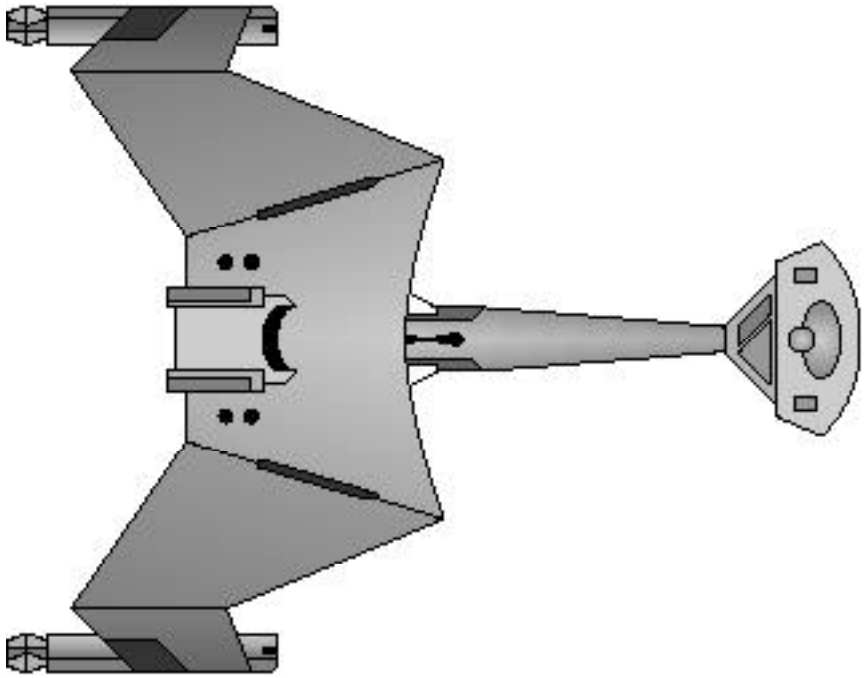
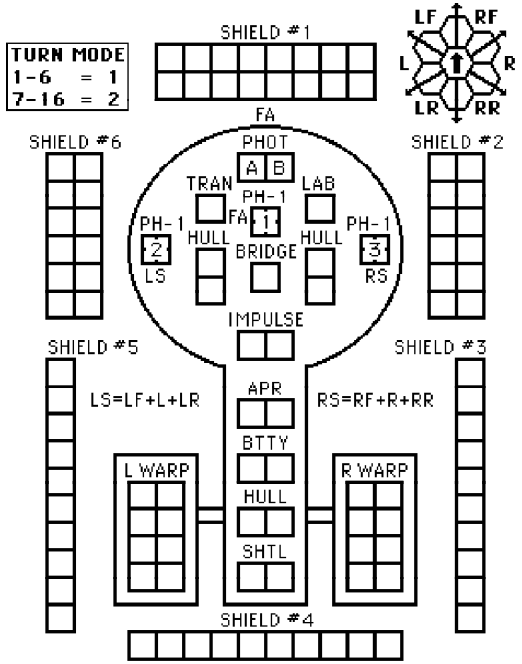
# STAR FLEET BATTLES

## CADET TRAINING HANDBOOK



## Part 2 — Ship System Displays

# FEDERATION CADET CRUISER




TYPE I OFFENSIVE PHASER TABLE

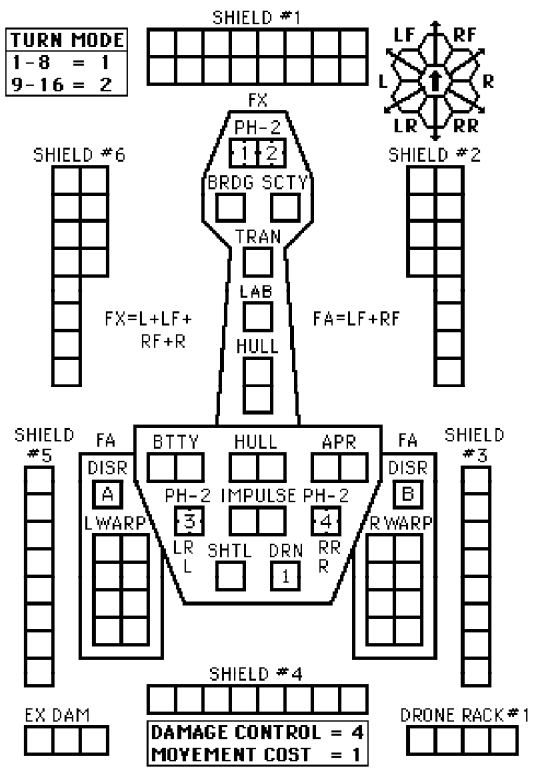
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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

