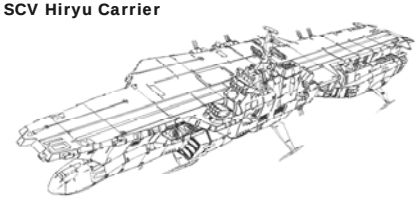
STAR BLAZERS FLEET BATTLE SYSTEM

SCV Hiryu Carrier



CIRCA 2203 ??? POINTS

SUPPORT CRAFT DATA

OSPREY SQUADRONS: 1 (4 SHUTTLES)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 68

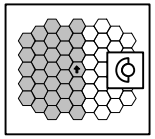
BATTLECRAFT DATA

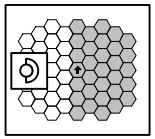
COSMO TIGER SQUADRONS: 1 (18 FIGHTERS)

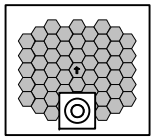
COSMO STRIKE TIGER SQUADRONS: 3 (54 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 600







UNIT NAME:	UNIT NUMBERS:

Earth Defense Force

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 - TYPE 2

MDS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1 DIE ROLL PER 3 SALVO BURST			2D4
	1 DIE ROLL PER 6 SALVO BURST			4D4

LIGHT MISSILE LAUNCHER — **DP MODE**

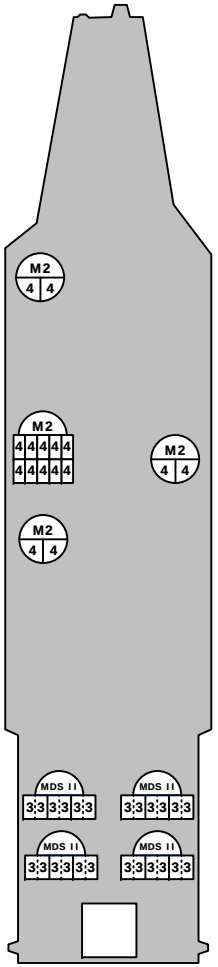
M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-6	7-12	13-18	3	DMG AM/AT	1	DMG ABC	1	1

POWER ACCUMULATION LOG - 1d8 STATIONARY / 1d6 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 HULL STRUCTURE

						1
						1
						1
						1
						1
						2
						2
						2
						2
E						

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE

SD SD

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 80
- HANGER DECK — LAUNCH: 24 REARM: 18

WARSHIP DATA

WARSHIP CLASS	4	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

MINE SWEEPING SYSTEM - TYPE 2

MSS	RANGE	ATTACKS	DAMAGE
	6	2	1d10

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Earth Defense Force SCV Hiryu Carrier