

SUBSCRIBE TO

# PROTOCOLCULTURE ADDICTS



## THE ANIME & MANGA MAGAZINE

Discover the world of Japanese animation & comics through interviews with their creators, synopses, reviews of the latest releases, and news on upcoming products. Now 52 pages! More anime! More pictures!



## & MECHA-PRESS!

Sample file



## THE ANIME MODEL GAME MAGAZINE

Everything you need to know about mecha: how to use them in gaming, how to enjoy them in modeling and full details on their original animations. Now with 52 pages!



I WANT TO SUBSCRIBE TO:  P.A.: \$25  M.P.: \$36

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

USA and OVERSEAS subscriptions must be in U.S. currency. Canadians must add GST (7%) — For overseas subscriptions add \$15. Checks or money-orders must be drawn to: Ianus Publications Inc. 5000 D'Iberville Street, Suite #332, Montreal, Qc., Canada, H2H 2S6

# S T A F F

**Publisher/Art Director**  
Pierre Ouellette

**Editor-in-chief**  
Marc-Alexandre Vézina

**Production Staff**  
Dominique Durocher .. Illustrator/Modeler/Writer  
Martin Ouellette .. Writer/Modeler  
Ghislain Barbe .. Illustrator  
Marc-Alex Vézina .. Writer/Modeler

**Contributors**  
Jean Carrières .. Writer  
Scott DiBernardino .. Writer  
Richard Holman .. Writer  
Stéphane I. Matis .. Writer  
Mark Simmons .. Writer  
SSG Staff .. Writer

**Layout**  
Dominique Durocher

**Proofreading**  
Jean Carrières, Judith Lanouette  
Jimmy Mah

**Translators**  
Miyako Graham, Daishi Saeki

**Administration**  
Robert Dubois (advertising)  
Claude J. Pelletier (distribution)

**Photography**  
Elie Charest, Dominique Durocher  
Marc-Alex Vézina

**Linotronic/Color Separation**  
Typo Express, Inc

**Printing**  
Payette & Simms, Inc

## SUBSCRIPTION

(6 issues): \$36 US, \$38.52 Can (GST included),  
or \$51 US overseas. Check or money-order must  
be drawn to IANUS Publications.

For a sample copy send \$6.95 US, \$7.44 Can  
(GST included), or \$9.95 US overseas  
(Postage & Handling included).



**IANUS PUBLICATIONS**  
5000, D'Iberville St., Suite 332,  
Montréal, Qc., Canada, H2H 2S6

## SPECIAL THANKS

Dany Gagnon .. (LE VALET D'COEUR)  
Mike Pondsmith .. (R. Talsorian Games)  
Fred Patten .. (Streamline Pictures)  
Kevin Siembieda .. (Palladium Books)  
Yoshi Hoashi .. (Horizon)  
Jack Van Schaik .. (Rafm)  
Ron Downing .. (GTC)  
Tim Eldred .. (VDTGMS Viewer's Guide)

# C O N T E N T S

## EDITORIAL

MEA CULPA ..... 4

## THIS MONTH

WHAT'S VICTORY GUNDAM ..... 5

## MECHA-PRESS REGULARS

MECHA-PRESS NEWS ..... 6  
SENSORY FEEDBACK ..... 49

## VICTORY GUNDAM

OVERVIEW ..... 8  
MOBILE SUITS OF UC 0153 ..... 10  
MECHA FILES ..... 12  
CHARACTERS ..... 12

## MECHA MODELS

BUILDING THE HOLLANDER ..... 20  
HEAVY ARMOR ..... 22  
SPEED RACER MODEL OVERVIEW ..... 30  
THE BASICS OF MECHA MODELING, PART 3 ..... 32

## MECHA SYNOPSIS

ARMOR'D ROOPER VOTOMS ..... 25

## MECHA GAMES

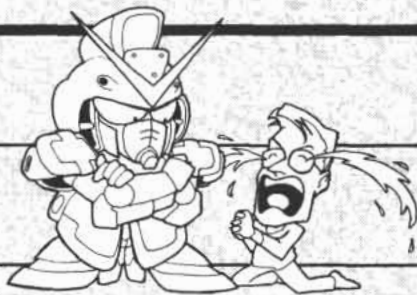
HEAVY GEAR FIGHTER: CONTINUOUS PLAY ..... 26  
HEAVY GEAR FIGHTER: MASTERING COMBOS ..... 27  
MARAUDER 2107 REVIEW ..... 35  
THE SECRET ORGANIZATION CAMPAIGN ..... 36  
SD JOVIAN CHRONICLES ..... 38  
REVISED PLAY SEQUENCE FOR MECHA! ..... 42  
MECHA!: DELIVERANCE ..... 45  
BATTLETECH: LITHIUM-FUSION ENGINE ..... 46  
BATTLETECH: PRODIGAL 3011 ..... 48

