



Starships D6 / Macross Super Dimensional

Macross Super Dimensional Fortress

The Macross design was founded by accident as an unknown Alien Starship appeared out of nowhere and crash landed on Yaga Minor's Macross Island. The Empire's R&D immediately went to work on reconstructing the ship and seeing the various Devices on it.

Three real technical Advances came through the search of the ship. 1: the Folding Drive Which could send the ship through hyperspace in near instantaneous space travel the ship itself can create a bubble to also allow smaller ships like Carrack Cruisers to come along with it into battle. 2: The Reflux cannon which had the Power of a Super laser but more dispersed and is capable of destroying small groups of ships with one shot. 3: the technology of New Walkers which were capable of moving as fast as a speeder and twice the power of an AT-AT along with Various Veritech Craft which were being made available to other factions through a company that found similar technology. The techs working on the ship refitted some of the weapons with Turbolasers as some were just unrepairable but many other weapons originally found on the ship remained intact.

The Ship was designated the SDF-1 Macross and did a skirmish with 3 MC-90s and 2 New Republic Torpedo Cruisers along with secondary craft. The Macross destroyed the entire group of capital ships with the Reflux Cannons along with long range firepower from it's various other weapons. With that lattest victory in mind, there are plans for it being built to help the Remnants of the Empire drive off the New Republic. The Second ship in line is Designated the SDF-2 Thrawn.

Craft: Imperial Drive Systems Macross Class Super Dimensional Fortress

Type: Heavy Capitalship

Scale: Capital Ship

Length: 14000 meters

Skill: Captial Ship Piloting: Macross SDF

Crew: 182,000; gunners: 45,000

Crew Skill: Astrogation 5D, sensors 5D, Capital Ship piloting 5D,

Capital Ship shields 5D, Capital Ship Gunnery 5D

Passengers: 235,000 (Troops)

Cargo Capacity: 500,000 metric tons

cost: not available for sale to civilians

Consumables: 4 Years.

Hyperdrive Multiplier: Instantaneous (Fold Drive System)

Hyperdrive Backup: x10

Nav Computer: yes

Maneuverability: 1D

Space: 9

Atmosphere: 400; 1150 kmh

Hull: 18D+1

Shields: 20D (Omni Directional Barrier Shield)

Sensors:

Passive: 30/1D

Scan: 60/1D

Search: 90/4D

Focus: 4/4D+1

Weapons:

2 Reflux Cannons Mark 9

Fire Arc: Front

Scale: Death Star

Crew: 2

Skill: Capital Ship gunnery

Fire Control: 2D

Space Range: 20-1200/3000/9000

Atmosphere Range: 40-2400/6000/12000 km

Damage: (Instant Destruction by the beam for all units within 4 space units and 6D damage for anything within 6 space units and just 2D for anything within 8 space units of damage)

350 Heavy Turbolaser Batteries

Fire Arc: 100 front, 100 left , 100 right, 50 Rear

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 5D

Space/Orbit Range: 4-11/30/75, 6-14/49/93 km

Damage: 10D

270 Pulse Cannon Turrets

Fire Arc: 90 Front, 70 Left, 70 Right, 40 Rear

Crew: 3

Fire Rate: 1/2

Skill: Capital Ship Gunnery

Fire Control: 2D+2

Space Range: 4-11/30/75

Atmosphere Range: 6-14/49/93 km

Damage: 6D (8D on full automatic mode which makes the fire rate 1/8 but may suffer a melting of the barrel if rolled a minor mishap and an explosion doing 5D damage if a major mishap)

160 Heavy Ion Cannons

Fire Arc: 40 Front, 50 Left, 50 Right, 20 Rear

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 2D+1

Space Range: 4-11/20/45

Atmosphere Range: 6-14/30/63 km

Damage: 8D+2

1500 Dual Laser Cannons

Fire Arc: 350 Front, 475 Left, 475 Right, 200 Rear

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 4D+1

Space Range: 4-11/30/20

Atmosphere Range: 6-14/20/40 km

Damage: 6D

500 Space Launched Ballistic Missiles

Fire Arc: 100 Front, 200 Left, 200 Right

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 4-91/130/275

Atmosphere Range: 6-100/200/400 km

Damage: 20D/10D/5D

Blast Radius: 5/10/15 km

860 Eight-Pack Missile Launchers

Fire Arc: 200 Front, 250 Left, 250 Right, 160 Rear

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 4D+1

Space Range: 4-11/30/75

Atmosphere Range: 6-14/49/93 km

Damage: 12D+2

Onboard Craft:

1500 VF-19 Excalibur Veritechs

600 VF-11 Thunderbolt Veritechs

180 VF-22 Nightmare Veritechs

70 Drop Ships

26 Lambda Shuttles

60 Cargo Transports

35 Landing Craft

Notes: The Ship has Ability to Transform into a Robotic Form and is the only way to fire the Reflux cannons and the Transforming ability should be

considered a free action along with all other Veritechs or vehicles that have the ability to transform. Also If rolled a serious mishap with the wild dice, the Ship loses the fold drive as it mysteriously vanishes or the ship will go into a fold cycle and loses it's folding drive then.

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