

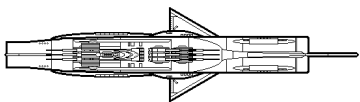
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME: _____ UNIT NUMBER: _____

Earth Defense Force



SBB Super Andromeda III Battleship



CIRCA pre-2220 1289/2344* POINTS

TYPE 20 WAVE MOTION GUN (IMPROVED)

SW5i	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	18PR	80%	6d10+80PR	3 HEXES

SUPPORT CRAFT DATA

SUPPORT CRAFT: 8 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 455

BATTLECRAFT DATA

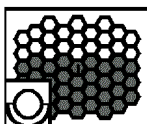
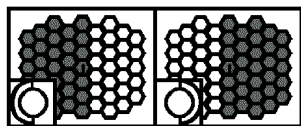
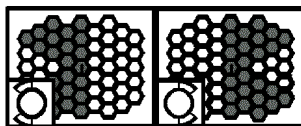
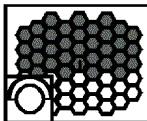
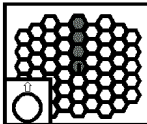
FIGHTER SQUADRONS: 2 (36 FIGHTERS)

ATTACK BOMBER SQUADRONS: 1 (18 FIGHTERS)

TORPEDO BOMBER SQUADRONS: 1 (18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 600



SPACE DEFENSE BATTERY

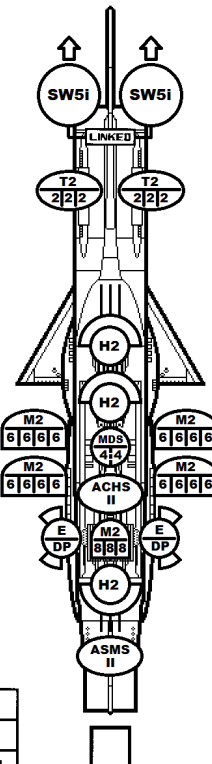
50	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1	2-3	4

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



WARSHIP HULL STRUCTURE

											1
											1
											1
											1
											2
											2
											2
											2
											E

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

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 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
	555	70%	60%	50%	40%	30%	30%	20%	10%
	D55 STEALTH	60%	50%	40%	30%	20%	20%	10%	10%
	D55 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
	555	70%	60%	50%	40%	30%	30%	20%	10%	1d10
	D55 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 A5	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

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	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

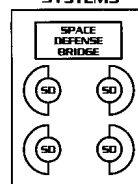
POWER ACCUMULATION LOG - 1d6 STATIONARY / 1d4 MOVING

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

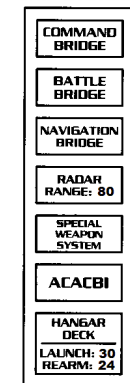
MOVEMENT LOG

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

SPACE DEFENSE SYSTEMS



SHIP SYSTEMS



WARSHIP DATA

WARSHIP CLASS	7	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3	
POWER RATING FACTOR	4	TACTICAL WARP COST	25	
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

M55	RANGE	ATTACKS	DAMAGE
	6	2	1d10

