

STARBLAZERS FLEET BATTLE SYSTEM – PLAYER AID CARDS

(for information NOT given on ship's WDFs)

Velocity-based fire modifiers	Firing Ship/OB/BC/SC Speed	Target Stationary	Target Speed 1-12	Target Speed 13-18	Target Speed 19+
	Firer Stationary	+30% TH, Precision Salvo allowed	+10% TH, Precision Salvo allowed	No effect	No effect
	Firer Speed 1-12	+20% TH, Precision Salvo allowed	No effect, Precision Salvo allowed	NO FIRE	NO FIRE
	Firer Speed 13-18	+10% TH	NO FIRE	NO FIRE	NO FIRE
	Firer Speed 19+	NO FIRE	NO FIRE	NO FIRE	NO FIRE
	BC/SC Speed 0-12	No effect	No effect	NO FIRE, Scorpion -10% TH	NO FIRE, Scorpion -20% TH
	BC/SC Speed 13-18	No effect	NO FIRE, Scorpion No effect	NO FIRE, Scorpion No effect	NO FIRE, Scorpion -10% TH
	BC/SC Speed 19+	NO FIRE, Scorpion No effect	NO FIRE, Scorpion No effect	NO FIRE, Scorpion No effect	NO FIRE, Scorpion No effect

Missile Battery Equivalency Table

Missile Type	Battery Cost
Anti-matter Missile (AMM)	Each AMM = one weapons system / battery
M6 Heavy Missile	4x = 1 weapons system / battery
M5 Heavy Missile	4x = 1 weapons system / battery
M4 Heavy Missile	4x = 1 weapons system / battery
M3 Medium Missile	4x = 1 weapons system / battery
M2 Light Missile	6x = 1 weapons system / battery
Wave Motion Missile (WMM)	6x = 1 weapons system / battery

BC/SC Mission Codes

A – Attack mission vs BC/SC, strafe vs Class 1-2 ships, vs planetary installations
 CSP – Combat Space Patrol (tgts as above, assigned BC must be w/in 12 hexes of carrier / base.
 A/S – Anti-ship mission
 E – Escort mission
 ML – Minelaying mission
 S – Shuttle (Transport) mission
 R – Recon mission
 B – Bombing mission

ACACBI System Assignment Table

Ship Class	Command Group Radius from Owning Ship
4 – 10	2 hexes
11 – 29	3 hexes
30 – 69	4 hexes
70 – 119	5 hexes
120+	6 hexes
Gatlantis	8 hexes
Crystal Base	12 hexes

Asteroid Collision Damage Table

Result 1d6 roll	Ship Speed 1-6	7-12	13-18	19+
1	NE	NE	NE	NE
2	NE	NE	NE	C
3	NE	NE	C	C
4	NE	C	C	C
5	C	C	C	C
6	C	C	C	C
Warship Damage	2d10	4d10	6d10	8d10
BC/SC Damage	1d4	1d4	1d4	1d4

Dust Cloud Radar Interference

Roll 1d10:
1 = Radar out of action 2 turns
2-5 = Radar out of action this turn
6-10 = no effect

Battlestation / Space Fortress Table

Weight Class (tons)	Small (100k – 500k)	Medium (500k – 1M)	Large (1M – 2M)
Speed 1-6 Move / Turn	1/1	1/2	1/4
Speed 7-12 Move / Turn	2/1	2/2	2/4
Speed 13-18 Move / Turn	3/1	3/2	3/4
Speed 19+ Move / Turn	4/1	4/2	4/4
Stationary Pivot Cost	5 hexes / turn	2 hexes / turn	1 hex / turn

Hex Occupancy Limits

Up to 80 Stacking Points before

Collision Danger

BC/SC = 1 SP

Hvy Attk Bombers, Cosmo Hvy

Transports = 2 SP

Ship Class 1 = 4 SP

Ship Class 2 = 6 SP (13 max)

Ship Class 3-4 = 8 SP (10 max)

Ship Class 5-15 = 16 SP (5 max)

Ship Class 16-30 = 18 SP (4 max)

Ship Class 31-45 = 20 SP (4 max)

Ship Class 46-60 = 22 SP (3 max)

Ship Class 61-75 = 24 SP (3 max)

Ship Class 76-90 = 26 SP (3 max)

Ship Class 91-105 = 28 SP (2 max)

Ship Class 106-120 = 30 SP (2 max)

Ship Class 121-135 = 32 SP (2 max)

Mine Factors = 4 @ (max 20)

Hex Overflow DRMs to Collision Dice

1-20 pts over = -1 DRM

21-30 pts over = no DRM

31-40 pts over = +1 DRM

41-50 pts over = +2 DRM

51-60+ pts over = +3 DRM

Hex Overflow Effects Table

1d6 roll (@ ship / BC/SC)	Effect: BC/SC	Effect: Ship
≤ 1	None	None
2	-1 PRF	-1d4-2 PRF, stress dmg on 5-6
3	-2 PRF, lose 1d6-2 BC	-1d6-2 PRF, stress dmg on 4-6
4	-4 PRF, lose 1d6-2 BC	-1d4-1 PRF, stress dmg on 3-6
5	-6 PRF, lose 1d6-1 BC	-1d6-1 PRF, collision dmg on 5-6
6	-8 PRF, lose 1d6 BC	-1d4 PRF, collision dmg on 4-6
7+	Flight disrupted 1d4 turns, lose 1d6 BC	-1d6 PRF, collision dmg on 3-6

