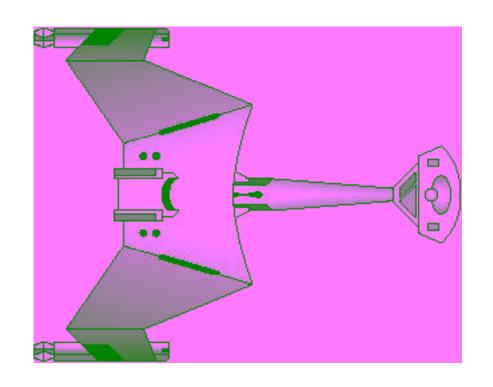
# STAR FLEET BATTLES CADET TRAINING HANDBOOK



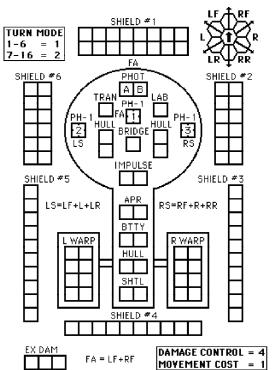
Part 2 — Ship System Displays

STAR FLEET

**BATTLES** 

# Page :

# FEDERATION CADET CRUISER



#### TYPE I OFFENSIVE PHASER TABLE

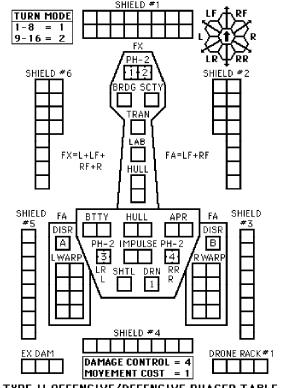
DIE	RA 0	NGE	,	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
HOLL	<u> </u>			-	_				23	30	13
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

#### PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

STAR FLEET BATTLES CADET TRAINING HANDBOOK

#### KLINGON CADET BATTLECRUISER



#### TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

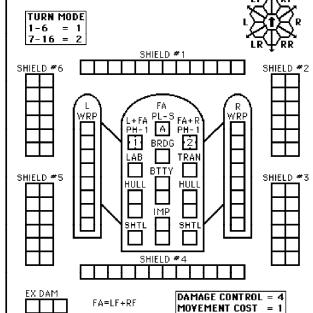
DIE Roll	RA O	NGE 1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

#### DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	2	2

STAR FLEET BATTLES CADET TRAINING HANDBOOK

#### ROMULAN CADET CRUISER



#### TYPE I OFFENSIVE PHASER TABLE

DIE	RA	NGI					6-		16-	26-	51-
ROLL	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

#### PLASMA TORPEDO WARHEAD STRENGTH

RANGE						
TYPE S	30	22	15	10	5	1

STAR FLEET BATTLES CADET TRAINING HANDBOOK

BOARDING PARTIES ADMINISTRATIVE SHUTTLES	FEDERATION HEAUY CRUISER NCC-1017 CONSTELLATION SHIELD #1
TYPE   OFFENSIVE PHASER TABLE    DIE RANGE ROLL   0   1   2   3   4   5   8   15   25   50   75     1   9   8   7   6   5   5   4   3   2   1   1   1   0     2   8   7   6   5   5   5   4   3   2   1   1   0     3   7   5   5   5   4   4   4   3   3   1   0   0   0   0     4   6   6   4   4   4   4   3   3   1   0   0   0   0     5   5   5   4   4   4   3   3   1   0   0   0   0     6   6   7   4   7   7   7     7   7   7   7   7     8   7   7   7   7     9   8   7   6   5   5   5   6   7     1   9   8   7   6   5   5   6   7     2   5   8   7   6   5   5   6   7     3   9   12     4   13   17     5   18   24     6   4   4   3   3   2   2   0   0   0   0     6   25 +	6 SHIELD#6 SHIELD#2
TYPE III DEFENSE PHASER    DIE RANGE	DAM CON  4 4 4 5 HIELD #5 8 BTTY TRAC SHIELD #3 2 2 2 0 PRB PH-1-RA TRAN F7 8 1  EX DAM  L WARP HULL SHTTL HULL R WARP R HR R R R R R R R R R R R R R R R R R

#### PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

MOVEMENT COST = 1

BOARDING PARTIES	ADMINISTRATIVE SHUTTLES					
10	IDENT	HIT POINTS	NOTES			
PROBES						
T						

SHIP DATA TABLE
TYPE = D7/D6
SHIELD COST = 2

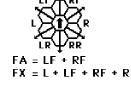
LIFE SUPPORT =

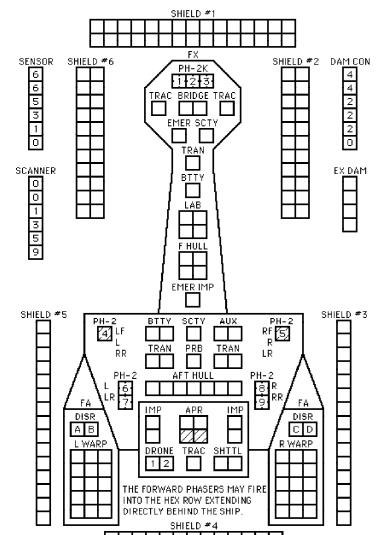
# KLINGON D7/D6 BATTLECRUISER

### DRONE RACKS

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE YERY NEXT TURN.

	MODE	SPEED			
В	1	2 - 5			
	2	6-10			
	3	11-15			
	4	16-21			
	5	22-28			
	6	29+			





#### STAR FLEET BATTLES CADET TRAINING HANDBOOK

<u>TYPE</u>	11	<u>OFFE</u>	<u>NSI</u>	VE/	<u>DEFEI</u>	ISIVE	<b>PHASE</b>	R TABLE
DIE Roll	RA O	HGE 1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE	Ш	DEF	ENS	E PI	IASI	ER
DIE Roll	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TA	ABLE							D7 ONLY
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

FOR THE OLDER D6, DELETE THE TWO SHADED PHASER BOXES AND THE TWO SHADED APRS AND LIMIT THE DISRUPTORS TO A RANGE OF 22 HEXES.

MOVEMENT COST = 1

SHADED BOXES ARE DELETED ON THE D6.

SHIELD #2

BO	ΑΙ	₹D	IN	<u> </u>	PART	ΓIES
				IJ	1	

ADMINISTRATIVE SHUTTLES							
IDENT	HIT POINTS						NOTES

SHIP DATA TABLE **TYPE** WE SHIELD COST = 2 LIFE SUPPORT =

CNTR

SHIELD #6

#### **ROMULAN WAR EAGLE CRUISER**

I. R. V. EAGLE

SHIELD #1

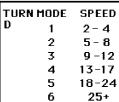
#### **PROBES**

STAR FLEET BATTLES CADET TRAINING HANDBOOK

CLOAK COST =

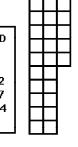
TYPE I OFFENSIVE PHASER TABLE

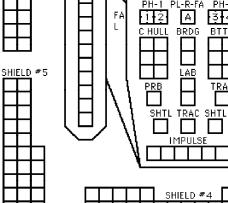
DIE Roll	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



1

6





		$\mathbf{H}$
L WARP AR	MOR R WARP	
	R-FA PH-1 A 34 FA FA	Ħ
	RDG BTTY R H	
		SHIELD #3
$H \mid \setminus \setminus \cup \cup \cup$		H
		$\Box$

