



Super Dimensional Fortress: Odyssey

SPECS

Class: Capital Ship
 In Service: 2014
 Point Value: 3550
 Ramming Factor: 280
 Fold Delay: 20 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
 Power Shortage: -4
 Initiative Bonus: +2

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.

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

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

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

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



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

FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Reflex Cannon
- 8: TSLs-6 Battery
- 9-10: Deim 773 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: Shield Generator
- 8-9: Deim 773 Cannon
- 10: MLB-10 Battery
- 11-13: Attached Ship*
- 14-18: 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

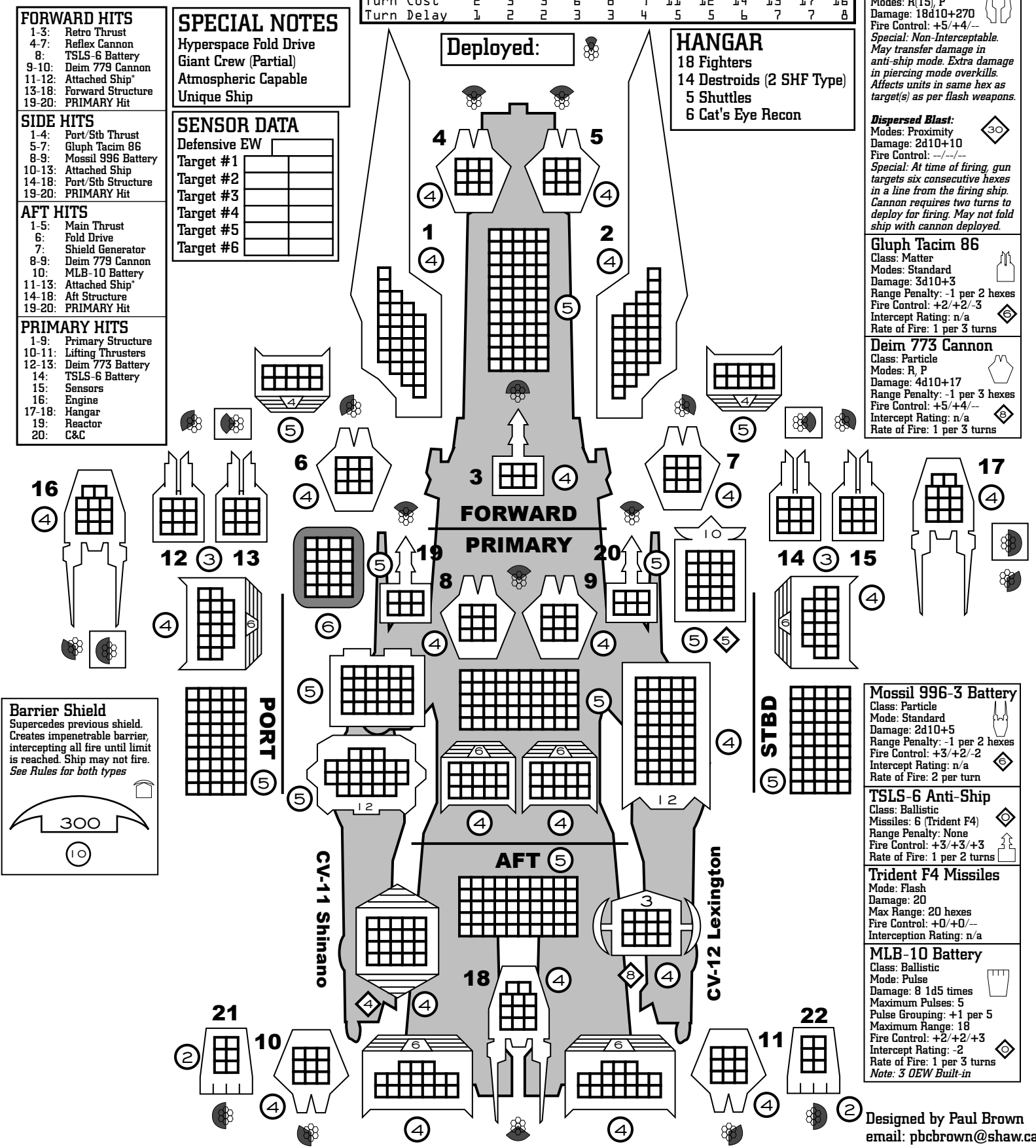
Target #5

Target #6

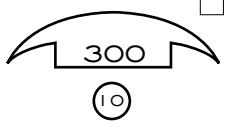
Deployed:

