



# 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

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

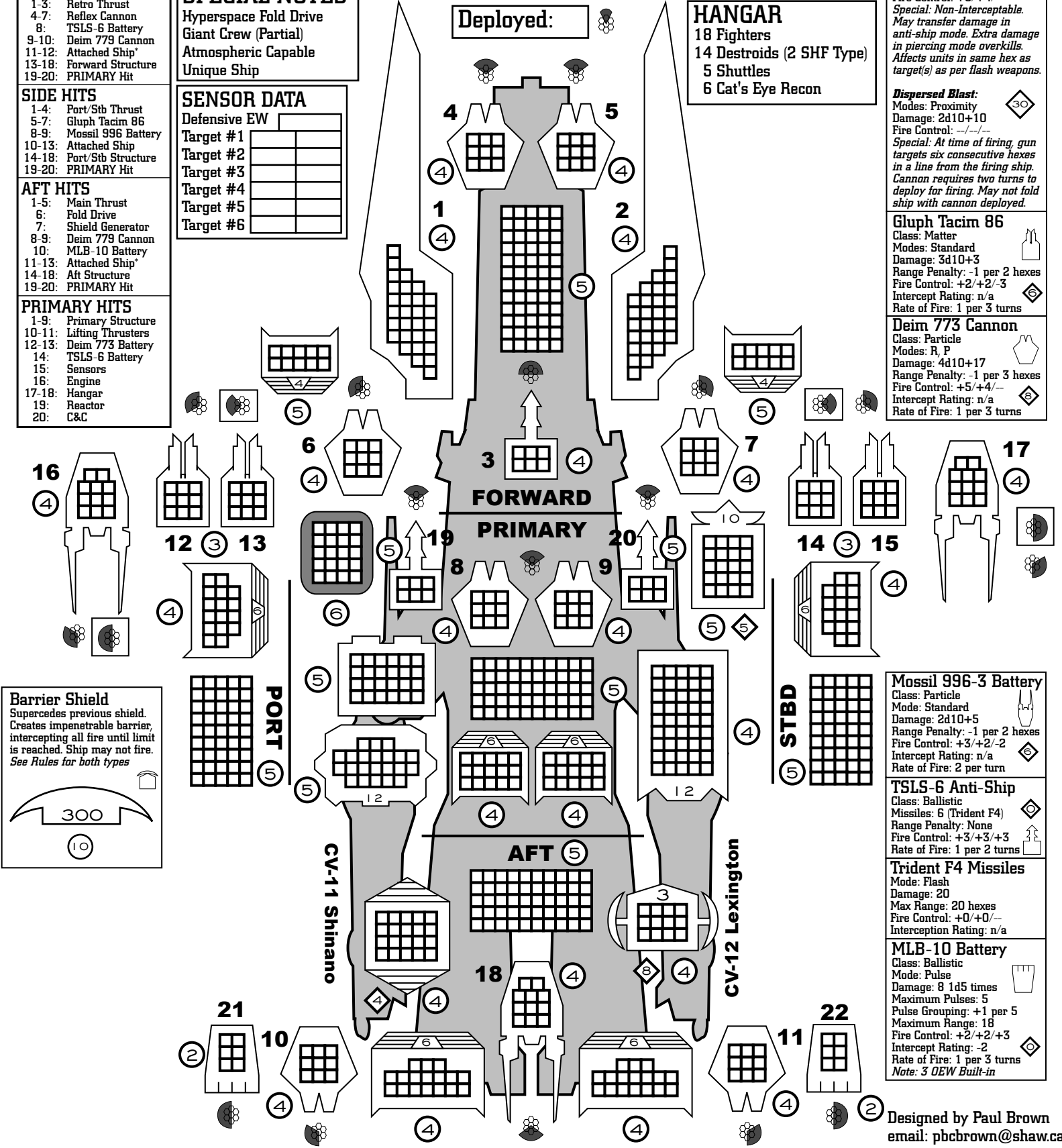
**SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-7: Gluph Tacim 86  
 8-9: Mossil 996 Battery  
 10-13: Attached Ship  
 14-18: Port/Stb Structure  
 19-20: PRIMARY Hit

