

# STAR BLAZERS FLEET BATTLE SYSTEM

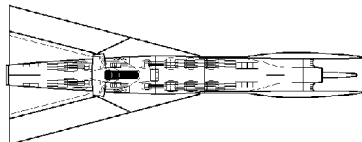
UNIT NAME:

UNIT NUMBER:

**Earth Defense Force**



## 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

### SUPPORT CRAFT DATA

 SUPPORT CRAFT: 18  
(SHUTTLES & RECON)

### SUPPORT CRAFT DATA\*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 585

### TYPE 6 REGULATED WAVE MOTION GUN

R5W6	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	2d6	1d8	1d6

### 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

### IMPROVED HEAVY SHOCK CANNON

H	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-6	7-12	13-18
	3d6	1d2	1d10	1d8

### 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			1d4

### LIGHT SHOCK CANNON

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

### 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%	20%	10%
	DSS STEALTH	60%	50%	40%	30%	20%	20%	10%	10%
	DSS SUBSPACE	50%	40%	30%	20%	10%	---	---	---

### TYPE 3 ANTI-SHIP TORPEDO LAUNCHER

### DP MODE

T3	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-7	8-14	15-21	5	DAMAGE AM / AT	2	DAMAGE ABC	2	2

### MEDIUM MISSILE LAUNCHER

### DP MODE

M3	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%	DAMAGE POINTS
	0	1-7	8-14	15-21	4	DAMAGE AM / AT	1	DAMAGE ABC	1	2

### TYPE 1 ANTI-SHIP TORPEDO LAUNCHER

### DP MODE

T1	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 40%	SHORT 30%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	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 BATTERY

50	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1	2-3	4
	1 ROLL PER BATTERY			
	2d4			

### MISSILE DEFENSE SYSTEM

MDS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1 ROLL PER 4 SALVO BURST			
	1d4			
	1 ROLL PER 8 SALVO BURST			
	2d4			

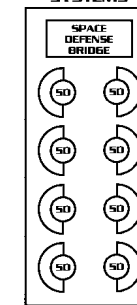
### ANTI-STEALTH CRAFT MINE LAUNCHER - TYPE 2

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%	

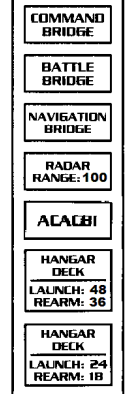
### WARSHIP HULL STRUCTURE

													1
													1
													1
													1
													2
													2
													2
													2
													E

### SPACE DEFENSE SYSTEMS



### SHIP SYSTEMS



### WARSHIP DATA

WARSHIP CLASS	12	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3
POWER RATING FACTOR	3	TACTICAL WARP COST	35
STRATEGIC WARP COST	70	TURN MODE	
CURRENT SPEED	1-6	REQUIRED MOVEMENT	1 HEX
TURNING COST	1.0 PRF	SIDESLIP COST	1.0 PRF
TURNING COST	7-12	TURNS PER HEX	2 HEXES
SIDESLIP COST	1.0 PRF	TURNS PER HEX	1.0 PRF

### MINE SWEEPING SYSTEM - TYPE 2

M55	RANGE	ATTACKS	DAMAGE
	6	2	1d10

## Earth Defense Force SBB Blue Noah Super Fleet Flagship

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