HANGAR

18 Fighters
 14 Destroyers (2 SHF Type)
 5 Shuttles
 6 Cat's Eye Recon

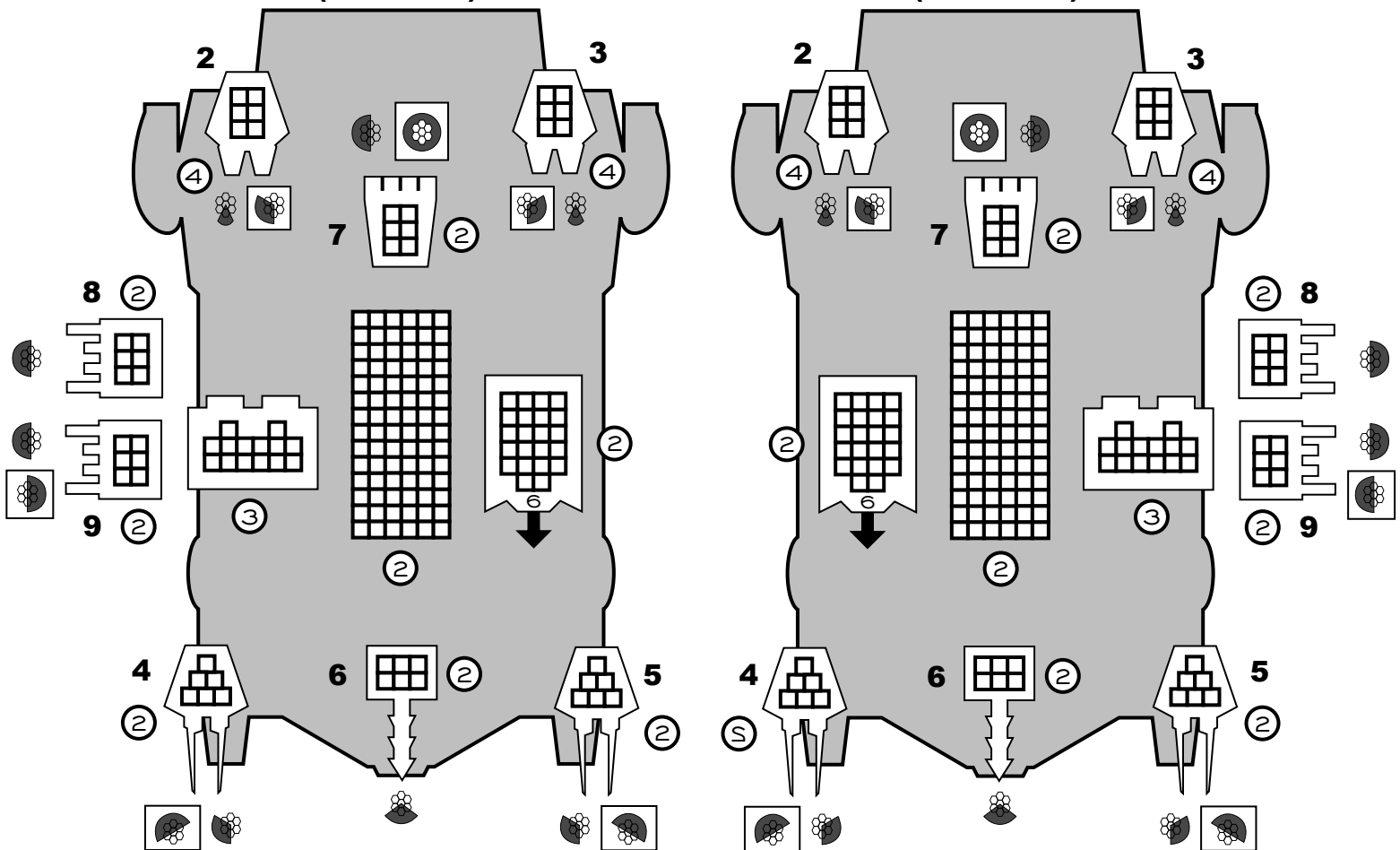


Barrier Shield
 Supercedes previous shield.
 Creates impenetrable barrier,
 intercepting all fire until limit
 is reached. Ship may not fire.
 See Rules for both types



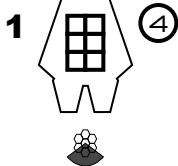
CV-11 Shinano (Port Arm)

CV-12 Lexington (Stbd Arm)

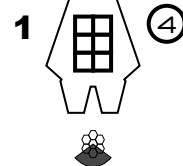


MISSILES	
Rack #6	

HANGAR
18 Fighters
2 Shuttles
2 Cat's Eye Recon



All Arcs are Flipped top to bottom when transformed unless otherwise noted.



MISSILES	
Rack #6	

HANGAR
18 Fighters
2 Shuttles
2 Cat's Eye Recon

GENERAL HITS	
1-9:	Structure
10:	AML-10 Battery
11:	MLB-10 Battery
12-13:	HLBL-1 Launcher
14-15:	L3003 Battery
16-18:	FLBG-1 Battery
18-19:	Hangar
20:	Reactor

WEAPON DATA	
FLBG-1 Battery	
Class: Particle	
Modes: Raking	
Damage: 3d10+14	
Range Penalty: -2 per 3 hexes	
Fire Control: +4/+2/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 5 turns	
L3003 Battery	
Class: Laser	
Mode: Standard	
Damage: 1d10+5	
Range Penalty: -2 per 3 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: -1	
Rate of Fire: 1 per turn	
HLBL-2 Anti-Ship	
Class: Ballistic	
Missiles: 40 (Bomarc II)	
Range Penalty: None (+10)	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	
Bomarc II Missiles	
Mode: Flash	
Damage: 30	
Max Range: 15 hexes	
Fire Control: +0/+0/+0	
Interception Rating: n/a	

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	
<i>Note: 3 DEW Built-in</i>	
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	