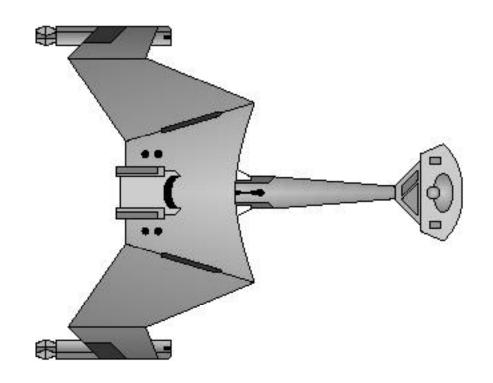
STAR FLEET BATTLES CADET TRAINING HANDBOOK



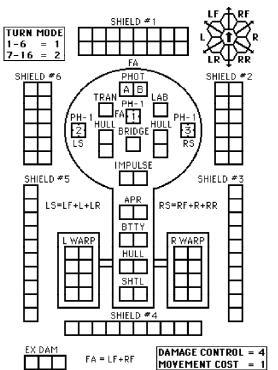
Part 2 — Ship System Displays

STAR FLEET

BATTLES

Page :

FEDERATION CADET CRUISER



TYPE I OFFENSIVE PHASER TABLE

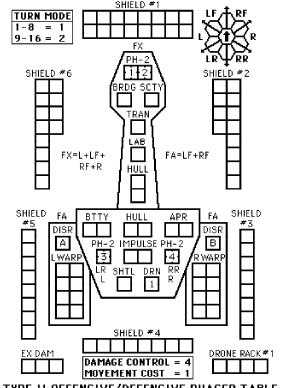
DIE	RA 0	NGE	,	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
HOLL	<u> </u>			-	_				23	30	13
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

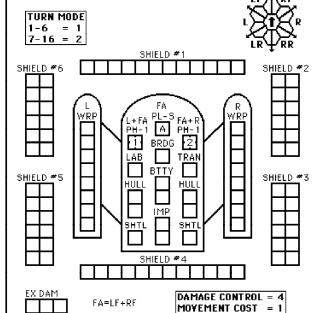
DIE Roll	RA O	NGE 1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

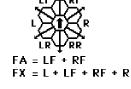
LIFE SUPPORT =

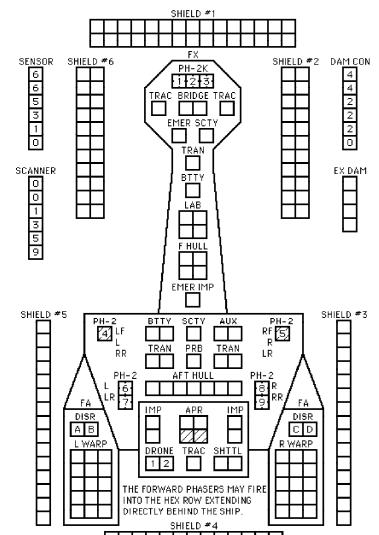
KLINGON D7/D6 BATTLECRUISER

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	PHASE	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
	П						
	П						

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

CNTR

SHIELD #6

ROMULAN WAR EAGLE CRUISER

I. R. V. EAGLE

SHIELD #1

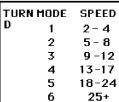
PROBES

STAR FLEET BATTLES CADET TRAINING HANDBOOK

CLOAK COST =

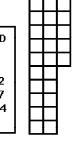
TYPE I OFFENSIVE PHASER TABLE

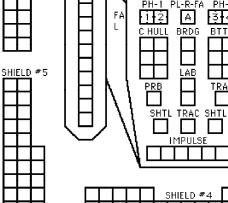
DIE Roll	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0



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
ľΣ¦	i ∑ ,
<i>\</i> ≾1	**

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	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



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

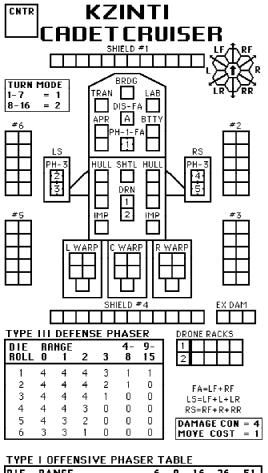
WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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 ½ 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

