

TPV

Gunner A
4 Blatguns
 (BFQL) (F) (BFQR)
To Hit: 2D6+ADB+3
 Damage: High+6
 1-4/9-10/11-15
Target SR ≤ 13

Gunner A
Missile Launcher
 (BFQL) (F) (BFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gun Crew G
2 Repeating Blasters
 (BRQL) (BFQL) (F)
To Hit: 2D6+ADB+1
 Damage: (High+2) x 2
 Range: 3/8/15

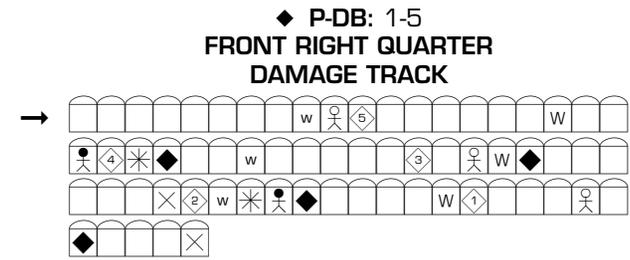
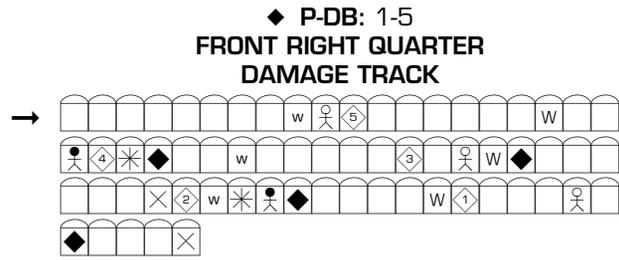
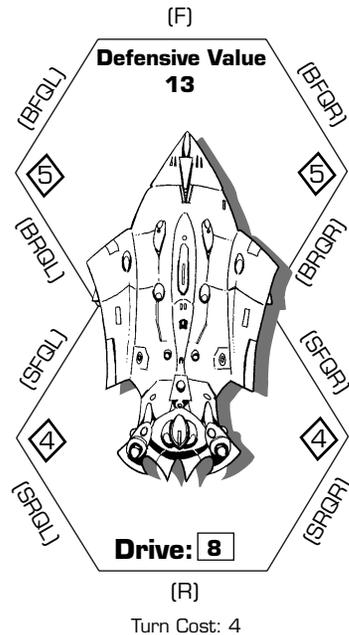
Gun Crew H
2 Repeating Blasters
 (BRQR) (BFQR) (F)
To Hit: 2D6+ADB+1
 Damage: (High+2) x 2
 Range: 3/8/15

Gunner B
6 Blatguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
To Hit: 2D6+ADB+5
 Damage: High+10
 Range: 4/10/15
Target SR ≤ 13

Gunner C
6 Blatguns
 (BRQL) (BFQL) (F)
 (BFQR) (BRQR)
To Hit: 2D6+ADB+5
 Damage: High+10
 Range: 4/10/15
Target SR ≤ 13

Crew
CAPTAIN
 Cpn: _____
PILOT
 Plt: _____
GUNNER A
 Gnr: _____
GUNNER B
 Gnr: _____
GUNNER C
 Gnr: _____
GUNNER D
 Gnr: _____
GUNNER E
 Gnr: _____
CREW F
 Gnr: _____
CREW G
 Gnr: _____
CREW H
 Gnr: _____

Gun Crew F
1 Laztube
 (BFQL) (F) (BFQR)
To Hit: 2D10+ADB
 Damage: High x2
 1-10/11-20/21-40
Target SR ≤ 8



Gunner D
4 Splatterguns
 (SFQL) (SRQL) (R)
To Hit: 2D6+ADB+3
 Damage: Medium+6
 1-2/3-6/7-10

Gunner D
Missile Launcher
 (SRQL) (R) (SFQL)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

Gunner E
4 Splatterguns
 (R) (SRQR) (SFQR)
To Hit: 2D6+ADB+3
 Damage: Medium+6
 1-2/3-6/7-10

Gunner E
Missile Launcher
 (R) (SRQR) (SFQR)
 Lock-on < ____
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 ○ ○ ○ ○ ○

