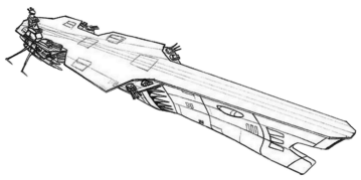
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBER:

Earth Defense Force

SACV Shinano Attack Carrier



CIRCA 2202 — 642/3947* POINTS

SUPPORT CRAFT DATA

SUPPORT CRAFT: 14 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 300

BATTLECRAFT DATA

FIGHTER SQUADRONS: 2 (36 FIGHTERS)

ATTACK BOMBER SQUADRONS: 2 (36 FIGHTERS)

TORPEDO STRIKE FIGHTER SQUADRONS: 2 (36 FIGHTERS)

TORPEDO BOMBER SQUADRONS: 1 (18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 1150

OR

BATTLECRAFT DATA

DECK SPOTTED COSMO MARAUDER BOMBER: 1

BATTLECRAFT DATA*

DECK SPOTTED COSMO MARAUDER BOMBER POINTS CARRIED: 2000

TYPE 20 WAVE MOTION GUN

SW5	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	15	80%	6d10+60	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 ROLL PER BATTERY			1d4

LIGHT SHOCK CANNON

E	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-3	4-6	7-9
	1d8 [7]	1d6 [6]	1d6 [5]	1d4 [4]

LIGHT SHOCK CANNON / DP MODE

E/DP	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-3	4-6	7-9
	1 ROLL PER 2 BATTERIES			1d4

SPACE DEFENSE BATTERY

SD	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%
	0	1	2-3	4
	1 ROLL PER BATTERY			2d4

MISSILE DEFENSE SYSTEM

MDS	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%
	0	1-3	4-6	7-9
	1 ROLL PER 4 SALVO BURST			1d4

LIGHT MISSILE LAUNCHER / DP MODE

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

TYPE 1 ANTI-SHIP TORPEDO LAUNCHER / DP MODE

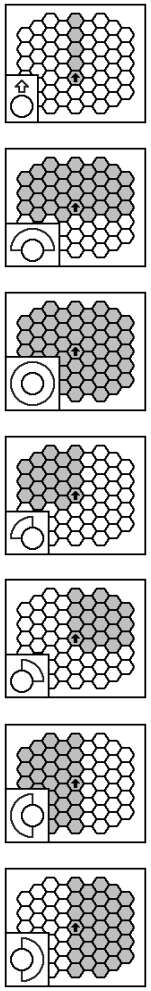
T1	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-5	6-10	11-15	3	DAMAGE AM / AT	1	DAMAGE ABC	1	1

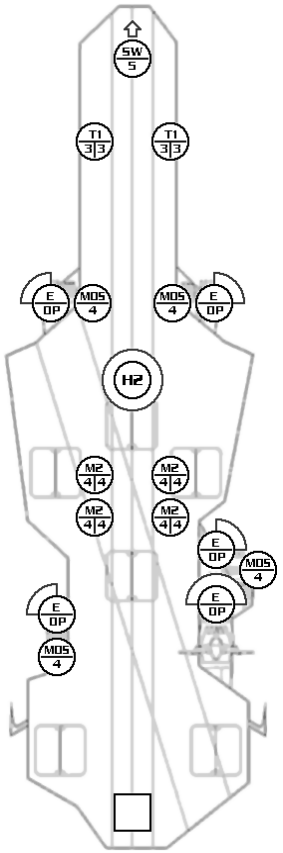
POWER ACCUMULATION LOG - 1d6 STATIONARY / 1d4 MOVING

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

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

										1
										1
										1
										1
										1
										2
					✳					2
										2
										2
										2
									E	

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE

SD SD SD SD

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 80
- SPECIAL WEAPON SYSTEM
- HANGAR DECK — LAUNCH: 54 REARM: 54
- HANGAR DECK — LAUNCH: 30 REARM: 30

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

Earth Defense Force SACV Shinano Attack Carrier

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