STAR BLAZERS FLEET BATTLE SYSTEM



CIRCA 2203

ACHS TARGET

ASMS TARGET

555

5AME HEX 70%

0

873/2078* POINTS

1-7 8-14 15-21

RANGE 9 HEXES

20%

10%

10%

10%

10%

10%

RANGE 10 HEXES DAMAGE

1d10

POINTS

3 BARRELED BATTERIES

30%

20%

20%

40%

1

Earth Defense Force SBB Yamato III Battleship(2203 Refit)

TYPE 20 WAVE MOTION GUN								
5W5 RANGE		POWER SUCCESS REO RATE		DAMAGE	SPREAD EFFECT			
	50	15	80%	6d10+60	3 HEXES			

IMPROVED HEAVY SHOCK CANNON										
HZ	5AME HEX 70%	5HORT 50%	MEDIUM 30%	LON6 20%						
	0	1-7	8-14							
	3d6 18	3d6 16	2d8 14	2d6 12						

5D | SAME HEX | SHORT | MEDIUM | LONG | 20% | 1 5-3

1 ROLL PER BATTERY

60%

50%

ANTI-CELLULAR HEAT SHIELD - TYPE 2

50%

40%

RANGE RANGE RANGE 0 HEXES 1-3 HEXES 4 HEXES

50%

4-6

1-6 7-12 13-18

ANTI-SHIP TORPEDO TYPE 2 LAUNCHER T2 SAME HEX 5HORT MEDIUM LONG DAMAGE 70% 50% 30% 20% A5 1-6 7-12 13-18

WAVE MOTION MISSILE LAUNCHER

1-3

SHORT MEDIUM 50% 30%

SHORT MEDIUM 50% 30%

ANTI-STEALTH CRAFT MINE LAUNCHER - TYPE 2

4

RANGE RANGE RANGE 1-3 HEXES 4 HEXES 5-6 HEXES

50%

40%

30%

40%

7-10

50% LONG

LONG DAMAG

40%

30%

20%

RANGE 5-6 HEXES

Б

3

4

30%

20%

20%

DP MODE

50%

DAMAGE

	IMP HEAV	ү эноск	EANNON A	ор моо	
H2	SAME HEX	5HORT 10%	MEDIUM 5%	LONG	
	0	1-7	8-14	15-21	
	1 ROL	1d4			

SUPPORT CRAFT DATA

SUPPORT CRAFT: 25 (SHUTTLES & RECON)

SUPPORT CRAFT DATA

MAXIMUM SUPPORT CRAFT POINTS CARRIED: 825

BATTLECRAFT DATA

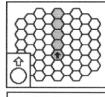
FIGHTER SQUADRONS: 2(36 FIGHTERS)

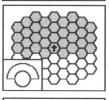
> ATTACK BOMBER **SQUADRONS: 1** (18 FIGHTERS)

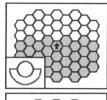
OR FIGHTER SQUADRONS: 3(54 FIGHTERS)

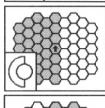
BATTLECRAFT DATA

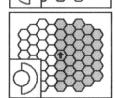
MAXIMUM SUPPORT CRAFT POINTS CARRIED: 460













UNIT NAME:





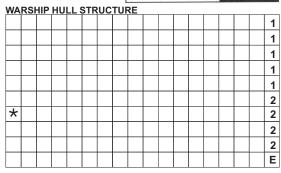












UNIT NUMBER:

SPACE DEFENSE SHIP SYSTEMS **SYSTEMS** COMMAND









REARM: 18

BRIDGE

BATTLE

BRIDGE

NAVIGATION **BRIDGE**

RADAR

RANGE: 80

SPECIAL

WEAPON

SYSTEM



MINE SWEEDING SYSTEM - TYPE 2

|2 HEXES||1.0 PRF||1.0 PRF

M55		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

NOTES:

PLEASE REFER TO RULES FOR SW2 DN PAGE 81 OF THE STAR BLAZERS FLEET BATTLE SYSTEM MODULE II: DARK NEBULA EMPIRE RULEBOOK.



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WARSHIP DATA

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

7-12

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