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 |



# KLINGON CADET BATTLECRUISER




TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

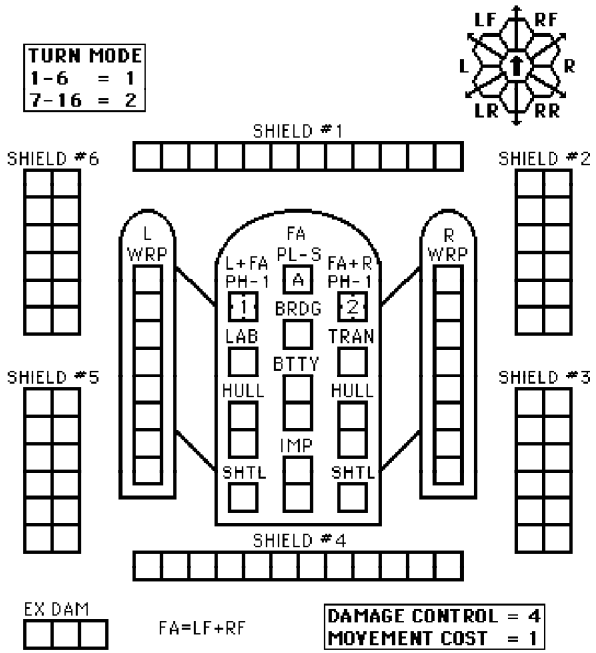
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0 |
| 6 | 5 | 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 |



# ROMULAN CADET CRUISER




TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

PLASMA TORPEDO WARHEAD STRENGTH

| RANGE | 0-10 | 11-15 | 16-20 | 21-23 | 24 | 25 |
|---|---|---|---|---|---|---|
| TYPE S | 30 | 22 | 15 | 10 | 5 | 1 |



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BOARDING PARTIES

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|

PROBES

| | | | | 5 |
|---|---|---|---|---|

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CA |
| SHIELD COST | = | 2 |
| LIFE SUPPORT | = | 1 |

CNTR

# FEDERATION HEAVY CRUISER

NCC-1017 CONSTELLATION

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

TYPE I OFFENSIVE PHASER TABLE

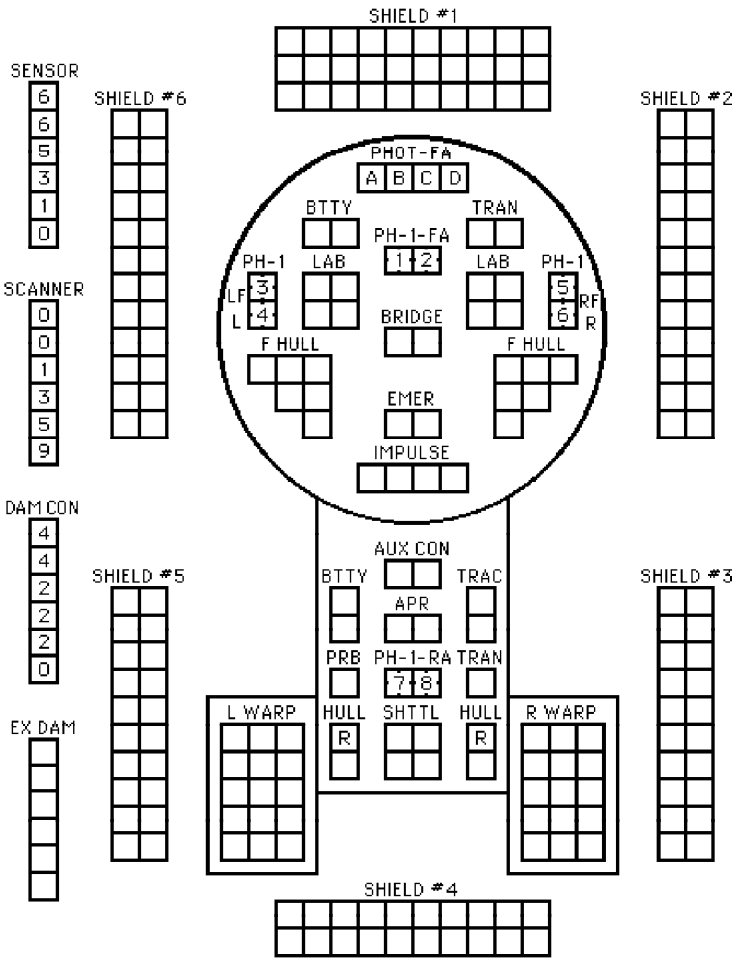
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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

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

TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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
RA = LR + RR




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

MOVEMENT COST = 1

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 |

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BOARDING PARTIES

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

PROBES

| | | | | 5 |
|---|---|---|---|---|

DRONE RACKS

| 1 | | | | |
|---|---|---|---|---|
| 2 | | | | |

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 VERY NEXT TURN.