Tactical Warp Movement Table

Gamilon Hvy Attk Bomber – 5-15 hexes, no special power

Class 1-2 Ship – 5-24 hexes, 10-12 special power

Class 3 Ship – 5-25 hexes, 15 special power

Class 4-9 Ship – 5-30 hexes, 25 special power

Class 10-13 Ship – 5-35 hexes, 35 special power

Small BS/SF – 10-30 hexes, 25 special power

Medium BS/SF – 10-60 hexes, 50 special power

Large BS/SF – 10-90 hexes, 75 special power

Tactical Warp Re-emergence Scatter

Roll 1d6

1, ship arrives at target

2-4, ship arrives 1 hex from target

(roll 1d6 for location)

5-6, ship arrives 2 hexes from target

(roll 1d12 for location)

Roll 2nd 1d6 for facing

Re-emergence Damage (if into occupied hex)

Roll 1d10

1-8, no damage

9-10, Collision (roll 2d10 for damage for each warship involved in collision)

Mine Damage Table

1d6	Damage Points	Additional Critical Hits
1	12	+2 Critical Hits
2	10	+1 Critical Hit
3	8	+1 Critical Hit
4	6	None
5	4	None
6	2	None

Magnetronic Wave Damage Table

Hex Range	Damage (% chance of xd10)
0	100%, 10d10
1-2	90%, 9d10
3-4	80%, 8d10
5-6	70%, 7d10
7-8	60%, 6d10
9-10	50%, 5d10
11-12	40%, 4d10
13-14	30%, 3d10
15-16	20%, 2d10
17-18	10%, 1d10

Firing Into Magnetronic Wave Area

Range 0-6 hexes, -25% dmg scored

Range 7-12 hexes, -50% damage scored

Range 13-18 hexes, -75% damage scored

SMITE Ranges

Weapon Type	Special Power	Range	BC/SC	Mine Factors	Satellites	Warships
SW13	6	18 hexes	36	3	4	None
SW14	8	24 hexes	48	4	6	Class 1

BC/SC Movement & Endurance Table – EDF / Gamilon

PRD	BC/SC Craft Type	Min/Max Movement (hexes)	Max Endurance (Turns)
F1/ F2	Ftr, Strike Ftr, Seamless Ftr, Attk Bomber, Recon	0-12	10
T1 / B1	Torpedo Bomber, Dive Bomber, Attk Bomber	0-10	10
HB1	Heavy Attk Bomber	0-8	16
S1	Shuttlecraft / Support Craft	0-6	12

BC/SC Movement & Endurance Table – Cometine

PRD	BC/SC Craft Type	Min/Max Movement (hexes)	Max Endurance (Turns)
F1	Paranoia	0-10	10
F2	Eetaa II	0-12	10
F1/F2	Ftr, Strike Ftr, Assault Ftr, Recon	0-24	20
S1	Shuttlecraft / Support Craft	0-12	24

BC/SC Movement & Endurance Table – Dark Nebula

PRD	BC/SC Craft Type	Min/Max Movement (hexes)	Max Endurance (Turns)
F2	Strike Ftr	0-12	10
F2(H)	Heavy Strike Ftr	0-10	10
S1	Shuttlecraft / Support Craft / Gunship	0-8	12
HB	Heavy Attk Bomber	0-10	16

Battlecraft Tables

EARTH WARSHIP BATTLECRAFT/SUPPORT CRAFT COMPONENT TABLE

STARSHIP CLASS	BC SQUADS. CARRIED	SQUADRON TYPES	B.CRAFT CARRIED	SUPPORT CRAFT CARRIED	TOTAL	SQUADS. STRENGTH	HANGER DECKS	MAX. LAUNCH/RECOVERY RATE	MAX REFUEL/REARM RATE
2199-2201									
SBB YAMATO	3	3F or 2F, 1AB	55	25	80	18	1	24	18
SBB ANDROMEDA I	4	2F, 1AB, 1TB	72	8	80	18	1	24	24
SBB ANDROMEDA II	5	1F, 1AB, 3TB	90	10	100	18	1	30	24
SBB BORODINO	3	2F, 1AB	54	6	60	18	1	18	18
SBCV LEXINGTON	5	1F, 1AB, 3TB	90	5	95	18	2	30	24
SBC HOOD	-	-	-	3	3	-	-	3	3
SCG-P KONIGSBERG	-	-	-	3	3	-	-	3	3
SDD GEARING	-	-	-	2	2	-	-	2	2
SFFG AIRONE	-	-	-	2	2	-	-	2	2
SCG MOGAMI	-	-	-	1	1	-	-	1	1
STDD LIGHTNING	-	-	-	4 survival pods	-	-	-	4 pods	-
CDSF OCEANIA	-	-	-	24	24	-	-	24	24
2202									
SACV SHINANO	7	2F, 2AB, 2TSF, 1TB	130	14	144	12	2	54	54
SCVL TRIUMPH	4	1F	18	3	21	12	1	12	12
SBB MUSASHI	3	3F or 2F, 1AB	55	25	80	18	1	24	18
SBCH INVINCIBLE (E)	-	-	-	8	8	-	1	8	8
SBB KEARSARGE (E)	-	-	-	8	8	-	1	8	8
SBB RADEZKY (E)	-	-	-	8	8	-	1	8	8
SBC HOOD II (E)	-	-	-	3	3	-	-	3	3
SSC-G GALATEA (E)	-	-	-	2	2	-	-	2	2
ASBB	-	-	-	-	-	-	-	-	-
ASDD	-	-	-	-	-	-	-	-	-
SDDE GEARING	-	-	-	2	2	-	-	2	2
SFFG-AS AIRONE	-	-	-	2	2	-	-	2	2
SFFG-H STILETTO	-	-	-	2	2	-	-	2	2
SPS-LR	-	-	-	1 survival pod	-	-	-	1 pod	-

