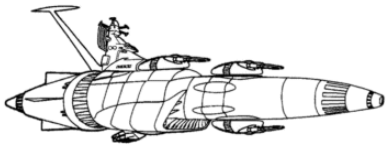
star blazers fleet battle system

SCG Mogami II Cruiser Experimental Refit



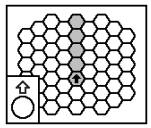
CIRCA 2200 ??/???* POINTS

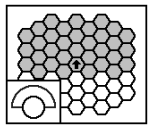
SUPPORT CRAFT DATA

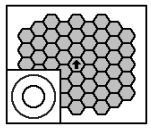
SUPPORT CRAFT: 1 EA (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 35 EACH







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

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

M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5
	0	1-6	7-12	13-18	3

DP MODE

SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
DAMAGE AM / AT	1	DAMAGE ABC	1

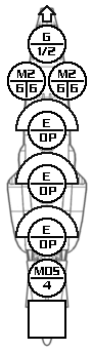
POWER ACCUMULATION LOG - 1d8 STATIONARY / 1d6 MOVING

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

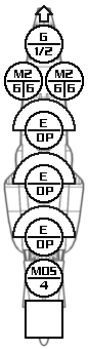
SPACE DEFENSE SYSTEMS

- SPACE DEFENSE BRIDGE
- SD

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 30

2



HULL

	1
	1
✳	2
E	

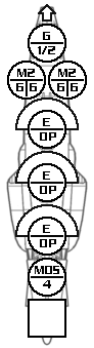
SPACE DEFENSE SYSTEMS

- SPACE DEFENSE BRIDGE
- SD

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 30

3



HULL

	1
	1
✳	2
E	

SPACE DEFENSE SYSTEMS

- SPACE DEFENSE BRIDGE
- SD

SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 30

1	UNIT NAME:	UNIT NUMBER:
2	UNIT NAME:	UNIT NUMBER:
3	UNIT NAME:	UNIT NUMBER:

WARSHIP DATA

WARSHIP CLASS	1	WARSHIP CLASS WEAPON SYSTEM FIRING CAPABILITIES	1
POWER RATING FACTOR	6		
TACTICAL WARP COST	10	STRATEGIC WARP COST	NA

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

Earth Defense Force SGC Mogami II Cruiser Experimental Refit

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