|--|

DIE Roll	RA O	HGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA	=	LF	+	RF

#### PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1

665420

000369

DAMAGE CONTROL

MOVEMENT COST = 1

DIE Roll	RA 0	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

	MODE	SPEED		
D	1	2-4		
	2	5 - 8		
	3	9-12		
	4	13-17		
	5	18-24		
1	6	25+		



FA = LF + RF

LF A	RF
ľΖ'n	i <b>∑</b> ,
<i>\</i> ≾1	<b>**</b>

#### SENSOR DAMAGE CONTROL 665320 4 4 2 2 2 0 SHIELD #4 EXCESS DAMAGE SCANNER

F HULL

PRB SHTL

TRAN

R HULL

PH-1

L 🐬 RA

L+LF PL-S A IMP

PH-1 3 4 LS

SHIELD #5

APR BTTY TRAN

EMER

LAB

C HULL

AUX

TRAC

RF+R PL-S B IMP

PH-1 5 6

SHIELD #3

TRAINING SSDs

TRAN SHTL

APR
R HULL
PH-1
S R

MOVEMENT COST = 1

#### TYPE III DEFENSE PHASER

DIE Roll	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



#### LS = LF + L + LRRS = RF + R + RRRA = LR + RR

#### PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1

**CADET TRAINING HANDBOOK** —

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SHIELD #2

SHIELD #3

H

SHIELD #4

PH-3 S RA

PH-60 RA/

BOARDING PARTIES  ADMINISTRATIVE SHUTTI  IDENT HIT POINTS NO  DRONE RACKS	SHIP DATA TABLE TYPE = CR SHIELD COST = 2 LIFE SUPPORT = 1	ORION RAIDER CRUISER
THIS SHIP CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.  TYPE I OFFENSIVE PHASER TABLE	STAR FLEET BATTLES CADET TRAINING HANDBOOK	QUEEN OF DIAMONDS  SHIELD #1  SENSOR SHIELD #6  SENSOR SHIELD #6
DIE RANGE ROLL         RANGE ROLL         3         4         5         6-9-16-25-50-75         75           1         9         8         7         6         5         5         4         3         2         1         1           2         8         7         6         5         5         4         3         2         1         1         0           3         7         5         5         4         4         3         1         0         0         0         0           4         6         4         4         4         3         2         0         0         0         0           5         5         4         4         3         3         1         0         0         0         0           6         4         4         3         3         1         0         0         0         0	4 20-26 5 27+	6 5 1 PHOT A PHOT A FA L 3 FA R C HULL CARGO
TYPE III DEFENSE PHASER    DIE RANGE   4- 9-	LF RF RF LR RR	DAM CON  4 SHIELD #5 DRN TRAC  BTTY TRAN AUX  SHTL BTTY  EX DAM  L WARP  PH-3 PH-3

#### PHOTON TORPEDO TABLE

2 0 0 0

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NА	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

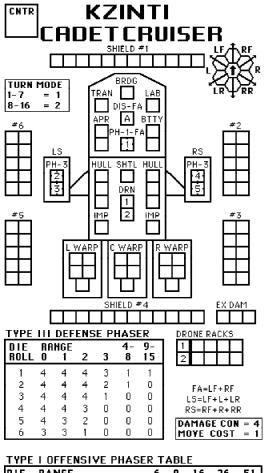
#### WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1 1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	2/3	$1\frac{1}{3}$	2	$2^{2}/_{3}$	$3\frac{1}{3}$	4	$4^{2}/_{3}$	$5\frac{1}{3}$	6	$6^{2}/_{3}$	$7\frac{1}{3}$	8	8 <b>2/</b> 3	$9\frac{1}{3}$	10	$10^{2}/_{3}$	$11\frac{1}{3}$	12	$12^{2}/_{3}$	13½	14	$14^2/_3$	15½	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

