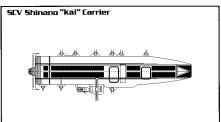
STAR BLAZERS FLEET BATTLE SYSTEM



RATE

80%

MEDIUM

30%

4-6

1d6 5

SHORT MEDIUM

2-3

MEDIUM

4-6

ANTI-SHIP TORPEDO TYPE 2 LAUNCHER

30%

7-12

MEDIUM

30%

7-12

SHORT MEDIUM

976/2426* POINTS

DAMAGE

6d10+60

LONG

20%

7-9

1d4 4

LONG

4

LONG

7-9

1d4

LON6

20%

13-18

20%

13-18

2d4

SPREAD EFFECT

3 HEXES

E/DP

SAME HEX

0

DP MODE

DAMAGE

AM / AT DP MODE

SHORT 40%

1

5AME HEX 50%

DAMAGE

DAMAGE SAME HEX AS 50%

4

3

TYPE 20 WAVE MOTION GUN

REO

15

CIRCA 2203

SAME HEX

1d8 7

40%

0

70%

0

RANGE

20

LIGHT SHOCK CANNON

SHORT

50%

1-3

1d6 | 6

SPACE DEFENSE BATTERY

1 ROLL PER BATTERY

MISSILE DEFENSE SYSTEM

SHORT

1-3

1 ROLL PER 4 SALVO BURST

1-6

LIGHT MISSILE LAUNCHER

50%

1-6

5W5

SD

MDS

T2

MZ

SUPPORT CRAFT DATA SUPPORT CRAFT: 14 (SHUTTLES & RECON)

SUPPORT CRAFT DATA*

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 300

MEDILIM

4-6

MEDIUM

30%

MEDIUM

30%

DAMAGE

DAMA6E

1

20%

1

LONG

7-9

1d4

LIGHT SHOCK CANNON / DP MODE

SHORT

10%

1-3

1 ROLL PER 2 BATTERIES

BATTLECRAFT DATA

FIGHTER SQUADRONS: 8 (36 FIGHTERS)

ATTACK BOMBER SOLIABBONIS: 2 (36 FIGHTERS)

> STRIKE FIGHTER SQUADRONS: 2 (36 FIGHTERS)

TORPETO BOMBER (18 FIGHTERS)

BATTLECRAFT DATA*

MAXIMUM BATTLECRAFT POINTS CARRIED: 1150

DAMAGE

POINTS

2

DAMAGE

POINTS

1





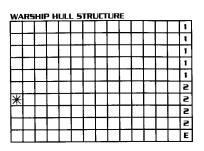


UNIT NAME:



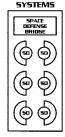


Earth Defense Force



SPACE DEFENSE

UNIT NUMBER:





SHIP SYSTEMS

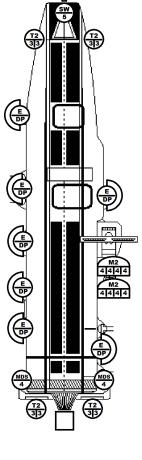
(60)	l I	BRIDGE
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		NAVIGATION BRIDGE
		RADAR RANGE: BD
(9)		SPECIAL WEAPON SYSTEM
		HANGAR DECK
		LAUNCH: 24 REARM: 1B
	L	

WARSHIP DATA

10, ULDINI 10, LI, L							
WARSHIP CLASS			WAR9	- 11			
POWER RATING FACTOR		m	FIRING	- 11			
TACTICAL WARP COST			STRATEGIC WARP COST 5				
TURN MODE	CURRENT SPEED		EQUIRED OVEMENT	TURNING COST	SIDESLIP COST		
	1-6		1 HEX	1.0 PRF	1.0	PRF	
	7-12	2	HEXE5	1.0 PRF	1.0	PRF	

MINE	SWEEPING	SYSTEM	- TYPE i

	MINE SWEEPING SYSTEM - TYPE 2					
M55	RANGE	ATTACK5	DAMAGE			
	6	2	1d10			



POWER ACCUMULATION LOG - 1d6 STATIONARY / 1d4 MOVING TURN 4 TURN 6 TURN 10 TURN

MUVEMENT LUG									
TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN	TURN
1	2	3	4	5	6	<u> </u>	8	9	10
		l .		l		l			
		l .		l		l			
		l .		l		l			

