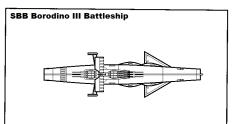
## STAR BLAZERS FLEET BATTLE SU



## SUPPORT CRAFT DATA

SUPPORT CRAFT: 8 (SHUTTLES & RECON)

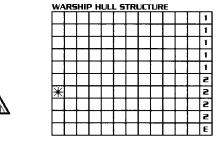
SUPPORT CRAFT DATA\*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 455



LINIT NAME:





UNIT NUMBER:



5D

TYPE 20 WAVE MOTION GUN								
5W5	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT			
-	20	15	80%	6d10+60	3 HEXES			



	IMPRUVE	ED HEAVE	SHULK	LANNUN		
HZ	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LON6 20%		
	0	1-7	8-14	15-21		
	3d6 <b>18</b>	3d6 <b>1</b> 6	2d8 14	2d6 12		

	IMP HEAV	Y SHOCK	CANNON /	DP MODE
H2	5AME HEX 20%	5HORT 10%	MEDIUM 5%	LONG
	0	1-7	15-21	
	1 ROI	1:14		

SPACE D		BATTERY			MISSILE	DEFENSE	SYS
5AME HEX 40%	5HORT 30%	MEDIUM 20%	LON6 10%	MD5	SAME HEX 50%	5HORT 40%	MED 30
0	_ 1	2-3	4		0	1-3	4
1 ROL	L PER BA	ATTERY	2d4		1 ROLL P	ER 4 SAL	VO B

MD5	SAME HEX 50%	5HORT 40%	MEDIUM 30%	20% 20%
0		1-3	4-6	7-9
	1 ROLL P	ER 4 5AL	VO BURST	1d4

STEM

1 KUL	L PER B	ATTERY	204	j
ANTI-CEL	LULAR H	EAT SHIE	LD - TYF	PE 2

	ANTI-CELLULAR HEAT SHIELD - TYPE 2												
ACH5	ACH5 TARGET RANGE								RANGE 10 HEXES				
	555	70%	60%	50%	40%	30%	30%	20%	10%				
	OSS STEALTH	<b>50</b> %	50%	40%	30%	20%	20%	10%	10%				
	DSS SUBSPACE	50%	40%	30%	20%	10%							

1049/1504\* POINTS

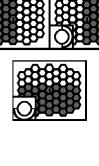
ANTI ETTALTU CDAET MINIC LAUNCUED TVDC 2

	ANTI-STEALTH CRAFT MINE LAUNCHER - TYPE E										
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	
	DSS STEALTH	60%	50%	40%	30%	20%	20%	10%	10%		

	ANTI-SHIP TURPEUU TYPE 2 LAUNCHER OP MODE									
15	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LON6 20%	DAMAGE A5	SAME HEX 50%	5HORT 40%	MEDIUM 30%	20%	DAMAGE POINTS
	0	1-6	7-12	13-18	4	DAMAGI AM / AT		DAMAGI ABC	1	2

LICUT RUCCH C LAURICHED

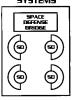
	LIBHI MI	ISSILE L	UNCHER		DP MODE				
M2   SAME HEX   SHORT   MEDIL 70%   50%   30%				20%	DAMAGE AS	E SAME HEX SHOR 50% 40%			20% 20%
	0	1-6	7-12	13-18	3	DAMAGE AM / AT	1	DAMAGE	1 1



DAMAGE POINTS 1

**SPACE DEFENSE SYSTEMS** 

444



SHIP SYSTEMS

**Earth** 

Force

THE STRIKE
COMMAND BRIDGE
BATTLE BRIDGE
NAVIGATION BRIDGE
RADAR RANGE: 80
SPECIAL WEAPON SYSTEM

WARSHIP DATA

WARSHIP	CLASS	5		HIP CLASS	
POWER RATIN	6 FACTOR	4		ON SYSTEM CAPABILITI	
TACTICAL WA	ARP COST	25	STRATEGIC WARP COST		
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT		TURNING COST	SIDESLIP
	1-5		1 HEX	1.0 PRF	1.D PRF
	7-12	S HEXES		1.0 PRF	1.0 PRF

MINE SWEEPING SYSTEM - TYPE 2			
MSS	RANGE	ATTACK5	DAMAGE
	6	5	1d10

