

# STAR BLAZERS FLEET BATTLE SYSTEM

SDDA Akizuki Attack Destroyer



CIRCA 2203

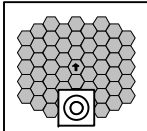
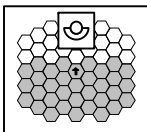
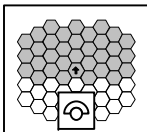
??? POINTS

### SUPPORT CRAFT DATA

SUPPORT CRAFT: 2 EA  
(SHUTTLES & RECON)

### SUPPORT CRAFT DATA\*

MAXIMUM SUPPORT  
CRAFT POINTS  
CARRIED: 65 EA



EA	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
0	1-4	5-8	9-12	
1d8	7	1d6	6	1d4

EA/DP	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
0	1-4	5-8	9-12	
	1 DIE ROLL PER BATTERY			1d4

SDII	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
0	1	2-3	4	
	1 DIE ROLL PER BATTERY			1d6+2

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	DP MODE SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
0	1-6	7-12	13-18		3	DMG AM/AT	1	DMG 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
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**

**2**

**3**

### WARSHIP DATA

WARSHIP CLASS	1	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	1
POWER RATING FACTOR	8	TACTICAL WARP COST	10
TACTICAL WARP COST	10	STRATEGIC WARP COST	20
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST
	1-6	1 HEX	.5 PRF
	7-12	2 HEXES	.5 PRF
			SIDSLIP COST
			1.0 PRF

### MINE SWEEPING SYSTEM - TYPE 2

MSS	RANGE	ATTACKS	DAMAGE
	6	2	1d10

UNIT NAME:	UNIT NUMBER:
1 SUPPORT CRAFT	
UNIT NAME:	UNIT NUMBER:
2 SUPPORT CRAFT	
UNIT NAME:	UNIT NUMBER:
3 SUPPORT CRAFT	