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SHIP SPECIAL

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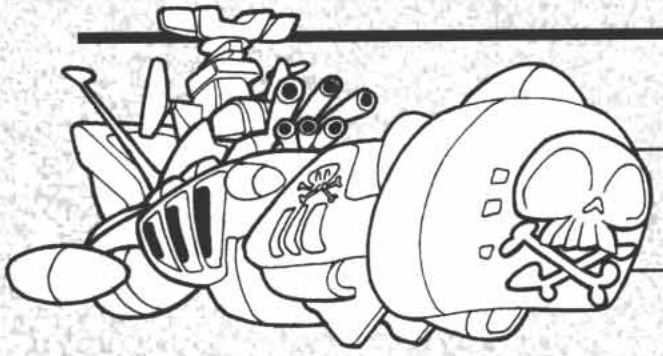
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EDITORIAL



FROM A DREAM OF FLYING

Since the beginning of time, there have been two moments that are true milestones in the history of mankind. One is the first time an evolved ape grabbed a bone or a stick and used it as a tool. The second is the launching of Sputnik I in 1957, announcing Man's first step out of the boundaries of his mother planet. In Stanley Kubrick's classic masterpiece "2001: A Space Odyssey", we saw them joined in one of the most spectacular and thoughtful scene transitions ever, as a bone being thrown by a hairy creature changed into a space shuttle.

Man has always wanted to free himself from the grasp of the Earth's gravity. Be it in dreams, like the ancient myths of Icarus and Menippe or the modern ones of supermen, or by science, in the works of Da Vinci or Von Braun, he has been tireless in the pursuit of this ultimate conquest.

As a simple caveman, he began the conquest of his world, shaping it to better suit his many needs. Fire, earth, water, all fell under his dominion at some time in History. Then came the day when he looked at the sky and tried to reach it, first using giant gas-filled cloth balloons, then using small and fragile wood and wire craft. With each success, these planes got bigger, faster, and safer. They flew higher and farther. Then the atmosphere — once the ultimate goal — became an obstacle to the next frontier of space.

Man was suddenly confronted to the universe. Outside the thin layer of protective gas and beyond the confines of our home planet, lay a place cold, hostile and unforgiving. Yet it was filled with wonders and beauty. He would not suffer to remain prisoner of his planet when he hungered to see more. He began to slowly venture outside the atmosphere: first, by small sub-orbital "jumps" and then, by reaching for the moon. First steps toward far-away stars.

If science is still at work to invent safe and easy space travel, we can't say the same for imagination. Galaxy-spanning ships already exist in countless fictional universes, most of them set in the future, some in the present and even some in the past. Of course, animation has its fair share of spaceships of all types, from fighters to huge kilometer-long warships capable of obliterating planets with one shot.

People of the future will hopefully look at these concepts with wonder and admiration, just as the designs of Leonardo Da Vinci amazed us with their accuracy. Pay close attention to these ships. Although widely different in style and shape, these vessels all represent our ancient dream of flying.

Marc-Alexandre Vézina

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SPACE SHIPS IN ANIME

by Martin Ouellette



In October 1974 in Japan a brand new television series premiered. Named UCHUU SENKAN YAMATO (SPACE CRUISER YAMATO), it was a co-creation between artist Leiji Matsumoto and producer Yoshinobu Nishizaki and, by 1977, became one of the greatest animation sagas ever created, to the point that its theme song was nearly considered the second Japanese anthem! Matsumoto continued his animation work with the now famous SPACE PIRATE CAPTAIN HARLOCK. Both "Yamato" and "Harlock" found an immense popularity outside of Japan and were translated in many languages: "Yamato" in English (under the title STARBLAZERS) and "Harlock" in English (same name), French (ALBATOR, LE CORSAIRE DE L'ESPACE) and in Italian. The popularity of both animations endures to this day.

In 1982, another show came on the air and started a revolution. SUPER DIMENSIONAL FORTRESS MACROSS integrated many of the plot characteristics of SPACE CRUISER YAMATO, such as "the lone ship who serves the Earth", the "eternal love triangle" and the "principal character blown to bits". But there was also brand new stuff like a giant transformable ship, incredible transformable mecha designs, insanely realistic combat scenes and unforgettable background music. In 1984, the plot was reworked as a movie and MACROSS: LOVE DO YOU REMEMBER? was born, an animation that is still (along with AKIRA) considered as one of the greatest ever made.

Simultaneously with the three series we've just mentioned, two other series made their smaller but noticeable mark in the anime ship realm. MOBILE SUIT GUNDAM introduced the "Damn,-space-combat-is-3-D!" style, with ships fighting upside down or vertically (which can throw all usual conventions to hell). CRUSHER JOE introduced wild ship designs that can still be seen today (the "Minerva" design was copied a zillion times over) in many animations. Some say that STAR WARS was behind SPACE CRUISER YAMATO. However "Yamato" was created at the very beginning of the 1970's whereas STAR WARS appeared in 1976. Which one influenced which is still a subject of hot discussions, but one thing is sure: in any animation or live action movie, you'll always need a ship!

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REVIEW
SPACE PIRATE CAPTAIN HARLOCK

by Martin Ouellette

Another of Leiji Matsumoto's creations, SPACE PIRATE HARLOCK recounts the exploits of a 30th Century pirate who takes no crap from anyone. The first series of the saga is called quite simply SPACE PIRATE CAPTAIN HARLOCK and depicts the war between the human race and the "Mazone", an alien race composed of humanoid/vegetal life forms. This 42 episode series was put out in 1978-79 and was, shortly after its Japanese run, translated in French under the name ALBATOR, LE CORSAIRE DE L'ESPACE. The series proved to be immensely popular, almost reaching the popularity of "SPACE CRUISER YAMATO".

This success spawned another series called MY YOUTH IN ARCADIA: ENDLESS VOYAGE SSX. The series ran 22 episodes and was also very popular. But Matsumoto had a dream. He wanted to do a "Harlock" movie. The film called MY YOUTH IN ARCADIA detailed the origins of Harlock, Tochiro and Emeraldas. It was released in the summer of 1982 by Toei Animation and its BGM featured wonderful classical music.

Another TV series somehow intertwined many parts of its plot with that of Harlock's. GALAXY EXPRESS 999 featured some characters from SPACE PIRATE CAPTAIN HARLOCK, like Emeraldas and Harlock himself. Strangely enough, according to Matsumoto's plot continuity, MY YOUTH IN ARCADIA: ENDLESS VOYAGE SSX and both GALAXY EXPRESS movies happen after the film MY YOUTH IN ARCADIA, which means that he finished the saga with the beginning of the story. The first series produced is actually, in the timeline, the last to occur. Matsumoto created the character of Harlock back when he was in high school (he's now more than fifty years old, this can give you an idea of how old this character really is). At first, he was named Captain Kingston. He had no eye injury and no scars, although the skull on his uniform has always been there. Harlock is the character Matsumoto prefers the most.

CHARACTERS OF SPACE PIRATE CAPTAIN HARLOCK

SPACE PIRATE HARLOCK



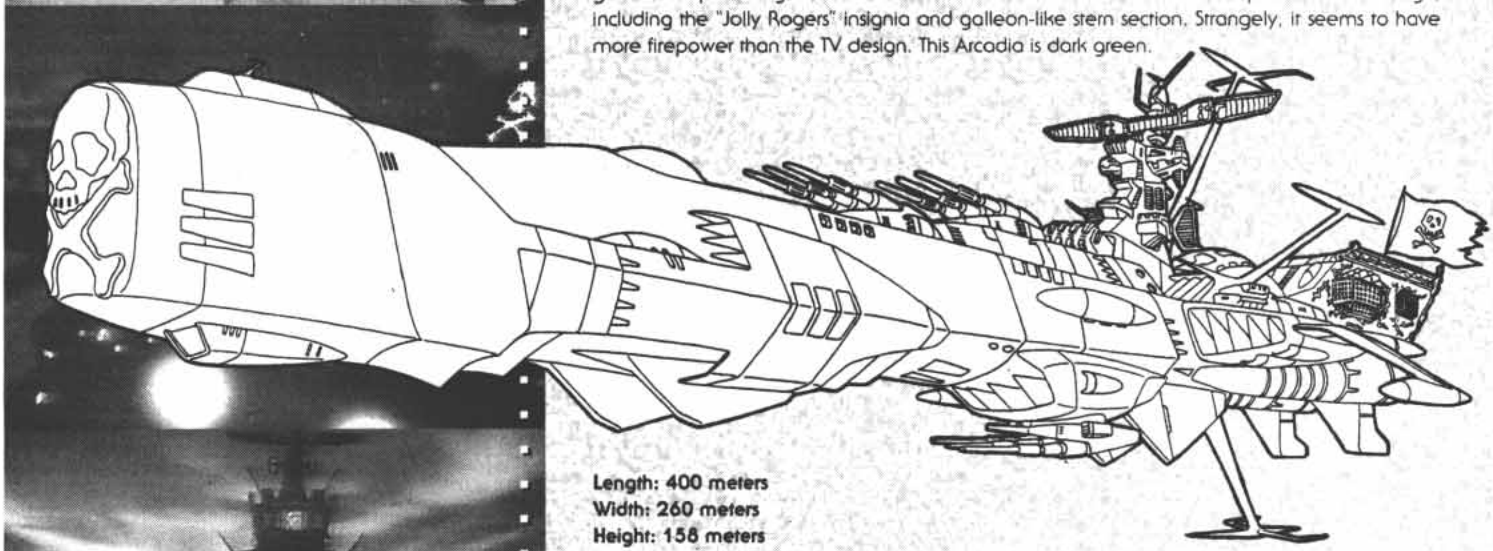
The 30th Century descendant of the Phantom F. Harlock's blood line. As chivalrous as his ancestors, this Harlock served at first in the Earth Space Forces and was the commander of one of its most powerful battle cruisers, the Death Shadow. Denying the submissive path followed by the Earth Government under the Illumidas, Harlock became a space pirate with one purpose only: to live freely and fight for what he believes in. Harlock, like his friend Tochiro, wears the Earth Forces red uniform at first (with a black collar, something that is earned for extreme valor in combat), but he soon switches to the black uniform that we all know.

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FIRST ARCADIA:

(from the film "My Youth in Arcadia"): This new "Arcadia" was designed by Leiji Matsumoto himself for "My Youth in Arcadia" film. For the needs of the film, Matsumoto decided he needed another less "modern" design for the Arcadia (since it is supposedly the first pirate ship Harlock has possessed) and created this whale shape to give it a look of power. Although the general shape changed, all the characteristics of the TV Arcadia remain present in this design, including the "Jolly Rogers" insignia and galleon-like stern section. Strangely, it seems to have more firepower than the TV design. This Arcadia is dark green.



Length: 400 meters
Width: 260 meters
Height: 158 meters
Crew: 41



SECOND ARCADIA:

This spaceship was especially made for Harlock and his crew by Tochiro Oyama, who was the best friend Harlock ever had. Tochiro, a genius in mechanics and computer technology, transfered all his memories into the ship's super computer and, in fact, is the mysterious "42nd crew member" of the Arcadia. That is why the ship often takes initiative by itself! This ship is the one that appears in the very first Harlock TV series. When the series was translated in French under the name "Albator, Le Corsaire de l'Espace", the Arcadia was renamed the "Atlantis".
The Arcadia has two extremely well-known characteristics: the "Jolly Rogers" insignia on its sides, top, and flag (the famous skull and crossbones) and its galleon-like stern which is seemingly made of wood with gold friezes on it. This TV Arcadia is blue.



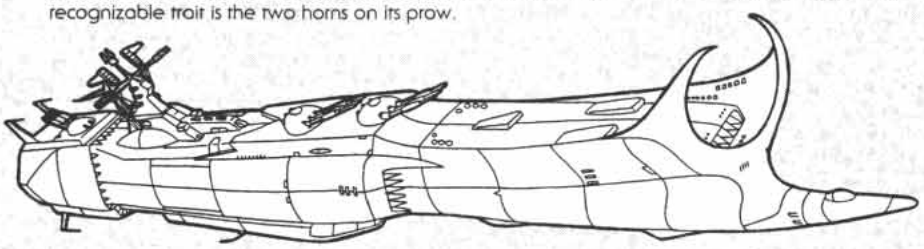
Length: 400 meters
Width: 290 meters
Height: 160 meters



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DEATH SHADOW:

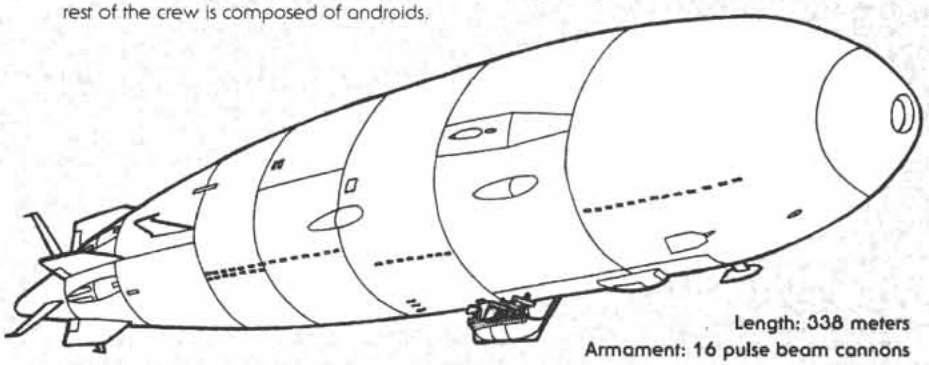
The first ship commanded by Harlock, the Death Shadow was one of the most powerful cruisers of the Earth Space Forces. During the last stand of the Earth Forces, the Death Shadow was used as a refugee transporter. Soon after its arrival on Earth, it was decommissioned because of the Illumidas occupation forces commander's orders. The Death Shadow's most recognizable trait is the two horns on its prow.



Length: 286 meters

QUEEN EMERALDAS:

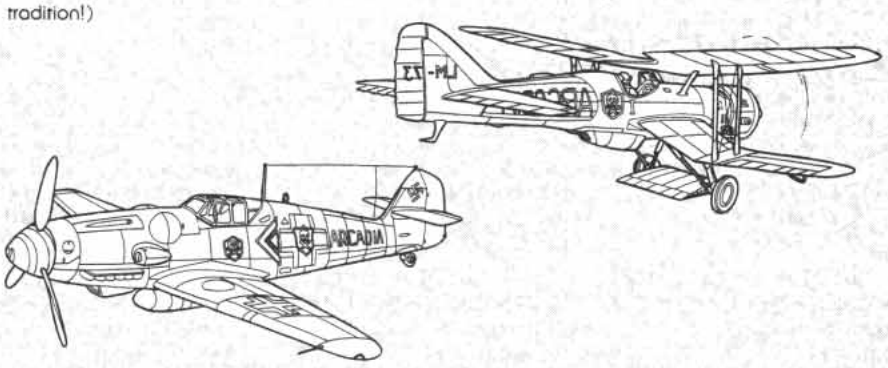
One of the weirdest ships around, the Queen Emeraldas is a cargo ship (Emeraldas is not really a pirate) which uses the enormous cargo space, the result of its blimp shape, to carry (or even smuggle) any kind of merchandise. The galleon-shaped unit suspended underneath it is the only habitable space on the ship. The only living being on it is Emeraldas herself, for the rest of the crew is composed of androids.



Length: 338 meters
Armament: 16 pulse beam cannons

BF 109 G-6 & BIPLANE:

Since Phantom F. Harlock lived in the early 20th Century, it's only logical that he flew in a biplane! He named it Arcadia (for a kind of paradise in Greek mythology, possibly). His son Phantom F. Harlock II, a German pilot during World War II, gave his Messerschmit BF 109 G-6 the same name. The 30th Century Harlock did the same for his ship (talk about a long family tradition!)



LA MIME



An inhabitant of Planet Alozaurus, La Mime is a cyborg. At first, she served as aide-de-camps for Zeda, commander of the Illumidas occupation forces. She later joins Harlock because she fears that Earth will suffer a similar fate as her home planet. As we can see, she's got no mouth! We see her in all "Harlock" series and films.

THE MAZONES



An alien race wandering in space, in search of a home. And Earth happens to be one of their ancient colonies! The Mazones have the appearance of beautiful women (too beautiful as Harlock would say). The only proof that they are in fact plants is that when they die, they burn up like a candle. Their French name is SYLVIDRE.

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LAFRESSIA



She is the Queen of the Mazones and rather desperate to find a home for her children. She considers Harlock a personal challenge and throws general after general at him until she decides to duel with him in person. That's when we find out that she's actually a flesh and blood human being (a rather interesting surprise for the viewer) and not a plant, like the others. This is left unexplained.

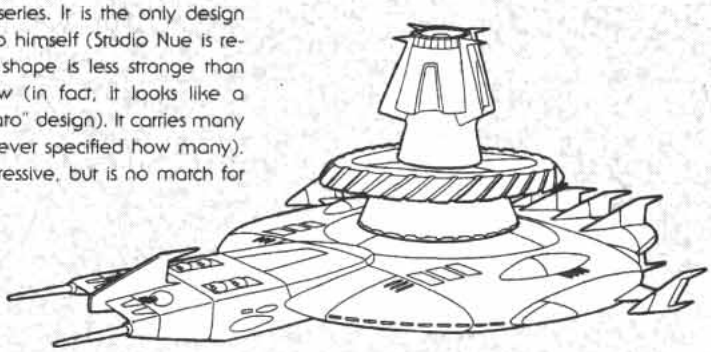
TADASHI DAIBA



The son of a professor who was killed by Mazone agents because he was trying to alert the Earth Government about the threat. At first, Tadashi wants revenge for his father's death, and for that reason, joins the Arcadia's crew. At the end of the series, Harlock's influence makes him a level-headed guy capable of thinking before acting and able to measure the consequences of his actions.

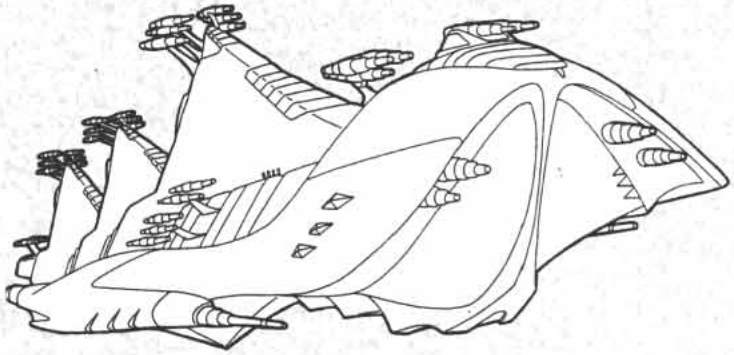
MAZONE BATTLE-MOTHERSHIP:

This ship (and all subsequent ones) comes from the first Harlock TV series. It is the only design Matsumoto didn't do himself (Studio Nue is responsible for it). Its shape is less strange than the ones that follow (in fact, it looks like a "Space Cruiser Yamato" design). It carries many small fighters (it is never specified how many). Its fire power is impressive, but is no match for the Arcadia's.



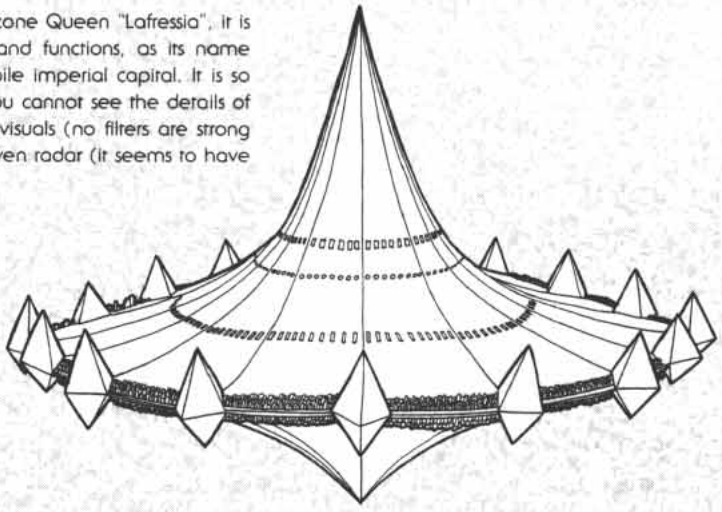
MAZONE LARGE-SIZED BATTLESHIP PYRAMIDA:

This is the biggest battleship in the Mazone fleet. It is much bigger than the Arcadia and has a tremendous fire power, with beam cannon turrets scattered all over its surface. Of course, it also carries fighters for its long range attacks. One of its strangest characteristics is the presence of three pyramidal projections along its dorsal line (hence the name Pyramida).