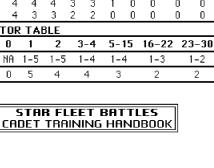
FA = LF + RF RA = LR + RR

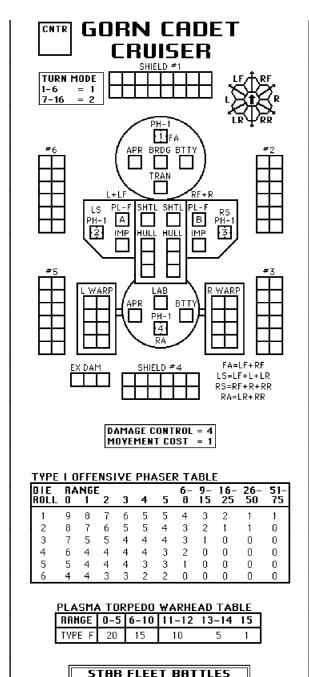
STAR FLEET

BATTLES

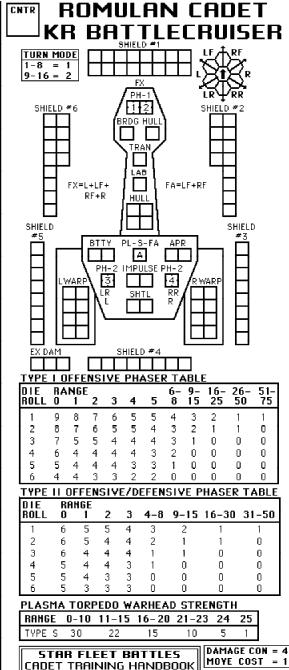


4	4	4	_	U	Ų	J	υĮ	RS=RF+R+RR					
5 6	4 3	3	_	0	(	-	0		MAGI Dye (	E CON Cost	= 4 = 1		
TYPE	1 (	DFF	ENS	IVE	PH/	ASE	R T	ABL	E				
DIE Roll	8 <i>4</i> 0	ANG 1	E 2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75		
1	9	8	7	6	5	5	4	3	2	1	1		
2	8	7	6	5	5	4	3	2	1	1	0		
3	7	5	5	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	3	2	0	0	0	0		
5	5	4	4	4	3	3	1	0	0	0	0		
6	4	4	3	3	2	2	0	0	0	0	0		
DISRU	JPT	ror	TAI	3LE									
RANG	3E	0	1	2	3	i-4	5-	15	16-2	2 23	3-30		
HIT		NΑ	1-5	1-5	1	-4	1-	4	1-3	1	-2		
DAMAG	βE	0	5	4		4	3		2		2		