MECHA-PRESS N° 15 November/December 1994. The mecha/gaming magazine. Published bi-monthly by IANUS PUBLICATIONS, 5000 D'Iberville St., Suite #332, Montreal, Quebec, Canada H2H 2S6. Fax: (514) 523-8680. InterNet: dp9@vectrex.login.qc.ca.

Mecha-Press is ©1994 by IANUS PUBLICATIONS. The copyrights and trademarks mentioned herein are the property of their respective owners. Mecha-Press acknowledges the creators and copyrights holders of the materials mentioned or pictured herein, and does not seek to infringe on their rights. All rights to articles/artwork revert to their respective writers/artists upon publication. Contributors are responsible for their views which are not necessarily those of Mecha-Press. No part of this magazine can be reproduced without permission from the publisher, except for review purposes.

Legal deposit at the National Library of Quebec  
Legal deposit at the National Library of Canada

ISSN 1183-5443 Printed in Canada



## MEA CULPA

Although we would like to think of ourselves as perfect in every respect, the sad truth is the crew of this magazine is as human as any of our readers (surprise!). In short, it happens that we make mistakes while putting your favorite mecha mag together. Fortunately, we are not ashamed to say "oops, we goofed. Sorry."

Take the subject of this issue, for example. When we first heard of *Victory Gundam*, our collective reaction was "great, another kid show. There goes Gundam. Again." We still remembered the fiasco of *Gundam F-91*, and the reports of the new series did not help any. When we got our hands on the first few episodes, our worst fears seemed confirmed: kid heroes, strange Mobile Suit designs, poor animation quality. We loudly predicted the fall of the new series, along with many, many people. However, for the sake of our readership and our integrity as journalists (yeah, right), we stuck in front of the tube and kept on watching. And watching.

Once past the tenth episode or so, we realized that the suits were not that bad — they sort of grew on us, I guess. And we came to wonder who all these people were, and care for them. Once past some really weird designs (the *Motorads* come to mind), the story was actually gripping. Looks like we were wrong!

Now, on a related topic. We do not receive nearly as much mail (or electronic mail) as our sister publication *Protoculture Addicts*, but what we receive seems to divide itself into two categories: the praise and the criticism. Both are equally important to the magazine's development, but I'd like to address the latter. Many people write — or even call — to complain about the proofreading and/or the accuracy of the information published. I feel that some comments are warranted.

Both poor proofreading and research are inexcusable. We would like to say that we do not put them in consciously! We do our best to put quality in our pages, but mistakes do slip through. We received some comments that damned us to Hell and back for making such mistakes. These people seem to feel we disregard their comments. Well, we don't. When we're wrong, we are quite ready to admit it (see *Errata* in the *News* section). Believe me, a polite letter will have a much better chance of transmitting its message than a heated flame comment.

\*\*\*

Now that the grovelling is over, there are some interesting articles in this fifteenth issue (fifteen already?). You will notice that the *Victory Gundam* feature is not by the hand of habitual mecha specialist Martin Ouellette, but by invited contributor Mark Simmons. Mark is a contributor of *Crank!*, a great new fanzine, and he previously worked on *UC Herald* (see *Mecha Press* #8). Don't worry, Martin will be back — he is just busy with other writing assignments right now.

Another new feature is *Sensory Feedback*, our brand new readers' letter column (page 49). I invite all our readers to feel free to write in for comments, questions and other mecha-related topics. About three to four letters will be published each issue, more if I can cram them in (short, concise letters will be picked first, obviously).

I hope you will enjoy *Mecha Press* #15, evne wit ahll the mysthackses! See you next issue!

Marc-Alexandre Vézina

## CREDITS • COPYRIGHTS

**ARMORED TROOPER VOTOMS** © Nippon Sunrise Inc., 1983-89; *Votoms* models are produced by Takara. **The VOTOMS VIEWER'S GUIDE** by Tim Eldred (©1989 Tim Eldred) was an essential reference for our synopses.

