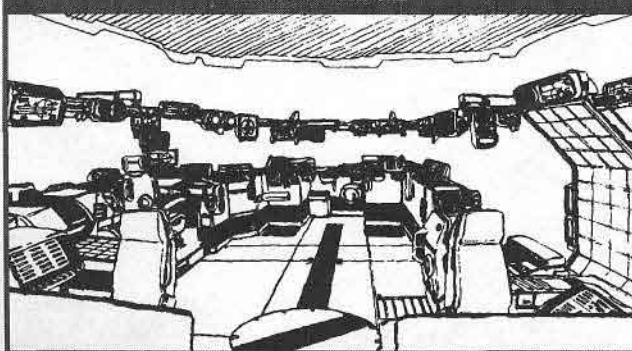
Back In Action

OVERVIEW

The Super-Dimensional Fortress Macross: the ship that ended Man's isolation and gave him the stars, but which almost caused Humanity's annihilation.

No one knew what to expect when the alien ship crashlanded on the tiny Pacific island of South Ataria in 1999. Some saw its arrival as an omen of doom, others as a gift from the stars. The profound division would cause many conflicts over the following years, but as the ship was explored and the belligerent nature of its alien builders was confirmed, the people of Earth pulled together under the auspices of the United Nations to prepare themselves for a possible invasion.

MAIN BRIDGE



In the ten years that followed the arrival of the Super-Dimensional Fortress (as the ship was called), a city grew on South Ataria Island. Its inhabitants were engineers and scientists who tried to understand the strange alien technology (called Over Technology) in order to incorporate it with human knowledge. The results were many, amongst which were the amazing Valkyrie mecha and their land-bound brethren.

After ten years of hard work, the Fortress, now very different from its original appearance, was deemed ready for launch. Great celebrations were organized. Then the much-dreaded alien invasion suddenly arrived on Earth. In the confusion of the battle, the Fortress spacefolded, unfortunately taking a large chunk of the island with it. Due to an incorrectly rebuilt fold system, the Macross crew found themselves in orbit around Pluto, without the critical machinery needed to quickly take them home.

After a long, hard voyage back home — not to mention a near-fatal encounter with the enemy fleet — the giant battle fortress settled down on Earth, broken yet victorious. In the years that followed the war, the Macross was rebuilt and repaired several times, serving as base of operations on Earth while civilization returned to the shattered, war-torn planet.

In time, new battlefortresses were built to safeguard the colony ships leaving Earth for new homes outside the solar system. In a great ceremony, the Macross Fortress was decommissioned and transformed into a monument of the human spirit. Now the great fortress stands silent just outside the city, a metallic sentinel staring endlessly and watchfully at the sky.

NOTE: The statistics below correspond to the last years of the Macross' operational status.

VEHICLE TYPE

Super-Dimensional Fortress

CREW:

Officers	150
Assigned personnel	1450
Combat troops (including pilots)	1200
Total crew:	2800
Can also transport 70,000 civilians in internal city	

M.D.C. PER LOCATION:

Command tower*	6000
Sensor array	1000
Main body**	20,000
Arms	see ARMD Platforms
Leg sections	10,000 each
Leg thrusters***	8000 each
Secondary engines (36)****	800 each
Small airlocks (42)	400 each
Large airlocks (8)	800 each
Main particle Gun (2)	8,000 each
Railguns (4)	1,500 each
Beam clusters (8)	600 each
LR missile launchers (18)	500 each
MR missile launchers (48)	200 each
Weapon turrets (96)	150 each
Communications antennas (25)	50 each

* Destroying the hardened Command Tower 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 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 Fortress out of commission. All internal systems will shut down, including life support and internal gravity.

*** Depleting the M.D.C. of the main engines will force the ship to rely on its secondary engines.

**** Depleting the M.D.C. of the main engines AND the secondary engines will leave the ship adrift in space. If in an atmosphere, the ship will crash.

SPEED:

Main hull's engines are capable of sub-light speed: 4C or 8,000 miles per second. Auxiliary engines can only propel the ship at Mach 2. In atmosphere, the speed is limited to 500 kph *maximum*.

Bonuses: +3 Initiative, +4 to strike, +2 to dodge

DIMENSIONS:

Length:	1200 meters
Height:	320 meters
Width:	480 meters
Weight:	18,000,000 tons

Power System: Macross Heat Pile System

Back-up Power System: . Combination nuclear, with 50 year life, and solar power (indefinite life).

Gravity Control System: Internal

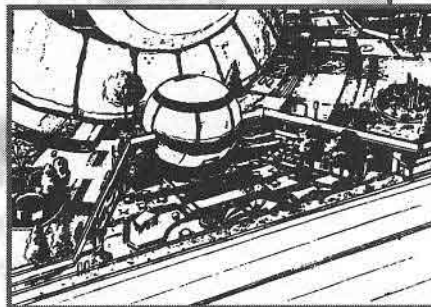
Fold System: Over Technology Fold System Cluster (Missing)

DESIGN NOTES:

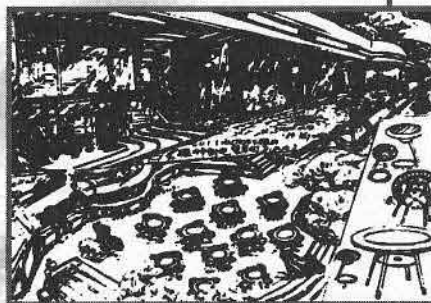
- The Command Tower contains the main bridge and other critical areas of the ship. For that reason, it is extremely well-armored. Moreover, the entire tower can be ejected in case the ship is crippled or destroyed, free to move about on an internal anti-grav system (maximum speed 350 kph). It cannot, however, be reattached.
- The "leg" sections of the ship contains a miniature city which was home to the exiled population of South Ataria Island during the return from Pluto's orbit. The population subsequently left the ship upon its return to Earth, leaving the city an empty shell.
- As plainly visible from the illustration, the ship can change configurations from the ship-like "Fortress" to the huge "Storm Attacker" humanoid mode. The purpose of this transformation is to establish the proper connections for the Main Particle Gun's power systems.
- As might be expected, the internal configuration of the ship also changes during transformation. Although the original city was damaged in the first transformation, it was subsequently rebuilt with the proper modifications. The city is now divided into several segments which rotate to accommodate the peculiar disposition of the Storm Attacker mode.
- Although the battle fortress originally came with an FTL fold system, the human scientists who refurbished the ship could not quite figure out how to repair it. As a result, the entire fold drive assembly kept on going when first engaged, stopping just long enough to drop the Macross in the vicinity of Pluto. Even though replacements were available from the Zentrion fleet, the Spacy's administration thought it was simpler and cheaper to just build new ships with new drives rather than spend money on an old battered vessel. The ship thus has no fold drive.

MACROSS CITY

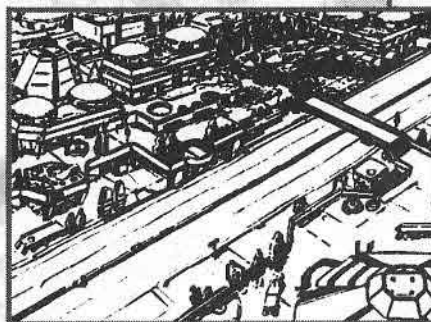
STADIUM
ENTRANCE



RESTAURANT



MACROSS
HIGHWAY



MACROSS WEAPONS

The Macross is one of the most powerful ships ever seen by Mankind, overshadowed only by monster battlestations such as Bodolza's ship or the Marduk Base. In its diminutive frame (well, in relation to many of the alien ships!), the Macross packs incredible firepower, and can easily take on a whole fleet, by itself — and it did, many times.

The ship's numerous weapons are often concealed under moveable armor plates to protect them, rising up only when needed, but this is not an absolute rule. The non-retractable guns are mounted in reinforced turrets which can be seen on the hull of the battle fortress like small moles on its surface.

WEAPON SYSTEMS:

The following text describes each of the weapon systems in detail.

1. MAIN PARTICLE GUN

The Main Particle Gun is the most powerful weapon of the Macross, and it can devastate whole fleets of enemy vessels, given the chance. Although the system was originally unreliable and somewhat unstable, it has since been rebuilt to function normally.

The Gun is made of two cannon-like booms forming the front of the hull (in ship mode) or located at the shoulders (in humanoid mode). However, because of the power grid configuration, the Gun can only be used in humanoid mode. The system uses the ship's booms, the ARMD platforms and giant focusers in the leg sections to generate and direct the beam. The Gun needs both booms to fire — if one is destroyed, the remaining boom can only fire a 1D4 x 1000 M.D. beam. The destruction of any other part of the system merely reduces the width of the beam to one mile (the loss of the focuser mechanism reduces the amount of energy that can be safely handled by the system, hence the smaller beam).

The Main Particle Gun needs four full minutes (16 melees) to power up its enormous capacitors, and is then ready to fire. During these four minutes, panels unfold to reveal immense focusing mechanisms, and bolts of lightning can be seen jumping from one boom to another in an awesome display of power. Only then does the ship release the mighty beam. The beam lasts for 15 seconds (one full melee!), destroying EVERYTHING in an area two miles wide by up to 200,000 miles long.

Primary Purpose: Assault

Secondary Purpose: Anti-Warship

Mega-Damage: Destroys EVERYTHING in its path, regardless of M.D.C. and movement.

The only way to avoid the damage is to avoid being in the path of the beam! If used against a planet, it causes 3D6 x ONE MILLION M.D. (!), leaving only a crater

measuring 2D6 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 ten minutes (40 melees), but limited to 4 blasts per hour because of energy requirement.

Payload: Unlimited

MDC: 8000 per boom (2)

2. CONVERGING BEAM CANNON CLUSTERS

Scattered through the hull of the Super-Dimensional Fortress, these are eight large beam cannon clusters. A cluster is made up of several particle accelerators which are linked and synchronized to aim and fire at the same target. Each cluster has a 180° arc of fire.

Primary Purpose: Assault

Secondary Purpose: Defense, Anti-Warship

Mega-Damage: 1D4 x 1000 per cluster

Range: 32 miles (half in atmosphere)

Rate of Fire: Each cluster can fire four times per melee. The clusters can be combined in any volley combination, as long as each fires only four times per melee.

Payload: Unlimited

MDC: 600 per cluster (8)

3. RAILGUNS

There are four giant railguns, two on each of the Fortress' shoulders. They use magnetic accelerator technology to propel a large number of small metallic slugs at incredible velocity and can sustain an extraordinarily fast rate of fire. They are neither very accurate or flexible, but they do provide additional firepower. Each railgun has a 90° arc of fire.

Primary Purpose: Assault

Secondary Purpose: Defense, Anti-Warship

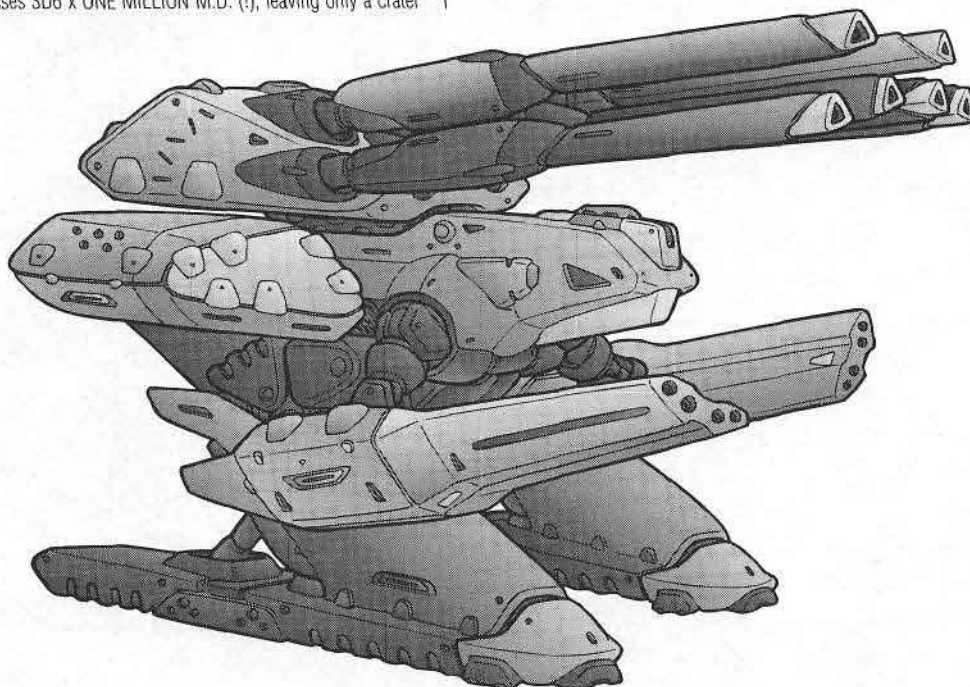
Mega-Damage: 3D4 x 100

Range: 32 miles (half in atmosphere)

Rate of Fire: Each individual railgun can fire eight times per melee. They can be combined in any volley combination.

Payload: Practically unlimited

MDC: 1500 per railgun (4)



4. LONG RANGE MISSILE LAUNCHERS

There are eighteen such launchers scattered across the ship, mostly across the "torso". They can use several types of missiles according to the mission at hand, but they generally use the most lethal warheads. The missiles are stored in reinforced, armored bunkers to prevent detonation due to battle damage; small robotic conveyors are used to load them in the launchers, reducing the danger to human life and greatly improving the rate of fire. Each launcher has a 180° arc of fire.

Primary Purpose: Defense

Secondary Purpose: Anti-Warship, Anti-Missile

Mega-Damage: Varies with warhead used:

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

Blast Radius: 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 launcher can fire once per melee in volleys of 2, 4, 6 or 8. Launchers can be combined in any volley combination, as long as each fires only once per melee. Missiles can also be launched as a randomly fired barrage, but NEVER individually.

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

MDC: 500 per launcher (18)

5. MEDIUM RANGE MISSILE LAUNCHERS

There are forty-eight such launchers scattered on the hull. Smaller and less powerful than the Long Range Launchers, they nevertheless provide additional tactical flexibility by virtue of their sheer number. Like their larger counterparts, they can use several types of missiles according to the mission at hand, but they generally use the most lethal warheads. Each launcher has a 180° arc of fire.

Primary Purpose: Defense

Secondary Purpose: Anti-Warship, Anti-Missile

Mega-Damage: Varies with warhead used:

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

Blast Radius: 50 ft (15.2m)

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

Rate of Fire: Each individual launcher can fire once per melee in volleys of 2, 4, 6 or 8. Launchers can be combined in any volley combination, as long as each fires only once per melee. Missiles can also be launched as a randomly fired barrage, but NEVER individually.

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

MDC: 200 per launcher (48)

6. DUAL 400MM HOWITZERS

Banks of rapid-loading, liquid-cooled autocannons protects the ship from enemy fighters by laying down a dense cover of high explosive shells. There are forty-eight turrets, each turret mounting two such cannons. The cannons are slaved to a single fire control system, providing devastating firepower through each double blast.

Primary Purpose: Defense

Secondary Purpose: Anti-Aircraft

Mega-Damage: 1D4 x 10 per cannon, but always fired in pairs (2D4 x 10)

Blast Radius: 50 feet (15.2 meters)

Range: 12 miles (19.3 km)

Rate of Fire: Each cannon can fire twice per melee. Cannons are fired in volleys of 2.

Payload: Effectively unlimited due to the large ammo supply available

MDC: 150 per turret (48)

7. LASER TURRETS

Scattered throughout the hull, the Laser Turrets are used to fend off attacking mecha and fighter units. All are retractable and not normally visible. The Laser Turrets' fire control computers are linked to one another to ensure maximum area coverage while still delivering enough firepower to guarantee the destruction of the target. Each of the forty-eight turrets is capable of 360° rotation with a 180° arc of fire.

Primary Purpose: Defense

Secondary Purpose: Anti-Aircraft

Mega-Damage: 1D4 x 10

Range: 4000 feet (1200 m)

Rate of Fire: Each individual turret can fire four times per melee. Turrets can be combined in any volley combination, but the minimum number of turrets per volley is 4.

Payload: Unlimited

MDC: 150 per turret (48)

8. GROUND MECHA TURRETS

During the trip back home from Pluto, the crew of the Macross had to learn to recycle destroyed equipment in order to survive. Damaged ground mecha were often used as make-shift turrets, with their upper torso bolted on a simple swivel mechanism. Old Phalanx and Defender mecha were most often used that way. Although not very solid or reliable, they did add to the Fortress' already immense firepower.

Primary Purpose: Defense

Secondary Purpose: Anti-Aircraft

Mega-Damage: Varies with remaining weapons; typically around 4 or 5D6 x 10 M.D.

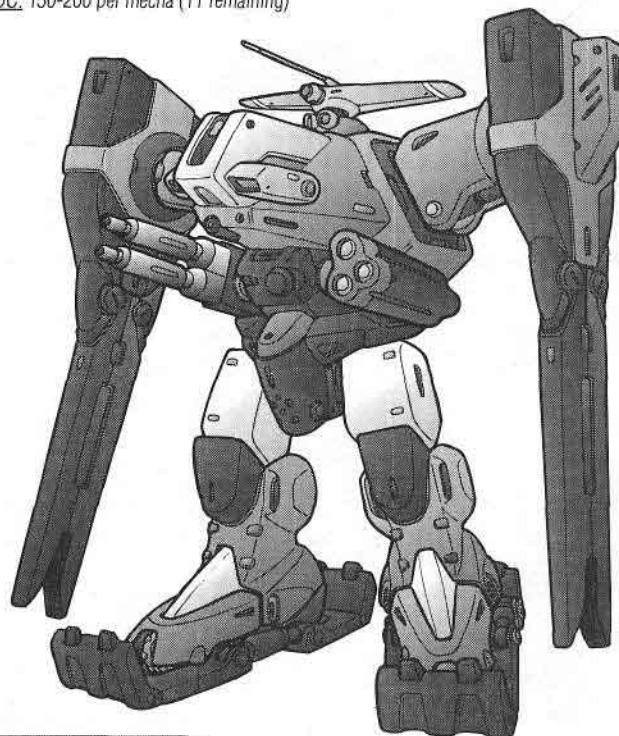
Blast Radius: 50 feet (15.2 meters)

Range: 12 miles (19.3 km)

Rate of Fire: Each mecha can fire twice per melee.

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

MDC: 150-200 per mecha (11 remaining)

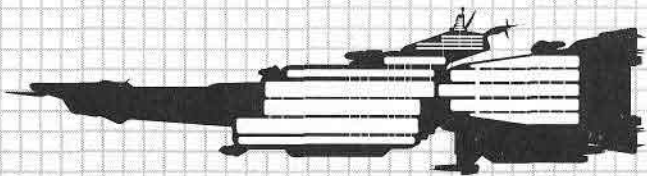
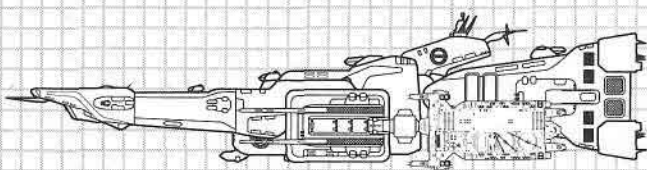
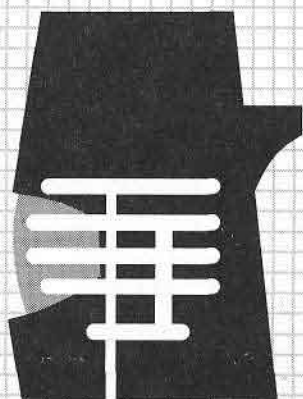


• Defender-EX Mk III •

MAP KEY

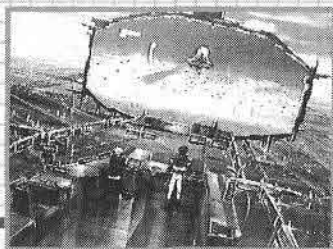
- Elevator (human-sized)
- Waste Disposal
- Window
- Lift
- Elevator (mecha)
- Armory
- Airlock
- Hatch
- Escape Pod
- Broadcast Terminal

SIDE VIEW/CUTAWAY: OVERALL SHIP AND COMMAND TOWER

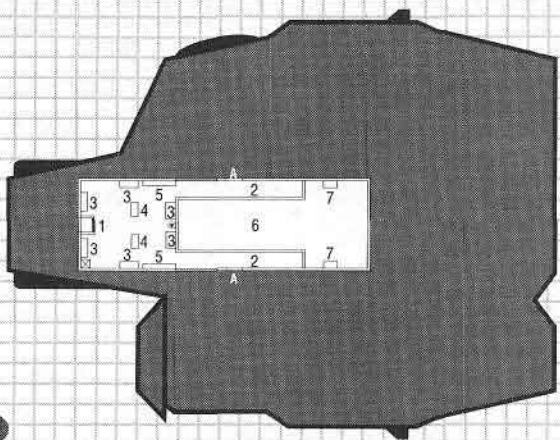


LEVEL ONE: COMMAND TOWER SENSORS/ELECTRONIC SYSTEMS:

- 1- Airlock
- 2- Control room
- 3- Computer stations
- 4- Main control stations
- 5- Spacesuit lockers
- 6- Electronic equipment
- 7- Antenna mounts

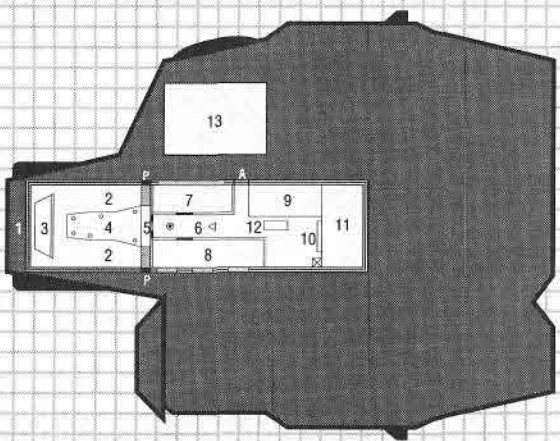


• Main Bridge Monitor •



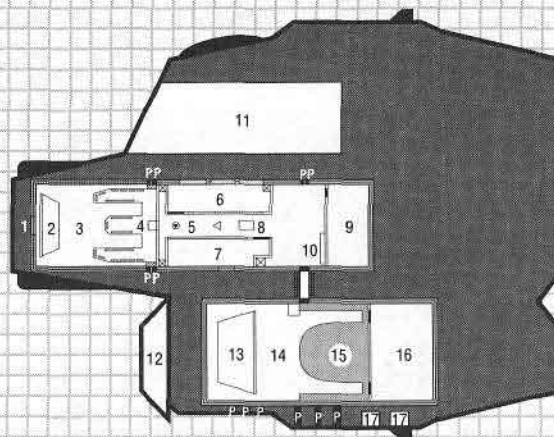
LEVEL TWO: COMMAND TOWER MAIN BRIDGE:

- 1- Command tower bubble (triple-layered)
- 2- Open area around main bridge
- 3- Holographic display
- 4- Main bridge
- 5- Overhead computer consoles
- 6- Service corridor
- 7- Captain's ready room
- 8- Briefing room
- 9- Escape pod bay
- 10- Spacesuit locker
- 11- Electronic/sensor equipment
- 12- Stairs
- 13- Missile launcher



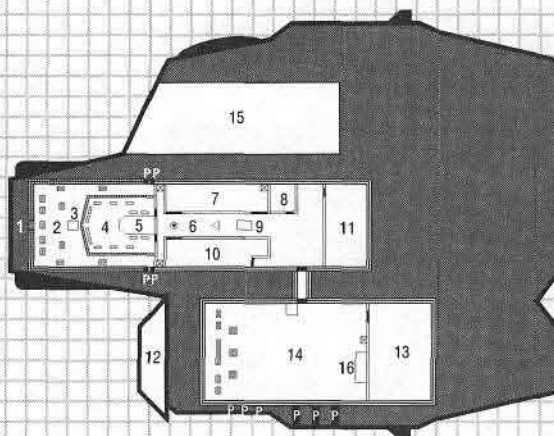
LEVEL THREE: SECONDARY BRIDGE/SITUATION ROOM:

- 1- Command tower bubble (triple-layered)
- 2- Holographic display
- 3- Open area around secondary bridge
- 4- **Secondary bridge (with situation screens)**
- 5- Service corridor
- 6- Enlisted personnel lounge
- 7- Officer's lounge
- 8- Stairs
- 9- Electronic equipment
- 10- Spacesuit locker
- 11- Sensor Array
- 12- Radar dish
- 13- Main display/situation room
- 14- Floor of situation room
- 15- Situation room's platform
- 16- Long-range communications gear
- 17- Antenna mounts



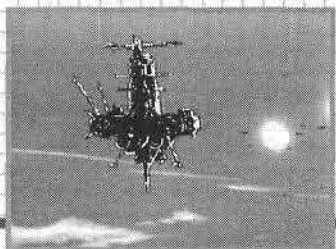
LEVEL FOUR: COMMAND TOWER COMMUNICATIONS:

- 1- Command tower bubble (triple-layered)
- 2- Command tower bubble floor
- 3- Holographic display mount
- 4- Tertiary bridge
- 5- Main computer block
- 6- Service corridor
- 7- Living space for on-duty personnel
- 8- Small medical facilities
- 9- Stairs
- 10- Mess and kitchen
- 11- Electronic/sensor equipment
- 12- Floor of situation room
- 13- Long-range communications gear
- 14- Radar dish
- 15- Sensor array
- 16- Computer system

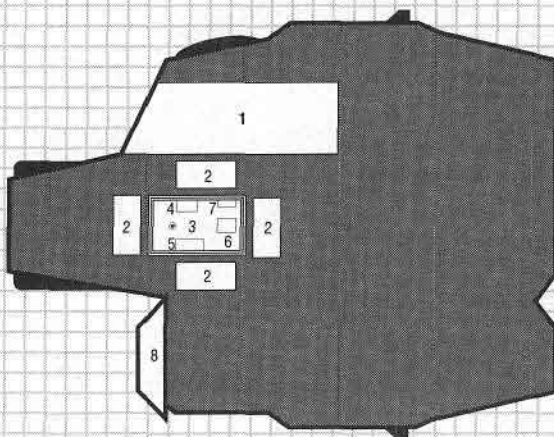


LEVEL FIVE: COMMAND TOWER ANCHORING SYSTEM:

- 1- Sensor array
- 2- Anchoring system
- 3- ... Bridge to main ship connection section
- 4- Trap door
- 5- Spacesuit locker
- 6- Stairs
- 7- Manual release of anchoring system
- 8- Radar dish



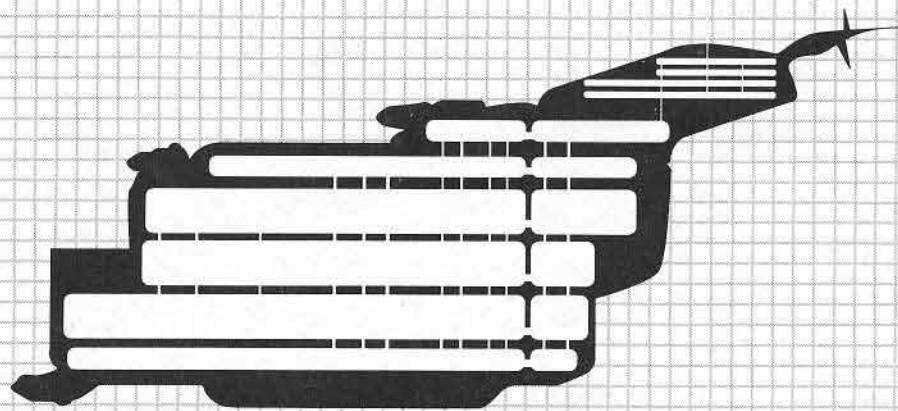
• Ejected Bridge •



MAP KEY

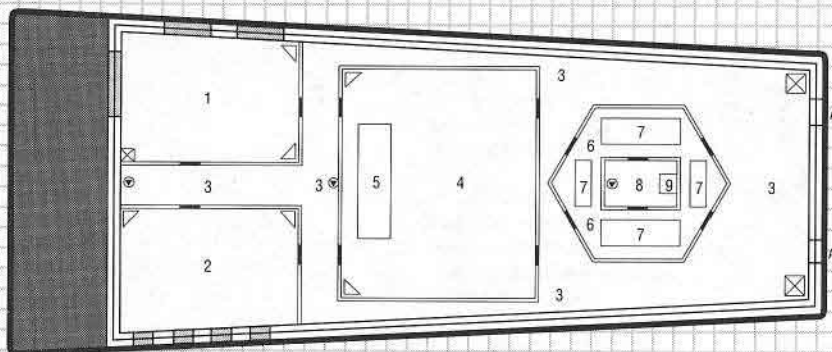
- Elevator (human-sized)
- Waste Disposal
- Window
- Lift
- Elevator (mecha)
- Armory
- Airlock
- Hatch
- Escape Pod
- Broadcast Tower

SIDE VIEW/CUTAWAY: MAIN BODY



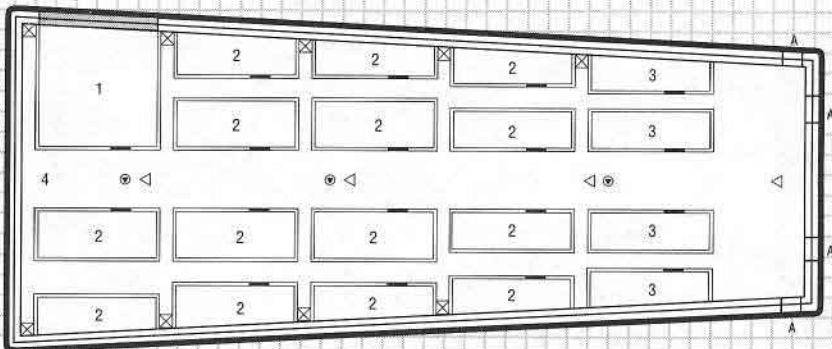
LEVEL SIX: OFFICERS' REC. DECK, ANCHORING SYSTEM:

- 1- Officers' rest lounge
- 2- Officers' recreation lounge
- 3- Service corridor
- 4- Conference room
- 5- Podium
- 6- Service corridor
- 7- Anchoring system
- 8- Command tower access
- 9- Stairs

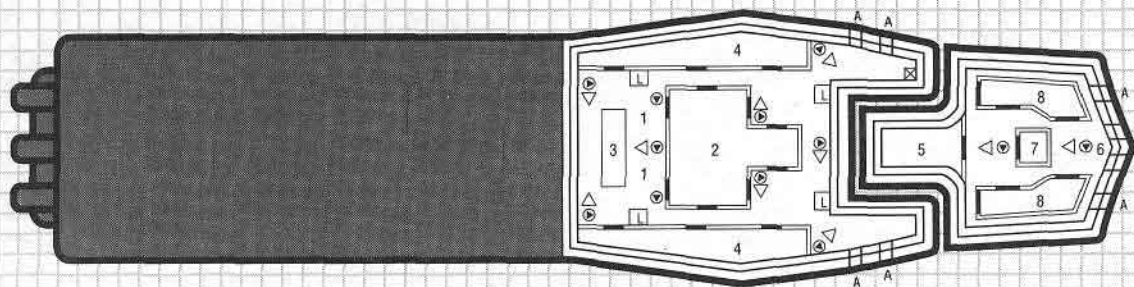


LEVELS SEVEN TO NINE: MILITARY PERSONNEL QUARTERS:

- 1- Lounge
- 2- Personnel quarters
- 3- Officers' quarters
- 4- Service area



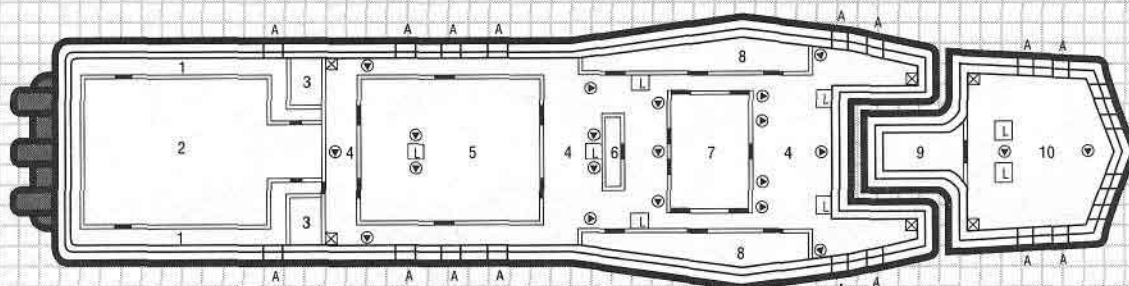
LEVEL TEN: WEAPON SYSTEMS, MEDICAL COMPLEX:



