



2ND EDITION

Super Dimensional Fortress: Macross

SPECS

Class: Capital Ship
In Service: 2010
Point Value: ???
Ramming Factor: 280
Fold Delay: 15 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3(4)+3 Thrust
Roll Cost: 2(3)+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (17)
Stb/Port Defense: 16 (17)
Engine Efficiency: 5/1
Extra Power: +3
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	16
Turn Delay	1	2	2	3	3	4	5	5	6	7	7	8

WEAPON DATA

Makral Ever 248

Reflex Cannon
Class: Particle
Range Penalty: -1 per 4 hexes
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

Concentrated Blast:

Modes: R(15), P
Damage: 18d10+270
Fire Control: +5/+4/-
Special: Non-Interceptable.
May transfer damage in anti-ship mode. Extra damage in piercing mode overkills. Affects units in same hex as target(s) as per flash weapons.

Dispersed Blast:

Modes: Proximity
Damage: 2d10+10
Fire Control: -/-/-/-
Special: At time of firing, gun targets six consecutive hexes in a line from the firing ship. Cannon requires two turns to deploy for firing. May not fold ship with cannon deployed.

Deim 869 Cannon

Class: Plasma
Modes: Standard
Damage: 2d10+2
(-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

Gluph Tacim 86

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Barrier Shield

Inservice: mid-2010
Point Value:
Replaces Fold Drive on SCS
Generates a number of 360° arc shields equal to the amount in the shield icon. Each shield is strength-8.

Inservice: late-2010

Point Value:
Supersedes previous shield. Creates impenetrable barrier, intercepting all fire until limit is reached. Ship may not fire. See Rules for both types

TSLS-6 Anti-Ship

Class: Ballistic
Missiles: 6 (Trident F4)
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Trident F4 Missiles

Mode: Flash
Damage: 20
Max Range: 20 hexes
Fire Control: +0/+0/-
Interception Rating: n/a

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FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Reflex Cannon
- 8: Deim 869 Cannon
- 9-10: Deim 779 Cannon
- 11-12: Attached Ship*
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Gluph Tacim 86
- 8-9: Mossil 996 Battery
- 10-13: Attached Ship
- 14-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6: Fold Drive
- 7-8: Deim 779 Cannon
- 9: MLB-10 Battery
- 10-12: Attached Ship*
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
- 10-11: Lifting Thrusters
- 12-13: Deim 773 Battery
- 14: TSLS-6 Battery
- 15: Sensors
- 16: Engine
- 17-18: Hangar
- 19: Reactor
- 20: C&C

SPECIAL NOTES

Hyperspace Fold Drive
Giant Crew (Partial)
Atmospheric Capable
Unique Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

NAVAL SHIP HITS

- 1-8: Hangar
- 9-10: MLB-10 Battery
- 11-12: AML-10 Battery
- 13-20: Structure

Deployed:

HANGAR

12 Fighters
20 Destroyers (2 SHF Type)
5 Shuttles
6 Cat's Eye Recon

Deim 773 Cannon

Class: Particle
Modes: R, P
Damage: 4d10+17
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Mossil 996-3 Battery

Class: Particle
Mode: Standard
Damage: 2d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 2 per turn

HANGAR (Daedalus)

12 Destroyers

HANGAR (Prometh)

12 Fighters
4 Cat's Eye Recon

MLB-10 Battery

Class: Ballistic
Mode: Pulse
Damage: 8 1d5 times
Maximum Pulses: 5
Pulse Grouping: +1 per 5
Maximum Range: 18
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Note: 3 DEW Built-in

AML-10 Battery

Class: Laser
Mode: Standard
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: +2/+2/+5
Intercept Rating: -1
Rate of Fire: 4 per turn

Prometheus

1P

2P

21

10

22

11

12

13

14

15

16

17

18

19

20

FORWARD

PRIMARY

AFT

PORT

STBD

Daedalus

1D

2D

11

12

13

14

15

16

17

18

19

20

21

22