
SCENARIOS

The first scenario played for this series is 'Task Force 7'. After which they may be played in any order. 'The Crystal Base' is meant to be the last scenario but it may also be played in any order (be warned, it is a huge undertaking involving over a 150 ships and nearly 3000 battlecraft.) A folder containing the WDFs for the DNE crystal base is included. I would like to thank and give credit to Mr. J. Hall for the work on these (and so many other) unofficial WDFs I have used in various scenarios.

SCENARIOS

TASK FORCE 7

(2202)

Submitted by Les Braun

Directly after the failure of the Dark Nebula Empire's invasion of Earth, Earth Defence Command was determined not to give any remaining Dark Nebula forces the opportunity to attack Earth again. A powerful task force was quickly formed and sent into deep space to disrupt or destroy whatever Dark Nebula elements it came across. This hunter/killer group, Task Force 7, included some of the best vessels ever produced by the EDF shipyards. The destruction of the Dark Nebula homeworld by the Yamato was only a start; the Dark Nebula Empire had stepped on a hornets nest and what remained of it was shortly going to experience the might of a peaceful world fed up with being attacked without provocation. This scenario portrays the first encounter by Task Force 7 with a Dark Nebula Empire force.

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Dark Nebula Empire Forces

1 SBB Galiades
4 SCGH-H Nazdar
8 HSSCSG-L Teraz
9 SFFG Neter
9 HSSCT Rokaz
3 SFS-H Zobak

Set up

All ships on both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. Both forces are set up on opposite ends of the playing field moving speed 3.

Special Rules

The EDF player may substitute 2 SBB Orion for 2 SBB Borodino if he wishes (see 'Virginia Project'). One of the ships in Task Force 7 is the command vessel for the Automated Support Element. If this ship is destroyed or leaves the map (retreats/warps), the automated ships will cease to function. The EDF player secretly writes down which vessel this is before the game starts. The TRANS Oceana are merely supply/support ships for the EDF fleet. These ships will typically be 'linked' together in the same hex, but this is up to the EDF player. (Note: one of them could be the command vessel for the automated ships if the EDF player desires).

Victory Conditions

This scenario is particularly challenging for the DNE player to win. The EDF player must destroy, damage, or capture as many of the DNE ships as possible before the end of the game. The game continues until one side is defeated (i.e. destroyed, captured, or retreats).

SCENARIOS

RENDEZVOUS

(2202)

Submitted by Les Braun

The campaign against the remnants of the Dark Nebula Empire had its costs. With each battle, Task Force 7 lost ships and valued crews. Most damage taken and equipment lost could be repaired or replaced with stores carried aboard the fleets support ships. Occasionally however, new reinforcement ships were required for Task Force 7 to continue its mission. Apparently the Nebulans realized this and sent a force to intercept and destroy an EDF reinforcement group before it could rendezvous with Task Force 7. Luckily, Task Force 7 showed up earlier than expected at the meeting point.

EDF Forces

Reinforcement group:

1 SBB Andromeda
3 SBB Borodino
4 SBC Hood
2 SCG-P Konigsberg
9 SDD Gearing
12 SFFG Airone
3 TRANS Oceana
Automated Support Element
2 ASDD Automated Space Destroyer

Task Force 7:

1 SBB Musashi
1 SBB Andromeda
5 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
8 SBC Hood
2 SCG-P Konigsberg
15 SDD Gearing
12 SFFG Airone
6 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
2 ASDD Automated Space Destroyer

Dark Nebula Empire Forces

1 SBB Galiades
1 SBB Glaudez
1 SCV-H Hrud (2202)
4 SCGH-H Nazdar
6 HSSCSG-L Teraz
12 SFFG Neter
12 HSSCT Rokaz

Set up

All ships on both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. The EDF reinforcement group begins in the middle of the map facing north, speed 0. The DNE force enters from any map edge on turn one, speed 6. Task Force 7 arrives from the north edge of the map on turn three, speed 6.