- 1- Service area
- 2- Turret systems
- 3- Security block
- 4- Missile launcher batteries
- 5- Storage

- 6- Service area
- 7- Emergency stations
- 8- Medical facilities

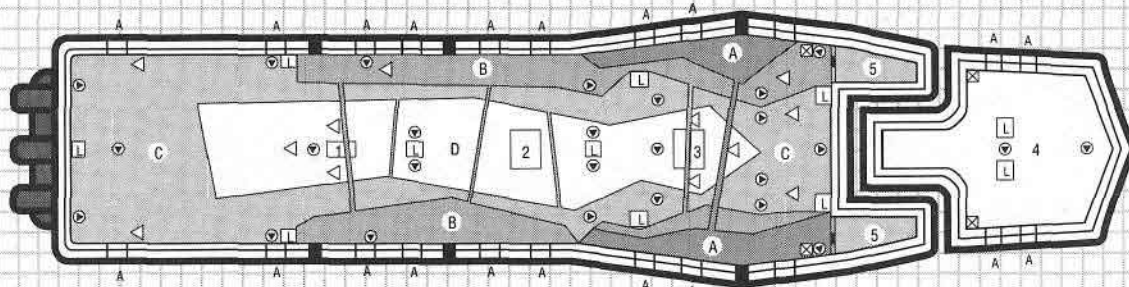
LEVEL ELEVEN: CIVIL DEFENSE BASE:



- 1- Service corridor
- 2- Forward turret systems
- 3- Forward turret equipment
- 4- Open space
- 5- Civil Defense mecha hangar

- 6- Security block
- 7- Civil Defense base
- 8- Missile launcher batteries
- 9- Storage space
- 10- Storage hangar

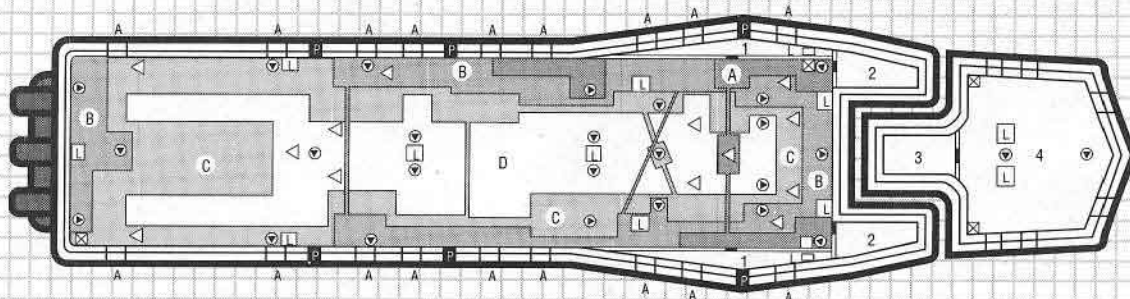
LEVEL TWELVE: CIVILIAN LIVING QUARTERS:



- 1- Security
- 2- Restaurant
- 3- Café
- 4- Power systems
- 5- Transformation mechanism

- A- Deck A
- B- Deck B
- C- Deck C
- D- Deck D

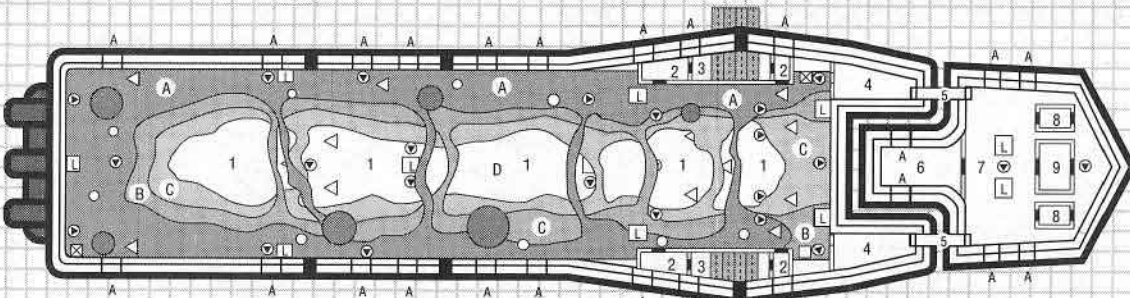
LEVEL THIRTEEN: CIVILIAN LIVING QUARTERS (DECKS A, B, C AND D):



- 1- Transformation actuator
- 2- Transformation systems
- 3- Mecha parts hangar
- 4- Storage Hangar

- A- Deck A
- B- Deck B
- C- Deck C
- D- Deck D

LEVEL FOURTEEN: CIVILIAN LIVING AND SECURITY QUARTERS:

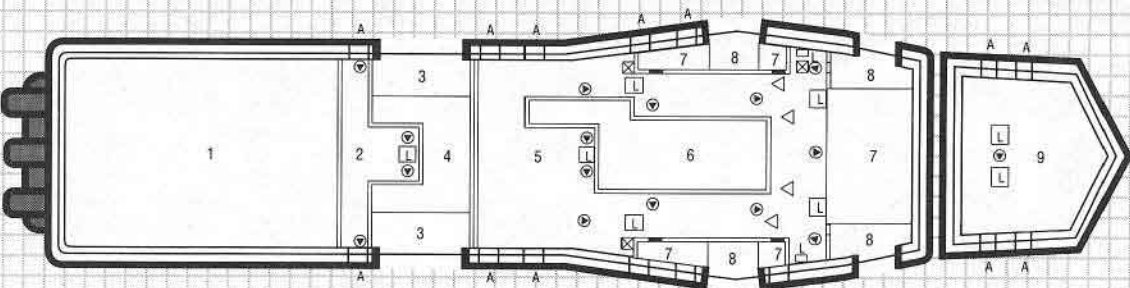


- 1- Parking and community area
- 2- Transformation system
- 3- Macross Highway
- 4- Airlock
- 5- Flexible passageways

- 6- Storage
- 7- Service area
- 8- On-duty security barracks
- 9- Security building

- A- Promenade Deck
- B- Deck B
- C- Deck C
- D- Deck D

LEVEL FIFTEEN: ENGINE, TURRET, PIVOT AND LOCK MECHANISMS:

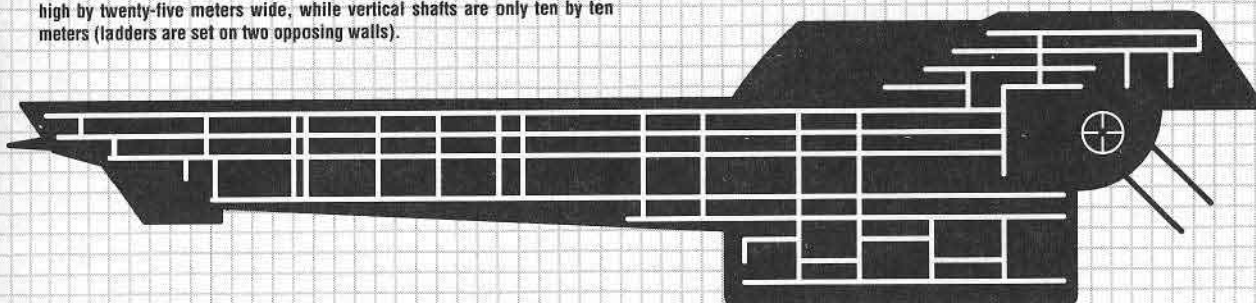


- 1- Turret mechanism
- 2- Service corridors
- 3- Lock mechanism
- 4- Power systems for lock
- 5- Service area

- 6- Secondary thrusters
- 7- Transformation system
- 8- Transformation pivot/lock systems
- 9- Storage

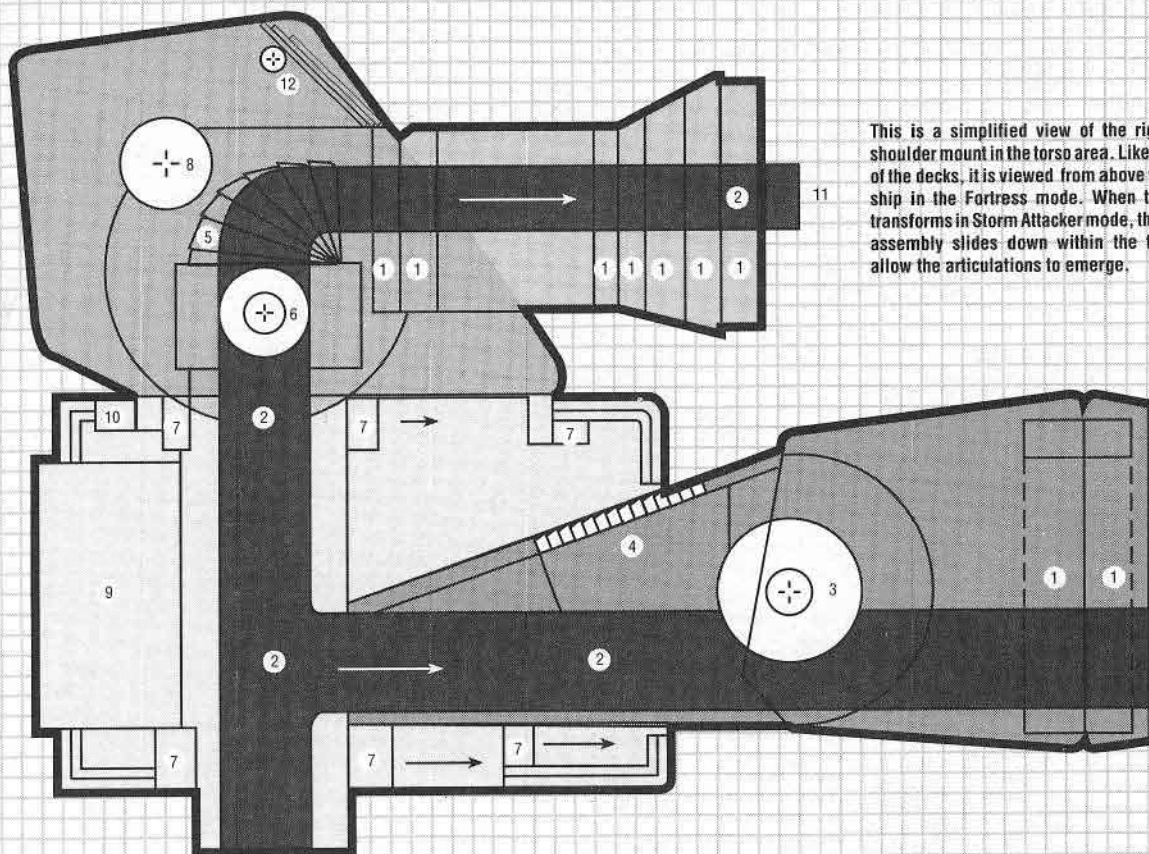
• HEAVY PARTICLE CANNON: MAINTENANCE SHAFTS:

Both booms of the main particle gun are crisscrossed with service tunnels and crawlways for maintenance and repair. Each tunnel is about twenty meters high by twenty-five meters wide, while vertical shafts are only ten by ten meters (ladders are set on two opposing walls).



The tunnels give access to most of the electronic systems. Each intersection is equipped with an automatic airlock/firewall (M.D.C. 10) for security purposes. Only those with a special engineering access card can open them.

• TORSO TRANSFORMATION SYSTEM AND MACROSS HIGHWAY:



This is a simplified view of the right hip/shoulder mount in the torso area. Like the rest of the decks, it is viewed from above with the ship in the Fortress mode. When the ship transforms in Storm Attacker mode, the entire assembly slides down within the torso to allow the articulations to emerge.

- 1- Flexible linkage (arms and legs)
- 2- Macross Highway
- 3- Hip system
- 4- Cooling system
- 5- Flexible linkage (shoulder)
- 6- Articulation system for shoulder

- 7- Transformation system
- 8- Shoulder railgun swivel system
- 9- Heavy Particle Gun system
- 10- Shoulder rotation actuator
- 11- To ARMD platform
- 12- Articulated shutter system

- Body
- Shoulder
- Arm
- Leg

MACROSS CITY

When the Macross space-folded to escape the first Zentrans attack, it inadvertently took the whole of South Ataria Island with it to the orbit of Pluto. Stuck in space for months, with no fold drive and an unexpected population of nearly 70,000 civilians, the ship's authorities had no choice but to devote the immense cargo bays of the vessel to the construction of a small city.

Today, the Fortress has been abandoned by its inhabitants, who have relocated to the waterfront a few kilometers away. Using gutted ships as a base, they rebuilt the city along much the same lines as the one they lived in aboard the Macross. The following text describes the city as it was during the years in space.

OVERVIEW

The city is best described as an arcology, or "city within a building." Everything is linked together, with factories and living areas mixed in with recreation areas and parks. The interior of the city looks like a gigantic shopping mall where everything can be found.

The city is built on a "terrace" pattern. Each level generally has a large central open space with many sub-levels on each side. Walkways, escalators and bridges link the sub-levels between themselves. A large road usually occupies the middle portion of the lower sub-level, leaving most of the city to the pedestrians.

Although the walls are covered with buildings, some have gigantic viewports built in them, giving an unequalled view of space. These viewports have large retractable armor panels which can slide into place to protect the city during emergencies.

A major feature of the city is the presence of numerous video panels giving up to date information on anything from the progress of the war to the latest fashion trend. They also serve as advertisement boards.

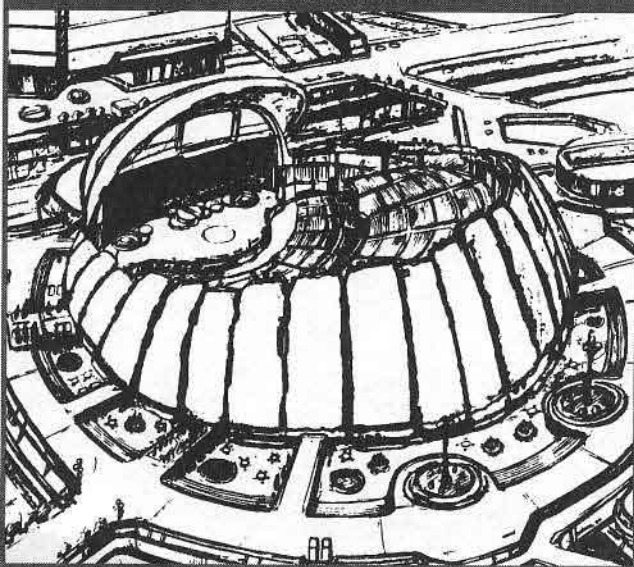
POINTS OF INTEREST

The city offers much to the occasional visitors, although it has lost most of its past splendor due to the hardship of the war (not to mention the effects of the conversion to Storm Attacker mode).

A major attraction is the Macross Stadium where many well-known singers performed, including the famous Minmay. The stadium is large, capable of seating nearly 30,000 people comfortably. The stage is fully equipped with holographic and laser systems capable of dazzling light effects. A powerful digital sound system offers superior acoustic performances. The stadium can be completely covered by retractable armored plates for complete protection.

Another attraction is the Holo Palace, a holographic amusement center which allows people to play any role they want. The most popular attraction is the Wardrobe Hall, where holoprojectors can clothe the visitors and transform them into fantasy versions of themselves. The Holo Palace is found in the Red Light district (see below).

MACROSS STADIUM



Numerous parks and relaxation areas are available to people who want a little peace and quiet. These places are decorated with many trees, fountains and the like. The majority of the grounds are made up of promenades, where a constant relaxed atmosphere is created through soft music, flowers, coffee shops and boutiques.

Numerous smaller parks can be found throughout the city and the civilian living areas.

STREETS

The streets are mostly reserved for pedestrians. Cars (electric, of course; see below) have their own avenues at "ground level" (i.e., the lowest sub-level). The streets are fairly large and colorful, and are all equipped with cleaning drones which hurry to pick up anything dropped by passers-by, ensuring that walkways remain spotless. Like everything in the city, the trash is recycled into new material by automatic processing systems hidden under the infrastructure.

Service stands and small shops are found at every street corner and intersection, and sell food, personal trinkets, and many other items to all. Several service robots (small, roving vending machines) can be seen moving about, offering their products (mostly drinks) in a shrill, computerized voice.

VEHICLES

Since Macross City is located in such a small enclosed area, internal combustion engines are out of the question. Electric cars were the perfect replacement, as people needed something small, non polluting, easily repairable and that could at least look good.

Although the city offers an excellent mass transit service, many persons own a small car. These are offered by various dealers throughout the malls, with the latest models on exposition. Electric scooters and bikes are also available. Most vehicles are offered in shades of blue, green and red, although special colors can be made to order.

The cars' batteries can be recharged at the service stations; car owners merely exchange their used batteries for charged ones rather than wait. The batteries cannot be recharged at home, since no facilities (power grid, plugs) were planned for this.

Cars, trucks and bikes are restricted to certain areas of the ship. Not respecting this rule leads to heavy fines and possible confiscation of the vehicle.

SHOPPING MALLS

Malls are dispersed all over Levels I, II and III of each leg sector. They are surrounded by promenades covered with flowers, trees, statues and advertisement panels. Advertisements are also found on the floor of the various walkways. Giant, high resolution screens alternatively show ads, music videos and news.

The malls are opened twenty-four hours a day, just like the rest of the city. Level II is where most of the important shops are located. Level I contains mainly offices and restaurants, while Level III is mostly a promenade with small specialized boutiques.

SCHOOLS

Since Macross City contains so many civilians, a lot of them were bound to be young children. There are three schools in the city: South Ataria High School, Macross Elementary School, and Pacific Elementary School. Both Macross Elementary and South Ataria High are located in the right leg on Level I, while Pacific is situated in the left leg, on Level I also. South Ataria has a small University section, but since most of the people at this level are either in the military or working, the attendance is pretty low.

The education in these schools is very good, even though they were created as a temporary solution to make sure that the kids did not fall behind until they return to Earth. Also to make sure that they do not become bored — a potentially troublesome state of mind aboard a closed ship.

The schools are administrated by the city council and are funded by the parents.

ADMINISTRATION

The city is administrated by a council of people of mixed origins, including the military. The head of the council is considered to be the mayor. Although the mayor

and his council makes all the decisions concerning the city, they can be vetoed by the Macross' captain, especially in matters of security.

Each leg has its own administrative council which report back all its decisions and needs to the city council. They have no real power except over the resources needed to make their sector run properly.

POLICE/SECURITY

Having that many people sharing so small a space forced the adoption of a severe law and order system. In Macross City, rowdy behavior is certain to land you in prison (if only to sober up), while robbery and physical violence are severely punished.

Cops take care of the everyday police work, but ship security is enforced by the Military Police — and these guys are not kidding around. Fortunately, every inhabitant is aware that this is not an attempt to restrict their freedom, but rather to ensure that everybody can live in peace in the closed universe of the ship's city.

CIVIL DEFENSE

Civil Defense is assured by both ground troops and mecha. The machines are usually ground mecha such as Tomahawks, Defenders and Spartans (the Phalanx and Monster are not suited to this task and are thus not used). A few Valkyries are also in service, but they are rarely used, their potential being better employed out in space.

A Civil Defense base can be found on Level V of each leg, ready to dispatch its troops anywhere in the sector. Another base is located in the main body proper. The Civil Defense is composed of volunteers trained and commanded by professional soldiers. They are more or less efficient in their duty, and their presence is reassuring to the inhabitants of the city.

INDUSTRIES

Since the Macross had to make its way through the Solar System while both transporting more than seventy thousand civilians and being hounded by the Zentran fleet, it had to have an industrial complex capable of providing the necessary means of life and the material to defend the ship.

The most important industry is hydroponics, as it provides both food and oxygen to the inhabitants and crew. Most of the hydroponic farms can be found on Level IV. The second most important industry is weapon manufacturing, which makes the missiles, shells and guns needed by the ship out of space debris collected during the trip. An entire line was devoted to manufacturing the 55mm shells used by the old Valkyries' gun pods.

The third most important industry is the mecha construction plant, which builds both new units and spare parts. Most of the material comes from recycled debris such as ordinary garbage and destroyed enemy mecha. On the Macross, recycling is a way of life by necessity.

RED LIGHT DISTRICT

Although it may seem surprising, there is a Red Light district on board. It is located in the right leg's second level and is mostly frequented by military personnel. The name "Red Light" is slightly exaggerated, however, as there is no prostitution. The district, however, is the least respectable part of town and is the place where people meet for a wild time.

BUNKERS

The city's underground houses the many systems necessary to the day-to-day operations of the place. In between these are heavily armored bunkers capable of housing the entire population of the ship's internal city.

Each bunker can house up to a thousand people and is equipped with an independent air and power supply. An internal gravity system shields the occupants against the worst effects of the ship's transformation and any possible combat damage.

COMMUNICATION SYSTEM

The Macross is equipped with a vast array of communication and detection gear, including deep space sensors. It also mounts an enormous radar system which can acquire and track several thousand targets at once.

COMMAND TOWER

The Command Tower can be detached from the rest of the ship if need be. Note that this is an emergency system and that the tower cannot be reattached to the ship afterward without extensive facilities and resources. It is equipped with an anti-gravity device that is mostly used to slow down the fall of the module if the ejection occurs in a gravity well. Maximum speed is around 350 kph, and the tower cannot just simply hover around due to its very limited internal energy reserve.

BRIDGE

The bridge of the Macross is separated in three main sections: floor, secondary bridge and main bridge. The floor section is where all the action takes place. It is covered by many computer and communication stations and is where the information coming and going from the ship is processed. The floor is always buzzing with activity, giving it an atmosphere that could be described as organized chaos.

The secondary bridge contains the main weapon control stations, where everything about the ship's armament is monitored. If the main bridge is damaged in some way, the secondary bridge can replace it for the majority of its functions (although it would become a bit cramped from all the extra crewmen).

The main bridge has six stations: the captain's chair, first officer, second officer, communication officer, system officer and tactical operation officer. Both the first and second officers' stations are located at the front and oversee most of the bridge's operations. The captain's station is right behind the first officer's and is equipped with a communication system that is linked to all sections of the ship. The TacOps station is behind the second officer's post and mounts a large data screen on which all relevant information is displayed. The remaining two crew stations are located in the back.

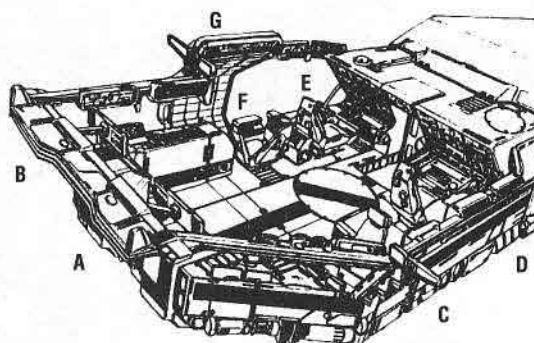
HOLOGRAPHIC DISPLAY

The bridge section is equipped with two huge head-up display screens. One is anchored on the ceiling and the other, to the floor. They can both move via a powerful hydraulic system. The lower HUD is renowned for having been used as a make-shift stage by the famous Minmay during the ship's return to Earth.

COMMAND TOWER SECURITY











The access to the bridge section was heavily restricted. There were always guards at the airlocks and the only way to get past them was with a correct ID card. The access to the command tower itself was also controlled, but much less rigidly. Today, the bridge is normally off limits to visitors, although the astute can find his way there without too much problem provided he's ready to break the rules.

MAIN BRIDGE LAYOUT

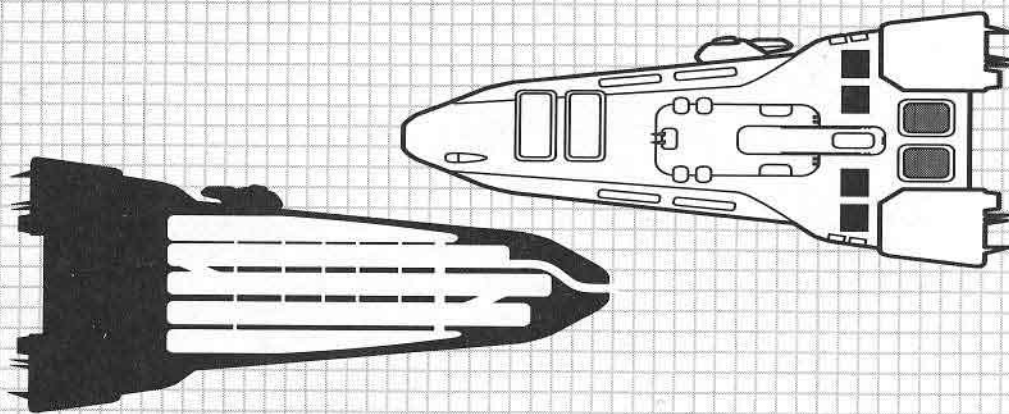


- A FIRST OFFICER'S STATION
- B SECOND OFFICER'S STATION
- C CAPTAIN'S STATION
- D COMMUNICATION STATION
- E SYSTEMS OPERATION STATION
- F TACTICAL OPERATION STATION
- G TACTICAL OPERATION SCREEN

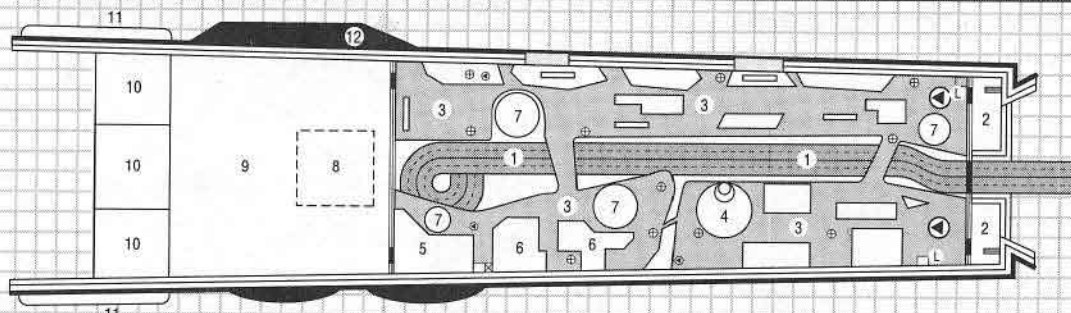
MAP KEY

-  Elevator Tower
-  Waste Disposal
-  Window
-  Lift
-  Armory
-  Airlock
-  Hatch
-  Escape Pod
-  Stairways
-  Giant Broadcast Panels

SIDE VIEW/CUTAWAY — LEFT LEG



LEFT LEG LEVEL ONE: MACROSS CITY (STADIUM/PROMENADE LEVEL):

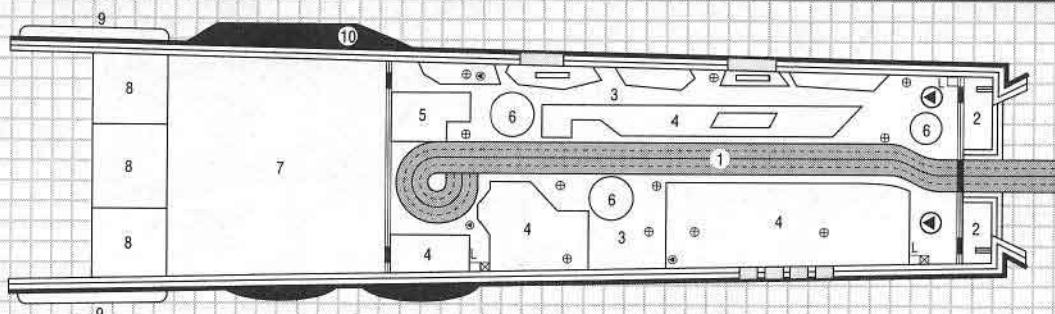


- 1- Macross Highway
- 2- Articulation system
- 3- Open grounds
- 4- Macross Stadium
- 5- Recycling facilities

- 6- Administration (Left leg)
- 7- Restaurant/boutique towers
- 8- Turret systems
- 9- Macross heat pile engine
- 10- Main thrusters

- 11- Shock absorbing system
- 12- Lateral thruster assembly

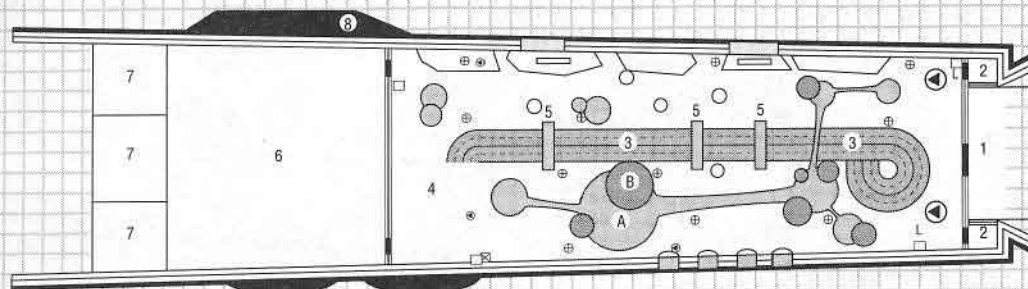
LEFT LEG LEVEL TWO: MACROSS CITY (SHOPPING MALL LEVEL):



- 1- Macross Highway
- 2- Articulation system
- 3- Open area
- 4- Shopping malls
- 5- Recycling facilities

- 6- Restaurant/boutique towers
- 7- Macross heat pile engine
- 8- Main thrusters
- 9- Shock absorbing system
- 10- Lateral thruster assembly

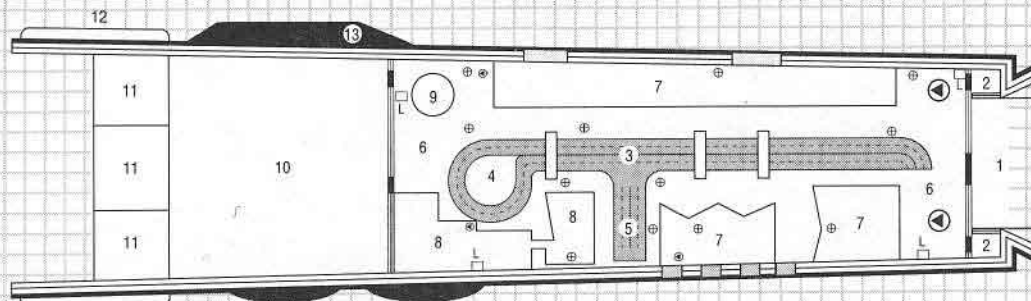
LEFT LEG LEVEL THREE: MACROSS PARK (PROMENADE/RECREATION LEVEL):



- 1- Knee articulation
- 2- Articulation system
- 3- Macross Highway
- 4- Open area
- 5- Overhead passageways (over highway)

- 6- Macross heat pile engine
- 7- Main thrusters
- 8- Lateral thruster assembly
- A- Level A
- B- Level B

LEFT LEG LEVEL FOUR: INDUSTRIAL COMPLEX:

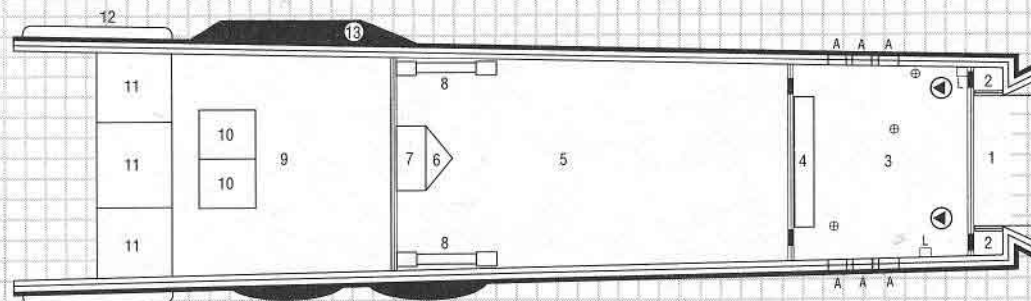


- 1- Knee articulation
- 2- Articulation system
- 3- Macross Highway
- 4- End of Macross Highway
- 5- Service lane

- 6- Open space (walkway)
- 7- Hydroponics facilities
- 8- Heavy industry (metals and weapons)
- 9- Restaurants
- 10- Macross heat pile engines

- 11- Main thrusters
- 12- Shock absorbing system
- 13- Lateral thruster assembly