CADET TRAINING HANDBOOK

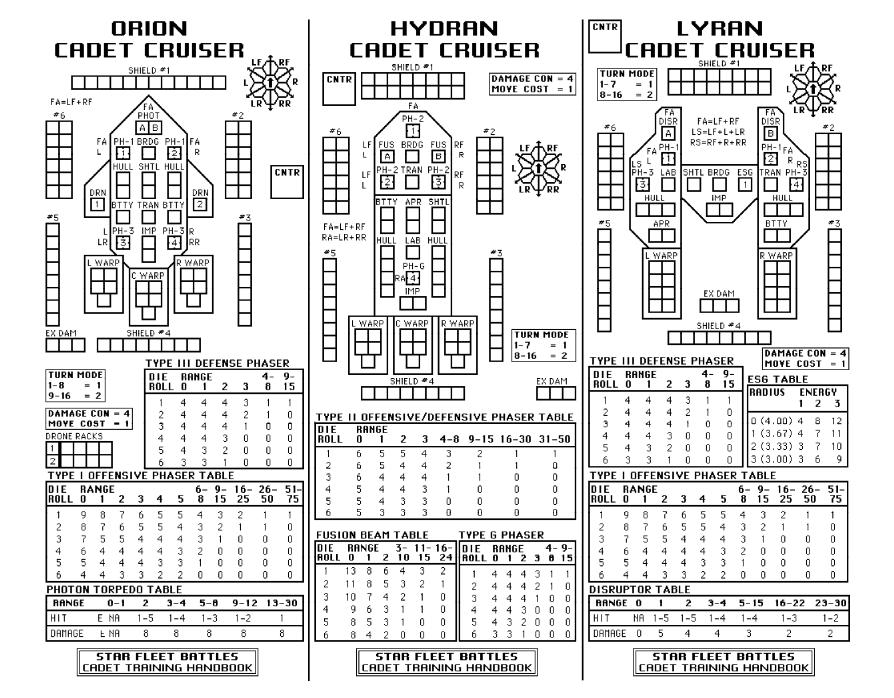


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STAR FLEET

BATTLES



SHIELD #2 DAM CON

EX DAM

SHIELD #3

BOARDING PARTIES	<u>ADMINIS</u>	ST I	RA	T I	VE	S	ΗU	TTLES
10	IDENT		HIT	P	DIN	ITS		NOTES
PROBES								
_								
FOR ARTISTIC REASONS THE SHU GROUPS OF TWO BOXES, THIS SH SHUTTLES AND CAN ONLY LAUNC	IP ACTUALI	LYI	HAS	ìΑ	SIN	IGLI	E SI	HUTTLE BA
TYPE I DEFENSIVE PHAS	FR TARI	F						

SHIP DAT	ΑT	ABLE
TYPE	=	KR
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
CLOAK COST	=	20

## ROMULAN KR CRUISER

PH-1-FX

			 		N.E		ın	-
CNTR				SHI	ELD	*	1	
								E
								I
SENSOR	SHIELD #6			5	_		_	

FOR ARTISTIC REASONS THE SHUTTLE BAY ON THIS SHIP WAS DIVIDED INTO TWO SEPARATE
GROUPS OF TWO BOXES. THIS SHIP ACTUALLY HAS A SINGLE SHUTTLE BAY CONTAINING FOUR
SHUTTLES AND CAN ONLY LAUNCH OR LAND ONE SHUTTLE EYERY TWO IMPULSES.

IYPE	•••	<del>/! ! L</del>	.110	. T L		10L	<u> </u>	IDL			_
DIE	RA	NGE		-		_			16-		51-
KULL	U		2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN	MODE	SPEED
В	1	2 - 5
	2	6 - 10
	3	11-15
	4	16-21
	5	22-28
	6	29+

6		<u> PH-1-FX</u>	
6	HH	/ Litata \	, HH
5		TRAC BRIDGE TRAC	
3	HH	L EMER HULL	) <del>         </del>
버	HH		HH
ت	HH	TRAN (	<del>                                      </del>
SCANNER		LL     BTTY	
띩	Ш	/ 🗀 \	$\vdash$
밁	HH	LAB \	H
3		/ <del>         </del>	
5	<b>#</b> /	L_L_	۱.
9	42TV	/ imm	CTX.
	<i>2</i> !0	- } □□□ \	$\bigcirc$
	. 7,-	APR \	RP '
SHIELD #5	LF	, u	KF
OINCED O	I	DETAIL DETAIL ALL VIOL	

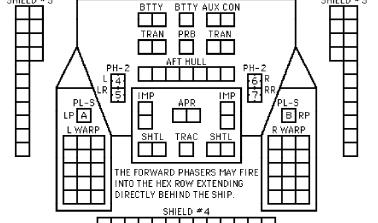
TYPE	П	OFFE	NSI	VE/	DEFE	ISIVE	PHASE	R TABLI
DIE Roll	Ri O	ANGE 1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



F	X	=	L	+	LF	+	RF	+	R
_			_						

TYPE III DEFENSE PHASER											
DIE Roll	RA O	NGE 1	2	3	4- 8	9- 15					
1	4	4	4	3	1	1					
2	4	4	4	2	1	0					
3	4	4	4	1	0	0					
4	4	4	3	0	0	0					
5	4	3	2	0	0	0					
6	3	3	1	0	0	0					





MOVEMENT COST = 1

PLASMA TORPEDO WARHEAD STRENGTH TABL
--------------------------------------

RI	ANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
Τ٩	YPE S	30	30	22	22	22	15	15	15	10	5	1