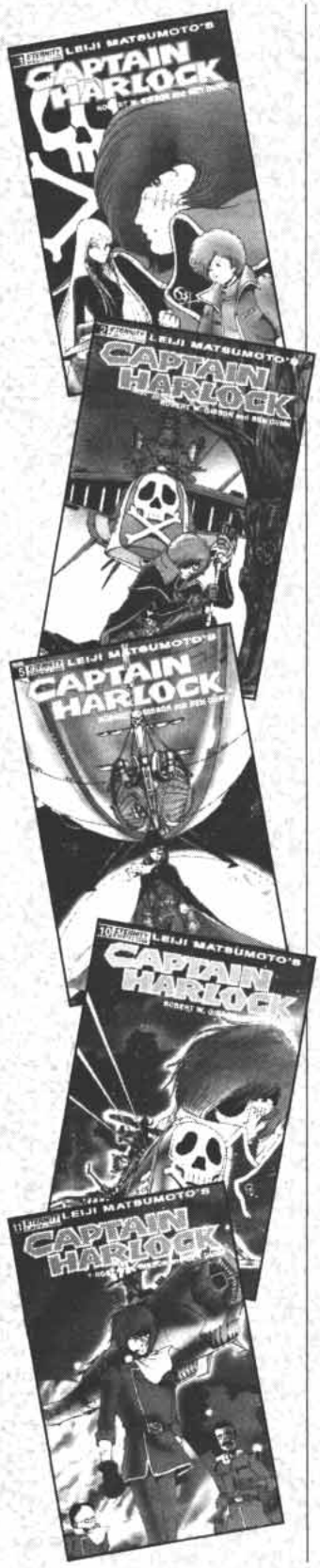
MAZONE CAPITAL MOTHERSHIP DOKUROS:

The ship of the Mazone Queen "Lafressia", it is monstrously huge and functions, as its name suggests, as a mobile imperial capital. It is so incredibly bright, you cannot see the details of this ship, either by visuals (no filters are strong enough for it) or even radar (it seems to have a stealth system).



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HARLOCK COMICS



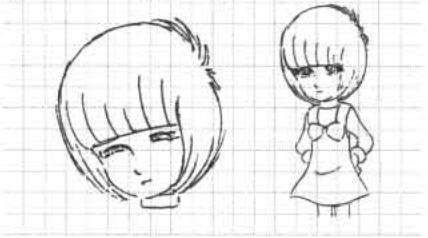
There has been a tremendous amount of Captain Harlock comics, most of them done by his creator, Leiji Marsumoto. The comics recounting the adventures of "Harlock, the Space Pirate" began in 1970. The original character, however, was actually drawn in 1953! He appeared in a comic named "Adventures", but, at that time, under the name Captain Kingston. In 1968, another Harlock appeared, this time as the Evil Dr. Harlock. In 1969, in yet another book, named "Pilot 262", the character's scar first appeared. In 1970, "Mrs. L Drifting Story" portrayed him with the eyepatch. The character, then, had all the current characteristics of "Space Pirate Harlock".

Before the end of that year, the first true Harlock adventure was out. Its title was "Great Pirate Harlock" and, strangely enough, Harlock died in it. He also made an appearance in the manga of "Space Cruiser Yamato", where we subsequently learn that Harlock is Susumu Kodai's older brother. In 1972, "Gunfrontier" showed the first encounter between Harlock and his eternal sidekick, Tochiro Oyama. The year 1973 saw the publication of two comics, "Short Sighted Human Anthology" (with a white-haired Harlock) and "Witch of Stanley" (with Phantom F. Harlock challenging the Owen Stanley mountains in his airplane, Arcadia. 1975 was full of Harlock, with "Story of Unrecoverable Times", "Mechanized City", "Birdman of Kilimanjaro", "Space Ship Death Shadow" and "Emeraldas", in which Harlock meets his female counterpart, the beautiful Emeraldas. "The Cockpit" and "Immortal Arcadia" take the character of Harlock (with name and all) and show him as a german World War II pilot. In 1977, two mangas appeared: "Small Room in the Big Field" and "Space Pirate Captain Harlock", which came from (or from which came, we cannot be sure) the 42 episode TV series of the same name. From 1978 to 1989, no Harlock comics appeared (that is, as far as our sources can tell).

Then, in October 1989, a US firm, Eternity Comics, published "Captain Harlock", a comic entirely done in America. With art by Ben Dunn ("Ninja High School") and story by Robert W. Gibson, it was a 13 issue series, separated in 4 parts: "Captain Harlock Returns" (issues 1-3), "Eternal Wanderer Emeraldas" (issues 4-6), "Sins of the Father" (issues 7-10) and "Message in a Bottle" (issues 11-13). It was widely successful. In November 1990, Eternity published "The Pirate Queen Emeraldas", but this time Ben Dunn did the pencils and Tim Eldred ("Broid", "Chaser Platoon", etc.) did the inks. The story was written by Robert W. Gibson. "Death Shadow Rising", in which Harlock's old ship, the Death Shadow, comes back to haunt him, followed in May 1991 and was finished in October of the same year. As before, Robert W. Gibson did the story, but Tim Eldred did the entire art by himself (something which gave a more tragic atmosphere to the story). A "Captain Harlock Christmas Special" followed in December 1991, scripted by Robert W. Gibson (him again!) and drawn by Tim Eldred.

If we count the years, Harlock is now forty years old (from 1953 to 1992), and I doubt he will disappear soon!

MAYU



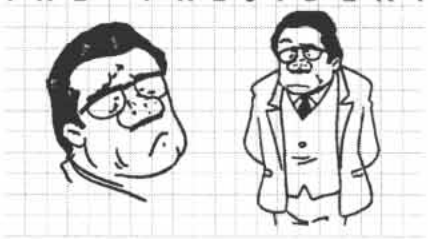
Although this seems unbelievable, this little girl is the daughter of Tochiro Oyama and Emeraldas! Since her father wanted her to grow up on Earth, Harlock obeyed his best friend's last wish and left her on Earth. Her bond with Harlock is very strong (she's of Tochiro's bloodline after all) and he gives her an ocarina. It seems that the instrument is a psychic link between them (or a rather emotional one?)

GENERAL KIRUDA



The earth commander in charge of capturing Harlock (but never succeeding). As with many Matsumoto "villains", Kiruda is not evil. He simply does what he thinks is right. When he wakes up to the truth that there are more important things to do than bothering Harlock (like stopping the Mazones), he joins him to fight the invaders.

THE PRESIDENT



The idiot who is supposed to rule the earth but whose main occupation is horse racing and golf. He's mindlessly scared of Harlock and gives Kiruda the mission of capturing him. Harlock visits him several times, scaring him to death in the process. If it hadn't been for Harlock, the earth would have become a Mazone colony, probably still ruled by this moron.

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CHARACTERS OF MY YOUTH IN ARCADIA

PHANTOM F. HARLOCK



An aerial explorer with the dream of being able to fly wherever he chooses. He is a man bound to his principles. Part of his legacy to his son is a book titled "My Youth in Arcadia", in which Phantom records his numerous expeditions and adventures. He died while trying to cross the Owen Stanley Mountains. By the way, his plane's name is "Arcadia".

PHANTOM F. HARLOCK II



A WWII German fighter pilot. He is the Harlock who meets the original Toshiro Oyama (the ancestor of the constructor of the Arcadia spaceship) and this is when the famous "genetic" contact is made. Phantom F. Harlock II is the possessor of the REV. C-12 D precision sight, which plays a vital role in the destiny of his descendants (particularly the "space pirate" Harlock).

TOSHIRO OYAMA



The ancestor of Tochiro (with a "c" instead of an "s"), he is a Japanese exchange student and optical instrument designer sent to Germany from Japan during WWII. A dreamer, Toshiro would like to build space ships to go to the moon. He's the one who's at the root of the now famous "As long as my bloodline exists, our friendship will not die!" The story proves him right.

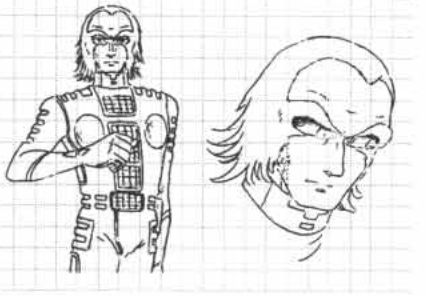
The 30th century Tochiro realized the dream of his ancestor. He is the builder of the Arcadia. But his masterpiece is the Arcadia's computer. There is definitely something between him and Emeraldas.

MAYA



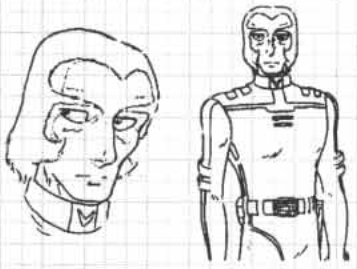
The figure head behind the Earth's rebellion against the Illumidas, she is also Harlock's lover. Pale, blonde and very beautiful, there is an almost ethereal quality to her that reflects in her attitude, full of purity and kindness. Unfortunately, this does not save her from death.

ZEDA



Supreme Commander of the Illumidas occupation forces, Zeda has a sense of honor second only to Harlock's own. He's extremely envious of Harlock's ability to fight for what he believes in and to live freely. In the end, the only way to satisfy his urge is to engage in a ship-to-ship duel, captain against captain.

MURIGISON



Second in command of the Illumidas occupation forces, he's always in disagreement with his superior, Zeda. He's the total opposite of Zeda, being as unchivalrous as possible (he tries to shoot Harlock in the back too many times) and totally remorseless. Harlock, bored of being pestered by such a bug, shoots him at the end of the movie.

TRITER BAYKOCH HADOL



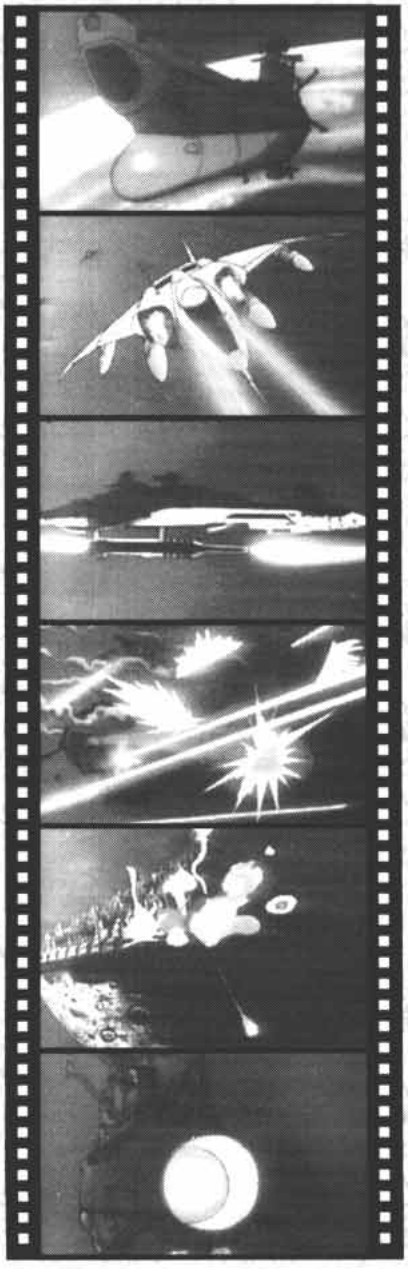
De facto Prime Minister of the earth and, in Harlock's own words, slave of the Illumidas. Even if he's human, the fact that Earth's population is treated like dogs by the Illumidas doesn't seem to bother him very much. Since he does not want Earth's "peace" troubled, he exiles Harlock from the earth forever.

james Bonds (order #5824547)



REVIEW SPACE CRUISER YAMATO

by Martin Ouellette



Created in 1974 by producer Yoshinobu Nishizaki and the now more than famous Leiji Matsumoto, SPACE CRUISER YAMATO was a 26 episode space opera detailing the maiden voyage of the "Yamato" and its crew to the planet "Iscandar". By August 1977, it was transformed into a movie and started the wave of Matsumoto's creations that the world would experience during the late 70's and early 80's. The next summer in August 1978, the movie ARRIVEDERCI YAMATO, SOLDIERS OF LOVE was released. In all logic, it was supposed to end the "Yamato" story forever. Hadn't all the crew been killed? That's where one of the most enduring traits of SPACE CRUISER YAMATO begins: if a character dies in one version, it doesn't mean they'll stay dead! ARRIVEDERCI YAMATO was turned into SPACE CRUISER YAMATO II, a TV series where everyone (or nearly everyone) survives.

A TV movie was released in 1979. Called SPACE CRUISER YAMATO, THE NEW VOYAGE, it was so successful that 1980 saw the release of another movie called BE FOREVER, YAMATO. The success of those two movies spawned YAMATO III, a TV series that was supposed to have 52 episodes but was drastically cut down to 25 (which means that the plot had to be resolved rather quickly). The quality of the animation was reduced and all of this caused the series to be a flop. YAMATO III proved to the writer that stretching things forever would prove unwise and FINAL YAMATO was released. Made to resolve all the plot lines of the saga, it was the fitting end to one of the greatest animation sagas ever made. Since then, rumors of a new "Yamato" film have circulated. The "Yamato" in this new movie was redesigned by conceptual artist Syd Mead; those designs were shown at the 1989 San Diego comic convention but since then, nothing new was heard. SPACE CRUISER YAMATO was translated in English under the name STAR BLAZERS (see Star Blazers Overview) and was extremely successful in both the United States and Canada.

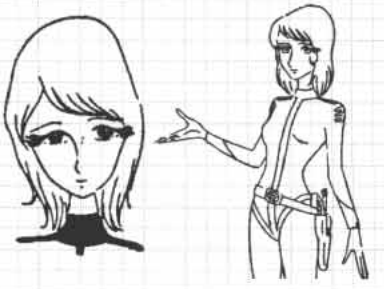
CHARACTERS OF SPACE CRUISER YAMATO

SUSUMU KODAI (DEREK WILDSTAR):



Although his first post was weapons officer, Susumu soon proved himself and was promoted deputy captain of the Yamato by admiral Okita. Rather young for such responsibilities, he often takes rash decisions. This being caused by his desperation to make sure that the Yamato completes its mission. During the long trip to Iskandar, he falls in love with Yuki Mori, radar officer and head nurse of the Yamato crew. He is respected by all, including Dessler, leader of the Gamilas empire.

YUKI MORI (NOVA):

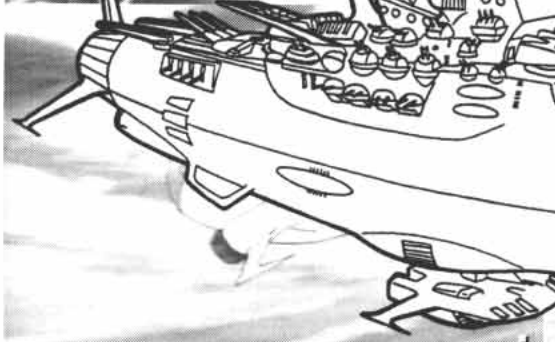


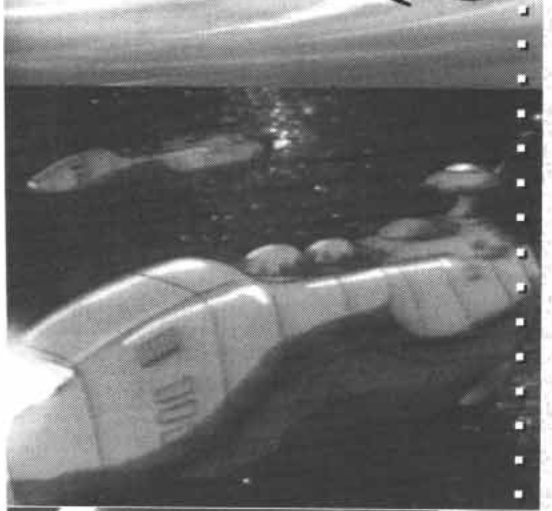
A beautiful young blond woman, Yuki is the personification of kindness and courage. As head nurse, Yuki cares for admiral Okita, who is slowly dying of radiation poisoning. Torn between Susumu Kodai and Daisuke Shima, Yuki eventually falls for Kodai and stays by his side during the entire Yamato saga.

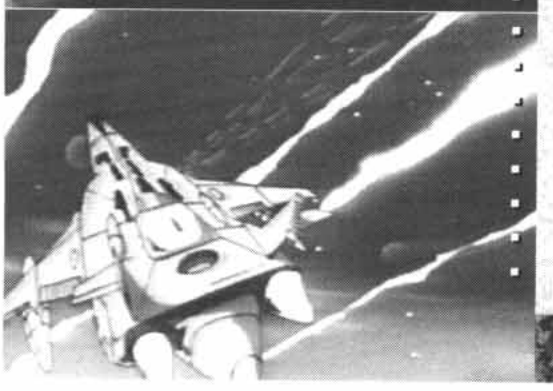
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SPACE CRUISER YAMATO:

The most powerful battleship of the Earth United Fleet. It is the very first spaceship equipped with a "wave motion engine", permitting "space warp" displacement. The plans of these engines were furnished by Starsha, Queen of Iskandar.

The Yamato was first conceived as an exodus ship because the human race was going to be destroyed in less than a year by the Gamilas Empire using planetary bombs to irradiate both Earth's entire surface and underground. In the midst of the crisis, an incredible message arrived: Queen Starsha offered humans the cosmo cleaner "D", a machine that could clean the earth of all lethal radiation. One problem though: Iskandar was 148,000 light years away from Earth! To make sure the rescue mission would arrive on time, she sent the plans for a "wave motion engine" which would enable a specially fitted Earth ship to make the trip within the one year limit. This ship was the World War II battleship Yamato, rebuilt into a vast exodus spaceship, but refitted with both the wave motion engine and the highly powerful wave motion gun. Under the command of Admiral Juzo Okita, a young crew of 114 volunteers would join the ship in its voyage to Iskandar.

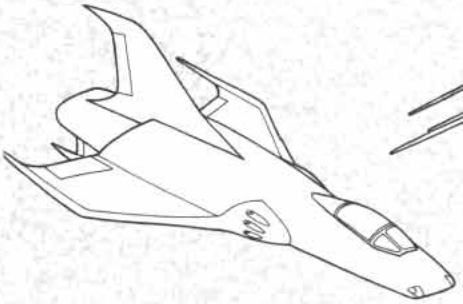
The Yamato carries many jet fighters. The ship contains a small factory that can produce missiles, cannons, shells, and anything the crew might need. When the Yamato travels inside the atmosphere of a planet, two wings extend to stabilize the ship.

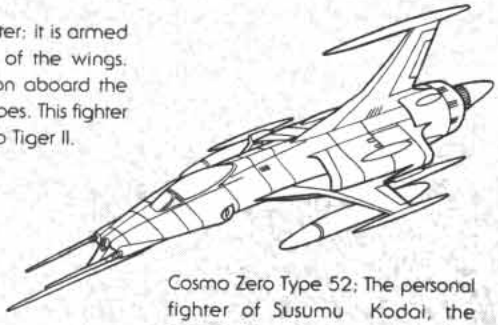
Length: 265.8 meters
Width: 34.6 meters
Height: 77.0 meters

Armament: 3 triple shock cannon turrets, 2 small triple shock cannon turrets, 8 beam cannon turrets, 16 feather light beam cannons, 12 missile gates (forward section x6, stern section x6), 8 chimney missile gates, 32 missile gates (16 on each side), 1 wave motion gun, fighters (number not specified).

COSMO TIGER & COSMO ZERO TYPE-52

Cosmo Tiger: This is the standard EDF fighter; it is armed with six cannons mounted at the roots of the wings. The Cosmo Tigers of Black Tiger Squadron aboard the Yamato are painted yellow with black stripes. This fighter will eventually be replaced by the Cosmo Tiger II.



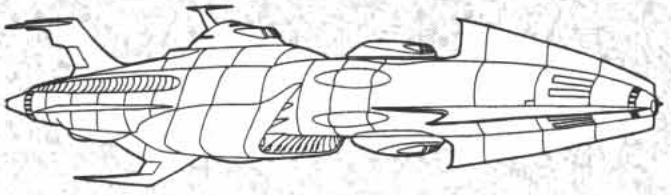


Cosmo Zero Type 52: The personal fighter of Susumu Kodai, the Cosmo Zero is armed with four cannons and can carry a variety of underwing ordnances. It will also be replaced by the Cosmo Tiger II.

