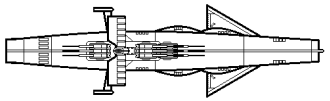
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBER:

Earth Defense Force

SBB Borodino III Battleship



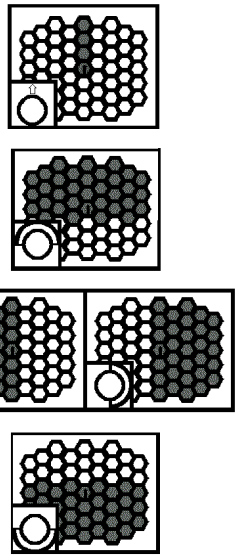
CIRCA pre-2220 — 1049/1504* POINTS

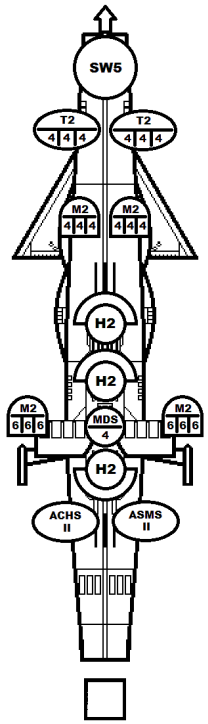
SUPPORT CRAFT DATA

SUPPORT CRAFT: 8 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 455





WARSHIP HULL STRUCTURE

											1
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											2
✳											2
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TYPE 20 WAVE MOTION GUN

SW5	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	15	80%	6d10+60	3 HEXES

IMPROVED HEAVY SHOCK CANNON

H2	SAME HEX 70%		SHORT 50%		MEDIUM 30%		LONG 20%	
	0		1-7		8-14		15-21	
	3d6	18	3d6	16	2d8	14	2d6	12

IMP HEAVY SHOCK CANNON / DP MODE

H2	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-7	8-14	15-21
	1 ROLL PER BATTERY			1d4

SPACE DEFENSE BATTERY

SD	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%
	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

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

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%	

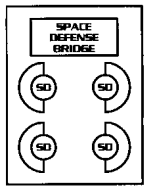
ANTI-SHIP TORPEDO TYPE 2 LAUNCHER — DP MODE

T2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-6	7-12	13-18	4	DAMAGE AM / AT	1	DAMAGE ABC	1	2

LIGHT MISSILE LAUNCHER — DP MODE

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-6	7-12	13-18	3	DAMAGE AM / AT	1	DAMAGE ABC	1	1

SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 80
- SPECIAL WEAPON SYSTEM

WARSHIP DATA

WARSHIP CLASS	5	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3
POWER RATING FACTOR	4		
TACTICAL WARP COST	25	STRATEGIC WARP COST	50

TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF

MINE SWEEPING SYSTEM - TYPE 2

MSS	RANGE	ATTACKS	DAMAGE
	6	2	1d10

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

Earth Defense Force SBB Borodino III Battleship

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