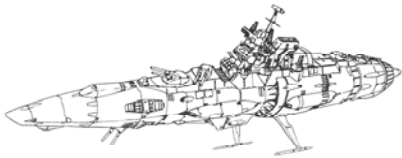


STAR BLAZERS FLEET BATTLE SYSTEM

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	10	8	1d6 6
			1d6	5

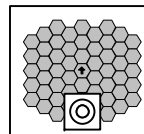
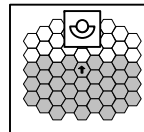
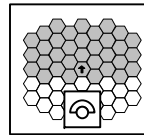
MEDIUM SHOCK CANNON / DP MODE				
F/DP	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-4	5-8	9-12
	1 DIE ROLL PER BATTERY			
				1d4

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%	MEDIUM 30%	LONG 20%	
	0	1-6	7-12	13-18	3	DMG AM/AT	1	DMG ABC	1	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%	MEDIUM 30%	LONG 20%	
	0	1-5	6-10	11-15	3	DMG AM/AT	1	DMG ABC	1	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										

