



**GUNSIGHT**

The UN OFFICIAL Macross Newsletter.  
Serving the fandom since July 2002.



Fall 2002

Volume 1 Number 2



*Happy 20<sup>th</sup> Anniversary to SDF Macross and hopefully many more to come!*

**\*\*\*Disclaimer\*\*\***

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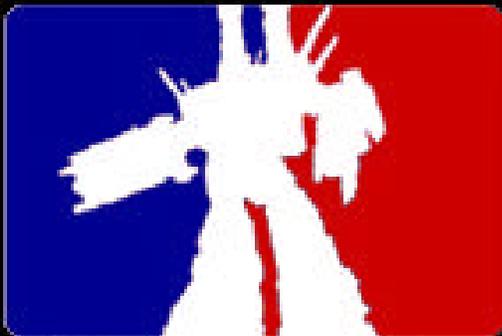
**Contributors:** *Currently there is no "staff" per se, but all articles, pictures, art, etc. are fully credited to their original creators.*

**Availability of *Gunsight 1***

***Gunsight 1*** is available as a downloadable PDF file (one must have a recent version of Adobe Acrobat Reader) through Macross World ([www.macrossworld.com](http://www.macrossworld.com)). Fans are more than welcome to print or copy this for friends without online access.

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**Delta 1**

By Richard "Apollo Leader" Burney

**A Special Thanks...**

I want to thank everyone who responded to the first issue of *Gunsight 1* and for all the compliments and suggestions thrown my way. For however long *Gunsight 1* lasts, I hope that it is entertaining and informative for all who read it.

Talking about *Gunsight 1*'s longevity and schedule, after much thought I have decided that this newsletter will be a quarterly publication. Originally my plans were to go the bimonthly route, but due to everything else going on in my life, a quarterly schedule would be more convenient for me.

**In AD 1982, Macross was beginning...**

(*Zero Wing* insider joke!) It was just a few weeks ago as I write this that the original SDF Macross TV series celebrated its 20<sup>th</sup> anniversary on October 3<sup>rd</sup>. Like *Mobile Suit Gundam*, it had a shaky start. Throughout its inception, the number of episodes that Macross was to have been comprised of fluctuated up and down and was to have ended up only being 27 episodes or so (that's why *Love Drifts Away* feels like a final episode with it's big, apocalyptic battle). But Macross caught on big and a total of 36 episodes were aired by the time late June 1983 rolled around. Just a little over a year later, a lavishly animated retelling of the Macross story, *Macross: Do You Remember Love?*, hit the big screen in Japan. In the following two decades, numerous other Macross productions have appeared including *Macross II: Lovers Again*, *Macross Plus* (the OVA and Movie Edition), *Macross 7* (TV series, OVA's like *Dynamite 7*, etc.), and the not quite completed *Macross 3D*. Just in time for the 20<sup>th</sup> anniversary is the Macross prequel, *Macross Zero*. Zero will be the first Macross prequel as in that it takes place shortly before the events of the original TV series.

It will be interesting to see what the next 20 years will have in store for the Macross franchise!

**Coming Next Issue...**

I'm just now slapping issue 2 together, but I'm already thinking ahead to issue 3! One of the features I hope to start with that issue is an interview section. The plan right now is to interview Shawn Klueck himself or possibly Graham Parkes. There are various others items I've scoped out on the Macross World forum section and elsewhere that are up for consideration. I'll probably have some sort of update on Macross Zero as well. I also have plans on doing an article on my growing fleet of Macross themed model rockets.

Before I forget, a special thanks goes to Gordon "Beware of Blast" for the new banner!

# Yamato 1/48<sup>th</sup> Scale VF-1 Valkyrie Preview

Article and pictures by Graham Parkes



*VF-1A in Gerwalk mode.*

## INTRODUCTION:

Note, the toy featured in this review is a pre-production sample. It is however, 99% identical to how the final version will be in that it uses exactly the same materials. The only things that will change between this pre-production sample and the production version are some areas of the paint work and perhaps some minor parts fitting.

Please also note that the sticker sheet, instruction manual and box were not available in time for this review, so there are no pictures of these items.

## APPEARANCE:

I can't stop thinking how beautiful this toy is. It mesmerizes me. To me, it looks just like the VF-1A in the fantastic opening animation to the PS /SS DYRL game, which in my opinion is the best animated rendition of a VF-1 ever.



