

STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME: _____

UNIT NUMBER: _____



SBB Super Andromeda III Battleship

CIRCA pre-2220 **1289/2344* POINTS**

SUPPORT CRAFT DATA

SUPPORT CRAFT: 8
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 455

BATTLECRAFT DATA

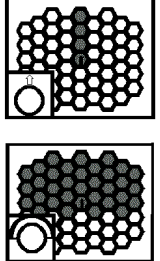
FIGHTER SQUADRONS: 2
(36 FIGHTERS)

ATTACK BOMBER SQUADRONS: 1
(18 FIGHTERS)

TORPEDO BOMBER SQUADRONS: 1
(18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 600



TYPE 20 WAVE MOTION GUN (IMPROVED)

SW5i	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	1BPR	80%	6d10+80PR	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

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
	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 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 DP MODE

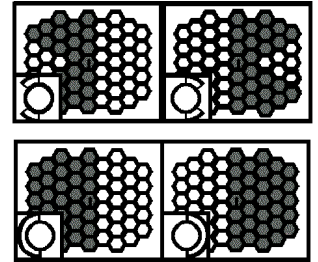
M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-6	7-12	13-18	3	DAMAGE AM / AT	1	DAMAGE ABC	1	1

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

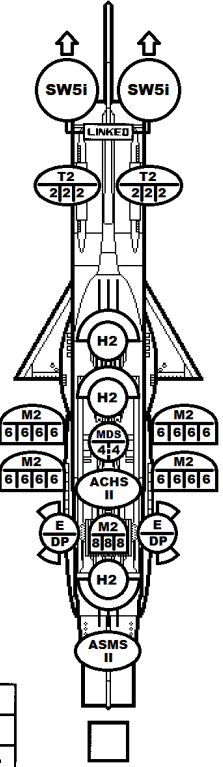


SPACE DEFENSE BATTERY

SD	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1	2-3	4
1 ROLL PER BATTERY				2d4

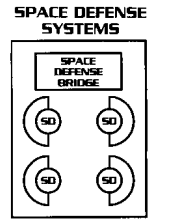
MISSILE DEFENSE SYSTEM

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
											1
											2
											2
											2
											2
											2
											E



- SHIP SYSTEMS**
- COMMAND BRIDGE
 - BATTLE BRIDGE
 - NAVIGATION BRIDGE
 - RADAR RANGE: 80
 - SPECIAL WEAPON SYSTEM
 - ACACBI
 - HANGAR DECK LAUNCH: 30 REARM: 24

WARSHIP DATA

WARSHIP CLASS	7	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3
POWER RATING FACTOR	4	TACTICAL WARP COST	25
TURN MODE	CURRENT SPEED 1-6	REQUIRED MOVEMENT 1 HEX	TURNING COST 1.0 PRF
	7-12	2 HEXES	1.0 PRF
			SIDESLIP COST 1.0 PRF

MINE SWEEPING SYSTEM - TYPE 2

M55	RANGE	ATTACKS	DAMAGE
	6	2	1d10