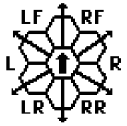
ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | D7/D6 |
| SHIELD COST | = | 2 |
| LIFE SUPPORT | = | 1 |

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




FA = LF + RF
FX = L + LF + RF + R

**STAR FLEET BATTLES**
**CADET TRAINING HANDBOOK**

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 | RANGE 0 | 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 TABLE

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 | D7 ONLY 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.

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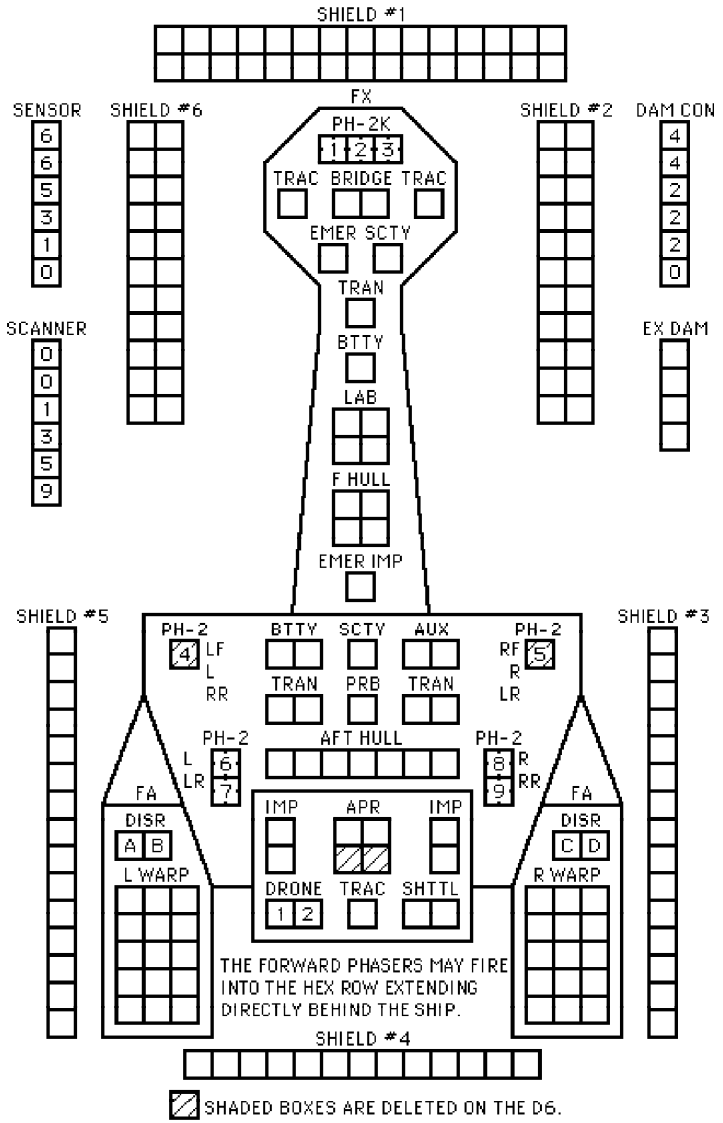
# KLINGON D7/D6 BATTLECRUISER




MOVEMENT COST = 1

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# ROMULAN WAR EAGLE CRUISER

I. R. V. EAGLE

BOARDING PARTIES: 5

PROBES: 5

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | WE |
| SHIELD COST | = | 2 |
| LIFE SUPPORT | = | 1 |
| CLOAK COST | = | 6 |

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STAR FLEET BATTLES
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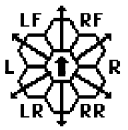
TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

