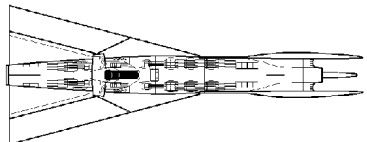


STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME: UNIT NUMBER:



SBB Blue Noah Super Fleet Flagship



CIRCA pre-2220 2004/4166* POINTS

BATTLECRAFT DATA

FIGHTER SQUADRONS: 3 (54 FIGHTERS)
ATTACK BOMBER SQUADRONS: 2 (36 FIGHTERS)
TORPEDO BOMBER SQUADRONS: 2 (36 FIGHTERS)
TORPEDO STRIKE SQUADRONS: 2 (36 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 1577
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SUPPORT CRAFT DATA

SUPPORT CRAFT: 18 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 585

TYPE 6 REGULATED WAVE MOTION GUN

RSW6	RANGE	POWER RED	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	25	18	80%	6d10+100	2 HEXES
	25	24	80%	6d10+140	3 HEXES

IMPROVED HEAVY SHOCK CANNON

H3	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-8	9-15	16-22
	2d10	20 3d6 18	2d8 16	2d6 12

IMPROVED HEAVY SHOCK CANNON

H	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-6	7-12	13-18
	3d6	14 1d12 12	1d10 10	1d8 8

LIGHT SHOCK CANNON

E	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1d8	7 1d6 6	1d6 5	1d4 4

IMP HEAVY SHOCK CANNON / DP MODE

H3	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-8	9-15	16-22
		1 ROLL PER BATTERY		1d4

IMP HEAVY SHOCK CANNON / DP MODE

H	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-6	7-12	13-18
		1 DIE ROLL PER BATTERY		1 04

LIGHT SHOCK CANNON / DP MODE

E/OP	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%
	0	1-3	4-6	7-9
		1 ROLL PER 2 BATTERIES		1d4

ANTI-CELLULAR HEAT SHIELD - TYPE 2

ACHS	TARGET	RANGE 0 HEXES	RANGE 1-3 HEXES	RANGE 4 HEXES	RANGE 5-6 HEXES	RANGE 7 HEXES	RANGE 8 HEXES	RANGE 9 HEXES	RANGE 10 HEXES
	SSS	70%	60%	50%	40%	30%	20%	10%	10%
	DSS STEALTH	60%	50%	40%	30%	20%	20%	10%	10%
	DSS SUBSPACE	50%	40%	30%	20%	10%	---	---	---

TYPE 3 ANTI-SHIP TORPEDO LAUNCHER

T3	DP MODE				DAMAGE AS	DP MODE				DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	
	0	1-7	8-14	15-21	5	DAMAGE AM / AT	2	DAMAGE ABC	2	2

MEDIUM MISSILE LAUNCHER

M3	DP MODE				DAMAGE AS	DP MODE				DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%		SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%	
	0	1-7	8-14	15-21	4	DAMAGE AM / AT	1	DAMAGE ABC	1	2

TYPE 1 ANTI-SHIP TORPEDO LAUNCHER

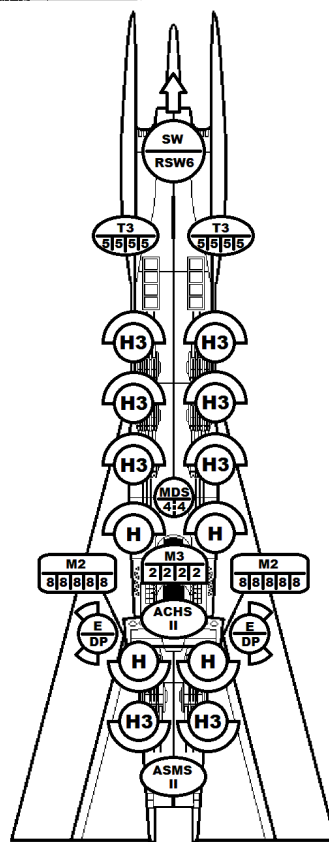
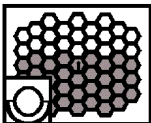
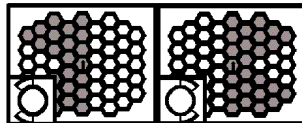
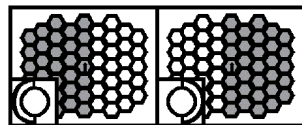
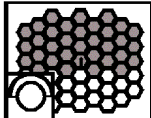
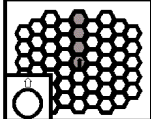
T1	DP MODE				DAMAGE AS	DP MODE				DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%		SAME HEX 40%	SHORT 30%	MEDIUM 30%	LONG 20%	
	0	1-5	6-10	11-15	3	DAMAGE AM / AT	1	DAMAGE ABC	1	1

POWER ACCUMULATION LOG - 1d6 STATIONARY / 1d4 MOVING

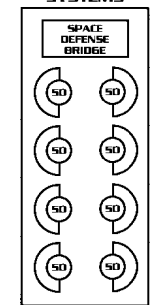
TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10

MOVEMENT LOG

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10



SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 100
ACAGBI
HANGAR DECK LAUNCH: 48 REARM: 36
HANGAR DECK LAUNCH: 24 REARM: 18

WARSHIP DATA

WARSHIP CLASS	12	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3
POWER RATING FACTOR	3	TACTICAL WARP COST	36
TACTICAL WARP COST	36	STRATEGIC WARP COST	70
TURN MODE	CURRENT SPEED 1-6 1 HEX	REQUIRED MOVEMENT 7-12 2 HEXES	TURNING COST 1.0 PRF
			1.0 PRF

MINE SWEEPING SYSTEM - TYPE 2

M55	RANGE	ATTACKS	DAMAGE
	6	2	1d10

ANTI-STEALTH CRAFT MINE LAUNCHER - TYPE 2

ASMS	TARGET	RANGE 0 HEXES	RANGE 1-3 HEXES	RANGE 4 HEXES	RANGE 5-6 HEXES	RANGE 7 HEXES	RANGE 8 HEXES	RANGE 9 HEXES	RANGE 10 HEXES	DAMAGE
	SSS	70%	60%	50%	40%	30%	30%	20%	10%	1d10
	DSS STEALTH	60%	50%	40%	30%	20%	20%	10%	10%	

WARSHIP HULL STRUCTURE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	