**SENSOR DATA**  
 Defensive EW  
 Target #1  
 Target #2  
 Target #3  
 Target #4  
 Target #5  
 Target #6

**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

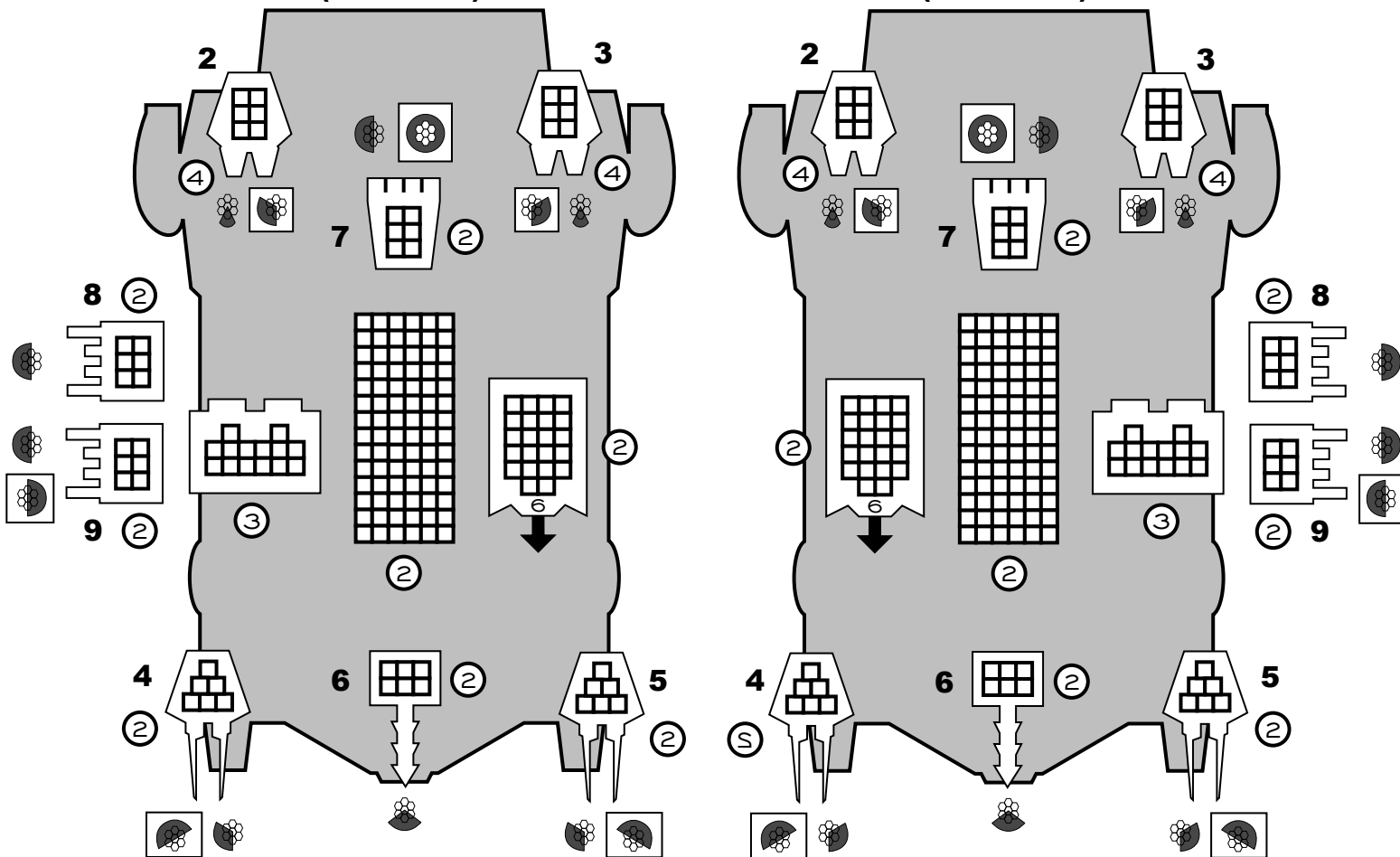
**HANGAR**  
 18 Fighters  
 14 Destroyers (2 SHF Type)  
 5 Shuttles  
 6 Cat's Eye Recon



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

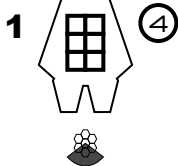
## CV-11 Shinano (Port Arm)

## CV-12 Lexington (Stbd Arm)

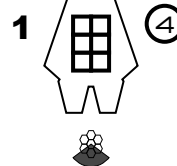


MISSILES	
Rack #6	

**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	
<b>FLBG-1 Battery</b>	
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	
<b>L3003 Battery</b>	
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	
<b>HLBL-2 Anti-Ship</b>	
Class: Ballistic	
Missiles: 40 (Bomarc II)	
Range Penalty: None (+10)	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	
<b>Bomarc II Missiles</b>	
Mode: Flash	
Damage: 30	
Max Range: 15 hexes	
Fire Control: +0/+0/+0	
Interception Rating: n/a	

<b>MLB-10 Battery</b>	
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>	
<b>AML-10 Battery</b>	
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	