Special Rules

The same Special Rules from 'Task Force 7' are used here as usual, modified logically for the split in the EDF fleet. (If using the SBB Orion substitution option, only one may be included in the reinforcement group.)

Victory Conditions

The game continues until one side is defeated (i.e. destroyed, captured, or retreats).

SCENARIOS

PLANET ALURIA

(2202)

Submitted by Les Braun

Following a lead from their previous encounter with Dark Nebula forces, Task Force 7 came across an earth-like planet. A Dark Nebula Empire base was detected on the surface and an Orbital Battery spotted in orbit protecting the base. As the EDF ships closed on the planet, a faint transmission was picked up. "We the people of Aluria ask for your help. We have been enslaved by the Dark Nebula Empire and our world is being stripped of its resources. Please help us." A stunned silence filled the bridge of the EDF flagship. "Well imagine that", suddenly joked one of the junior officers, "a planet that needs assistance and the Yamato's nowhere in sight!"

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Dark Nebula Empire Forces

1 OB Orbital Battery Automated

One Base with:

4 squadrons (48) Tarantula II fighters
2 'R' Super heavy beta cannons (360 degree arcs of fire)
2 M4 missile batteries (salvos of 4 each, unlimited ammo)
2 SD batteries (360 degree arcs of fire)
200 hull boxes (for damage purposes)

1 SCV-H Hrud (2202)
1 SCV-M Prax (2202)
2 SAA-CV Zakaz (Invasion configuration)
2 SCGH-H Nazdar
2 HSSCSG-L Teraz
6 SFFG Neter
6 HSSCT Rokaz
3 SFS-H Zobak

Set up

All ships on both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. The EDF force begins the game on the south edge of the map, moving speed 3. Planet Aluria is one hex in size and placed in the middle of the map 15 hexes away from the north edge of the map. The Orbital Battery is placed in any hex next to the planet. It has 90 points of special power accumulated. The DNE ships begin the game on the surface of the planet.

Special Rules

The same Special Rules from 'Task Force 7' are used here. The DNE ships on the surface may not act until turn 2. The EDF player may not use Wave Motion Guns against the Nebulan base for fear of harming the Alurians. Any other weapon is permitted.

Victory Conditions

The game continues until one side is defeated (i.e. destroyed, captured, or retreats).

SCENARIOS

PAYBACK FOR ISCANDAR (2202)

Submitted by Les Braun

As Task Force 7 continued its deep space mission to track down remaining Dark Nebula Empire forces, it came across a Gorba space fortress and a small group of light ships. One of the captains in Task Force 7 summed up the feeling of every man in the fleet when he broadcast the following message over open channels, "We couldn't be there in force to protect Queen Starsha against one of these things a year ago. Let's see how well they fare against a well-armed force. It's time to get some payback for Starsha and the destruction of Iscandar!"

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Dark Nebula Empire Forces

1 SF Space Fortress Gorba I
3 HSSCT Rokaz

Set up

Both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. The EDF force begins the game on one edge of the map, moving speed 3. The Gorba starts in the center of the map. The corvettes are placed anywhere within two hexes of the space fortress. All DNE units start at speed 0. The DNE player cannot leave the map during this scenario.

Special Rules

The same Special Rules from 'Task Force 7' are used here. The DNE player must commit all fighters and the three corvettes to an immediate attack on the EDF force to provide time for the Gorba to charge its special weapon(s). As a modification to the ordinary rules regarding 'Supra Armor' (page 56), anytime the Gorba space fortress fires a weapon (except SD batteries), it may be damaged by return weapons fire. This can only be done using a modification of the 'Precision Salvo' rules (page 82 of the Second Edition (aka Module II) rulebook). Any number of batteries and any range may be used to cause general (not specific) damage to the Gorba. The normal rules apply at 0 hex and short ranges (listed targeting penalties, one battery only for specific damage), but any number of batteries can be used for general damage. At medium and long ranges there is a -10% to hit penalty and no specific item can be targeted. Battlecraft may also use this procedure to cause general damage. The armor still protects the Gorba against Special Weapons damage as normal. However, on any turn the Gorba fires a weapon, a ship (not battle/support craft) may attempt to ram the fortress in an attempt to 'jam' its Supra Armor open. If the ram is successful