MOVEMENT COST = 1

STAR FLEET BATTLES

BOARDING PARTIES ADMINISTRATIVE SHUTTLES  HIT POINTS NOTES	SHIP DATA TABLE	KZINTI STRIKE CRUISER
	SHIELD COST = 1+1 LIFE SUPPORT = 1	SHIELD #1  SENSOR  6 SHIELD #6 SHIELD #
CONTAINING BOTH SHUTTLES AND CAN ONLY LAUNCH AND/OR LAND ONE SHUTTLE EVERY TWO IMPULSES.		6 BRIDGE FHULL DE
TYPE I OFFENSIVE PHASER TABLE		O T
DIE RANGE 6- 9- 16- 26- 51- ROLL 0 1 2 3 4 5 8 15 25 50 75	TURN MODE SPEED	1 LTRAN EMER BITYR 2
1 9 8 7 6 5 5 4 3 2 1 1	C 1 2-4 2 5-9	SCANNER DISR TRAC DISR TRAC DISR APR BRF
2 8 7 6 5 5 4 3 2 1 1 0	3 10-14	
3 7 5 5 4 4 4 3 1 0 0 0     4 6 4 4 4 4 3 2 0 0 0 0	4 15-20	
5 5 4 4 4 3 3 1 0 0 0 0	5 21-27	2 3 PH-3 DRN SHTL AUX CON SHTL DRN PH-3 5 LS 3 1 DRN PH-3-360° HULL 4 6 RS
6 4 4 3 3 2 2 0 0 0 0 0	6 28+	5 LS 3 1
STAR FLEET BATTLES	$\neg$	
CADET TRAINING HANDBOOK	<u>&lt;</u>	DAM CON PRB
TYPE III DEFENSE PHASER	DRONE RACKS	4 SHIELD #5 SHIELD #
DIE RANGE 4- 9-	1	
ROLL 0 1 2 3 8 15	2	
	3 4	2 PH-3 PH-3 R PH
3 4 4 4 1 0 0		
4 4 4 3 0 0 0	THIS SHIP CAN LAUNCH ONE DRONE PER DRONE	EX DAM L WARP C WARP R WARP
	RACK PER TURN.	
	LFÅRF	
	'. <u>k</u> ZŤS."	
DISRUPTOR TABLE	, ' <i>\Z</i> } <del>!</del> \Z\*	SHIELD #4

FA = LF + RF LS = LF + L + LR RS = RF + R + RR

5-8 9-15 16-22 23-30

1-3

2

1-2

2

1-4

3

3-4

4

1-4

3

2

1-5 1-5 1-4

4

5

RANGE

DAMAGE

ніт

0

NΑ

0

PROBES	STRATIVE SHUTTLES HIT POINTS NOTES HAS ITS SHUTTLES IN TWO	SHIP DATA TABLE  TYPE = CA  SHIELD COST = 1+1  LIFE SUPPORT = 1	CNTR	LYRAN TIGER HERUY CRUISER S.M.S. PROWESS
SEPARATE LAND OR L IMPULSE. TYPE I OFFENSIVE PHASER TABL		TAR FLEET BATTLES BET TRAINING HANDBOOK	SHIELD #6 SENSOR 6	SHIELD #1 SHIELD #2 FA FA
DIE RANGE ROLL     RANGE O I     2     3     4     5     8     15       1     9     8     7     6     5     5     4     3     2       3     7     5     5     4     4     3     2       3     7     5     5     4     4     3     1       4     6     4     4     4     3     3     1     0       5     5     4     4     3     3     2     2     0     0	16- 26- 51- 25 50 75 2 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0	TURN MODE SPEED C 1 2-4 2 5-9 3 10-14 4 15-20 5 21-27 6 28+	SCANNER O	FA DISR C D PH-1 3+4 FA R TRAN TRAN TRAN TRAN TRAN TRAN TRAN T
TYPE III DEFENSE PHASER    DIE RANGE ROLL 0 1 2 3 8 15     1	FA = LF + RF LS = LF + L + LR RS = RF + R + RR	EXPANDING SPHERE TABLE           RADIUS         ENERGY         5           0 (4.00)         4         8         12         16         20           1 (3.67)         4         7         11         15         18         2 (3.33)         3         7         10         13         17         3 (3.00)         3         6         9         12         15		PROBE FLAG ESG 2  H-3 APR BRIDGE EMER APR PH-3  S HTY SHTL IMPULSE SHTL BTTY 9  TRAC TRAC SHIELD#3  L WARP R WARP

#### DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

SHIELD#4

EX DAM

# BOARDING PARTIES ADMINISTRATIVE SHUTTLES IDENT HIT POINTS NOTES PROBES

SHIP DATA TABLE
TYPE = RN
SHIELD COST = 1+1
LIFE SUPPORT = 1

THIS SHIP HAS THREE SHUTTLE BAYS, TWO OF WHICH CONTAIN ONLY FIGHTERS. IT CAN LAND THREE SHUTTLES, ONE INTO EACH BAY, EYERY OTHER IMPULSE. IT CAN LAUNCH TEN SHUTTLES (NINE FIGHTERS AND ONE ADMIN SHUTTLE) IN A SINGLE IMPULSE BY USING ITS FIGHTER LAUNCH TUBES, BUT ONLY FIGHTERS CAN USE THE LAUNCH TUBES.

#### TYPE II PHASER TABLE

DIE Roll	RF O	INGE 1	2	3	4- 8	9- 15	16- 30	31- 50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

	TYPE III DEFENSE PHASER										
	DIE Roll	RF O	INGE 1	2	3	4- 8	9- 15				
	1	4	4	4	3	1	1				
1	2	4	4	4	2	- 1	0				
	3	4	4	4	1	0	0				
	4	4	4	3	0	0	0				
	5	4	3	2	0	0	0				
	6	3	3	1	0	0	0				

#### **FUSION BEAM TABLE**

DIE	RAI	NĢE	2	Z 10	11 15	16-24
HULL	U	<u> </u>		3-10		10-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0



FA = LF + RF RA = LR + RR

TURN	MODE	SPEED
C	1	2-4
	2	5 - 9
	3	10-14
<u> </u>	4	15-20
	5	21-27
	6	28+

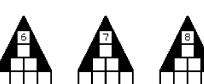
# FIGHTER BOXES ARE DESTROYED ON "SHUTTLE" DAMAGE POINTS. BOXES MARKED "=" ARE FIGHTER BAYS.









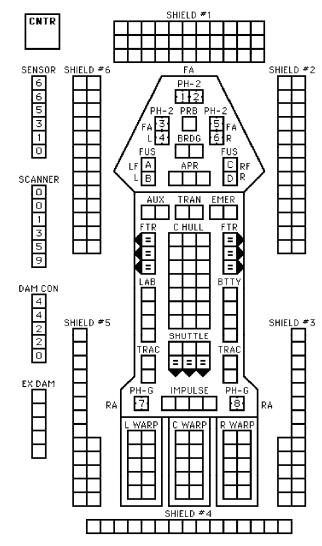




STINGER-F 1×PH-G-FA CRIPPLED = 7 SPEED = 15

#### **HYDRAN RANGER CRUISER**

H.M.S. TENACITY



MOVEMENT COST = 1

STAR FLEET BATTLES CADET TRAINING HANDBOOK

BO	AF	₹D	IN	G F	Ά	RT	IE:	5	
									10

**PROBES** 

۸	D	М	I	N	K	3	T	R	1	١	Т	١	1	E	•	5	Н	U	٦	П	Γ	L	.E	: (	ŝ
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ADITION:	<u> </u>	<u> </u>	<u> </u>	IILES		
IDENT		HIT	NOTES			

	SHIP DATA TABLE	
	TYPE = CA	
l	SHIELD COST = 1+1	
	SHIELD COST = 1+1 LIFE SUPPORT = 1	
•		

#### PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

	MODE	SPEED
D	1	2 - 4
	2	5 - 8
	3	9 -12
	4	13-17
İ	5	18-24
	6	25+

### STAR FLEET BATTLES CADET TRAINING HANDBOOK

#### TYPE I OFFENSIVE PHASER TABLE

DIE	RA	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
NULL	U			J		J	U	IJ	ZJ	JU	1.3
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

#### TYPE III DEFENSE PHASER

DIE Roll	RA O	INGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

#### PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1



#### **ISC STAR CRUISER**

I.S.C.S. LAWGIVER

