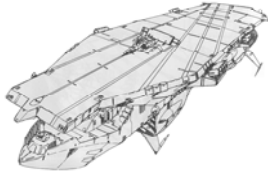


STAR BLAZERS FLEET BATTLE SYSTEM

SCVE Bogue Escort Carrier Type 2



CIRCA 2205 ??? POINTS

SPACE DEFENSE BATTERY - TYPE II

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

CLOSE IN WEAPON SYSTEM - TYPE II

CIWS II	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG ---
	0	1	2	---
1 DIE ROLL PER BATTERY				

LIGHT MISSILE LAUNCHER

DP MODE

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	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

MEDIUM MISSILE LAUNCHER

DP MODE

M3	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-7	8-14	15-21	4	DMG AM/AT	1	DMG ABC	1	2

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										

MOVEMENT LOG

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

UNIT NAME:	UNIT NUMBERS:
1	
UNIT NAME:	UNIT NUMBERS:
2	

WARSHIP DATA

WARSHIP CLASS	2	WARSHIP CLASS WEAPON SYSTEM	2	
POWER RATING FACTOR	8	FIRING CAPABILITIES	2	
TACTICAL WARP COST	12	STRATEGIC WARP COST	24	
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 2

MSS	RANGE	ATTACKS	DAMAGE
	6	2	1d10

SUPPORT CRAFT DATA

GARNET SQUADRONS: 1 (5 RECON CRAFT)
GOSHAWK SQUADRONS: 1 (3 SHUTTLES)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 105

BATTLECRAFT DATA

BLACK TIGER SQUADRONS: 1 (12 BATTLECRAFT)
OR
COSMO TIGER SQUADRONS: 1 (12 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM SUPPORT BATTLECRAFT POINTS CARRIED: 100

