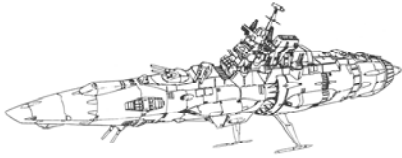


STAR BLAZERS FLEET BATTLE SYSTEM

SCG Mogami Cruiser



CIRCA 2203

??? POINTS

SUPPORT CRAFT DATA

SUPPORT CRAFT: 2 EA
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 65 EA

| | |
|------------|--------------|
| UNIT NAME: | UNIT NUMBER: |
| 1 | |
| UNIT NAME: | UNIT NUMBER: |
| 2 | |

| WARSHIP DATA | | | |
|---------------------|---------------|---------------------|--------------|
| WARSHIP CLASS | 3 | WARSHIP CLASS | 2 |
| POWER RATING FACTOR | 4 | WEAPON SYSTEM | |
| TACTICAL WARP COST | 15 | FIRING CAPABILITIES | |
| TURN MODE | CURRENT SPEED | REQUIRED MOVEMENT | TURNING COST |
| | 1-6 | 1 HEX | 1.0 PRF |
| | 7-12 | 2 HEXES | 1.0 PRF |

| MEDIUM SHOCK CANNON | | | | |
|---------------------|--------------|-----------|------------|----------|
| F | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% |
| | 0 | 1-4 | 5-8 | 9-12 |
| | 1d10 | 1d8 | 1d6 | 1d6 |

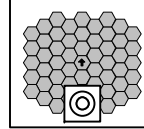
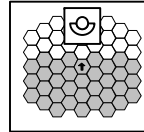
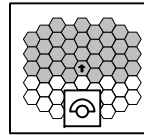
| MEDIUM SHOCK CANNON / DP MODE | | | | |
|-------------------------------|----------------------------|-----------|-----------|----------|
| F/DP | SAME HEX 20% | SHORT 10% | MEDIUM 5% | LONG --- |
| | 0 | 1-4 | 5-8 | 9-12 |
| | 1 DIE ROLL PER BATTERY 1d4 | | | |

| 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 | | | |

| MINE SWEEPING SYSTEM - TYPE 2 | | |
|-------------------------------|-------|--------|
| MSS | RANGE | DAMAGE |
| | 6 | 2 1d10 |

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

| ANTI-SHIP TORPEDO TYPE 1 LAUNCHER | | | | DP MODE | | | | DAMAGE POINTS | |
|-----------------------------------|--------------|-----------|------------|----------|-----------|--------------|-----------|---------------|---|
| T1 | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% | DAMAGE AS | SAME HEX 50% | SHORT 40% | | |
| | 0 | 1-5 | 6-10 | 11-15 | 3 | DMG AM/AT | 1 | DMG ABC | 1 |



| 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 | | | | | | | | | | |

