

STAR BLAZERS FLEET BATTLE SYSTEM

DSS Seawolf Dimensional Submarine



CIRCA 2203

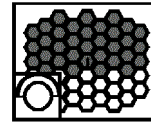
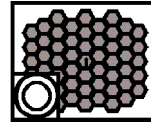
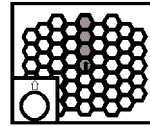
357/357* POINTS

SUPPORT CRAFT DATA

SURVIVAL PODS: 6 EA

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: N/A



TYPE 10 WAVE MOTION GUN

SW3	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	12	8	80%	2d10+24	1 HEX

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	

LIGHT SHOCK CANNON / DP MODE

E/DP	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG -
	0	1-3	4-6	7-9
	1 ROLL PER 2 BATTERIES			1d4

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 2 SALVO BURST			1d2

ANTI-SHIP TORPEDO TYPE 2 LAUNCHER DP MODE

T2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE AM / AT	DAMAGE ABC	DAMAGE POINTS
	0	1-6	7-12	13-18	4		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
1										
2										
3										

MOVEMENT LOG

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

1

HULL

	1
	1
	1
	1
*	2
	2
	2
	2
	2
	E

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE (50)

SHIP SYSTEMS

COMMAND BRIDGE

BATTLE BRIDGE

NAVIGATION BRIDGE

RADAR RANGE: 40

SUBSPACE RADAR RANGE: 30

SPECIAL WEAPON SYSTEM

2

HULL

	1
	1
	1
	1
*	2
	2
	2
	2
	2
	E

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE (50)

SHIP SYSTEMS

COMMAND BRIDGE

BATTLE BRIDGE

NAVIGATION BRIDGE

RADAR RANGE: 40

SUBSPACE RADAR RANGE: 30

SPECIAL WEAPON SYSTEM

3

HULL

	1
	1
	1
	1
*	2
	2
	2
	2
	2
	E

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE (50)

SHIP SYSTEMS

COMMAND BRIDGE

BATTLE BRIDGE

NAVIGATION BRIDGE

RADAR RANGE: 40

SUBSPACE RADAR RANGE: 30

SPECIAL WEAPON SYSTEM

UNIT NAME:	UNIT NUMBER:
1	
UNIT NAME:	UNIT NUMBER:
2	
UNIT NAME:	UNIT NUMBER:
3	

WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS	2	
WEAPON SYSTEM		WEAPON SYSTEM		
POWER RATING FACTOR	6	FIRING CAPABILITIES		
TACTICAL WARP COST	12	STRATEGIC WARP COST	24	
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDE SLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

MINE SWEEPING SYSTEM - TYPE 1

MSS	RANGE	ATTACKS	DAMAGE
	6	1	1d5