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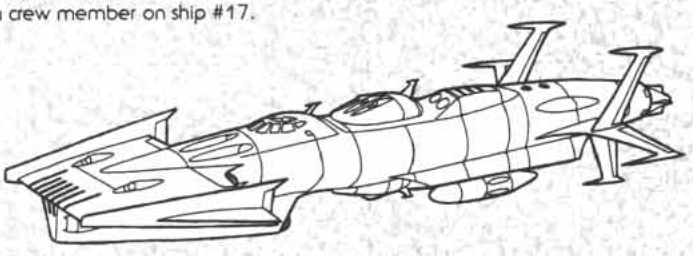
M-2174 CLASS BATTLESHIP OKITA:

This ship was one of the first to be constructed when it became evident that the human race was in grave danger of being destroyed by the planet-destroying bombs launched by the Gamilas Empire. The M-2174 class ship was constructed in a scramble situation and its design shows it. Small and primitive, it looked like an ancient submarine with wing-like projections. Its armament was somewhat better than its looked, with four triple beam cannon turrets (two on the top and two on the bottom) and eight guided missile gates in the nose. The ship we see on this illustration is #225 of the Earth Defense Force and is commanded by a famous war hero, Captain Juzo Okita (later Admiral).



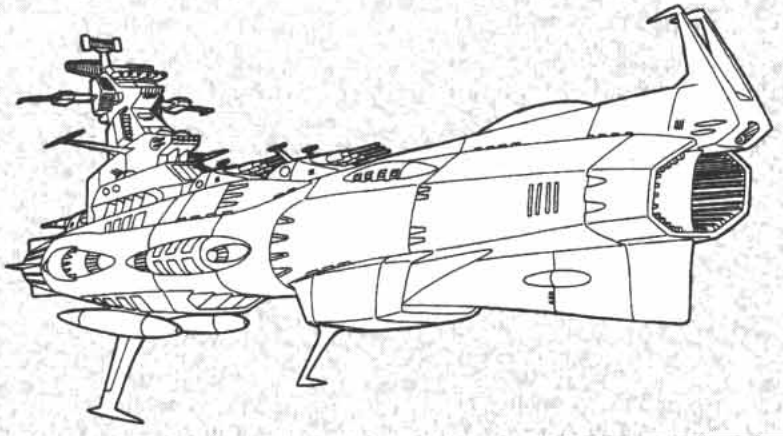
M-21881 CLASS BATTLESHIP YUKIKAZE:

This is the standard ship of the Earth Defense Force. Rather flat, small and very fast, it was conceived for hit-and-run attacks, not the broadside combat Yamato is accustomed to. There is no conning tower like the Yamato-type ships, which means that the bridge is secured from direct hits since it is placed very low on the structure. The armament is composed of three missile launching gates, two small size triple beam cannon turrets (one on the top, one on the belly) and small missile launchers and beam ports dispersed on the surface of the ship. Mamoru Kodai was a crew member on ship #17.



E.D.F. MAIN BATTLESHIP CLASS:

This ship is the new battleship class in the E.D.F. It is used mainly as a commanding ship to lead fleets and serve as combat flagship. Its main armament is composed of three triple heavy beam cannon turrets and a wave motion gun (very similar to the Yamato's). Its secondary armament is made of many (though unspecified) light beam cannon turrets, torpedo, missile launchers and such. From afar, it strongly resembles the Yamato.



DAISUKE SHIMA (MARK VENTURE):



Chief helmsman of the Yamato, Shima is level-headed and cool under fire while his best friend Susumu is rash and hot-tempered. Although Shima failed to impress Yuki enough for her to fall in love with him, he later meets Teresa of Telazart (ARRIVEDERCI YAMATO) and falls in love.

ADMIRAL JUZO OKITA (CAPTAIN AVATAR):



Admiral Okita is the most experienced officer of the Earth Space Fleet and a most wise commander. Although he's very sick from radiation poisoning, Okita accepts the command of the Yamato out of love for his home planet. Fatherly loved by his crew, he nevertheless experiences some problems with Susumu Kodai because he was in command of the YUKIKAZE (Snow Wind) on which Susumu's brother Mamoru was supposedly killed. Okita leads the mission successfully, but dies at the doors of Earth (only to be revived in FINAL YAMATO).

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SHIRO SANADA (SANDOR):



Yamato's science officer, Sanada has a knack for anything that needs repairing (or being tampered with!) His incredible technical feats have saved the Yamato more than once, in situations so desperate no one else would have tried anything to save her. Sanada also seems to be very good at subterfuge, to the point of being able to dissimulate the fact that both his arms and legs are cybernetic implants!

DR. SADO (DR. SANE):



An unlikely doctor, he needs to gurgle down a tremendous amount of sake to keep himself alive. In the American version, the sake is replaced by spring water. However, all in all, since the job of being chief medical officer of the Yamato must be a rather stressful position, Sado's little weakness for the strong stuff can be understood (to some extent).

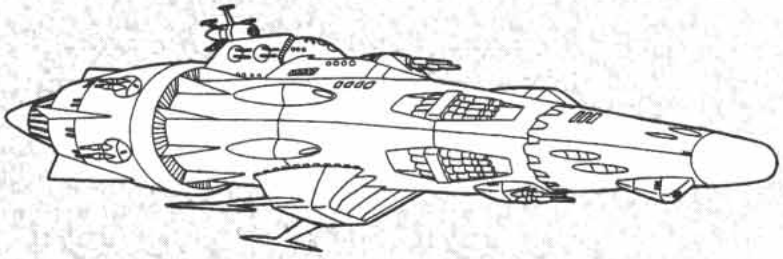
E.D.F. BATTLE CRUISER CLASS:

The ship we see on this illustration belongs to the E.D.F. Moon Base. As we can see, it does not have the enormous amount of antennae the other ships have. It is not for reconnaissance, but rather for heavy combat. And its armament shows it! It is composed of five heavy beam turrets, two smaller beam turrets, five torpedo launchers and of course, the famous wave motion gun. For its class and size, this ship is one of the most powerful there is.



E.D.F. DESTROYER CLASS:

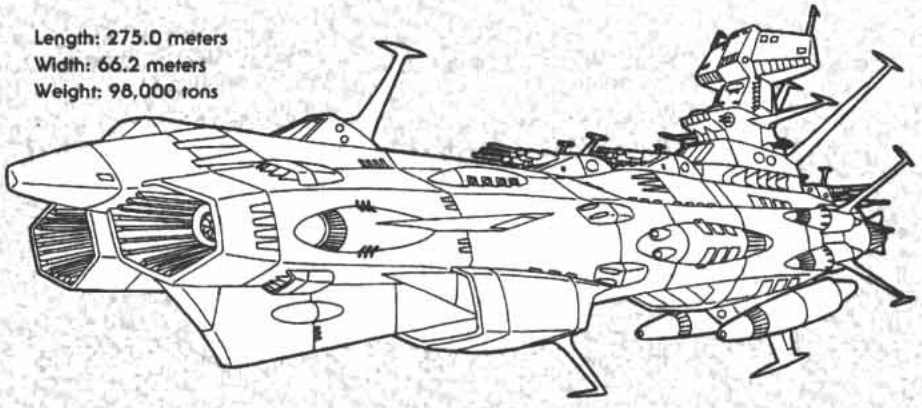
It is the fastest ship in the entire Earth fleet. Very submarine-looking and quite small, its armament is *very* heavy for such a small ship. It consists of two double heavy beam cannon turrets (one on top and bottom), four double medium beam cannon turrets, four small beam turrets, four quad-tube torpedo launchers, and small multiple missile launchers dispersed all over the ship. Of course, the engine section is enormous considering how small the ship is.



E.D.F. FLAGSHIP ANDROMEDA:

The Andromeda was originally built to replace the Yamato as the Earth Defense Force flagship. Although it looks a lot like the Yamato, it is bigger, has more weaponry, is faster and more maneuverable. We see the Andromeda in "Arrivederci Yamato".

Length: 275.0 meters
Width: 66.2 meters
Weight: 98,000 tons



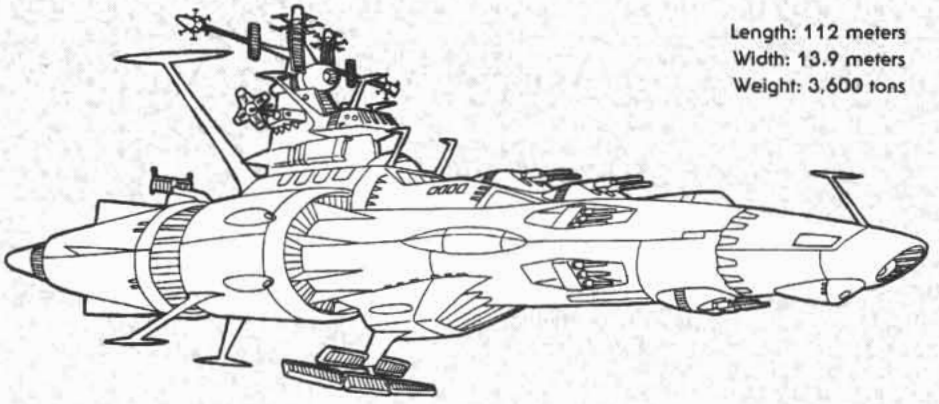
Armament: 4 triple heavy-beam cannon turrets, medium and small beam cannon turrets (many), 4 torpedo launchers, missile launchers (many), 2 wave motion guns

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E.D.F. ESCORT CRUISER CLASS:

The escort ship for the "Earth Natural Resources Transport of Supply" fleet. Its duty is to protect and guard the natural resources supplying ships, within and outside the solar system. Its data banks contain tremendous amounts of information and its armament is extremely heavy for a ship this small. It is composed of three triple heavy beam cannon turrets, four medium beam cannon turrets and four triple tubed torpedo launchers. Of course, there are small missile launchers scattered all over the ship. Susumu Kodai, the series' main character commands one of these ships.

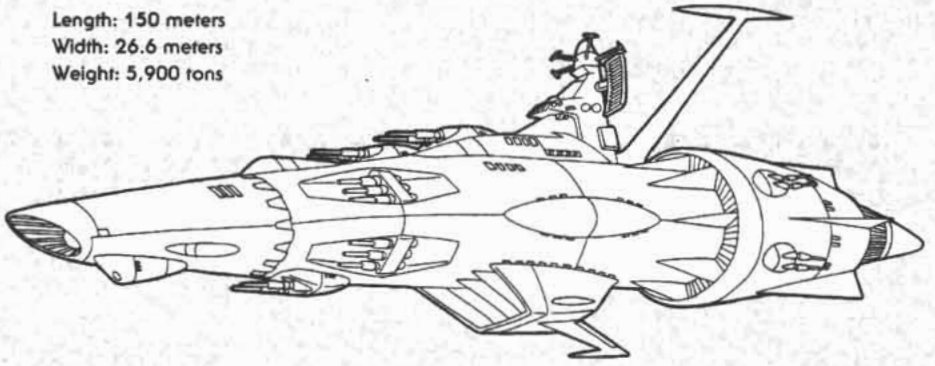
Length: 112 meters
Width: 13.9 meters
Weight: 3,600 tons



E.D.F. PATROL SHIP CLASS:

It is a small size cruiser that goes outside the solar system. Its main duty is to patrol around planet Pluto and beyond. It is mainly used by the "Middle Distance Fleet". Although its armament is very light, it contains plenty of search and electronic equipments like radar and E.C.M.. Daisuke Shima, one of "Yamato"'s main characters, is captain of one of those ships.

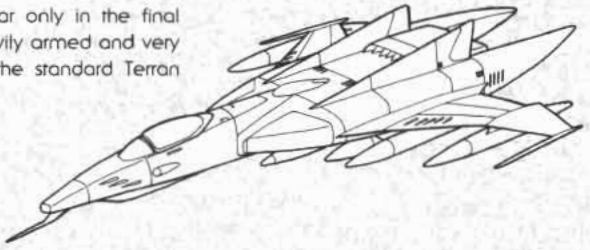
Length: 150 meters
Width: 26.6 meters
Weight: 5,900 tons



Armament: 3 heavy beam cannon turrets, 4 triple torpedo launchers, missile launchers (many)

COSMO TIGER II

This advanced craft will appear only in the final part of the Yamato saga. Heavily armed and very fast, it will possibly become the standard Terran fighter.



MAMORU KODAI (ALEX WILDSTAR):



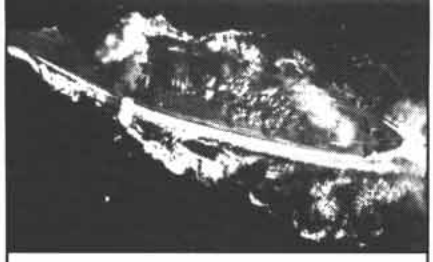
Although he was presumed dead when his ship, the YUKIKAZE, crashed on Titan, the Yamato crew finds him alive on Iskandar, living with Queen Starsha. The legend wants that the crew was supposed to find Captain Harlock in Mamoru's place, but it seems that the producers did not like the idea. He and Starsha have a little girl named Sasha (we meet her in NEW VOYAGE and BE FOREVER YAMATO).

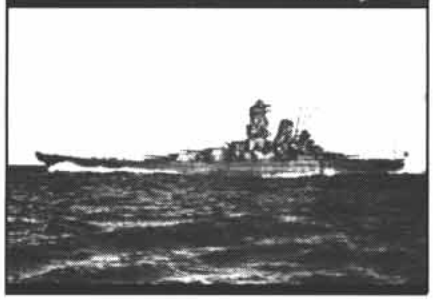
DESSLER (DESSLOK):



The leader of planet Gamilas, Dessler, desperate to save his planet, orders an attack on Earth in order to relocate his people there. Despite being, at the beginning, a fierce enemy of the Yamato crew, he soon becomes moved by their courage and decides to help them instead. His sense of honor is great and his courage is renowned.

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HISTORY OF THE "REAL" YAMATO

In 1934, the Japanese Imperial Navy, looking for quality to compensate for the American fleet's quantity, began the studies for the design of a battlecruiser capable of outclassing any of its adversaries. It needed to be faster, have better armor and guns that could fire farther than any other ship. The general configuration the engineers decided upon was: 64,000 tons, nine 460 mm cannons capable of hitting a target 48 km away and a 410 mm thick armor for the hull and 650 mm thick for the turrets. To build those ships without alerting the American and British governments required absolute secrecy.

The construction of two of those ships was decided for the modernization program of 1937. Construction of the YAMATO began in November 1937, was finished in August 1940 and it became operational in 1941, one week before Pearl Harbor. It hoisted admiral Yamamoto's mark during the battle of Midway but made an about-face before the American aircraft carriers were close enough to be targeted. The YAMATO was torpedoed in February 1941 but was repaired in time to be part of the battle in the Philippine Sea in June 1944. The YAMATO, MUSASHI (the other ship of the YAMATO class) and NAGATO were the principal force of vice-admiral Kurita's fleet in the battle of the Gulf of Leyte. That's where the YAMATO fired its guns for the first and last time on another ship during the attack of the American fleet. Bad visibility prevented the maximum capabilities of its cannons to be used. The YAMATO was destroyed during operation TEN GO. It seems that fires, caused by torpedo hits, reached the ammo magazines and the ship exploded, killing 2,498 officers and sailors. Operation TEN GO was a useless sacrifice and caused the death of 3,665 sailors (446 on the YAHAGI battlecruiser and 721 on various destroyers, in addition to the YAMATO crew).

STAR BLAZERS' STORY

As many people will see, there are many similarities between the story lines of STAR BLAZERS and SPACE CRUISER YAMATO (other than the animation of course!). Here is a quick rundown of STAR BLAZERS' plot.

In the year 2199, Desslok, leader of the dying planet Gamilon, decides that the earth could be a nice place to relocate his people. He orders his forces to drop radiation bombs to destroy the population, leaving the planet vacant for his people. The resourceful humans hide in underground cities and are, for some time, able to resist. Unfortunately, radiation is seeping through the ground and contaminating the underground settlements and water sources. In one year's time, radiation will saturate the earth and the human race will perish.

Luckily, Queen Starsha of the planet Iskandar has the cure for this and sends a message offering the Cosmo DNA, a device that can clean the planet of its radiation poisoning. Since her planet is located 148,000 light years away from Earth, the message includes the blueprints of an engine capable of taking a ship through such a voyage in less than one year: the Wave Motion Engine. The population of Earth then commits everything to the reconstruction of the ancient battleship Yamato into the space cruiser Argo. For a weapon system, the Argo uses one of the most powerful weapons ever created: the Wave Motion Gun. A team of young people called the STAR BLAZERS is picked to crew the Argo on its long and dangerous journey to Iskandar.

In the first 26 episodes, the Star Force manages to defeat the forces of the much stronger Gamilon Empire, reaches Iskandar and returns home with the Cosmo DNA, thus saving the Earth. The following 26 episodes' storyline happens a year after the Argo's successful mission. An enormous comet approaches our galaxy. It is the Comet Empire, bent on conquering the universe and led by Prince Zordar, who thinks of himself as the universe's conqueror. As if that wasn't enough, Desslok has forged an alliance with him, out of his desire for revenge against Earth (and specifically the Argo).

The Earth's Defense Council intercepts a desperate plea from Queen Trelaina (Teresa) of planet Telazart, warning Earth of the danger and asking for help. When the government refuses to heed the warning, deputy-captain Derek Wildstar assembles the Star Force once again and with the help of a group of space marines, he steals the Argo and follows the trail of the signal back to its origin. After some minor problems with Desslok they reach Telazart, and Trelaina gives them some much needed explanations of what is exactly going on. During the Star Forces' short time there, Trelaina and Mark Venture, the Argo's navigator, fall in love but Trelaina refuses to leave her world.

After the Argo's departure, Trelaina uses her psionic powers from Telazart, gravely damaging the Comet Empire and keeping it immobilized long enough for the Earth to prepare its defenses. After a monstrous battle, the Earth fleet fires its massed wave motion guns, dissipating the Comet effect surrounding the citadel that forms the core of the Empire. The citadel destroys the Earth's fleet and the Moon. The planet surrenders while the Argo, trapped by Desslok, fights its way through his fleet and rams his flagship. Wildstar and his girlfriend Nova find themselves in a face to face confrontation with Desslok, which ends with Desslok being so impressed by the Star Force's courage that he forgets his plans of revenge and reveals to them the best place to strike the citadel. He departs with his fleet to find a new world for his people.

During the battle, Mark Venture gets killed. The Star Force invades the citadel and manages to destroy its engines, thus immobilizing it for a final strike. Their victory is short-lived though, as Zordar's super-dreadnought nearly destroys the Argo, then fires on Earth with its oversized wave motion cannon (a very, very big one!). Wildstar orders all the Star Force troops back and prepares himself with the help of Nova, to ram Zordar's ship with the Argo. Suddenly, Trelaina appears and with her last strength, disintegrates the dreadnought. Venture, having been brought back to life, witnesses the destruction, and the death of Trelaina. The Star Force and the Argo return to Earth, and are treated like heroes and saviors.

james Bonds (order #5824547)





REVIEW MOBILE SUIT GUNDAM

by Martin Ouellette

Released in 1979, MOBILE SUIT GUNDAM is definitely not known for its ship designs. It is rather famous for its Mobile Suits, the first realistic giant robots, as well as its extremely circumvented plot and myriad of unconventional characters. Created by Yoshiyuki Tomino, it recounts the One Year War between the Federation (an extremely twisted version of our United Nations) and the Jion Archduchy (bordering on nazism). This war is conducted in space, where a pretty hefty chunk of humanity has emigrated (or rather sent there by the Federation) because the Earth was getting overpopulated. The Federation started to treat them rather badly and by 0079 U.C. (Universal Century; the start date for that new calendar was 2046 A.D. which became 0001 U.C.), the colonies revolted and the war began. However the Federation was badly surprised when, instead of ships, the Jion forces introduced the Mobile Suits or giant robotic soldiers, far more maneuverable than any ship ever put into service. Combat was also very difficult because of the presence of Minovski particles on the battle field. Those particles have the rather disturbing effect of cancelling all sensors except visuals, and making long range detection of the enemy impossible. That's where the M.S. became useful. Much smaller than a ship, they were able to sneak up on them. There were also Newtype pilots to deal with. Those pilots possess a sixth sense, permitting them to "sense" their enemies (very useful in space, where combat is conducted on 360°) even in the most heated of battles. It also allows people to communicate between themselves in a kind of "telepathic" way.