*VF-1A in fighter mode.*

Unlike many VF toys which only look good in one or two modes, this toy looks absolutely stunning in all three modes. In fact, it looks so good that I can't decide which mode to leave it in, so every few minutes it gets transformed. Damn it! I need two more, so I can look at all three modes at once.

I've owned a lot of mecha toys in my 33 years on this planet ranging from 1970's Popys, through various Takatokus, Gakens, Bandai's. You name it, DXs, Hi-Metal, SOCs, MSIA, FIXs, I've owned it, but this one toy eclipses all those others in terms of sheer brilliance of design and beauty.

## TRANSFORMATION:

The 1/48 as you all know dispenses with external hip bars or removable legs and uses a novel new method to achieve perfect transformation, without any parts removal.

Basically, the legs are connected to a swing-bar, which is permanently attached to the inside of the back plate at one end. The other end of the swing-bar, which connects to the hips, swings between and clips to either the inside of the chest plate in Fighter & Gerwalk modes, or fits inside the nose in Battroid mode. This swing bar is almost completely hidden from view in Fighter and Battroid modes, and only visible from the underside in Gerwalk modes.



*The VF-1A in Battroid mode.*



***A few sequence shots of the transformation sequence from Gerwalk to Battroid. Note the internally mounted heat shield!***

Transformation is relatively smooth and easy. However, as the 1/48 has many more points of articulation, than say the 1/55, Transformation will take longer as obviously, the more points of articulation you have, the more time it takes to put everything into the correct position and place. The only slightly tricky parts being as follows: -

1. Turning the neck-piece and head, which is tricky due to the limited space.
2. Folding the hands to place them inside the forearms. If you don't close them in exactly the right way, they can jam inside the forearms.
3. Opening the two folding nose hole covers requires a small pair of tweezers, it is impossible to open them by hand.
4. Opening the landing gear can be tough as the doors are a very tight fit. However, in my opinion is better than the doors being too loose! Transformation at the moment, takes me just slightly over 2 minutes, but I'm

sure I can cut the time down to under two minutes with practice.

#### **DIMENSIONS:**

The toy has the following dimensions: -  
 Height in Battroid (not including laser height) = 10 1/4" / 26CM  
 Height in Battroid (including laser height) = 11 1/2" / 29.5CM  
 Length in Fighter = 12 3/4" / 31cm  
 Wingspan in fighter (wings fully open) = 12 3/4" / 31cm  
 Weight = 12 1/4 OZ / 370g

#### **ACCESSORIES:**



***The VF-1A and accessories in their plastic tray.***

The 1/48 VF-1A comes with the following accessories:  
 1 x GU-11 gunpod with collapsible stock and grip.  
 1 x detachable gunpod shoulder strap (my sample did not have this though).  
 4 x AMM-1 triple missile clusters.  
 4 x UMM-7 Micro Missile Pods.  
 1 x Hikaru Ichijo DYRL pilot (non-articulated)

All the missiles plug into the under-wing hard points very firmly. In fact, there is an audible click as they lock into place. Actually as the fit is so tight I'm a little worried about whether either the hole in the wing on the plug on the missile pylon will wear after time with repeated removals, but I guess only time will tell.

Both the AMM-1 missiles and the UMM-7 Micro-Missile pod are unpainted on my sample. The AAM-1's and their pylon are constructed of white plastic and the three AMM-1 missiles are removable from the pylon.

The UMM-7 Micro-Missile pods follow the trend of Hasegawa in that they are substantially larger than would be expected. The pods and pylon are constructed of dark gray plastic, while the ends of the micro-missiles are molded in white plastic. The genius of Nishikawa-San shines through yet again, as the UMM-7 pods also double up as storage containers. The end-cap of the pods is removable revealing a hollow interior, which can

be used to store either an AMM-1 triple cluster or the intake covers. If the AMM-1 missiles are removed from their pylon, all three missiles plus the pylon plus 1 intake cover can fit into a single UMM-7 pod. I think this is a great idea as it greatly reduces the chance of losing any of the accessories.

The gunpod features a collapsible butt-stock and folding pistol grip, to allow it to sit flush against the belly in fighter mode. It also features a translucent red plastic targeting sensor.

#### **DURABILITY:**

All though it is still early days, I anticipate that the 1/48 should prove to be a very durable toy. There are a few areas where some care will need to be taken, such as the flaps and articulated hands, but that's all. However, remember that this is a toy aimed at adult collectors and is not designed for young children or those who like to throw their toys at walls!