LEFT LEG LEVEL FIVE: CANNON SYSTEMS:

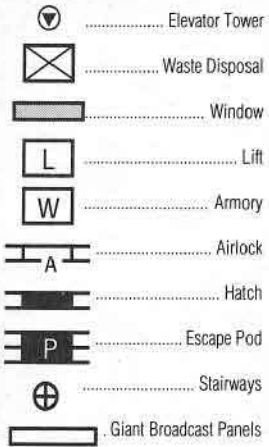


- 1- Knee articulation
- 2- Articulation system
- 3- Mecha hangar
- 4- Maintenance shop/armory
- 5- Leg gun system

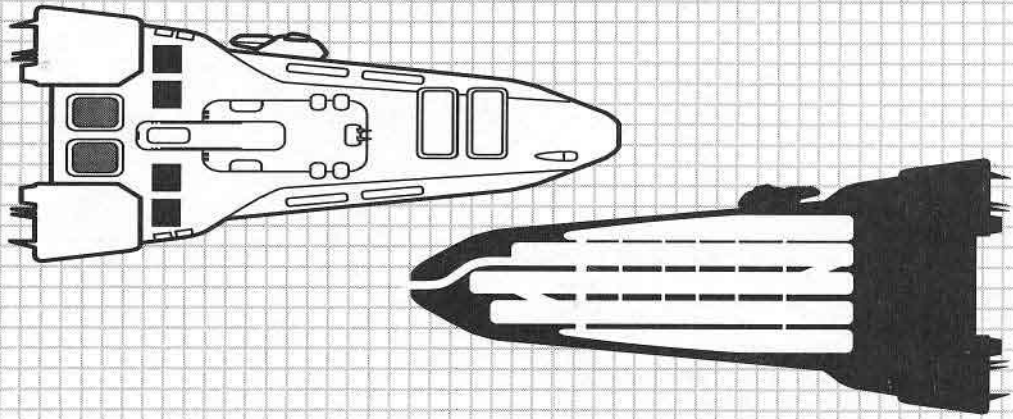
- 6- Leg gun targeting
- 7- Leg gun articulation system (for door)
- 8- Hydraulic system
- 9- Macross heat pile engine
- 10- Maneuvering thruster assembly

- 11- Main thrusters
- 12- Shock absorbing system
- 13- Lateral thruster assembly

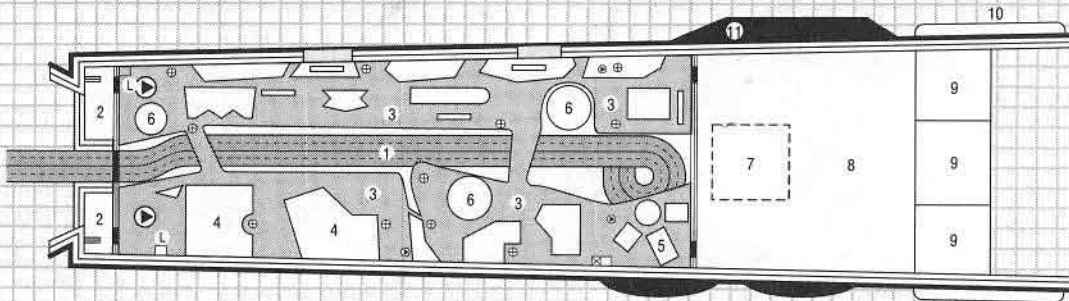
MAP KEY



SIDE VIEW/CUTAWAY — RIGHT LEG



RIGHT LEG LEVEL ONE: MACROSS CITY:

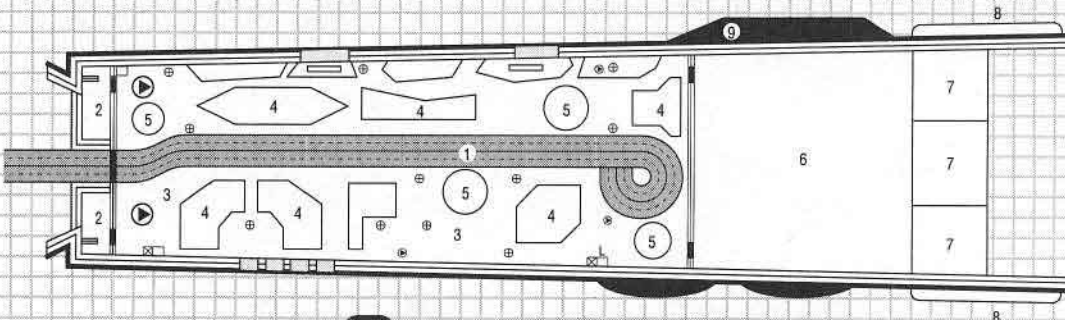


- 1- Macross Highway
- 2- Articulation system
- 3- Open grounds
- 4- Administration (Right leg)
- 5- Recycling facilities

- 6- Restaurant/boutique towers
- 7- Turret systems
- 8- Macross heat pile engine
- 9- Main thrusters
- 10- Shock absorbing system

- 11- Lateral thruster assembly

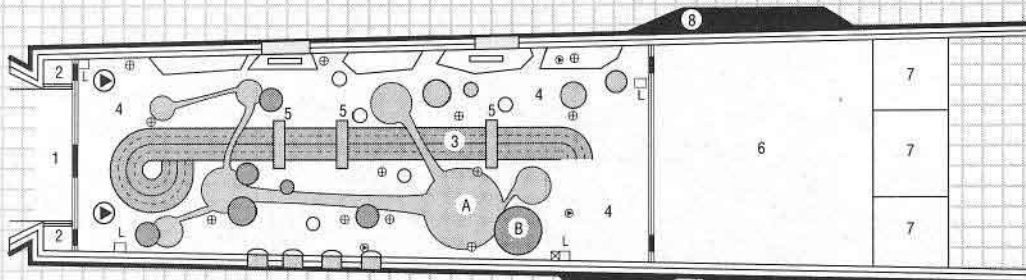
RIGHT LEG LEVEL TWO: MACROSS CITY (SHOPPING MALL LEVEL):



- 1- Macross Highway
- 2- Articulation system
- 3- Open area
- 4- Shopping malls
- 5- Restaurant/boutique towers

- 6- Macross heat pile engine
- 7- Main thrusters
- 8- Shock absorbing system
- 9- Lateral thruster assembly

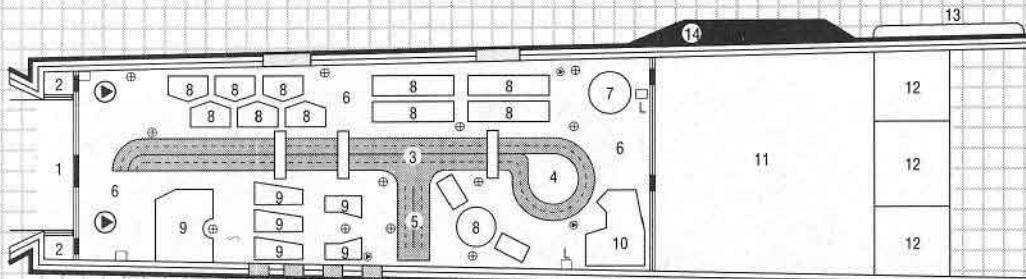
RIGHT LEG LEVEL THREE: MACROSS PARK (PROMENADE/RECREATION LEVEL):



- 1- Knee articulation
- 2- Articulation system
- 3- Macross Highway
- 4- Open area
- 5- Overhead passageways (over highway)

- 6- Macross heat pile engine
- 7- Main thrusters
- 8- Lateral thruster assembly
- A- Level A
- B- Level B

RIGHT LEG LEVEL FOUR: INDUSTRIAL COMPLEX:

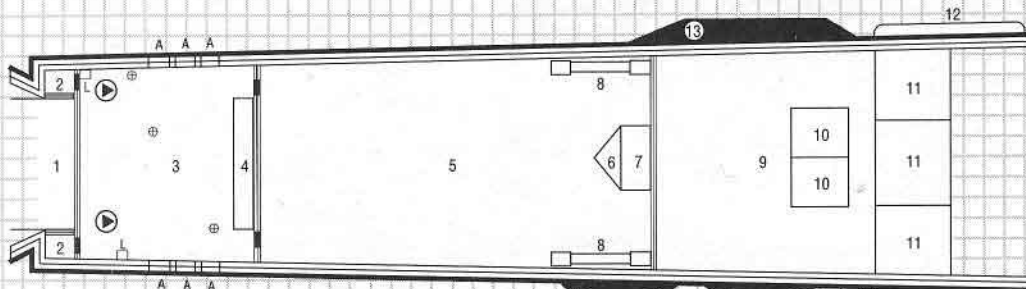


- 1- Knee articulation
- 2- Articulation system
- 3- Macross Highway
- 4- End of Macross Highway
- 5- Service lane

- 6- Open space
- 7- Restaurants
- 8- Hydroponics facilities
- 9- Heavy industries (metals & weapons)
- 10- Recycling facilities

- 11- Macross heat pile engine
- 12- Main thrusters
- 13- Shock absorbing system
- 14- Lateral thruster assembly

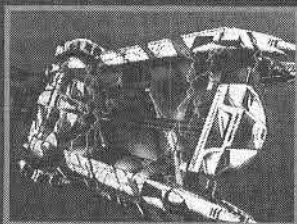
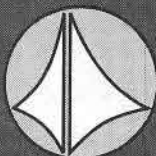
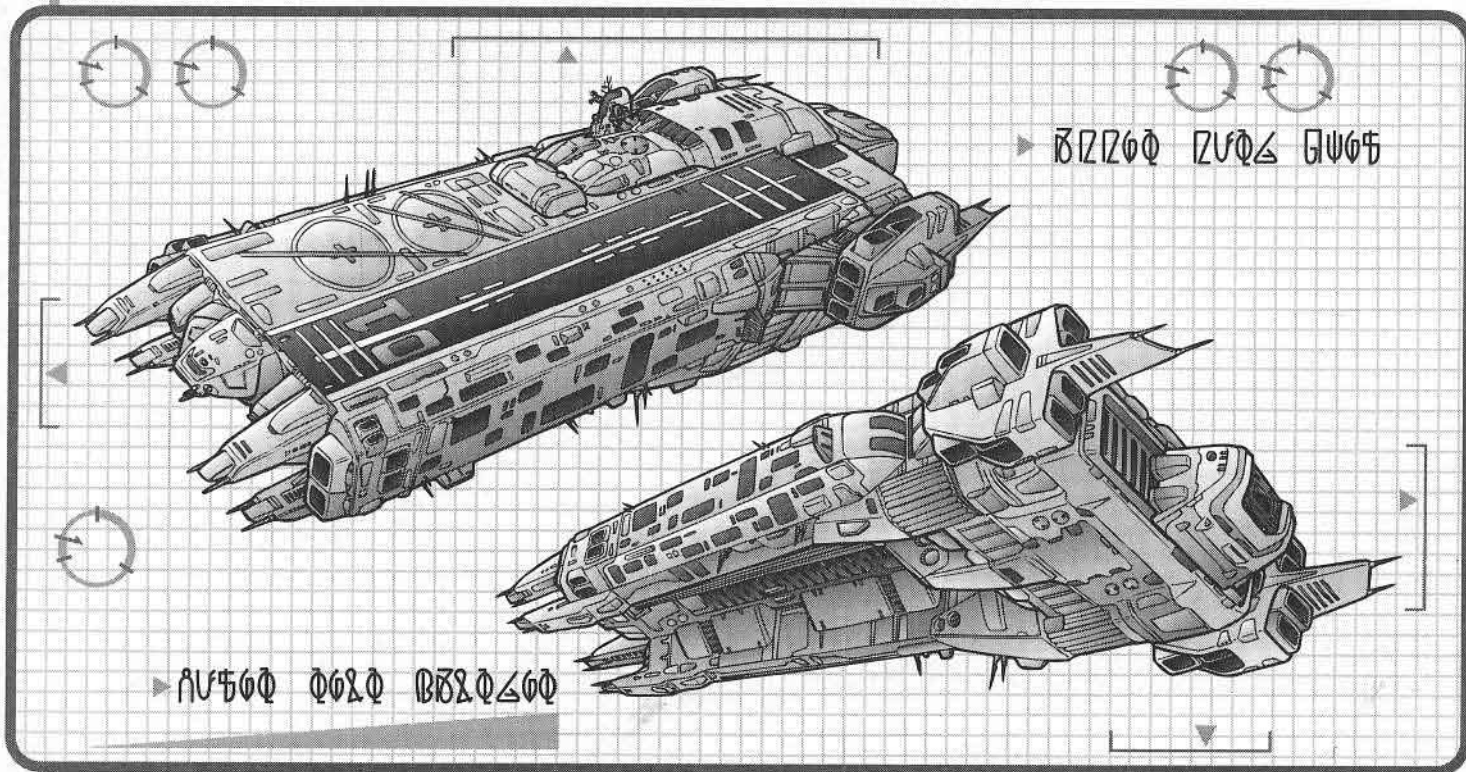
RIGHT LEG LEVEL FIVE: CANNON SYSTEMS:



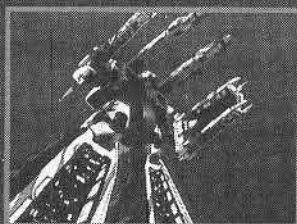
- 1- Knee articulation
- 2- Articulation system
- 3- Mecha hangar
- 4- Maintenance shop/armory
- 5- Leg gun system

- 6- Leg gun targeting
- 7- Leg gun articulation system (for door)
- 8- Hydraulic system
- 9- Macross heat pile engine
- 10- Maneuvering thruster assembly

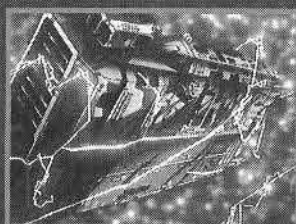
- 11- Main thrusters
- 12- Shock absorbing system
- 13- Lateral thruster assembly



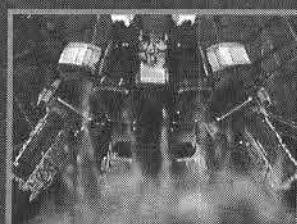
Charging Particle Gun



Preparing To Fire



Taking Enemy Fire



Macross Rising

OVERVIEW

The ARMD Weapon Platforms were to be put in orbit just before the very first Zentrans assault, to serve as mobile fighter bases. A ring of such platforms would have formed a solid defensive perimeter, or so the military strategists thought.

Unfortunately, things didn't quite develop the way they planned and the first two completed platforms (01 and 02) ended up attached to the body of the Macross to serve as giant armored fighter bays. After a trip to the outer reaches of the Solar System and numerous battles against the massed Zentrans armada, the Macross came back to rest on Earth, and with it, the ARMD-01 and 02.

In the years that followed the human and renegade Zentrans victory, these platforms served as ground bases for fighter squadrons. The ARMD's original Super Valkyrie fighter complement was gradually replaced by the more advanced VF-2SS models and later, by the VF-2JA.

Today, the ARMD platforms are unused. Their function has been taken up by the UN Spacy fleet in orbit and the headquarters complex, and they now rest, still attached to the Macross, in the center of the Culture Park.

NOTE: The statistics below correspond to the last years of the platforms' operational status.

VEHICLE TYPE:

Space Aircraft Carrier

CREW:

Officers	110
Assigned personnel	1850
Combat troops (including pilots)	340

Total crew: 2300

M.D.C. PER LOCATION:

Beam cannons (4)	300	each
Missile launchers (6)	200	each
Phalanx turrets (30)	50	each
Particle cannon (1)	1000	
Small airlocks (42)	200	each
Large airlocks (8)	400	each
Control tower*	800	
Bridge*	800	

Main body**	6,000
Main engines***	1500
Secondary engines (2)****	800 each

- * Destroying the Control Tower and 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 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 platform out of commission. All internal systems will shut down, including life support and internal gravity.
- *** Depleting the M.D.C. of the main engines will force the platform to rely on its secondary engines.
- **** Depleting the M.D.C. of the main engines AND the secondary engines will leave the ship adrift in space. If attached to the Macross, the destruction of the engines will not impair the platform in any way.

SPEED:

When detached from the body of the Macross, the main engines can propel the platform at the very low speed of Mach 2. Secondary engines are even worse, capable of only Mach 1.

Bonuses: +3 to strike

DIMENSIONS:

Length:	572 meters
Height:	79.2 meters
Width:	118 meters
Weight:	678,000 tons

Power System: Combination nuclear, with 25 year life, and solar power (indefinite life). When attached to the Macross, the platform can draw power from the ship's power plant.

Gravity Control System: internal

Fold System: none

WEAPON SYSTEMS:

1. FORWARD BEAM CANNONS (4, FRONT OF THE SHIP)

These are four powerful beam cannons mounted in the front of the ship. The Forward Beam Cannons are fixed and can only fire to the front.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D4 x 100 M.D. or 4D4 x 100 if all cannons fire simultaneously at the same target.

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

Rate of Fire: Each cannon 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 180 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 (see *Missile Combat*, p.9 of **Macross II Deck Plans Volume I**, for more detail).

Payload: 250 missiles per launcher, for a total of 1500.

3. "PHALANX" TURRETS (30, HULL)

The 55mm "Phalanx" tri-tube gatling cannons are directly derived from the ones used by the first generation of Valkyrie fighters. They are mounted on retractable turrets scattered through the hull. "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 (about 3000 bursts per turret).

4. PARTICLE CANNON (1)

The entire bottom area of the ARMD forms the Particle Cannon. It is similar to the weapon mounted in the arms of the Macross Cannon, and is part of the Macross' Main Gun system.

Primary Purpose: Assault

Secondary Purpose: Defense

Range: 16 miles (25.6 km)

Mega-Damage: 1D6 X 1000 M.D.

Rate of fire: Effectively 5 attacks per melee; each can be aimed at different targets.

Payload: Effectively unlimited.

MOBILE WEAPON SYSTEMS:

VF-2JA	70
VF-2SS	20

Up to 20 Ground Mecha (but no Monster III!) can also be transported if the current mission asks for it.











ADDITIONAL VEHICLES

Space Shuttle	2
M-300 VTOL Jet	1
VC-079 Civilian Valkyrie	2
Human Hover Platform	4

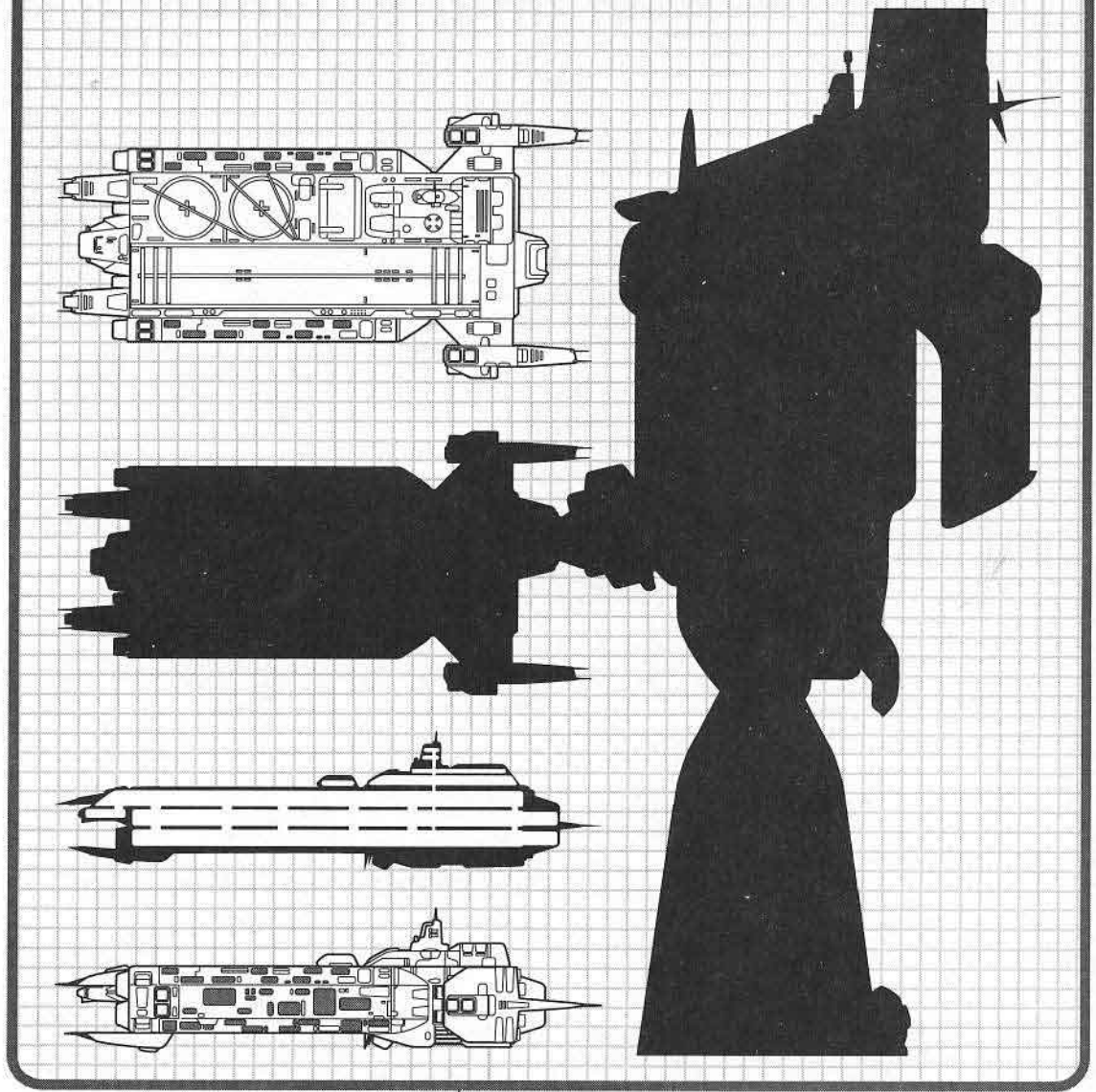
DESIGN NOTES:

- The armory contains enough weapons and spacesuits to equip the entire crew.
- The missile bays are normally not accessible from inside the ship, except through locked maintenance panels.
- The hangar ceilings (Levels Five to Seven) are fifteen meters high.

• MAP KEY •

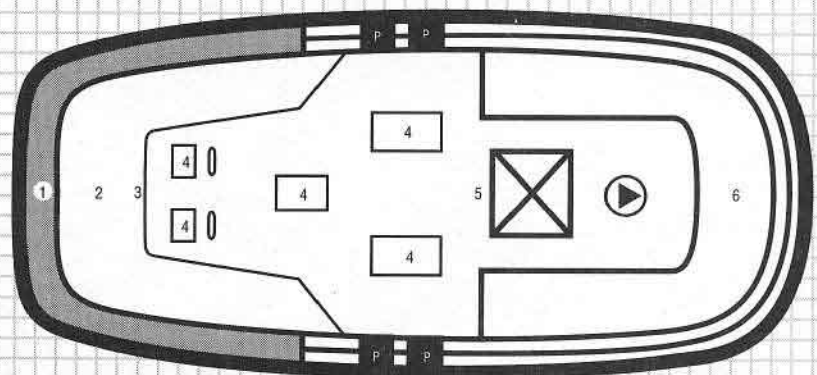
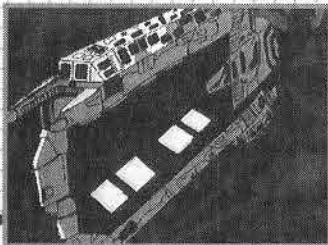
-  Elevator (human-sized)
-  Waste Disposal
-  Window
-  Lift
-  Elevator (mecha)
-  Armory
-  Airlock
-  Hatch
-  Escape Pod
-  Computer Tower

• SIDE VIEW/CUTAWAY •



• LEVEL ONE: CONTROL TOWER: •

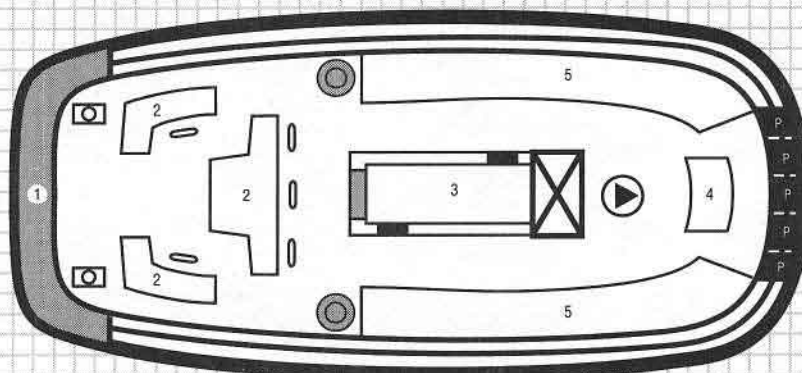
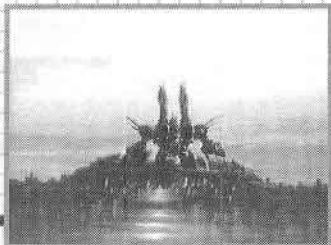
- 1- Viewport
- 2- Floor of lower level
- 3- Railing
- 4- Computer stations
- 5- Washroom
- 6- Electronic equipment



• ARMD Underside •

• LEVEL TWO: CONTROL TOWER:

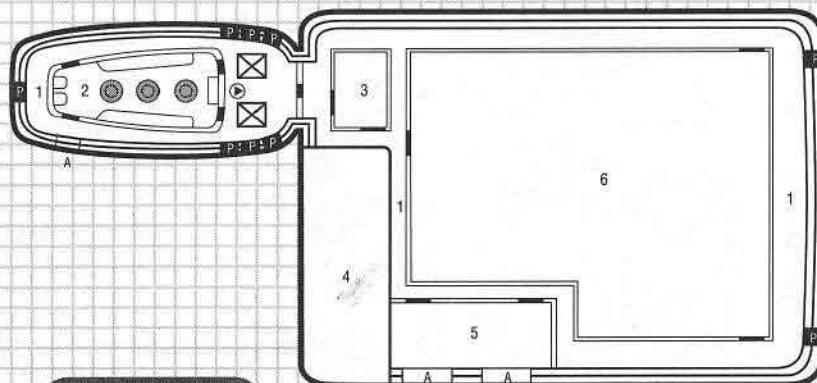
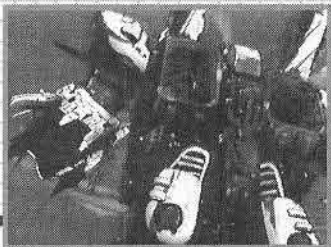
- 1- Viewport
- 2- Computer stations
- 3- Conference / planning room
- 4- Storage locker
- 5- Electronic equipment



• Main Cannons •

• LEVEL THREE: ENGINEERING:

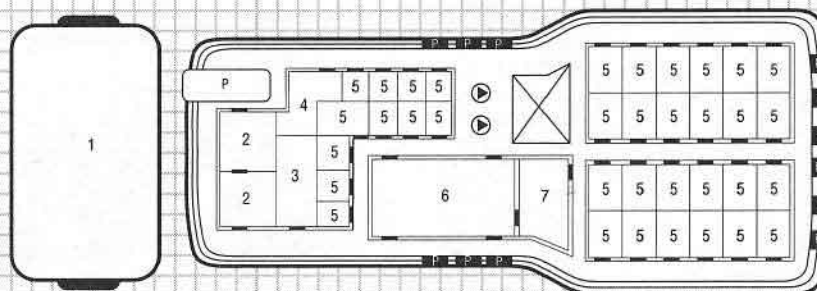
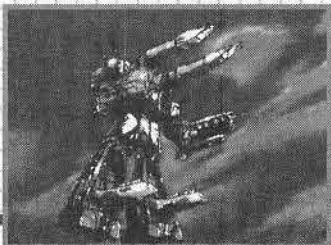
- 1- Service corridor
- 2- Communications equipment
- 3- Storage
- 4- Heat vent
- 5- Small shuttle bay
- 6- Engineering



• Unit Out Of Action •

• LEVEL FOUR: CREW QUARTERS:

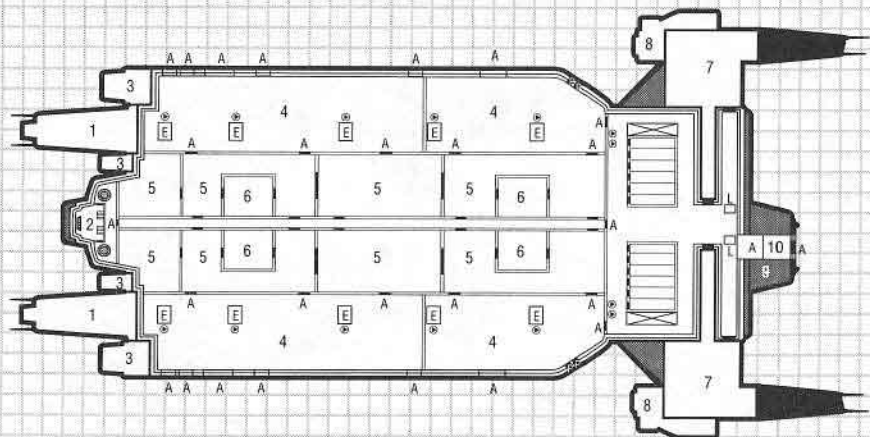
- 1- Communications / tracking equipment
- 2- Storage
- 3- Lounge
- 4- Officers' lounge
- 5- Crew quarters
- 6- Mess hall
- 7- Food storage and preparation



• Firing Position •

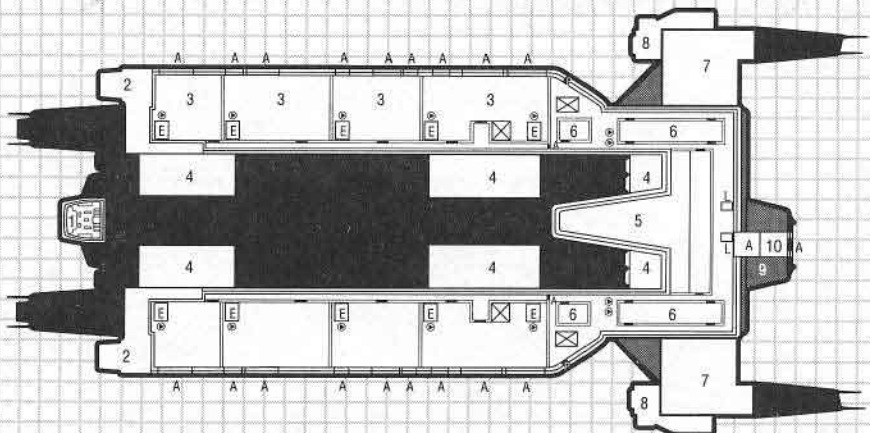
• LEVEL FIVE: MECHA/MAINTENANCE HANGAR:

- 1- Forward weapons system
- 2- Bridge
- 3- Engineering
- 4- Mecha hangar
- 5- Maintenance / repair hangar
- 6- Weapon bay for mecha
- 7- Main engine
- 8- Auxiliary engines
- 9- Fortress connector system
- 10- Access from Fortress



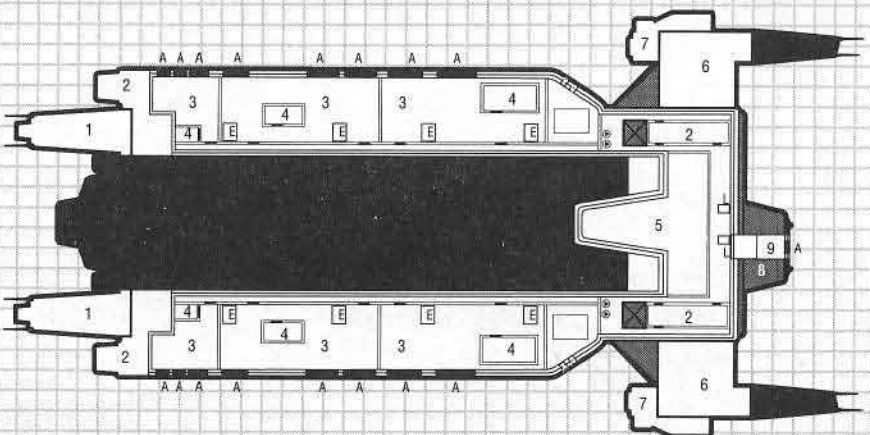
• LEVEL SIX: MECHA HANGAR/PARTICLE CANNON:

- 1- Bridge lower deck
- 2- Engineering
- 3- Mecha hangar
- 4- Beam focusing system
- 5- Beam generator
- 6- Storage
- 7- Main engine
- 8- Auxiliary engines
- 9- Fortress connector system
- 10- Access from Fortress



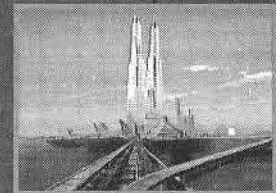
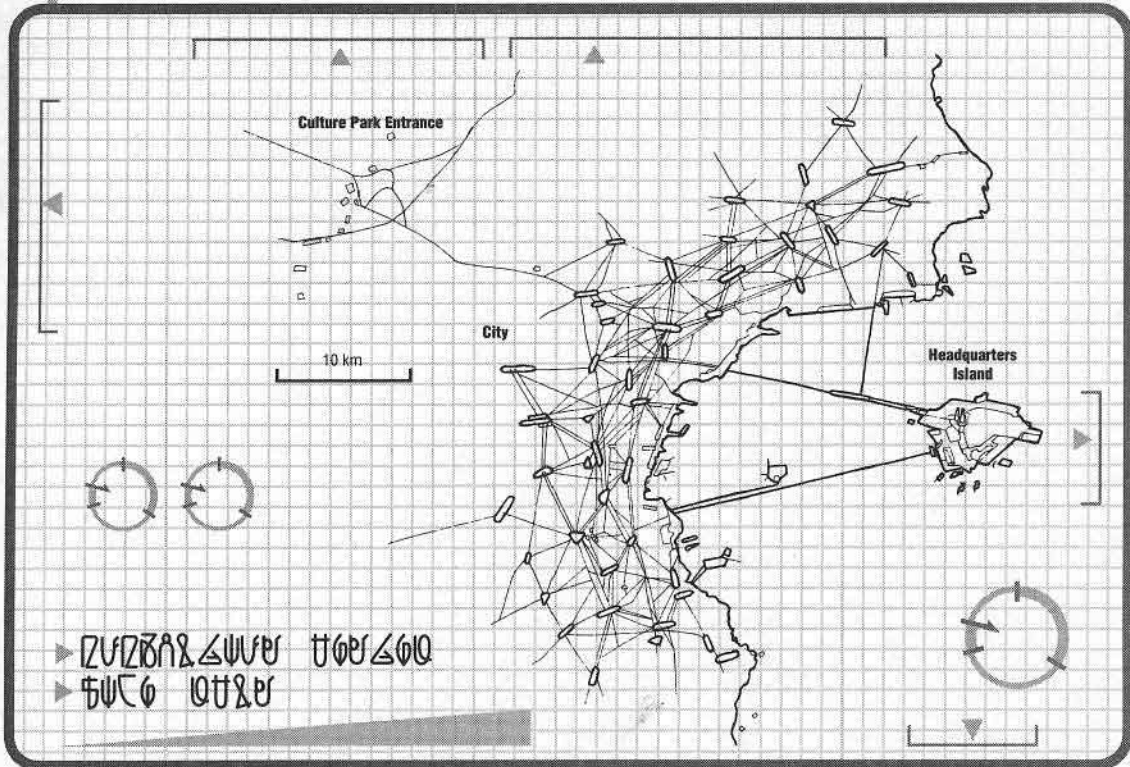
• LEVEL SEVEN: MECHA HANGAR:

- 1- Forward weapon system
- 2- Engineering
- 3- Mecha hangar
- 4- Weapon bay for mecha
- 5- Beam generator
- 6- Main engine
- 7- Auxiliary engines
- 8- Fortress connector system
- 9- Access from Fortress



CULTURE PARK

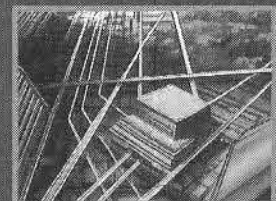
• CULTURE PARK •



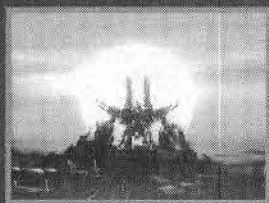
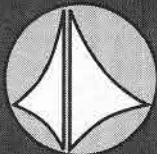
Headquarters Island



The City



City Roads And Maglev



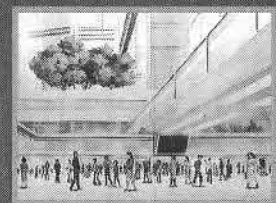
Macross



The Culture Park



Park Poster



City Streets

WELCOME TO THE CULTURE PARK

The Culture Park is unique. Within its 1500 km² area lie the last of humankind's treasures. Human and Zentran alike, all come here to remember or to discover what the human culture is, what it was, and what it will be. It is an entire world in itself: it has its own hotels, restaurants, theatres, security personnel, university and administration. It is an institution entirely dedicated to the gathering, preservation, study and display of humankind's cultural artifacts.

