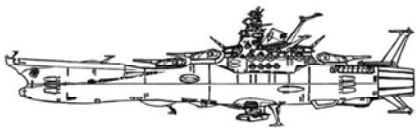
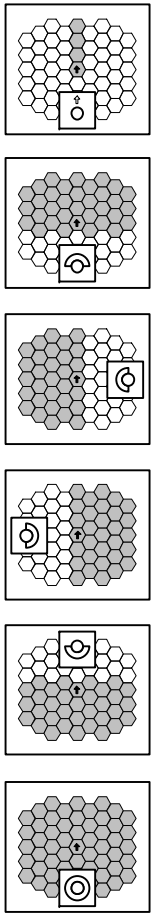
STAR BLAZERS FLEET BATTLE SYSTEM

SBB Yamato Battleship



CIRCA 2202 ??? POINTS

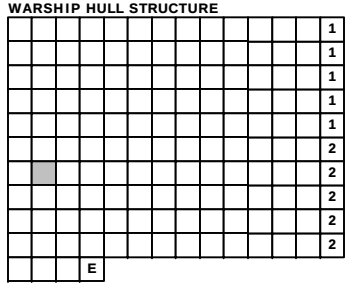
SUPPORT CRAFT DATA	BATTLECRAFT DATA
OSPREY SQUADRONS: 1 (3 SUPPORT CRAFT)	COSMO TIGER SQUADRONS: 1 (15 FIGHTERS)
SUPPORT CRAFT DATA*	**BATTLECRAFT DATA***
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 51	MAXIMUM SUPPORT BATTLECRAFT POINTS CARRIED: 120

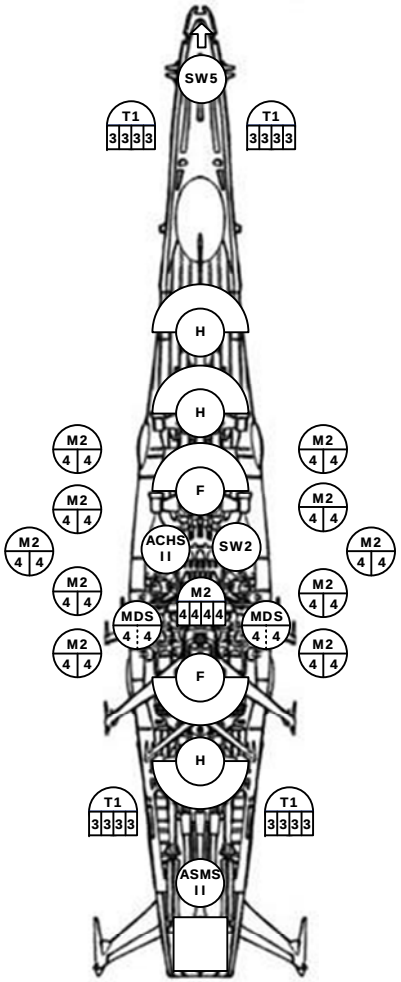


UNIT NAME:	UNIT NUMBERS:

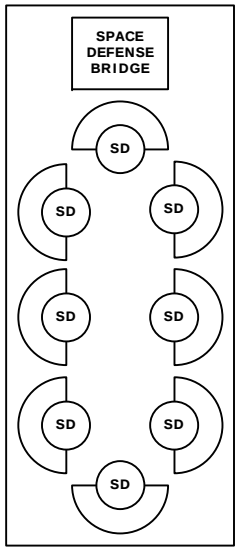
Earth Defense Force

WARSHIP HULL STRUCTURE





SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

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

TYPE 20 WAVE MOTION GUN

SW5	RANGE	POWER REQUIRED	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	15	80%	6d10+60	3 HEXES

IMPROVED MAGNETIC WAVE PROJECTOR

SW2	PLEASE REFER TO RULES ON PAGE 81 OF THE STARBLAZERS FLEET BATTLE SYSTEM MODULE II: DARK NEBULA EMPIRE RULE BOOK.

IMPROVED HEAVY SHOCK CANNON

H	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-6	7-12	13-18
	3d6 14	1d12 12	1d10 10	1d8 8

IMP HEAVY SHOCK CANNON / DP MODE

H	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-6	7-12	13-18
	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

IMP HVY SHOCK CANNON / WMM MODE

HWMM	SAME HEX 60%	SHORT 40%	MEDIUM 20%	LONG 10%
	0	1-6	7-12	13-18
	3 BARRELED BATTERIES			6

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

MISSILE DEFENSE SYSTEM - TYPE 1

MDS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1 DIE ROLL PER 4 SALVO BURST			1D4
	1 DIE ROLL PER 8 SALVO BURST			2D4

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%	---	---	---

ANTI-STEALTH CRAFT MINE LAUNCHER - TYPE 2

ASMS	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	DAMAGE
	SSS	70%	60%	50%	40%	30%	30%	20%	10%	1d10
	DSS STEALTH	60%	50%	40%	30%	20%	20%	10%	10%	

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 2

MSS	RANGE	ATTACKS	DAMAGE
	6	2	1d10

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

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Earth Defense Force SBB Yamato Battleship (Galaxy Navy Version, Be Forever Yamato)