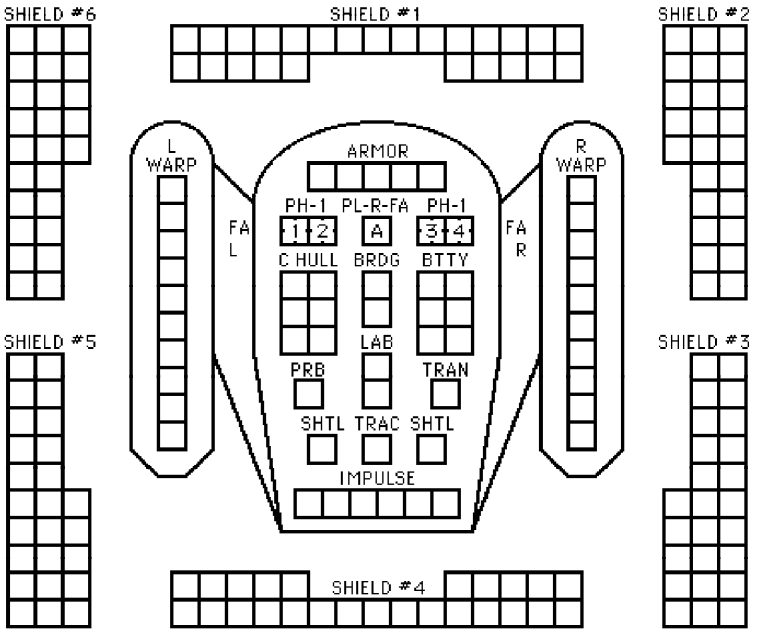
| TURN MODE D | SPEED |
|---|---|
| 1 | 2-4 |
| 2 | 5-8 |
| 3 | 9-12 |
| 4 | 13-17 |
| 5 | 18-24 |
| 6 | 25+ |

TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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 |

| SENSOR | SCANNER | DAMAGE CONTROL | EXCESS DAMAGE |
|---|---|---|---|
| 6 6 5 4 2 0 | 0 0 0 3 6 9 | 4 4 2 2 2 0 | |

MOVEMENT COST = 1

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# GORN HEAVY CRUISER

C. S. S. REPTILICON

BOARDING PARTIES: 10

PROBES: 5

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | CA |
| SHIELD COST | = | 2 |
| LIFE SUPPORT | = | 1 |

**STAR FLEET BATTLES**
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TYPE I OFFENSIVE PHASER TABLE

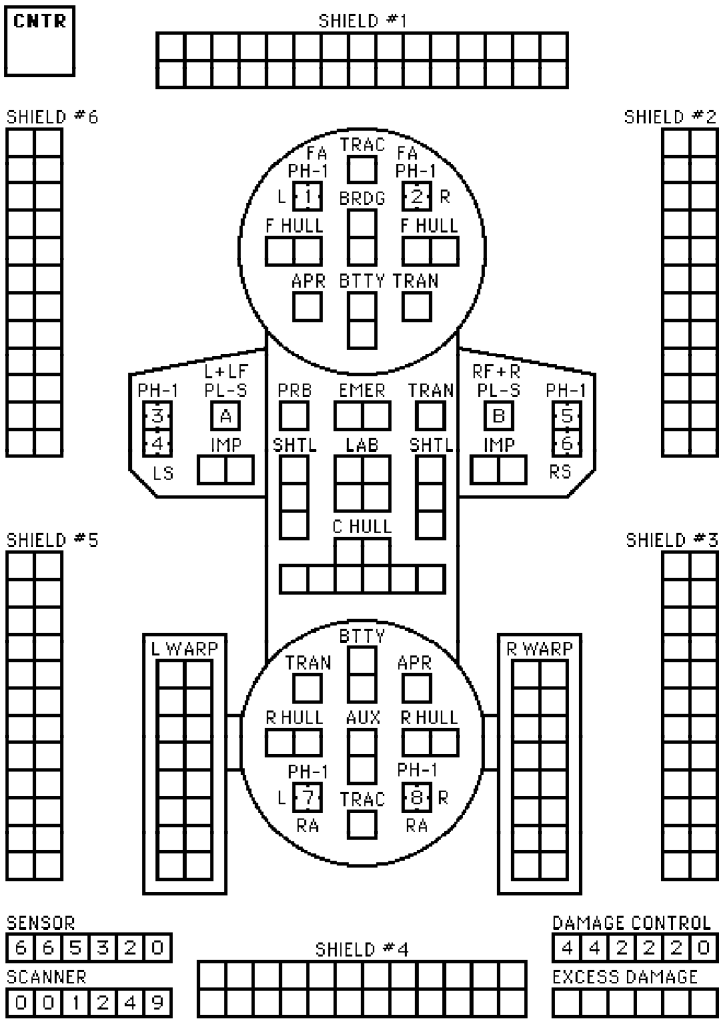
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6–8 | 9–15 | 16–25 | 26–50 | 51–75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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