Tomino's greatest advancement, however, was the "humane" character concept. In Gundam, no one is all bad. No one is all good either. Characters can be scared, courageous and at times, a "good" character can do something real bad. The story is presented from both sides of the fence. If you want to know more about MS GUNDAM, check Mecha-Press issue #1 for a complete rundown on the series.

CHARACTERS OF MOBILE SUIT GUNDAM

AMURO REY



An innocent and kind youth, Amuro finds himself thrown into a war more savage than anything the human race has ever known. He is the son of Tem Rey, the man in charge of the Federation's "Victory" program.

One day, all hell breaks loose in Side 7 (where he's living), and he is forced to take the Gundam RX-78 prototype into battle against two Jion mobile suits, or "Zakus", who came to destroy it. That day, Amuro discovers to his amazement that he's a fine MS pilot. In fact, his abilities are truly incredible! The Gundam responds with extraordinary speed and smoothness, allowing Amuro to destroy the two Zakus easily.

After this first battle, Amuro stays on the Pegasus and becomes the regular Gundam pilot. During the One Year War, Amuro will time and again prove his worth and courage, especially when fighting his greatest enemy, Char Aznable, Jion's best mobile suit pilot. Amuro is one of the most powerful Newtype in the saga of Gundam and certainly one of the most heroic anti-heros of japanimation.

james Bonds (order #5824547)

MS GUNDAM SPACE SHIPS

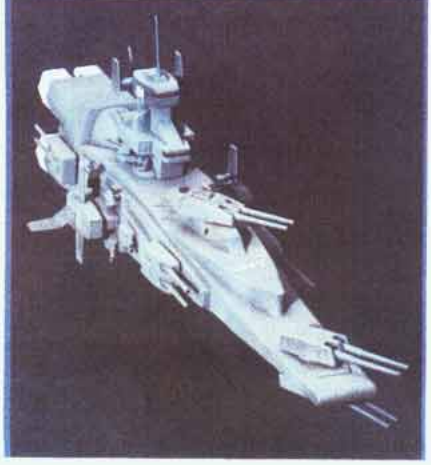
Although the mobile suit is the master of the battlefield in Gundam, the various armies still use several ship designs. The pictures shown here contain two Federation vessels and two Jion ones.

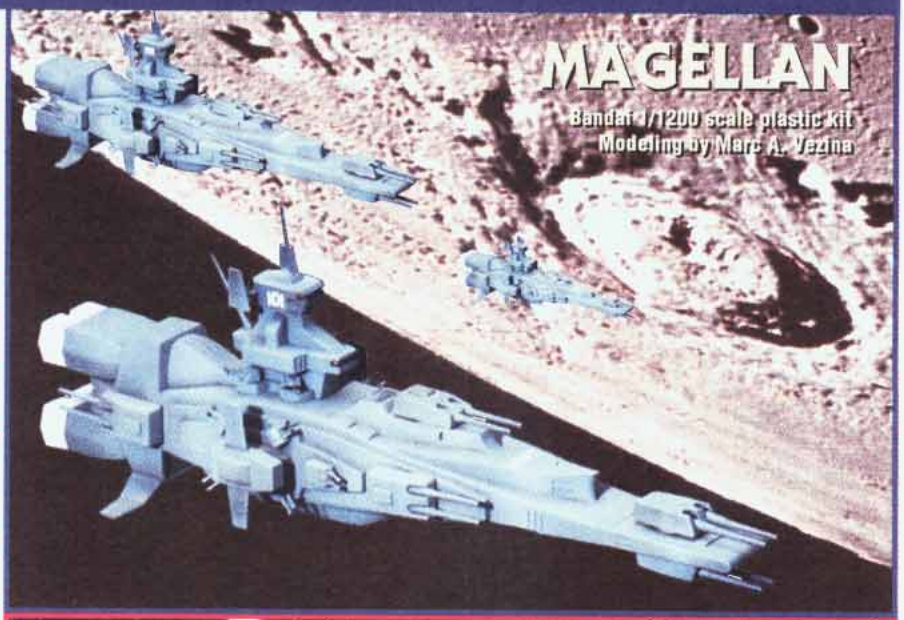
The medium-sized blue ship is a Salamis-class cruiser, one of the most widely used designs of the Federation; the big light green ship is a Magellan-class battleship, which is a bigger version of the Salamis with increased firepower. Neither can carry mobile suits (which might explain their usually short life span).

The smaller green ships are the standard Jion vessels: the Musai-class cruiser and the Zanzibar-class mobile suit carrier. The Musai is the sled-like ship. It can carry MS and has a small shuttle in the prow section. The Zanzibar is supposed to be bigger than the Musai, but it only exist in 1/2400 scale (while the other models are 1/1200 scale).

All four models were built straight from the box without any modifications. They were first painted black using Humbrol enamel, then various shades of the main color were airbrushed over the base coat. The final details were applied with a paintbrush.







MAGELLAN
Bandai 1/1200 scale plastic kit
Modeling by Marc A. Vezina



MUSAI
Bandai 1/1200 scale plastic kit
Modeling by Marc A. Vezina



SALAMIS
Bandai 1/1200 scale plastic kit
Modeling by Marc A. Vezina

james Bonds (order #5824547)

TEKKAMAN BLADE

Bandai 1/16 scale plastic kit
Modeling by Martin Ouellette



This is the first kit from Bandai's 1/16 scale "Tekkaman Blade" series. Although this kit ;looks like a toy, it can actually make a beautiful model if it's build and painted properly. To give it a more realistic look, some modifications were made.

CONTINUED ON PAGE 34

SOL TEKKAMAM

Bandai1/16 scale plastic kit
Modeling by Martin Ouellette



HERE'S YOUR CHANCE TO SAVE THE EARTH.



New Type
Hobbies and Toys

It's big, it's mean, and it eats Invids for breakfast. Now, you can add Mars Base's most powerful weapon to your anime model collection:

LEGIOSS "TREAD" BOMBER.

New Type is happy to announce the release of this 1/72 scale high-quality resin kit, available for the first time in North America! Highlights include:

- molded in top grade resin;
- beautiful three-piece Legioss Armo-Fighter included;
- full instruction and painting guide sheet;
- decal sheet, made especially for this kit. Includes markings for all three color schemes!

This is a limited-production kit: only a hundred copies were molded. They are available for the low price of $95 US at New Type Hobbies and Toys (see ad on page 42 for more details). Get yours now while you can!

james Bonds (order #5824547)



GUNDAM 0083 STAR DUST MEMORIES

Originally published in U.C. Herald #2

Episode 3: Albion Takes Off

Episode 3: Albion Takes Off

The sun rises over Torrington Base. Kou, still in the GP01, apologizes for using the Gundam without permission. Sinapus asks him how the new MS was and tells him to rest. The captain receives a message from General Kowen: the Federation has no new information on Unit 2's whereabouts, and he orders the Albion to search for it. Because the Federation violated the Antarctic Treaty's by building Unit 2, they can't rely on it to protect them from the stolen warhead. Kowen ends his message grimly, saying that such a weapons could kill tens of millions and should never be used.

Back in the hangar, Kou apologizes for not fulfilling his promise. Maula is impressed by Kou's honesty, and Nina agrees. A depressed Kou walks outside and bumps into a cheerful Keith, who is ecstatic over the arrival of backup pilots. Keith tells Kou that he had fought with none other than the "Nightmare of Solomon", and he should be happy for living through the fight. The two drive into the hospital to visit the injured Burning.

Three pilots and their MS arrive on the base. Right away, Lt. Junior Grade Bernard Monsha scams on some female mechanics, while Lt. Alpha A. Bait and Lt. Junior Grade Chap Adel look on.

Inside the hangar, Nina discovers something about the data disc. The three pilots enter the hangar, where Monsha points out that the Gundam will be his machine. He spots Nina and tries to charm her, but she coldly refuses his advances. Maula interrupts, calling Monsha a pervert. The two roll up their sleeves, ready to fight, when the other pilots stop them. Adel asks Maula if she know a "Lt. Junior Grade" Burning, and Maula answers that she knows a "(Full) Lt." Burning, who's in the hospital.

Over at the hospital, Kou and Keith chat with Burning. Keith lights up when Burning suggests that the reinforcements will take care of the fighting. The backup pilots arrive and exchange jokes with Burning. They then begin to chastise the squadron that chased Unit 2, saying that they failed despite having Unit 1. Kou hides his anger, and Burning reveals the squadron was his personal unit and that he was responsible. He orders Kou and Keith to gather the belongings of Lt. Allen. The two leave, and Burning tells the three pilots that his students have potential and who last night's enemy was.

Kou and Keith arrive at the barracks' ruins. Kou enters Allen's quarters, and sees his personal items. He begin to cry, murmuring "if only I had done better... damn it!" Unknown to him, Nina had followed him.

Inside the Jion submarine, the first officer congratulates Gato on his successful mission and informs him of the expected travel time to Kinbaraide Base in Africa. Gato whispers "I never expected that we would actually use it."

Back in Torrington, Kou is determined to be part of the pursuit team, and Keith tries his best to discourage him. They run into the trio of Monsha, Bait and Adel. At first, Kou tries to ignore Monsha, who teasingly calls him "Mr. Ensign". Monsha suggest that Kou didn't really fight Gato. Kou answers angrily that he was saved by Lt. Burning and Nina. Nina, who has been following Kou, appears and says that it was Kou's skill that got him through. She then points out that Kou tapped Unit 1's potential far beyond initial expectation, as recorded on the data disc. Kou is flabbergasted by Nina's attention. Monsha rudely claims that he will take Unit 1 and Nina for himself. Nina hints that Kou might be a better pilot than Monsha. Monsha challenges Kou to a duel. If Kou wins, Monsha will recommend him to the position of Gundam pilot. If Kou loses, he should never "show his face again." Kou accepts.

The two combatants meet near some ruins, inside their mobile suits. Monsha fills up on some alcohol. Bait lays down the rules, wherein the first pilot to hit the enemy's MS with a paintball wins. The fight begins, and Monsha quickly shows his experience by outmaneuvering Kou. Kou looks at the data on Monsha's MS, a GM custom type, and note that its "lack of (unique) features is its (unique) feature." The two MS enter the ruin. Meanwhile, Keith drives a very worried Burning to the site of the duel.

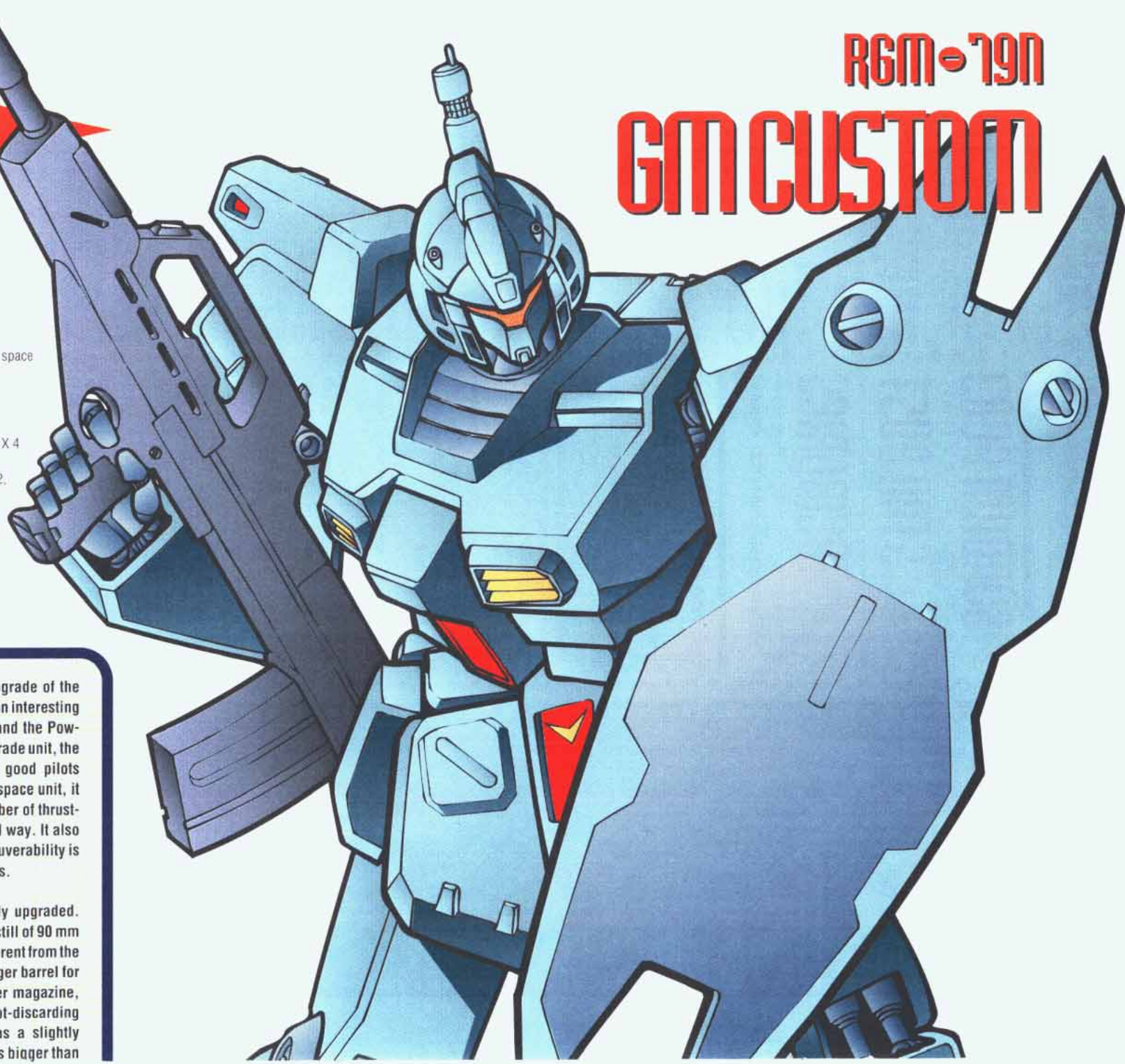
Monsha is just about to ambush Kou when his MS loses its footing. Kou fails to take advantage and finds himself trapped in debris. Just as Monsha closes in, Kou kicks in Unit 1's backpack, filling the enclosure with smoke. Suddenly, two glowing MS eyes appear directly in front of Monsha, and Unit 1 rams into the GM.

When Monsha regains his senses, Unit 1's gun is pointed directly at him. Kou has won. Burning gets on the radio, saying "what the hell do you think you're doing?" The two are ordered to return to base. Both pilots are put in the brig. Nina and a handful of technicians gain permission from Anaheim to remain aboard the Albion. Burning apologizes about the incident to Sinapus, who then asks Burning to take charge of all MS affairs aboard the ship, claiming that the pilots are too "hot" for him (Sinapus) to handle.

james Bonds (order #5824547)

James Bonds (order #5824547)

RGM-79N
GM CUSTOM



Code name: GM Custom
Official code: RGM-79N
Use: general purpose mobile suit, space
Height: 18,0 meters
Dry weight: 42,0 tons
Full combat weight: 57,6 tons
Generator: 1420
Thrusters: 30000 kg X 2, 1870 kg X 4
Max. thrust: 1,5 sec
Armament: 60 mm vulcan gun X 2,
90 mm machine gun X 1
(GM Custom type),
beam saber X 1, shield X 1

RGM-79N GM Custom: an upgrade of the RGM-79C, the GM Custom is an interesting compromise between the C and the Powered GM. Considered a high grade unit, the Custom is awarded to very good pilots only. As it is often used as a space unit, it is equipped with a great number of thrusters scattered in a very logical way. It also has more armor and its maneuverability is much greater than the GM-C's.

The weaponry is also slightly upgraded. Although the machine gun is still of 90 mm caliber, its shape is quite different from the standard version: it has a longer barrel for greater accuracy and a bigger magazine, containing 30 caseless sabot-discarding rounds. The beam saber has a slightly higher output and the shield is bigger than

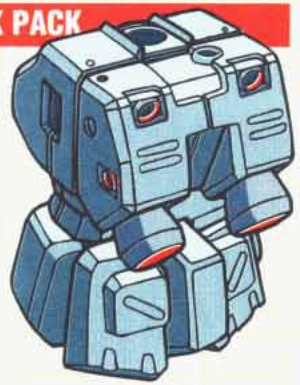
James Bonds (order #5824547)

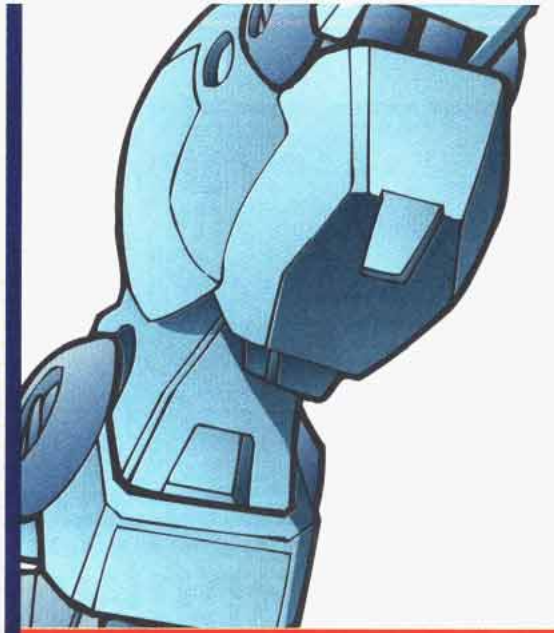
the one usually installed on the GM-C. The colors of the GM Custom are light gray and dark blue gray with red and yellow trim.

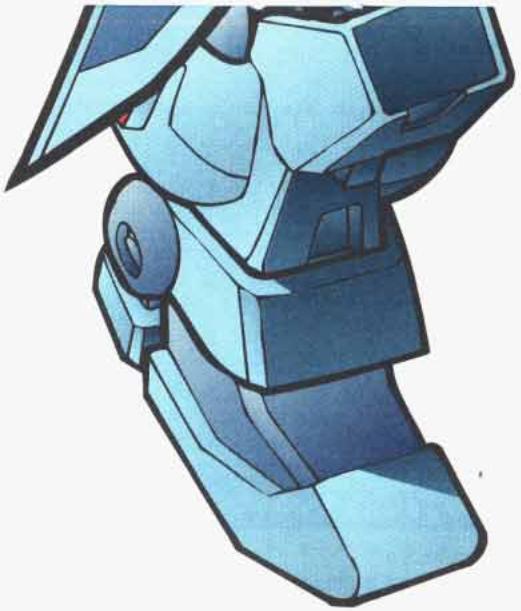


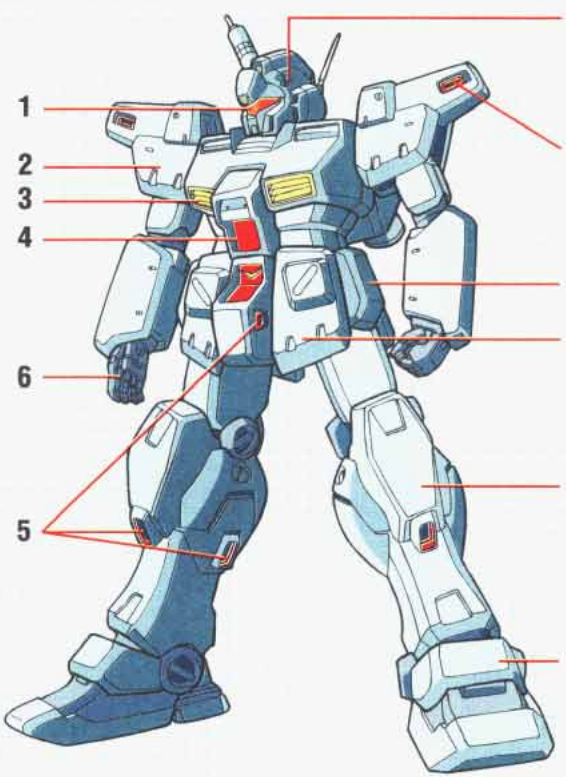
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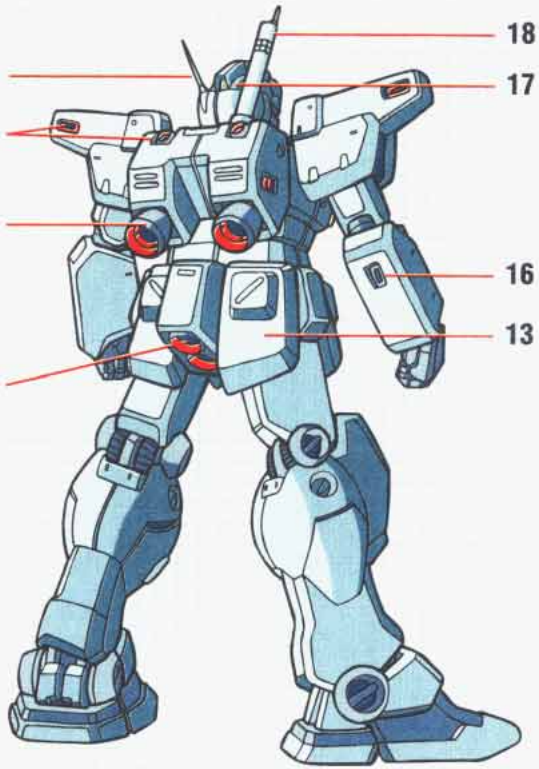
BACK PACK











1 - Main Sensor Camera Cover
2 - Shoulder Armor
3 - Main Heat Exchanger Vent
4 - Cockpit Hatch
5 - Apogee Motors (Verniers)
6 - Manipulator
7 - Ankle Support Unit
8 - Thruster Unit Housing
9 - Main Thrusters
10 - Secondary Thrusters
11 - Forward Waist Armor
12 - Lateral Waist Armor
13 - Rear Waist Armor
14 - 60mm Gatling Cannon
15 - Communications Antenna
16 - Shield Mount
17 - Rear Sensor Camera
18 - Beam Saber

Episode 4: The Battle in the Searing Desert

The Albion is cruising over the dry savanna of Africa. Suddenly, a warning buzzer sounds, and Sinapus orders evasive maneuvers. Simmone explains that there is no enemy. Burning looks at her and she nods in agreement: more troubles on the deck.