#### **PAINT JOB:**

The paint job on the 1/48 is overall very good. There are a few small areas of over-spray on some of the black lines on the legs, but these are hardly noticeable and any flaws with the paint work should be improved in time of the release.

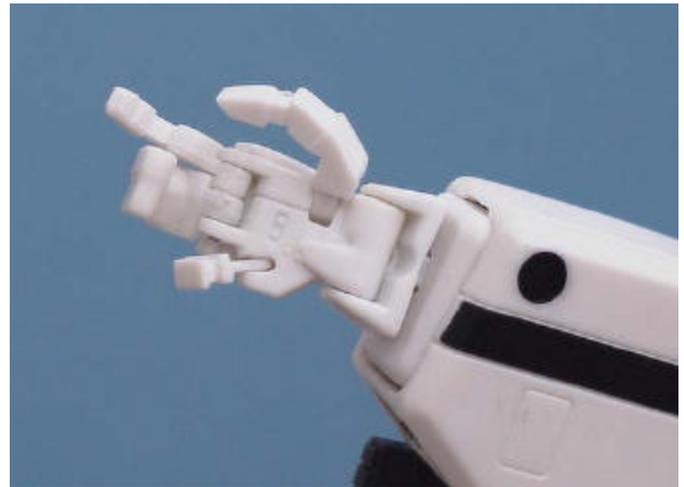
One thing that will make fans very happy is that the Skull Squadron emblem on the heat shield will be Tampon printed on the inside of the heat shield. Yes, I said on the inside. The heat shield is actually made of clear plastic, which is painted red. The emblem will be printed on before painting and then painted over, which should protect it from scratching.

The only part of the paint job I am really unhappy with on this sample is the Circle-Bar Verniers. On the 1/48, the Circle-bar Verniers are separate pieces of plastic which are glued in place. However, on the sample the paint job on these is terrible. It looks like they have been very badly hand-painted, by a blind 2 year old. I am sure that the painting of these will be improved on the production toy.

#### **FEATURES:**

The 1/48 is packed full of cool features, many of which have never appeared on a VF-1 toy before. I'll attempt to list them all here, although I'm sure I'll forget some:

- First ever VF-1 toy with fully detailed wrist covers.
- First ever VF-1 toy with removable radome and articulated radar.
- First ever VF-1 toy with removable engine intake covers
- First ever VF-1 toy with hinged knee armor.
- First ever VF-1 toy with collapsible backpack antenna for Gerwalk mode.
- First ever VF-1 toy with opening airbrake on the chest.
- First ever VF-1 toy with moving flaps.



***The VF-1A's highly articulated hand.***

First ever VF-1 toy with collapsible rear spine antenna to allow the backpack to sit flatter in Gerwalk and Battroid modes.

First ever VF-1 toy with built in non-removable heat shield.

First ever VF-1 toy to feature hinged cover panels for the side of the torso in Battroid mode.

First ever VF-1 toy to feature a detachable shoulder strap for the gunpod.

First ever VF-1 toy to feature perfect transformation without using either removable parts or external hip bars. Above the knee rotation point for better posability in Gerwalk and Battroid modes.

Detailed landing gear bays.

Metal landing gear with fully rotating rubber tires. And the landing gear does not collapse when the toy is trolled on a smooth surface in fighter mode, unlike the 1/60!

Articulated hands, which flip inside the forearms

Opening hinged canopy.

Fully detailed cockpit.

Removable pilot figure.

Collapsing GU-11 gunpod, with 3-barrel detail at muzzle and translucent red plastic targeting sensor.



***The hinged canopy opens to reveal a miniature Hikaru Ichijo figure.***

## BOX:

The pre-production sample 1/48 I received came in a plain white box. The box measures 5.5" x 14" x 14.5" and should be representative of the final box size. Inside, the toy was packed in fighter mode surrounded by the accessories in a clear plastic tray, which should be the same as will be used with the production toy.

## STICKERS:

I did not receive any stickers with this pre-production sample, so I have nothing to say here.

## ARTICULATION:

The 1/48 is incredibly well articulated and features high quality ratcheted joints for the feet, knees, elbows and the joint just below the intake.

