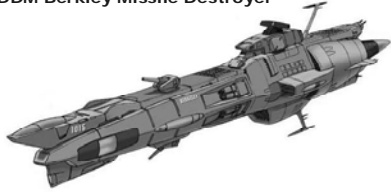


STAR BLAZERS FLEET BATTLE SYSTEM

SDDM Berkley Missile Destroyer



CIRCA 2201

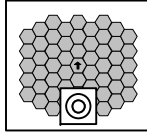
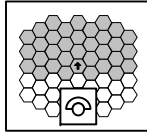
??? POINTS

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

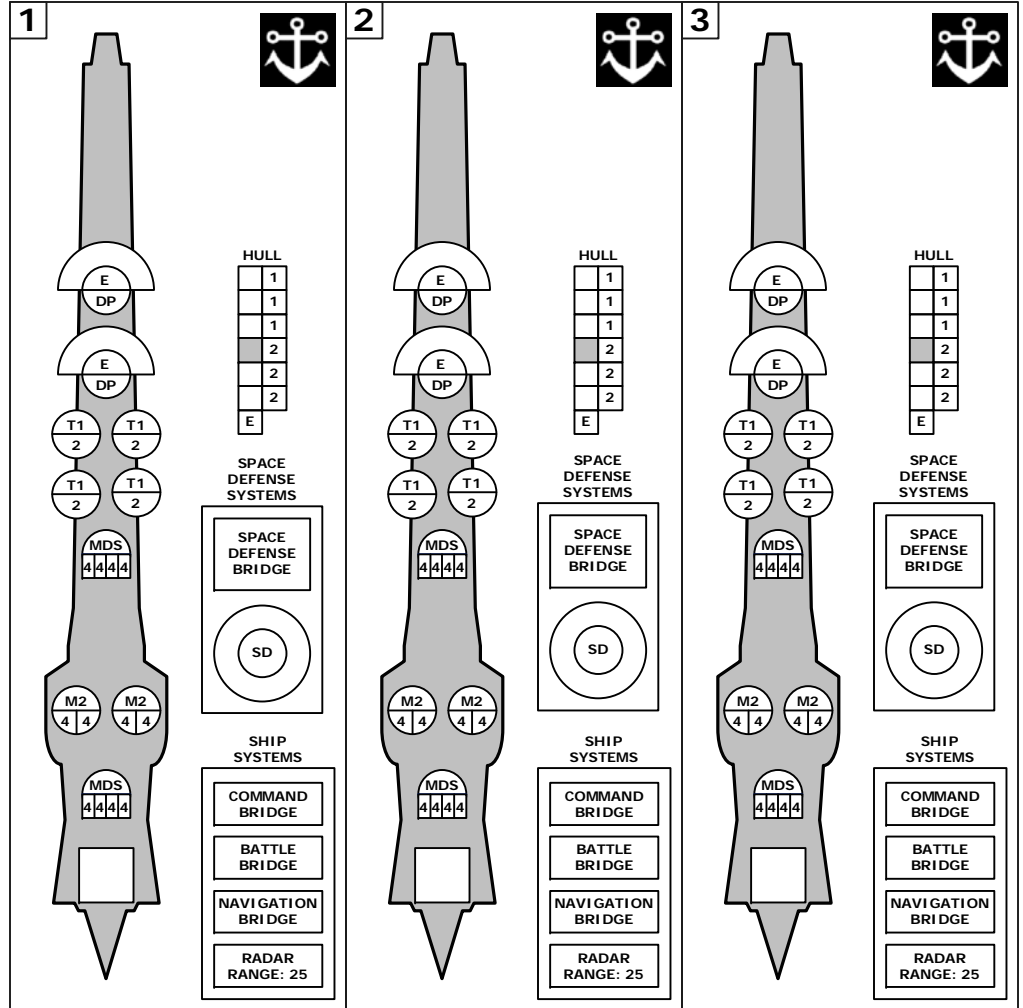
T1	DP MODE				DAMAGE AS	DP MODE				DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%		SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	
0	1-5	6-10	11-15		3	DMG AM/AT	1	DMG ABC	1	1

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	