Attack Missile % TH Table (BC vs BC, Missile, Torpedo)

Same hex	Short Range (1 hex)	Medium Range (2 hexes)	Long Range (3 hexes)
50%	40%	30%	20%

GAMILON EMPIRE WARSHIP BATTLECRAFT/SUPPORT CRAFT COMPONENT

STARSHIP CLASS	BC SQUADS. CARRIED	SQUADRON TYPES	B.CRAFT CARRIED	SUPPORT CRAFT CARRIED	TOTAL	SQUADS. STRENGTH	HANGER DECKS	MAX. LAUNCH/RECOVERY RATE	MAX REFUEL/REARM RATE
2199-2201									
SACV VENGEANCE	5	1F, 2DB, 2TB	60	8	68	12	2	24	24
HSSCV VINDICTIVE	4	4F*	48	6	54	12	4*	42	24
SBCV REVENGE	5	1F, 2DB, 2TB, 1HB	60	12	72 +1HB	12	2	24 or 1HB	24
SCCV UNDAUNTED	5	1F, 2DB, 2AB or 2TB	60	8	68	12	2	30	30
FCC IMPERATOR	-	-	-	4	4	-	-	4	4
FCC SPIRIT OF GAMILON	-	-	-	4	4	-	-	4	4
SBB CONQUEROR	-	-	-	4	4	-	-	4	4
SBB AUDACIOUS	-	-	-	6	6	-	-	6	6
SDD EXTERMINATOR	-	-	-	6 survival pods	-	-	-	6 pods	-
HSCSG ELIMINATOR	-	-	-	6 survival pods	-	-	-	6 pods	-
SDDM ERADICATOR	-	-	-	6 survival pods	-	-	-	6 pods	-
HSSDD DOMINATOR	-	-	-	2	2	-	-	2	2
SMITE CRAFT	-	-	-	2 survival pods	-	-	-	2 pods	-
PAV (Patrol and Assault Vessel)	-	-	-	4 survival pods	-	-	-	4 pods	-
HMT Heavy Transport	-	-	-	12	12	-	1	12	12
HLMT Light Transport	-	-	-	1	1	-	-	1	1
SPT Tanker	-	-	-	1	1	-	-	1	1
SMWS Mine Warfare Ship	-	-	2**	2	4	-	-	4	4
2201									
SBCV REVENGE II	5	1F, 2DB, 2TB, 1HB	60	12	72 +1HB	12	2	30	30
SBC VORTEX	-	-	-	2	2	-	-	2	2
SSC-G DEVASTATOR	-	-	-	2	2	-	-	2	2

Battlecraft Laser Fire TH Table

BC PRD	Attacking % TH	Defensive % TH
F1	30% x multiplier	20% x multiplier
F2	40% x multiplier	20% x multiplier
B1	20% x multiplier	20% x multiplier
T1	20% x multiplier	20% x multiplier (Cosmo Electra) 30% x multiplier (Ramhead)
S1	10% x multiplier	10% x multiplier
HB1	0%	20% x multiplier 30% x multiplier (Mantis)

WHITE COMET EMPIRE WARSHIP BATTLECRAFT/SUPPORT CRAFT COMPONENT

STARSHIP CLASS	BC SQUADS. CARRIED	SQUADRON TYPES	B.CRAFT CARRIED	SUPPORT CRAFT CARRIED	TOTAL	SQUADS. STRENGTH	HANGER DECKS	MAX. LAUNCH/ RECOVERY RATE	MAX REFUEL/ REARM RATE
2201									
SACV VENGEFUL	9	3F, 6SF	180	28	208	F SQUAD-24 SF SQUAD-18	4	60	60
HSSACV HAILSTORM	3	1F, 2SF	60	15	75	F SQUAD-24 SF SQUAD-18	2	24	24
SBB MEDARUUSA	-	-	-	12	12	-	1	12	12
SBB BRINGER OF VICTORY	-	-	-	4	4	-	-	4	4
SCG (AM) EXTERMINATOR	-	-	-	3	3	-	-	3	3
SCG (EW) EXTERMINATOR	-	-	-	3	3	-	-	3	3
SDD STORM	-	-	-	2	2	-	-	2	2
SSS SHADOW (all types)	-	-	-	4 survival pods	-	-	-	4 pods	-
SALS Transport	-	-	-	12	12	-	1	12	12
2202									
HSSACV-M RAVAGER	2	1EII, 1SFT	48	4	52	24	1	18	18
SBC RELENTLESS	-	-	-	3	3	-	-	3	3
SCG-H AVENGER	-	-	-	3	3	-	-	3	3
DSS SPECTER	-	-	-	6 survival pods	-	-	-	6 pods	-
SST Sub Tender	-	-	-	6	6	-	-	6	6
SD PORTENT OF DARKNESS	17+	8EII, 8SF, 1SFT, HAF (1 flight)	366	36	402	F SQUAD-24 SF SQUAD-18	8	120	120

