

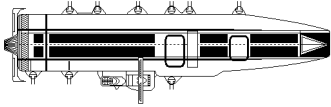
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:

UNIT NUMBER:

**Earth
Defense
Force**


SCV Shinano "kai" Carrier



CIRCA 2203

976/2426* POINTS

TYPE 20 WAVE MOTION GUN

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

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

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 40%	SHORT 30%	MEDIUM 20%	LONG 10%
	0	1-3	4-6	7-9
	1 ROLL PER 4 SALVO BURST			1d4

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

LIGHT MISSILE LAUNCHER DP MODE

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE ABC	DAMAGE POINTS
	0	1-6	7-12	13-18	3		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

SUPPORT CRAFT DATA

 SUPPORT CRAFT: 14
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

 MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 300

BATTLECRAFT DATA

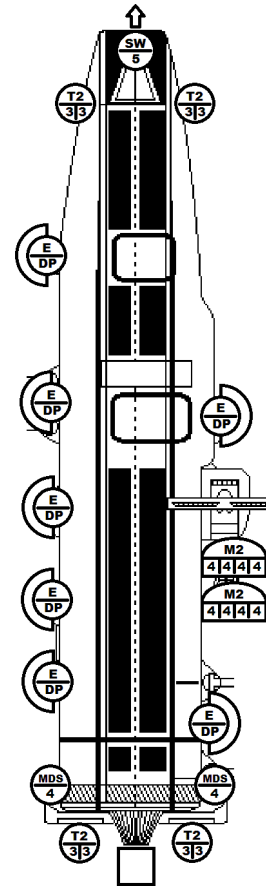
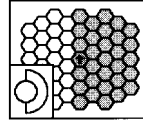
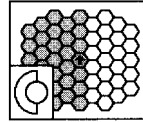
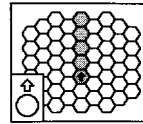
 FIGHTER SQUADRONS: 2
(36 FIGHTERS)

 ATTACK BOMBER
SQUADRONS: 2
(36 FIGHTERS)

 TORPEDO
STRIKE FIGHTER
SQUADRONS: 2
(36 FIGHTERS)

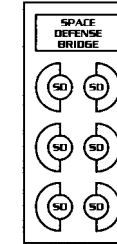
 TORPEDO BOMBER
SQUADRONS: 1
(18 FIGHTERS)

BATTLECRAFT DATA*

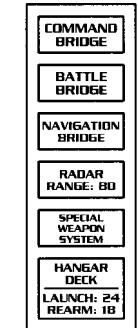
 MAXIMUM
BATTLECRAFT
POINTS
CARRIED: 1150


WARSHIP HULL STRUCTURE

												1
												1
												1
												1
												2
												2
												2
												2
												E

 SPACE DEFENSE
SYSTEMS


SHIP SYSTEMS



WARSHIP DATA

WARSHIP CLASS	6	WARSHIP CLASS WEAPON SYSTEM	3	
POWER RATING FACTOR	3	FIRING CAPABILITIES		
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