## PROBLEMS:

This 1/48 pre-production sample still has a few minor problems which will hopefully be ironed out by the time the production version has its release in November. The problems are namely: -

The heat shield which runs on tracks inside the chest plate detaches about every other transformation. This is not a real biggie as it only takes a few seconds to clip it back in place, but it is annoying. Likewise, the hinged clip that secures the back pack in Battroid mode occasionally tends to fall off during transformation. The right wrist joint is too loose, meaning the hand tends to flop from left to right when holding the gunpod.

## CONCLUSION:



If I could only ever own one toy, this would be it and higher praise than that I cannot think of. Anyway, I

don't want to waste any more words, I'll just let the pictures talk for themselves.

Oh, and before I forget special thanks go to the following people: -

The kind people at Yamato (yes, you know who you are), for having the courage to follow through with a project that just a few years ago people would have said was an impossible dream.

Nishikawa-San, for designing the best damn VF-1 toy period! It's only taken 20 years.....Now get working on that 1/1 scale VF-1!

Macross World forum member 'Vermillion One', for sending me the MPC VF-1J that was used in the comparison photos.



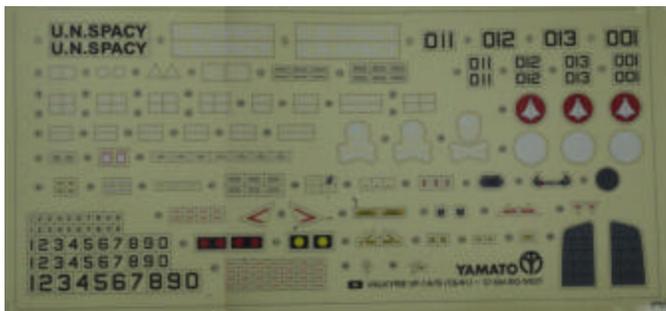
*The Yamato 1/48<sup>th</sup> VF-1 Valkyrie in comparison with 20 years of Valkyrie toy design! Yamato's new take on the VF-1 clearly dwarfs the competition. From front to back: Bandai HCM Hikaru VF-1S, Yamato 1/60<sup>th</sup> scale Hikaru VF-1A (note that the Yamato 1/60<sup>th</sup> and 1/48<sup>th</sup> scale VF-1's are the only ones to get the nose gear position right), Bandai (Takatoku) 1/55<sup>th</sup> scale Hikaru VF-1A, Toynami Masterpiece Collection "Rick Hunter" VF-1J, and the Yamato 1/48<sup>th</sup> scale Hikaru VF-1A.*

# YAMATO 1/48 SUPPLEMENTARY REVIEW

Article and pictures by Graham Parkes

Guys and gals, here's a short supplementary review on the Yamato 1/48 VF-1A Hikaru preproduction sample, covering some stuff that I missed out in the original review of October 6th.

## STICKERS:



*The 1/48<sup>th</sup> scale VF-1A's sticker sheet.*

First off, I managed to secure a photo of a preproduction sticker sheet for the 1/48. Click on the picture below or [here](#) to see a larger version. Please note, that this may not quite be the final version of the sticker sheet and may be subject to change. Also, please note that these sample stickers have not yet been die-cut, whereas the final sticker sheet will be.

Points of interest are the sticker for the front of the radar, which addresses one of the major fan complaints, which is that the radar lacks detail. Another point of interest, are the stickers that go on the inside of the intakes in fighter mode to simulate the intakes in open position.

I have also talked with Yamato about having more stickers printed on the toy ala the Bandai 1/55 reissues, and they have said they will at least try to get the Skulls printed on the tail fins, something which I think is critical. Unfortunately it will not be possible to have the '001' and 'UN Spacy kite emblem' printed on the sides of the nose due to a seam which runs horizontally down the nose.

## BACKPACK & OTHER STUFF:

When I wrote the original review of the preproduction 1/48 sample, neither Shawn nor I were able to get the toy's backpack into the correct position in either Battroid and Gerwalk modes due to an over-tight backpack hinge on our samples. In fact we both could only make the backpack lock into the low position. However, I have now been able to get the backpack to sit at it's maximum height (click on picture below). Not sure how I did it though! One day I came home and was able to move the backpack hinge to the maximum up-angle position without using any force.....weird!

Anyway, I think you will all agree it looks much better now. One point of interest is that when the backpack is in its highest position in Battroid mode, the little hook used to secure the backpack becomes redundant as it can no longer reach its latching position. However, the backpack is nice and firm and does not fall down. In fact, I'm wondering if I have the back pack up too high now, as it can in can also be placed in a middle position where the hinge piece is horizontal, instead of being angled up (like now) or angled down (as in the original review), which does allow the locking latch to fit.