Primary Battlecraft Weapons Table

Attack Missile (AM) – Anti-ship missions

Attack Torpedo 1 (AT1) – Anti-ship / installation missions

Attack Torpedo 2 (AT2) - Anti-ship / installation missions

Guided Munitions 1 (GM1) - Anti-ship / installation missions

Guided munitions 2 (GM2) - Anti-ship / installation missions

Missile Type 3 (M3) – All missions

Missile Type 4 (M4) – All missions

Battlecraft Special Weapons Limitations

Havoc – MMFC fire every other turn

Tarantula 2, Hornet 2, Mantis – HLC fire every other turn

DARK NEBULA EMPIRE WARSHIP BATTLECRAFT/SUPPORT CRAFT COMPONENT

STARSHIP CLASS	BC SQUADS. CARRIED	SQUADRON TYPES	B.CRAFT CARRIED	SUPPORT CRAFT CARRIED	TOTAL	SQUADS. STRENGTH	HANGER DECKS	MAX. LAUNCH/ RECOVERY RATE	MAX REFUEL/ REARM RATE
SCVH HRUD (2201)	20	8 FTA-1, 12 SFH-1	240	8	248	12	5	78	78
SCVH HRUD (2202)	9	3 FTA-2 6 SFH-2	108	8	116	12	5	42	42
SCV-M PRAX (2201)	10	4 FTA-1 6 SFH-1	120	8	128	12	3	48	48
SCV-M PRAX (2202)	5	2 FTA-2 3 SFH-2	60	4	64	12	3	24	24
SAA-CV ZAKAZ (2202) Invasion Configuration	3	1 HBM 2 SFH-2	36	10	46	12	2	24	18
SAA-CV ZAKAZ (2202) Aux. Carrier Config.	12	3 FTA-2 9 SFH-2	144	12	156	12	4	48	36
SAA-CV ZAKAZ (2202) Transport Config.	-	-	-	24	24	-	1	12	12
SBB PLEIADES (2201)	16	6 FTA-1 10 SFH-1	192	10	202	12	4	66	66
SBB GALIADES (2202)	7	2 FTA-2 5 SFH-2	84	10	94	12	4	30	30
SF GORBA I (2201)	32	12 FTA-1 18 SFH-1 2 TCL	384	16	400	12	8	144	144
SF GORBA II (2202)	15	6 FTA-2 9 SFH-2	180	16	196	12	8	72	72
SBB GLAUDEZ (2202)	-	-	-	8	8	-	1	8	8
SCGH-H NAZDAR (2202)	-	-	-	4	4	-	-	4	4
HSSCSG-L TERAZ (2202)	-	-	-	3	3	-	-	3	3
SFFG NETER (2201)	-	-	-	3	3	-	-	3	3
HSSCT ROKAZ (2201)	-	-	-	1	1	-	-	1	1
SFS-H ZOBAK (2201)	-	-	-	10	10	-	1	10	10

Battlecraft Special Weapons Table

Drill Missile (DM) - Anti-ship / installation missions

Mini Magna Flame Cannon (MMFC) – All missions

Hyper Laser Cannon (HLC) – All missions

XTC Super Heavy Nose Cannon (XTC) – All missions
(ammo limit 3 rounds)

Secondary Battlecraft Special Weapons

Laser (L) – Anti-BC / anti-ship strafing weapon, only vs
Class 1-2 warships

Battlecraft Mines

Mines (M) – BC/SC may deploy orbital
mines / stealth mines only

EARTH DEFENSE FORCE BATTLECRAFT WEAPON SYSTEMS TABLE

P.R.D.	BATTLECRAFT/ SUPPORT CRAFT TYPE	ABRV.	PRIMARY WEAPONS	SECONDARY WEAPONS (ATTACK MULTIPLIER)	SECONDARY WEAPONS (DEFENSIVE MULTIPLIER)	SPECIAL WEAPONS	MINE LAYING CAPABILITY	RADAR RANGE (HEXES)
F1	Cosmo Black Tiger	BT	-	1	-	-	-	10
F1	Cosmo Zero	CZ	AM	1	-	1xXTC	-	12
F2	Cosmo Tiger SSF	CTF	AM or AT1*	2	-	-	-	12
F2	Cosmo Tiger AB	CTAB	AM or AT1	2	1	-	-	12
T1	Cosmo Electra	CTE	AM or AT1	1	1	-	Yes	10
F2	Cosmo Jaguar	CJ	1xAM + 1xAT1**	2	-	-	-	12
F1	Cosmo Falcon	CF	AM	1	-	-	-	15
F1	Seamless Fighter	SF	-	1	-	-	-	15
S1	Astro Ascender	AA	-	1	-	-	Yes	10
S1	Astro Kingfisher	AK	-	1	-	-	-	10
S1	Astro Commando	AC	-	1	-	-	-	10
HB	Cosmo Marauder	CM	2xM3 or 2xM2 or 2xAM	2	1	-	Yes	10

*AM or AT1: BC may only carry one of the weapons packages listed; owning player must decide during step 4 which weapons package the BC will carry.