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

TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR




MOVEMENT COST = 1

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 |

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# ORION RAIDER CRUISER

## QUEEN OF DIAMONDS

**BOARDING PARTIES**

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | CR |
| SHIELD COST | = | 2 |
| LIFE SUPPORT | = | 1 |

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**DRONE RACKS**

| | | | | |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

**STAR FLEET BATTLES**
**CADET TRAINING HANDBOOK**

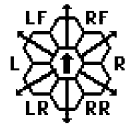
**TYPE I OFFENSIVE PHASER TABLE**

| DIE ROLL | RANGE 0 | 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 |

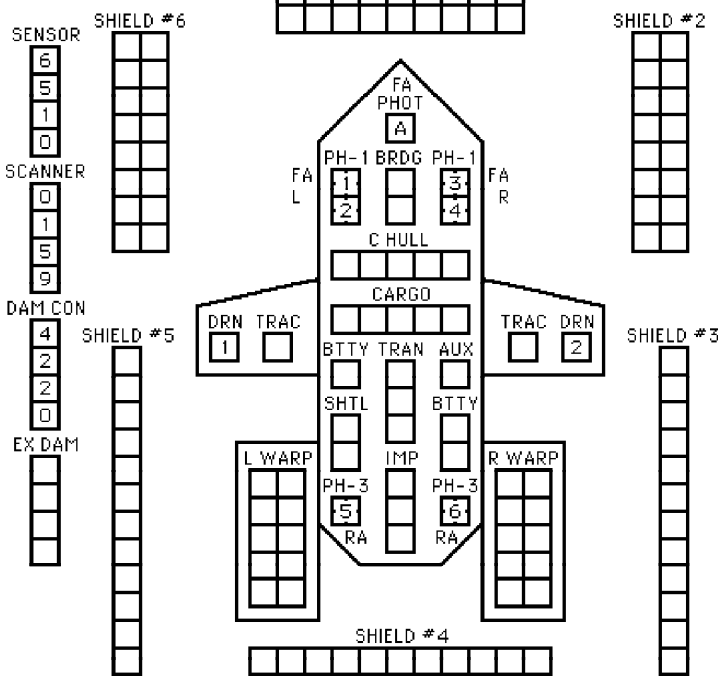
| TURN MODE | SPEED |
|---|---|
| A 1 | 2-6 |
| 2 | 7-12 |
| 3 | 13-19 |
| 4 | 20-26 |
| 5 | 27+ |

**TYPE III DEFENSE PHASER**

| DIE ROLL | RANGE 0 | 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
RA = LR + RR




**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 |

**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 | 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. | ⅔ | 1⅓ | 2 | 2⅔ | 3⅓ | 4 | 4⅔ | 5⅓ | 6 | 6⅔ | 7⅓ | 8 | 8⅔ | 9⅓ | 10 | 10⅔ | 11⅓ | 12 | 12⅔ | 13⅓ | 14 | 14⅔ | 15⅓ | 16 | 16⅔ | 17⅓ | 18 | 18⅔ | 19⅓ | 20 |

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# KZINTI CADET CRUISER

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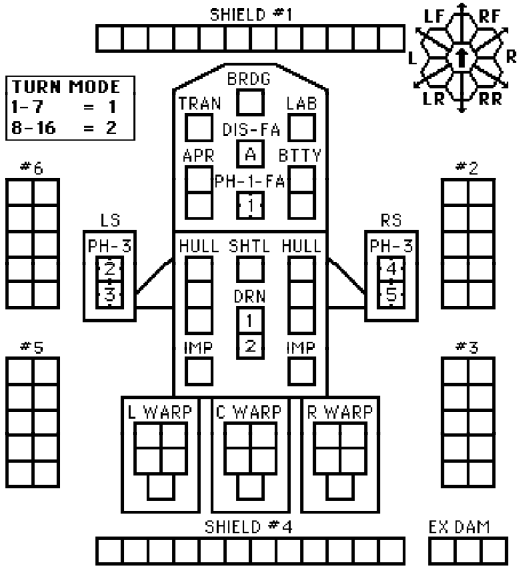



TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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 |

