STAR BLAZERS FLEET BATTLE SYSTEM



CIRCA 2203

1069/1516* POINTS

	TYPE 20	WAVE N	IOTION GL	JN	
5W5	RANGE	POWER REQ	SUCCESS RATE	ПАМАБЕ	SPREAD EFFECT
	20	15	80%	6d10+60	3 HEXES

	IMPR	OVE	D HE	AV	5H0	EK I	CANN	ON
HZ	SAME 70°		5H0 50		MEDI 30°		50. FDV	
	0	1	1-1	7	8-1	4	15-21	
	3d6 18		3d6 16		2d8 14		2d6 12	

	HEAV	YE	NERG	Y C	ANNO	IN.		
K	5AME 70°	HEX %		5HORT 50%		LIM %	20%	
	0	1	1-4	7	5-8		9-12	
	1d12 12		1d10	10	1d8	8	1d6	6

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

H2	20%	10%	5%	LUNG								
	0	1-7	8-14	15-21								
	1 ROLL PER BATTERY 1d4											
	HEAVY ENERGY CANNON / DP MODE											
K	5AME HEX 20%	SHORT 10%	MEDIUM 5%	LON6								
	п	1-4	5-8	0.12								

1 ROLL PER BATTERY

1d4

PACE DI	EFENSE E	BATTERY			MISSILE	DEFENSE	SYSTEM		_
AME HEX 50%	5HORT 40%	MEDIUM 30%	20%	MDS	5AME HEX 40%	5HORT 30%	MEDIUM 20%	LONG 10%	
0	1	2-3	4		0	1-3	4-6	7-9	
1 ROL	L PER B	ATTERY	2d4		1 ROLL P	ER 4 5AL	VD BURST	1d4	
				4.0	1 ROLL P	ER 8 SAL	VO BURST	2d4	

	ANTI-CEL	LULAR H	EAT SHIE	LD - TYP	7E 2				
ACH5	TARGET	RANGE 0 HEXES	RANGE 1-3 HEXES	RANGE 4 HEXES	RANGE 5-6 HEXES	RANGE 7 HEXES	RANGE 8 HEXES	RANGE 9 HEXES	RANGE 10 HEXES
	555	70%	60%	50%	40%	30%	30%	20%	10%
	DS5 STEALTH	60%	50%	40%	30%	20%	20%	10%	10%
	DS5	50%	40%	30%	20%	10%			

ANTI-STEALTH CRAFT MINE LAUNCHER - TYPE 2											
A5M5	TARGET	RANGE D HEXES	RANGE 1-3 HEXES	RANGE 4 HEXES	RANGE 5-6 HEXES	RANGE 7 HEXES	RANGE 8 HEXES	RANGE 9 HEXES	RANGE 10 HEXES	DAMAGE	
	555	70%	60%	50%	40%	30%	30%	20%	10%	1d10	
	DS5 STEALTH	60%	50%	40%	30%	20%	20%	10%	10%	luiu	

	LIGHT MI	SSILE LA	LUNCHER	DP MODE						
MZ	5AME HEX 70%	5HORT 50%	MEDIUM 30%	50% FONE	DAMAGE A5	5AME HEX 50%	5HORT 40%	MEDIUM 30%	20% LONG	DAMAGE POINTS
	0	1-6	7-12	13-18	3	DAMAGE AM / AT	1	DAMAGE	1	1

	ANTI-SHI	P TORPE	DO TYPE	2 LAUNE	HER	OP MODE				
TZ	SAME HEX 70%	5HORT 50%	MEDIUM 30%	20%	DAMAGE A5	SAME HEX 50%	5HORT 40%	MEDILM 30%	50% LONG	DAMAGE
	0	1-6	7-12	13-18	4	DAMAGE AM / AT		DAMAGE	1	2

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

MOVEMENT LOG

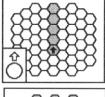
Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10

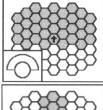
SUPPORT CRAFT DATA **SUPPORT CRAFT: 8** (SHUTTLES & RECON)

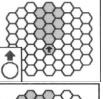
SUPPORT CRAFT DATA **MAXIMUM SUPPORT CRAFT POINTS**

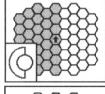
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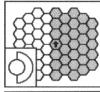


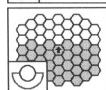














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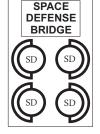






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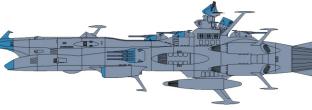
SPACE DEFENSE SHIP SYSTEMS **SYSTEMS**





MINE SWEEPING SYSTEM - TYPE 2

MSS	RANGE	ATTACK5	DAMAGE			
	6	2	1d10			



COLOR DRAWINGS BY DAVID "CANISD" BDIEDIS

WARSHIE	' DAIA	DA		AINIOD		LDIS
WARSHIF	CLASS	7		SHIP CLAS ON SYST		2
POWER RATI	NG FACTOR	4		CAPABILI		၁
TACTICAL W	ARP COST	25	STRATE	GIC WAR	P COS	T 50
TURN MODE	CURRENT SPEED		QUIRED VEMENT	TURNING COST		ESLIP OST
	1-6	1	HEX	1.0 PRF	1.0	PRF
	7-12	2 H	IEXES	1.0 PRF	1.0	PRF

Earth Defense Force SBB Arizona Battleship