In the hangar, Monsha, Bait and Abel find themselves at odds with the mechanics. Monsha made a pass on one of the girls and Maula is mad as hell. Bait tells Maula that he'll ask Monsha to go after her the next time. Maula give Bait a wallop, and the argument goes on in full sight of the bridge crew. Burning apologizes to Sinapus for the incident. After he leaves, Simmone comments how pilots always act like stars. Sinapus tells her to watch her mouth. The ship receives another call from Jaburo. An irate Sinapus answers, while Nina wonders whether she'll start acting up just like the rest of the crew because of the tension. Sinapus interrupts her thoughts and ask her opinion. The Federation general on the monitor, however, tells Sinapus not to ask "the lunarian". Nina faces the monitor and angrily asks why. Sinapus cuts the call short and apologizes to Nina. Lt. Hallida asks Sinapus why they're the only ship searching for Unit 2, and the captain replies that there are other units. Basrof and Morris add their opinions, the latter saying that Jaburo is worried about a nuclear attack. Sinapus demands that his crew behave.

Kou's Core Fighter returns from a scouting run over the Kilimanjaro. The backup pilots are playing cards in a corner. Monsha has an idea for a bet, and he sticks a card in a panel, shorting the guide lights. Monsha bets against Bait that Uraki will crash. Kou, unable to compensate, spins out of control but land with little damage to him or the Core Fighter. Maula confronts a very happy and debt-free Monsha. He ask why a whiz kid can't fly without lights. Nina reminds him that Kou has already been selected as Gundam Pilot. Monsha explains that he was drunk during the duel, and Nina reply that she hates men without self-control. She then asks Kou to go with her. Kou glances back and sees Monsha seething with anger.

Somewhere in Africa, an old diamond mine buzzes with activity. As Jion soldiers watch anxiously, the GP02A descends on a platform. The soldiers cheer and applaud their hero. Later, in the base commander's office, Gato and General Bitter toast to the success of Jion and Operation Stardust.

Keith races along a corridors and runs into Burning. Burning asks Keith why he's in a hurry, and Keith explains that it's a biological emergency. Keith goes on and runs smack into Aubil. Keith offers to help pick up the papers, but he has to go. Aubil cleans up and exits, leaving a piece of paper which Burning finds. Gato apologizes for not being able to relate to Bitter the details of the operation. Bitter takes no offense and tells Gato that his final duty is to remain hidden and wait until the HLV (Heavy-lift Launch Vehicle) transports Gato and Unit 2 into space, where the retrieval fleet awaits.

Back on the Albion, Aubil's treachery has been uncovered. He steals the Core Fighter and escapes. Nina apologizes to Sinapus (since the spy came from Anaheim), but Sinapus says that by tracking him, they can find the hidden Jion base. Aubil sends a message, and Bitter's adjutant Vaal informs Bitter and Gato of the situation. Bitter's first reaction is to ignore Aubil's call, but he surmises that his flight path will lead the Federation to the base. On the Albion, Aubil's call has been intercepted. Burning assigns Monsha to the search party with Keith and Kou. Monsha objects about having to take "bedwetters" along with him, but Burning insists and Kou adds that they'll come with "diapers ready."

Aubil spots some Zakus and thinks they're a welcome party. His plane is shot down. Following the Core Fighter, the three Federation MS spot the two Zakus and open fire. The Zakus retreat. Inside the base, the Jion suits prepare for assault. Vaal informs Bitter that the boosters have been installed on the Zaku. Bitter instructs Vaal to lead the troops in surrender when Gato's HLV has escaped. Vaal objects, but Bitter tells him that the spirit of their struggle will live on through Op. Stardust. He leaves Vaal in charge, and enters his Zaku as Gato looks sadly from a distance. He gives instructions to attack the Albion and to ignore the defending MS. Meanwhile, Monsha's platoon is ambushed by two Doms. When informed of this, Sinapus realizes that the two Zakus led the search party away from the mine, and that Aubil's initial heading is where the Jion base is. He sends Bait and Adel out and orders the ship to follow Aubil's original course.

Meanwhile, Kou, Keith and Monsha are trapped in a trench while four MS pound their position. The Albion, now heading for the base for a direct attack, is attacked by Bitter's forces. In the trench, Monsha orders Kou to attack, reasoning that his is the best machine. When Kou hesitates, he asks if the duel was a mere show, and suggests that Kou hand Unit 1 to Gato as well. Kou rockets skyward, opening fire with two weapons simultaneously, and destroys the enemy suits. Monsha is shocked, but recovers and orders them to rescue the Albion. Adel and Bait face several enemy MS. Chap finds it difficult to run and fire his cannons at the same time. Bait's suit gets crippled, and the Jions close in on the Albion. The base comes into sight, and the bridge crew realize that the smoke is from an HLV. Sinapus orders the main cannon readied. Bitter, upon seeing the HLV rise, says "Carry on, Commander Gato. All units, charge!" Monsha's platoon arrives. They look up and see the HLV as well. Basrof, the Albion's gunner, is unable to lock on the HLV because of enemy fire. Sinapus orders him to fire, and but the beams miss the HLV. Bitter tells himself, "We won. Glory to Operation Stardust." Bitter and his subordinate Heinz activate their boosters. They rocket up towards the Albion's bridge. Sinapus orders the two MS shot down. Gunfire destroys Heinz's Zaku, but Bitter lands on the Albion's bow and aims for the bridge, crying "feel our spirit!" A shot rings out, and Bitter's Zaku spins, falls and crashes. Nina looks down and sees Kou's Gundam. Later, Vaal and his men are lined up, waving white flags. Kou stares at them and asks "Spacenoids... they're our enemies?"

NEXT ISSUE: EPISODE 5-6



james Bonds (order #5824547)

KNIGHT OF GOLD

Wave 1/144 scale resin kit
Modeling by John Moscato



Although it is not a new model, Wave's 1/144 scale Knight of Gold is definitely one of the (if not THE) most accurate representations of Mamoru Nagano's legendary "Mirage D".

CONTINUED ON PAGE 34



Yet another Five Star Stories model is the Trio De Colus' Berlin Green-Type from Volks. Like the KoG, the Berlin is cast in resin. Although the detail is far more simplified (it is, after all, a mass-produced infantry mecha), the kit has far fewer surface imperfections (bubbles and such) than any other resin kit we've seen.

CONTINUED ON PAGE 35



BERLIN GREEN-TYPE

Volks 1/144 scale resin kit
Modeling by John Moscato





james Bonds (order #5824547)

SHADOW FLARE

Max Factory 1/24 scale vinyl kit
Modeling by Marc A. Vezina







Parallel to the well-known Armored Trooper VOTOMS story, there was another tale, known as "Blue Knight". Written by Masanori Hama (who also wrote the OAV "Big Battle"), the four Blue Knight novels recount the adventures of another natural Perfect Soldier, Kain McDougall, just after the end of the Hundred Year War. Kain's opponent in the first two books is Clith Katz, who pilots the mysterious and powerful Shadow Flare AT.

CONTINUED ON PAGE 35





james Bonds (order #5824547)

CHAR AZNABLE (CASPAR LEM DAIKUN)



Char is a man of many traits and talents. A supremely confident pilot, he's also a brilliant tactician, efficient, cold and manipulative. His coldness, however, is only a front for the tenderness and love he is capable of showing to the ones worthy of his trust. His confidence and skills as a mobile suit pilot earned him the grade of Lt. Commander in the forces of Jion.

Although he seems devoted to the Jion ruling family, the Zabis, he actually infiltrated Jion with only one desire: to destroy the family he knows to be the murderers of his father, Jion Zum Daikum, the original founder of the Jion Republic (which became an Archduchy under the Zabis). Char's father is also the man who first proposed the "Newtype" concept.

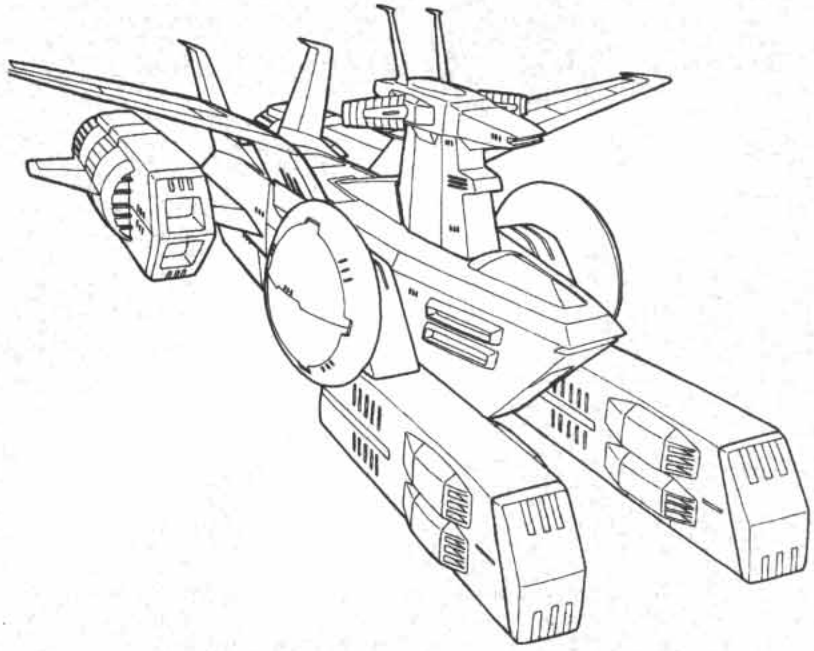
Char finds in Amuro Rey the enemy he was fighting in his worst nightmares. Although he is a powerful Newtype himself, he can't prevent Amuro from accidentally killing Lala Sun, the woman whom he loves. From that day on, Char will hunt Amuro with hate.

He will one day become the leader of the Anti Earth United Government (during Z Gundam), disappear during ZZ Gundam and eventually return at 33 years of age to meet his destiny in "Nu Gundam: Char's Counterattack". He will always be seen by many as "the" Gundam character.

PEGASUS WHITE BASE CLASS FLAGSHIP:

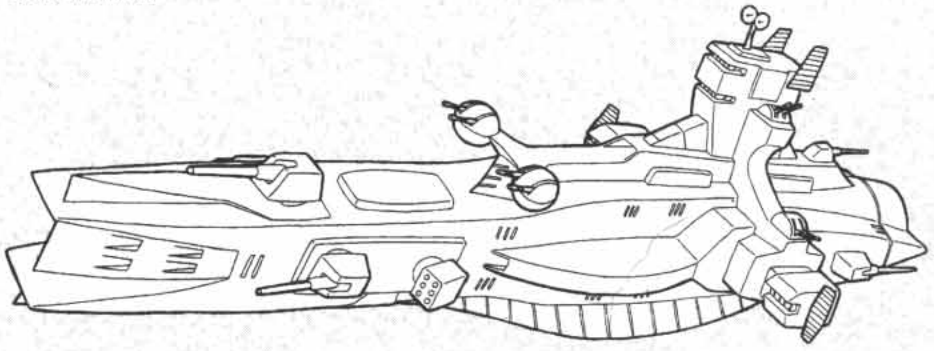
This ship was especially designed to serve as a Mobile Suit transporter and Mobile Base. The name Pegasus comes from its shape which really looks like a squatting winged horse. The layout is quite useful for Mobile Suit use. There are two catapult equipped runways inside the front "legs". The bridge forms the head of the horse and the wings are stabilizers equipped with apogee motors dispersed all over their edges. As in standard ships, the engines are placed in the stern section.

As for armament, the White Base Class carries four heavy beam cannons, many small missiles launchers and four heavy missiles launchers. The White Base Class ship and its variants are seen throughout the animation series, in MS, Zeta, Double-Zeta, Gundam 0080: War In The Pocket, and Gundam 0083: Stardust memories.



SALAMIS CLASS SHIP:

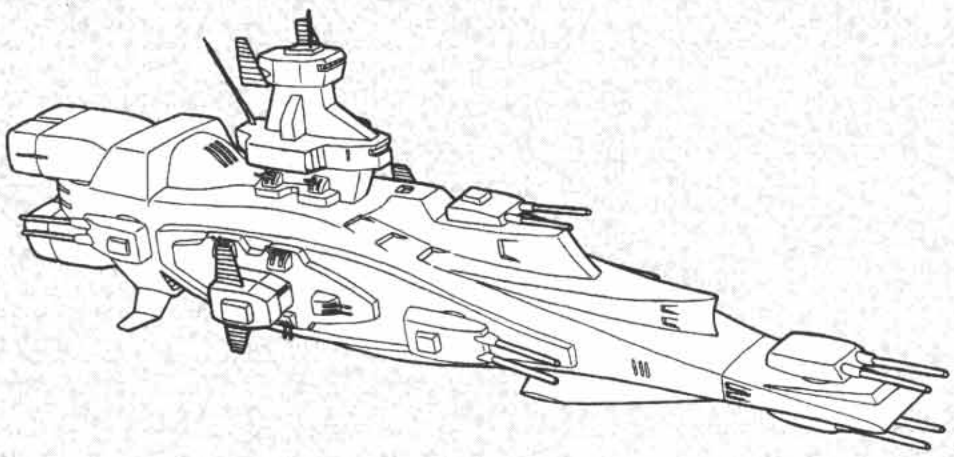
This ship is the main cruiser of the Federal Army. It looks very much like a boat, and the forward section contains a small winged capsule used for atmospheric re-entry. Its firepower is less important than that of Jion battleships, though, the qualities of the Salamis are still numerous enough to keep it in service. Two main characteristics are the presence of three conning towers (one principal and two on each flank) and the possibility of attaching a booster pack on the stern section of the ship. We see the Salamis Class in all the Gundam series and films.



james Bonds (order #5824547)

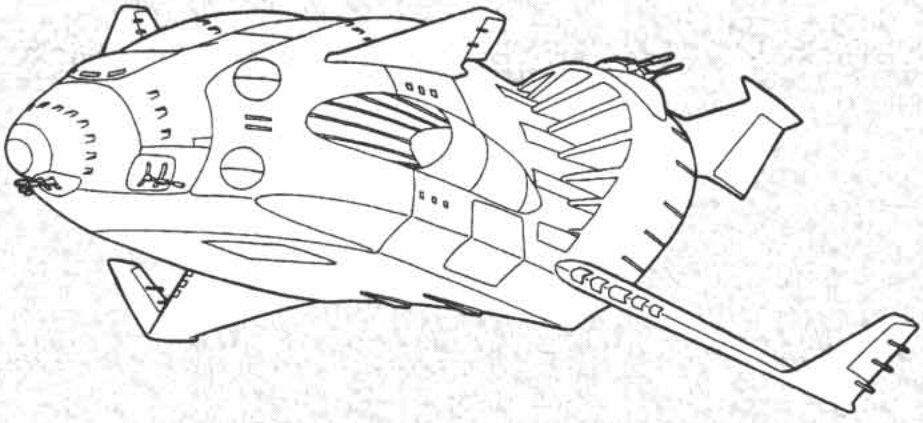
MAGELLAN CLASS SHIP:

Bigger than the Salamis Class, the Magellan is a frontline unit and the standard Federation battleship. Strangely, despite its size, the transportation of Mobile Suits was not considered (probably because the Federation didn't have any MS at the time of its creation). Like the Salamis Class ship, the Magellan has three conning towers and the possibility of attaching a booster on its stern section. The armament of the Magellan Class vies with the White Base Class', counting three heavy beam turrets, four medium beam turrets, eighteen small beam turrets and multiple missile launcher dispersed all over the ship. The Magellan Class is present in all the Gundam series and films.



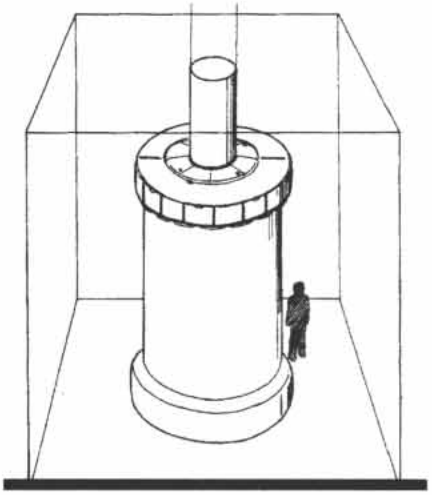
ZANZIBAR CLASS JION CRUISER:

When we first saw this ship in Gundam MS, it was only a prototype, but later in the war the design became practical and the Jion forces decided to keep it. It used to be armed with small weaponry; as the war advanced, the armament was upgraded. The last versions were armed with five heavy beam cannon turrets, many missile launchers and could transport a small Mobile Suit contingent. By technical standards, the Zanzibar Class ship, like the Gow, is nothing but a monstrously huge airplane capable of space flight. When a Zanzibar goes down to land on Earth, it needs a booster in order to be able to escape Earth's gravity and go back to space.

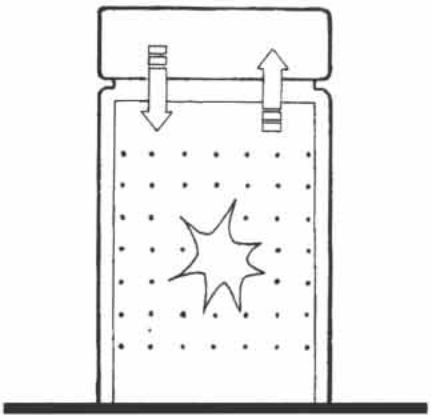


FLIGHT OF THE MS GUNDAM SHIPS

At times it can seem unusual, even weird, to see large, immensely massive ships floating a few feet above the ground without the aid of any thrusters or aerodynamic lift. Of course, no one thinks of this at first glance but when they can take the time to think about it, something feels wrong. To remedy this, writers often use some form of antigrav technology breakthrough to explain such lift. This usually consists of a name and no real explanation of how it might work. Others, like the Over-technology in Macross, use unknown alien technologies. Since they are unknown and unexplained, they do not try to elaborate it.

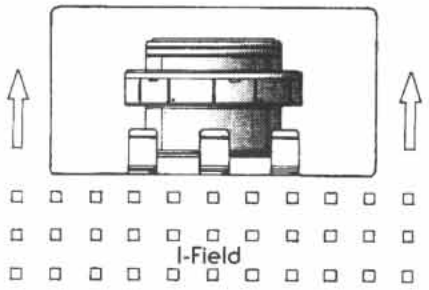


In GUNDAM, a different method is used. Since they already have a new technology that explains many things, they merely extended it to one more use. This new field is Minovsky physics.

