STAR BLAZERS FLEET BATTLE SYSTEM SUPPORT CRAFT DATA SBB MUSASHI KAI (MUSASHI II) **SUPPORT CRAFT: 25** (SHUTTLES & RECON) SUPPORT CRAFT DATA **MAXIMUM SUPPORT CRAFT POINTS** CARRIED: 825 BATTLECRAFT DATA FIGHTER SQUADRONS: 2(36 FIGHTERS) **CIRCA 2203** 831/2036* POINTS

TYPE 20 WAVE MOTION GUN SWS RANGE POWER SUCCESS DAMAGE SPREAD RATE DAMAGE SPREAD S 15 80% IMPROVED HEAVY SHOCK CANNON IMP HEAVY SHOCK CANNON / DP MODE

HZ	5AME HEX 70%	5HORT 50%	MEDIUM 30%	50% LONE	
	0	1-7	8-14	15-21	
	3d6 18	3d6 16 2d8 14		2d6 12	
	MEDIUM	SHOCK C	ANNON		
F	5AME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	

	3d6 18 3d6 16 2d8 14 2d6 12							12		1 ROLL PER BATTERY				
	MEDI				ANNE	3N				MEDIUM	5 НОСК СА	NNON / DP	MODE	
•		AME HEX SHORT MEDIUM LONG 70% 50% 30% 20%		F/DP	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG						
	0		1-4	_	5-	_	9-1			0	1-4	5-8	9-12	
	1d10	10	1dB	8	1d6	6	1d6	5		1 ROLL	PER 2 B	ATTERIE5	1d4	

0 1-7

SD	SAME HEX 50%	5HORT 40%	MEDIUM 30%	20%				
	0	1	2-3	4				
	1 ROLL PER BATTERY							

11	ROLL PER	2 BATT	ERIE5 1	ld4			
	IMP HVY	БНОСК СА	NNON / W	мм моо			
MWWSH	SAME HEX 60%	SHORT 40%	MEDIUM	LONG 10%			
	0	1-7	8-14	15-21			
	3 BARRELED BATTERIES						

8-14

15-21

1d4

ANTI-CELLULAR HEAT SHIELD - TYPE 2 ACH5 TARGET RANGE 9 HEXES 20% 10% 60% 50% 40% 30% 20% 20%

50% 40% 30% 20%

							75			1
	ANTI-STE	ALTH CR	AFT MIN	E LAUNCI	HER - TYP	E S				
A5M5	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
	555	70%	60%	50%	40%	30%	30%	20%	10%	1d10
	D55	EU%	50%	40%	20%	200/	20%	100/	1530/	IOIU

10%

	WAVE MI	OTION MI	SSILE LA	UNCHER		DP MODE				
WIMM	5AME HEX 70%	SHORT 50%	MEDIUM 30%	LONG	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	20%	DAMAGE POINTS
	0	1-3	4-6	7-10	Б	DAMAGE AM / AT		DAMAGE	3	2

	LIGHT MI	55ILE LA	AUNCHER			DP MODE				
M2	5AME HEX 70%	SHORT 50%	MEDIUM 30%	SO%	DAMAGE AS	SAME HEX 50%	5HORT 40%	MEDILM 30%	50%	DAMAGE POINTS
	0	1-6	7-12	13-18	3	DAMAGE AM / AT		DAMAGE	1	1

	ANTI-SHI	P TORPE	DO TYPE	2 LAUNE	HER	OP MODE				
TZ	5AME HEX 70%	5HORT 50%	MEDIUM 30%	20%	DAMAGE A5	SAME HEX 50%	5HORT 40%	MEDILM 30%	50% LDN6	DAMAGE POINTS
	0	1-6	7-12	13-18	4	DAMAGI AM / AT		DAMAGI	1	2

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

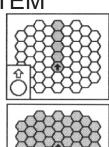
| Turn |
|------|------|------|------|------|------|------|------|------|------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| | | | | | | | | | |

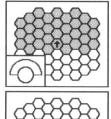
ATTACK BOMBER **SQUADRONS: 1** (18 FIGHTERS)

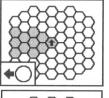
OR FIGHTER SQUADRONS 3(54 FIGHTERS)

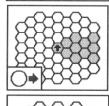
BATTLECRAFT DATA

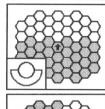
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 460

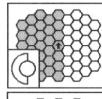


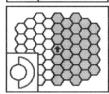


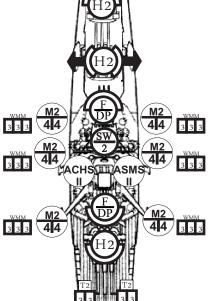








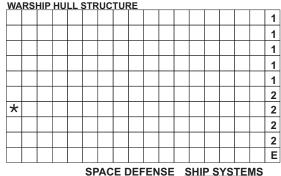




UNIT NAME:







SYSTEMS SPACE **DEFENSE** BRIDGE

SHIP SYSTEMS COMMAND BRIDGE BATTLE BRIDGE

NAVIGATION **BRIDGE**

RADAR RANGE: 80

SPECIAL WEAPON SYSTEM

ACACBI

HANGAR **DECK** LAUNCH: 24 REARM: 18

NOTES:

PLEASE REFER TO RULES FOR SW2 ON PAGE 81 OF THE STAR BLAZERS FLEET BATTLE SYSTEM MODULE II: DARK NEBULA EMPIRE RULEBOOK.

MINE SWEEPING SYSTEM - TYPE 2

M55	RANGE	ATTACK5	DAMAGE		
	6	2	1d10		



	WARSHIE	CLASS	7		SHIP CLAS ON SYSTE	
	POWER RATI	NG FACTOR	3		CAPABILIT	
	TACTICAL W	VARP COST	25	STRATE	GIC WARP	COST 50
	TURN MODE	CURRENT SPEED		QUIRED VEMENT	TURNING COST	SIDESLIP COST
	1-6			HEX	1.0 PRF	1.0 PRF
116	7-12			IEXES	1.0 PRF	1.0 PRF

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