

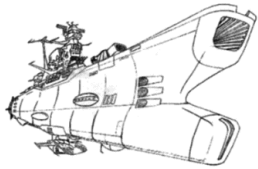
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:

UNIT NUMBER:



SBB Musashi Battleship



CIRCA 2202

805/2010* POINTS

TYPE 20 WAVE MOTION GUN

SWS	RANGE	POWER RED	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

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 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			

IMP HVY SHOCK CANNON / WMM MODE

H2/WMM	SAME HEX 60%	SHORT 40%	MEDIUM 20%	LONG 10%
	0	1-7	8-14	15-21
	3 BARRELED BATTERIES			

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%	

WAVE MOTION MISSILE LAUNCHER

DP MODE

WMM	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-3	4-6	7-10	6	DAMAGE AM / AT	3	DAMAGE ABC	3	2

LIGHT MISSILE LAUNCHER

DP MODE

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	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 A5	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 - 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

SUPPORT CRAFT DATA

SUPPORT CRAFT: 25
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 825

BATTLECREFT DATA

FIGHTER SQUADRONS: 3
(54 FIGHTERS)

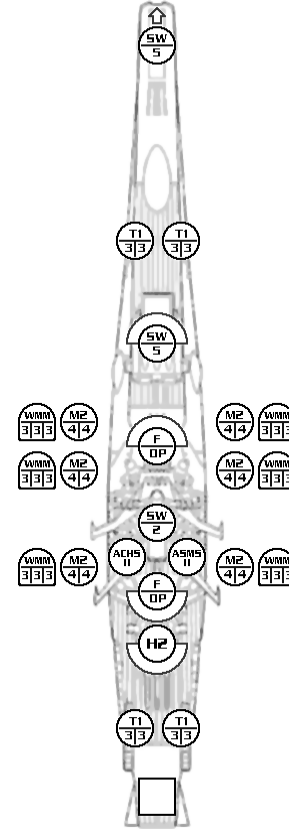
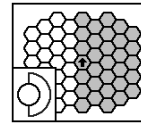
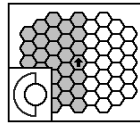
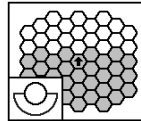
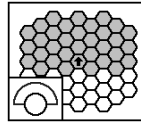
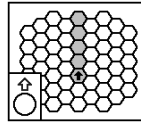
OR

FIGHTER SQUADRONS: 2
(36 FIGHTERS)

ATTACK BOMBER SQUADRONS: 1
(18 FIGHTERS)

BATTLECREFT DATA*

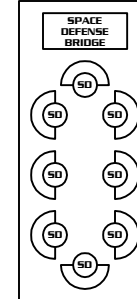
MAXIMUM BATTLECREFT POINTS CARRIED: 460



WARSHIP HULL STRUCTURE

												1
												1
												1
												1
												2
	*											2
												2
												2
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SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 80
- SPECIAL WEAPON SYSTEM
- ACACBI
- HANGAR DECK
- LAUNCH: 24
- REARM: 18

WARSHIP DATA

WARSHIP CLASS	5	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	4
POWER RATING FACTOR	3	STRATEGIC WARP COST	50
TACTICAL WARP COST	25	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