and the ship is not destroyed, there is a 30% chance that it has wedged itself in a weapon port, jamming the armor open. Ordinary weapons fire must still use the modified Precision Salvo rule to do damage, but Special Weapons fire (Wave Motion Guns) can now cause damage to the fortress. The 'wedged' ship will also take damage from this Special Weapons fire though.

Victory Conditions

The game continues until one side is defeated (i.e. destroyed, captured, or retreats).

SCENARIOS

GAMILONS?!

(2202)

Submitted by Les Braun

Task Force 7 had picked up some odd transmissions coming from an area in space ahead of them. Thinking it might be coming from a Dark Nebula Empire force, they moved to investigate. Upon arriving at the coordinates of the transmission, Task Force 7 was surprised to find a small Gamilon flotilla under heavy attack by a large Dark Nebula fleet. The transmissions were coming from the lead Gamilon ship and were being heavily jammed. "...amilon Expeditionary Force Sev...under at.... ark Neb...only six ships rem.... information concerning pr... importance cannot...Leader Dess..." The message was then cut off. The first officer on board the EDF flagship quickly stated, "We haven't seen Gamilons for sometime now. What are they doing all they way out here and why are the Nebulans so desperate to stop them from doing whatever they are doing?" The commander of Task Force 7 angrily replied, "I don't know and I don't care. They helped the Yamato when the Dark Nebula Empire was first encountered. We owe them one. Increase to flank speed, bring all guns to bear! Lets smash those Nebulan ships before they can take out the Gamilons!"

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Gamilon Forces

2 SSC-G Devastator
4 SDD Exterminator

Dark Nebula Empire Forces

1 SBB Pleiades
2 SBB Glaudez
1 SCV-H Hrud (2201)
1 SCV-M Prax (2201)
4 SCGH-H Nazdar
4 HSSCSG-L Teraz
9 SFFG Neter
12 HSSCT Rokaz

Set up

All ships carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. Both Gamilon Devastators have suffered damage already. Apply 10-20 points of damage to both ships before the game begins. The EDF force begins the game on the south edge of the map, moving speed 6. The Gamilon force is placed in the northwest corner of the map, 15 hexes away from either edge, speed 3. The DNE force is placed anywhere within 15 hexes of the Gamilon ships, speed 6.

Special Rules

The same Special Rules from 'Task Force 7' are used here. No ship may leave the map (ignore all morale results indicating retreat). The Gamilons will try to make it to the relative safety of EDF fleet, but cannot communicate with them. The DNE must attack only the Gamilon ships until they are all destroyed. The DNE ships can defend normally however. After the Gamilons are destroyed, the DNE player may attack the EDF ships freely.

Victory Conditions

The game continues until one side is defeated (i.e. destroyed, captured). If even one Gamilon ship survives the game, it is a major victory for the EDF player. If the Gamilons are destroyed and all DNE ships are lost, the game is a draw. If all Gamilon and EDF ships are destroyed it is a major DNE victory.

SCENARIOS

ECHOES OF THE WHITE COMET (2202)

Submitted by Les Braun

During its hunt for surviving elements of the Dark Nebula Empire, Task Force 7 accidentally stumbled upon a large surviving White Comet Empire fleet cruising near an asteroid field. The alert to battle stations was sounded on both sides. As the two old adversaries moved to engage one another, the commander of Task Force 7 couldn't get a number of nagging questions off his mind; what was a Comet Empire fleet doing in this part of space? How is it they were still so well organized after Zordar's death? And where were they headed?