However, the Culture Park is far from being just a museum. It does not merely display dusty objects: it gives them a new life. Visitors are not spectators but participants. The Culture Park is the Human Culture Theme Park. In addition to its many museums, there are theatres, with every kind of show, an amusement park, a zoo and a botanical garden. All aspects of the human culture and of its environment have been revived: art, music, entertainment, sciences. What could not be preserved was recreated either in its physical form or with the help of holograms or virtual reality pods. Everything from humanity's past can now be experienced.

Although its exhibits are largely dedicated to the past, the Culture Park is also looking into the future. Not only does it feature collections constantly enriched with new discoveries and new exhibits — and whose quality is improved by new technologies — but there are also some exhibits which focus on what the centuries to come will bring.

It is impossible within the pages of this short guide to do justice to the immensity and diversity of the Culture Park, but we hope that it will give visitors an insight into what it has to offer, and that they will return again and again to explore the many dimensions of human culture.

ROMAN COLOSSEUM



GENERAL INFORMATION

ADMISSION.

Tickets can be bought (at the door or by reservation) for 2 dollars.

OPENING HOURS:

Tuesday to Saturday: 9:00-21:00, Sunday to Monday and during holidays: 12:00-18:00. Some areas may be closed without notice for maintenance or changes in the exhibits. Clearance of the Park areas begins approximately one hour before closing time; please use special shuttles to reach Maglev stations to exit.

SPECIAL EXHIBITS.

Each area offers a series of special changing exhibits which focus on more specific topics or rotate material that could not be part of the permanent exhibit for lack of space. For more information check the terminal near the information desk.

REFRESHMENTS.

Each area offers a selection of meals and drinks related to its geographical region and time period in history. Open Tuesday to Saturday: 11:00-20:00, Sunday to Monday and during holidays: 15:00-17:00.

GUIDED TOURS.

Available in all languages through the use of an earplug. Lectures, conferences, and films are also available. For the daily schedule check the terminal near the information desk in the Interpretation Center. Groups should reserve in advance.

THE CP SHOP.

Data-cards, postcards, holo-posters, replicas and other items are available at the Culture Park shop as well as from several sales points

in most areas. Please note that these shops close fifteen minutes before the closing time.

PHOTOGRAPHY AND FILMING POLICY.

Except where otherwise indicated, photography with hand-held holocam is permitted, even with flash. The use of any other equipment must be arranged in advance through Public Relations.

SECURITY.

The security on the Park perimeter is heavily enforced by its special police. Cultural artifacts are the most valuable treasures of humankind and any damage, vandalism or act of disrespect will be severely punished. No weapons or vehicles (other than the Park Shuttles) are allowed in the Park.

JOIN THE CULTURE PARK SOCIETY.

It offers a unique chance to support the last and only human cultural institution. It offers private access to special exhibits, extended opening hours, regular lectures by experts, direct link to the CP databank, admission to the members' lounge, and an informative and well-illustrated monthly magazine. Annual subscription: 20 dollars single, 25 dollars double.

HOW TO GET TO THE CULTURE PARK.

If you wish to use the Maglev, the Culture Park line will bring you directly to the Culture Park station, inside the Interpretation Center. You can also take Culture Park Avenue by car, or land in the Culture Park's small spaceport. Refer to the City map for more details or dial PARK on your personal terminal.

HISTORY

Humankind has always felt compelled to preserve parts of its past because it is instrumental to its quest for identity. The past is comforting because it tells where humanity comes from. It is also the key to its identity, since the sum of all human artifacts and knowledge form a kind of blueprint, explaining the evolution of Humanity. Civilization is possible only because of the human ability to pass its culture from one generation to the other. Culture is defined by the body of socio-political structures, acquired knowledge, and all intellectual, artistic, moral and material manifestations of humankind. In the past, great conquerors always tried to erase the culture of a vanquished society because they knew that a society without culture is a society without identity and can then be easily controlled. That is why the Romans levelled the city of Carthage to the ground, trying to send into oblivion their rival's culture. Also, the ancient Greeks always survived their conquerors because their culture was stronger. That is the power of culture. Its preservation is quintessential to the survival of humankind. That is why the Culture Park was built.

Human culture was threatened in the beginning of 2009 with the First Great War with Zentran. In February 2010, it was nearly destroyed when Bodolza's main fleet razed Earth's surface, reducing every city to ashes, and with them the museums that preserved human culture. At that moment, human identity was threatened as well. Fortunately, in the following months, the remaining 100,000 humans undertook the Reconstruction with the help of a few sympathizing Zentran. The human's determination and the fact that human culture was stronger made it possible. The planet's surface was decontaminated, brought back to life through the systematic cloning of plants and animals. One large City was also built near the crash site of the Macross Fortress. The Zentran helped a lot in the reconstruction efforts. The core of the City was made of Zentran ships that were refitted to receive micronized Zentran and human populations. They were linked together by a complex web of communication roads mainly constituted of Maglev trains. Those ships were at first intended only as living quarters for the workers building the huge UN Spacy headquarters on an artificial island (which was supposed to be the main City where the human population would live), but they quickly developed a life of their own.

When all the reconstruction efforts were well on their way, the Culture Institute was created in 2012. It was located 20 km west of the City. Its goals were to restore human culture and to educate the Zentran who chose to stay on Earth. Zentran society was very hierarchic but still quite primitive. Its only purpose was war and it had no real culture of its own. That is why they were quite fascinated by the diversity and depth of human culture. Once micronized, they easily assimilated it.

The restoration of the human culture was a huge enterprise. First, salvaging expeditions were organized all over Earth to gather what was left of the buildings, monuments, art

pieces, books, etc. At the Institute, teams of researchers were studying the artifacts while another group was creating a databank to preserve all the information that could be remembered. Time was an important factor since all parts of human culture that would not be quickly remembered and preserved would be lost forever.

In 2020, enough artifacts had been gathered, restored or rebuilt using the combined human and Zentran technology that it was decided to create a Culture Park to preserve and display the human culture. It was a real technological feat. An area of 1500 km² was enclosed between the Institute buildings and the Macross resting place, using parts left from the Great Wall of China.

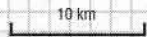
In 2023, when the Culture Park opened to the public, it was made up of only a few restored monuments scattered around the Institute building and of the Human Village. Based on the Universal Expositions of the 20th century, the Human Village was composed of several buildings, each one dedicated to a geo-political area (called "country" in the 20th century) or to a specific theme (technology, space, transport, etc). Each building offered exhibits of restored artifacts and data terminals showing history, city plans or pictures, and every bit of information available on the covered area.

In 2030, the Interpretation Center was opened to serve as the main building for the Culture Park (until then that role was held by the Culture Institute building). It was offering a permanent exhibit on the history and goals of the Park, an auditorium and several public services.

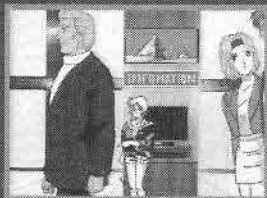
In 2033, for the tenth anniversary of the opening, the Human Village's data terminals were replaced by Virtual Reality pods, allowing visitors to virtually visit the cities and monuments of an area. The Museum quarter (a replica based on all the great museums of the world) was built. A replica of the Alexandria Library was also built to receive the ever-expanding Park's databank.

In 2042, the Park quarter was built. Its Amusement Park was a replica of its late 20th century counterpart but it also offered several more modern virtual reality games. A large section of the Park Area was transformed into a botanical and faunical reserve where most of Earth's original plants and animals (genetically recreated and cloned) are displayed in their natural environment. It replaced the old Botanical Garden and Zoo.

In 2050, in a grand opening, the Monuments quarter is finished. There, entire sections of cities were rebuilt using synthetic materials and advanced construction technologies. With this last addition, the Park reached its full extent. Some minor changes were made, new technologies were used to improve the collection, new exhibits were created, but in the following decades, the Culture Park basically remained the same. During all that time, the Cultural Institute has carried on its research to learn more about the human culture in order to preserve it for future generations. And it will never cease.

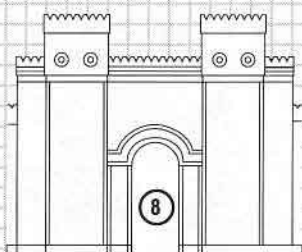
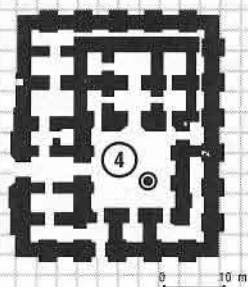
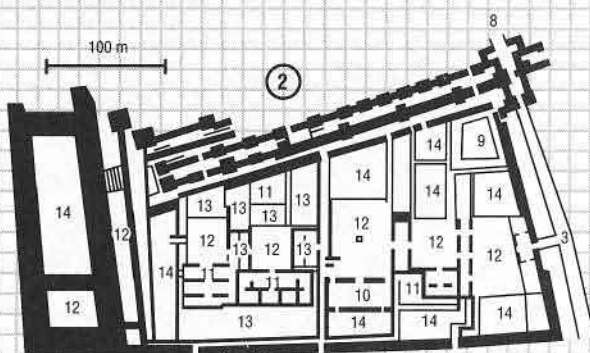
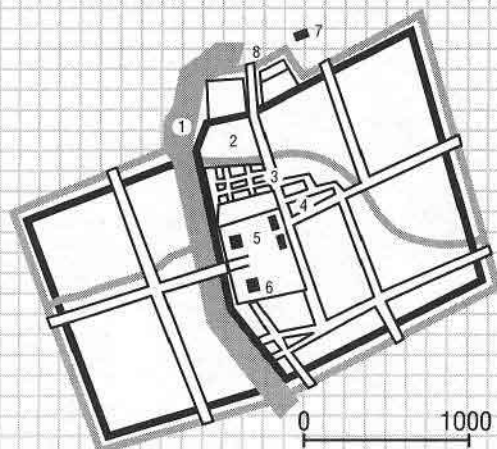


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- Map of the Central Monitoring Station area. The map shows a network of roads and paths. A large circular feature is on the left. Numbered points (1-33) are marked throughout the area. Symbols include circles, squares, and triangles, likely representing different types of monitoring stations or features. The map is overlaid on a grid.



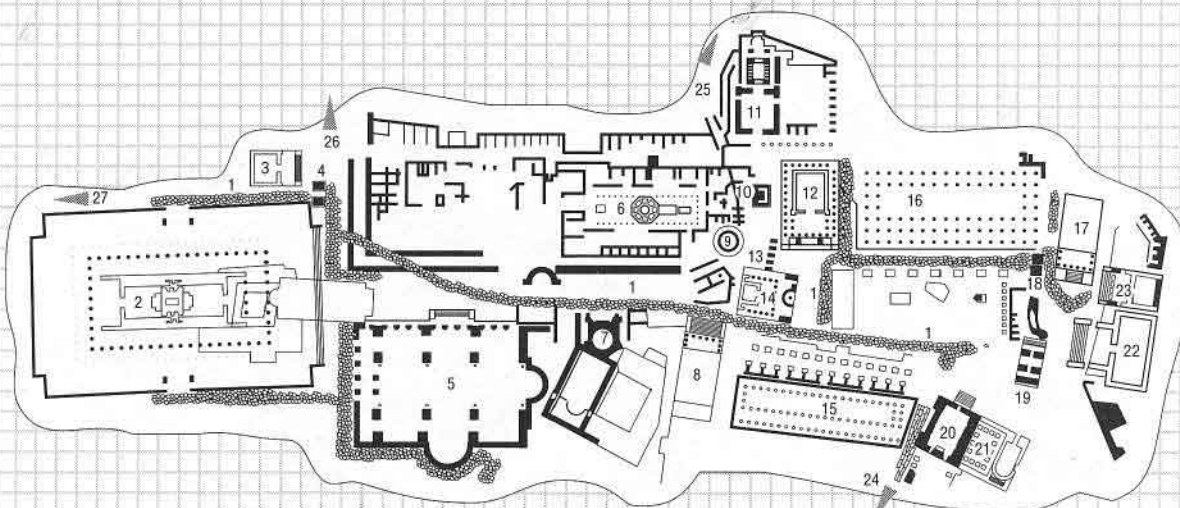
- 23- Egyptian Sector: The three pyramids & Sphinx of Gizeh (2630-2130); the City of Thebes with the Great Temple of Amon (Karnak) & Temple of Luxor (1306-1075) on the east bank and the Necropolis on the west bank: Hatshepsout's (1501-1480) Temple of Deir el-Bahari, Amenophis III (1413-1377) palace of Malkata, the Valley of Kings, and Ramses III (1197-1165) Temple of Medinet-Habou
- 24- Greek Sector: Cnossos & Mycenae Palaces (1650-1150 B.C.); Agora & Acropolis of Athens (5th-3rd c.); Zeus Temple in Olympia (5th c.), City of Pergame (3rd c.); Delphi's Sanctuary; Petra's Temple
- 25- Roman Sector: Roma: Aqueduc, Circus Maximus, Forum, Palaces, Trajanus Market (110 A.D.), Pantheon (118 A.D.), and Imperial Public Baths of Diocletian (298-306 A.D.); Villa Hadriana in Tivoli (118-138 A.D.); City of Pompei (79 A.D.); St. Sophia Basilica in Constantinopolis (537 A.D.). Some monuments have been restored to their original state but most have been recreated as they were in the late 20th c. Consequently, the City of Roma also incorporated some more recent monuments like the Victor-Emmanuel II Memorial (late 19th c.), the stairs of Piazza di Spagna (1723-1726) and the Church of St. Peter (1506)
- 26- European Middle Age (The Gothic Cathedrals of Chartres, Reims & Cologne (12th-13th c.); the Kremlin in Moscow (15th c.)
- 27- European Renaissance & Baroque (Loire's Castles of Azay-Le-Rideau, Chambord, Chenonceaux; Castle of Versailles)
- 28- Southeast Asia & Pacific Rim (India: Taj-Mahal (17th c.); Java: Borobudur (9th c.); Easter Island Statues)
- 29- China (Forbidden City, Pagodas)
- 30- Japan (Himeji Castle, Todaji Temple, Horyuji Temple, Kinkakuji Temple, Peace Park of Nagasaki)
- 31- Islam (Mecca's Mosque, Al-Azhar Mosque in Cairo, Ispahan Mosque in Iran, Alhambra of Granada)
- 32- Native America (Aztec: Teotihuacan; Mayan: Chichen Itza; Incan: Tiahuanaco, Machu Pichu)
- 33- 20th Century (Guggenheim Museum, Montreal Olympic Stadium, Paris' Opera, Sydney's Opera, Tokyo's Olympic Stadium, Town Hall of Toronto, U.N. Headquarters in New York, Washington's Capitol)

• BABYLONIAN SECTOR:



- 1- Euphrates River
- 2- Palace
- 3- Great Sacred Road
- 4- Temple of Ishtar
- 5- The Great Ziggurat
- 6- Temple of Marduk
- 7- Temple of the New Year
- 8- Gate of Ishtar
- 9- Hanging Gardens of Semiramis
- 10- Throne Hall
- 11- Reception Area
- 12- Courts
- 13- Royal Living Quarters
- 14- Stores & Administration

• ROMAN SECTOR: THE FORUM OF ROME:

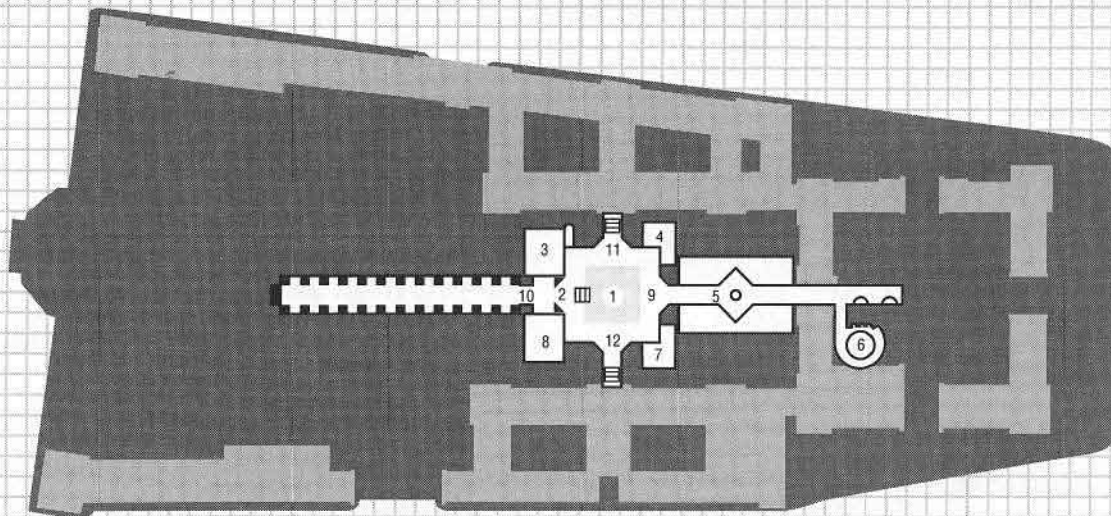


- 1- Via Sacra
- 2- Temple of Venus & Roma
- 3- Temple of Jupiter Stator
- 4- Arc of Titus
- 5- Basilica of Maxence & Constantin
- 6- House of Vestales
- 7- Temple of Romulus
- 8- Temple of Antoninus & Faustina
- 9- Temple of Vesta

- 10- Edicula Juturnae
- 11- Pacis Library
- 12- Temple of the Dioscuri
- 13- Arc of August
- 14- Temple of Caesar
- 15- Basilica Emilia
- 16- Basilica Julia
- 17- Temple of Saturnus
- 18- Arc of Tiberius

- 19- Arc of Septimus Severus
- 20- Curia
- 21- Secretarium Senati
- 22- Temple of Concordia
- 23- Temple of Vespasianus
- 24- Toward the Imperium Forums
- 25- Toward the Arc of Janus
- 26- Toward the Palaces
- 27- Toward the Arc of Constantinus

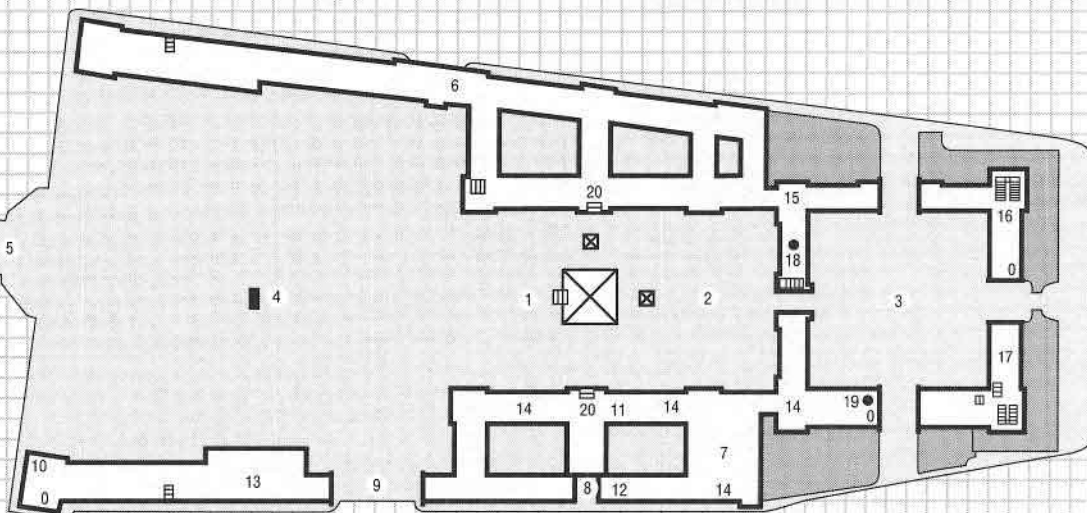
• THE LOUVRE: BASEMENT:



- 1- Entrance
- 2- Information
- 3- Restaurant
- 4- Auditorium (420 seats)
- 5- Permanent Exhibit on Louvre History
- 6- Medieval Louvre: Crypte Philippe-Auguste
- 7- Conference Rooms
- 8- Museum Shop & Book Store

- 9- Napoleon Reception Hall
- 10- Access to the Carroussel Arch
- 11- Access to the Richelieu Pavilion
- 1st Floor (Cloakroom, Lavatories, First Aid)
- 12- Access to the Denon Pavilion
- 1st Floor (Cloakroom, Lavatories)

• THE LOUVRE: FIRST FLOOR (MAIN ENTRANCE):

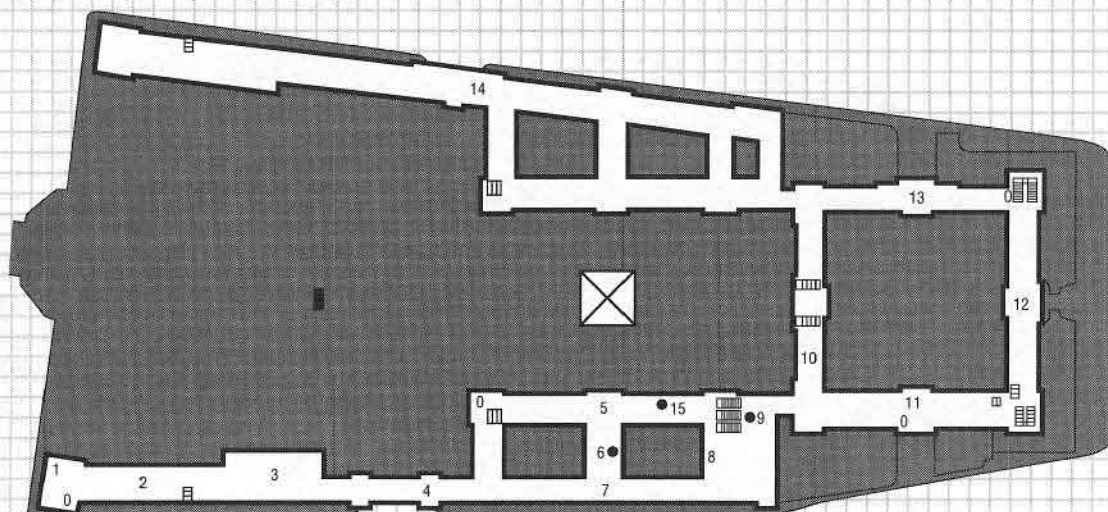


- 1- Main Entrance
- 2- Napoleon Courtyard
- 3- Square Court
- 4- Carroussel Arch
- 5- Tuileries gardens
- 6- Fashion & Decorative Art Museum
- 7- Sphinx Court
- 8- Barbet de Jouy Door

- 9- De La Tremoille Door
- 10- Flore's Pavilion
- 11- Gallery Daru
- 12- Louvre's School
- 13- Sculptures
- 14- Greek & Roman Exhibit
- 15- Babylonian Exhibit
- 16- Assyrian Exhibit

- 17- Egyptian Exhibit
- 18- Code of Hammurabi
- 19- Venus of Milo
- 20- Access from Napoleon Hall
- 0- Lavatories

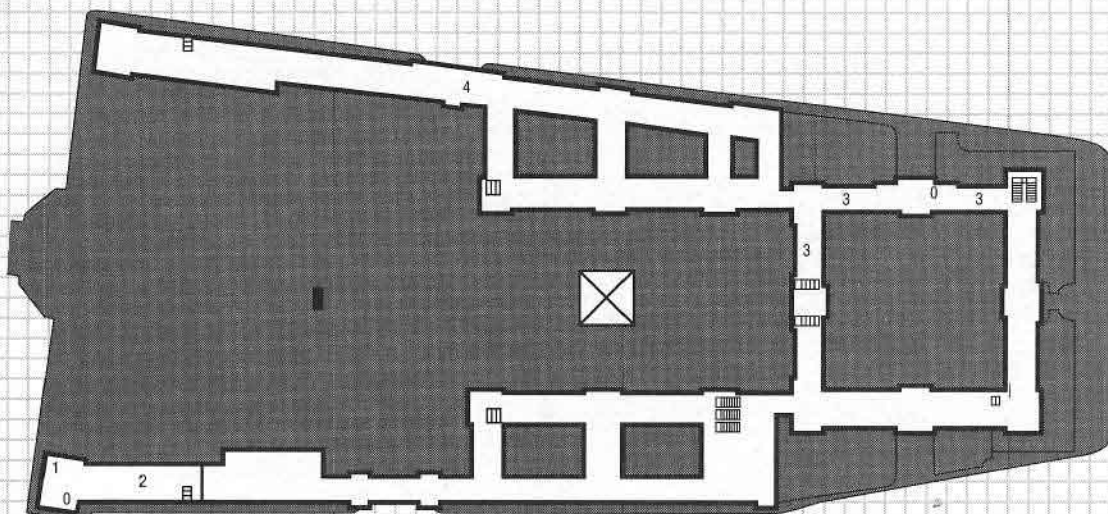
• THE LOUVRE: SECOND FLOOR:



- 1- Spanish Paintings
- 2- Italian Paintings (17-18th c.)
- 3- Rubens Paintings
- 4- Italian Paintings (14-15th c.)
- 5- French Paintings (19th c.)
- 6- The Joconde
- 7- French Paintings (17-18th c.)
- 8- Rembrandt Paintings

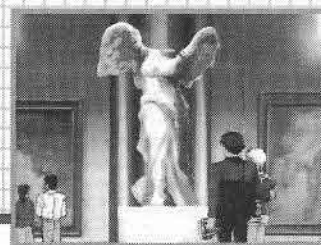
- 9- Victory of Samothrace
- 10- Ancient Bronzes
- 11- Oriental & Greco-Roman Exhibits
- 12- Objects of Art (Renaissance & Middle Ages)
- 13- .. Furniture & Objects of Art (17th-19th c.)
- 14- Fashion & Decorative Art Museum
- 15- E. Delacroix "Liberty Guiding the People"
- 0- Lavatories

• THE LOUVRE: THIRD FLOOR:

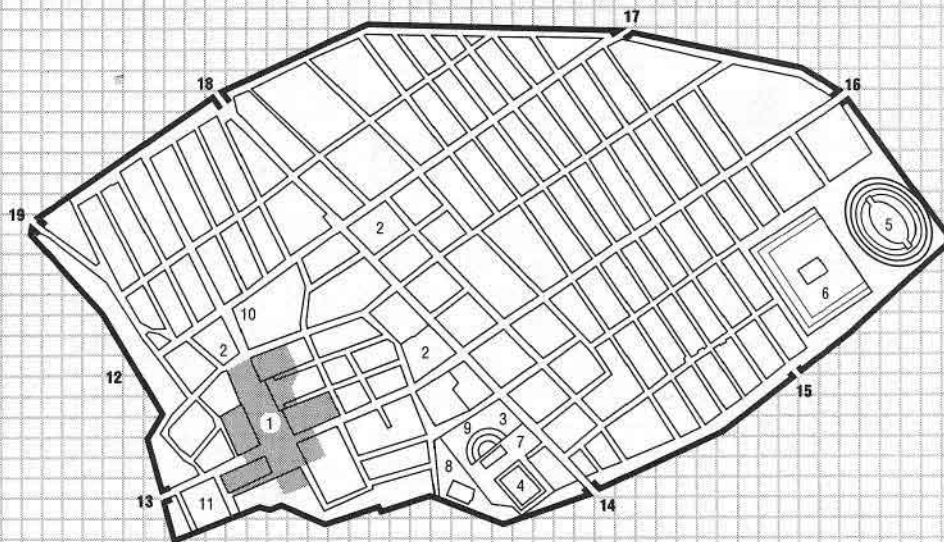


- 1- Graphic Art (pastels & drawings)
- 2- Paintings (Temporary Exhibit)
- 3- French Paintings (14th-17th c.)
- 4- Fashion & Decorative Art Museum
- 0- Lavatories

