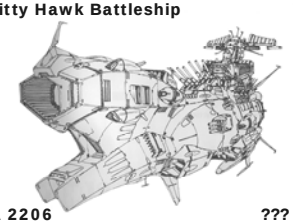
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBERS:

Earth Defense Force

SBB Kitty Hawk Battleship



CIRCA 2206 ??? POINTS

SUPPORT CRAFT DATA

GRAY HOUND SQUADRONS: 1 (2 SHUTTLES)

OSPREY SQUADRONS: 1 (4 SHUTTLES)

SUPPORT CRAFT DATA*

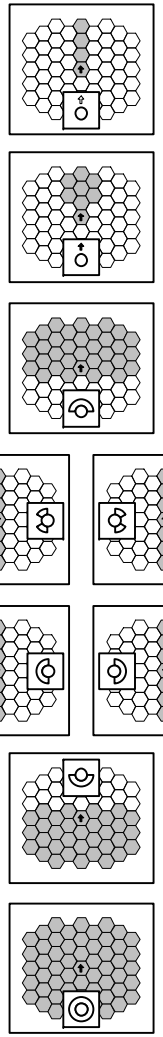
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 104

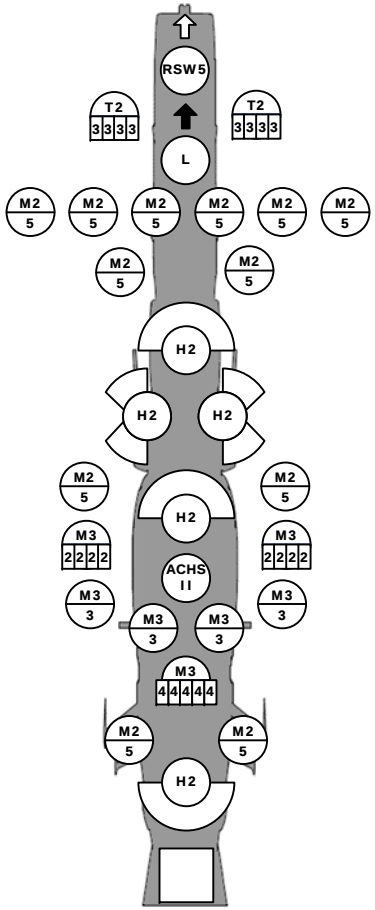
BATTLECRAFT DATA

COSMO TIGER SQUADRONS: 1 (18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM SUPPORT BATTLECRAFT POINTS CARRIED: 150





WARSHIP HULL STRUCTURE

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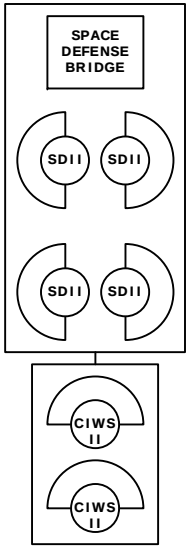
SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 80
- SPECIAL WEAPON SYSTEM
- ACACBI
- HANGER DECK
- LAUNCH: 18
- REARM: 15

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

H2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-7	8-14	15-21
	3d6 18	3d6 16	2d8 14	2d6 12

IMP HEAVY SHOCK CANNON / DP MODE

H2	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-7	8-14	15-21
	1 DIE ROLL PER BATTERY			1d4

IMPROVED HEAVY ENERGY CANNON

L	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-5	6-10	11-15
	3d6 14	1d12 12	1d10 10	1d8 8

IMP HEAVY ENERGY CANNON / DP MODE

L	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-5	6-10	11-15
	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

CLOSE IN WEAPON SYSTEM - TYPE II

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

ANTI-SHIP TORPEDO TYPE 2 LAUNCHER / DP MODE

T2	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	4	DMG AM/AT	1	DMG ABC	1	2

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	6	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	3
POWER RATING FACTOR	4		
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 SBB Kitty Hawk Battleship

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