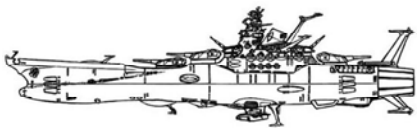
STAR BLAZERS FLEET BATTLE SYSTEM

SBB Yamato Battleship



CIRCA 2201 ??? POINTS

SUPPORT CRAFT DATA

OSPREY SQUADRONS: 1 (2 SUPPORT CRAFT)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 34

BATTLECRAFT DATA

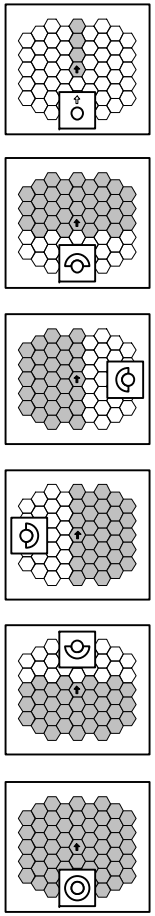
COSMO TIGER SQUADRONS: 1 (15 FIGHTERS)

COSMO ZERO SQUADRONS: 1 (1 FIGHTER)

COSMO JAGUAR SQUADRONS: 1 (1 FIGHTER)

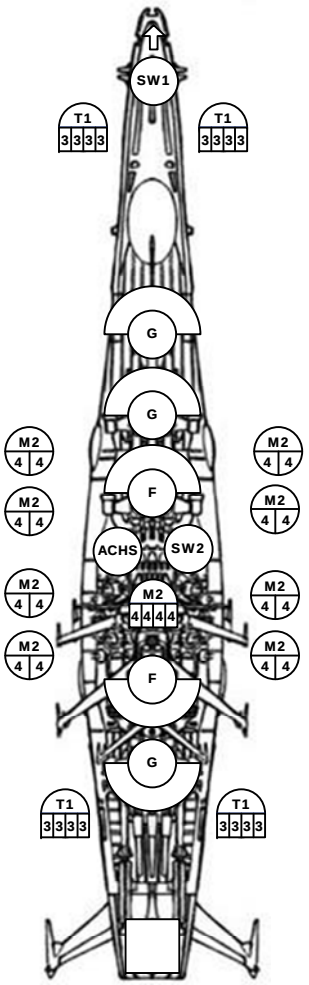
BATTLECRAFT DATA*

MAXIMUM SUPPORT BATTLECRAFT POINTS CARRIED: 135



UNIT NAME:	UNIT NUMBERS:

Earth Defense Force



WARSHIP HULL STRUCTURE

												1
												1
												1
												1
												1
												2
												2
												2
												2
												2
			E									

TYPE 18 WAVE MOTION GUN

SW1	RANGE	POWER REQUIRED	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	18	12	80%	4d10+30	NONE

MAGNETIC WAVE PROJECTOR

SW2 — PLEASE REFER TO RULES ON PAGE 60 OF THE STARBLAZERS FLEET BATTLE SYSTEM MODULE II: DARK NEBULA EMPIRE RULE BOOK.

HEAVY SHOCK CANNON

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

HEAVY SHOCK CANNON / DP MODE

G	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-5	6-10	11-15
	1 DIE ROLL PER BATTERY			1d4

MEDIUM SHOCK CANNON

F	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-4	5-8	9-12
	1d10 | 10	1d8 | 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

SD	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1	2-3	4
	1 DIE ROLL PER BATTERY			2d4

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-SHIP TORPEDO TYPE 1 LAUNCHER

T1	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS
	0	1-5	6-10	11-15	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 1

ACHS	TARGET	RANGE 0 HEXES	RANGE 1 HEX	RANGE 2-3 HEXES	RANGE 4-5 HEXES	RANGE 6 HEXES
	SSS	50%	40%	30%	20%	10%
	DSS STEALTH	40%	30%	20%	10%	---

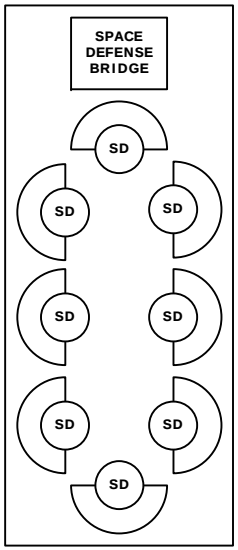
POWER ACCUMULATION LOG - 1d8 STATIONARY / 1d6 MOVING

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

SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 60
- SPECIAL WEAPON SYSTEM
- ACACBI
- HANGER DECK
- LAUNCH: 18 REARM: 15

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 1

MSS	RANGE	ATTACKS	DAMAGE
	6	1	1d6

©Voyager Entertainment, Inc
©Musashi Enterprises, Inc
©Takeshi Izumo
©Art Braune

Earth Defense Force SBB Yamato Battleship (Galaxy Navy Version, TV Series 2)