• Victory of Samothrace •



• ROMAN SECTOR: POMPEI:



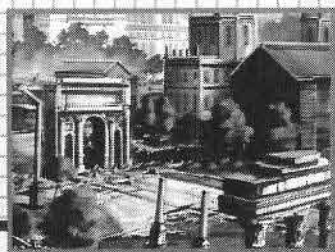
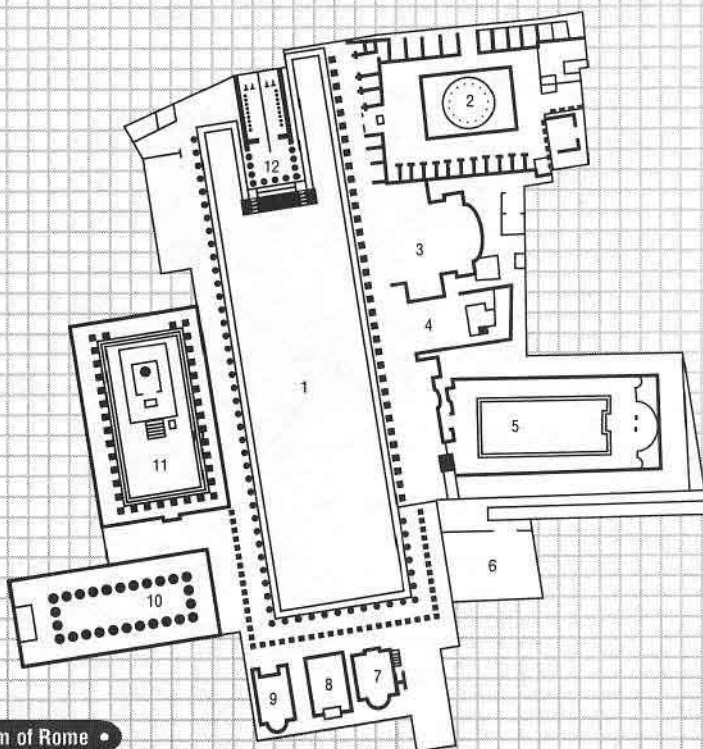
- 1- Forum
- 2- Public Baths
- 3- Theatre
- 4- Gladiator's Barracks
- 5- Amphitheatre
- 6- Palestra
- 7- Small Odeon
- 8- Triangular Forum

- 9- Temple of Isis
- 10- Temple of Fortuna
- 11- Temple of Venus
- 12- City Wall
- 13- Porta Marina
- 14- Porta Stabia
- 15- Porta Nocera
- 16- Porta Sarno

- 17- Porta Nola
- 18- Porta Vesuvio
- 19- Porta Ercolano (Toward the villas)

• ROMAN SECTOR: THE FORUM OF POMPEI:

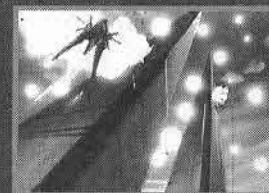
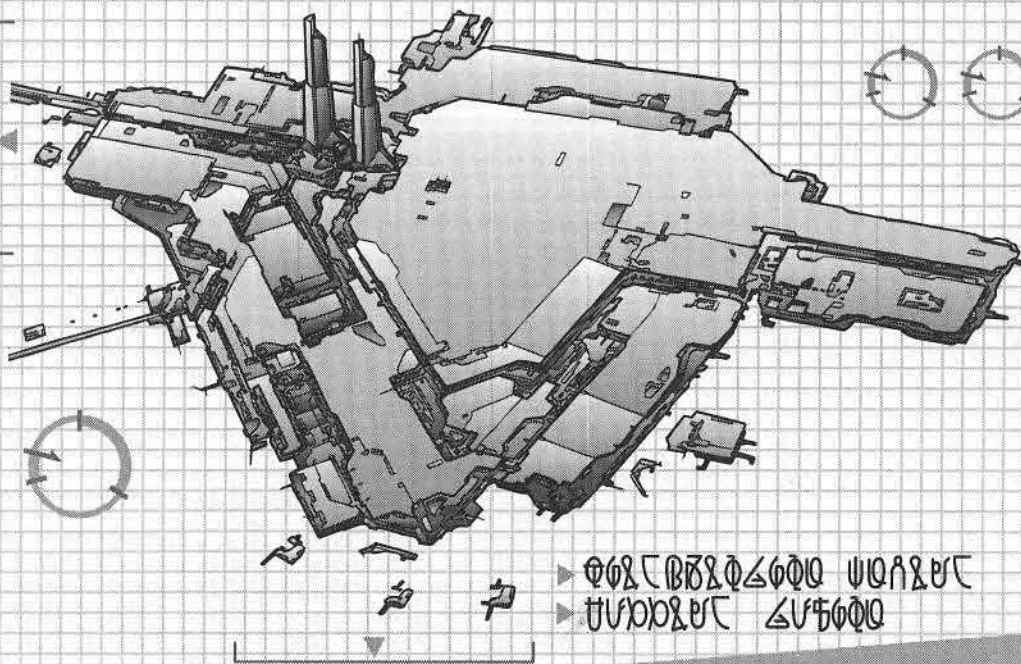
- 1- Forum
- 2- Marcellum Market (roofed)
- 3- Temple of Lares
- 4- Temple of Vespasianus
- 5- Cloth Market
- 6- Comitium
- 7- Duumvirs' Offices
- 8- Curia
- 9- Ediles' Offices
- 10- Basilica
- 11- Temple of Apollo
- 12- Temple of Jupiter (Capitol)



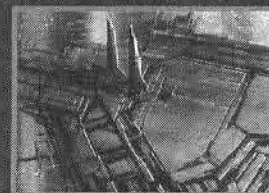
• Forum of Rome •

HEADQUARTERS

• UN SPACY HEADQUARTERS •



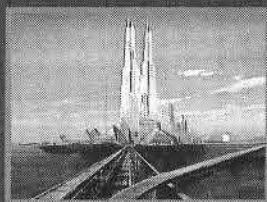
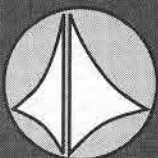
Marduk Assault



Above The Towers



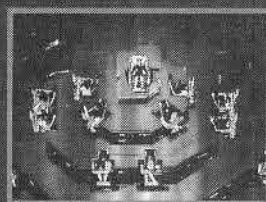
Command Bunker



Headquarters Towers



Mess Hall



Command Stations



Headquarters Island

OVERVIEW

The United Nations Spacy is a powerful, tentacular organization dedicated to the protection of the Earth. To help the Spacy perform its duty with efficiency, a huge complex serves as headquarters and the Spacy's main planetbound base.

The first incarnation of the United Nations Spacy headquarters was built in 2031. It seemed at first that a five square kilometer surface would be enough for the needs of the Spacy for years to come, yet by 2053 the space was barely sufficient for the ever-expanding organization. The surface area of the base doubled that year, then grew again to its actual size by 2076.

The UN Spacy headquarters and its facilities now covers almost a hundred square kilometers of land. The base itself is composed of four main armored decks, plus two main tower buildings, for a total of nearly 214 separate levels. Roads and walkways link the various areas of the complex, ensuring rapid access to every facility. The headquarters are linked to the mainland through several reinforced bridges.

The base employs about 790,000 people; this includes the military staff and soldiers as well as the civilian employees. Only a fraction of the personnel actually live on the base, and most staffers commute to and from the city every day.

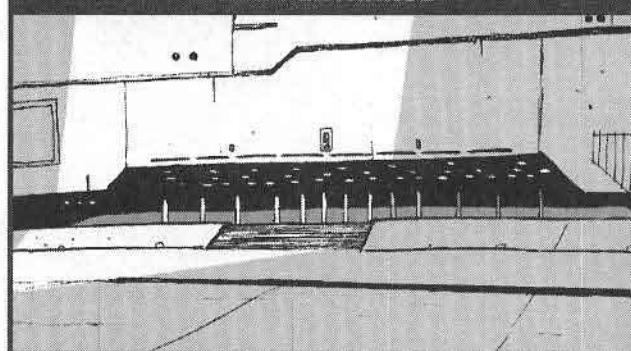
Access to the facilities normally requires a security badge, but Spacy personnel usually get in just because of their uniforms. In short, security is somewhat lax — some would call it "overconfident." It is possible for civilians to visit the unclassified sectors of the base by registering at least a day in advance to be part of the special visitor tour. There is no cost involved, as the souvenir and gift shop near the entrance makes more than enough profit to pay both the tour guides and security personnel.

SPACEPORTS

Spaceports dot the land around the main towers. Many of the ports are built over water (as is most of the base) and can accommodate even the biggest Zentran spaceships. Up to 55,000 mecha and vehicles are stationed there at any one time, plus several ships.

The grounds offer extensive facilities for storage, refitting and maintenance of virtually every type of vehicle used by the Spacy. Large reinforced landing and take-off areas are everywhere, and large hangars are located next to them to shelter the vehicles from the elements. The hangars also contain armored bunkers to store ammunition and missiles for the Spacy's various equipment.

MAIN ENTRANCE



• UN SPACY HEADQUARTERS •

TOWERS

The two large towers contain office and command levels, as well as communication equipment. Tower One is the High Command building, and its access is restricted to authorized personnel only. Tower Two contains the administration of the Spacy, and its access is much less restricted. Both buildings are armored and reinforced.

Access is possible through a series of high speed elevators, several of which are mounted on the side of the building. They offer an unequalled view of the surrounding base, as they rise silently above the ground.

The interiors of the towers are simple and functional, yet elegant. Vast open spaces and many small gardens impart a relaxed ambiance to the place. Each tower has an independent power supply and full facilities, such as cafeterias, restrooms and the like, for its occupants.

MANUFACTURING PLANTS

The headquarters are equipped with complete mecha production facilities and spaceship drydocks. Although small and simple when compared to the orbital and lunar plants, they do grant the base a high level of self-sufficiency.

Like those at the Moon Base, Valkyrie and Ground Mecha production lines make up the bulk of the facilities. They are less automated than the lunar ones, though, and require additional upkeep and monitoring.

Drydocks are located near or in spaceport areas, and would be hard-pressed to build a complete ship. They do, however, excel at refitting, restocking and repairing visiting spaceships.

The drydocks are equipped with a multitude of small robotic arms that tend to the ships' needs, welding new armor plates, refurbishing damaged components and loading fresh supplies and ammunition crates. Several deployable access bridges can be adjusted to fit practically any type of ship currently in use with the Spacy or the Zentrans, allowing easy and rapid access to the behemoths.

NOTE: The following represents the headquarters as they were before the Marduk final assault. It has been severely damaged in the fight, but is presently in reconstruction. Temporary headquarters have been transferred to the Moon Base.

IDENTIFICATION:

UN Spacy Headquarters

STAFF:

Command Staff	1500
Technical Crew	65,000
Security	12,000
Science	75,000
Administration	135,000
Medical Staff	10,000
Pilot	55,000
Ground Troops	120,000

Total staff: 473,500 + around 320,000 civilians

M.D.C. PER LOCATION:

Office Towers (2)	10,000	each
Communication Antennas (20)	200	each
Main Decks (4)	100,000	each
Drydocks (20)	6000	each
Access Bridges (3)	1000	per km
Hangar Doors (6,800)	300	each

DIMENSIONS:

Length: 10 km

Width: 8 km

Height: 2 km (from water level)

Power System: Combination nuclear and solar power (indefinite life). The Headquarters have a separate, independent power grid from the city.

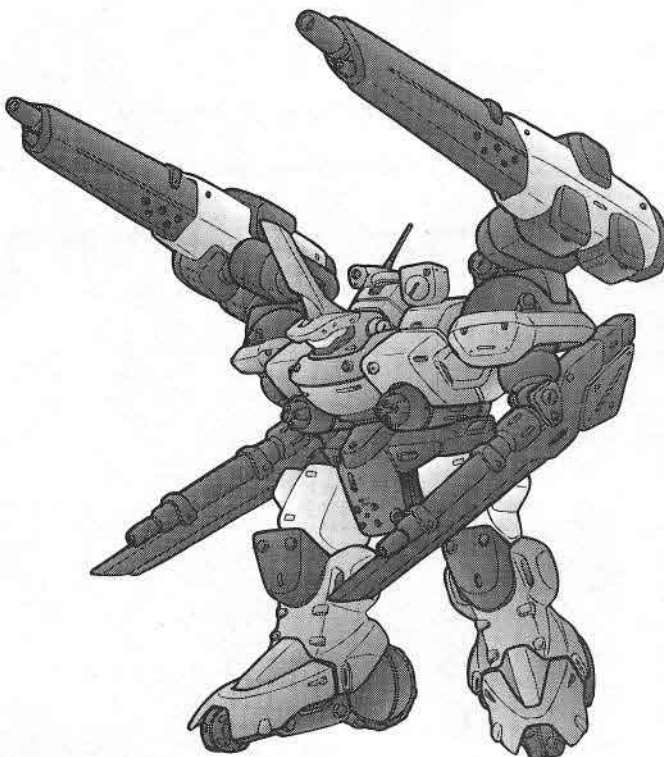
MOBILE WEAPON SYSTEMS:

VF-2JA	10,750
VF-2SS	1075
VF-2SS SAP	400
VF-2SS SAP Special	55
VF-XX Valkyrie	2000
AGA Jet	6500
Phalanx IV	9700
Defender-Ex	11,500
Tomahawk II	12,800
Monster II	200

Total number of combat-ready mecha: 54,980











ADDITIONAL VEHICLES

Space Shuttle	40
M-300 VTOL Jet	150
VC-079 Civilian Valkyrie	65
Electric Jeep	8,000
Electric Scooter	21,000
Electric Truck	5000
Electric Bus	1300

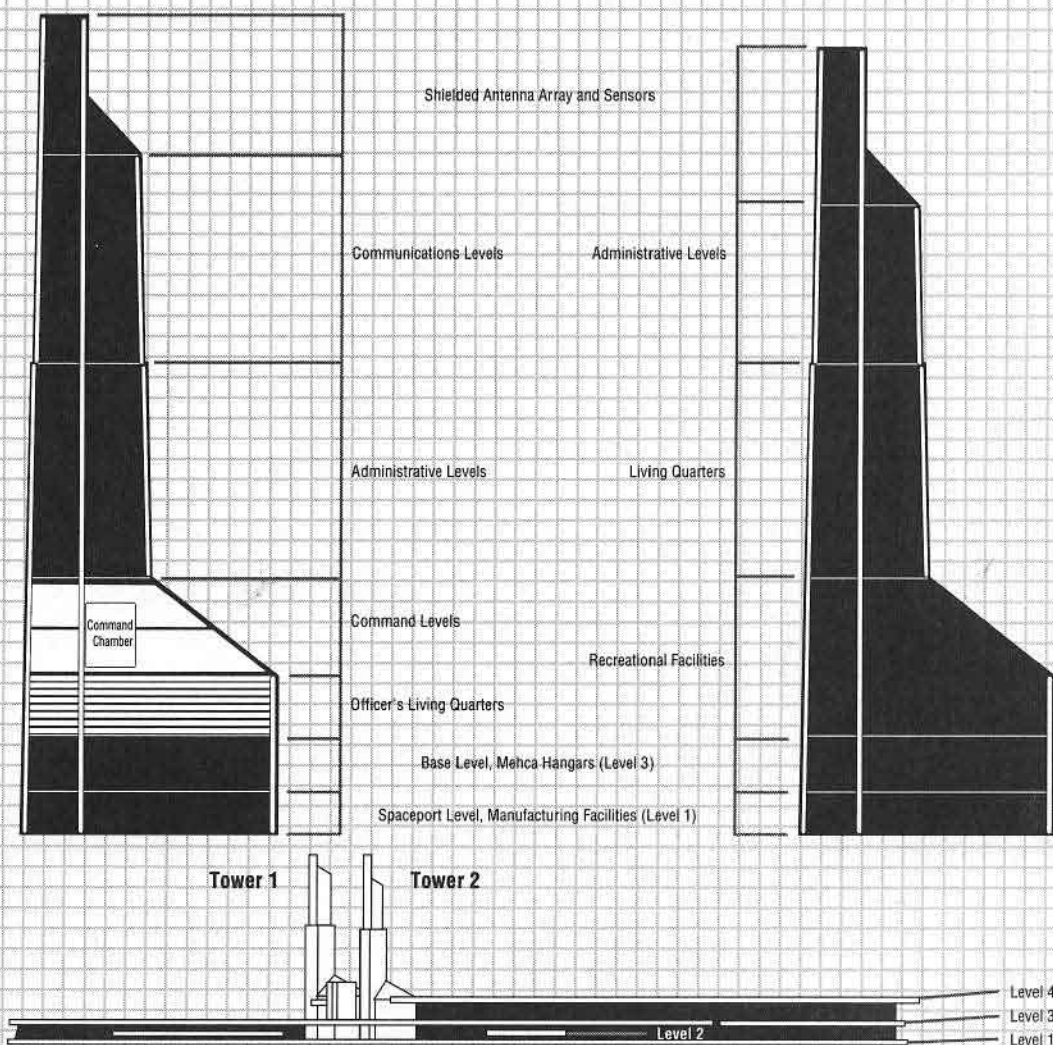


• Tomahawk Mk II •

MAP KEY

-  Elevator (human-sized)
-  Waste Disposal
-  Window
-  Lift
-  Elevator (mecha)
-  Armory
-  Airlock
-  Hatch
-  Escape Pod
-  Broadcast System

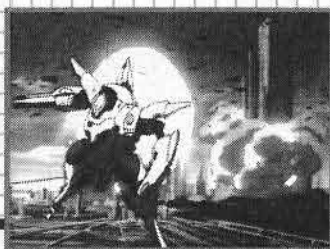
SIDE VIEW/CUTAWAY



HEADQUARTERS ISLAND: MAIN LEVELS DISTRIBUTION:

1-
2-
3-
4-

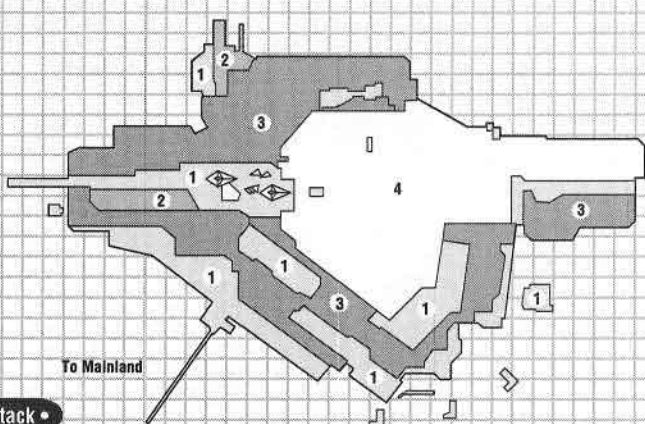
- First Deck
- Second Deck
- Third Deck
- Upper Deck



To Mainland

To Mainland

• Annihilator Attack •

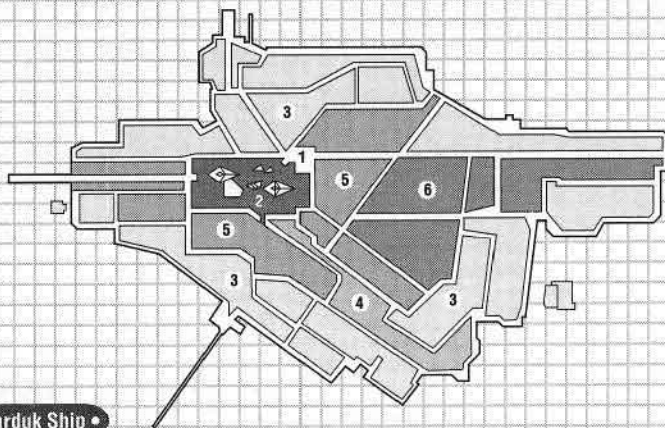


• LOWER LEVEL: VEHICULAR CIRCULATION NETWORK:

- 1- Vehicular circulation network
- 2- Command section
- 3- Spaceport section
- 4- Mecha repair/supplies section
- 5- Mecha hangars
- 6- Mecha/weapons manufacturing

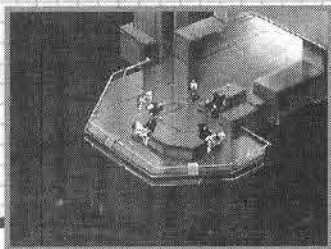


• Docked Marduk Ship •

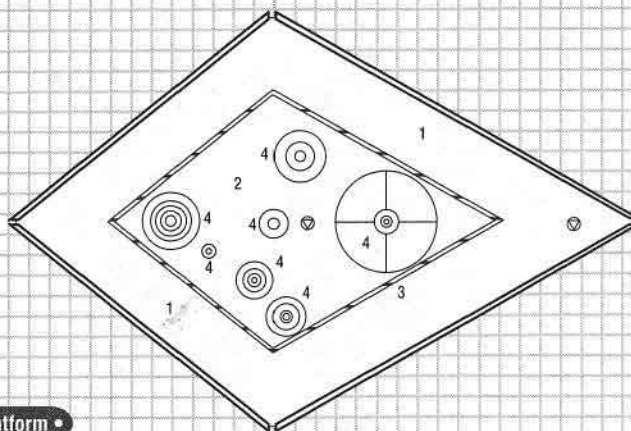


• TOWERS ONE AND TWO: ROOF EQUIPMENT AND ANTENNAS:

- 1- Service area (large enough for a mecha)
- 2- Maintenance area (cordoned off)
- 3- Railing
- 4- Antennas

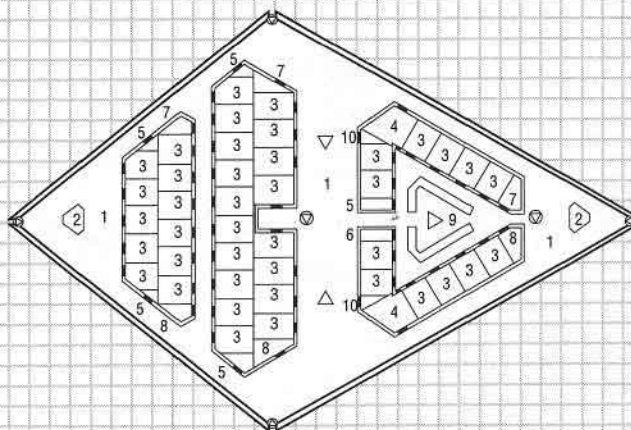


• Command Platform •



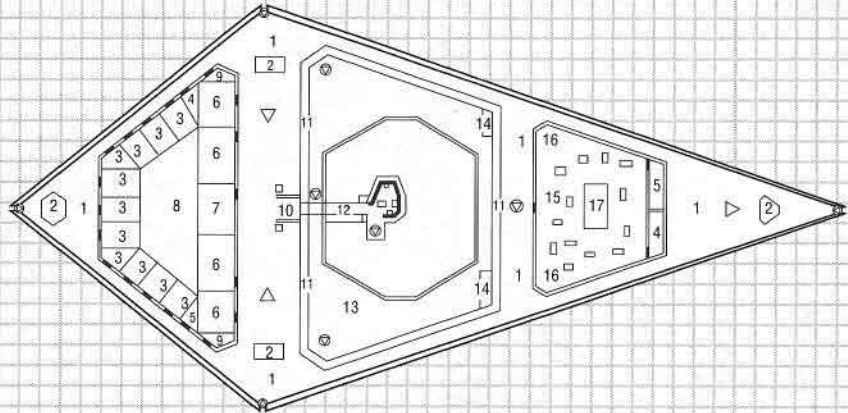
• TOWERS ONE AND TWO: ADMINISTRATIVE FLOOR (TYPICAL):

- 1- Service corridor
- 2- Security posts
- 3- Offices
- 4- Supervisors' offices
- 5- Office supplies
- 6- Small kitchen/coffee room
- 7- Men's room
- 8- Ladies' room
- 9- Secretarial pool
- 10- Broom closet



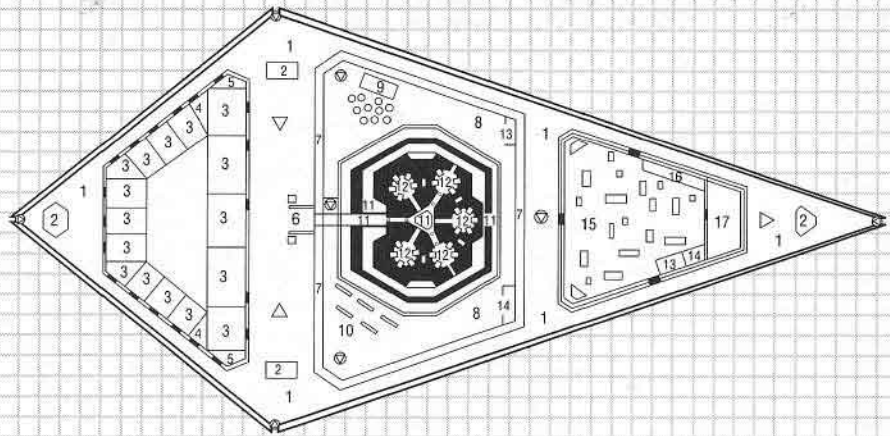
• COMMAND TOWER I: UPPER COMMAND LEVEL:

- 1- Service corridor
- 2- Security stations
- 3- High ranking officers' offices
- 4- Men's room
- 5- Ladies' room
- 6- Flag rank offices
- 7- Commander Exogram's office
- 8- Garden
- 9- Air conditioning system
- 10- Command bunker entrance
- 11- Heavily armored walls
- 12- Upper command platform
- 13- Open space
- 14- Environmental systems
- 15- High ranking officers' mess
- 16- Broadcast system
- 17- Kitchen/bar



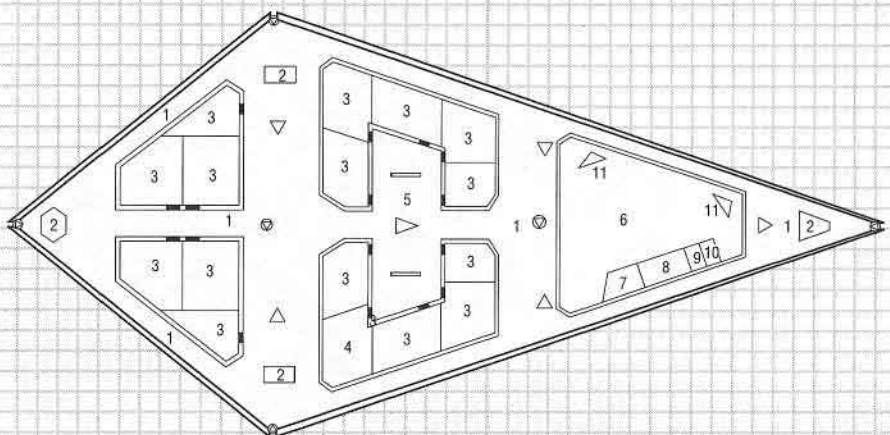
• COMMAND TOWER I: COMMAND LEVEL:

- 1- Service corridor
- 2- Security stations
- 3- High ranking officers' offices
- 4- Washrooms
- 5- Air conditioning systems
- 6- Command bunker entrance
- 7- Heavily armored walls
- 8- Open area around command room
- 9- Small café
- 10- Rest area
- 11- Floor of command room
- 12- Command platforms
- 13- Men's room
- 14- Ladies' room
- 15- Officers' mess
- 16- Bar
- 17- Kitchen



• COMMAND TOWER I: TYPICAL LIVING QUARTERS:

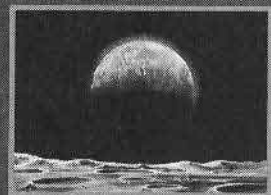
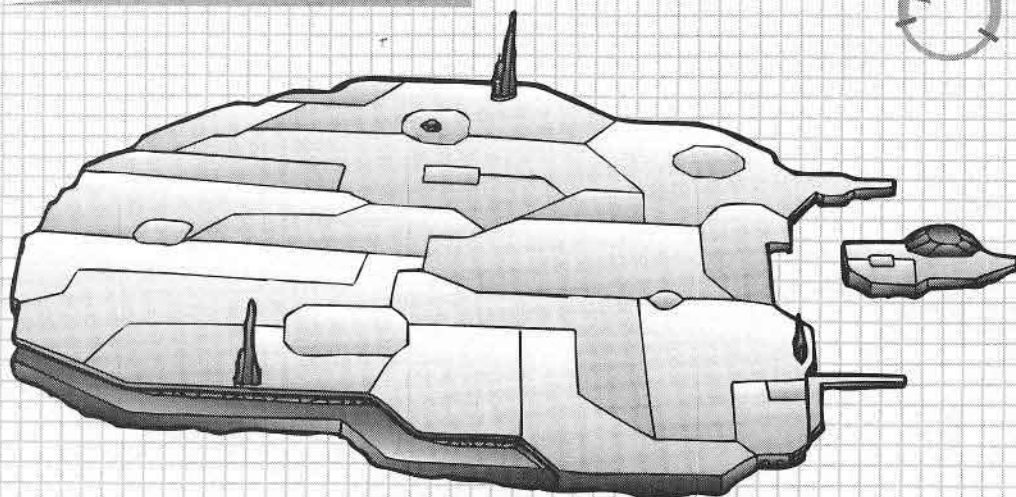
- 1- Service corridor
- 2- Security post
- 3- Apartments
- 4- Sylvie Gena's apartment
- 5- Central park
- 6- Recreation space
- 7- Bar/restaurant
- 8- Kitchen
- 9- Men's room
- 10- Ladies' room
- 11- Broadcast system



MOONBASE

• UNSPACY MOONBASE •

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- ▶ ԸՄԿՈՓ ԹՃՃԱՄՄԵ



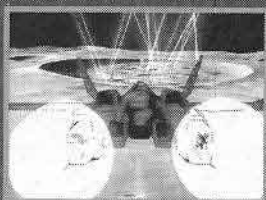
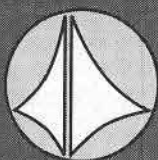
Earthrise



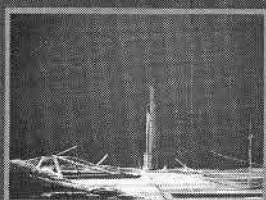
Launch Bay



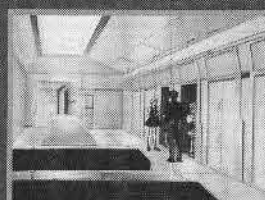
Stadium Dome



Approaching The Base



Main Comm Tower



Spaceport Lockers



Luna City

UN SPACY MOONBASE

Using technology and advanced science found in the crashed alien spacecraft at Macross Island, the nations of Earth built outposts on the Moon, Mars and as far as the moons of Jupiter in the late part of the Twentieth Century. The first settlements established were built on the Moon, and would slowly grow over the next few decades into a large city and military complex. The Moon Base is still growing today, albeit at a much slower rate.

OVERVIEW

The Base is composed of a series of buildings and hangars built above the surface using locally available ore. Most of the Base is located underground, though, to protect it against radiation and possible enemy attack.

What's visible of the surface of the base offers little detail — most of it being used as simple landing pads. The only important surface features are the tower, the communication antennas and the large Stadium.

The buildings are grouped in districts by their nature, i.e. military, civilian, or manufacturing. Each district can survive independently of one another, since they all possess communication equipment, life support, solar and nuclear generators, and so on. They are connected to one another by a network of underground transport tubes.

MILITARY BASE

The military district is a large UN Spacy base, home to over 6000 people. In addition to barracks and apartments for the soldiers, it contains facilities such as kitchens, mess

halls and so on. Large training grounds and firing ranges are also available for military exercises between missions.

MANUFACTURING PLANT

The Industrial District is mostly composed of underground facilities for several reasons — protection from possible assault and cosmic radiation (which, in addition to being dangerous to humans, could affect some delicate manufacturing processes) foremost amongst them. Being underground also puts the factories closer to the mines where lunar ore, the prime source of metal and rare elements, is extracted.

Valkyrie and Ground Mecha production lines make up the bulk of the facilities. They are almost completely automated, and require minimal upkeep and supervision. Technicians are mostly troubleshooters, handling unexpected problems and breakdowns.

SCIENCE STATION

The Moon Base is home to several research laboratories, especially in the field of physics and astronomy. Radio and conventional telescope arrays are placed in strategic locations far from the actual base. This prevents light and transmission noises from interfering with these telescopes. High-speed maglev trains connect the observatories to the main base within 20 minutes.