**1xAM and 1xAT1: Carries 2 main weapons systems. This BC may carry one each of the weapons packages listed

GAMILON EMPIRE BATTLECRAFT WEAPON SYSTEMS TABLE

P.R.D.	BATTLECRAFT/ SUPPORT CRAFT TYPE	ABRV.	PRIMARY WEAPONS	SECONDARY WEAPONS (ATTACK MULTIPLIER)	SECONDARY WEAPONS (DEFENSIVE MULTIPLIER)	SPECIAL WEAPONS	MINE LAYING CAPABILITY	RADAR RANGE (HEXES)
F1	Destructor	SFD	AM or AT1	1	-	-	Yes	10
B1	Viper	AVB	2 GM1	1	-	-	Yes	10
T1	Ramhead	ABR	2 AT2	1	2	-	Yes	10
B1	Striker	DBS	GM1	1	1	-	-	10
F2	Arrowlet	SFA	AM	2	-	-	-	12
F2	Seeker	RFS	AM	1	-	-	-	15
HB1	Vindicator*	HB	2xAT2 or 2xAM or 2xM3 or 1xM4 or 2xGM1	-	1	DM	Yes	15
F1	Prowler	P	AM	1	-	-	-	15
S1	Charioteer	SC	-	1	-	-	Yes	10

*The Vindicator Heavy Attack Bomber may carry one of the five primary weapons packages listed or one Drill Missile (DM). The choice is up to the owning player, but must be decided on during step 4. If the Vindicator is carrying a primary weapons package it cannot carry any special weapon and vice versa.

WHITE COMET EMPIRE BATTLECRAFT WEAPON SYSTEMS TABLE

P.R.D.	BATTLECRAFT/ SUPPORT CRAFT TYPE	ABRV.	PRIMARY WEAPONS	SECONDARY WEAPONS (ATTACK MULTIPLIER)	SECONDARY WEAPONS (DEFENSIVE MULTIPLIER)	SPECIAL WEAPONS	MINE LAYING CAPABILITY	RADAR RANGE (HEXES)
F2	Scorpion	SF	2xAM or 2xAT1	2	1	-	Yes	12
F2	Eetaa II	EII	AM	2	-	-	-	12
F1	Paranoia	IFP	-	1	-	-	-	8
F1	Scorpion Recon	SR	-	2	1	-	-	20
F2	Tempest	SFT	AM or AT1	2	-	-	Yes	10
F1	Havoc	HAF	-	1	-	MMFC	-	10
S1	Strider	S	-	1	-	-	Yes	10

SC Troop Capacity Table

EDF Astro Ascender (AA) – 60 troops + 2 crew
 EDF Astro Kingfisher (AK) – 4 troops + 3 crew
 EDF Astro Commando (AC) – 40 troops + 4 crew
 EDF Cosmo Heavy Transport – 80 troops + 4 crew
 Gamilon Charioteer (SC) – 40 troops + 3 crew
 Comet Strider (S) – 60 troops + 3 crew
 DNS Shuttle Locust (SL) – 60 troops + 3 crew

DARK NEBULA EMPIRE BATTLECRAFT WEAPON SYSTEMS TABLE

P.R.D.	BATTLECRAFT/ SUPPORT CRAFT TYPE	ABRV.	PRIMARY WEAPONS	SECONDARY WEAPONS (ATTACK MULTIPLIER)	SECONDARY WEAPONS (DEFENSIVE MULTIPLIER)	SPECIAL WEAPONS	MINE LAYING CAPABILITY	RADAR RANGE (HEXES)
F2	Tarantula type 1	FTA1	GM1	2	-	-	-	10
F2	Hornet type 1	SFH1	AM or AT1	2	-	-	-	10
F2	Tarantula type 2	FTA2	AM + GM2	2	1	1xHLC	-	12
F2	Hornet type 2	SFH2	AM	2	1	1xHLC	-	12
F1	Locust Recon	RL	-	1	1	-	-	20
S1	Locust Tactical Craft- Gunship	TCL	AM or AT1	1	1	-	-	12
S1	Locust Shuttle	SL	-	1	1	-	Yes	10
HB1	Mantis	HBM	4xAM	-	2	3xHLC	Yes	20

*Mantis may fire any or all of its AM's in a single turn

BATTLECRAFT LAUNCHED WEAPON SYSTEMS TABLE
(range in hexes and hit %)