**BATTLETECH** is © & © 1988/93 FASA Corporation. All Rights reserved. Figurines are made by Rai Partha Enterprises, Inc. *Hollander* model scratchbuilt by M.-A. Vézina. **GUNDAM & V-GUNDAM** © Sunrise. Models are made by Bandai.

**HEAVY GEAR, HEAVY GEAR FIGHTER & SILHOUETTE** © & ™ 1994 Dream Pod 9. All Rights Reserved.

**JOVIAN CHRONICLES** © & ™ 1994 Dream Pod 9. All Rights Reserved. Figurines are made by RaIm.

**MARAUDER 2107** © 1994 by Maelstrom Hobby. All Rights Reserved.

**MECHAI™ & COMBAT!** © & © 1991 by Seventh Street Games.

**MEKTON II** © Mike Pondsmith, 1990 and ™ R. Talsorian Games, Inc. Figurines are made by RAFM.

**ROBOTECH** ©1985 Harmony Gold U.S.A., Inc./Tatsunoko Production Co. Ltd. All rights reserved. *Robotech* is a trademark owned and licensed by Harmony Gold U.S.A., Inc. **ROBOTECH RPG** is published by Palladium Books and © Kevin Siembieda.

**SPEED RACER** © 1966 Speed Racer Enterprises, Inc. All Right Reserved. **SPEED RACER®** is a trademark of Speed Racer Enterprises, Inc. and used under license. Garage kits produced by Streamline Pictures, Inc.

**TOONIVERSAL TOUR GUIDE** © 1992 by Steve Jackson Games, Inc. All Rights reserved.

## COVER ART

Ghislain Barbe

## ILLUSTRATIONS

Ghislain Barbe 4, 27, 32, 36, 38-42, 44-46, 49.

Dominique Durocher ..... 7, 31, 46, 48

## OTHER ILLUSTRATIONS FROM:

EGMP #3: 122 ..... 6

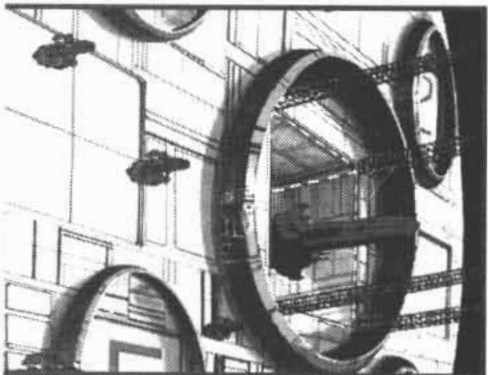
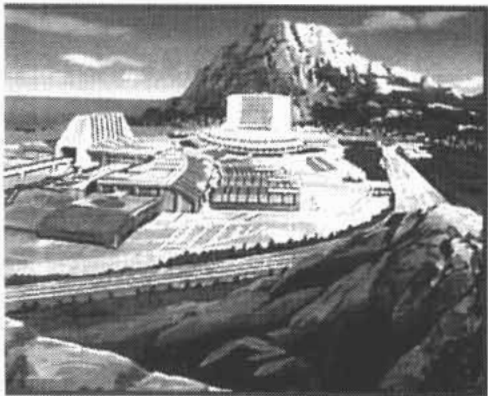
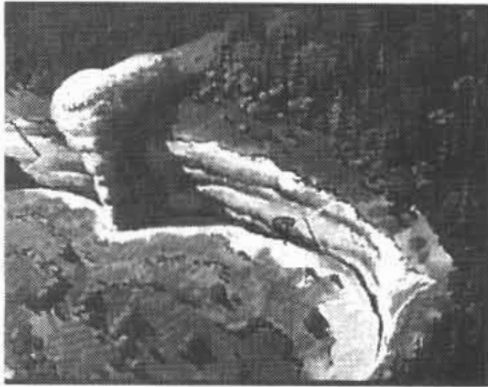
V GUNDAM Vol. 1 (NT 100% #21): 20, 44-45, 52-63, 68, 71, 74, 76-93 ..... 8, 10-19

V GUNDAM RAPPORT DELUXE: Cover, 1-3, 25-26, 34, 66-67, 158 ..... 3, 5, 9-10

All other illustrations comes from promotional artwork, cover art or directly from the animation (video grab).