DRONE RACKS

| | | | | |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |

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

DAMAGE CON = 4
MOVE COST = 1

TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

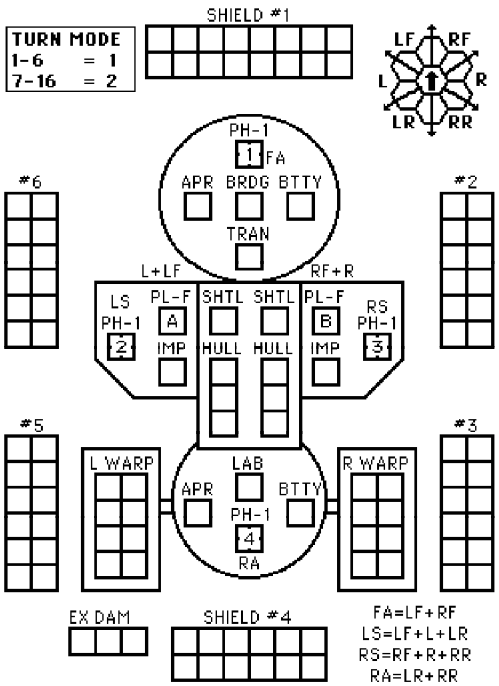
DISRUPTOR TABLE

| 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

# GORN CADET CRUISER

CNTR




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

DAMAGE CONTROL = 4
MOVEMENT COST = 1

TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

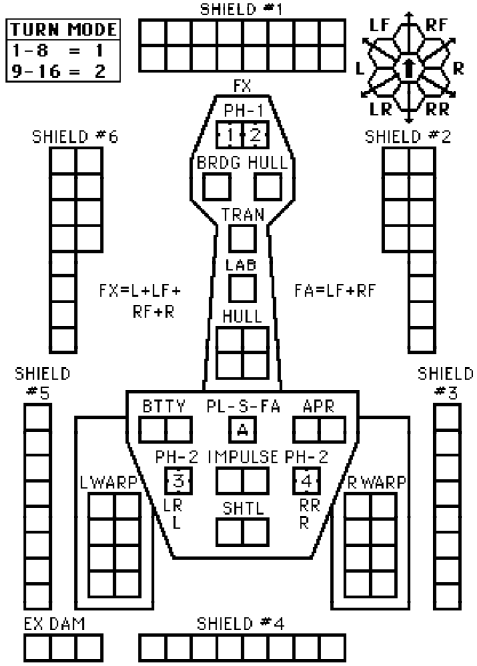
PLASMA TORPEDO WARHEAD TABLE

| RANGE | 0-5 | 6-10 | 11-12 | 13-14 | 15 |
|---|---|---|---|---|---|
| TYPE F | 20 | 15 | 10 | 5 | 1 |

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

# ROMULAN CADET KR BATTLECRUISER

CNTR




TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

PLASMA TORPEDO WARHEAD STRENGTH

| RANGE | 0-10 | 11-15 | 16-20 | 21-23 | 24 | 25 |
|---|---|---|---|---|---|---|
| TYPE S | 30 | 22 | 15 | 10 | 5 | 1 |

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

DAMAGE CON = 4
MOVE COST = 1

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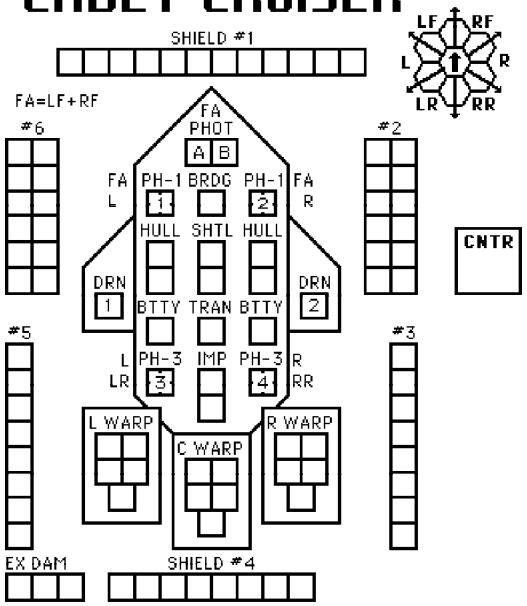
# ORION CADET CRUISER