PRIMARY WEAPON SYSTEM	TARGET	SAME HEX	SHORT RANGE	MEDIUM RANGE	LONG RANGE	DAMAGE POINTS AND EFFECTS
Attack Missile (AM)* (see * on next page)	Battlecraft, A/S missiles, A/S torpedoes	0 (50%)	1 (40%)	2 (30%)	3 (20%)	1 point per hit
Attack Missile (AM)	Satellites, mines, installations, giant missiles	0 (60%)	1-2 (50%)	3-4 (30%)	5-6 (20%)	1 point per hit
Attack Torpedo 1 (AT1)	Ships, installations, giant missiles	0 (70%)	1-2 (50%)	3-4 (30%)	5-6 (20%)	2 points per hit
Attack Torpedo 2 (AT2)	Ships, installations, giant missiles	0 (70%)	1-2 (50%)	3-4 (30%)	5-6 (20%)	3 points per hit
Guided Munitions 1 (GM1)	Ships, installations, giant missiles	0 (70%)	1 (50%)	2 (30%)	-	2 points per hit (special attack bonus for smite attack)
Guided Munitions 2 (GM2)	Ships, installations, giant missiles	0 (70%)	1 (50%)	2 (30%)	3 (20%)	3 points per hit (special attack bonus for smite attack)
Medium Missile type 3 (M3)	Any target	0 (70%)	1-4 (50%)	5-8 (30%)	9-12 (20%)	4 PPH (ships, installations, GM's) 1 PPH (all others)
Heavy Missile type 4 (M4)	Any target	0 (70%)	1-5 (50%)	6-10 (30%)	11-15 (20%)	6 PPH (ships, installations, GM's) 2 PPH (all others)
SPECIAL WEAPON SYSTEM	TARGET	SAME HEX	SHORT RANGE	MEDIUM RANGE	LONG RANGE	DAMAGE POINTS AND EFFECTS
Drill Missile (DM)	Ships, installations, giant missiles	0 (70%)	1-4 (50%)	5-8 (30%)	9-12 (20%)	30 points per hit (3 automatic internal critical hits [ICH])
Mini Magna Flame Cannon (MMFC)	Any target	0 (70%)	1-3 (50%)	4-6 (30%)	7-9 (20%)	4 points per hit (1 automatic critical hit)
XTC Heavy Nose Cannon	Any target	0 (70%)	1-2 (50%)	3-4 (30%)	5-6 (20%)	3 points per hit (1 automatic critical hit)
Hyper Laser Cannon (HLC)	Any target	0 (70%)	1-3 (50%)	4-6 (30%)	7-9 (20%)	3 PPH (ships, installations, GM's) 2 PPH (all others) For every 9 points of damage by HLC's against warships [in one turn] generates one critical hit

A/S = Anti-Ship

PPH = Points Per Hit

Secondary Weapon System: Lasers

Used against: Battlecraft, Anti-ship missiles, Anti-ship torpedoes,
Class 1 and 2 ships, Satellites, Mines

Battlecraft Secondary Weapons Strafing Attacks

Target Ship Class 1 – 30% TH, 1 damage per hit

Target Ship Class 2 – 40% TH, 1 damage per hit

Veteran bonus mods apply (Step 14)

Special Guided Munition Package TH Result

Range to Target Ship = 0 hexes – 3 hits / GM1 package, 2 hits / GM2 package, automatic 1 critical hit

Range to Target Ship = 1 hex – 4 hits / GM1 package, 2 hits / GM2 package, automatic 1 critical hit

Range to Target Ship = 2 hexes – 5 hits / GM1 package, 3 hits / GM2 package, automatic 1 critical hit

Missile Percentage Equivalency (for determining SD/MDs hits within incoming missile/torpedo groups)

Missile Types M2, M3, T1, T2, T3, CT1, CT2, CT3, WMM = standard
M4, Drill Missile = 4 x M2
M5 = 6 x M2
M6, AMM = 10 x M2
UCT-AM = 16 x M2

ACHS Mk. I Detection / ASMS Mk. I Hit Table

Range (hexes)	Detect Comet SSS / Stealth Mines AND ASMS TH %	Detect vs Comet DSS (stealth mode) AND ASMS TH% (vs DSS)
0	50%	40%
1	40%	30%
2	30%	20%
3	30%	20%
4	20%	10%
5	20%	10%
6	10%	-

Ship Cost to Enter True Subspace

Class 1-2 ships – 3 Special Power Pts
Class 3-4 ships – 5 Special Power Pts
Class 5+ ships – 8 Special Power Pts

Anti-Stealth Vessel Fire

Ay ship w/in 9 hexes of firing Stealth vessel may roll 1d10 to detect it (60% same hex, 50% 1 hex, 40% 2-3 hexes, 30% 4-5 hexes, 20% 6-9 hexes)

TH % reduced by one range bracket
(EX: from Short Range to Medium Range)

Damage to Submarine in True Subspace

1-10 damage – 20% chance forced out of TSS into stealth mode, no attks following step

11-20 damage – 50% chance of above

21-30 damage – 80% chance of above

>30 damage – 100% chance of above

ACHS Mk. II Detection / ASMS Mk. II Hit Table

Range (hexes)	Detect Comet SSS / Stealth Mines AND ASMS TH %	Detect vs Comet DSS (stealth mode) AND ASMS TH% (vs DSS)
0	70%	60%
1-3	60%	50%
4	50%	40%
5	40%	30%
6	40%	30%
7	30%	20%
8	30%	20%
9	20%	10%
10	10%	10%

ACHS Mk. II Detection – True Subspace Search

Range (hexes)	Detect Comet DSS in True Subspace
0	50%
1-3	40%
4	30%
5	20%
6	20%
7	10%

Wave Motion Cartridge Firing Table

Battery Type	TH – 0 hex range	TH – Short Range	TH – Medium Rane	TH – Long Range	Damage
G	60%	1-5 hexes 40%	6-10 hexes 20%	11-15 hexes 10%	2x antiship damage points per barrel per turret
H	60%	1-6 hexes 40%	7-12 hexes 20%	13-18 hexes 10%	2x antiship damage points per barrel per turret
H2	60%	1-7 hexes 40%	8-14 hexes 20%	15-21 hexes 10%	3x antiship damage points per barrel per turret

NOTE: At scenario start, roll 1d6+3 for each ship equipped with WMC (Yamato, Musashi, select other EDF ships). This is # full-turret salvoes available.