Also, a few people have requested pictures of the Fighter mode with the landing gear in the closed position, as I neglected to take any pictures in the original review, so as requested here are some pics.

## NOTES FROM THE FORUMS:

Here are a few points that I originally wrote in the Macross World forums. In case some of you missed them, I thought I'd repeat them here.

- 1) The backpack **DOES** stay up by itself in battroid mode. The little plastic hook that clips to the backpack is not really necessary to hold up the backpack. However, it will probably help with the added weight of the FAST packs later on.
- 2) Tweezers, are NOT needed to transform the toy. The toy can be transformed easily without any tools at all. However, there are a few parts of the toy that are easier to open if you have a small tool such as a paperclip, toothpick or tweezers handy. Namely, the two very small hinged plugs in the nose that in Fighter and Gerwalk modes cover the holes where the hip bar goes in Battroid mode. These two hinged plugs have to be folded down out of the way when you are transforming to battroid mode and this is easily done by hand without using any tools. However, as these two hinged plugs are very small and fold down quite deep into the nose cavity it is difficult to lift them up again when transforming back to Fighter or Gerwalk modes unless you have very skinny fingers and long finger nails. This is why I recommended tweezers, although I find a paper clip works very well also. However, leaving these plugs folded in does NOT affect transformation at all, it just means you have a small hole on each side of the nose in fighter and Gerwalk modes if you chose to leave the plugs down. Also, having a small tool helps with opening the front and rear landing gear doors, as at least on my sample they are a very tight fit and are much easier to pry/pop open with a small tool, although I can do it by hand. Personally, I prefer that Yamato went the route of having the doors too tight rather than too loose. Having loose doors that constantly fall open like on some of the 1/60 toys is very annoying IMO.
- 3) Some of you have asked about the diecast content. Although I have covered this subject many, many times, I will repeat it once more. The 1/48 features very little diecast. Basically, the only diecast parts are the

swingbar, the front and rear landing gear and the front landing gear doors, which are all painted white. Diecast lovers might not like this toy, but I'm glad it has so little diecast as it means less paint chipping, less painted parts to get dirty (1/60 Hikaru owners will know what I mean). Also, it means the toy balances better and the lower weight means less stress on the toy.

4) The 1/48 locks together very solidly in all modes. It is definitely the most solid toy Yamato have ever made. Those of you that like to do barrel rolls with your toys have no fear, the backpack, in fact the whole toy is locked together like a bank vault, so you can do any crazy-ass maneuver you want.

## 2002 Tokyo Hobby Show

Right while this issue was being completed, numerous new Macross toys and models were revealed at the 2002 Tokyo Hobby Show. Though it was disappointing that the much talked about Destroid Monster, Zentradi male/female armors, and VF-1D from Yamato weren't present, Yamato did finally reveal the early prototypes for the 1/60<sup>th</sup> scale VE-1 Elintseeker and VT-1 Super Ostrich along with painted preproduction 1/60<sup>th</sup> scale Max and Milia VF-1J's. Bandai also had a Max and Milia VF-1J set of their own on display in the form of the rereleases of the old 1/55<sup>th</sup> scale Takatoku toys (no FAST Packs unlike the Yamato's). Hasegawa had an array of Macross models, current and upcoming, on display. Doyusha also had its full range of diecast Macross variable fighters (VF-1's, Y/VF-19's, etc.) also out on display.

Below are some pictures from the show!



**Yamato's 1/60<sup>th</sup> scale Max and Milia VF-1J's equipped with FAST Packs. They look good overall, but the FAST Pack's all red and blue on the leg, arm, and missile compartments is a bit hard on the eyes. (Gamespot Japan)**



**A prototype of Yamato's 1/60<sup>th</sup> scale VE-1 Elintseeker. (Gamespot Japan)**



**The VT-1 Super Ostrich from Yamato was there, too. It's been over 15years since the last time either the Elintseeker or Super Ostrich were available in toy form! (Gamespot Japan)**