**TURN MODE**
1-8 = 1
9-16 = 2

**DAMAGE CON = 4**
**MOVE COST = 1**

DRONE RACKS

| | | | | | |
|---|---|---|---|---|---|
| 1 | | | | | |
| 2 | | | | | |

**TYPE III DEFENSE PHASER**

| DIE ROLL | RANGE 0 | 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 |

**TYPE I OFFENSIVE PHASER TABLE**

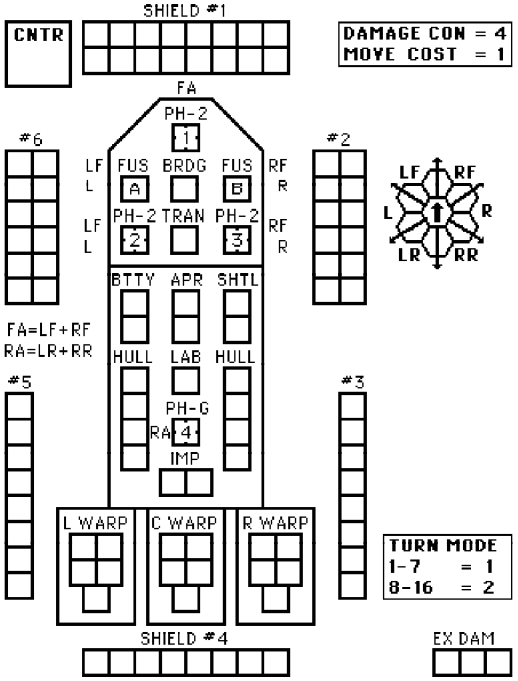
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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

**PHOTON TORPEDO TABLE**

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



# HYDRAN CADET CRUISER




**DAMAGE CON = 4**
**MOVE COST = 1**

FA=LF+RF
RA=LR+RR

**TURN MODE**
1-7 = 1
8-16 = 2

**TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE**

| DIE ROLL | RANGE 0 | 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 |

**FUSION BEAM TABLE**

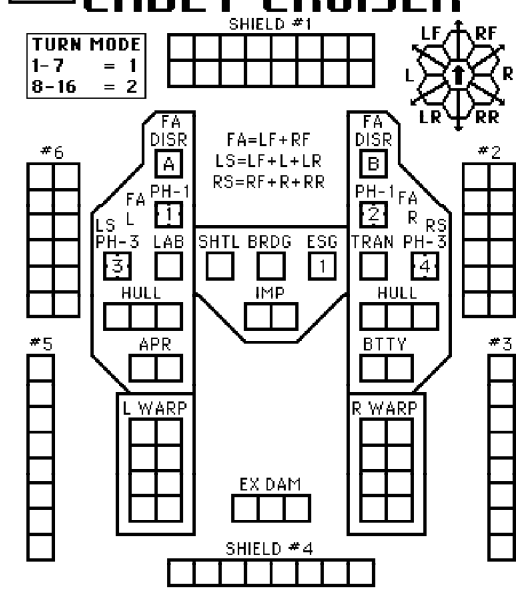
| DIE ROLL | RANGE 0 | 1 | 2 | 3-10 | 11-15 | 16-24 |
|---|---|---|---|---|---|---|
| 1 | 13 | 8 | 6 | 4 | 3 | 2 |
| 2 | 11 | 8 | 5 | 3 | 2 | 1 |
| 3 | 10 | 7 | 4 | 2 | 1 | 0 |
| 4 | 9 | 6 | 3 | 1 | 1 | 0 |
| 5 | 8 | 5 | 3 | 1 | 0 | 0 |
| 6 | 8 | 4 | 2 | 0 | 0 | 0 |

**TYPE G PHASER**

| DIE ROLL | RANGE 0 | 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 |



# LYRAN CADET CRUISER




**TURN MODE**
1-7 = 1
8-16 = 2

**DAMAGE CON = 4**
**MOVE COST = 1**

**TYPE III DEFENSE PHASER**

| DIE ROLL | RANGE 0 | 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 |

**ESG TABLE**

| RADIUS | ENERGY 1 | 2 | 3 |
|---|---|---|---|
| 0 (4.00) | 4 | 8 | 12 |
| 1 (3.67) | 4 | 7 | 11 |
| 2 (3.33) | 3 | 7 | 10 |
| 3 (3.00) | 3 | 6 | 9 |

**TYPE I OFFENSIVE PHASER TABLE**

| DIE ROLL | RANGE 0 | 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 |

**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 |



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# ROMULAN KR CRUISER

## I.R.V. KESTREL

BOARDING PARTIES: 10

PROBES: 5

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | KR |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |
| CLOAK COST | = | 20 |

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 EVERY TWO IMPULSES.

