

STAR BLAZERS FLEET BATTLE SYSTEM

SBB BORODINO II



CIRCA 2202

552/1332* POINTS

SUPPORT CRAFT DATA

SUPPORT CRAFT: 6
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 195

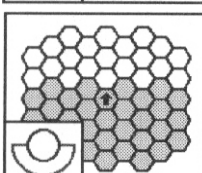
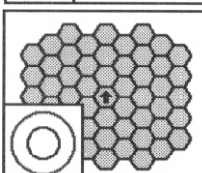
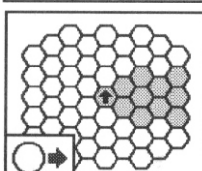
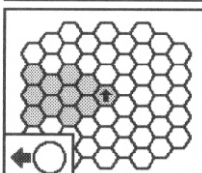
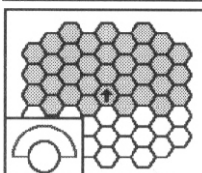
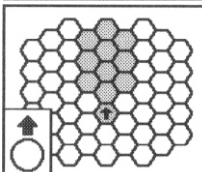
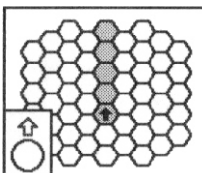
BATTLECRAFT DATA

FIGHTER SQUADRONS:
2(36 FIGHTERS)

ATTACK BOMBER
SQUADRONS: 1
(18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 450



UNIT NAME: _____ UNIT NUMBER: _____



WARSHIP HULL STRUCTURE				
				1
				1
				1
				1
				2
				2
*				2
				2
				2
				E

TYPE 15 WAVE MOTION GUN					
5W4	RANGE	POWER RED	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	15	10	80%	3d10+30	2 HEXES

IMPROVED HEAVY SHOCK CANNON								
H	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%				
	0	1-6	7-12	13-18				
	3d6	1d4	1d12	1d10	1d8	1d6	1d8	8

IMP HEAVY SHOCK CANNON / DP MODE								
H	SAME HEX 20%	SHORT 10%	MEDIUM 5%	LONG ---				
	0	1-6	7-12	13-18				
	1 DIE ROLL PER BATTERY				1d4			

HEAVY ENERGY CANNON								
K	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%				
	0	1-4	5-8	9-12				
	1d12	1d12	1d10	1d8	1d6	1d6	1d6	6

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

SPACE DEFENSE BATTERY				
SD	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%
	0	1	2-3	4
	1 ROLL PER BATTERY			2d4

ANTI-CELLULAR HEAT SHIELD					
ACHS	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	EXTREME 10%
	0	1	2-3	4-5	6

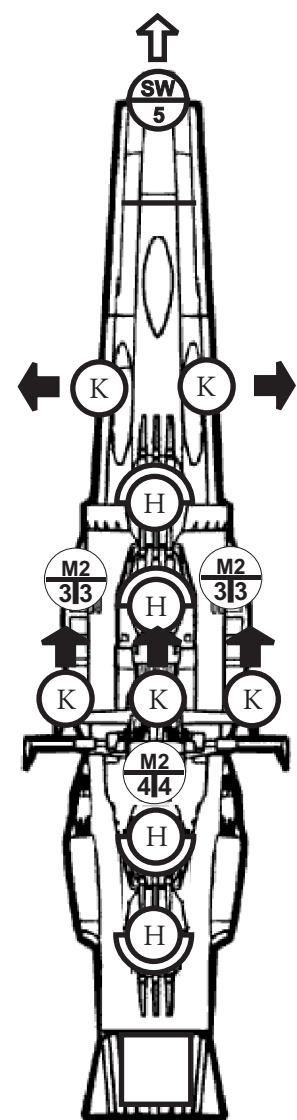
LIGHT MISSILE LAUNCHER								DP MODE				
M2	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%	DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE AM / AT	DAMAGE ABC	DAMAGE POINTS
	0	1-6	7-12	13-18	3		1		1			1

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

MOVEMENT LOG

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



SPACE DEFENSE SYSTEMS

SPACE DEFENSE BRIDGE

SD

SD

SHIP SYSTEMS

COMMAND BRIDGE

BATTLE BRIDGE

NAVIGATION BRIDGE

RADAR RANGE: 70

SPECIAL WEAPON SYSTEM

HANGAR DECK LAUNCH: 18 REARM: 18

MINE SWEEPING SYSTEM - TYPE 1			
M55	RANGE	ATTACKS	DAMAGE
	6	1	1d6

WARSHIP DATA			
WARSHIP CLASS	5	WARSHIP CLASS WEAPON SYSTEM	3
POWER RATING FACTOR	3	FIRING CAPABILITIES	
TACTICAL WARP COST	25	STRATEGIC WARP COST	50
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST
	1-6	1 HEX	1.0 PRF
	7-12	2 HEXES	1.0 PRF