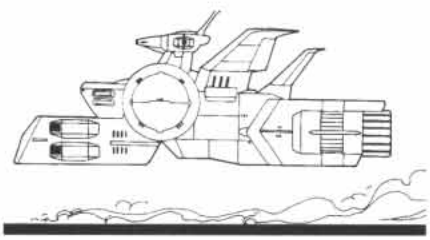


james Bonds (order #5824547)

Minovsky particles are, as it has been explained in a previous MP issue, microscopic conductive particles that fuse with plasma to produce several effects. One of the effects is the formation, when the particle is electrically charged, of an electromagnetic field dubbed an "I-Field". The Minovsky generators contained in a Minovsky craft like the White Base can then repulse themselves off this field, creating lift. Do not be mistaken in thinking that this field is a cushion as with a hovercraft. The I-Field can be generated at any altitude, making flight possible from nap of the earth to stratospheric with no noticeable difference. It also allows very slow and hover flight, which would be highly energy consuming any other way.



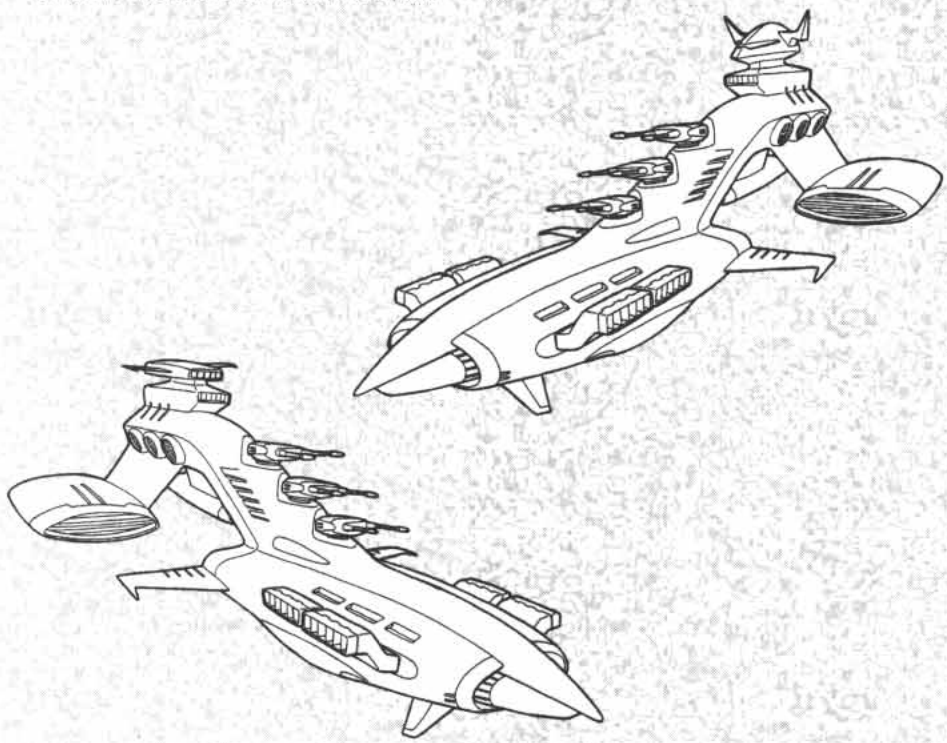
The I-Field is also used as a heat shield to allow these ships with no consideration for re-entry aerodynamics to enter the atmosphere. The Minovsky particles also continue their main effect, namely absorbing radio waves. This can be a problem during an Earth-bound flight. Communications and radar are, of course, rendered ineffective. This is great for the ship itself, since nobody can detect it, but civil air traffic controllers, radio and television watchers rarely appreciate this (if the latter have cable, then they don't care). The effect on long-range and satellite communications gets worse when a ship is in stratospheric flight, and gets in the way.



In this way, they managed to explain what is otherwise unexplainable.

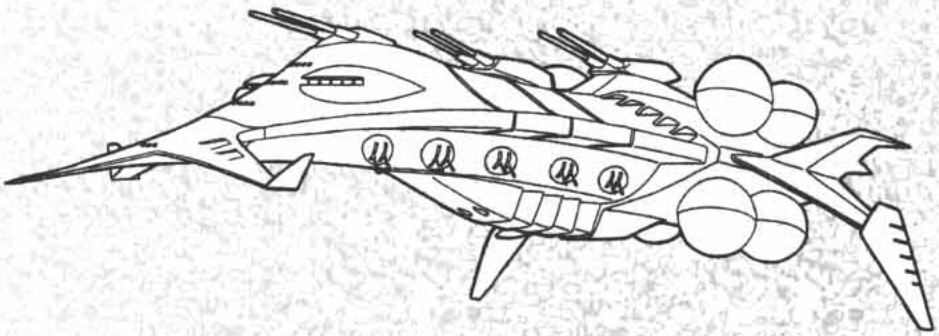
MUSAI CLASS JION CRUISER:

This is the main cruiser of the Archduchy of Jion. Although strangely designed, it is an excellent ship. Its look of fragility, though, is an illusion. It is extremely durable and its armament is designed to give it maximum forward firepower. It is composed of three heavy beam turrets and four missile launchers. It also transports a contingent of five Mobile Suits. The forward section contains a small plane-like capsule. The missile launchers were designed for maximum adaptability, being capable of firing all kinds of missiles, including the J-type, the most powerful missile in Jion's arsenal (except for nuclear of course!) Lieutenant Commander Char Aznable has a customized Musai under his command with a modified command bridge that looks like a horned helmet. All Musai Class ships are green. The Musai is seen in nearly all the Gundam series and is now a Jion trademark.



GUWA-JIN CLASS JION BATTLESHIP:

The biggest battleship of the Jion fleet, it is entrusted to the command of high-ranking officers only. It has the quite special shape of an enormous bird of prey. Its armament is quite impressive, with three heavy beam cannon turrets, ten smaller beam turrets and multiple missile launchers. The Guwa-Jin's most remarkable characteristics are eight enormous globular fuel tanks and a deep red color. These characteristics are common to all designs seen.



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OVERVIEW CRUSHER JOE

by Martin Ouellette



In the late 70's Haruka Takachiho, founder of Studio Nue, one of the greatest design studios (they were the designers of almost every mecha and character in Japanese science fiction animation series of the last 20 years), set out to prove he was not only a great designer but a very good writer. The group of heroes he created were not exactly the standard type and were a bit less "heroes ready to sacrifice their lives", although no less noble. In 1977, Takachiho and artist Yoshikazu Yasuhiko (Z GUNDAM, VENUS WARS, ARION, etc.) launched a SF action series called RENTAI WAKUSEI PIZANNE NO KIKI (Crisis on Union Planet Pizanne). In this novel, readers met one of Takachiho's new star characters, a young black-haired brooding hero called Joe. We know him as "Crusher Joe". In the novel, Joe and his teammates Talos, Ricky, Gambino, and a little funny looking robot called Dongo prevent the takeover attempt of Planet Pizanne and rescue a beautiful princess who joins the team soon after. No surprise Takachiho's work proved itself to be a success. After six CRUSHER JOE novels, Takachiho and Yasuhiko took their space opera to the big screen and the film was, as every Takachiho project, a great success.

We had to wait until February 1989 for a new CRUSHER JOE animation. Made as an O.V.A., CRUSHER JOE: THE ICE HELL TRAP was a joint release by Vap and Sunrise. It was released as two 60 minute segments. Seiji Kawamori was responsible for all mechanical designs (he had done MACROSS and DANGAIO before). Of course, all character designs had been handled by Yasuhiko. The characters had changed a bit (though in fact, they only looked a little older).

What is the CRUSHER JOE team exactly? Well, they're a part of the "Crusher Union" (Joe is the son of Dan Crusher, founder of the organization) which is somehow similar to the Dirty Pair's (another of Takachiho's creations) WWWA. Unlike the WWWA though, the "Crusher Union" is run as a private enterprise and thus sometimes finds itself in the obligation to accept jobs offered by rather untrustworthy clients (if they're not criminals, which is unfortunately often the case). This leads to action, action and more action!

CHARACTERS OF CRUSHER JOE

CRUSHER JOE

The son of the founder of the Crusher Union. Joe has replaced his father Dan as the active head of the Union only a few years ago. Born in 2142, Joe became a Crusher when he was only ten years old. At 17, he is now one of the best operatives of the Union, hence his grade "A" status (that means he has never failed a mission). Stubborn as a mule, Joe harbors a certain dislike for authority and will take orders from no one, his father included. His best trait as a Crusher team leader is his adaptability and capacity to think and act quickly.

ALFIN

A princess of the royal family of planet Pizanne, Alfin joined Joe's team after the "Pizanne Incident". After the death of Gambino (the Minerva's navigator), she took his place with great success and won both the team and Joe's respect. Cute and charming, Alfin is also quick witted and courageous, but she does not stand alcohol very well. She has a certain romantic involvement with Joe.

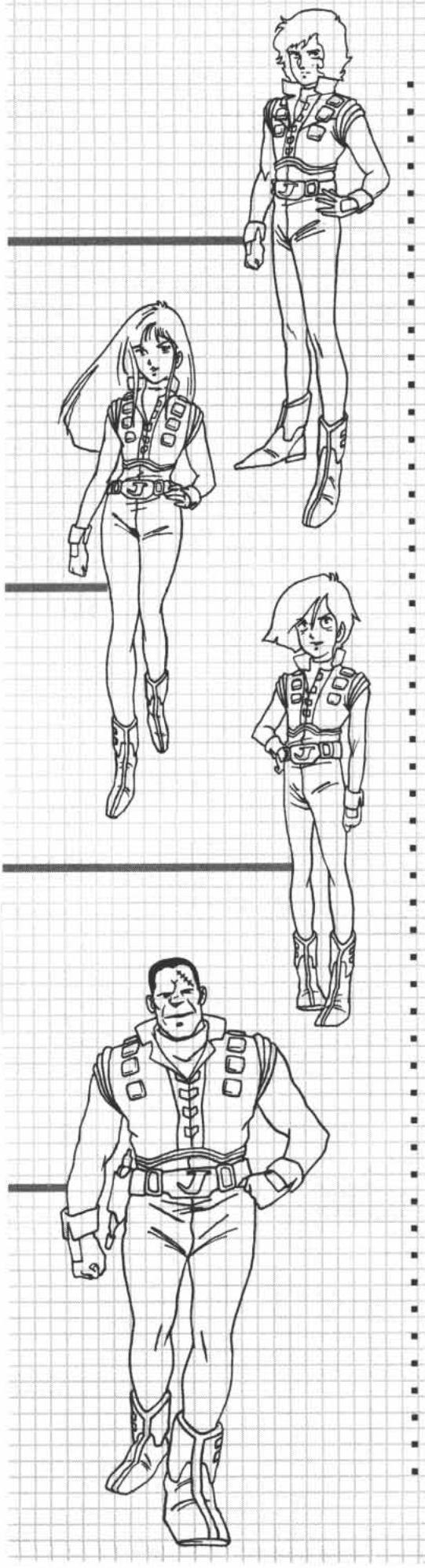
RICKY

Born on planet Lotus in 2146, Ricky is the youngest member of Joe's team. Like Alfin, Ricky has stowed away on the Minerva, where his wit and courage earned him a place on the team. He also has a quick temper and Talos often has to restrain him from doing something reckless. As the Minerva's engineer, Ricky has saved the team more than once with his jury-rigging. He and Alfin have a big sister/little brother relationship, with a large place given to constant bickering.

TALOS

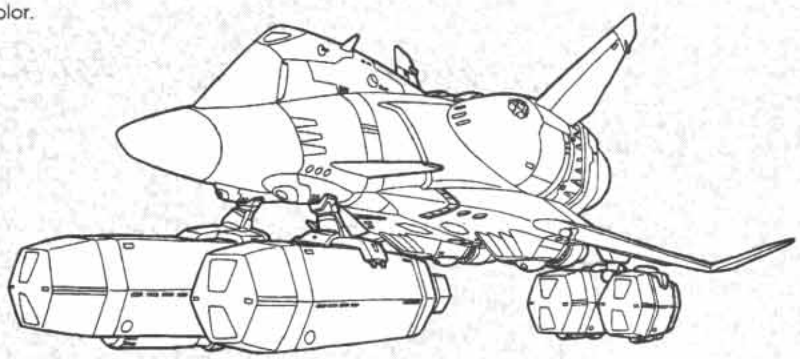
One of Crusher Dan's first partners, Talos has spent more than 40 years as a Crusher. He has been wounded many times and nearly 80% of his body is now cybernetic in nature (such as his famous "gatling gun" forearm). Although he is rather gruff and uncommunicative at times, his experience and exceptional strength often got the team out of tight spots. Talos serves both as the Minerva's pilot and as the team's moderator (especially when Ricky is involved).

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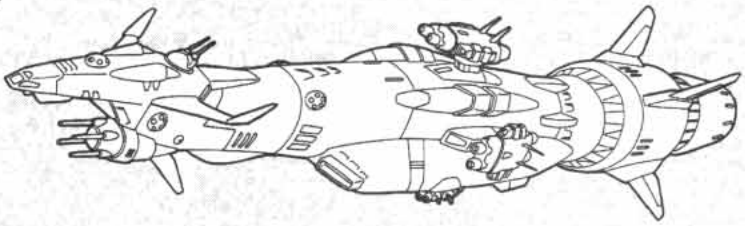
CRUSHER JOE'S MINERVA:

With a length of 118.6 meters, a span of 98.8 meters and a height of 20.5 meters, the Minerva is obviously a middle-class ship. With the presence of maneuvering surfaces (flaps), the ship can actually serve as a plane (a very fast plane) and fly in atmosphere. The crew is composed of four people (the Crusher Joe team) and there's enough space for a good number of passengers. The stern section contains 2 two-seater fighters and an armored truck called "Galleon". Six cargo crates can be fixed under the wings and body of the ship. In this configuration, it looks like the "Horizont" ship from "Genesis Climber Mospeada". The shape of the Minerva inspired a lot of other ship designs. The Minerva is entirely white with some touches of color.



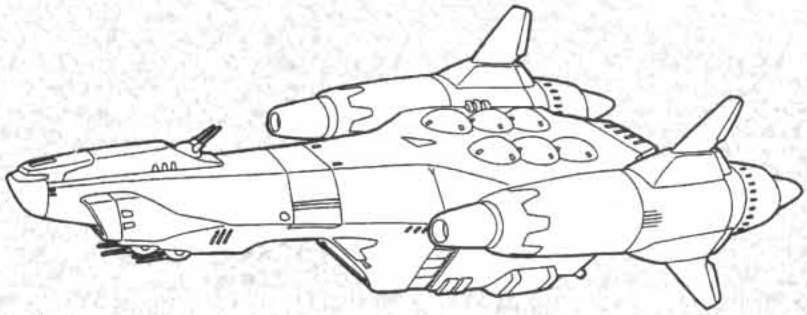
DASHER SHIP:

Extremely fast and well-armed, this ship serves as a light escort cruiser and is small enough to fit inside the Cordoba's bay. Its armament is composed of four high-powered beam turrets, a small laser turret (rearward fire) and a high-powered quad-cannon scattering laser turret (to clear the way!)



DRAGOONRECONNAISSANCE SHIP:

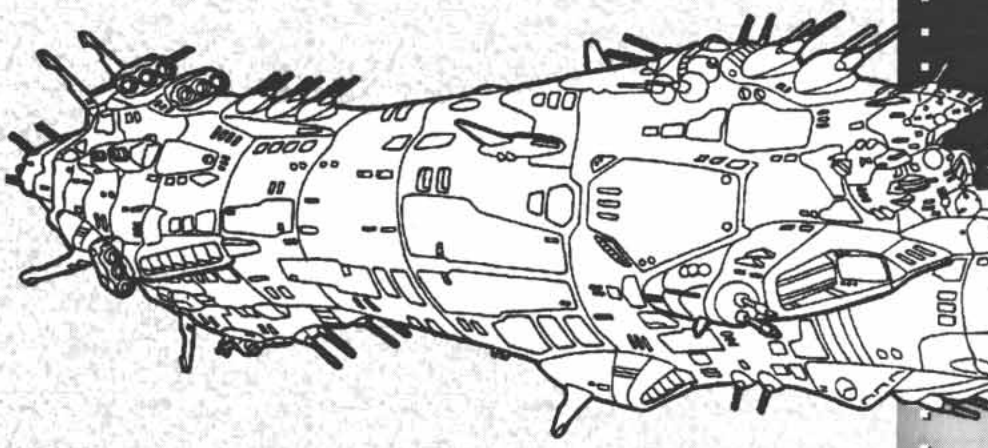
Although it looks like a merchant ship, the Dragoon is in fact a well armed reconnaissance ship. It is used by one of Crusher Dan's (Joe's father) friends named Bird and serves as a special duties ship for the United Universe Army's information department. Its armament is composed of three dual beam turrets, multiple missile launchers and it is nearly as fast as the Dasher ship. It just doesn't look like it (which is a good thing for a spy ship!)



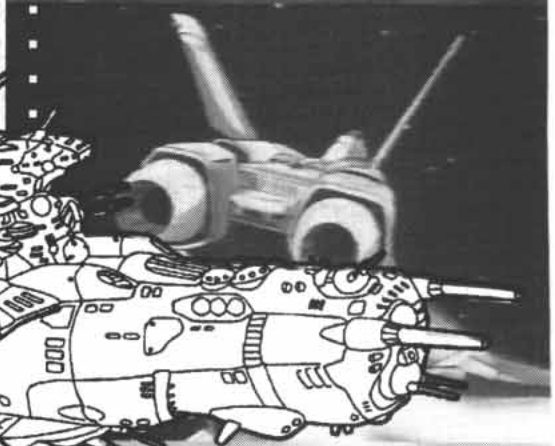
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CORDOBA BATTLESHIP:

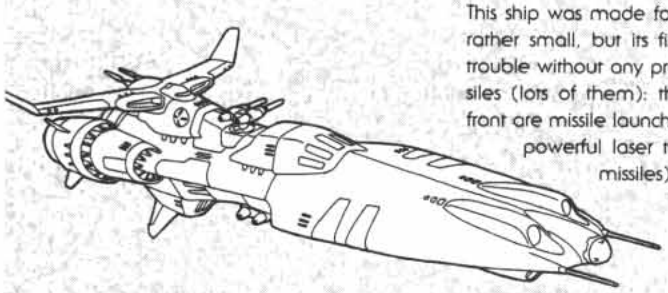
This is one of the biggest battle cruisers of the United Universe Army. It measures 978.7 meters in length, 259.4 meters in width and 244.6 meters in height. It is an enormous ship and it transports a large number (not specified but probably less than a hundred) of fighters. The bridge is located in front (not a very good place). The armament is enormous and consists of eleven high-powered laser turrets, two small dual beam turrets, ten single cannon beam turrets, many small flak turrets, five large missile launchers and two mega-beam cannons (in front). The Cordoba is one of the most powerful ships in the "Crusher Joe" series.