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

White Comet Empire Forces

1 SCG-H Avenger
2 SBB Bringer of Victory
2 SCG (AM) Exterminator
1 SCG (EW) Exterminator
4 SBC Relentless
1 SACV Vengeful
2 HSSACV Hailstorm
2 HSSACV-M Ravager
18 SDD Storm
2 DSS Spectre
3 SSS Shadow
3 SSS (AMM) Shadow
3 SALS Space Assault Landing Ship
2 SSS-T Space Submarine Tender

Set up

All ships on both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. There is a large asteroid field along the east side of the map. It extends from the top to the bottom of the playing area 10 hexes in from the edge of the map. The EDF force begins the game on the south edge of the map, moving speed 3. The Comet Empire force is placed 2 to 5 hexes adjacent to the asteroid field near the middle of the east edge, speed 3. It has just completed its maneuver to engage the EDF force so it is facing them.

Special Rules

The same Special Rules from 'Task Force 7' are used here. The Comet Empire ships will not surrender or disengage. If they are boarded, they will self-destruct to avoid capture.

Victory Conditions

The game continues until one side is defeated (i.e. destroyed, captured, or retreats).

SCENARIOS

BRIGHT SUN, DARK NEBULA (2202)

Submitted by Les Braun

Task Force 7 detected an enemy convoy traveling near a sun on the edge of the Dark Nebula. All ships were ordered to engage and destroy the Nebulan vessels. As the attack began the convoy sent a distress signal, but they were too far out for help to arrive in time - or so Task Force 7 thought. Shortly after the engagement began, a Dark Nebula Empire combat group warped into the fray. Apparently they were masked by the odd properties of the Dark Nebula itself. Task Force 7 now had a real challenge on its hands.

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Dark Nebula Empire Forces

Convoy:

3 SFFG Neter
1 SAA-CV Zakaz (Aux. carrier configuration)
2 SAA-CV Zakaz (Invasion configuration)
4 SAA-CV Zakaz (Transport configuration)
6 SFS-H Zobak

Combat group:

1 SBB Galiades
2 SCV-H Hrud (2202)
2 SCGH-H Nazdar
4 HSSCSG-L Teraz
6 SFFG Neter
6 HSSCT Rokaz

Set up

All ships on both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships are eligible - not just the Musashi. The sun is seven total hexes in size and is placed in the middle of the map. The convoy ships are placed anywhere within 8 hexes of the sun. The EDF force is placed anywhere within 20 hexes of the convoy. Both sides start the game at speed 3. The DNE combat group will strategically warp in on turn 3, anywhere within 10 hexes of the convoy.

Special Rules

The same Special Rules from 'Task Force 7' are used here. Due to the gravitational effects of the sun, any ship traveling with 1 hex of it must be traveling at a speed of 18 or greater or be pulled into the sun and destroyed. A ship 2 hexes away must be traveling at a speed of 12 or better; 3 hexes = 6 or better; 4 hexes = 3 or better. Beyond 4 hexes there is no appreciable effect.

Because the Dark Nebula Empire combat group is using strategic warp to enter the game, the group will arrive in any formation the

DNE player desires - there is no need to roll for friendly collisions or facing. The DNE player must still pick a target hex for one of his formations ships as per the tactical warp rules and after its location is determined (facing decided by the player), the rest of the group is placed in the predetermined formation positions around it.

Victory Conditions

The game continues until one side is defeated (i.e. destroyed, captured, or retreats).

SCENARIOS

THE CRYSTAL BASE

(2202)

Submitted by Les Braun

One of Task Force 7's patrol cruisers acting as an advance scout picked up a huge signature on its radar screen. The radar return was coming from a massive vessel near an asteroid belt dead ahead of the EDF ship. By the size of it could only be a Dark Nebula Empire Crystal Base. The patrol cruiser had struck pay dirt; if this base could be destroyed, DNE operations in this area would be crippled. Only one other crystal base had ever been found - one that was taken completely by surprise and quickly destroyed by the Yamato during the Dark Nebula Empire's brief occupation of Earth. Unfortunately, because of Task Force 7's constant action against DNE forces in this part of space, this crystal base was on full alert. A hurried request for reinforcements was sent. Because of the priority of this target Earth Defense Command dispatched as many ships as it could spare. This confrontation would be Task Force 7's final challenge.