LUNA CITY

The civilian district is called Luna City and is home to nearly 3000 people. In many respects, it is a modern if small arcology where residences, malls, services and vegetation intermesh gracefully.

The City's architecture is similar to the one developed for the Macross. Vast public spaces are divided by terraces linked to one another by aerial walkways. Huge video screens are mounted on many walls, showing music videos, advertisements and news. Many large access corridors and roads run throughout the base, enabling fast and easy access to every location.

THE FREEDOM FESTIVAL

The Freedom Festival is a major celebration held every year to commemorate the victory over the main Zentrar armada eighty years ago. It is the most awaited event of the year and draw humans and aliens together for many days of festivity.

Although everyone on Earth celebrates during the Festival, the main action is on the Moon. High-ranking Spacy dignitaries and officers, politicians, and diplomats, along with their families, are invited to the Moon Base for a major presentation, which includes shows by popular artists and a demonstration by some of the best elements of the army.

All these activities are transmitted to Earth by a legion of reporters and journalists, and are as popular as the Olympic Games were in the previous century. People everywhere organize parties, parades and fireworks, along with numerous concerts. All public services are shut down and a planetary holiday is declared for the duration of the Festival.

Famous and upcoming artists present almost non-stop shows, mostly on the Moon. To be invited by the Spacy to participate in one of the Moon Base concerts is a highly sought honor and guarantees instant fame and public adulation in the following months (whether the artist manages to keep the public's interest afterward is another matter completely, though).

The UN Spacy also loves to use the Festival as a propaganda tool by showing their might to the people. Numerous demonstrations by the fleet are conducted in space just above the base, where the public can watch through huge armored windows the choreographed maneuvers of the giant spacecrafts. Acrobatic demonstrations are held by the top mecha pilots of the Spacy, using brightly colored Valkyrie fighters equipped with smoke and holographic systems. The demonstration usually closes with an exhibition of the newest prototypes, both on the ground and in flight.

IDENTIFICATION:

Moon Base

CREW:

Command Staff	580
Technical Crew	2060
Security	215
Science	115
Administration	325
Medical Staff	185
Pilot	550
Ground Troops	1920

Total crew: 5950 + around 3000 civilians

M.D.C. PER LOCATION:

Stadium (1)	9000
Communication antennas (20)	200 each
Communication towers (3)	10,000 each
Sectors (4)	20,000 each
Beam cannons (4)	2000 each
Long range rocket launcher bays (30)	1000 each
Medium range rocket launcher bays (8)	800 each

DIMENSIONS:

Diameter:	12 km
Height:	2 km

Power System: Combination nuclear and solar power (indefinite life). Every district has a separate, independent power grid.

Gravity Control System: Internal, adjusted to normal Earth gravity

WEAPON SYSTEMS

1. BEAM CANNONS (4)

These provide support fire. They are located at equal distances from one another around the perimeter of the Moon Base.

Primary Purpose: Anti-Spaceship

Secondary Purpose: Defense

Range: 16 miles (25.6 km)

Mega-Damage: 1D6 X 1000 M.D.

Rate of fire: 5 attacks per melee.

Payload: Effectively unlimited due to the base's large power grid.

2. LONG RANGE MISSILE LAUNCHERS (30)

These launchers are scattered around the base, ready to ward off any attack.

Primary Purpose: Anti-Spaceship and Space Fighter

Secondary Purpose: Defense

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

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

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

Payload: Effectively unlimited due to large ammo magazines.

3. MEDIUM RANGE MISSILE LAUNCHERS (8)

These launchers are located near the civilian district and mostly serve to protect it against attack.

Primary Purpose: Anti-Spaceship and Space Fighter

Secondary Purpose: Defense

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

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

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

Payload: Effectively unlimited due to large ammo magazines.

MOBILE WEAPON SYSTEMS:

VF-2SS	48
VF-2SS SAP	24
VF-2SS SAP Special	24
VF-1MS Metal Siren	12
VF-XX Valkyrie	12
Phalanx Upgrade	24
Defender-Ex, w/SPS	24
Tomahawk II, w/SPS	24
Monster II	6

Total number of combat-ready mecha: 198

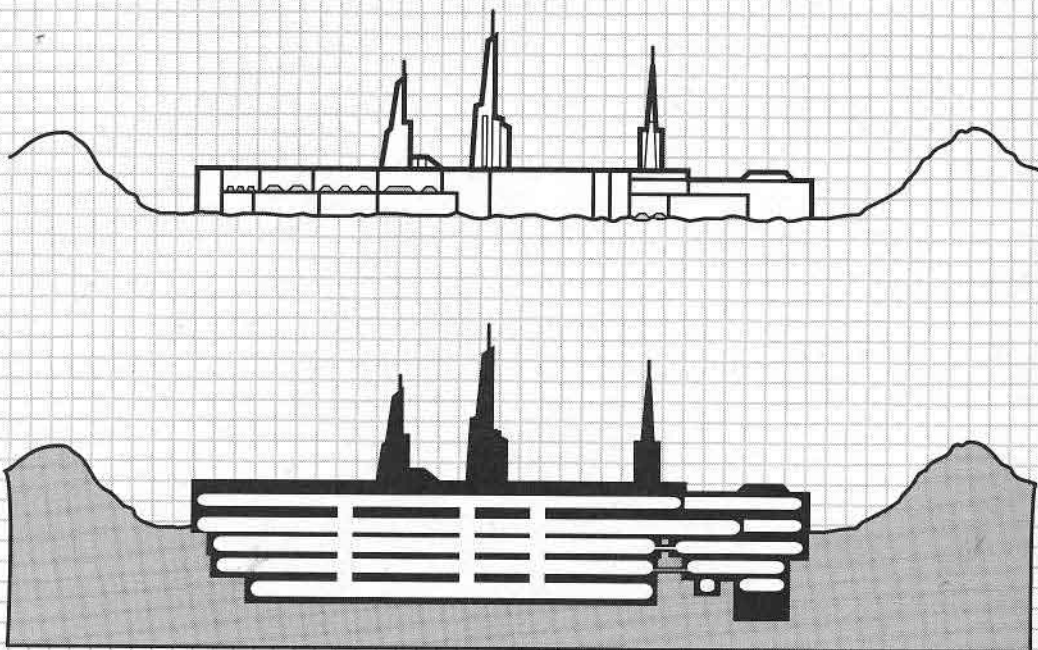
ADDITIONAL VEHICLES

Space Shuttle	8
M-300 VTOL Jet	2
VC-079 Civilian Valkyrie	6

MAP KEY

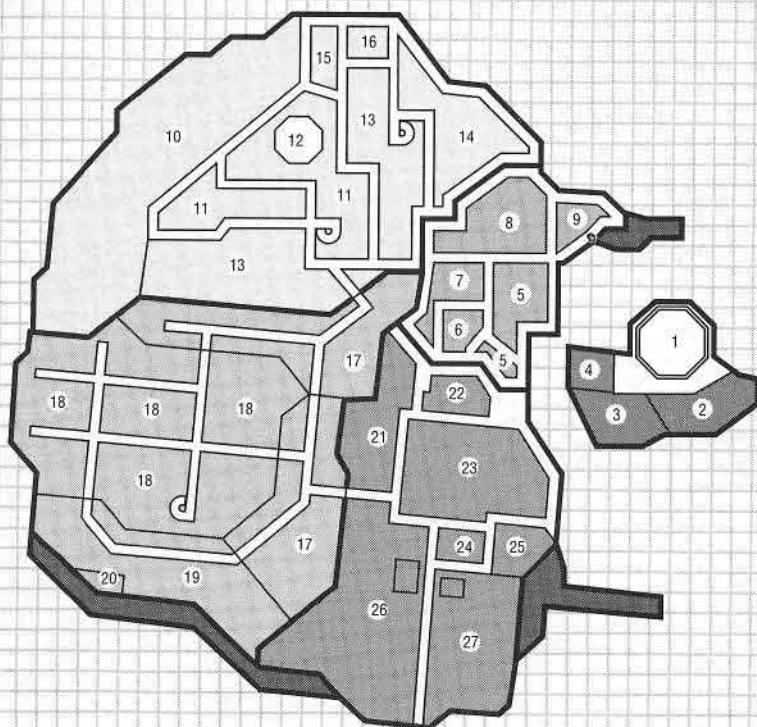
- Elevator (human sized)
- L Lift (HL: Heavy Lift)
- Luna City
- Industrial Quarter
- Science Station
- Military Base
- Power Station

SIDE VIEW/CUTAWAY



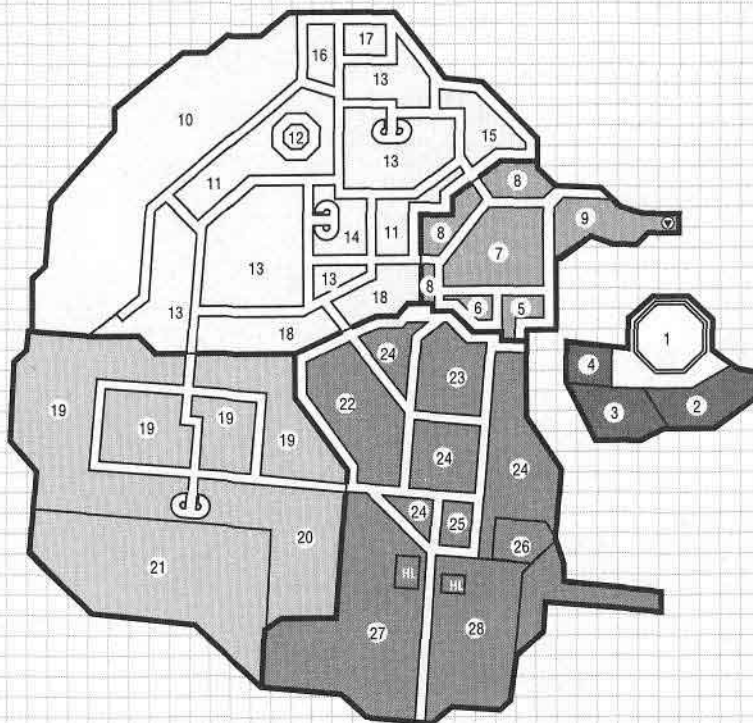
LEVEL ONE: COMMERCIAL, FOOD PRODUCTION, FLIGHT OPERATIONS

- 1- Heat pile generator
- 2- Maintenance equipment storage
- 3- Power station control
- 4- Materials storage
- 5- Science station administration
- 6- Science section computer center
- 7- Behavioral science
- 8- Astrophysics
- 9- Electromagnetics research
- 10- Civilian spaceport
- 11- Recreational & sports facilities
- 12- Luna Stadium seating
- 13- Commercial district
- 14- Luna City administration and services
- 15- Communications
- 16- SNN tower base
- 17- Food processing & packaging
- 18- Hydroponics section
- 19- Cargo spaceport
- 20- Cargo shipping control
- 21- Mess hall
- 22- Military computer center
- 23- Operations
- 24- Pilots' ready rooms
- 25- Flight operations control
- 26- Military cargo operations
- 27- Flight operations launch section



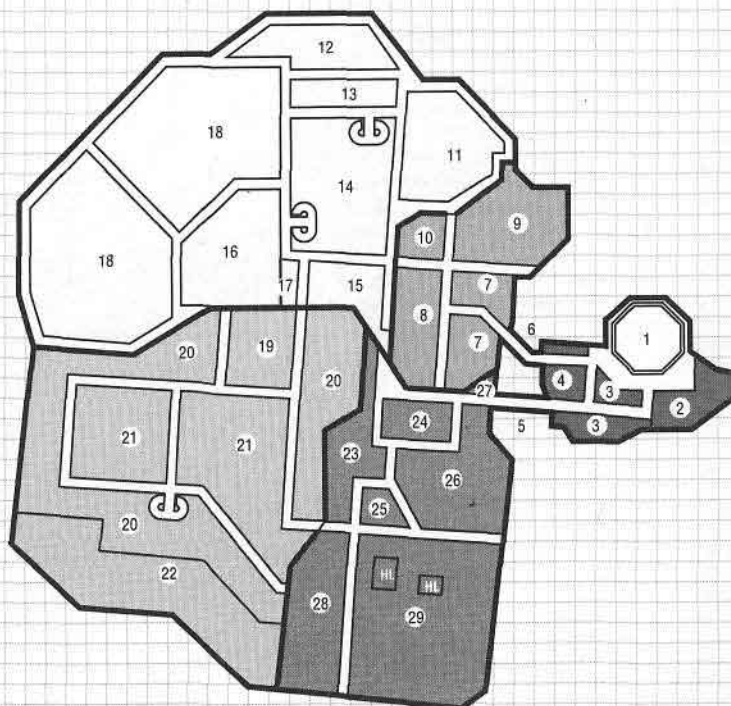
LEVEL TWO: COMMERCIAL, MANUFACTURING, MILITARY OPERATIONS:

- 1- Heat pile generator
- 2- Maintenance equipment storage
- 3- Power station control
- 4- Materials storage
- 5- Military research coordination
- 6- Science station computer center
- 7- Electronics research
- 8- Chemical laboratories
- 9- Bio-medical research
- 10- Civilian spaceport terminal
- 11- Recreational & sports facilities
- 12- Luna Stadium (stage level)
- 13- Commercial & entertainment district
- 14- Armstrong Park
- 15- Police headquarters
- 16- Communications
- 17- Postal center
- 18- Military family lodging
- 19- Aerospace component manufacturing
- 20- Ammunition manufacturing
- 21- Cargo processing
- 22- Mess hall
- 23- Military computer center
- 24- Operations
- 25- Pilots' ready rooms
- 26- Flight operations control
- 27- Military cargo operations
- 28- Flight Operations launch bays



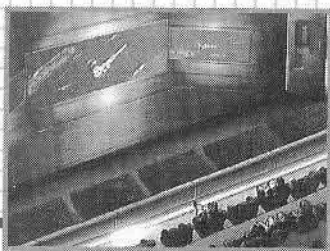
LEVEL THREE: RESIDENTIAL, MANUFACTURING, POWER STATION ACCESS:

- 1- Heat pile generator
- 2- Maintenance equipment storage
- 3- Maintenance & scheduling
- 4- Power station security
- 5- Access from Military section
- 6- Access from science and Luna City
- 7- Science station conference rooms
- 8- Lab supplies
- 9- Chemical research
- 10- Selenography
- 11- Tourist lodging
- 12- Community center
- 13- Library & computer center
- 14- Entertainment district
- 15- Restaurants
- 16- Medical complex
- 17- Hospital Park
- 18- Residential area
- 19- Industrial section administration
- 20- Electronics manufacturing
- 21- Light metal and plastic castings
- 22- Cargo shipment processing
- 23- Bachelor officers' quarters (BOQ)
- 24- Military computer center
- 25- Security
- 26- Military operations offices
- 27- Power control
- 28- Ammunition storage
- 29- Surface access and landing area

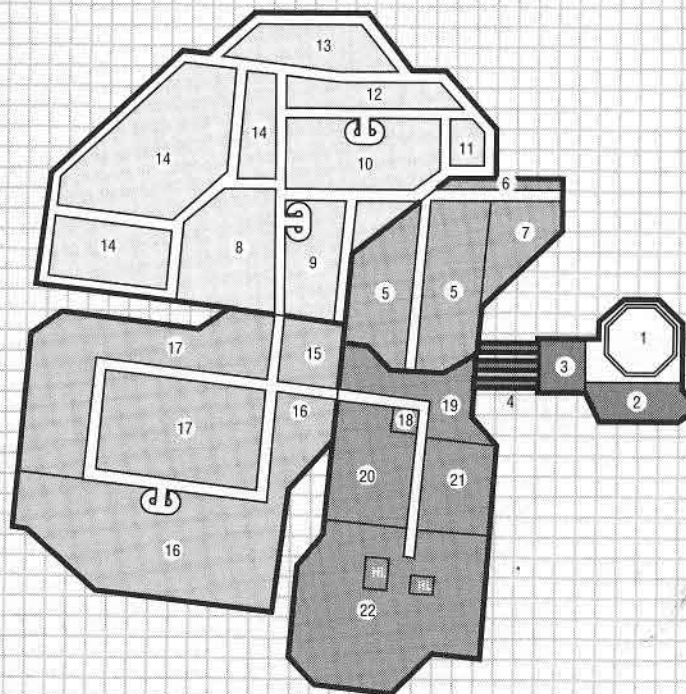


LEVEL FOUR: RESIDENTIAL, MANUFACTURING, POWER LINES:

- 1-..... Heat pile generator
- 2-..... Maintenance equipment storage
- 3-..... Main power line breakers & transformers
- 4-..... Power transmission conduits
- 5-..... Military research
- 6-..... Radiation & electromagnetics
- 7-..... Materials science
- 8-..... Medical complex
- 9-..... Restaurants
- 10-..... Science personnel lodging
- 11-..... Emergency services
- 12-..... Library & computer center
- 13-..... Community center
- 14-..... Residential area
- 15-..... Minor assembly lines
- 16-..... Major assembly lines
- 17-..... Weapons manufacturing
- 18-..... Security
- 19-..... Signals analysis section
- 20-..... Barracks
- 21-..... Operations offices
- 22-..... Mecha maintenance and storage

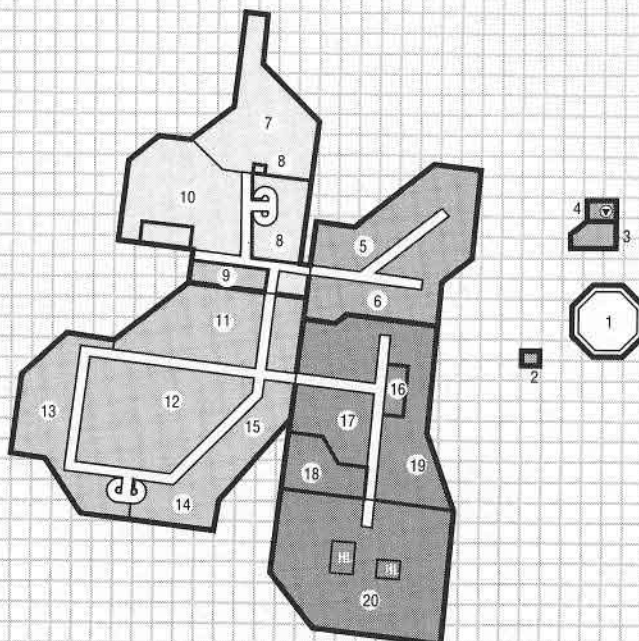


• Luna Stadium •

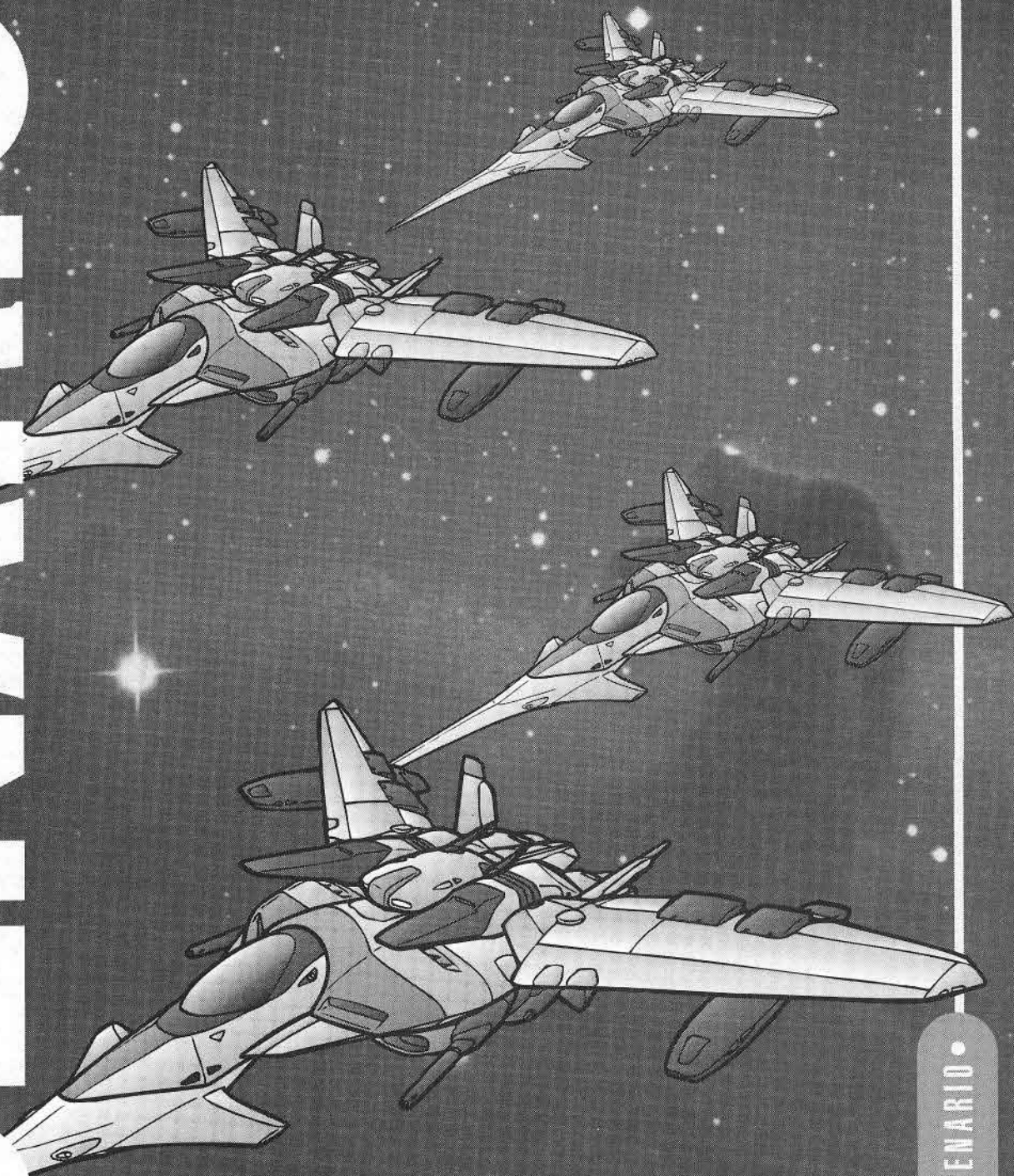


LEVEL FIVE: LIFE SUPPORT, SANITATION, BUNKERS:

- 1-..... Heat pile generator
- 2-..... Power station bunker
- 3-..... Bio-hazard quarantine
- 4-..... Science bunker
- 5-..... Instrument maintenance
- 6-..... Genetics research
- 7-..... Solid waste recycling
- 8-..... Civilian bunkers
- 9-..... Laundry
- 10-..... Atmospheric & fluid recycling
- 11-..... Metallurgy
- 12-..... Base metals smelting
- 13-..... Industrial waste processing
- 14-..... Industrial section bunker
- 15-..... Mineral ore processing
- 16-..... Command bunker
- 17-..... Offices
- 18-..... Military personnel bunker
- 19-..... Military records
- 20-..... Mecha maintenance and storage



SCENARIO



• SCENARIO •

REFLECTIONS

PRELUDE AND ASSUMPTIONS

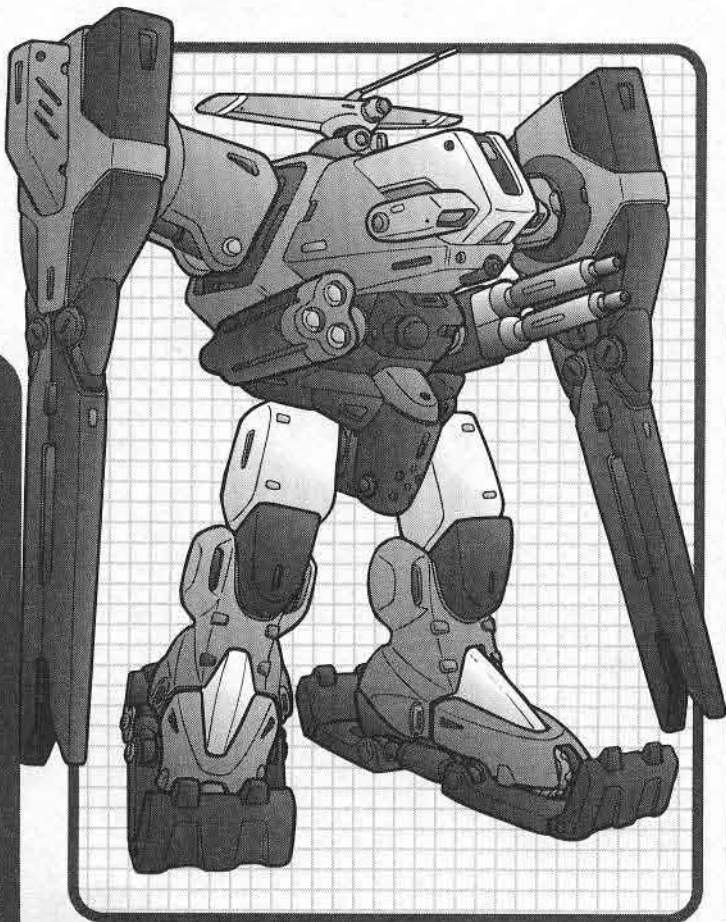
In *All That Glitters*, the first part of this series of adventures, the player characters investigated a Marduk Scout Cruiser approaching dangerously close to their defense lines and met Mishalla, a pretty, mild-mannered Emulator. After fighting Sherak, a Marduk Officer loyal to Mishalla, they brought her back with them. Soon after her arrival, however, she managed to slip away without a trace.

If you ran that adventure, it is assumed that Mishalla did come back with the characters. If that plan did not work, she managed to arrive on the planet through other means. It is important that she somehow be on Earth for the following scenarios, and on very good terms with the player characters.

In case she was handed to the UN Spacy authorities, the GM must arrange for her to escape them within a week of her capture. If she was with the players, she will slip through their fingers soon after her arrival. Her intent is, naturally, to track down Ishtar.

If you have not run or read *All That Glitters*, we recommend you familiarize yourself with Mishalla and Sherak by reading their respective descriptions at the end of this chapter. It will give you a better idea of their roles in this adventure.

Note: Some creative license was taken with the timeline. The events in this adventure may not fit perfectly with the animation. They mostly occur during the "gaps", but occasionally require the presence of a feature character at a time or location not specified in the anime series.



HOW TO USE THESE ADVENTURES

There are a few ways you can use these scenarios. The simplest and most obvious way is presented here. The adventure occurs over no more than a few days and is fairly concentrated both in action and storyline. However, this format may not necessarily suit your campaign timeline and you may wish to modify it accordingly.

Your other option is to take both adventures in this module and merge them into one. Already, they complete one another to make a longer story. It was separated in two modules to make it easy to pause the game until the next session. If you wish to play a more action-oriented kind of game, you may like the following suggestion. Remove most of the roleplaying aspects and focus instead on the mecha fighting action and on the chases. This will turn these scenarios into action adventures with a background story.

An interesting possibility would also be to take each Scene described herein and turn each one into a small scenario all by itself. The GM will probably have to fill in a lot of the missing details and probably introduce one or two subplots for each Scene, and that would allow the players to mainly focus on the character development. They would also have more time to get to trust Mishalla, who would never waste an occasion to make them trust her. This option may make for more intricate roleplay, but perhaps not as much action. It also entails that the whole timeline for the adventure would have to be stretched to accommodate a longer, more elaborate storyline.

INTRODUCTION

A few days have passed since the characters have returned from their mission aboard the Marduk Scout Cruiser. They have had only light assignments since then to allow them to recover from their wounds and hardships (if any) and because they deserved some rest after that difficult mission. Soon after their return, a troubled Mishalla shows up in the officers' mess, disguised as an officer, asking the players for help.

Ace Valkyrie pilot Patrick McDougall (captain of *McDog's Maggots*, a wing of elite fanatic Marduk-hating pilots) takes notice of Mishalla's presence and later tracks her down like a bloodhound. This makes the players' job very difficult: they must now act quickly or risk losing their newfound friend, and with her all hope of a peaceful solution to the conflict between humans and Marduk (or so they believe).

THE STORY BEHIND THE STORY

Mishalla has left and returned because she realized she could not find Ishtar without help. She has thus planned to make the players believe that she is slowly being "converted" to this wonderful human culture, and that she wishes to learn more about it. She wishes to gain their trust and will take very daring steps in order to do so, going as far as to admit (in this scenario) that her purpose here was to learn more about humans and bring back this information to Lord Ingues, something she knows she cannot do anymore. She hopes that they may have heard of Ishtar and will take her to the rogue Emulator. Already, she has spoken words of peace and hope to a gullible Valkyrie pilot (Franklin "Smithy" Murray) and has convinced him that perhaps this war is all a misunderstanding.

Captain McDougall (also called *McDog*, of *McDog's Maggots*) is suspicious of all Marduk, whether they are pretty girls or merciless maniacs. To him, a good Marduk is a dead Marduk. One of his men ("Smithy") has deserted to help Mishalla, and he wants revenge. Relentlessly, all through the scenario, he will show up to try and capture Mishalla. Incidentally, while his attitude is all wrong, it happens to be the right thing to do in this scenario.

France Jolie is a 16 year-old aspiring journalist and Hibiki Kanzaki's ex-girlfriend. The break up between Hibiki and her was his choice, and she now

believes that it was because of another girl. When she spies on him from afar, she notices Ishtar, whom she later on confuses with Tatiana, and decides to find out just what Hibiki is up to.

Tatiana Romanoff is a coincidence. She happens to somewhat resemble Ishtar, with shorter hair. Anyone who takes a close look at her and knows who Ishtar is will immediately know she is the wrong person, but from afar, or for persons who are not very familiar with the Emulator, Tatiana is a close look-alike. Although she gets no "lines" during these scenarios, her role as a decoy for France, Mishalla and Feff is rather crucial.

HOOKS

It is assumed that the first part of this story, *All That Glitters*, was played and there are sufficient hooks to keep the story going already. However, in case the GM is beginning with this scenario without having played the previous one, we provide you with a few additional hooks. These hooks are also used by NPCs during the scenario. The GM may want to make the "hooked" players allies of the corresponding NPCs, or replace the latter altogether with the Player Characters.

Who's That Girl? hook: Some nosy investigative reporter has heard rumors through his military contacts that some alien woman was captured or found during a mission, and decides to investigate who she is. He may have confused his sources and mistaken Mishalla or Tatiana for Ishtar, or he may be aware that there are two of them (GM's option). (In the scenario, this is the hook used for France Jolie.)

At Your Service Ma'am hook: Some noble-at-heart character is asked by a beautiful woman (Mishalla) for temporary shelter for the night. She appears distraught and sad (all a trick, really), but will not say anything about herself and vanish discreetly in the morning. She leaves such a lasting impression that the character feels compelled to seek her out and offer to help. (In the scenario, this is similar to the hook used for Franklin "Smithy" Murray.)

I Tell You, She's an Alien Spy hook: Contrary to what everybody believes, one of the characters who has encountered Mishalla has the strong conviction that she's a dangerous alien spy and has decided to have her arrested or killed (even if that means he must do it himself). Unfortunately, her apparent harmlessness makes that concept hard to believe, and the character seeks to prove that she is really a dangerous alien. (In the scenario, this is similar to the hook used for Captain Patrick McDougall.)

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. Each scene also includes a boxed text to be read to the players at the beginning of the scene, as well as a description of the characters involved during the scene and their psychology. 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 push the story forward whenever the occasion arises.

SCENE 1: THE OFFICERS' MESS

This first scene is meant to introduce the players to the 'actors' who will take part in this scenario, in one way or the other. While some may be discreet or completely passive, the players should at least be aware of their existence and principal characteristics.

GM INFO

Read the boxed section below to the players. The basic scenario assumes that the player characters are the Valkyrie pilots who brought Mishalla back from the Marduk Scout Cruiser. You can use the *Hooks* section above to introduce non-pilot characters into the scenario. The scene occurs in the Officers' Mess. The intent is for Mishalla to ask for the characters' help, and then be interrupted by Captain McDog. If the characters are not military personnel, the scene may occur in a civilian bar instead.

Mishalla is in the Mess, waiting for the players to arrive. She wants to play the distressed little alien girl in the hope that they will tell her that they know of someone like her (namely Ishtar). She has more than only one informant, however. Such a helping hand is Franklin "Smithy" Murray, from McDog's Maggots, whose uniform she wore to enter the Mess without attracting any attention.