**Hasegawa's YF-22 Omega One model.**

## Plight of the Valkyrie Part II

By Scott Hards, President, HobbyLink Japan,  
Reprinted from www.toyboxdx.com

### No Harmony Gold Exclusive: US Copyright Office recognizes Big West/Studio Nue Macross Copyright

Back in April, the "Plight of the Valkyrie" article posted here outlined the legal situation for the Macross franchise in the USA following the February 2002 Tokyo District Court decision to acknowledge Big West and Studio Nue as the holders of the copyright for the original Macross television series characters and designs. As it turns out, the two firms were hardly resting on the laurels of their court victory. Within one month of the posting of that article, the firms had applied to the US Copyright Office to get their claim to the property registered in the US, and they have been successful. A search of the US Copyright Office's database for Registration Number VAU-534-107 brings up the following entry:

Title: Macross Description: Drawings Claimant: acKabushiki Kaisha Studio Nue & Kabushiki Kaisha Big West Created: 1982 Registered: 17May02 Application: artwork: Kabushiki Kaisha Studio Nue, employer for hire. Special Codes: 5/S

The description of "drawings" is referring to the rights for the original artwork on which the series is based. The Special Codes of "5/S" are defined in the data base as follows:

"5 = visual arts (excluding maps), paintings, drawings, sculpture, technical drawings, prints, post cards, cartoons"

"S = Visual arts works...sculpture, figurines, statues, statuettes...Toys, games, banks, and dolls..." Numerous other examples of "visual arts works" are also given in the list, but it's clear that the scope of the coverage is essentially anything to which a copyrighted illustration or "artwork" can be physically applied.

As I pointed out in my first article here, I'm not a lawyer. But given this entry in the US Copyright Office's records, common sense seems to say that it would be difficult for any US court to find that Harmony Gold held exclusive rights to the Macross property vis-a-vis toys, especially those which bear Big West's name! And such a court order would be required for Harmony Gold to follow through with their threats to retailers to confiscate Macross merchandise imported without their approval.

In May, a new company called Sunwards announced that Big West had granted them overseas distribution rights for Macross items, specifically a repackaged version of Yamato's transforming Strike Valkyrie. Apparently the company is operated by an individual extremely close to Yamato. However, at present Sunwards is firing blanks. Since their

announcement, nothing has occurred. As of August 21, their web site is completely brain dead. It offers no information of any kind, just a simple title page and a list of links that all lead to an "under construction" screen. Hardly encouraging.

At this point, since both parties now have legal claims to Macross in the US (the same US Copyright database has numerous listings for Harmony Gold's claim to the property), lawyers for both sides could probably have a field day with suits and countersuits. This could, literally, take years to sort out. In the meantime, there is nothing to stop personal imports of Macross products direct from Japan from companies like HobbyLink Japan. These are specifically allowed by US Copyright laws. At this rate things are going, the combatants in this struggle are going to find that the very market they are fighting over has withered by the time they're finally ready to exploit it properly.

(Special thanks to Roy Estes for pointing out the US Copyright Office data which led to this article)

## 2002 San Diego Comicon Show

Article and pictures by Kevin Lam

### Highlights for the 2002 San Diego Comicon:

#### **Mystery Super Poseable YF-1R Revealed!**

After much anticipation, Toynami has revealed the mystery VF-1 figure on the upcoming Robotech Super Poseable Figures II - "Battle Cry" Game Editions to be the YF-1R Veritech (*Editor's note: the "VF-1R" or "YF-1R" as Harmony Gold is calling it, was originally an Anime Friend screw up of a VF-1A in a later episode of Macross; only Harmony Gold would claim an animation screw up as their own "creation"...*). The YF-1R is a cross pollination between the VF-1A and VF-1S. It has a antennae on the top of the head like the VF-1A but also has the VF-1S antennas on the side as well. The YF-1R has a black with white stripe color scheme.



*Toynami's YF/VF-1R figure.*

According to the Tommy Yune, Creative Director for Harmony Gold, the YF-1R makes its' appearance in the post-reconstruction Robotech era. YF-1R's were made available to retrofit with the VF-1A's that were remaining in the Robotech Defense Force inventory during the tenuous time during this period.

### More Super Poseables Battle Cry Figures including the exclusive VF-1D



*Toynami's VF-1D figure.*



*Some of the additional Battlecry video game tie-in Super Poseable VF-1 figures.*

### Super Alpha Poseables

Toynami debuts prototype pictures of all the Alpha Poseable Figures: Blue Alpha, Red Alpha, Green Alpha, Shadow Fighter. The Alpha Poseables will be designed to be approximately the scale as the VF-1 Veritech Poseables. Toynami plans to incorporate ball jointed sockets in the hip area for greater poseability and articulation. The Alpha Poseables are expected to be released in early 2003.