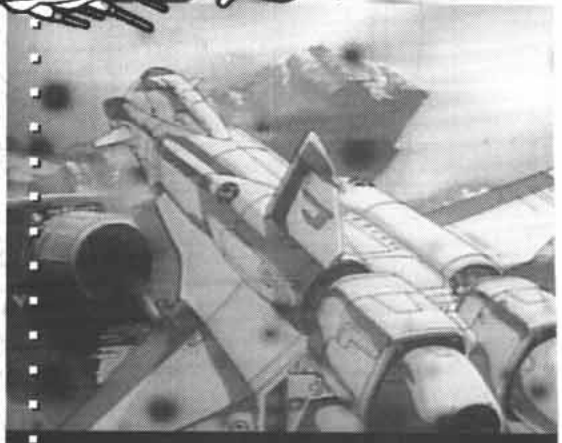




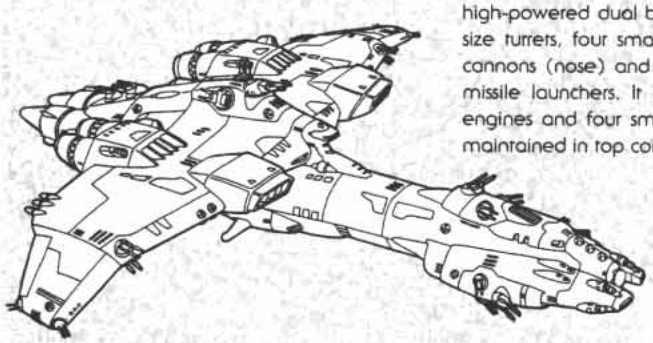
PIRATE MISSILE BATTLESHIP:



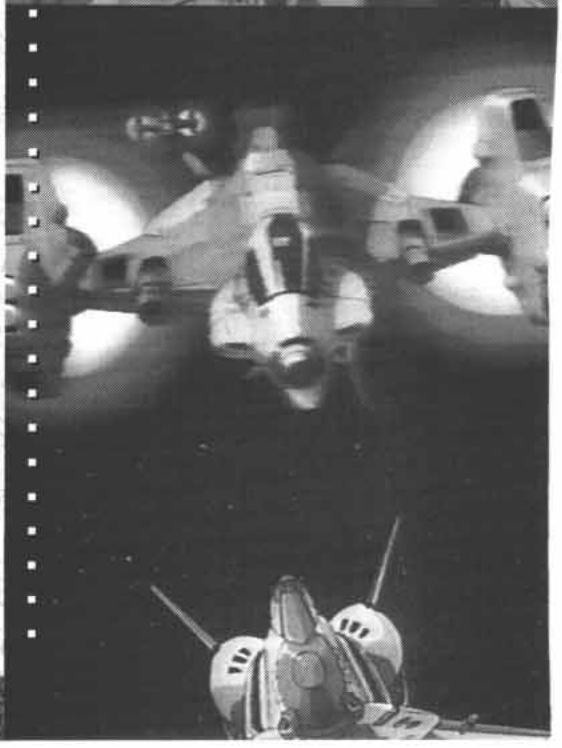
This ship was made for one thing only: attack! It is rather small, but its firepower can keep it out of trouble without any problem. It is loaded with missiles (lots of them): the four big apertures in the front are missile launchers! There are also three very powerful laser turrets (in case it runs out of missiles). It looks very Space Cruiser Yamato-ish.



MAIN PIRATE BATTLECRUISER:



The Murphy Pirates fleet flagship, this vessel is the largest and most powerful of its kind. Very long with enormous wings, it is heavily armed with five high-powered dual beam turrets, thirteen medium size turrets, four small size turrets, six large beam cannons (nose) and lots (unspecified number) of missile launchers. It is equipped with three main engines and four smaller ones. This ship is always maintained in top combat condition.



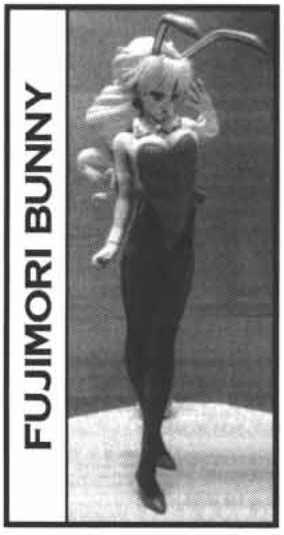
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New Type

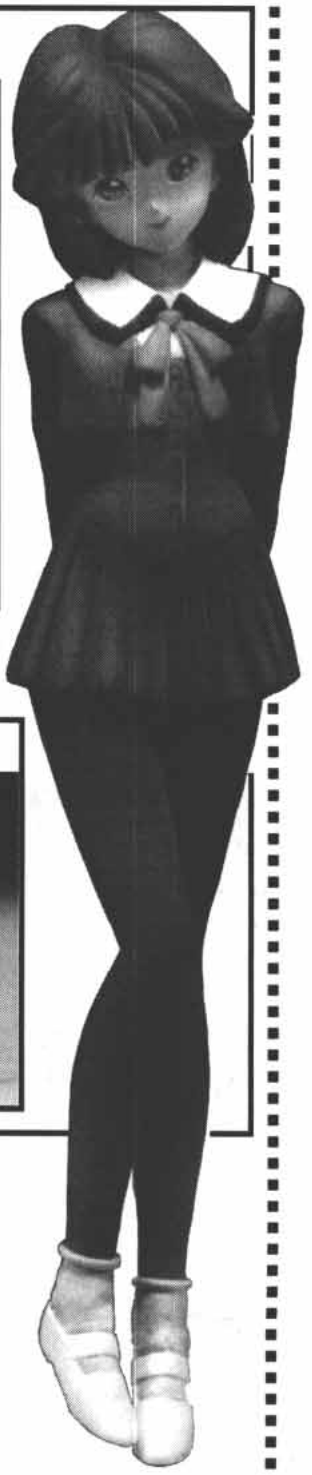
Hobbies and Toys

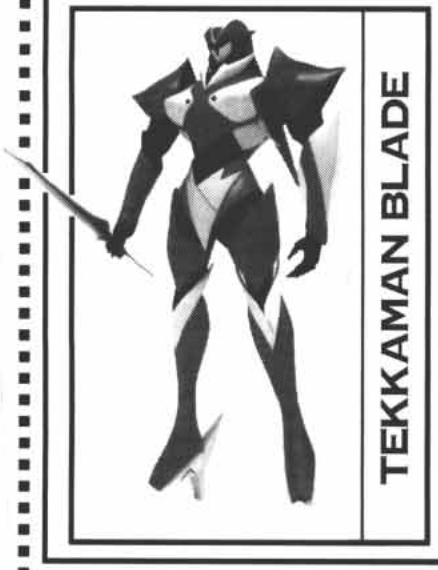
MODELS, GARAGE KITS AND OTHER JAPANIMATION GOODS

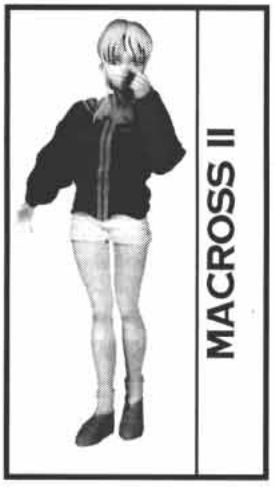

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TEKKAMAN BLADE

Bandai 1/16 scale plastic kit
Modeling by Martin Ouellette

This is the first kit from Bandai's 1/16 scale "Tekkaman Blade" series. Although this kit looks like a toy, it can actually make a beautiful model if it's built and painted properly. To give it a more realistic look, some modifications were made.

The shoulders' interior surface showed big alignment pins which were very ugly. They were cut off and the surface was sanded smooth. A piece of Evergreen's styrene "roofing panel" was then glued on to give a "heatsink" look. All other visible pins suffered the same fate.

All the holes in the shoulders and arms had to be drilled out to conform to the original drawings.

A darker, duller paint scheme was chosen to replace the original white, red and yellow one (which was a little too wild for the modeler's taste!) The Tekkaman's new colors of light blue gray, dark red and dull yellow emphasises the mechanical aspect rather than the super hero look. A good kit, very fun to do.



SOL TEKKAMAN

Bandai 1/16 scale plastic kit
Modeling by Martin Ouellette



The standard Earth Forces' powersuit, the Sol Tekkaman is used by normal humans who have not been through the aliens' "Tekkaman" process. This model does not represent any suit seen in the show: it is rather an experiment to see how a mass-produced Sol Tekkaman would look. The cannon has been replaced by a small hand-held gun, so it could be considered a sort of "GM" or "Economy Type" Tekkaman.

Since this kit is pretty perfect without modification, it was decided to only make sure that the various pins could not be seen on the finished model. For that, small plates were cut from Evergreen styrene sheets and fitted under the shoulder armor. Since the plate is situated under a thruster, a grooved plastic looking like a heatsink is the best choice. The interior of the lower backpack thrusters were also covered with the same type of plastic. Four "flaps" were added to represent vectoring plates (see picture). Since the cannon was not used, a scratchbuild part was used to cover the mounting hole. The handgun came from a Bandai RGM-79S "GM Command" kit.

The paint job is quite different from the standard Sol Tekkaman scheme. A light aqua green was chosen for its "racy" effect, along with a light gray and dull black. All paints are Gunze-Sangyo acrylics, applied with a paintbrush.

KNIGHT OF GOLD

Wave 1/144 scale resin kit
Modeling by John Moscato

Although it is not a new model, Wave's 1/144 scale Knight of Gold is definitely one of the (if not THE) most accurate representations of Mamoru Nagano's legendary "Mirage D".

Upon first inspection, it becomes quite evident that even for a resin model, the KoG has an extremely high part-count. Almost all the parts are molded in superb detail and require little modification (if any) to achieve a proper fit.

Before assembly, it is recommended that the kit be tested for proper fit. Upon assembly, key joints such as shoulders, knees and ankles should be drilled and pinned with either plastic or metal rods to ensure a solid joint.

To give the KoG its proper "golden" finish, the model was coated with Gunze-Sangyo's "Mr Metal" and Testors "Metalizer" thinner. As such, the only slight disappointment was with the shoulder decals which came in a red and white color scheme; they clearly do not convey the proper detail. For best results, it is recommended that the shoulder markings be painted-on instead of using the decals (Toy Press' JOKER 3100 book is an excellent reference for this).



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BERLIN GREEN-TYPE

Wave 1/144 scale resin kit
Modeling by John Moscato



Yet another Five Star Stories model is the Trio De Colus' Berlin Green-Type from Volks. Like the KoG, the Berlin is cast in resin. Although the detail is far more simplified (it is, after all, a mass-produced infantry mecha), the kit has far fewer surface imperfections (bubbles and such) than any other resin kit we've seen.

As with almost every Volks model, the details and proportions of the mecha are superb, keeping with Nagano's original designs. The kit also includes a sheet of museum-quality decals for an accurate finish.

The model was painted using a mix of Gunze-Sangyo and Tamiya acrylic paints. The color scheme of the Berlin differs in practically every illustration so basically just paint it as you like. Just keep in mind it is overall medium green with dark green and blue-black trim.

One minor problem with this model is the way the parts are attached to the runners – very sturdy tabs! It would be wise to exercise extreme care when separating the parts from the trees as not to rip huge chunks out of the pieces.

This aside, the Berlin is top-notch. A definite must-have for the FSS enthusiast.

SHADOW FLARE

Wave 1/144 scale resin kit
Modeling by Marc-Alex Vézina

The kit from Max Factory comes packaged in a big and sturdy cardboard box. Most of the parts were in good shape, although a few were warped. Immersing them in hot (not boiling!) water solved the problem, except for the gun's barrel which remained badly deformed. A wood dowel inserted inside the barrel minimized the warp, but did not entirely eliminate it.

The feet were filled with steel bolts held in place with two-part resin. This allowed the top-heavy model to stand on its own, but also required the addition of a strong wire brace inside the hips to prevent the legs from ripping off whenever the model is moved.

The fingers are molded in plastic, allowing the modeler to glue them after painting the hand (the fingers are gray while the model is black). The plastic had problems sticking to the soft vinyl, however, and a small wire had to be inserted between each finger and its mounting groove on the hand itself. Because the holes were slightly smaller than the wires, the fingers were not glued and remained posable.

The finished model was painted overall flat black with Tamiya acrylic paint. It was then heavily drybrushed with various shades of gray. A final weathering was applied with the airbrush to simulate desert dust sticking to the feet.

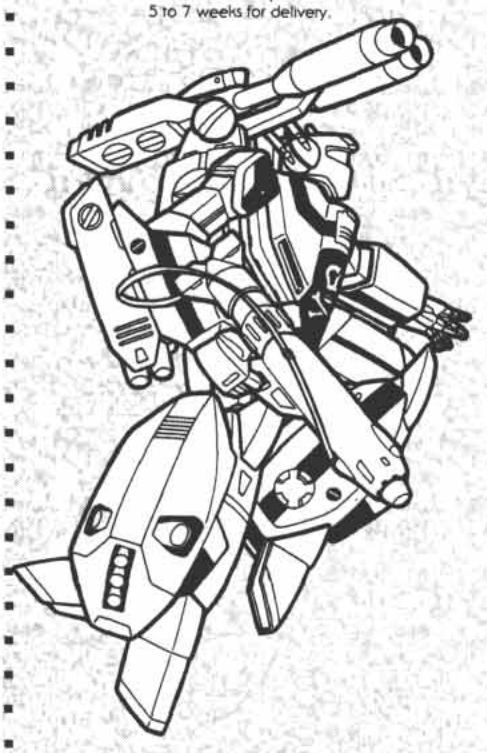


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SO YOU WANNA BE A STARSHIP CAPTAIN?

Apparently, you're not the only one because the gaming companies are offering an overwhelming number of games dealing with starships and their smaller brethren (gunboats and fighters). We've had the chance to play (if not at least examine) several of these games. A trip to the local gaming shop provided many other titles: we wouldn't be surprised if we missed a few in the process. Some are well known, others not: we decided to present them in alphabetical order to alleviate this. Unfortunately, almost all use a two dimensional game system to represent a three dimensional space. Are they any good? You be the judge.



Aerotech / By: FASA Corp.

Aerotech is the aerospace companion to the well-known Battletech game system. While designed to be a stand alone game, Aerotech meshes without any difficulty to a standard BTech game. The emphasis is on fighters, but rules are included for Dropships (BIG shuttlecraft) and Jumpships (the starship itself). Warship stats also exist. Technically, the game is very realistic, but a bit complex. There is a lot of bookkeeping (fuel, acceleration, heat, ammo, damage, etc) and many modifiers to apply to any die roll. Several supplements exist to add new rules and new designs.



Cyberpunk Near Orbit / By: R. Talsorian Games

A game which is not space-oriented, Cyberpunk has nonetheless not forgotten those who like to bring their gung-ho attitudes with them wherever they go. Since Cyberpunk has a very hard-science edge, space combat becomes an electronic dance performed by shuttles, Orbital Transfer Vehicles and killer satellites. No flashy dogfights here.

Full Thrust / By: Ground Zero Games

A well-designed British game, Full Thrust will be a little hard to find in the United States. It uses a pseudo-vector system for movement, which mean that momentum will carry your ship along until you apply thrust to stop. Ship design is easy and flexible, allowing the construction of anything from fast attack ship to monstrous fighter carriers. It is a miniature-based game, and while official FT models exist, any ship model can be used with no difficulties. The perfect game to show off your Yamato small scale ships!



Mekton Empire / By: R. Talsorian Games

Mekton Empire isn't really a spaceship game system. Rather, it's a sourcebook detailing the Mekton universe, with a special section on how to build and integrate ships into your current Mekton game. Because of that, the ships are fully compatible with the current Mekton RPG and the Techbook. Mecha and fighter combat is handled with the normal Mekton rules. Any anime background can be used, but it seems the system was designed to simulate combat between small to medium sized ships. Forget about the System Destroyer or Britai's Flagship, you'll have to use the new Techbook for those.

Renegade Legion: Leviathan / By: FASA Corp.

Leviathan is the third in a trilogy of games simulating warfare in the Renegade Legion universe (the other two are Interceptor and Centurion). It deals only with capital ships, using an abstract system to represent fighter attacks; you can however use Interceptor instead as the two are fully compatible. Leviathan does not offer much to the tactically-minded gamer. All vessels of one class (like cruisers or battleships) are almost the same. This phenomenon produces a fleet of clone ships which can do nothing except fire, move (slooooooowly) and maybe hide behind the occasional asteroid.



Silent Death / By: Iron Crow Enterprise

We never had the chance to play Silent Death, but browsing through the contents of the box we were amazed by the quality of the metal miniatures ICE put in it. The instructions seemed clear enough, and most of the games we've watched at GenCon 92 were fast, even taking into account the numerous tables. Again, this is a fighter game, but it is possible to design bigger ships with it.

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Space Fleet / By: Games Workshop

The popular WarHammer 40K universe is the setting for this Gothic game of starship combat. Keeping with the usual Games Workshop philosophy, the game is extremely simple and uses Citadel's plastic and metal miniatures, all this backed up by an extensive background. Several specialized vessel types are available to spice up the game.

Space 1889 / By: Games Designer Workshop

It is too bad that GDW hasn't developed more on the spaceship aspect of Space 1889, the Victorian, Jules Verne-style roleplaying setting. Players have to make do with the notes in diverse supplements. Another supplement called Ironclads & Ether Flyers exists, but we couldn't get it.



Starfist / By: Steve Jackson Games

Have you ever played Ogre from the same company? Starfist is like a mix of Ogre in space and the attack on the DeathStar. The player is using a fleet of spaceships to destroy a rebel asteroid fortress hurtling towards Earth. Even if it is two-dimensional, the game is very realistic. It is possible to play ship against ship if you want, and with a little work you can manage to design new ships. Play is fast and smooth, and you can have large fleets slugging it out on any hex map.

Star Fleet Battle / By: Task Force Games

Star Fleet Battles is a classic star combat system based heavily on the Star Trek background. Unlike FASA's simulator, the game is played with rather simple rules and tactics. At least that was the original idea, but, unfortunately, with the evolution of the game and many supplements later, rules were becoming contradictory to the extreme. Finally, the latest edition was created to solve the problem. Star Fleet Battles is a big favorite at conventions and among players, and has entrenched itself heavily in this area. If you do not wish to spend large sums of money on the latest edition, you can pick-up the Starter Edition, where rules are simple and easy.



Star Strike / By: Iron Crown Enterprise

Star Strike is a stand-alone game designed to simulate starship combat in the Space Master universe. It can however be used with the Space Master RPG to further flesh out a campaign. While the system can be made fully three-dimensional with the optional rules, it suffers (or is enhanced, depending on the person you ask) from an overwhelming quantity of charts and damage tables. There is even a 40-page reference book included especially for these numerous tables. This is one of the most detailed and technical ship games on the market. For pocket calculator experts only.

Star Warriors / By: West End Games

Star Warriors is a stand-alone game of starfighter combat in the Star Wars universe. Adapting the capital ships from the various sourcebooks will require a bit of work (the only capital ship in the game is the Star Destroyer). While the rulebook is written in an obscure and bureaucratic way, the rules themselves are fun once you get the hang of it. Even though the game is played on a two dimensional board, all the maneuvers seen in the movie can be reproduced without difficulty... for you anyway. For your pilot, it might not be the same thing!



Traveller: the New Era / By: Games Designer Workshop

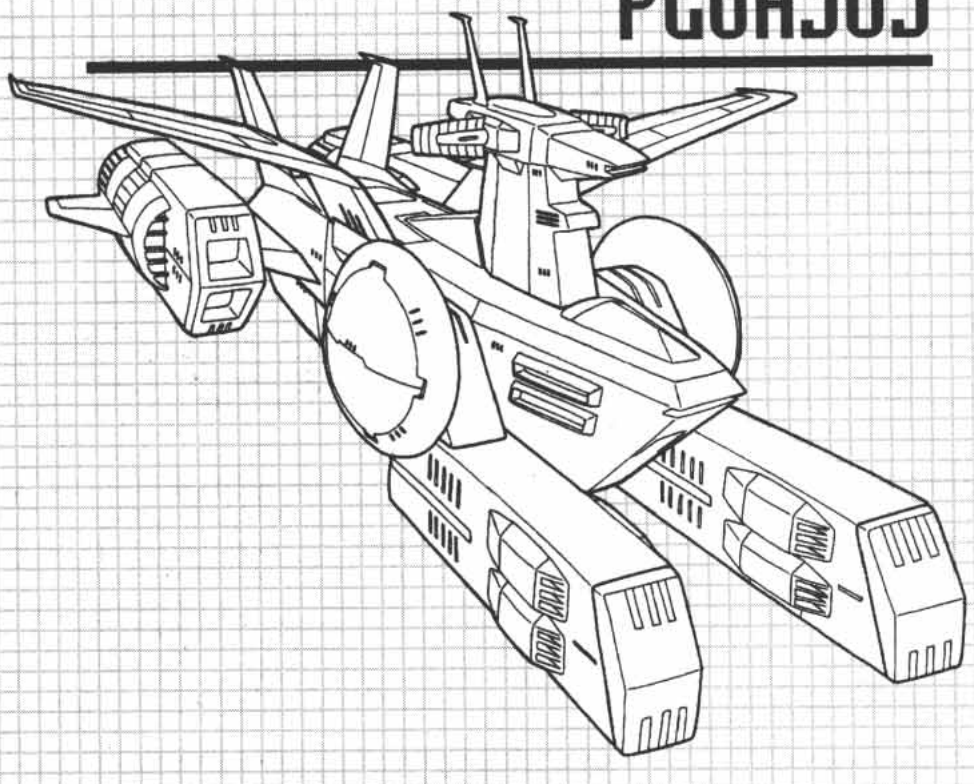
Traveller: the New Era is the latest revision of the well-known Traveller game universe. Like the previous Traveller-related publications from GDW, it contains starship designs and combat rules, although this book is primarily a complete role-playing game.