You enter the Headquarters' Officers' Mess. It's been a week since you've returned from that mission aboard the enemy Marduk Scout Cruiser, where you met the pretty Emulator Mishalla. She has just recently disappeared, and although you have only known her for a brief moment, there was this strange bond, this warm feeling which you felt developing between you. You try and chase her from your mind, convinced that she's probably in some high-level security prison by now — after all, how could she escape the MPs for very long?

You walk toward your usual table, in a discreet corner of the Mess, and notice a lovely low-ranking female officer sitting there quietly, looking at each of you in quiet desperation. You immediately recognize her: Mishalla.

EVENTS

In the events listed below, the "open" information is in standard type. The "secret" information is in italics and should not be revealed to the players. It is sometimes presented as straight facts, sometimes as "thought balloons" of the relevant character.

- Mishalla asks the players for help. She claims she must go to the "large ship over there" (the Macross), to which she feels irresistibly attracted (which is not true). *"That surely cannot be the Ship of Alus, but that foolish Ishtar will certainly believe so. I must go there, for that is where she will go herself."*
- Patrick McDougall enters the Mess with a few of his men. They sit all together at a table and talk in low whispers. After a little while, a few of them break up and scatter throughout the Mess to mingle. *McDog learned just an hour ago that his weapons specialist, Franklin "Smithy" Murray, has defected for the love of a pretty alien girl. Although no one knows what she looks like, she is more than likely to stick out like a sore thumb, so everybody should keep an eye and an ear out for her.*
- Mishalla, while trying to convince the players to help her, will suddenly feel faint and dizzy (not true), and will try to leave discreetly. If she is offered help and shelter, she will gladly take it, but will offer no explanation as to what is happening to her. *Mishalla has figured out that in order for the characters to trust her, she must appear fragile and weak, not strong and dangerous. She will eventually make them believe that "her Lord" is trying to call her back to*

him, but that she would rather stay and learn more about humans. However, for now, she will only smile faintly and say that she felt a little queasy, but that it didn't last. She's okay now.

- The combat alarm sounds, calling all the pilots to duty. There appears to be a suicidal attack of Marduk mecha aimed at the headquarters. Military characters are expected to man their stations while civilian players must confine themselves to the shelters. *The attack is led by Sherak, who timed his attack perfectly following Mishalla's instructions. This provides the Emulator spy with an opportunity to discreetly slip away from the players' grasp during the confusion. She will return to Smithy, who is waiting for her, disguised as a technician, outside of the Officers' Mess.*

CHARACTERS

This section contains the characters that should be created or copied from this book for this scene. They are followed with a short "current mood" blurb outlining their current attitude.

Mishalla: She is satisfied with the current turn of events. Everything is going according to plan and the players are falling (hopefully) for her story. If things keep going this well, she should find Ishtar within a week at the most. Then she will kill her.

McDougall: McDog is fuming, although nothing about his features betrays his emotions. He resents having lost one of his best men, and will get him back no matter what. Once you're one of *McDog's Maggots*, there's no turning back. There's a Cause at stake here. In order to avoid trouble and unnecessary questions about his leadership, McDog has covered for Smithy and no one outside of the *Maggots* knows of his defection.

Smithy: Now into hiding, Smithy is very troubled. Ever since he has met Mishalla, he has begun to doubt his Cause and thinks that perhaps there could be a peaceful solution to the conflict. He wants to give Mishalla's option a chance. Who knows, maybe there IS a way out of this war after all.

SCENE 2: DIVERSION

GM INFO

Read the boxed section below to the players. We also recommend that you use some sort of music to enhance the feel of combat. If you have access to anime soundtracks, you might want to consider *Bubble Gum Crisis' Konya wa Hurricane (Hurricane Tonight)* or *Kodoku no Angel (Angel of Solitude)*. In fact, most of BGC's hard rock tracks make for great combat music. There are also quite a few very dynamic tracks in *Gundam 0083*. If you do not have access to anime music, then you will definitely want to try anything by John Williams, or the time-tested *Danger Zone*, from the *Top Gun* album.

The attack force is composed of one Marduk Scout Cruiser with its full complement of mecha and crew. Four Standard Seek & Destroy teams will open the way for an Elite Seek & Destroy team. Sherak (piloting a Gilgamesh Type II) will lead an Elite Squadron and stay in the back, waiting for any ace Valkyrie pilot to show his talent. There is a 15% chance per melee (cumulative) that Sherak will recklessly order his squadron to join the combat. (The breakdown of the teams is listed on p. 77 of *Macross II The Role Playing Game*.)

If any player somehow manages to destroy any one opponent in a single Turn, Sherak will take him on immediately. Regardless, Sherak will attack the first player character who will destroy any of his complement of opponents. Obviously, at that moment, there is a fair chance the player(s) in that immediate vicinity will recognize the coloring scheme of Sherak (from *All That Glitters*; see *Deck Plans Volume Two*), although he is piloting a Type II instead of a Type I. (The Gilgamesh Type II was assigned to him because of the importance of Mishalla's mission.) This is the first hint to the players that something is afoot and that the Emulator girl might be important. Anyone worth sacrificing this many soldiers for must be vital.

In order to slow down and intercept the attacking force, a barrage of suppressive long range missiles is fired. Valkyrie pilots leap into their fighting machines and launch. They are very quickly informed that above them hovers not only Marduk mecha, but a Marduk Scout ship, which High Command suspects is the same that approached the base a few days ago. The fighting wings fly up high above the UN Spacy Headquarters and quickly separate to each tackle a few of the dozens of enemy mecha buzzing around.

[Insert combat time here; when Sherak comes into play, read on]

A Gilgamesh Type II zooms toward you, all weapons locked, its unusual red and black paint scheme triggering a feeling of déjà vu. You ready yourself for the fight, planning ahead your tactics. [Wait a few turns of combat before continuing on.] Suddenly, you remember! It's that same pattern you noticed on one of the leading Gilgamesh Type I when you fled the Marduk Scout Cruiser a few days ago. You wonder if this could be the same pilot, or a particular unit.

EVENTS

In the events listed below, the "open" information is in standard type. The "secret" information is in italics and should not be revealed to the players. The secret information is sometimes presented as straight facts, sometimes as "thought balloons" of the relevant character.

- Combat occurs as normal. *Sherak is only there to serve as a quick distraction. After five melees of combat, he will order his troops to retreat.*
- If at some point during combat, one of the characters is in deep trouble, McDog himself will come to his rescue. *If no one seems in trouble, then he or one of his men will innocently "lead" more Marduk enemies closer to the characters to overwhelm them. They will do this in order to help the Player Characters and ingratiate themselves with them, hoping to later on call on those favors.*
- At landing, McDog offers the characters to mingle with the *Maggots* after debriefing, to drink and play cards and exchange combat stories. *The Maggots have it all planned: get the characters a little tipsy, earn their trust, get them to talk about the alien girl. By now, they are fairly sure the characters have something to do with her, and hope they can be of some help. Under no circumstances are the Maggots allowed to discuss Smithy and his disappearance.*

CHARACTERS

Sherak: His mission is to create a diversion, and that's what he'll do. One more chance to fight, one more chance to slaughter those obnoxious humans. Still, he dislikes the idea of leaving Mishalla unprotected and becomes insanely jealous at the thought of what she can do while unchecked.

McDougall: McDog finally knows where Smithy is. There is no time to lose, he must be found right away. The girl who stole him will pay first, and then he'll get his chance. Either he rejoins the ranks like a good little soldier, and this incident is forgotten, or he suffers the consequences. This is one captain who won't tolerate this kind of childish behavior forever. There is a war to be fought.

Maggots: This elite unit of Valkyrie pilots is composed of the members listed below. The GM is encouraged to further develop their backgrounds and personalities if players seem interested in them:

- **Robert "Master" Weston:** McDog's second in command. Black-haired, dark-skinned, white-toothed, he mocks white men by calling them Master. He studied journalism and still has contacts in the milieu. Robert likes his fighting up close and personal. *Skill of note: Intelligence 65%.*
- **Rose "Tank" Zelansko:** A world class bodybuilder, this imposing woman is nonetheless very peaceful and concerned with philosophical matters. She spends much of her free time relaxing with a book or studying history. It is rumored that she wears lingerie in her flight suit. No one has tried to check so far. *Skill of note: Heavy Weapons (+2 to strike w/).*
- **Karl "Bruiser" Ymensk:** The only person larger and more imposing than Tank, Karl is not afraid of using his size to bully his way through a crowd to get what he wants. Although he only resorts to his brains when his brawn fails, that does not mean he is stupid. It is only that he considers his strength a little better than his intelligence. *Skill of note: Wrestling.*
- **Lisa "Doodles" Doody:** A Graphic Arts student, she chose to join the military when the Marduk attacked. Gifted with outstanding reflexes, she soon made her way to the *Maggots*. She is extremely beautiful, carefree and outgoing on the outside, but is fanatically dedicated to eliminating the Marduk. *Skill of note: Art 70%.*
- **Philip "Tiny" McNabe:** Recon specialist and technician. Very short (5'1") and balding, his hobby is to build little doll models of his teammates, which he hopes to market after the war. He is closing on his forties, and has become slightly cynical about war. *Skill of note: Radio Scrambler 80%.*
- **Maximillian "Doc Banzai" McGrail:** A better doctor than a pilot, Doc Banzai will nonetheless charge into the fray when put in command of any mission. He figures he can always take care of the casualties after. *Skills of note: Biology 75%, Pathology 85%, Chemistry 75%, Medical Doctor 95%/85%.*
- **John "Big Guy" McLaine:** Calm, quiet and reliable, McLaine is an engineer by training. He is a good pilot as well, and often comes up with creative solutions to non-tactical problems. *Skill of note: Electrical Engineer 65%.*
- **Igor "Solitaire" Karloff:** Another recon specialist, he walks like a shadow and displays an unshakable cool. He and Tiny have equipped both their Valkyries' computers with a poker program, which they sometimes use during long recon missions to relieve the boredom. *Skills of note: Prowl 60%, Detect Ambush 65%.*

SCENE 3: HISTORY LESSON

GM INFO

A few days later, after the attack on the Headquarters, Feff attacks the Culture Park in hope of retrieving Ishtar and taking her back to Lord Ingues. During the fight, an aspiring journalist, France Jolie, shoots a scene showing Ishtar and Hibiki together, then Ishtar facing Feff as she defiantly throws her bracer on the ground. Although the tape is heavily edited by the stations which bought it and despite the fact that the scenes with Ishtar and Feff have been removed, Ishtar is somewhat recognizable in some of the backgrounds. When Mishalla sees that tape, she asks Smithy where that sequence occurred, and asks him — begs him — to take her there. Although he wonders why, Smithy agrees to take her to the Culture Park.

The players may do whatever they want for a little while. Their first option is to look for Mishalla throughout the UN Spacy Headquarters, only to realize that 1) it is far too big for them to find her all by themselves; and 2) she may have already left. The players can also try and find out more about who it is that left the *Maggots*, and perhaps why. While the *Maggots* themselves will be tight-lipped

about it, the chief technician assigned to the maintenance of the *Maggots'* Valkyries — a certain Kendall Baleson — will admit that Smithy has been acting strange for a while and has not flown with the rest of his wingmates on the last two missions. With an embarrassed cough, Kendall will reluctantly admit that Smithy is *suspected* of having stolen his old Valkyrie, but that has *not* been proven yet.

Secretly, Smithy has been very puzzled by some historical reference to the Marduk, something that had popped up in his mind when he met Mishalla. He intends to take advantage of their visit to the Culture Park to visit the Hanging Gardens of Babylon, to see if there is any relationship between the Marduk people and the Babylonian god. Secretly, he hopes to establish some connection between humans and Marduk. He realizes it is a wild gamble, but perhaps the Marduk and the humans are the same race after all.

At the beginning of Scene 3, read the boxed section below to the players.

Four days later, you hear about a Marduk attack on the Culture Park. The TV reports you see are edited for general viewing, as you well know, and there is very little of interest there. Nonetheless, you are summoned by your superiors to be given a rather unusual mission. In the briefing room, McDog is there, by your commander's side. You are ordered to retrieve a stolen Valkyrie that has landed near the Culture Park. You wonder if, perchance, these events would not be related. You are also told you will be accompanied by Patrick McDougall, captain of the Maggots. He appears dissatisfied at your presence, but has obviously no choice in the matter.

EVENTS

- In the moist earth close to the Valkyrie's landing point — a hundred meters away from the Park — the characters notice tracks. They lead toward the Park. If they watch carefully (i.e. if the characters bother to ask), they will notice that there are two sets of tracks: one heavier set of UN Spacy boots, and one smaller set of civilian boots, most likely female.
- At this point, the characters are encouraged to find Mishalla and Smithy. They can do so in any number of ways:

They can easily get clearance to go to the central monitoring station in the Interpretation Center and watch the camera screens until they spot the couple. It will lead them throughout the Roman sector, then the Babylonian sector, in the Hanging Gardens.

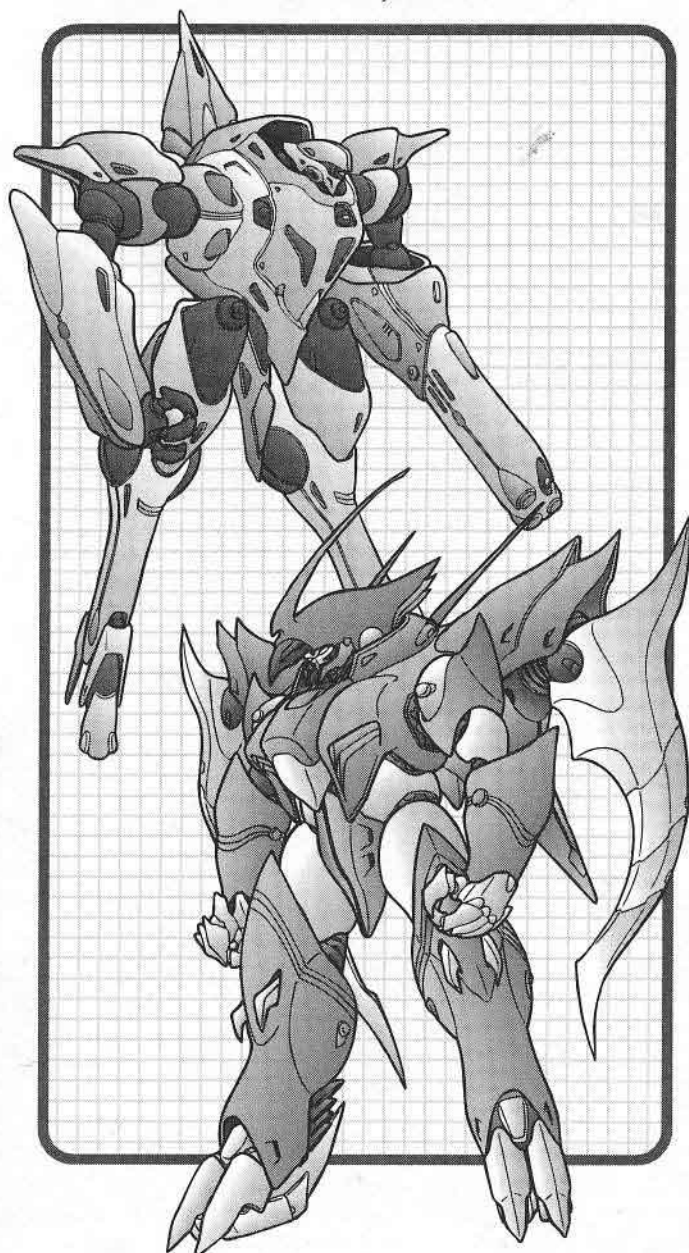
They can ask around for a girl with large golden eyes and long white hair and dressed in a UN Spacy uniform. Assuming the players start at the main entrance and have acted quickly, the entrance guard will remember her and will say that she headed with a pilot toward the Roman sector. By asking again and again on the way, the players can track her down in about half an hour.

Naturally, the players are encouraged to come up with their own ideas. If something sounds feasible and logical, the GM should go with it.

- As soon the group finds Mishalla, Smithy takes her by the hand and attempts to run away. McDog pulls a big gun on them and tries to shoot. If the players do not stop him, his first shot will kill Smithy, and the second Mishalla. Any kind of interference will result in missed shots, but whatever the case, his fourth shot WILL get Smithy, and his sixth shot WILL get Mishalla. It is up

to the players to see that he does not succeed. If Mishalla and Smithy escape (which is the play), McDog will call in reinforcements from the *Maggots* on his comwatch. They will be there in 10 minutes, after having somehow managed to get clearance for their Valkyries (they are rather resourceful).

- A pursuit begins into the Culture Park. The characters are expected to be armed, but should first be made clearly aware of the prohibitive laws concerning weapon use in the Park. McDog, as such, is risking much simply to kill one or two persons. *GM: Try to separate Mishalla and Smithy from the players.* The chase does not last very long, however. A young, blond girl driving a Visitor Cart (a small electrical vehicle used to travel through the Culture Park) cuts in front of the fugitives, gestures for them to hop in and speeds away, leaving a fuming McDog behind (providing he has not been neutralized).
- The young girl driving the cart is France Jolie, reporter extraordinaire and adventuress supreme. The players are expected to find ways to engage in pursuit — running, biking, driving, flying, etc. They should begin to wonder what Mishalla is doing here, with a man that McDog wants to kill very badly. The chase should take the characters right down to the Louvre museum not too far from where France takes Smithy and Mishalla.



CHARACTERS

This section contains the characters that should be created or copied from this book for this scene. They are followed with a short "current mood" blurb outlining their current attitude.

Mishalla: This isn't exactly where she wants to be, or where she should be at all. Everything seems to be turning out wrong. From all reports, humans were loyal to one another. That this one (McDog) would want to kill one of his subordinates, while understandable by Marduk standards, seems awfully wrong for humans. *What is going on? I don't understand. He acts like a Marduk, not a human, and I did NOT come here to fight Marduk.*

McDog: Although his burning hatred has flared at the sight of the Marduk girl wearing a *Maggots* uniform, his features betray nothing but cool, calculated self-righteousness. He is here to do a job, to fight a war, and that is just what he intends to do. *Smithy, you traitor! I'll get you if I have to turn every stone of this idiotic amusement park one by one, all by myself! How could you even THINK of turning against your own people!?*

Smithy: Mishalla is in danger, and he will protect her whatever the cost. He is painfully aware, however, of what that cost may be. *I'm a dead man. McDog'll kill me for dropping out like this, but I don't have a choice. There's something wrong about this whole war, and I intend to find out what it is.*

France Jolie: *Hey! A couple of lovers being shot at! Gotta give 'em a hand! Hey, you two! Hop on! Okay, great, where to now? Whoaaaa! They're trying to kill me too! Let's get outta here! Hang on, this is gonna be a bumpy ride! So, what's wrong with you two anyway? Oh no! They're still after us! All right, I have a plan!*

SCENE 4: LA FILLE DU LOUVRE

GM INFO

This fast-paced chase scene has to be run carefully. There has to be time for some investigation, and time for running away. Inside the Louvre, the *Maggots* are slowly but surely closing in on the fugitives. Nonetheless, they get a few moments of respite here and there, which they can use to look around. This will allow time for Mishalla to learn a few things about Earth's history in the process.

The GM should be careful not to "plug" information during this chase. Primarily, he should focus on making the fugitives run for it. Somehow, they are very elusive. France Jolie has been in the Louvre often enough to know a lot of the little side corridors and discreet closets to successfully evade the *Maggots* for a good while.

While inside the Louvre, Mishalla is becoming angry at herself for letting the situation get out of hand like this. She maintains her occasionally erratic behavior, faking these "dizzy spells" where she becomes somewhat harsher and tougher, then apologizing for losing control like this.

Unfortunately (or fortunately), Smithy, Mishalla and France will bump into the characters after making a wrong turn, and plead for their help. Hopefully, they will be moderately convincing, and the players will help them escape the *Maggots*, who still believe the characters to be on their side.

Typical Maggot Stats (Elite Valkyrie pilot level 7):

IQ: 14 ME: 13 MA: 15 PS: 16 PP: 18 PE: 14 PB: 1 Spd: 14

Hit Points/S.D.C.: 50/70

Combat Bonuses: (HTH Expert, Body Building, Athletics) 3 attacks per melee; +6 to parry and dodge; +3 with pull/roll with punch, fall or impact; +4 to strike; Kick attack does 1D6 damage; Critical strike on unmodified 18, 19 or 20; Paired weapons. Also, when fighting with teammates, *Maggots* get a +1 to strike for every member of their team coordinating with them. Damage is still calculated separately.

There are eight *Maggots* present in this scene (their names and personalities are listed in Scene 2 above). If Smithy is in trouble and must fight, use the above stats and add a bogus "plot device" bonus of +2 to all his rolls so that he at least gets a heroic death.

When appropriate, read the boxed section below to the players.

The pursuit takes you to the Louvre. As you near the entrance, you hear the strident sound of approaching Valkyries. Looking up, you see two fighters in Gerwalk configuration flying in rapidly, each holding three persons in their cupped hands. It takes you no time to recognize their paint scheme: the Maggots. They perform a quick dive-landing in the Square Court. Those in the mechas' hands appear to be armed with AK-47 Automatic Assault Rifles. You realize that these weapons are strictly forbidden in the Culture Park without proper authorization, but there is nothing you can really do about it right now.

Your chase takes you inside the Pyramid, the entrance to the Louvre museum. From there, there is only one way to go. McDog sends you first and stands guard there, pistol in hand, waiting for his men. This is your chance to capture the fugitives before he does.

EVENTS

The events listed in this section pertain to what the fugitives do and where they go. It is up to the characters to choose where they go themselves and intercept them. In the worst case, if the characters do not catch them in time, the *Maggots* will.

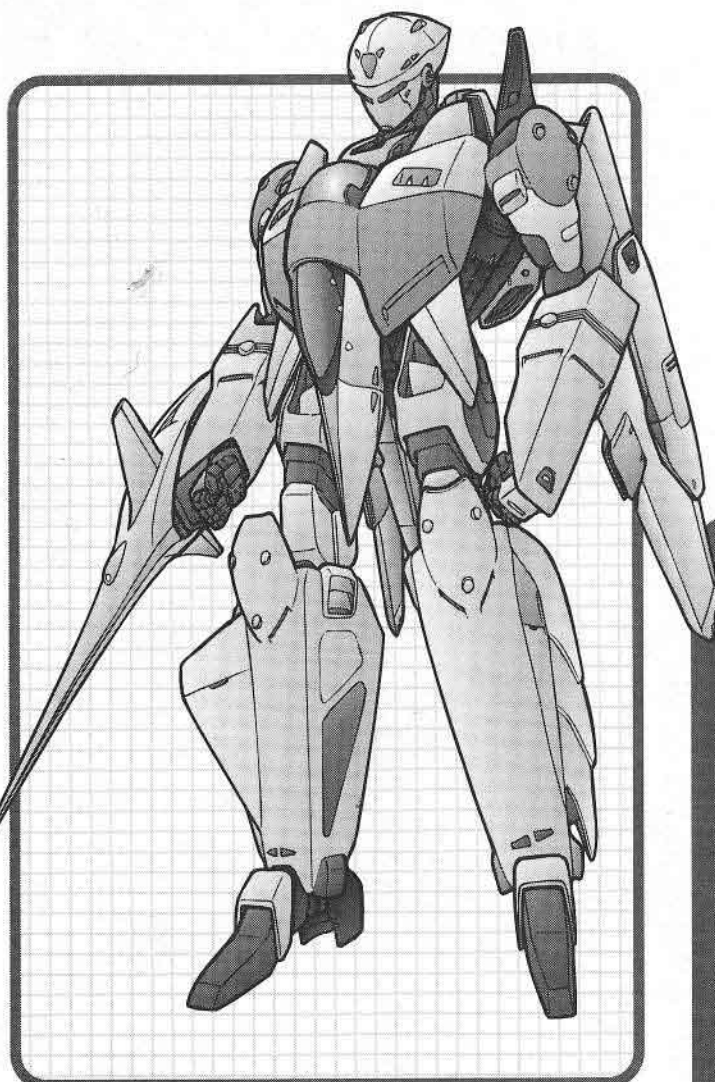
- Smithy and Mishalla make it to the actual entrance to the Louvre, marked <1> on the map, p. 34 of this book. In the Hall Napoléon, they head toward the Denon Accès and reach the Daru Gallery on the First Floor.
- Moments later, they climb up the stairs and go on the Second Floor and pass by the Victory of Samothrace. Running, they take the first corridor left and suddenly slow down as they see security guards walking casually about. They walk nervously past them, watching the ancient bronzes with feigned interest.
- Once past the guards, Smithy asks France if she knows the Louvre well. She says she does, and he asks her to take them to the Hammurabi code, to show it to Mishalla. France acquiesces and they take the first flight of stairs down.
- Right at the bottom of the stairs start the oriental antiquities ("north" from the stairs). The Hammurabi code is rather visible there, and Mishalla observes it with great interest. She looks at the writing and begins to translate it out loud, demonstrating that indeed she understands the writings. She acts obviously very impressed and awed by this discovery.
- Three *Maggots* come out of the stairs. France notices them first and they all cramp up in a small hidden closet. Soon after the *Maggots* have passed them, they come out and head back toward the Daru Gallery on this same floor. The *Maggots* notice them and start running after them. The fugitives turn left to pass the Sphinx Court and go through the Louvre School. The *Maggots* try shooting Mishalla, but some people in the way cause them to miss.
- The *Maggots* hot on their heels, the escapees exit at the "Porte Barbet de Jouy" and go back inside the western section of the museum. They reach the "Porte de la Tremoille" and enter the sculptures section. There, they find themselves herded directly to the Flore Pavilion, every exit blocked by a *Maggot*. They are trapped! To be continued.

- It is possible that the characters find a way to help them before it gets to that point, but the result of this Scene should be essentially the same: capture of Mishalla and her allies. It is important that the players understand how precious the Louvre is (like the rest of the Culture Park, for that matter) and cause as little damage as possible. Any major damage may get them in big trouble once the adventure is finished.

CHARACTERS

Mishalla: Because she wants to make sure no one suspects her overly, she encourages the "myth" that Lord Ingues has power over her mind by taking more dizziness spells. Fortunately, she claims, her Lord is too far from her to be totally effective, and she can resist his pull. When faced with the Hammurabi Code, written in her people's Ancient Tongue, she shrugs it off entirely as unimportant (though meaningful). Nonetheless, she will openly admit being awed and impressed, and nod and say that yes, perhaps there IS a relationship between Marduk and humans.

McDog: He had her. He had her and she ran away! This just won't do. Time to call in reinforcements and make sure this Marduk spy doesn't get away. It certainly would be best if he could ask her questions, but her dead body will at least solve many other problems. *That foul witch! She's NOT getting away from me, not a chance. She's about to discover that Marduk aren't the only persistent race of warriors in THIS corner of the universe!*



ANGEL'S DESCENT

THE STORY BEHIND THE STORY

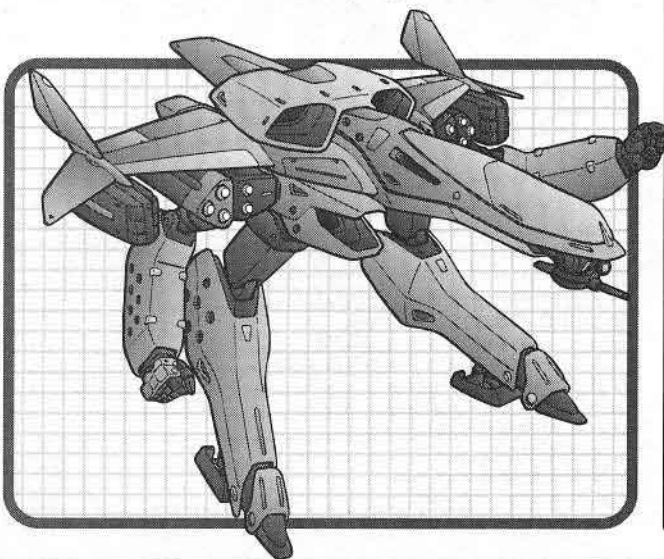
Mishalla has found some elements of human culture rather disturbing, but her loyalty is unwavering. She has realized that Smithy was a poisoned fruit, that his help was bringing more trouble than he was worth, and decides it is time to hunt a bigger, better prey: McDougall himself. With him as a protector, she will surely get all the help she needs.

McDog does not understand why Smithy has deserted his team. He takes it as a personal insult. Naturally, he is still unaware of Mishalla's irresistible charm, and is totally unprepared for it. He expects her to be the standard sensuous spy, the *femme fatale* that all soldiers — all men, except him — fall for. When he finally meets Mishalla, he realizes that she is far too fragile, too ethereal to be anything but an honest, innocent girl. An unfortunate civilian girl caught up in a war she cares nothing for.

France Jolie is finally having her first taste of adventure. She has encountered two very important people, but does not know who they are or what she has just gotten herself involved in. Nonetheless, her (more or less flawed) journalist's instinct tells her that she's onto a scoop. Unfortunately, her skills as a journalist are not quite those of Hibiki Kanzaki, and it is more than likely that whatever story she will come up with will also be the most harebrained one.

Smithy will die. Whether at the hands of Mishalla, Mc Dog, Sherak or even the characters, he will be killed. In his dying breath, he will tell someone (a player? an NPC? GM's decision) of his theory that the Marduk and the humans are the same race. He hopes that his foolish dream for peace will not be lost. Then he dies, simply, quietly. Whether this remains as a potential plot thread is up to the characters. No NPC will really care about that dream.

Tatiana Romanoff is one of those innocent bystanders who occasionally get caught up with stories so far beyond their understanding that all they can do is stand there and stutter in confusion. Out of some incredible cosmic coincidence, Tatiana is nearly identical to Ishtar, including hair color and style. She happens to be in the Culture Park when Mishalla, in her Gilgamesh, runs away from Sherak and sees the events unfold around her. She will shriek and panic, and will be utterly useless. Mostly, her presence and likeness to Ishtar will confuse everybody, herself first of all.



THE SCENES

SCENE 1: FATAL HESITATION

GM INFO

In this scene, McDog and the *Maggots* finally catch up with Mishalla and whoever is protecting her, and corners them in a dead end. McDog finally meets Mishalla face to face, and gets a chance to talk to her briefly before he gives the order to execute her. It will be the characters' duty to convince him not to do it, to spare her because she represents a hope of ending the war peacefully. Smithy will certainly attempt to do so if no one else does, but it will cost him his life. Either him or one of the *Maggots* (GM's decision) will kill this traitor. Anyone else who wishes to do the same, however, will be heard.

Mishalla will eventually fake another dizzy spell, claiming that she is trying to fight the 'recall' transmissions sent by Lord Ingues to retrieve her, but finds it increasingly difficult. France Jolie will mention that she knows someone whom she suspects has met a Marduk girl before, and who might be able to help. They set out to find Hibiki and Ishtar, who are elsewhere in the Park.

Unfortunately, Sherak and his men attack once more. This leads to what promises to be a rather complex chase.

You are all surrounded. McDog and the Maggots, their guns pointed threateningly in your direction, walk slowly toward you. You know their reputation: one false move, and you're the traditional Swiss cheese. Coming out from behind his men, McDog walks warily toward you, watching your every movement carefully. You know this man will not be caught unawares.

"So," he says, "you're those guys who have been giving me this much trouble!" He snorts contemptuously. "Traitors all. You're under arrest for helping a Marduk spy." Then he turns to Mishalla, who is standing behind you, and almost chokes in surprise. "YOU are the Marduk??!?" The Emulator only nods, her eyes cast downward in humility.

EVENTS

- McDog is incredulous. He expected something more... impressive. More threatening. But this is just an ordinary girl, obviously harmless as the morning dew. Realizing that she is no threat, he will order his men to "take care" of Smithy.
- McDog will take the group to an isolated park where few people go. He will still act pretty rough with the players and will force them to be silent by gagging them, if need be. He will then begin a discussion with Mishalla. She will be very convincing and very candid, explaining who she is among the Marduk, what her role in the war is, and admit (a lie!) that not all Emulators enjoy their role, but that it is imposed upon them by the Marduk males. She will explain that the loyalty of all Emulators is enforced through brain programming and that the longer she is away from her people, the greater the impulse for her to return. The characters can also say what they think, but will not be allowed to leave just yet. Should they attempt to do so, they will be mercilessly shot. After a few hours of discussion (perhaps less, if the characters plead convincingly), McDog will agree not to kill Mishalla and even goes so far as to accept to return her to her people.

