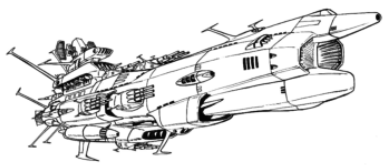
STAR BLAZERS FLEET BATTLE SYSTEM

UNIT NAME:	UNIT NUMBER:

Earth Defense Force

SBB Orion Battleship Virginia (Prototype)



CIRCA 2201 ???/????* POINTS

SUPPORT CRAFT DATA

SUPPORT CRAFT: 6 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 195

BATTLECRAFT DATA

FIGHTER SQUADRONS: 2 (36 FIGHTERS)

ATTACK BOMBER SQUADRONS: 1 (18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 450

TYPE 25 WAVE MOTION GUN (IMPROVED)

SW5	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	18	80%	6d10+80	3 HEXES

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 ROLL PER BATTERY			1d4

HEAVY ENERGY CANNON

K	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-4	5-8	9-12
	1d12 [12]	1d10 [10]	1d8 [8]	1d6 [6]

HEAVY ENERGY CANNON / DP MODE

K	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
	0	1-4	5-8	9-12
	1 ROLL PER BATTERY			1d4

SPACE DEFENSE BATTERY

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

ANTI-CELLULAR HEAT SHIELD

ACHS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	EXTREME 10%
	0	1	2-3	4-5	6

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**

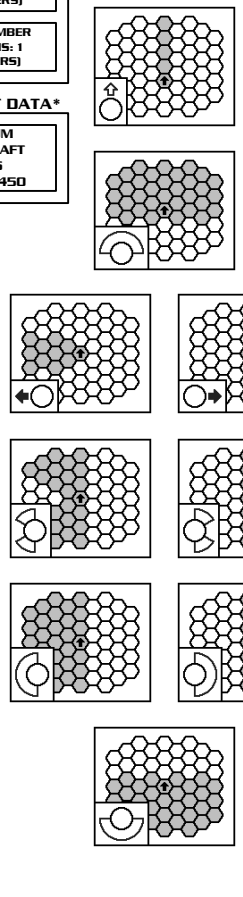
T1	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE AS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	0	1-5	6-10	11-15	3	DAMAGE AM / AT	1	DAMAGE ABC	1	1

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

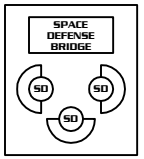
TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10



WARSHIP HULL STRUCTURE

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

SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 70
- SPECIAL WEAPON SYSTEM
- HANGAR DECK — LAUNCH: 18 REARM: 18

WARSHIP DATA

WARSHIP CLASS	7	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

Star Blazers Fleet Battle System Website: http://members.aol.com/neghvar2/index.htm
Yamato Mechanics: http://www.ryucom.ne.jp/users/mithos/yamato/

Earth Defense Force SBB Orion Battleship Virginia (Prototype)

Permission granted to photocopy for personal use.

© Voyager Entertainment, Inc.
© Musashi Enterprises, Inc.
© Tamamori Jun-ichiro