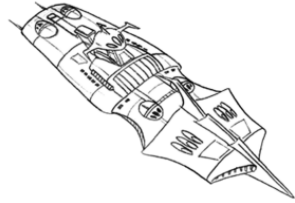


STAR BLAZERS FLEET BATTLE SYSTEM

SBC Vortex Battlecruiser



CIRCA 2201

315/378* POINTS

SUPPORT CRAFT DATA

SUPPORT CRAFT: 2 EA
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 65 EACH

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

WARSHIP DATA

WARSHIP CLASS	4	WARSHIP CLASS	2
POWER RATING FACTOR	4	WEAPON SYSTEM	
TACTICAL WARP COST	15	FIRING CAPABILITIES	
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST
	1-6	1 HEX	1.0 PRF
	7-12	2 HEXES	1.0 PRF
		STRATEGIC WARP COST	30
		SIDESLIP COST	1.0 PRF

HEAVY ENERGY CANNON			
K	SAME HEX 70%	SHORT 50%	MEDIUM 30%
0	1-4	5-8	9-12
1d12	1d10	1d8	1d6

HEAVY ENERGY CANNON / DP MODE			
K	SAME HEX 20%	SHORT 10%	MEDIUM 5%
0	1-4	5-8	9-12
1 ROLL PER BATTERY			1d4

HEAVY PULSE LASER			
C	SAME HEX 70%	SHORT 50%	MEDIUM 30%
0	1-4	5-8	9-12
1d10	1d8	1d6	1d5

HEAVY PULSE LASER / DP MODE			
C	SAME HEX 30%	SHORT 20%	MEDIUM 10%
0	1-4	5-8	9-12
1 ROLL PER BATTERY			1d4

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

MINE SWEEPING SYSTEM - TYPE 1		
MSS	RANGE	ATTACKS
	6	1
		1d6

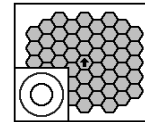
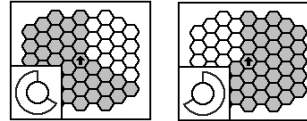
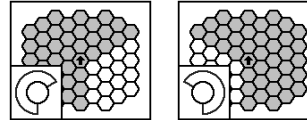
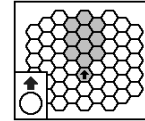
MISSILE DEFENSE SYSTEM TYPE II			
MDSII	SAME HEX 40%	SHORT 30%	MEDIUM 20%
0	1-3	4-6	7-9
1 ROLL PER 4 SALVO BURST			1d4+2

MINE LAUNCHING SYSTEM - TYPE 2			
MLS	RANGE	RATE OF FIRE	SOM FACTORS
	1	1	2

LIGHT MISSILE LAUNCHER				DP MODE				DAMAGE POINTS
M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	
0	1-6	7-12	13-18	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										

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



1

2

HULL

										1
										1
										1
										1
										2
										2
										2
										2
										2
										E

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE

SHIP SYSTEMS

COMMAND BRIDGE

BATTLE BRIDGE

NAVIGATION BRIDGE

RADAR RANGE: 40

MDSII BALLISTIC SYSTEMS

HULL

										1
										1
										1
										1
										2
										2
										2
										2
										2
										E

SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE

SHIP SYSTEMS

COMMAND BRIDGE

BATTLE BRIDGE

NAVIGATION BRIDGE

RADAR RANGE: 40

MDSII BALLISTIC SYSTEMS