# WHAT'S VICTORY GUNDAM

By Mark Simmons



The year was 1993. The fan favorite video series **Gundam 0083: Stardust Memory** had just been wrapped up. Millions of Gundam junkies around the world were clamoring for more — more in the vein of the original Gundam television series and its popular followup **Zeta Gundam**. Gundam creator Yoshiyuki Tomino, returning with his first Gundam sequel since 1991's dimly unsuccessful **Gundam F91**, proceeded to ignore fan expectations and do something completely different.

**Mobile Suit Victory Gundam** debuted on April 2, 1993. It was a Gundam story set even further in the future than **F91**, almost 75 years after the original series, in a world where the genocidal but nattily-dressed Zeons are but a page in the history books and the age-old struggle between Earth and its space colonies has been laid to rest. Everything that hardcore Gundam fans disliked about Tomino's recent work — the slapstick comedy, the huge cast of prepubescent heroes, the shortage of Zaks — was here in spades. But this time, it worked.

While Tomino penned the next chapter in the far future of the Gundam universe, Hiroshi Ousaka chipped in with simple, lively character designs, and newcomer Junya Ishigaki provided the bulk of the mecha designs. Gundam 0083 contributor Hajime Katoki and mecha veteran Kunio Okawara provided some guest mecha - most notably Katoki's Victory Gundams and Okawara's enemy mobile suits.

As the series developed, the ratings remained in the basement (the only anime with consistently lower ratings was giant robot potboiler **Red Baron**) but toy, model and even laser disc sales were booming. Clearly, even if this show wasn't for everyone — and with a level of death and wrenching emotional trauma that was extreme even for Gundam, it certainly wouldn't be — it was building a loyal following.

In **Victory Gundam**, many of the usual trappings of the Gundam ethos are stripped away. Without the familiar conflicts and endlessly recycled mecha designs of the One Year War era, the essential issues are more starkly apparent. The heroes are, for once, fighting for a cause they believe in: to defend their homes and loved ones. The villains are cruel fanatics, for whom nothing takes precedence over their holy crusade except their own selfish ambitions. This vast moral gulf makes it all the more disconcerting when the lines between good and evil begin to blur...



## GUNDAM 3-D VIDEO GAME

According to EGM<sup>2</sup>, issue 3, Bandai is working on a shaded-polygon video game of its popular Mobile Suit Gundam anime. The game, although still in early prototype stage, features smooth animation, realistic movement and multiple views. The hardware is the upcoming Sony PlayStation, which should be released in Japan around December. There is no word yet on the release date of the game.

## PALLADIUM BOOKS

### Macross II: Deck Plans Volume Three

The final book in the Deck Plans trilogy, this one covers the mother of all space battleships, the Macross! It also includes plans and maps for the Moon Base, the Headquarters, and the Culture Park, plus a two-part adventure that's guaranteed to mystify your players. Written and designed by the Dream Pod 9 team! It ships December 5th.

Macross II Deck Plans Volume Three, written by Dream Pod 9, 64 pages, published by Palladium Books.

### Rifts World Book Six: South America

This new Rifts sourcebook examines the denizens and equipment of South America. Lots of new O.C.C.s, monsters, D-Bees, robots, powered armor, magic and so on.

Rifts World Book Six: South America, written by C.J. Carella and Siembieda, 168 pages, published by Palladium Books.

### Rifts Manhunter

This book is very special because, although it is an official Rifts book, it is not published by Palladium. They have just signed a Rifts license with Michigan-based Myrmidon Press to produce it.

This sourcebook is suitable for use with Rifts and all other Palladium sci-fi games such as Robotech, Robotech II and The Mechanoids. It introduces a number of alien races, robots, cyborgs, weapons and much more stuff, all using the Palladium system.

Rifts Manhunter, 200+ pages, published by Myrmidon Press (P.O. Box 1374, Royal Oak, MI 48067, USA).

## WIN A MADCAT! CONTEST WINNER!

Mecha Press/Horizon Hobbies' Win a Madcat! contest is now closed. We'd like to thank all those who participated to the contest. We will start publishing the modeling tips we received in an upcoming issue.

The lucky winner of our draw is Ming Wal Wong, of New York, NY. He will receive the signed copy of the vinyl Madcat kit by Horizon.

## BATTLETECH ANIMATED SERIES

- The Battletech Animated Series started airing on September 17th, on syndicated television stations throughout the United States. The first season includes 13 episodes. The following is a list of stations presenting the program. According to FASA Corporation, it is the most accurate listing at the time of print.