EDF Forces

1 SBB Musashi
2 SBB Andromeda
8 SBB Borodino
1 SACV Shinano
2 SBCV Lexington
12 SBC Hood
4 SCG-P Konigsberg
24 SDD Gearing
24 SFFG Airone
9 TRANS Oceana
Automated Support Element
1 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Reinforcement Group:

2 SBB Andromeda
10 SBB Borodino
1 SBB Radetzky (Experimental)
1 SBB Kearsarge (Experimental)
2 SBCV Lexington
1 SBC-H Invincible (Experimental)
2 SSC-G Galatea (Experimental)
2 SBC Hood II (Experimental)
10 SBC Hood
2 SCG-P Konigsberg
12 SDD Gearing
6 SDDE Gearing Escort
21 SFFG Airone
3 SPS-LR Long range patrol ship
3 TRANS Oceana
Automated Support Element
2 ASBB Automated Space Battleship
4 ASDD Automated Space Destroyer

Dark Nebula Empire Forces

1 Crystal Base

Inside Base:

2 HSSCSG-L Teraz
3 SFFG Neter

Set up

Both sides carry full complements of battle and support craft. The EDF player must determine the number of WMC carried by his ships as outlined in the official Module II rulebook addenda (available online). All ships in the original task force are eligible - not just the Musashi. None of the reinforcement ships have WMC. A five hex wide asteroid belt runs from west to east 10 hexes in from the north edge of the map. The Crystal Base is placed in the center of the map, speed 0. The EDF player may combine and organize his forces any way he sees fit before the game begins. All EDF battlecraft have been launched (-1 turn endurance). The EDF player may enter from any (or all) edges of the playing field on turn one, at any speed up to 12. The crystal base only has about a half dozen warships on board at this time due to attrition and mission requirements. They are fully operational.

Special Rules

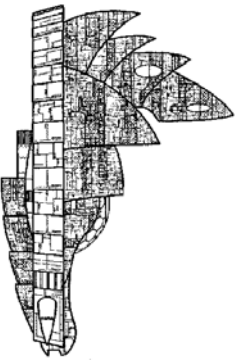
The same Special Rules from 'Task Force 7' are used here (2 SBB Orion may also be substituted in the reinforcement group). Since Task Force 7 knows what its target is and has had time to prepare, all EDF ships have maximum special power for weapons accumulated. Neither side will retreat due to the stakes involved.

Victory Conditions

The game continues until one side is defeated (i.e. destroyed or captured).

STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA: UNKNOWN



CRYSTAL BASE CLASS

SUPPORT CRAFT
 BAY POINTS: 3000
 BATTLECRAFT
 BAY POINTS: 60000
 NORMALLY DEPLOYS
 120 HBM, 432 FIA2,
 648 SFH2, 144 TCL,
 36 LRECON, & 601 SHUT

SUPER HEAVY BETA CANNON				DP MODE				
R	SAME HEX	SHORT	MEDIUM	LONG	SAME HEX	SHORT	MEDIUM	LONG
	70%	50%	30%	20%	10%	5%	-%	-%
	0	1-12	13-24	25-36	0	1-12	13-24	25-36
	3D10	2d8	2d10	2D8	1d6	1 DIE ROLL PER BATTERY		

HEAVY MISSILE LAUNCHER				DP MODE				DAMAGE POINTS	
M4	SAME HEX	SHORT	MEDIUM	LONG	SAME HEX	SHORT	MEDIUM		LONG
	70%	50%	30%	20%	10%	5%	-%	-%	
	0	1-8	9-16	17-24	6	DMG AM/MT	2	DMG ABC	2

