

COMBINED EDF BATTLECRAFT/SUPPORT CRAFT DATA TABLE

THE UNOFFICIAL SBFB'S SHIPYARDS

EARTH DEFENSE FORCE DATA TABLE

P.R.D.	BATTLECRAFT/SUPPORT CRAFT TYPE	ABRV.	PRIMARY WEAPONS	SECONDARY WEAPONS (ATTACK MULTIPLIER)	SECONDARY WEAPONS (DEFENSIVE MULTIPLIER)	SPECIAL WEAPONS	MINE LAYING CAPABILITY	RADAR RANGE (HEXES)	MIN/MAX MOVEMENT ALLOWANCE HEXES	MAX ENDURANCE TURNS	# OF BC/SC IN SQ	SQ POINT TOTAL	MAX. TROOP CAPACITY	ADDITIONAL OPERATING CREW
F1	Cosmo Black Tiger Type 1	BT	-	1	-	-	-	10	0-12	10	18	150 (6=50) (1=8)	-	-
F1	Cosmo Black Tiger Type 2	BT2	AM or AT1	1	-	-	-	10	0-12	10	18	150 (6=50) (1=8)	-	-
F1	Cosmo Falcon	CF	AM	1	-	-	-	15	0-12	10	18	150 (6=50) (1=8)	-	-
F1	Seamless Fighter	SF	-	1	-	-	-	15	0-12	10	6	160 (1=27)	-	-
F1	Swift	SW	-	-	-	-	-	15	0-10	10	6	48 (1=8)	-	-
F1	Cosmo Zero	CZ	AM	1	-	1xXTC	-	12	0-12	10	18	150 (6=50) (1=8)	-	-
F2	Super Cosmo Zero	SCZ	AM	2	1	1xXTC	-	12	0-12	10	18	150 (6=50) (1=8)	-	-
F2	Cosmo Tiger SSF	CTF	AM or AT1*	2	-	-	-	12	0-12	10	18	150 (6=50) (1=8)	-	-
F2	Cosmo Tiger AB	CTAB	AM or AT1	2	1	-	-	12	0-12	10	18	150 (6=50) (1=8)	-	-
F2	Cosmo Strike Tiger	CST	AM or AT1 or GM1	2	1	-	-	12	0-12	10	18	150 (6=50) (1=8)	-	-
F2	Destiny Tiger	DT	AM	2	2	-	-	14	0-12	10	18	150 (6=50) (1=8)	-	-
F2	Cosmo Jaguar	CJ	1xAM + 1xAT1**	2	-	-	-	12	0-12	10	18	125 (6=42) (1=7)	-	-
F2	Tiger Eye	TE	-	1	-	-	-	15	0-12	10	6	48 (1=8)	-	-
F2	Garnet	GA	-	-	-	-	-	18	0-12	10	5	60 (1=12)	-	-
HB1	Cosmo Marauder	CM	2xM3 or 2xM2 or 2xAM	2	1	-	Yes	10	0-8	16	1	2000	-	-
S1	Astro Ascender	AA	-	1	-	-	Yes	10	0-6	12	18	390 (6=195) (1=32.5)	60	2
S1	Astro Kingfisher	AK	-	1	-	-	-	10	0-6	12	18	275 (6=92) (1=15)	4	3
S1	Astro Commando	AC	-	1	-	-	-	10	0-6	12	18	300 (6=100) (1=17)	40	4
S1	Medvac	AMV	-	-	-	-	-	10	0-6	12	6	80 (1=13)	8***	8***
S1	Variant	MR	10xM2	1	1	-	-	10	0-8	24	1	3000	-	-
S1	Dolphin	DO	AT1	-	-	-	-	12	0-8	12	12	102 (6=51) (1=8.5)	-	-
S1	Goshawk	GO	-	-	-	-	-	10	0-6	12	3	45 (1=15)	7***	7***
S1	Osprey	OS	-	-	-	-	-	10	0-6	12	4	64 (1=17)	12****	-
S1	Cosmo Hound	CH	-	1	-	-	-	12	0-8	12	1	40	70****	-
S1	Gray Hound	GH	-	1	-	-	-	10	0-6	12	2	36 (1=18)	20	-
T1	Cosmo Electra	CTE	AM or AT1	1	1	-	Yes	10	0-10	10	18	150 (6=50) (1=8)	-	-

* AM or AT1: BC may only carry one of the weapons packages listed; owning player must decide during step 4 which weapons package the BC will carry.

** 1xAM and 1xAT1: Carries 2 main weapons systems. This BC may carry one each of the weapons packages listed.

*** Can carry a total of this number of additional crew or passengers.

**** Estimate only, data unclear or unavailable.

DESIGN NOTES:

1. Cosmo Black Tiger Type 2- based upon the FGA-9 Black Tiger from Galaxy Navy No.14. Upgraded variant of the Black Tiger.
2. Super Cosmo Zero- From Galaxy Navy No. 15. Not much information available.
3. Cosmo Strike Tiger- Based upon the FA-10 from Galaxy Navy No. 10. A multi-role fighter.
4. Destiny Tiger- Based upon the F-2 from Galaxy Navy No. 10. An air/space superiority fighter.
5. Tiger Eye- Based upon the PR-4 from Galaxy Navy No. 14. Recon plane based upon the Cosmo Tiger airframe that is water landing capable.
6. Swift- Based upon the PR-3 from Galaxy Navy No. 14. Recon plane based upon the Cosmo Falcon airframe that is water landing capable.
7. Garnet- Based upon the AEW-2 from Galaxy Navy No. 14. AWACS type craft.
8. Variant- Based upon the MR-1 from Galaxy Navy No. 14. Large patrol craft.
9. Dolphin- Based upon the HM-2 from Galaxy Navy No. 14. Designed to go into and attack space submarines in sub-space.
10. Goshawk- Based upon the HC-2 from Galaxy Navy No. 14. Designed for mostly for cargo transport, but can carry passengers as well.
11. Osprey- Mentioned in several Galaxy Navy volumes, but no information available at this time.
12. Cosmo Hound- No hard data available, but mentioned in Galaxy Navy No. 15 and seen in the Yamato series.
13. Gray Hound- No hard data available and mentioned in Galaxy Navy No. 15. For the purpose of the game, this has been merged with the 20-man launch. Until further data is available, they will remain as one support craft type.