City	Station	Day	Time
Abilene/Sweetwater	KTXS	Saturday	6:30 AM
Albany/Schenectady/Troy	WXXA	Sunday	6:00 AM
Atlanta	WATL	Saturday	6:30 AM
Augusta	WFXG	Not Available	
Austin	KBVO	Sunday	7:30 AM
Baltimore	WBFF	Not Available	
Baton Rouge	WGMB	Sunday	6:00 AM
Biloxi/Gulfport	WXXV	Sunday	6:00 AM
Birmingham	WTTO	Not Available	
Boston	WLVI	Saturday	8:00 AM
Buffalo, NY	WIVB	Saturday	10:00 AM
Burlington/Plattsburgh	WPTZ	Saturday	8:00 AM
Charleston, SC	WCTP	Saturday	8:00 AM
Charlotte	WJZY	Saturday	6:00 AM
Chattanooga	WDSI	Sunday	8:00 AM
Chicago	WFLD	Saturday	11:00 AM
Cincinnati	WLX	Sunday	9:30 AM
Cleveland	WUAB	Saturday	10:00 AM
Columbus, OH	WTTE	Monday	1:30 PM
Columbia, SC	WACH	Not Available	
Columbus, GA	WXTX	Not Available	
Columbus/Tupelo/			
West Point	WCBI	Saturday	5:30 AM
Dallas/Fort Worth	KTVT	Saturday	10:30 AM
Dayton	WKEF	Saturday	6:30 AM
Denver	KDVR	Saturday	6:30 AM
Detroit	WXON	Sunday	10:30 AM
Duluth/Superior	WDIO	Saturday	6:30 AM
El Paso	KZIA	Saturday	7:00 AM
Florence/Myrtle Beach	WGSE	Tuesday	2:30 PM
Fort Myers/Naple	WFTX	Saturday	6:30 AM
Fresno/Visalia	KMPH	Sunday	2:30 PM

Continued

## CRANK!

- Crank! is a new science-fiction fanzine out of California. It is a 52-page B&W publication, chock full of art, opinions and facts. The first issue deals mostly with the Gundam universe.

- For a copy of Crank! Issue #1, write to: Mark Simmons, 1369 Hyde St. #57, San Francisco, CA 94109-3880, USA. Please enclose \$5.00 US, cash or check (postage and handling are included). Crank! is also available from NewType Hobbies and Toys (San Francisco) for \$5.50 US.

Grand Rapids/Kalmzoo	WXMI	Saturday	5:30 AM
Green Bay/Appleton	WXGZ	Sunday	7:30 AM
Greensboro/H. Point/ W-Salem	WGGT	Saturday	6:30 AM
	WNRW	Saturday	6:30 AM
Harrisburg/Lancaster/Leb/ York	WPMT	Saturday	7:00 AM
Hartford/New Haven	WVIT	Sunday	8:30 AM
Houston	KHTV	Sunday	7:30 AM
Indianapolis	WTTV	Saturday	9:00 AM
Jacksonville	WNFT	Not Available	
Kansas City	KSMO	Saturday	10:00 AM
Knoxville	WTNZ	Saturday	6:00 AM
Las Vegas	KRLR	Sunday	11:00 AM
Lincoln&Hstngs/Krnyplus	KTVG	Saturday	6:00 AM
Little Rock/Pine Bluff	KASN	Sunday	8:30 AM
Los Angeles	KCOP	Sunday	11:30 AM
Louisville	WFTE	Sunday	10:30 AM
Macon	WPGA	Sunday	6:30 AM
Memphis	WLMT	Sunday	11:00 AM
Miami/Fort Lauderdale	WBFS	Sunday	9:00 AM
Milwaukee	WCGV	Saturday	11:30 AM
Minneapolis/St. Paul	KITN	Saturday	12 Noon
Mobile/Pensacola	WPMI	Saturday	6:00 AM
Monroe/EI Dorado	KARD	Sunday	5:30 AM
Nashville, TN	WXMT	Sunday	11:30 AM
New Orleans	WNOL	Saturday	6:00 AM
New York	WPIX	Sunday	8:30 AM
Norfolk/Portsmouth/ Newpt News	WTVZ	Saturday	7:00 AM
Oklahoma City	KOKH	Thursday	9:00 AM
Orlando/Daytona Beach/ Melborn	WKCF	Saturday	7:00 AM
Paducah/C. Grid/Harbg/ Mt. Vn	WCEE	Monday	3:00 PM
Philadelphia	WTFX	Saturday	7:30 AM
Phoenix	KUTP	Sunday	11:00 AM
Pittsburg	KDKA-	Saturday	10:00 AM
Portland, OR	KPDQ	Saturday	6:30 AM
Providence/New Bedford	WNAC	Saturday	6:30 AM
Raleigh/Durham	WKFT	Saturday	8:30 AM
Reno	KAME	Saturday	5:30 AM
Rochester, NY	WUHF	Sunday	7:30 AM
Sacramento/Stockton/ Modesto	KSCH	Sunday	10:00 AM
Salt Lake City	KIZZ	Saturday	8:00 AM
San Antonio	KRRT	Not Available	
San Diego	KETV	Not Available	
Seattle/Tacoma	KCPQ	Sunday	6:00 AM
SF/Oakland/San Jose	KBHK	Saturday	12 Noon
Spokane	KDQ	Not Available	
St. Louis	KDNL	Sunday	8:00 AM
Tallahassee/Thomasville	WTLH	Saturday	6:30 AM
Tampa/St. Pete, Sarasota	WFTS	Sunday	6:00 AM
Terre Haute	WBAK	Not Available	
Toledo	WUPW	Saturday	5:30 AM
Tri Cities, TN-VA	WBMT	Sunday	6:00 AM
Tulsa	KOKI	Saturday	8:30 AM
Tyler	KTLN	Not Available	
Washington, D.C.	WFTY	Not Available	

