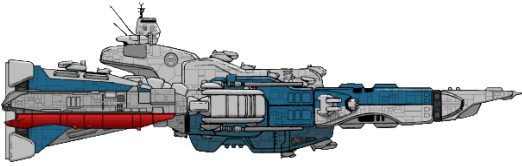




# Super Dimensional Fortress: Macross



SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 3/2 Speed		Fwd/Aft Defense: 14 (17)	
In Service: 2010		Turn Delay: 2/3 Speed		Stb/Port Defense: 16 (17)	
Point Value: 2850		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 280		Pivot Cost: 3(4)+3 Thrust		Extra Power: +3	
Fold Delay: 15 Turns		Roll Cost: 2(3)+2 Thrust		Initiative Bonus: +2	
Speed	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8
Turn Cost	2 3 5 6 8 9 11 12	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8
Turn Delay	1 2 2 3 3 4 5 5	1 2 2 3 3 4 5 5	1 2 2 3 3 4 5 5	1 2 2 3 3 4 5 5	1 2 2 3 3 4 5 5

**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

**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

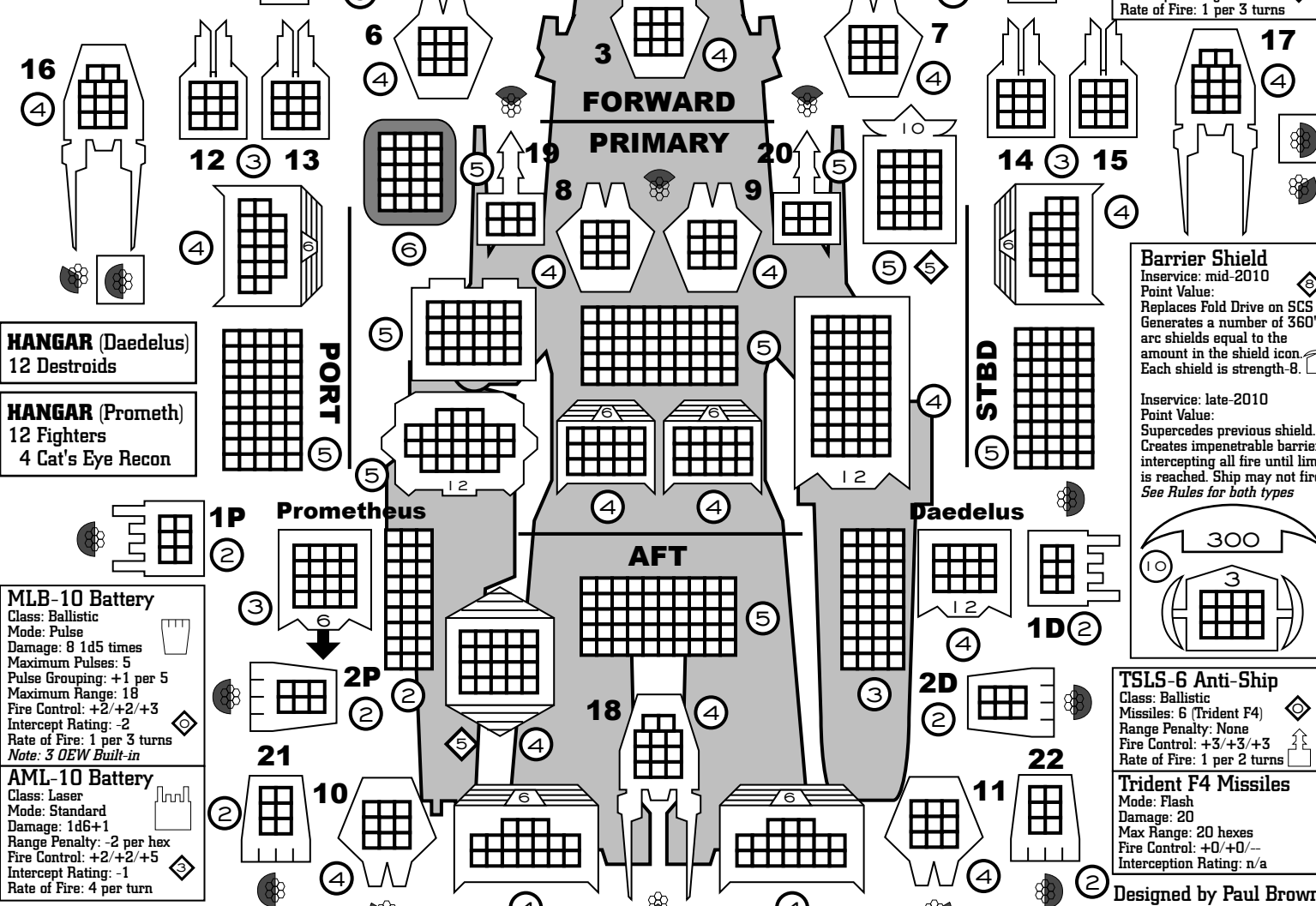
**SENSOR DATA**

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