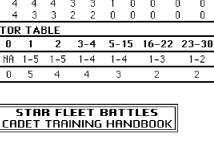
FA = LF + RF RA = LR + RR

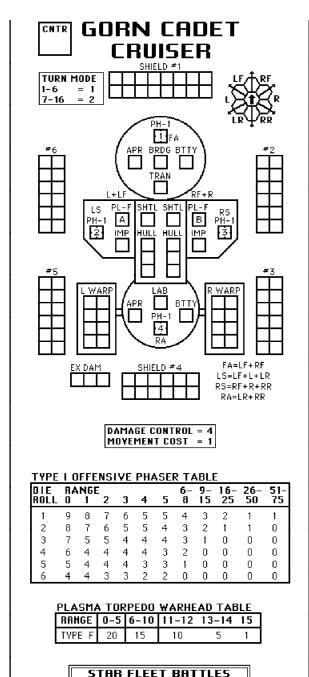
STAR FLEET

BATTLES

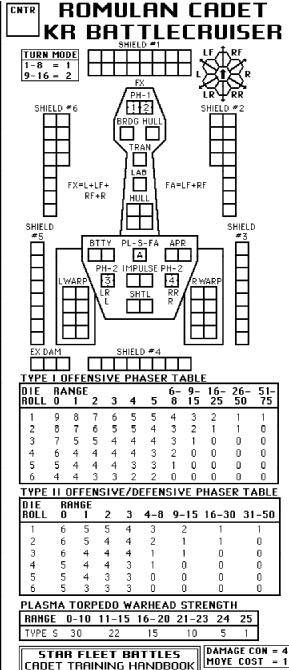


4	4	4	_	U	Ų	J	υĮ	RS=RF+R+RR					
5 6	4 3	3	_	0	(-	0		MAGI Dye (E CON Cost	= 4 = 1		
TYPE	1 (DFF	ENS	IVE	PH/	ASE	R T	ABL	E				
DIE Roll	8 <i>4</i> 0	ANG 1	E 2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75		
1	9	8	7	6	5	5	4	3	2	1	1		
2	8	7	6	5	5	4	3	2	1	1	0		
3	7	5	5	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	3	2	0	0	0	0	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

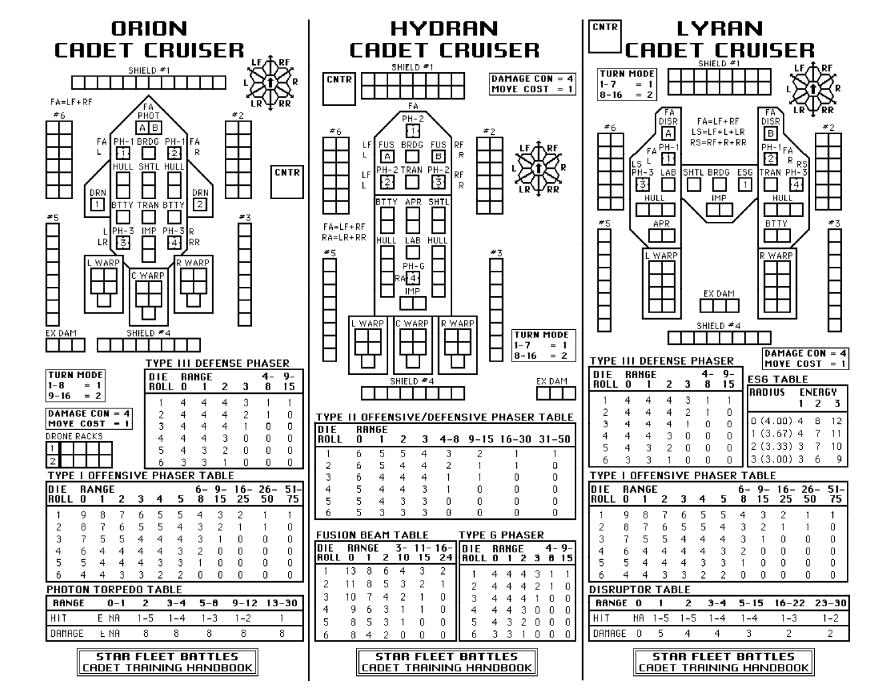


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STAR FLEET

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	•••	<i>,</i> , , ,	.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		PH-1-FX	
6	H	/ Litata \	、 HH
5		TRAC BRIDGE TRAC	
3	HH	EMER HULL) HH
H	HH		H
6	HH	TRAN	$\overline{}$
SC <u>ANN</u> ER		LL BTTY	
ഥ	\square	/ °``` \	
뛰	H	LAB (\mathbf{H}
3	ш	<i>]</i>	ш
5	# /	LL	۱.
9	る な だ と	[[[[]]]]	KADS.
	XX	1 HH 1	HH H
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	. Lb	, u	RP '
SHIELD #5		DITU DITU AND CO	NA C

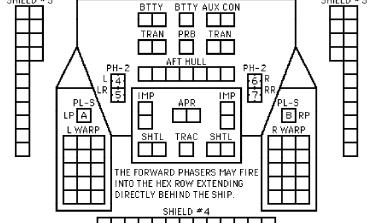
TYPE	П	OFFE	NSI	VE/	DEFE	ISIVE	PHASE	R TABLI
DIE Roll	Ri O	ANGE 1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



