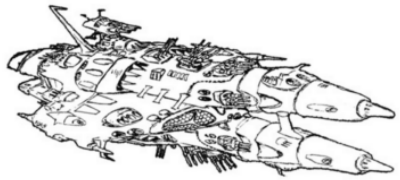
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBER:

White Comet Empire

SCG-H Avenger Space Attack Cruiser



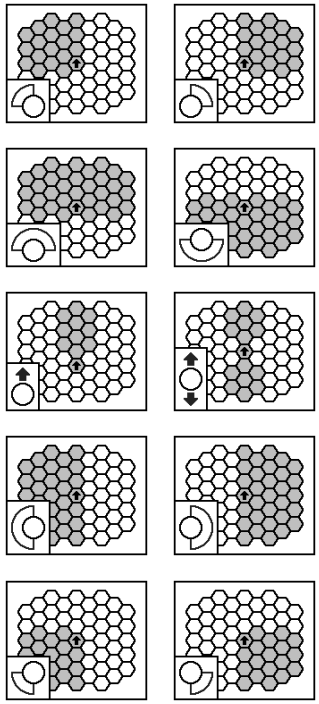
CIRCA Unknown — 729/823* POINTS

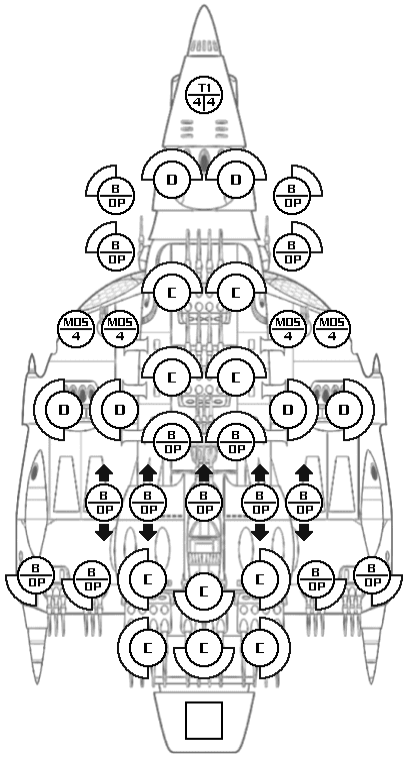
SUPPORT CRAFT DATA

SUPPORT CRAFT: 3 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 100





WARSHIP HULL STRUCTURE

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IMPROVED HEAVY PULSE LASER

D	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-5	6-10	11-15
	1d12 [12]	1d10 [10]	1d8 [8]	1d6 [6]

IMP HEAVY PULSE LASER / DP MODE

D	SAME HEX 30%	SHORT 20%	MEDIUM 10%	LONG 5%
	0	1-5	6-10	11-15
	1 ROLL PER BATTERY			1d4

HEAVY PULSE LASER

C	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-4	5-8	9-12
	1d10 [10]	1d8 [8]	1d6 [6]	1d6 [5]

HEAVY PULSE LASER / DP MODE

C	SAME HEX 30%	SHORT 20%	MEDIUM 10%	LONG 5%
	0	1-4	5-8	9-12
	1 ROLL PER BATTERY			1d4

MEDIUM PULSE LASER

B	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1d10 [9]	1d8 [7]	1d6 [5]	1d4 [4]

MEDIUM PULSE LASER / DP MODE

B/DP	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%
	0	1-3	4-6	7-9
	1 ROLL PER 2 BATTERIES			1d4

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

TYPE 1 ANTI-SHIP TORPEDO LAUNCHER — DP MODE

T1	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-5	6-10	11-15	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

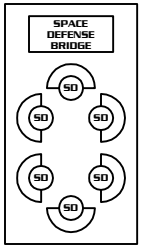
MOVEMENT LOG

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

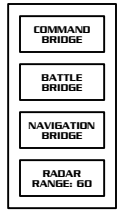
COMET PULSE LASER BATTERY EQUIVALENCY TABLE

WEAPON TYPE	PULSE LASER BATTERY COST
(D) IMPROVED HEAVY PULSE LASER	6 (D) IMP HEAVY PULSE LASER BATTERIES COUNT AS ONE WEAPON SYSTEM
(C) HEAVY PULSE LASER	6 (C) HEAVY PULSE LASER BATTERIES COUNT AS ONE WEAPON SYSTEM
(B) MEDIUM PULSE LASER	8 (B) MEDIUM PULSE LASER BATTERIES COUNT AS ONE WEAPON SYSTEM

SPACE DEFENSE SYSTEMS



SHIP SYSTEMS



WARSHIP DATA

WARSHIP CLASS	6	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	4
POWER RATING FACTOR	3		
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 1

MSS	RANGE	ATTACKS	DAMAGE
	6	1	1d6

Comet Empire SCG-H Avenger Space Attack Cruiser

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