## ERRATA

A reader pointed out that we goofed big time in the weapon descriptions of our Combat Armor Dougram feature in MP11. It seems we mistranslated a few kanji (Japanese characters). Instead of being armed with "Tune Guns", the Combat Armors are armed with, obviously, "Chain Guns". Our apologies to our readership.

## IANUS PUBLICATIONS

### HEAVY GEAR FIGHTER

The Heavy Gear Fighter card game is proving very popular — so much, in fact, that we are already receiving optional rules for it! A modified initiative system can be found in this issue's central insert, along with some tips about combos. Turn to page 26 for more.

### MECHA PRESS Letter Column

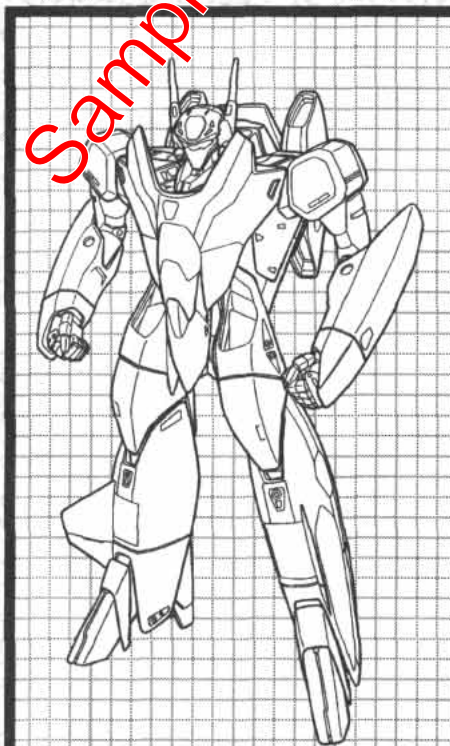
*Sensory Feedback* is the name of the new Mecha Press letter column (page 49). Now that the magazine has more pages, we finally have the space to put one! We'd like to know what you think about both the name and concept. Send letters with comments, discussions, and so on to:

**Sensory Feedback**  
Mecha Press Magazine  
5000 Iberville St., Suite 332  
Montreal, Quebec  
Canada  
H2H 2S6

## JOVIAN CHRONICLES MINIATURES

The Jovian Chronicles miniatures are here! Turn to page 22 for a complete presentation and review of the first six miniatures.

If you contact one of the advertisers in this magazine, please tell them you saw their ad in Mecha Press!



Please don't forget to include your zip code and phone number when mail ordering.

### Sci-Fi ANIME

5966 Monkland Ave.  
Montreal, Quebec  
H4A 1G8  
Tel.: (514) 482-7844

We have a good selection at the best price for plastic model kits in Montreal.

Such as:  
**Gundam, Macross,  
Dunbine, Garage Kits  
and more.**

**PLUS** we carry manga / video english translated and superheroes comic books. **ALSO** carrying all IANUS Japanese related products.

#### Store Hours:

Mon - Wed	1100 - 1800
Thu - Fri	1100 - 2000
Sat	1000 - 1800
Sun	1200 - 1700