WMC Penetration Table (roll for each WMC that hits)

Ship Class 1-4 ; Automatic penetration
 Ship class 5 – 90%
 Ship Class 6 – 80%
 Ship Class 7-10 – 70%
 Ship Class 11-14 – 60%
 Ship Class 15-18 – 50%
 Ship Class 19-22 – 40%
 Ship Class 23-30 – 30%
 Ship Class OR BS/SF 31+ - 20%
 (includes Zordar's SD)
 Planetoid Class – 10%
 (Gatlantis, Crystal Base, Floating Continent)

WMC that penetrate generate 1x Internal Critical HIT (ICH), 3x vs Dark Nebula targets. ICH roll as per Critical Hits but IGNORE any result 1-50 (re-roll).

Dark Nebula Supra Armor Table

Type 1 SA – Pleiades, Galiades, Fleet flagships – all EDF wave motion SW / WMC, Gamilon SW 11, 12,15, 16, Cometine SW 20 – 25 and AMM have effect. All other weapons No Effect.

Type 2 SA – Gorba SF – EDF WMC, Cometine SW 24 and AMM have effect. All other weapons No Effect.

Type 3 SA – Dezalium Homeworld – EDF wave motion weapons (all types), Gamilon SW 11, 12, 15, Cometine SW 21-25 and AMM have effect IF fired from interior of Dezalium at its core. All other weapons / situations No Effect.

Possible Dark Nebula Warship Fusion Reaction Step Occurences

Step 16 – BC Attack – MMFC

Step 17 – Ship-based Missile/Torpedo Resolution – WMM, AMM

Step 18 – Direct Combat Fire – WMC, Shcok Cannons E, F, G, H, H2

Step 19 – SW fire - any EDF WM gun, Gamilon SW 11, 12, 15, 16, Cometine SW 20-25

Step 24 – Critical Hit Resolution – Any results from above that inflict additional hull hits which bring DN target to 60% threshold damage level

Roll 1d10 – on 6-10, DN ship explodes at end of current game step.

On 1, explodes only on 4th test

On 2-3, explodes only on 3rd test

On 4-5, explodes on 2nd test

Special Weapons Spread Effect

SW1 – Target hex only

SW3 - +1 hex

SW4 / RSW4 / SW15 / SW 31 / SW32 - +2 hexes

SW5 - +3 hexes

RSW3 - +1/+2/+3 hexes

RSW5 - +2/+3 hexes

SW33 / SW34 - +4 hexes

Spread damage is 50% of target hex damage, roll 1d6 for each spread hex to determine, rolls CAN be duplicated (i.e., 2 spreads into same hex = 100% damage)

Gamilon / Cometine SW target one ship, not one hex (but if BC/SC, msl, torp, mine, satellite targeted, these targets take damage by hex – also, any such in hex with targeted ship take damage)

Mines take 10 pts damage @ to destroy

Normal Marine Contingents

Class 1 – 10

Class 2 – 20

Class 3-4 – 30

Class 5-7 – 40

Class 8 – 50

Class 9-10 – 60

Class 11-12 – 70

Class 13 - 80

Transpot Ship Capacity

EDF CDSF – 8000

G PAV – 60

G HMT – 1600

G HSLMT – 60

G SPT (mod) – 1600

C SALS – 1600

DNE SAA-CV – 6400

DNE Factory Ship - 3200

Marine Combat Factors Table

DR	1	2	3	4	5	6
1	0	0	0	0	0	1
2	0	0	0	0	1	2
3	0	0	0	1	2	3
4	0	0	1	2	3	4
5	0	1	2	3	4	5
6	1	2	3	4	5	6

NOTE: Each 10 assaulting / defending troops = 1 MCF
Defenders always +1 DRM

Barrier Mine Damage Table

1d6	Damage Points	Additional Critical Hits
1	12	+2
2	10	+1
3	8	+1
4	6	0
5	4	0
6	2	0

Ramming Damage Table

1d10	Result	% Warship Damage Inflicted (target and ramming ships)
1-3	Light damage	50%
4-6	Medium Damage	75%
7-9	Heavy Damage	100%
10	Extremely Heavy Damage	150%

NOTE: Ramming succeeds 1-3 on 1d10 (separate from above)

-1 DRM each size class ram smaller that tgt, BC count as Class 1
+1 DRM @ size class ram larger that tgt;
-1 DRM @ 3 PRF ram faster than tgt
+1 DRM @ 3 PRF tgt faster than ram
-5 DRM if tgt stationary

Ram damage calculated by each ship's remaining intact hull boxes (damage points). EX: 36-pt ship rams 50-pt ship, Medium damage (75%), 36-pt ship inflicts 27 hits, and takes 38 pts.