- France Jolie says she knows of another girl whom she suspects of being an Emulator like Mishalla. If they wants, France will be glad to help find the other Marduk woman. The fact that she does not know exactly where Hibiki and his friend are matters little. France likes the attention and hopes to get a double scoop: two alien girls for the price of one, all wrapped into one exclusive interview.
- Sherak does a surprise attack on the Culture Park. He has had enough of this game Mishalla is playing, and is beginning to doubt her loyalty to the Marduk and to him. He has decided that it is time for her to come back, and is coming to get her. A Valkyrie fighter squadron comes to intercept, but Sherak's men engage them, leaving their leader free to pursue his prey. If the players do not protect Mishalla or ensure that she remains with them, they will lose her in the confusion and Sherak will finally catch her elsewhere. If they stay with her, Sherak will shoot at them mercilessly, and try to kill them. It will be up to the players to roam through the Culture Park and find a location where they can hide safely. The sewers are a very BAD idea. Sherak will fire his missiles, and unless the players have thought of diving under the water, they will take most of the blast as the explosion expands in the tunnels.
- Sherak will mercilessly track the characters for 15 minutes (real time), at which point he will call in two more of his men (who freed themselves from Valkyrie fighters) and will corner them in an open area between them all. If Smithy has not died yet, he will try to escape with Mishalla. Kill him to show that this is not a good plan.

CHARACTERS

This section contains the characters that should be created or copied from this book for this scene. They are followed with a short "current mood" blurb outlining their current attitude.

France Jolie: She does not really know what she is getting into, but something good has to come out of this, eventually. *If I make friends with these important people, one of them surely will lead me to a great story. I think it's worth pursuing for a little while. Sure doesn't look too dangerous for now, so I guess I can chance it.*

McDog: Despite being a fanatic, there is something in Mishalla that appeals to his softer side. No matter how hard he tries to do it, he just can't kill her in cold blood. (For rule purposes, it should be treated as if McDog had rolled a 01 on the 40% chance of Mishalla charming him — he just WON'T kill her.) *All right, so she's not as dangerous as I thought. Maybe she knows something worthwhile, at least. I'll get the most I can out of her, and see if there's a way to get her out of that mess without risking TOO much.*

Mishalla: She realizes that Smithy cannot help her as much as she had hoped, but he can be a bait to a larger fish: McDougall Captain (as she calls him — the Marduk traditionally put a warrior's title after his name, out of respect). *I'm sure he can find a way to get me to Ishtar. His authority appears greater, so I must get him to help me. That should prove relatively easy.*

Smithy: He is happy that his captain finally decided to help Mishalla (providing he does). In his dying breath, he will explain his theory about Marduk and humans: *There's a chance we may be related, all of us, Marduk and humans. I... don't know for sure. But Marduk, Ishtar... Gilgamesh... They're part of mythology. I'm sure there's a link. There MUST be a link... For hope... For peace.*

SCENE 2: BATTLE PARK

GM INFO

Sherak's attack comes as a surprise to Mishalla. She is seething with fury at his insolence and disobedience, although she appears merely worried and afraid on the outside. This fool is about to destroy her cover, and she will not let that happen. Her only way out is to leave now and have him executed. She decides to "turn mad" and leave before he takes her back. Somehow, it is the only way

she can convince him it was all a plan, and still have a chance to return and find the players and the *Maggots* willing to help her again.

She acts like her mind is being overwhelmed by her so-called brainwashing and lets out a highly stimulating War Shriek, which has an effect similar to her Song of War (i.e. +1 to initiative and +1 to parry and dodge for all Zentran/Meltran), but lasts only three melee. Though this not normally the case with ordinary Marduk, it has the tendency to make Sherak quite bloodthirsty and more than a little insane. That should give her enough time to escape without having to deal with him immediately.

You find yourselves surrounded by three Gilgamesh, one of which you remember having seen before: two type I and a Type II with a distinctive red and black paint scheme. Its cockpit opens, and a black-haired warrior emerges. He speaks harshly in an alien tongue. Another Gilgamesh opens up and a Marduk warrior climbs down from it to walk toward Mishalla. Suddenly, unexpectedly, she holds her temples with both hands, drops to her knees and shrieks. Her lament goes on for long seconds, leaving both you and the Marduk perplexed.

Abruptly, her cry stops. She quickly gets back on her feet, and you notice that her posture, her expression, her whole body language has changed. No longer harmless and frail, she glares with fury and authority, an amazon ready for war. Gone is the gentle Emulator, this is the look of a Marduk warrior, of a ruthless killer. She throws the translator earring she is wearing on the ground and snaps orders at the Marduk officer who was coming to take her away. As if in reflex, the officer brings his rifle up and aims at you.

Mishalla loses no time. Evading anyone attempting to grab her (she has +4 to dodge), she dashes toward the Marduk's pilot Gilgamesh and leaps into its cockpit in one single bound. As you finally come to your senses, the cockpit closes on her, and a Marduk pilot fires upon you all.

EVENTS

- Combat starts immediately. The stranded Marduk shoots once at McDog, then at the *Maggots* and the characters. He aims to kill. *GMs: Don't be shy! Kill Maggots right, left and center if you can, decimate the players at will. Be wild, be crazy, be a mass murderer (YEAH!). This is a Marduk you're playing, not a mouse. However, keep McDog aliye (wounded, perhaps, but alive). He is required a bit later, and he is too "heroic" to be killed by a mere Marduk pilot. The Gilgamesh Type I is equipped with a Zentran Assault Rifle (see **Macross II, The Role Playing Game**, p. 83), and the Type II is equipped with an Energy Lance (see **Macross II, The Role Playing Game**, p. 85). Since he has been stranded on the surface, the Marduk pilot expects to die. Using suppressive fire to cover his retreat, he will take cover and try to kill as many opponents as he can. Then he will escape.*

- Mishalla takes off in her Gilgamesh and flies away in the Park, trying to find Ishtar one last time before she goes into temporary hiding. Still at the park, Sherak goes a little battle crazy at Mishalla's War Shriek and fires his Energy Lance frantically at the UN Spacy soldiers scattering below him. He will remain there for the three melees of the Shriek's duration, then will leave to pursue Mishalla.
- As soon as it is possible, McDog makes a run for it and takes the first Valkyrie he finds, overriding any security code with his Captain ID. He takes off and goes after Mishalla.

CHARACTERS

Mishalla: She is furious at Sherak, who may have ruined all her careful work by doing this unexpected attack. It has forced her to resort to a backup plan — a shaky one at best — if she was to keep the trust of these humans: she must make them believe that she has merely gone crazy and is not really their enemy. *If they have believed my story about being "mind-controlled" by Lord Ingues, they may welcome me back if and when I return.*

McDog: McDog is angry at himself for being tricked by Mishalla. His natural fanaticism and loyalty sets him straight and he curses himself for his stupidity. *Fool that I've been! This is a Marduk girl, not a normal human. Their behavior doesn't follow our rules. Neither does her biology! She's an Alien! What do we REALLY know about her anyway? Better kill her before she causes ANY kind of damage! Better to be safe than sorry.*

Sherak: He is furious at Mishalla. She is playing a dangerous game, not only with humans but with him. She knows how he feels about her, and yet chooses to ignore it, using her loyalty to Lord Ingues as an excuse to mock his feelings. *That little conniving witch! She stays among these inferior creatures, frolics wantonly with them and makes me a fool among warriors. I shall tolerate her behavior no more. This farce ends now!*

SCENE 3: MAYHEM

GM INFO

This is where all the storylines cross: those from the Macross II animation series, and from these adventures. Mishalla tries to track down France Jolie, who has stolen a small electrical cart and is heading for the exit of the Park. On the way there, she luckily spots Tatiana, a girl bearing a striking resemblance to Ishtar, and heads for her. Tatiana tries to leave quickly, but it is too late: Mishalla has seen her and is bringing her guns to bear on the Emulator look-alike.

Fortunately, McDog shows up to stop her, but Sherak is hot on his heels, and intercepts. That would normally leave Mishalla free to attack Tatiana, but Sylvie Gina, in her Valkyrie, shows up to save the day. As if on cue, Feff also leads an attack to both retrieve the one he believes to be Ishtar and to punish Sherak for

his disobedience and erratic behavior. For a few moments, the fighting triangle stands there, watching each other warily. Over their communication channel, Feff and Mishalla are arguing over who has authority in this situation, with Feff being at a slight advantage.

That is when the players get to intervene.

If at all possible, the GM is encouraged to let either Sherak or Mishalla escape, preferably both. They can return time and time again as recurring villains. Mishalla, particularly, has the best chances of coming back. She will never give up trying to find and kill Ishtar (or Tatiana?).

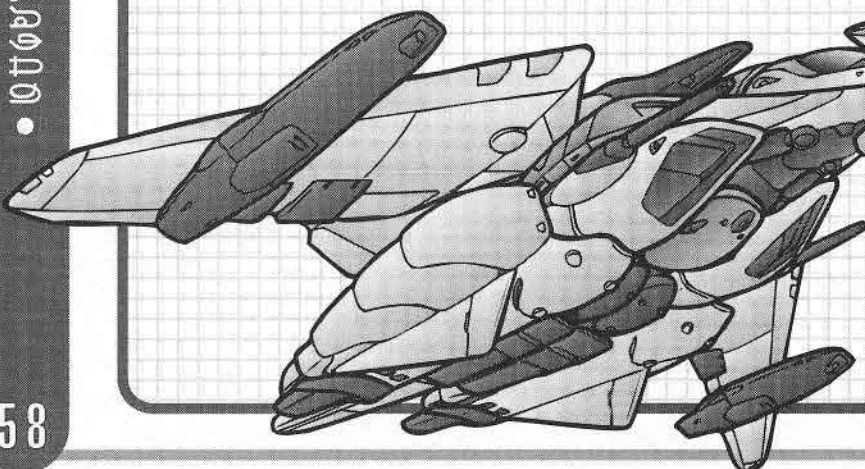
You finally catch up with all the fighting mecha. The scene before you looks normal at first: Valkyrie fighting Gilgamesh. But as you watch, things appear both clearer and more confusing. While there is a Valkyrie fighting a red and black Gilgamesh Type II, there is a somewhat puzzling trio of opponents facing each other: a VF-2SS Valkyrie fighter with SAP (with Gina's distinctive paint scheme), a Gilgamesh Type I and a Gilgamesh Type II. None of the three fighters seems to want to do the first move, as if they were all enemies gauging each other. On the ground, France Jolie is driving away in her electrical cart, while a couple is running away in another direction.

This is when you can intervene, any which way you can.

EVENTS

This combat may appear slightly confusing because of all the "actors" present and their conflicting relationships. We outline below who is fighting who when the players get to the scene.

- McDog has intercepted Sherak. Both pilots fight like wolves and will not let the other one go until one of them is killed. Neither will pull punches, nor will they mind outside interference. Both believe in winning at all costs.
- Mishalla has seen Ishtar and wants to kill her. However, Sylvie Gina and Feff have interfered and are holding her off. These three pilots are locked in a precarious balance: Mishalla is ordering Feff (over whom she has no real authority) to side with her. He, however, is ordering her to retreat since Ishtar is under HIS protection. Sylvie Gina, caught between the two, has to decide



who to attack first, and why they are not attacking immediately. This hesitation and negotiation does not last forever.

CHARACTERS

Mishalla: She has finally found Ishtar, and those pesky humans are in the way. Fortunately, Sherak is there to do what is expected of him, as usual. But Feff, he is something else. Perhaps not quite as brilliant as Sherak, but certainly calmer and less impulsive. He also has superior authority, and it won't be easy to override his command in this matter. But if anyone can do it, she can.

Sherak: Mishalla is, as always, his prime concern. She seems to have gone rogue, but it could all be a trick to puzzle him as well as the humans. If he knows her, she is furious with him for his interference, but he is only doing what his duties require of him, no less. *Now... Into the fray! More slaughter! Let these humans feel my anger, face my wrath, hear the thundering roar of my fury! Kill! Kill them ALL!*

McDog: *This is wrong! This girl HAS to be a spy, and she HAS to be killed. There can't be another choice, nothing else is sane. Even if she's no spy, even if she's just being controlled by that Lord Ingues, she must be killed before she kills us. I must shoot her mercilessly, as she would shoot me. Yes, that IS what I must do, I know it. The question is... Can I do it?*

France Jolie: She's quite a screamer, you know. Here. Let us demonstrate: *Yaaaaaaaaaaaaaaaaah!!!! Heeeeeelp!!*

Sylvie Gina: She is probably the most confused of them all. Sylvie knows next to nothing of what is going on here, except that she is facing two Gilgamesh who seem rather skilled at what they do. Somehow, they are not attacking just yet, and she has a few seconds to take the initiative. *No time to lose! I must attack! The Type I looks easier, so I'll take care of it right away! But WHY aren't they attacking first? No matter. No time!*

Feff: He is quite puzzled by Mishalla, whom he has never met. She pilots a Gilgamesh like an experienced warrior, something rather unusual, if not unique. She carries herself with authority and importance, which is uncharacteristic of Emulators. Nonetheless, she is below him in rank, and he will not be ordered around by a female. *It is enough that I must endure Lady Ishtar's whim, I will not let this Scout Emulator order me thus. None of this! My word will prevail.*

SCENE 4: EXILE

Mishalla and Sherak run away from their own people. Feff's forces pursue the Scout Cruiser with the intent of destroying it, despite the displeasure it may cause Lord Ingues. The Scout Cruiser crashes and there is a chance that not all

those aboard are dead. Back at UN Spacy, McDog is arrested and his team disbanded. The players receive their dues for their actions. The story is over. Or is it...?

GM INFO

This is more a wrap up than an actual scene. Depending on how the last combat scene goes, it opens up potential threads of adventures and scenarios for the future.

If Mishalla survives, she will go into hiding among the ruins of the Macross Fortress and return a week later, with a new way to trick the players into helping her. She will pretend that she was controlled by Lord Ingues and needs help to escape from his grasp. She will be willing to reveal (fake?) vital information on the Marduk in exchange for help. She will even be willing to go as far as to be handed to the authorities and imprisoned, confident that she will be eventually released and asked for help in defeating the Marduk.

Sherak, if he escapes death, will return to his ship. He will try to convince his captain that there should be a punitive attack against the humans, but will be met with fierce words and punished. From there, he may turn rogue and leave on his own aboard a stolen mecha, or organize a mutiny and take over a Scout Cruiser for his personal use. Naturally, that will make him an outcast to be killed by both Lord Ingues and the UN Spacy. Whatever happens, losing Mishalla will make him go mad with grief and rage.

McDog and the *Maggots* are in trouble. Smithy's death has triggered a thorough investigation of the *Maggots'* activities, and especially of their involvement in this last incident. It is very possible that they face severe punishment, if the damage they caused in the Culture Park warrants it. The truth of the matter is that in the past, the *Maggots*, under McDog's leadership, have used rather harsh and illegal internal discipline methods, all of which are coming out in the open under the investigation. For the death of Smithy (if they are in any way responsible), for helping an alien agent escape, for reckless and harmful behavior in the Culture Park without sufficient motive and for disobedience to orders, the *Maggots* are very likely to be disbanded and court-martialed.

Tatiana will fade into the background and pursue an ordinary life, unless the players wish to pay her any attention. She is a rather unremarkable NPC, but can be developed further past this adventure. Perhaps her life will be somehow changed by the events she witnessed, or by the fact that she was nearly killed, or she could be convinced (coerced?) by the UN Spacy to act as a spy herself against the Marduk (let them have a taste of their OWN medicine).

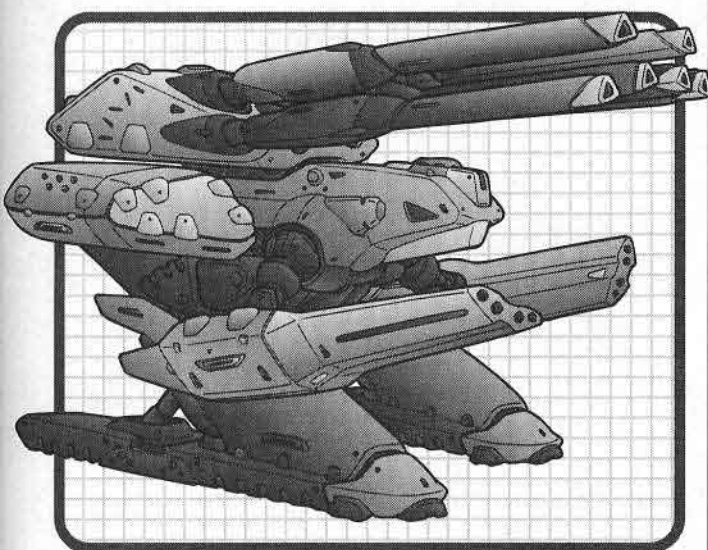
France Jolie will do her very best to find Hibiki and convince him that she is the perfect girl for him. However, he has become much more mature and responsible as a result of his adventures, and will make it very clear to her that he is not interested in a relationship. She, of course, will pursue him with renewed determination, ruining his love life whenever possible.

After this fiasco, Feff will pursue Sherak's Scout Cruiser and will try and have it destroyed. He knows that the Scout Cruisers are reserved for a special breed of Marduk warriors, and that they are necessary in their own way, but this particular group has become overly unstable and must be eradicated to prevent further damage to the fleet's internal stability.

EVENTS

The following events could occur if desired. Each GM has to decide if they make sense according to how the plot went. Obviously, these events are merely guidelines and provide a direction in which to take the campaign after these scenarios.

- Immediately following the battle in the Culture Park, whoever caused ANY kind of property damage or landed in the park with his mecha without valid reasons is put under arrest and charged a rather steep fine.



- Mishalla (providing she survived) will go into hiding in the ruins of the Macross and lay low there for a little while, until she comes up with a new plan to find Ishtar. Alternatively, she may encounter Ishtar while she roams the Macross and try to attack her. There could be a complete adventure there: the characters discover the wreck of her Gilgamesh near the old fortress and suspect that she is waiting there for some obscure purpose. They may hunt her down while she herself runs after Ishtar.
- Sherak (providing he survived) returns to his ship and tries to organize an expedition to avenge and/or retrieve Mishalla. He is met with strong opposition from the captain and will either kill him to take over, or will leave with a stolen mecha to try and find her himself. Either way, his actions will make him a renegade from the Marduk and he becomes an ally to none, and a danger to all. With a death sentence hanging over his head, Sherak will perform insanely dangerous guerrilla tactics (with his ship and crew, or with his mecha), and become a feared opponent to both Marduk and humans. Should he simply flee aboard a mecha, he will be chased, shot down and left for dead on Earth's surface. He may or may not die (GM's choice), but should he survive, he will try and find Mishalla to help her succeed in her mission and find grace in Lord Ingues' eyes. As an interesting side plot, he could disguise himself as a civilian human, encounter the players — his former enemies — and get better acquainted with them.
- Feff's ship will go after Sherak's Scout Cruiser. Should the ship be led by Sherak, Feff's ship will suffer a sound defeat, and very few of Sherak's crew will die in combat. For all his insanity, he is a brilliant military strategist. Feff himself will barely escape with his life, and quickly report Sherak's behavior to Lord Ingues himself. Then, he will resume his quest for Ishtar.
- The *Maggots* are tried for their dangerous behavior. The result of the trial is up to the GM, based on the *Maggots*' plea, success and reputation. They are not likely to remain very friendly with the players if the latter tried to pin too many crimes on them.
- The "Final Battle" from the series occurs. The characters may participate in it if they wish. The balance of power is completely changed, but whatever renegade Marduk are left may wish to go on fighting despite the fact that they have lost the war.
- Characters from the past may come to haunt the players: Mishalla, with her obsession to kill Ishtar (who may have left the planet, for all we know); Sherak, with his thirst for revenge; and Smithy's theory that Humanity and Marduk are somehow related.

CHARACTERS

Mishalla: She will never give up her goal to kill Ishtar. When she learns of the Marduk defeat, she goes a little mad. Had she succeeded in killing Ishtar, none of this would have happened. Her guilt pushes her over the edge and she becomes little more than a single-minded killer, although her behavior remains fixed in her fake "gentle" mode. As a result, she appears permanently harmless, all the while performing great atrocities.

Sherak: He fares little better than Mishalla. However, since he has been insane for a long time, he goes no deeper than before. He is set on exacting revenge on the humans for this humiliating defeat and exile. He still looks for Mishalla, if she has disappeared, and has a grudge against the characters for their interference.

McDog: All depending on how helpful or harmful the characters were, he may make it his goal in life to take them down. Whatever the case, he will be very perturbed by the whole Mishalla mess, because she has managed to put a doubt in his mind that was not there before. Perhaps he will never stop hating the Marduk, but now, at least, there is room for doubt.

• France Jolie



• Franklin Murray



NON-PLAYER CHARACTERS

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 than Ishtar and more stubbornly dedicated to the Marduk way of life than she was.

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 against her so-called friends if she can get away with it. 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 only 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).

Mishalla's tactic to earn the characters' trust is to fake being mind-controlled from afar by Lord Ingues. She acts like she really wants to stay and learn about these strange humans, when all she wants is to use them, their trust, to get to Ishtar and bring her back, or to kill her. She may discover some potential link between the Humans and the Marduk, but it will have no effect on her. Unlike Ishtar, she is somewhat thirsty for war and finds nothing wrong with killing remote relatives.

Name: Mishalla

Alignment: Aberrant, fanatically loyal to Lord Emperor Ingues

Attributes: I.Q.: 12 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%, Math: 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 Balance 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.

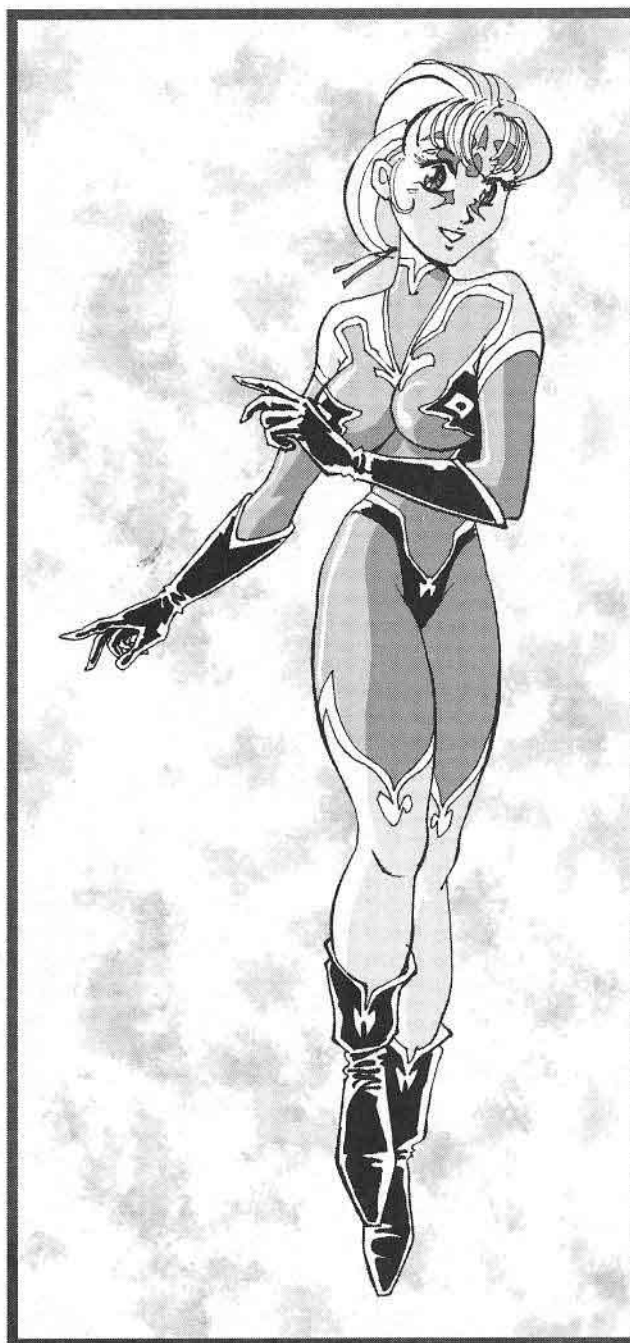
Equipment of Note: Variable upon assignment. Two long hairpins (10", treat as knife for combat purposes) and a Marduk flute.

Weapons: None visible.

Money: N/A

Quote: (feeling dizzy) "I... I don't know what's happening to me. This place... Your people... It's all so strange, so alien..."

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 tackle odds of 10 to 1 and come out without a scratch. Although these are probably exaggerated rumors, the fact remains that he has come out alive from fights when no one else did. Overall, Sherak is a casual killer and will never hesitate to solve a situation by shooting at it.

In these scenarios, Sherak threatens to finally embrace his insanity. As he learns of the Marduk defeat and suspects Mishalla's betrayal, his mind may very well snap one last time, and he goes mad.

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 98%, Radio: Scrambler 92%, Land Navigation 87%, Navigation (Space) 98%, Wilderness Survival 87%, Pilot Marduk Power Armor (all types) 86%, Pilot Spaceships (all) 96%, Math: 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%, Demolition 98%, Prowl 72%, Pilot Tanks and APCs 72%, Weapon Systems 82%, Demolition Disposal 90%, Surveillance Systems 72%.

Appearance: Under short cropped 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 space suit (50 M.D.C.)

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

Quote: (inside his mecha) "DIE, YOU MISERABLE MAGGOT, DIE!!" <Stomp!> <Stomp!> <Stomp!> <Stomp!>



PATRICK "MCDOG" MCDUGALL

McDougall has been a soldier and a Valkyrie pilot for over fifteen years. He tends to be considered one of the best in his field of expertise. His team, McDog's Maggots, is known throughout the UN Spacy as the wildest, most insane pilots. All of them have Ace status, and McDog rules over them with an iron fist, maintaining extreme discipline and yet allowing unheard-of leeway.

His main flaw, however, is that he is both a fanatic and a bigot. In more ways than one, his attitude toward the Marduk is as radical and severe as the KKK toward the black people of old, and is only excusable because this is war and the Marduk are the enemy. Should the war end, however, he will remain one of the Marduk's worst opponents and always seek to destroy them or to make their lives miserable. The reason for such hate is a mystery to most.

Name: Patrick "McDog" McDougall

Alignment: Unprincipled, extreme bigotry

Attributes: I.Q.: 14 M.E.: 15 M.A.: 23 P.S.: 21 P.P.: 22
P.E.: 17 P.B.: 12 Spd: 28.

Hit Points: 55 **S.D.C.:** 75

O.C.C.: UN Spacy Valkyrie Fighter Pilot

Level of Experience: 12th level UN Spacy Valkyrie Fighter Pilot

Disposition: Stern and imposing, he commands his troops with an iron fist. He is an inspiration to most, and his bigotry, because he is at war with the Marduk, comes across as appropriate propaganda. In combat, he exercises prudence until he knows his opponent. Once that is done, anything goes.

Combat Abilities: HTH Martial Arts, Boxing

Combat/Attacks Per Melee Round: 5

Bonuses: +7 to roll with punch or fall, +12 to parry or dodge, +6 to strike, +4 to damage, Critical on unmodified 18/19/20, Paired Weapons, 65% to charm/impress, +6 to HTH damage, +3 to strike and parry with Automatic Pistol, Automatic Rifle and Nunchaku, +2 to strike with Energy Pistol, +1 to strike with Energy Rifle, Karate Kick does 1D8 damage, Jump Kick (critical), Leap Attack (critical), Judo-style body throw/flip (1D6 damage).

Skills of Note: Radio: Basic 98%, Read Sensory Instruments 98%, Navigation 98%, Weapon Systems 98%, Pilot Jet 98%, Pilot Robots & Power Armor 92%, Pilot Valkyrie VF Series Fighters (all) 98%, Robot Combat: (all Valkyrie & jet fighter types), Pilot Automobile 85%, W.P. Automatic Pistol, W.P. Automatic Rifle, W.P. Heavy Energy (mecha weapons); W.P. Chain, W.P. Energy Pistol, W.P. Energy Rifle, HTH Martial Arts, Intelligence 85%, Interrogation 95%, Athletics, Boxing, Body Building, Gymnastics (Sense of Balance 70%, Work parallel bars & rings 72%, Climb Rope 78%, Back Flip 90%), Running, First Aid 98%, Climbing 98%, Rappelling 90%, Prowl 90%, Swimming 98%, Cryptography 85%.

Appearance: Broad shouldered and square jawed, McDougall is one large man. Age 42, he is 6' 3" tall and weighs 265 lbs. He keeps his pale blond hair trimmed short (military fashion) and gazes upon everyone with severe pale green eyes.

Special Vehicle: McDog is assigned a VF-2SS with SAP Special.

Valkyrie Combat Bonuses: +4 attacks, +2 on initiative, +2 to strike, +2 to parry, +2/+4/+6 to dodge in soldier/gerwalk/jet mode, +3 to roll with punch or fall, +1 to leap dodge, Critical Strike (18/19/20), Body Block/Tackle/Ram.

Equipment of Note: All standard military issue and personal items. Personalized *Maggots* cammo green beret.

Weapons: .45 Caliber Automatic Pistol (visible; armor piercing ammo), 7.62 (AK-47 type) Automatic Assault Rifle (disassembled, hidden; armor piercing ammo).

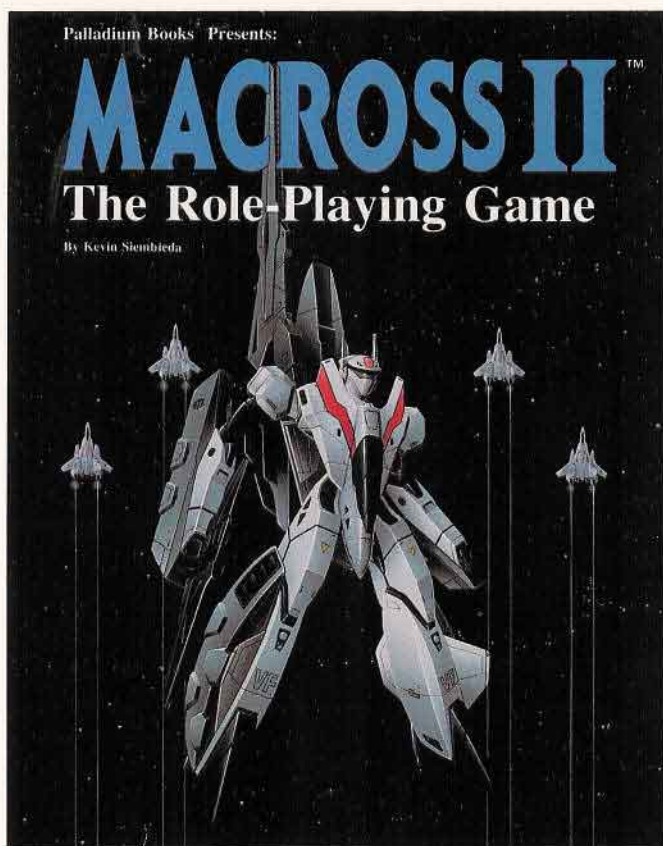
Money: McDougall is currently earning \$4,800 per month and has \$20,800 in savings.

Quote: "Ten-shun!! Tank and Bruiser on support, Tiny and Solitaire take point, crisscross sweeping pattern, let's get this rolling! Now, go go GO!!"



Index

- A -	ARMD Forward Beam Cannons	25
	ARMD Missile Launchers	25
	ARMD "Phalanx" Turrets	25
	ARMD Platform	24
- B -	Babylonian Sector	33
- C -	Culture Park	30
- F -	Freedom Festival	45
- H -	Long Range Missile Launcher	11
	Louvre Museum	34
- M -	Macross Battle Fortress	8
	Macross City	18
	Macross Civil Defense	19
	Macross Command Tower	12, 19
	Macross Converging Beam Cannon Clusters	10
	Macross Ground Mecha Turrets	11
	Macross Howitzer Turrets	11
	Macross Laser Turrets	11
	Macross Legs	20
	Macross Main Body	14
	Macross Railguns	10
	Macross Schools	18
	Macross Shopping Malls	18
	Macross Stadium	18
	Maggots Team Members	53, 54
	Main Particle Gun	10
	McDougall, Patrick "McDog"	63
	Medium Range Missile Launchers	11
	Mishalla	61
	Murray, Franklin "Smithy"	60
- R -	Roman Sector	33, 36
- S -	Scenario Hooks	51
	Scenarios	50
	Sherak	62
	Ship Size Chart	6
	South Ataria Island	8, 18
- U -	UN Spacy Headquarters	38
	UN Spacy Moon Base	44



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