*Toynami's Alpha (Legioss) Shadow figure.*

### Masterpiece Alpha Fighters



*A prototype of Toynami's long awaited depiction of the Alpha (Legioss for you Mospeada fans!).*

Making its first debut to the public, Toynami showcases the upcoming Robotech Masterpiece Alpha Fighter. Toynami commented that this was an EARLY prototype for the Masterpiece Alpha Fighter. The prototype was inspired by the IMAI Mospeada Legioss kits and is expected to look quite different on the final production version. Key things to note is that Toynami will keep the Masterpiece Alpha the same size as the current VF-1 Veritech Masterpieces and will be made of die-cast and plastic parts. While I'm not sure what scale it equates to, the Masterpiece Alpha Fighter is expected to stand about 8-9 inches tall.

Additional details about the toy was not available; however, Tommy Yune did mention at the

Robotech panel that Toynami plans to design "opening hatches", which are used to store the missiles on the Alpha Fighters. Furthermore, artwork for the Masterpiece Alpha book style box is being worked on as well. The Masterpiece Alpha is slated for release around Spring/Summer 2003.

### Masterpiece VF-1 Veritech

Toynami showcased the final pre-production Masterpiece Vol. 2 VF-1A Ben Dixon Veritech. The good news is that Toynami has corrected the molds over the past 2 months and expects to have die-cast incorporated into the legs. No exact details on how much die-cast but we have *UNOFFICIALLY* heard that half of the lower calf will be die-cast for Volume 2. (More details to follow) The Masterpiece Vol. 2: VF-1A Ben Dixon Veritech is expected to arrive in late August/early September.

Also, the Masterpiece VF-1S and VF-1J Max were shown in a hanger style diorama.

### Robotech Panel

Steve Yun, Tommy Yune and Tom Bateman graciously hosted Robotech fans with another Robotech Panel at the San Diego Comicon. It was a packed room with standing room guest!!! Highlights of the panel included:



**The Robotech Panel headed by Tommy Yune, Steve Yun, and Tom Bateman.**

- Discussion of the popularity of the Robotech.com website and future planned improvements
- Del Rey plans to reissue the Robotech novels in late 2002
- Sample Hero Factory Robotech trading cards were shown
- ADV plans to re-release Robotech DVD Sets (without DVD extras), Southern Cross and Mospeads DVD sets.
- New Robotech show planned for 2004. Harmony Gold is working with Tatsunoko to produce an OVA quality Robotech series. Tommy Yune provided a 2 second viewing of new mecha for the new Robotech show. The new Robotech show will be targeted to both kids and adult audiences and continue from the end of the Invid- Robotech Third Generation.
- Preview of TDK Robotech: BattleCry Game

## Macross Zero

With the 20<sup>th</sup> anniversary of the original Macross TV series on hand, Shoji Kawamori and the rest of the creative talent of Studio Nue have decided to create the first Macross prequel.

Macross Zero is set a year or two before the original 1982 SDF Macross. The story involves events that place on an island in the south Pacific (apparently regarding the Protoculture race) that remain classified in the Macross universe for nearly 50 years. At least one classic Macross character, Roy Focker, is slated to appear. More to come in the next issue!



**Here are some of the major characters of Macross Zero: (background, left to right) sisters Sara and Mao Nome who belong to a tribe on a remote island in the south Pacific; (left to right) F-14 Tomcat fighter pilot Shin Kudou (who later becomes a test pilot for the VF-0 Phoenix) and his Radar Intercept Officer (RIO) Edgar LaSalle. Since Shin, Sara, and Mao are the core characters of Macross Zero, the typical Macross love triangle's bound to happen! Edgar is apparently a brother or other relative of Claudia LaSalle! Of course, in the background is the latest Macross variable fighter, the VF-0 Phoenix which is a technology test bed for the VF-1 Valkyrie.**

**"Kid, you have been 'Maceked'!"**

A special thanks goes to Emilio Espinosa, aka 'GodMedia', for his parody of Wildstorm's Robotech comic issue number zero. Go figure that Harmony Gold and Wildstorm would come up with their own "Robotech Zero" back story right when Macross Zero is to be released... looks like Macross Zero's own Shin Kudou fell into a black hole! Enjoy!