Critical Hit Table

2d10 Roll (<i>stress damage roll</i>)	Critical Hit Result (if rolled subsystem not present on ship, critical is Hull hit)
1-50	Hull hit. Roll 1d6. On 1, roll additional damage based on weapon causing critical hit.
51	Main power generator hit. Ship explodes.
52-60 (1)	Battery damaged. On 1d6, owner selects on 1-4, else opponent select. Then roll 2 nd 1d6: 1-2, battery fires at ½ effect; 3-4, battery out 2 turns; 5-6, battery out 3 turns.
61 (2)	Primary radar damaged. Each turn roll 1d6, radar repaired on # of turns rolled (<u>1 on 1st turn, 1-2 on 2nd turn, etc. On Turn 6, repair automatically complete</u>). Radar repair effective at start of following turn. If no secondary radar, no weapons fire possible (EXC: SD / MDS).
62 (3)	Special Weapon damaged. Roll 1d6 for repair as above. SW may not fire while damaged.
63	Battle bridge destroyed. Ship weapons may only fire in ship defense mode (Step 15) for remainder of game.
64-65	Main engine destroyed. Ship explodes.
66-71	Hangar deck / cargo deck damage. Roll 1d6. On 1-3, damaged 3 turns AND 30% chance for EACH BC/SC/cargo factor to be lost. On 4-6, deck destroyed AND 60% chance for EACH BC/SC/cargo factor to be lost.
72	Special weapon battery destroyed.
73-81	Weapon battery destroyed. Roll 1d6 as for weapon battery damaged for determining who chooses battery affected.
82-84	Internal fires. Owning player has 3 turns to contain. Roll 1d6 each turn. 1-3 contains on Turn 1, 1-2 on Turn 2, 1 on Turn 3. <u>If fires not contained, ship explodes.</u>
85-90 (4)	Main engine damaged. Roll on PR Damage table. Attempt to repair 1 PRF @ turn (Step 25) as primary radar above until repairs complete.
91 (5)	Navigation bridge hit. Roll 1d6. 1-3, bridge damaged, roll @ repair step (1-3 on 1d6). Ship may reduce speed but no course change or warp. 4-6, bridge destroyed, no course change / warp for rest of game.
92	Special weapon system destroyed. If more than one, roll randomly to determine which.
93 (6)	Space Defense System (SDS) bridge hit. Roll 1d6: 1-3, system damaged, can repair (as primary radar above). 4-6, system destroyed. While damaged / if destroyed, no SDS fire (ACACBI system and/or MDS2 w/ MDS2 Ballistic System unaffected).
94	Special Weapons battery hit. Roll 1d6: 1-3, damaged (repair as primary radar above), 4-6 destroyed.
95 (7)	Battle bridge damaged. No anti-ship fires. Repair as primary radar above.
96	Primary radar system destroyed. Secondary radar (if fitted / rule used) may be used at reduced range (see Rule).
97 (8)	Command bridge hit. Roll 1d6: 1-3, bridge damaged, no change of orders, no SW fire, repair as primary radar above. 4-6 destroyed.
98 (9)	Special / Purchased / Other system hit. Roll 1d6: 1-3, system damaged, repair as primary radar above. 4-6, destroyed. Choose system randomly.
99 (10)	Special weapons battery damaged. If more than one, player determine which randomly. Repair as for primary radar above.
100	Magazine hit. Ship explodes.

Stress Turn Table

Ship speed 1-6 – 30% chance damage
Ship speed 7-12 – 60% chance damage
Ship speed 13-18 – 90% chance damage
Ship speed 19+ - 100% chance damage

Roll 1d10 if Stress Damage. See roll parenthetical
result on Critical Table above

Ship Morale Table

Ship suffered 60% damage – 40% chance remain in battle
Ship suffered 70% damage – 30% chance remain in battle
Ship suffered 80% damage – 20% chance remain in battle
Ship suffered 90% damage – 10% chance remain in battle

Ship may fire while fleeing BUT must increase speed each
turn to escape battle area AND may Tactical warp away.

Ship linked in command group check morale vs combined
total damage.

Accumulated Damage Effect Table

Sustained damage $\geq 60\%$ = -10% chance TH
Sustained damage $\geq 70\%$ = -20% chance TH
Sustained damage $\geq 80\%$ = -40% chance TH
Sustained damage $\geq 90\%$ = -60% chance TH

Ship PRF Loss Table (for Main engine damaged critical)

Ship PRF	1d6 Die roll					
	1	2	3	4	5	6
3	1	1	2	2	3	3
4	1	2	2	3	3	4
6	2	2	3	4	5	6
8	3	4	5	6	7	8

Fleet Morale Table

Fleet lost 50% original point total – 40% chance remain in battle.
Fleet lost 60% original point total – 30% chance remain in battle.
Fleet lost 70% original point total – 20% chance remain in battle.
Fleet lost 80% original point total – 10% chance remain in battle.

+10% remain if Yamato, Andromeda (I or II), Medaruusa, Gamilon Command Cruiser I or II,
Pleiades, or Galiades (fleet appropriate) still active (< 60% damage AND can still fire SW)

-10% if any of above destroyed / >60% damaged / cannot fire SW

+10% if fleet flagship still active (as above)

-10% if fleet flagship destroyed / >60% damaged / cannot fire SW

+20% if Emperor Desslock / Zordar present (double if both present)

-20% if Desslock / Zordar killed