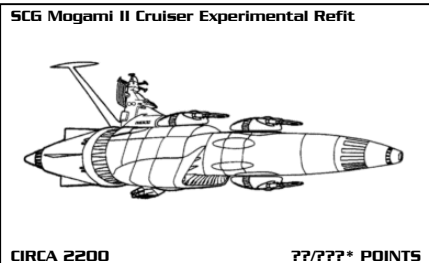


# star blazers fleet battle system

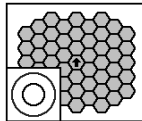
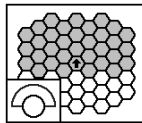
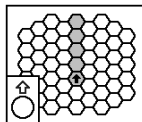


## SUPPORT CRAFT DATA

SUPPORT CRAFT: 1 EA  
(SHUTTLES & RECON)

## SUPPORT CRAFT DATA\*

MAXIMUM SUPPORT  
CRAFT POINTS  
CARRIED: 35 EACH



**HEAVY SHOCK CANNON**

6	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%
	0	1-5	6-10	11-15
	1d12	1d10	1d8	1d6

**HEAVY SHOCK CANNON / DP MODE**

6	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	1d6	1d6	1d4

**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	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE ABC
	0	1-6	7-12	13-18	3	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

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

**WARSHIP DATA**

WARSHIP CLASS	1	WARSHIP CLASS	1
WEAPON SYSTEM	6	FIRING CAPABILITIES	1
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