Of course, this is only a fraction of the available games on the market. A ride to your nearest game shop will probably provide a few more. While you're there, why not check out the various miniatures and models you could use instead of counters?

Whatever game system you decide to use, we wish you victory!

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PEGASUS



ADAPTATION FOR MEKTON*

By Marc-Alexandre Vézina

This issue's Mekton adaptation is an experiment of some sort. We wanted to test the scaling system of the Techbook, so we set out to design a 100/1 scale ship. We chose a mecha related ship: the "Pegasus", White Base-class mobile suit carrier.

Because of the Pegasus' peculiar shape, the main hull was divided in several sections which were then bought separately. Each component is called by an equivalent servo's name, but it is easy to figure out what is what (ex. Head is the bridge section).

The armament posed a little problem. The various anti-MS guns scattered over the hull would be long and costly to design individually , so we created a 360º beam gun which simulates the combined firepower of the small guns. The rest of the armament is pretty straightforward, with two linked beam cannons on each side of the main body and various missile launchers in the "arms" and "legs".

The ship is supposed to have enough space to carry six mecha (three per arm) just like the "original" ship.

Name: Pegasus
Tonnage: 13 790
Pilot Name: various

Ground MA: 0
Flight MA: 14
Maneuver Value: -10

Actions Bonus: -
Scale: 100/1
CPs: 137 850

COMPONENTS

Servo Location	Level	Kills	Armor	Type	SP
MB	HS	600	HS	Beta	600
Head	HS	500	HS	Beta	600
R&L. Arms	MS	500	MS	Beta	500
R&L. Legs	MS	500	MS	Beta	500
R&L. Wings	MS	400	MS	Beta	400
-	-	-	-	-	-
Powerplant	MGH	2200	-	Cool	-
Hydraulics	-	800	-	Standard	-

EQUIPMENT

Name	Kills	Game effects
Cockpit Spaces	-	LA \ RA mobile suit bay (3 MS per arm)
Gunner Cockpit	-	Head, gunner stations
Link x 2	-	Link beam guns by pair
Env. Prot.	-	Space, Reentry (legs)
-	-	-
-	-	-
-	-	-

WEAPONS

Name	WA	Range	Kills/Dam	Shots	Loc	Special
Beam Gun x 4	+1	1200	100/100	inf.	MB	Linked in pair
Heavy missiles	0	1000	300/300	16	RA	Blast 100
Heavy missiles	0	1000	300/300	16	LA	Blast 100
Light missiles	-1	500	100/100	24	LL	
Light missiles	-1	500	100/100	24	RL	
Close Defense	0	300	100/100	inf.	MB	360º, BV 2, AM (var.)

SENSORS

Type	Kills	Range	Comm	Loc
Main	500	700 Km	100 000 Km	H
Back-up	500	100 Km	30 000 Km	MB

WEAPONS COST

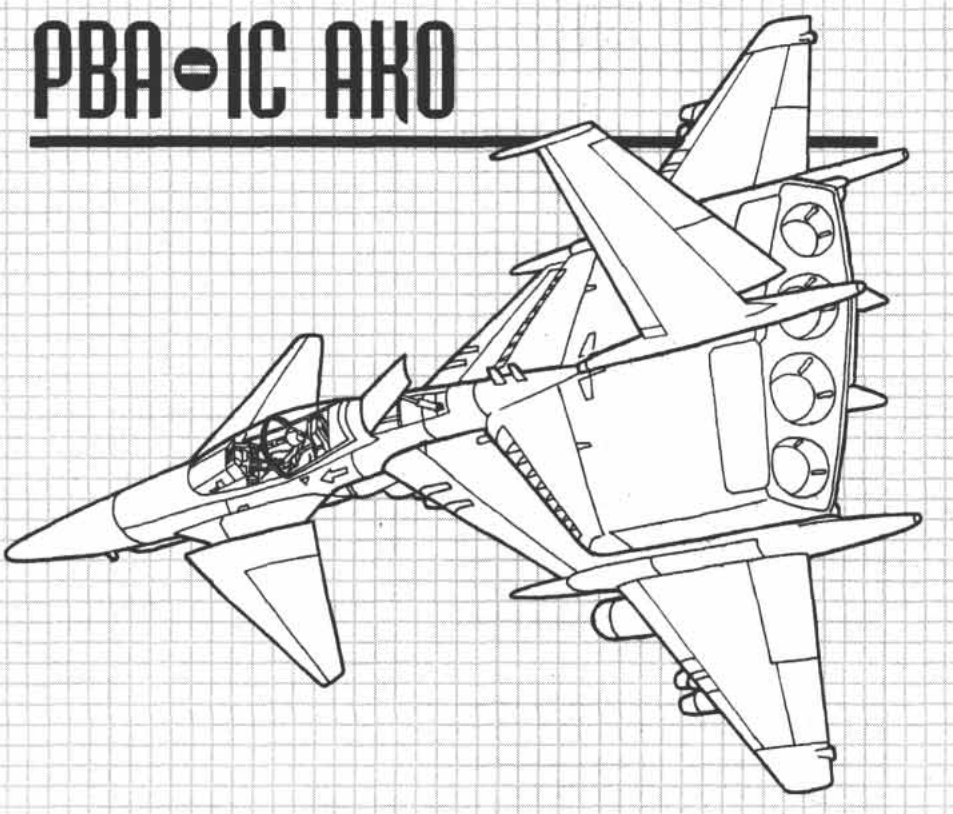
Weapons	CPs
Beam Gun	720
Heavy missiles	1440
Light missiles	120
Close defense	1750

• This design uses Mecha-Press optional rules.

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ADAPTATION FOR BATTLETECH

PBA-1C AKO



By Marc-Alexandre Vézina

For the avid Battletech player, this is a nice aerospace fighter; to the anime fan, however, this is a (hopefully) hilarious tribute to the well-known parody OVA "Project A-Ko".

This is the fighter which the Earth used to attack the alien ship once it entered the atmosphere. A-Ko used them as well as their missiles like steps to get to the enemy ship! See if you can spot the various references in the Tech Readout...

Since the craft is rather small, we chose a low tonnage. This limited us, of course. Streak-type SRM were installed under the wings to maximize the ammo's utilization and require less heat sinks. The original concept called for a PPC under the nose, but we had to settle for a large laser to give the fighter enough fuel for combat.

TECHNICAL READOUT

Mass: 35 Tons
Frame: Kotobuki-17
Engine: Megami 175
Armor: StarGuard Aerospace type "D"
Armament:
One Daitokuji Hi-Grade Large Laser
Two LongShot LRM-5 launchers
Two Booze Streak-2 launchers
Manufacturer:
Daitokuji Heavy Industries
Communication System:
Dalban Exc-Comm-18
Targeting and Tracking System:
Daitokuji HiFi-TrackerPro

TYPE: PBA-1C AKO

Equipment:		Mass
Engine:	175	7
Thrust:	7	
Overthrust:	11	
Structural Integrity:	7	
Heat Sinks:	10	0
Fuel:		4
Cockpit:		3
Armor Factor:	96+10	6

	Armor Value
Cockpit:	10+4
Nose:	18
Rt./Lt. Wings:	15/15
Fuselage:	24
Engine:	20

WEAPONS AND AMMO:

Type	Loc	Tonnage
Large Laser	Nose	5
SRM-2 Streak	LW	1.5
Medium Laser	RW	1.5
Ammo Streak	Fuselage	1
LRM-5	LW	2
LRM-5	RW	2
Ammo LRM-5	Fuselage	2

Multiple external hardpoints for bombs and fuel tanks under the wings and fuselage.

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COMBAT!™ TECHNOLOGY BRIEFING

by Brad Carlson
illustrations — Jesse Conklin and Nikolai Lokteff

This report is designed to provide you, the TerrCon recruit, with a basic understanding of the NAF Drive in use throughout the Terran Confederacy, and of those weapon systems currently in use by the four coalitions and TerrCon independent forces. This information is designed to increase your survival potential and effectiveness in the field.

As with all TerrCon training material, casual dissemination could result in political or popular repercussions and is strictly forbidden and punishable under the TerrCon penal code.

NAF Drive

The NAF (or Neutrino Attributer Field) Drive is in use, with minor variations, by all newtech nations and organizations. Its value in the design of aerospace-superiority craft has not been equaled since the conversion from propellers to jet engines.

In the standard pre-NAF scenario, an aerospace vehicle on a patrol mission accelerates up to patrol speed, using a certain amount of fuel, Ω. Assuming no other maneuvering, the vehicle then rotates 180° and decelerates to zero velocity (using fuel) and then accelerating back up to patrol speed (using fuel) in the return direction. Upon approach to base, the vehicle then rotates and decelerates again, using still more fuel. Total fuel consumed on patrol = 4Ω.

The NAF Drive, alternatively, allows a substantial portion of velocity to be retained through maneuvers; on the average, any change in direction requires only 12.5% of the energy consumed by a "conventional" engine. Thus, in the scenario from above, a NAF-D vehicle uses fuel to accelerate at the start, and the same to decelerate at the end, but only .25 for the midpoint turn. Total fuel consumed on patrol = 2.25Ω.

In any scenario with substantial in-flight maneuvering (such as a dogfight) the relative benefits are magnified. This increase in efficiency applies not only to fuel use and the resulting extended range, but more importantly, by increasing maneuverability. NAF-D vehicles expending the same energy as "conventional" vehicles in a turn will have a turning radius one quarter the distance, easily out-turning such vehicles.

The NAF Drive accomplishes this through an intricate inertial-recapture system allowing an attributed neutrino field to bleed-off momentum from all mass sources within the field, and then re-applying that energy at a slightly different vector, resulting in a shift in the direction of travel. This system has the added benefit of acting as an inertial compensator, buffering crew and passengers from most of the G-forces normally associated with combat maneuvering.

(Refer to manual #10-386 for details on use and maintenance of NAF systems.)

Weapons Systems

The primary purpose of any weapons system is to dissuade opposing forces from resisting the agenda of the attacker, usually by rendering them *incapable* of resisting through the application of destructive force. This force is either applied *directly*, as with most beam weapons, or through the delivery of destructive ordnance. The primary newtech mechanism used to deliver such ordnance is the magnetic accelerator.

In this chapter you will be instructed as to the basic parameters and functions of the magnetic accelerator, the closely related MAAC family of weapons, and then the more exotic of the delivered ordnance weapons. Lastly, the direct delivery, or *beam* weapons will be discussed.

Magnetic Accelerators

Magnetic accelerators have existed and been in use in some form for decades.

Mag-lev trains, research linear accelerators and cyclotrons, and the Luna mass-driver are some of the better known examples.

The basic system is simple. A payload, either in the form of charged particles, or a solid projectile encased in an electromagnet, is pulled along a guide-track by a series of sequentially-powered electromagnets of a polarity opposite that of the payload. Early prototypes developed in the second half of the 20th century demonstrated the ability to accelerate a 20-pound payload to over 200 kph within a distance of six feet, with an average acceleration of more than 25 g's. Current models, using *high*-temperature superconductors, are hundreds of times more effective. It was, however, the development of the newtech force field, and the subsequent creation of portable fusion power plants, that gave magnetic accelerators true battlefield potential.

On the modern battlefield, magnetic accelerators are employed in weapons from pistols to mortars to tank guns to howitzers. They produce no muzzle flash or smoke, and are virtually silent, although hypersonic projectiles still produce a characteristic "crack". Indirect fire systems are computer controlled to appropriately alter muzzle velocity for each shot by controlling the magnet charging sequence.

Perhaps most importantly, since these weapons use no chemical propellant, open breach guns are optimal, and it is even possible to have multiple rounds simultaneously in the barrel at different stages of acceleration.

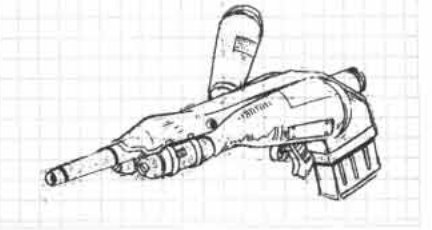
MAAC



Magnetic Accelerator Auto Cannon is the name of a large family of weapons that are virtually identical except for scale. The 3mm "needler" is a standard sidearm for many military organizations. The 200mm "Hyper-sabot" is a devastating weapon often used as direct fire artillery versus heavy armor and lightly protected mecha. These two examples illustrate the size range of these solid-projectile kinetic energy weapons. Muzzle velocities range from 1100 mps (~ Mach 3) to in excess of 3200 mps (~ Mach 8.5). Rate of fire ranges from single-fire up to 13,000 rounds per minute.

Although these weapons conform to the general description of magnetic accelerators, several important features of MAACs should be recognized. As projectile weapons, the recoil on such devices can be considerable, and the ammunition and power usage are high. This, combined with potentially debilitating levels of acoustic backwash, cause this style of weapon to be vehicle mounted far more often then man-portable.

Soulfire Launcher



This weapon propels a series of rounds consisting of 1" diameter plastic globes containing phosphorous, oxidizers, and an improved form of napalm. The rounds are fired at sub-Mach velocities and rupture on contact,

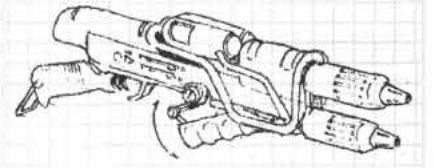
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engulfing the target in a thin film of incendiary material that bursts into flame, reaching temperatures in excess of 400° C.

Because of the low muzzle velocity of this weapon, it is often designed to use compressed air as a propellant, resulting in virtually silent operation, thus avoiding the problem of revealing the position of a hidden attacker. Its low recoil makes this a potent zero-g weapon.

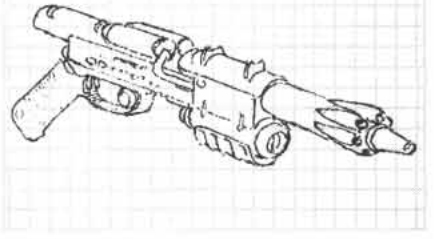
The soulfire launcher is amazingly effective —capable of incapacitating enemy troops even on a near miss. Successful kills versus heavy armor vehicles have even been reported, generally due to the ages-old failure of tankers to close the hatches.

Ionic Ripper



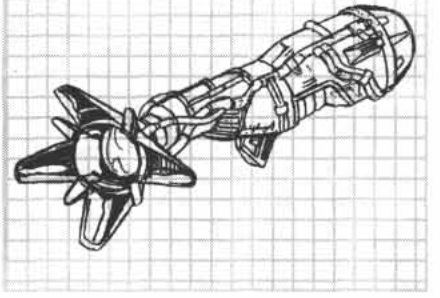
The ionic ripper consists of a matched pair of particle accelerators fed from a reservoir of ionized hydrogen. The upper barrel draws off electrons from the reservoir, while the lower barrel simultaneously draws off protons. Both barrels then accelerate the particle streams to sub-relativistic speeds toward the target. The twin streams recombine in transit and upon impact, resulting in a current flow that can rip through the heaviest armor, given a sustained burst. Although highly effective even when armor penetration is not obtained, the weapon's characteristic lightning-like discharge immediately reveals the firer's location, making this unsuitable for covert operations.

Blaster



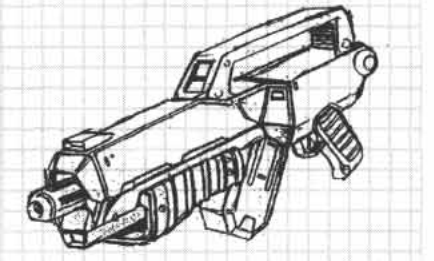
The colloquially-named blaster is actually a high-energy ionic ripper with a slightly modified firing sequence. The particle streams are merged at the muzzle after acceleration to relativistic speeds, and fired in distinct packets or bolts. The resulting impact of high-energy hydrogen undergoes limited fusion of a small percentage of the hydrogen mass, resulting in yields of .1 to .5 kilos of TNT-equivalent per blast for man-portable models.

Gravitic Disruptor



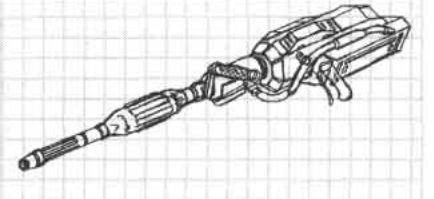
Due to our recent advances with inertial-field technology, it is now possible to generate directed hyper-gravitational pulses, in the form of a virtual quantum singularity. This pulse dissipates harmlessly beyond a certain range, but within the weapon's effective range the pulse crushes normal matter into neutronium.

Pulse Laser



A fairly standard weapon with very high reliability, no recoil, and insignificant firing signature in vacuum or low-dust environments, the pulse laser is one of the most common weapons systems throughout the Terran Confederacy. The laser is tunable between engagements within the red-green spectral range. The normal shot duration is .1 second and is pulsed at 30-80 hertz, allowing much higher penetration then continuous-beam lasers.

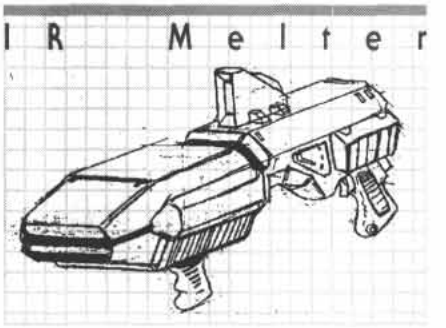
Laserlance



Based on the pulse laser, the laserlance has a unique liquid-crystal lasing agent that undergoes a transitory phase shift during firing. The laser blast begins in the ultra-violet range, then drops in frequency down through the spectrum, ending in the yellow-orange range. Total firing time per shot is normally .3 seconds. This frequency shift allows some portion of each shot to be transmitted through any optical window available in that engagement.

The laserlance gets it's name from the extended barrel containing the lasing crystal.

IR Melter



This is simply a wide-aperture continuous-beam laser firing in the infra-red band. Although short-ranged, it is inexpensive to produce and effective versus most targets.

The larger man-portable models can liquefy or vaporize up to 1.25" of armor per second, or ten times that thickness of organic material.

Neutronic Resonator

This weapon induces quantum-level resonance in the neutrons of those atoms that the beam intersects. This temporarily suppresses the nuclear force exerted by the neutrons, causing the atoms to fragment into lighter elements (primarily hydrogen, helium, and lithium). It is highly effective versus all materials, but has low penetration potential, and tends to dissipate in dense atmospheres. The dissipation of heavier elements into gas has caused this weapon to become inaccurately known as a "disintegrator."

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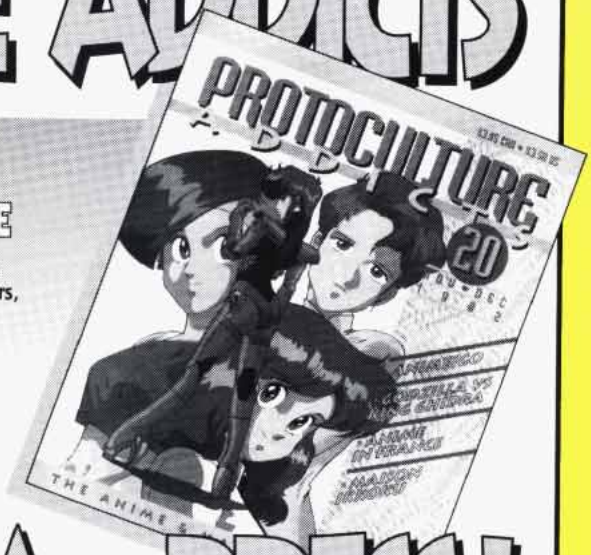
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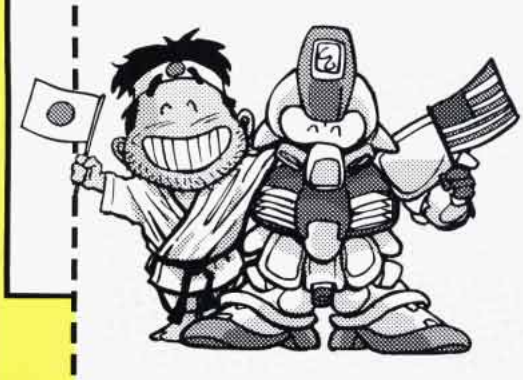
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