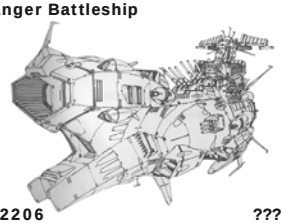
# STAR BLAZERS FLEET BATTLE SYSTEM

| UNIT NAME: | UNIT NUMBERS: |
|---|---|
| | |

**Earth Defense Force**

**SBB Ranger Battleship**



CIRCA 2206 ??? POINTS

**SUPPORT CRAFT DATA**

GRAY HOUND SQUADRONS: 1 (2 SHUTTLES)

OSPREY SQUADRONS: 1 (4 SHUTTLES)

**BATTLECRAFT DATA**

DESTINY TIGER SQUADRONS: 1 (18 FIGHTERS)

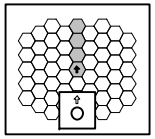
COSMO TIGER SQUADRONS: 1 (18 FIGHTERS)

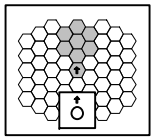
**SUPPORT CRAFT DATA***

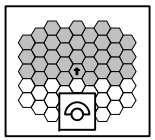
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 104

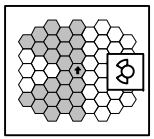
**BATTLECRAFT DATA***

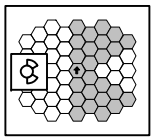
MAXIMUM SUPPORT BATTLECRAFT POINTS CARRIED: 300

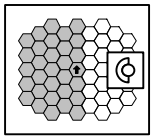


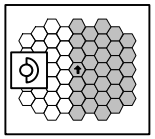


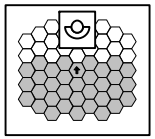


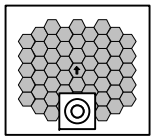












**TYPE 5 REGULATED WAVE MOTION GUN**

| 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**

| M2 | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% | DAMAGE AS | DP MODE 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**

| M3 | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% | DAMAGE AS | DP MODE 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**

| T2 | SAME HEX 70% | SHORT 50% | MEDIUM 30% | LONG 20% | DAMAGE AS | DP MODE 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**

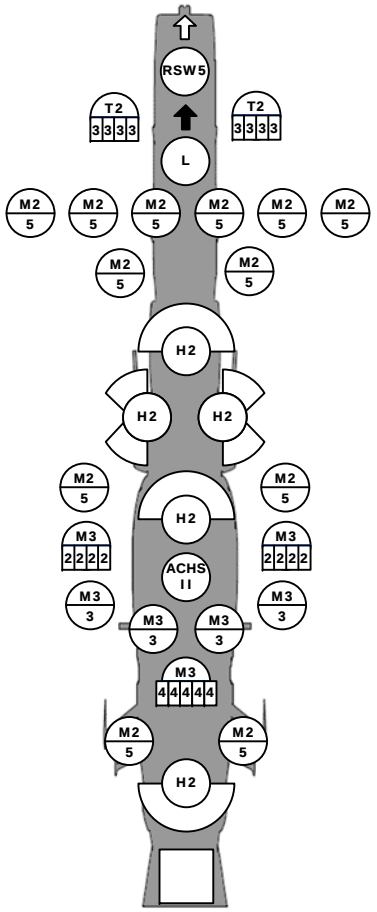
| ACHS | TARGET | RANGE 0 HEXES | RANGE 1-3 HEXES | RANGE 4 HEXES | RANGE 5-6 HEXES | RANGE 7 HEXES | RANGE 8 HEXES | RANGE 9 HEXES | RANGE 10 HEXES |
|---|---|---|---|---|---|---|---|---|---|
| | SSS | 70% | 60% | 50% | 40% | 30% | 30% | 20% | 10% |
| | DSS STEALTH | 60% | 50% | 40% | 30% | 20% | 20%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

**POWER ACCUMULATION LOG - 1d8 STATIONARY / 1d6 MOVING**

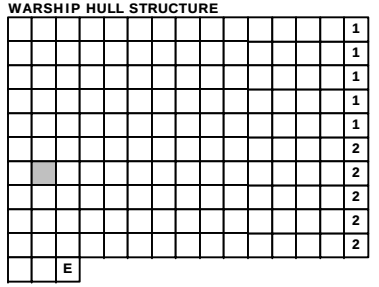
| TURN 1 | TURN 2 | TURN 3 | TURN 4 | TURN 5 | TURN 6 | TURN 7 | TURN 8 | TURN 9 | TURN 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

**MOVEMENT LOG**

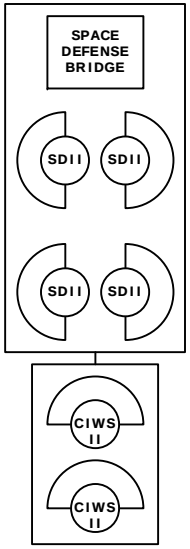
| TURN 1 | TURN 2 | TURN 3 | TURN 4 | TURN 5 | TURN 6 | TURN 7 | TURN 8 | TURN 9 | TURN 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |




**WARSHIP HULL STRUCTURE**




**SPACE DEFENSE SYSTEMS**




**SHIP SYSTEMS**

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

**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 Ranger Battleship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