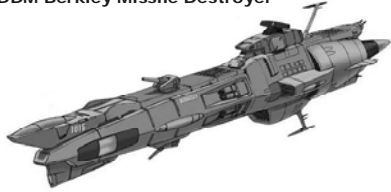


STAR BLAZERS FLEET BATTLE SYSTEM

SDDM Berkley Missile Destroyer



CIRCA 2201

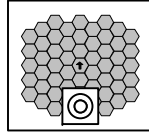
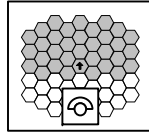
??? POINTS

SUPPORT CRAFT DATA

SUPPORT CRAFT: 2 EA
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 65 EA



LIGHT SHOCK CANNON

| E | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% |
|-----|-----------------|--------------|---------------|-------------|
| 0 | 1-3 | 4-6 | 7-9 | |
| 1d8 | 7 | 1d6 | 6 | 1d4 |

LIGHT SHOCK CANNON / DP MODE

| E | SAME HEX 20% | SHORT 10% | MEDIUM 5% | LONG --- |
|---|----------------------------|--------------|--------------|-------------|
| 0 | 1-3 | 4-6 | 7-9 | |
| | 1 DIE ROLL PER 2 BATTERIES | | | |

SPACE DEFENSE BATTERY

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

MISSILE DEFENSE SYSTEM - TYPE 1

| MDS | SAME HEX 50% | SHORT 40% | MEDIUM 30% | LONG 20% |
|-----|------------------------------|--------------|---------------|-------------|
| 0 | 1-3 | 4-6 | 7-9 | |
| | 1 DIE ROLL PER 4 SALVO BURST | | | |

LIGHT MISSILE LAUNCHER

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

ANTI-SHIP TORPEDO TYPE 1 LAUNCHER

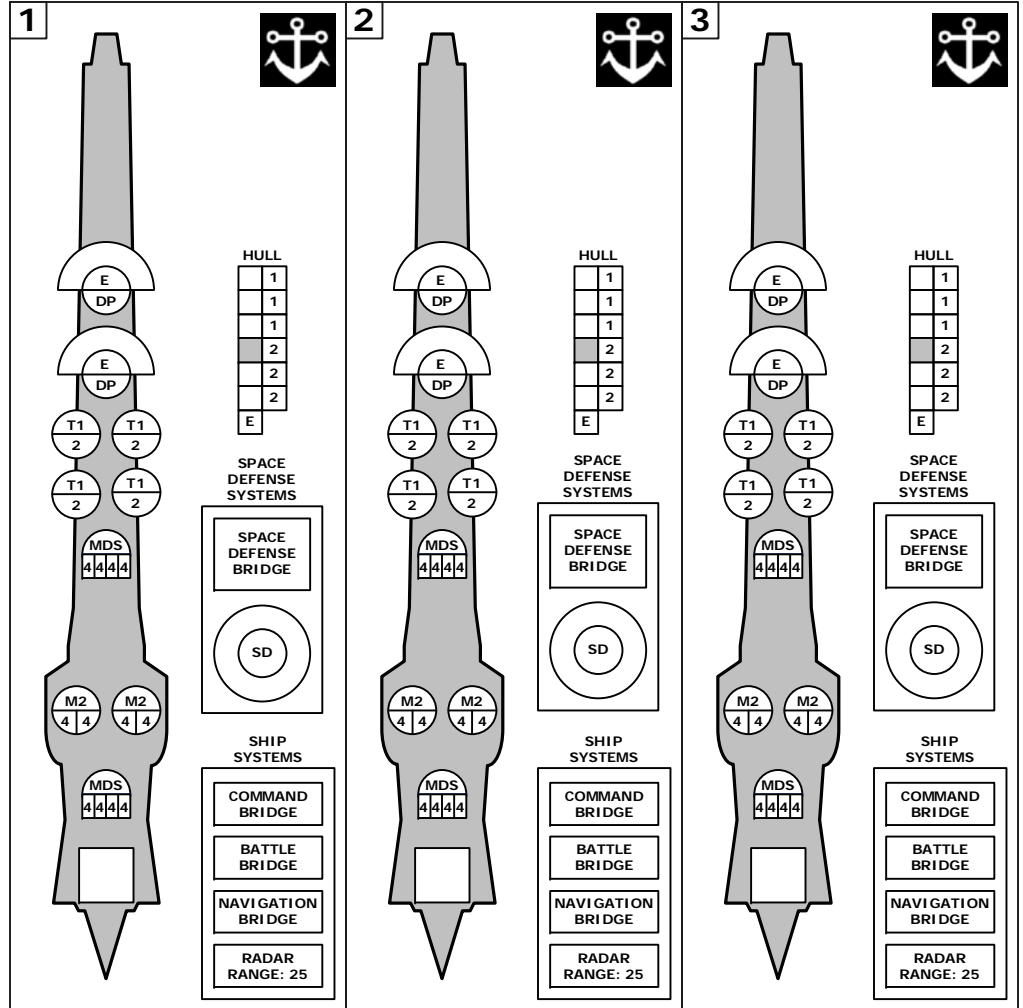
| T1 | DP MODE | | | | DAMAGE AS | DP MODE | | | | DAMAGE POINTS |
|----|-----------------|--------------|---------------|-------------|--------------|-----------------|--------------|---------------|-------------|------------------|
| | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% | | SAME HEX 50%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



WARSHIP DATA

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

MINE SWEEPING SYSTEM - TYPE 1

| MSS | RANGE | ATTACKS | DAMAGE |
|-----|-------|---------|--------|
| | 6 | 1 | 1d6 |

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