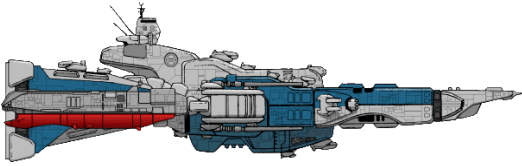




2ND EDITION

# Super Dimensional Fortress: Macross



## SPECS

Class: Capital Ship  
In Service: 2010  
Point Value: 2850  
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.*

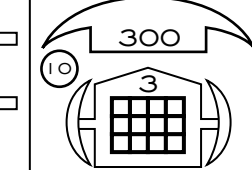
**Dispersed Blast:**  
Modes: Proximity  
Damage: 2d10+10  
Fire Control: -/-/-  
*Special: At time of firing, gun targets six consecutive hexes in a line from the firing ship. Cannon requires two turns to deploy for firing. May not fold ship with cannon deployed.*

**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:  
Supercedes 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

## 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

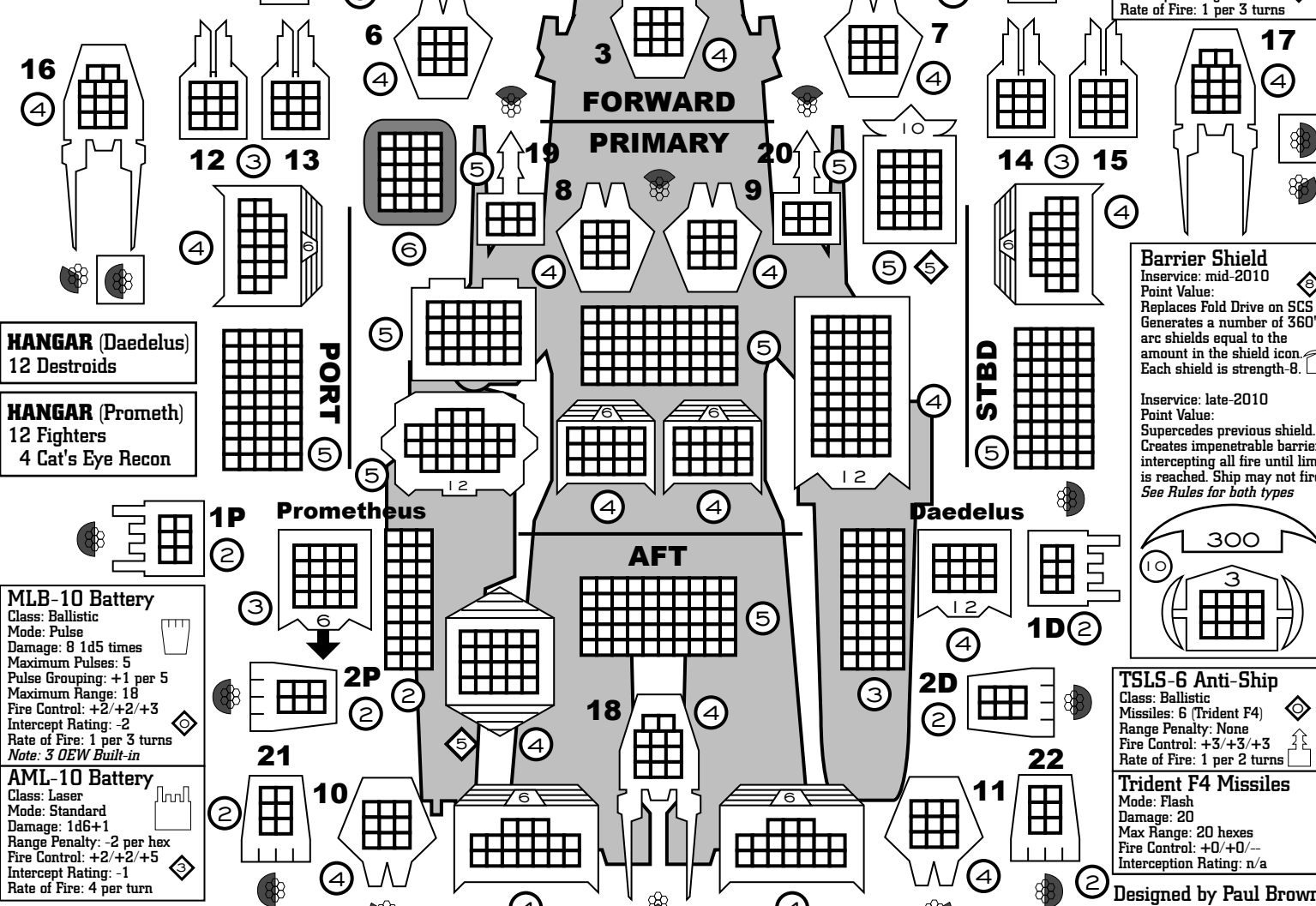
## SENSOR DATA

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



**HANGAR (Daedelus)**  
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