1-7

1 ROLL PER BATTERY

1-3

LIGHT SHOCK CANNON / DP MODE

SHORT MEDIUM 10% 5%

1 ROLL PER 2 BATTERIES 1d4

4-6

8-14 | 15-21

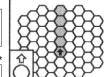
7-9

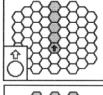
SBB VALIANT

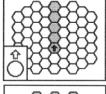


SUPPORT CRAFT DATA **SUPPORT CRAFT: 8** (SHUTTLES & RECON)

SUPPORT CRAFT DATA*







UNIT NAME:





	CRAFT POINTS CARRIED: 455	o888b	RSW 5				<u>+</u>
			100 T 100				+
CIRCA 2203 737/1084* POINTS		(C) 1888		*			I
TYPE 5 REGULATED WAVE MOTION GUN (EXPERIMENTAL)		<u> </u>	4 4 4 4 4 4 4 4				
R5W5 RANGE POWER SUCCESS DAMAGE SPREAD EFFECT		AAAAA					
20 9 80% 3d10+40 2 HEXES							

**/	RS	 110	 <u> </u>	100	101	`-							Γ
													Γ
													Ī
													I
*													Ī
													Ī
													Ī
	Е	_	 	_				_		_	_	_	_

KJVVJ	revieus	REI	J RA1	TE DAN	VIAGE	EFI	FECT				
	50	9	80	% 3d10	0+40	SH	EXE5				
	20	18	80	% 6d1	0+80	зн	EXE5				
IMP	ROVED	HEAVY	SHOCK	CANNON			IMP I	HEAV	ү эноск	CANNON	OP MOD
	IE HEX	5HORT 50%	MEDIUM 30%	20%		12	SAME 20		5HORT 10%	MEDIUM 5%	LONG

	IMPROVED HEAVY SHOCK CANNON									
HZ	SAME HEX SHORT 70% 50%			RT %	MEDI 30°		50. FDV			
	0		1-1	7	8-1	4	15-21			
	3d6	18	3d6	16	2d8	14	2d6	12		
	LIGHT SHOCK CANNON									

	LIGHT SHOCK CANNON									
E	70% 50			HORT MEDIU 50% 30%						
	0		1-3	3	4-	6	7-9			
	1d8 7		1d6 6		1d6 5		1d4 4			

L			1d6 E BA		 4	
SD	509	5HOR 40%		EDIU 30%	20%	
	0	1		2-3	4	

	1 ROL	L PER B	ATTERY	2d4
	0	1	2-3	4
_	50%	40%	30%	20%

	ANTI-CEL	LULAR H	EAT SHIE	LD - TYF	JE 2				
ACH5	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
	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									
ASM5	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%	1010

	MEDIUM	MISSILE	LAUNCHI	ER		DP MODE				
МЗ	5AME HEX 70%	SHORT 50%	MEDIUM 30%	50% LONG	DAMAGE A5	SAME HEX 40%	5HORT 30%	MEDIUM 20%	LON6 10%	DAMAGE POINTS
	0	1-7	8-14	15-21	4	DAMAGE AM / AT		DAMAGE	1	2
l	ANTI-SHI	D TORRE	OU TABLE	2 LAUNE	HEB	пр мопе	:			

						AM / AI		ABL		
	ANTI-SH	IP 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% LDN6	DAMAGE PDINTS
	0	1-6	7-12	13-18	4	DAMAGE AM / AT	1	DAMAGE	1	2

SPACE DEFENSE SHIP SYSTEMS **SYSTEMS**





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

MINE SWEEPING SYSTEM - TYPE 2											
M55	RANGE	ATTACK5	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



© Voyager Entertainment, Inc. © Musashi Enterprises, Inc.

WARSHIE	<u>DAIA</u>						
WARSHIP CLASS				SHIP CLAS ON SYSTE		2	
POWER RATING FACTOR			FIRING (CAPABILIT	IES L	<u>၁</u>	
TACTICAL W	ARP COST	25	STRATEGIC WARP COST 50				
TURN MODE	CURRENT SPEED		QUIRED VEMENT	TURNING COST	SIDE CO		
	1-6	1	HEX	1.0 PRF	1.0 F	PRF	
5e.	7-12	2 F	IEXES	1.0 PRF	1.0 F	PRF	

Permission granted to photocopy for personal use.