

STAR BLAZERS FLEET BATTLE SYSTEM

SBBM KEARSARGE MISSILE BATTLESHIP



CIRCA 2202 993/1440* POINTS

TYPE 5 REGULATED WAVE MOTION GUN (EXPERIMENTAL)

RSW5	RANGE	POWER REQ	SUCCESS RATE	DAMAGE	SPREAD EFFECT
	20	9	80%	3d10+40	2 HEXES
	20	18	80%	6d10+80	3 HEXES

SPACE DEFENSE BATTERY

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

MEDIUM MISSILE LAUNCHER

M3	DP MODE				DAMAGE A5	SAME HEX 40%	SHORT 30%	MEDIUM 20%	LONG 10%	DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%						
	0	1-7	8-14	15-21	4		1			2

LIGHT MISSILE LAUNCHER

M2	DP MODE				DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%						
	0	1-6	7-12	13-18	3		1			1

ANTI-SHIP TORPEDO TYPE 2 LAUNCHER

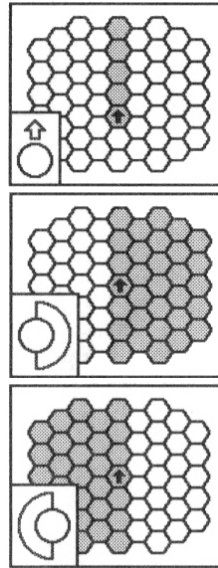
T2	DP MODE				DAMAGE A5	SAME HEX 50%	SHORT 40%	MEDIUM 30%	LONG 20%	DAMAGE POINTS
	SAME HEX 70%	SHORT 50%	MEDIUM 30%	LONG 20%						
	0	1-6	7-12	13-18	4		1			2

SUPPORT CRAFT DATA

SUPPORT CRAFT: 8
(SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT
CRAFT POINTS
CARRIED: 455

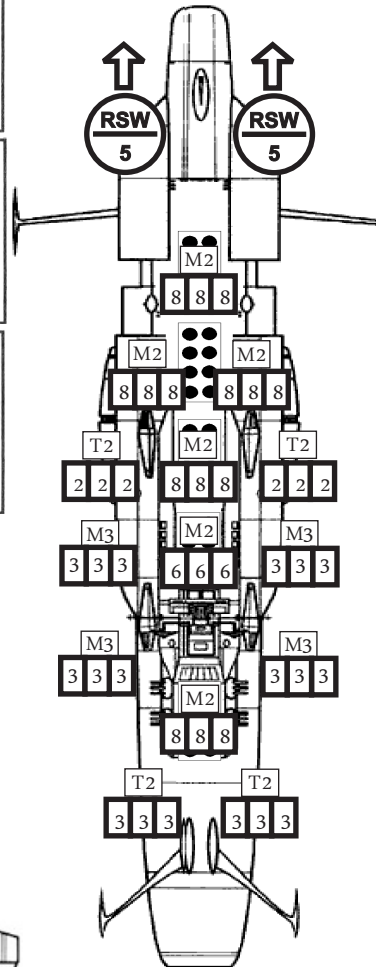


UNIT NAME: _____ UNIT NUMBER: _____

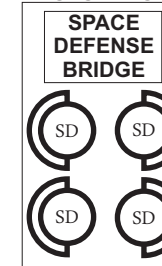


WARSHIP HULL STRUCTURE

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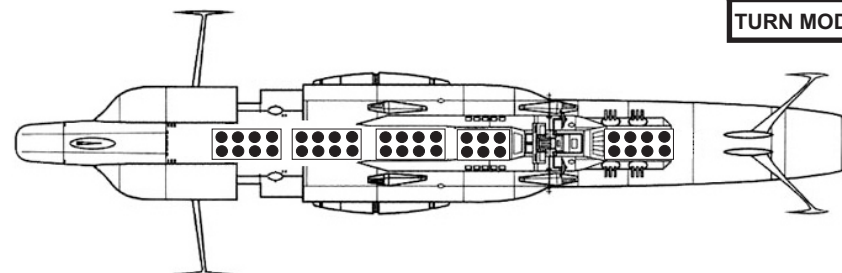
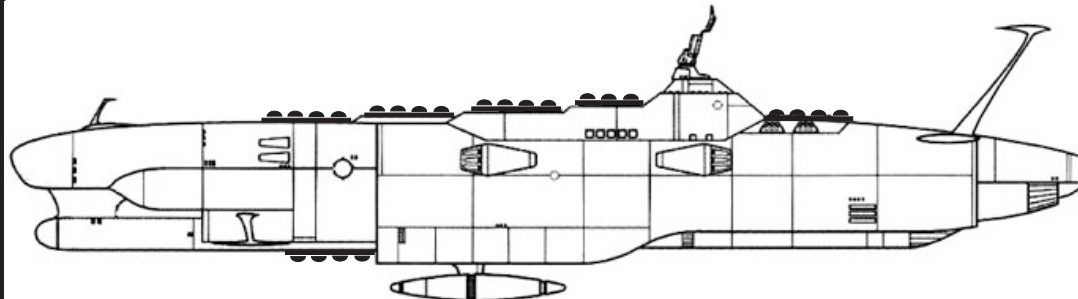


SPACE DEFENSE SYSTEMS



SHIP SYSTEMS

- COMMAND BRIDGE
- BATTLE BRIDGE
- NAVIGATION BRIDGE
- RADAR RANGE: 80
- SPECIAL WEAPON SYSTEM



MINE SWEEPING SYSTEM - TYPE 2

M55	RANGE	ATTACKS	DAMAGE
	6	2	1d10

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

WARSHIP DATA

WARSHIP CLASS	6	WARSHIP CLASS WEAPON SYSTEM	3	
POWER RATING FACTOR	4	FIRING CAPABILITIES		
TACTICAL WARP COST	25	STRATEGIC WARP COST	50	
TURN MODE	CURRENT SPEED	REQUIRED MOVEMENT	TURNING COST	SIDESLIP COST
	1-6	1 HEX	1.0 PRF	1.0 PRF
	7-12	2 HEXES	1.0 PRF	1.0 PRF