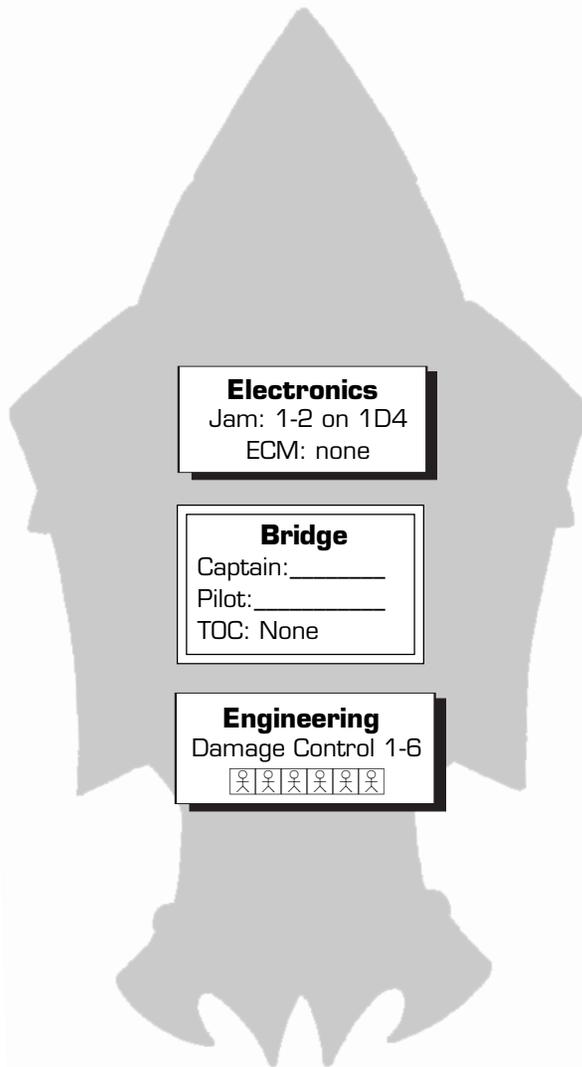
FRONT RIGHT CRITICAL HITS

- 2— **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Lastube crew killed.** All crew killed. Lastube may not be fired.
- 4— **Minor structural damage.** Take 5 more hits on this track.
- 5— **Sextuple Blatgun loses power.** Weapon may not fire until after next turn.
- 6— **Quad Blatgun loses power.** Weapon may not fire until after next turn.
- 7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8— **Gun crew G's Twin Repeating Blaster hit.** Weapon may no longer fire.
- 9— **Gun crew H's Twin Repeating Blaster hit.** Weapon may no longer fire.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Gunner B killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.

REAR LEFT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5— **Quad Splattergun D damaged.** Weapon suffers -2 penalty to hit.
- 6— **Shields damaged.** Reduce Defensive Value by 2 until after next turn.
- 7— **Missile Launcher D malfunction.** Lose 1D10 missiles.
- 8— **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9— **Gunner D killed.** This gunner's weapons may not be fired.
- 10— **Engineering hit!** Damage Control not available.
- 11— **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12— **Reactor hit.** Megafortress becomes a gaseous cloud.

MEGAFORTRESS II



FRONT RIGHT CRITICAL HITS

- 2— **Electronic Warfare gone.** Megafortress may no longer jam torps. Reduce Defensive Value by 2.
- 3— **Lastube crew killed.** All crew killed. Lastube may not be fired.
- 4— **Minor structural damage.** Take 5 more hits on this track.
- 5— **Sextuple Blatgun loses power.** Weapon may not fire until after next turn.
- 6— **Quad Blatgun loses power.** Weapon may not fire until after next turn.
- 7— **Missile Launcher A malfunction.** Lose 1D10 Remaining missiles.
- 8— **Gun crew G's Twin Repeating Blaster hit.** Weapon may no longer fire.
- 9— **Gun crew H's Twin Repeating Blaster hit.** Weapon may no longer fire.
- 10— **Gunner A killed.** This gunner's weapons may not be fired.
- 11— **Gunner B killed.** This gunner's weapons may not be fired.
- 12— **Bridge hit!** Bridge crew is stunned. Megafortress may not move next turn.

REAR RIGHT CRITICAL HITS

- 2— **Bridge hit!** The captain is killed. Megafortress may no longer use Captain points.
- 3— **Major structural damage.** Take 10 more hits on this damage track.
- 4— **Engine ports hit.** Reduce Drive by 2 and take 5 more hits to this track.
- 5— **Quad Splattergun E damaged.** Weapon suffers -2 penalty to hit.
- 6— **Shields damaged.** Reduce Defensive Value by 2 until after next turn.
- 7— **Missile Launcher E malfunction.** Lose 1D10 missiles.
- 8— **Drives sputter.** Reduce Drive by 2 until after next turn.
- 9— **Gunner E killed.** This gunner's weapons may not be fired.
- 10— **Engineering hit!** Damage Control not available.
- 11— **Engineering section destroyed.** Damage control is not available. Lose 2 engineers.
- 12— **Reactor hit.** Megafortress becomes a gaseous cloud.

Pyramidis Shipyards 740 Model D "Megafortress II"

Crew: 23

Maneuvering Thrust: 0.079 km/s/s

Mass: 4100 tons

Translight Capability: 24 Light-years per day

Armor: Crystanium hull with alloy belting

Atmospheric Capability: None

Armaments:

1 x Mk. 25 Laztube

4 x Mk. 20 Repeating Blasters

10 x Mk. 30 Blatguns

8 x Mk. 10 Splatterguns

3 x Missile Launchers

(Magazines: 20 Missiles)

Commentary: The Megafortress is an intimidating opponent rightly feared by pilots in Terran Space. A rugged workhorse design, the Megafortress was nevertheless showing its age in the post-Imperial era and a refit was deemed necessary to keep the design competitive. The survivors of the Pyramidis design team who had taken refuge with House Red Star poured over the post-Grub War analysis materials, looking carefully at what worked - and more closely- at what didn't. The resulting refit for the Megafortress was a dramatic departure from the original design which, while sufficient in its day against conventional Terran designs, had fallen disastrously short of expectations when the alien invasion arrived.

By replacing the deadly, short-ranged Blast Cannons with a single Laztube, the Pyramidis engineers ensure that the "Mega II" is able to engage opposing escorts at longer ranges, and with greater accuracy. The twin Repeating Blaster mounts enable the Mega II to engage heavy fighters and light attrition fighters alike at longer ranges, while the multiple Blatgun turrets can track faster targets and enjoy far greater accuracy than the Heavy Plazguns they replaced. All of this adds up to a ship able to cope with large numbers of smaller, faster opponents, yet retaining a potent long-range combat capability against competing escorts. While no faster than the original, the Megafortress II retains the heavy armour and rugged construction of the original design, enabling it to stay in the fight to the bitter end, guns blazing.

House Red Star was the first to adopt the new refit protocol starting in 8AL, revamping their Megafortress inventory to protect their terraforming fleets. House Tokugawa, long a Red Star ally, soon thereafter initiated the a refit program of their own, designed to extend the life of their considerable inventory of Megafortresses that had been regulated to their reserve escort squadrons with the Tokugawan Customs Service after their poor performance during the Night Brood invasion. The refit was also adopted by the Warworlders, who also operate the Megafortress in significant numbers.

