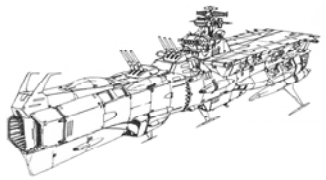
STAR BLAZERS FLEET BATTLE SYSTEM

SBCV Kiev Battle Carrier



CIRCA 2203 ??? POINTS

UNIT NAME:	UNIT NUMBERS:

Earth Defense Force

SUPPORT CRAFT DATA

SUPPORT CRAFT: 5 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

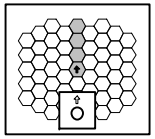
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 165

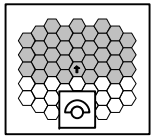
BATTLECRAFT DATA

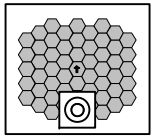
COSMO TIGER SQUADRONS: 1 (18 FIGHTERS)
COSMO STRIKE TIGER SQUADRONS: 3 (54 FIGHTERS)

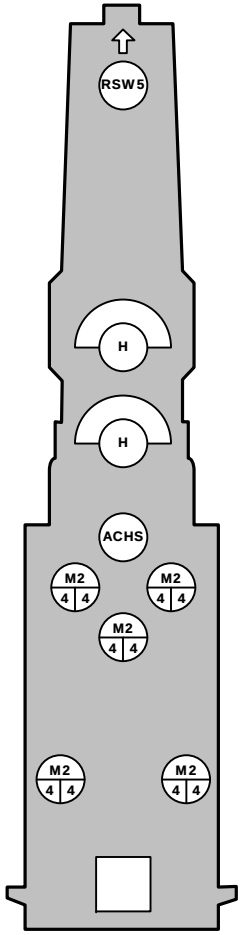
BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 600









WARSHIP HULL STRUCTURE

										1
										1
										1
										1
										1
										2
										2
										2
										2
										2
								E		

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE
SD SD
SD SD
SD SD

SHIP SYSTEMS

COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 80
SPECIAL WEAPON SYSTEM
HANGER DECK
LAUNCH: 30 REARM: 24
HANGER DECK
LAUNCH: 15 REARM: 12

TYPE 5 REGULATED WAVE MOTION GUN

RSW5	RANGE	POWER REQUIRED	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	9	80%	3d10+40PR	2 HEXES
	20	18	80%	6d10+80PR	3 HEXES

IMPROVED HEAVY SHOCK CANNON

H	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-6	7-12	13-18
	3d6 14	1d12 12	1d10 10	1d8 8

IMP HEAVY SHOCK CANNON / DP MODE

H	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-6	7-12	13-18
	1 DIE ROLL PER BATTERY			1d4

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			1d6+2

LIGHT MISSILE LAUNCHER

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS
	0	1-6	7-12	13-18	3

DP MODE

SAME HEX 50%	SHORT 40%		MEDIUM 30%	LONG 20%		DAMAGE POINTS
DMG AM/AT		1	DMG ABC		1	1

ANTI-CELLULAR HEAT SHIELD - TYPE 2

ACHS	TARGET	RANGE 0 HEXES	RANGE 1-3 HEXES	RANGE 4 HEXES	RANGE 5-6 HEXES	RANGE 7 HEXES	RANGE 8 HEXES	RANGE 9 HEXES	RANGE 10 HEXES
	SSS	70%	60%	50%	40%	30%	30%	20%	10%
	DSS STEALTH	60%	50%	40%	30%	20%	20%	10%	10%
	DSS SUBSPACE	50%	40%	30%	20%	10%	---	---	---

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 DATA

WARSHIP CLASS	5	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

Earth Defense Force SBCV Kiev Battle Carrier (Galaxy Navy Version)

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