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 ADMINI	STRATIVE SHUTTLES HIT POINTS NOTES	SHIP DATA TABLE TYPE = CS	KZINTI STRIKE CRUISER
		SHIELD COST = 1+1	
BAY ON TWO SE ACTUAL CONTAIN ONLY LA	TISTIC REASONS THE SHUTTLE THIS SHIP WAS DIVIDED INTO EPARATE BOXES. THIS SHIP LY HAS A SINGLE SHUTTLE BAY NING BOTH SHUTTLES AND CAN AUNCH AND/OR LAND ONE LE EVERY TWO IMPULSES.	LIFE SUPPORT = 1	SHIELD #1 SENSOR 6 SHIELD #6 6 BRIDGE FHULL FHULL FHULL FRUITE FRUITE
TYPE I OFFENSIVE PHASER TAB			LF PH-1 TOULL PH-1 RF
ROLL 0 1 2 3 4 5 8 1 1 9 8 7 6 5 5 4 3 2 2 8 7 6 5 5 4 3 2 3 7 5 5 4 4 4 3 2 0 4 6 4 4 4 3 3 1 0 5 5 4 4 4 3 3 1 0	7- 16- 26- 51- 55	TURN MODE SPEED C 1 2-4 2 5-9 3 10-14 4 15-20 5 21-27 6 28+	SCANNER DISR TRAC TRAC TRAC TRAC BRF R PH-3 DRN SHTL AUX CON SHTL DRN PH-3 S F HULL PH-3-360° HULL R 7183 R
	ADET TRAINING HANDBOO	<u>ıK</u>	DAM CON PRB 4
TYPE III DEFENSE PHASER DIE RANGE		DRONE RACKS 1 2 3 4	SHIELD #5 BTTY LAB TRAN PH-3 CRAM PH-3 RR IMPULSE PH-3 RR IMPULSE PH-3 RR
4 4 4 3 0 0 0 5 4 3 2 0 0 0 6 3 3 1 0 0 0		THIS SHIP CAN LAUNCH ONE DRONE PER DRONE RACK PER TURN.	EX DAM L WARP C WARP R WARP
DISRUPTOR TABLE		_ L≯\$\$K®	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 P HAS ITS SHUTTLES IN TWO	SHIP DATA TABLE TYPE = CA SHIELD COST = 1+1 LIFE SUPPORT = 1	CNTR	LYRAN TIGER HEAUY CRUISER 5.M.S. PROWESS
SEPARA LAND OR IMPULSE TYPE I OFFENSIVE PHASER TAE	<u>CF</u>	STAR FLEET BATTLES ADET TRAINING HANDBOOK	SHIELD #6 SENSOR 6	SHIELD #1 SHIELD #2 FA FA
		TURN MODE SPEED C 1 2-4 2 5-9 3 10-14 4 15-20 5 21-27 6 28+	6 6 5 3 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	FA DISR DISR C D PH-1 3141 LAB TRAN TRAN TRAN TRAN TRAN TRAN TRAN TRAN
TYPE	FA = LF + RF LS = LF + L + LR RS = RF + R + RR	EXPANDING SPHERE TABLE RADIUS ENERGY 1 2 3 4 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		ESG AUX PROBE FLAG ESG 2 PH-3 APR BRIDGE EMER APR PH-3 SHITY SHTL IMPULSE SHTL BTTY 9 TRAC TRAC SHIELD#3 CL WARP RWARP

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+

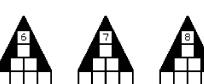
FIGHTER BOXES ARE DESTROYED ON "SHUTTLE" DAMAGE POINTS. BOXES MARKED "=" ARE FIGHTER BAYS.









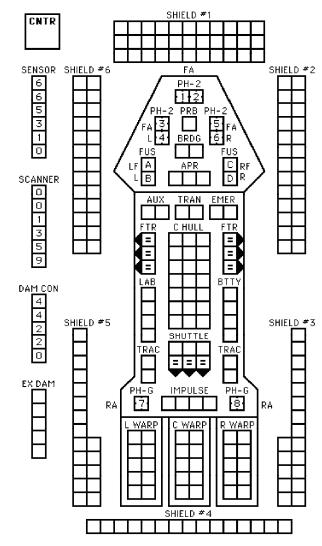




STINGER-F 1×PH-G-FA CRIPPLED = 7 SPEED = 15

HYDRAN RANGER CRUISER

H.M.S. TENACITY



MOVEMENT COST = 1

STAR FLEET BATTLES CADET TRAINING HANDBOOK

BOARDING PARTIES											
									10		

PROBES

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AUTHINIS	ADIIINISTRATIVE SHU										
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	BA	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

