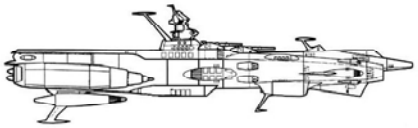
STAR BLAZERS FLEET BATTLE SYSTEM

SBCV Chakri Nareubet Battle Carrier



CIRCA 2202 — 800/2050* POINTS

Earth Defense Force

UNIT NAME:	UNIT NUMBERS:
SUPPORT CRAFT:	

SUPPORT CRAFT DATA

SUPPORT CRAFT: 8 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

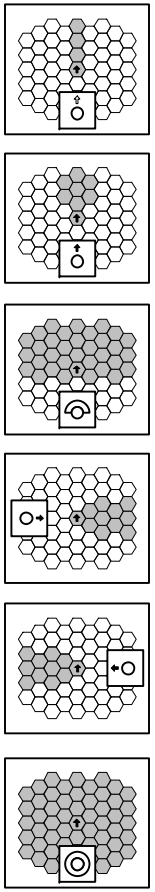
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 250

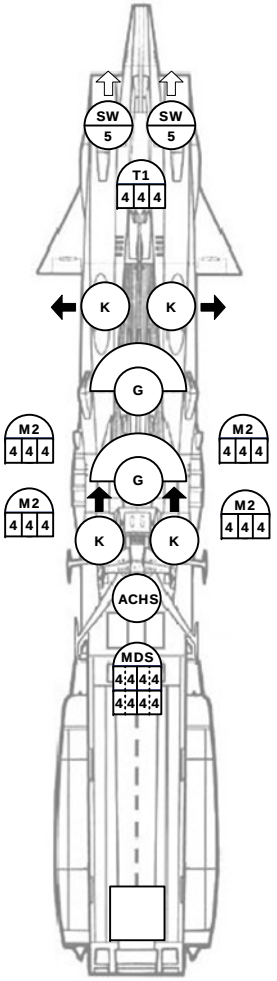
BATTLECRAFT DATA

FIGHTER SQUADRONS: 1 (18 FIGHTERS)
ATTACK BOMBER SQUADRONS: 2 (36 FIGHTERS)
TORPEDO STRIKE FIGHTER SQUADRONS: 2 (36 FIGHTERS)
TORPEDO BOMBER SQUADRONS: 1 (18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM SUPPORT BATTLECRAFT POINTS CARRIED: 1000





WARSHIP HULL STRUCTURE

																		1
																		1
																		1
																		1
																		1
																		2
																		2
																		2
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SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE
SD
SD

SHIP SYSTEMS

COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 70
SPECIAL WEAPON SYSTEM
HANGER DECK
LAUNCH: 30 REARM: 24
HANGER DECK
LAUNCH: 15 REARM: 12

TYPE 20 WAVE MOTION GUN

SW5	RANGE	POWER REQUIRED	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	18PR	80%	6D10+60PR	3 HEXES

HEAVY SHOCK CANNON

G	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-5	6-10	11-15
	1D12 12	1D10 10	1D8 8	1D6 6

HEAVY ENERGY CANNON

K	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-4	5-8	9-12
	1D12 12	1D10 10	1D8 8	1D6 6

HEAVY SHOCK CANNON / DP MODE

G	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-5	6-10	11-15
	1 DIE ROLL PER BATTERY			1D4

HEAVY SHOCK CANNON / DP MODE

K	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-4	5-8	9-12
	1 DIE ROLL PER BATTERY			1D4

SPACE DEFENSE BATTERY

SD	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1	2-3	4
	1 DIE ROLL PER BATTERY			2D4

MISSILE DEFENSE SYSTEM

MDS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1 DIE ROLL PER 4 SALVO BURST			1D4

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%
	0	1-6	7-12	13-18	3	DMG AM/AT	1	DMG ABC	1

ANTI-SHIP TORPEDO TYPE 1 LAUNCHER — **DP MODE**

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

ANTI-CELLULAR HEAT SHIELD

ACHS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	EXTREME 10%
	0	1	2-3	4-5	6

MINE SWEEPING SYSTEM - TYPE 2

MSS	RANGE	ATTACKS	DAMAGE
	6	2	1D10

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

WARSHIP DATA

WARSHIP CLASS	7	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3
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

Earth Defense Force SBCV Chakri Nareubet Battle Carrier

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