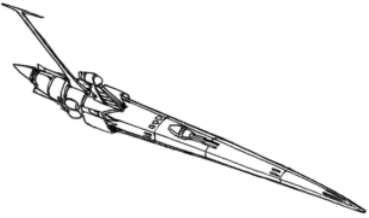


# STAR BLAZERS FLEET BATTLE SYSTEM

SFFG-H Stiletto Heavy Frigate



CIRCA 2202

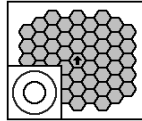
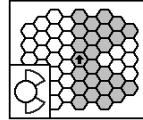
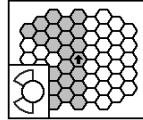
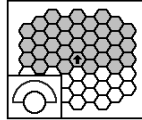
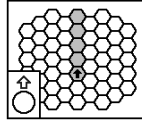
157/220\* POINTS

## SUPPORT CRAFT DATA

SUPPORT CRAFT: 2 EA  
(SHUTTLES & RECON)

## SUPPORT CRAFT DATA\*

MAXIMUM SUPPORT  
CRAFT POINTS  
CARRIED: 65 EACH



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	

F/OP	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---
0	1-4	5-8	9-12	
1 ROLL PER 2 BATTERIES				1d4

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

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

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

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	DAMAGE AM / AT	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE ABC	DAMAGE POINTS
0	1-6	7-12	13-18	3	DAMAGE AM / AT	1	DAMAGE ABC	1			1

T1	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	DAMAGE AM / AT	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE ABC	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
1										
2										
3										

## MOVEMENT LOG

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

**1**

**HULL**

1
1
2
2
E

**SPACE DEFENSE SYSTEMS**

SPACE DEFENSE BRIDGE (SD)

**SHIP SYSTEMS**

COMMAND BRIDGE  
BATTLE BRIDGE  
NAVIGATION BRIDGE  
RADAR RANGE: 25

**2**

**HULL**

1
1
2
2
E

**SPACE DEFENSE SYSTEMS**

SPACE DEFENSE BRIDGE (SD)

**SHIP SYSTEMS**

COMMAND BRIDGE  
BATTLE BRIDGE  
NAVIGATION BRIDGE  
RADAR RANGE: 25

**3**

**HULL**

1
1
2
2
E

**SPACE DEFENSE SYSTEMS**

SPACE DEFENSE BRIDGE (SD)

**SHIP SYSTEMS**

COMMAND BRIDGE  
BATTLE BRIDGE  
NAVIGATION BRIDGE  
RADAR RANGE: 25

UNIT NAME: \_\_\_\_\_ UNIT NUMBER: \_\_\_\_\_

**1**

UNIT NAME: \_\_\_\_\_ UNIT NUMBER: \_\_\_\_\_

**2**

UNIT NAME: \_\_\_\_\_ UNIT NUMBER: \_\_\_\_\_

**3**

UNIT NAME: \_\_\_\_\_ UNIT NUMBER: \_\_\_\_\_

**WARSHIP DATA**

WARSHIP CLASS	1	WARSHIP CLASS	1	
WEAPON SYSTEM	8	WEAPON SYSTEM	1	
POWER RATING FACTOR	8	FIRING CAPABILITIES	1	
TACTICAL WARP COST	10	STRATEGIC WARP COST	20	
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	0.5 PRF	1.0 PRF
	7-12	2 HEXES	0.5 PRF	1.0 PRF

**MINE SWEEPING SYSTEM - TYPE 1**

MSS	RANGE	ATTACKS	DAMAGE
	6	1	1d6