MISSILE/BATTERY EQUIVALENCY TABLE

MISSILE TYPE	BATTERY COST
M4 HEAVY MISSILE	4 HEAVY MISSILE BATTERIES COUNTS AS ONE WEAPON SYSTEM

SPACE DEFENSE BATTERY				
SD	SAME HEX	SHORT	MEDIUM	LONG
	50%	40%	30%	20%
	0	1	2-3	4
	1 DIE ROLL PER BATTERY			

WARSHIP HULL STRUCTURE

6000 DAMAGE POINTS

(SCORE A CRITICAL FOR EVERY 600 POINTS OF DAMAGED SCORED. REMOVE ONE RANDOM WEAPON BATTERY FOR EVERY 50 POINTS OF DAMAGE SCORED)

RANDOM WEAPON DESTROYED
 TABLE (ROLL 1D10)
 ROLL WEAPON
 1-6 SD BATTERY
 7-9 M4 MISSILE LAUNCHER
 10 R BATTERY

THE BOXES NEXT TO THE WEAPONS ARE THE NUMBER OF WEAPONS IN THAT BATTERY. i.e. THERE ARE 20 WEAPONS IN THE SD BATTERY GROUP. MARK OFF A BOX TO DESTROY A WEAPON.

SHIP SYSTEMS

COMMAND BRIDGE	BATTLE BRIDGE	NAVIGATION BRIDGE	RADAR RANGE: 125	CARGO CAPACITY
HANGAR DECK LAUNCH: 12 REARM: 12	HANGAR DECK LAUNCH: 12 REARM: 12	HANGAR DECK LAUNCH: 12 REARM: 12	HANGAR DECK LAUNCH: 12 REARM: 12	HANGAR DECK LAUNCH: 12 REARM: 12
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CARGO MANIFEST -40 CARGO FACTORS

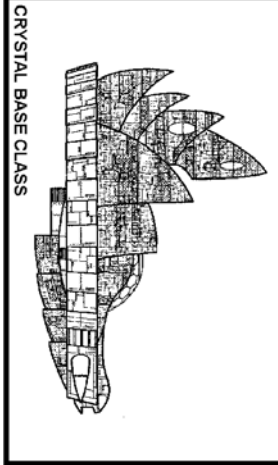
NOTES:
 THE CRYSTAL BASE MAY TRANSPORT UP TO 120 WARSHIPS OF VARYING SIZES.
 PLANETOID CLASS VESSEL
 EQUIPPED WITH ACACBI-12 HEX RADIUS
 MAY CARRY UP TO 72000 TROOPS AND
 880 VEHICLES.

DARK NEBULA EMPIRE



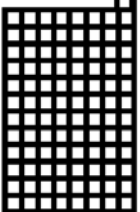
STAR BLAZERS FLEET BATTLE SYSTEM

CIRCA-UNKNOWN



CRYSTAL BASE CLASS

COMPONENT TRACK



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 *UNOFFICIAL

DARK NEBULA EMPIRE



BATTLECRAFT TYPE: Hornet II Squadrons
 SPEED:

BATTLECRAFT TYPE: Locust Squadrons
 SPEED:

BATTLECRAFT TYPE: Mantis Squadrons
 SPEED:

BATTLECRAFT TYPE: Mantis Squadrons
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BATTLECRAFT TYPE: Hornet II Squadrons
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BATTLECRAFT TYPE: Locust Squadrons
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BATTLECRAFT TYPE: Mantis Squadrons
 SPEED:

BATTLECRAFT TYPE: Hornet II Squadrons
 SPEED:

BATTLECRAFT TYPE: Locust Squadrons
 SPEED:

BATTLECRAFT TYPE: Mantis Squadrons
 SPEED:

BATTLECRAFT TYPE: Mantis Squadrons
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BATTLECRAFT TYPE: Mantis Squadrons
 SPEED:

BATTLECRAFT TYPE: Mantis Squadrons
 SPEED:

DARK NEBULA EMPIRE SPACE FORTRESS SHEET 3-BATTLE & SUPPORT CRAFT