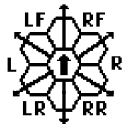
TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |




FX = L + LF + RF + R

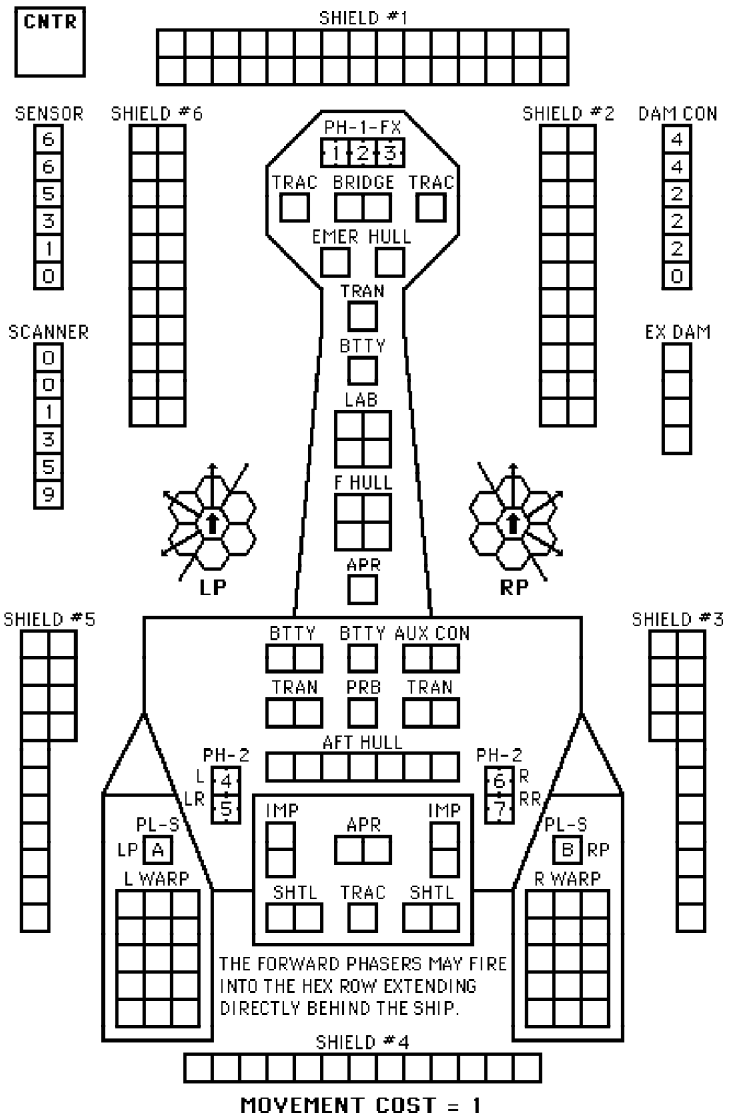
TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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 |

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

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 |

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# KZINTI STRIKE CRUISER

## K.H.S. STARFIRE

BOARDING PARTIES

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

PROBES

| | | | | 5 |
|---|---|---|---|---|

ADMINISTRATIVE SHUTTLES

| | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

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

SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | CS |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |

CNTR

SENSOR: 6 6 6 4 1 0

SCANNER: 0 1 2 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

BRIDGE

F HULL

LF L PH-1 1 — PH-1 2 R RF

L TRAN EMER BTTY R

DISR LF A TRAC — TRAC DISR B RF R

L APR

PH-3 3 4 DRN 1 2 — SHTL AUX CON SHTL — DRN 3 4 PH-3 5 6

LS — RS

HULL R — PH-3-360° 7 8 — HULL R

PRB

BTTY — LAB — TRAN

L PH-3 9 10 LR — IMPULSE — PH-3 11 12 R RR

L WARP — C WARP — R WARP

MOVEMENT COST = 1

TYPE I OFFENSIVE PHASER TABLE

| DIE ROLL | RANGE 0 | 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 |

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

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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 |

DRONE RACKS

| | | | | |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |

THIS SHIP CAN LAUNCH ONE DRONE PER DRONE RACK PER TURN.

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 |

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

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# LYRAN TIGER HEAVY CRUISER

## S.M.S. PROWESS

**BOARDING PARTIES**

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

**PROBES**

| | | | | 5 |
|---|---|---|---|---|

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |

THIS SHIP HAS ITS SHUTTLES IN TWO SEPARATE BAYS ENABLING IT TO LAND OR LAUNCH BOTH IN A SINGLE IMPULSE.

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | CA |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |

CNTR

**STAR FLEET BATTLES**
**CADET TRAINING HANDBOOK**

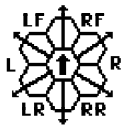
**TYPE I OFFENSIVE PHASER TABLE**

| DIE ROLL | RANGE 0 | 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 |

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

**TYPE III DEFENSE PHASER**

| DIE ROLL | RANGE 0 | 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 |



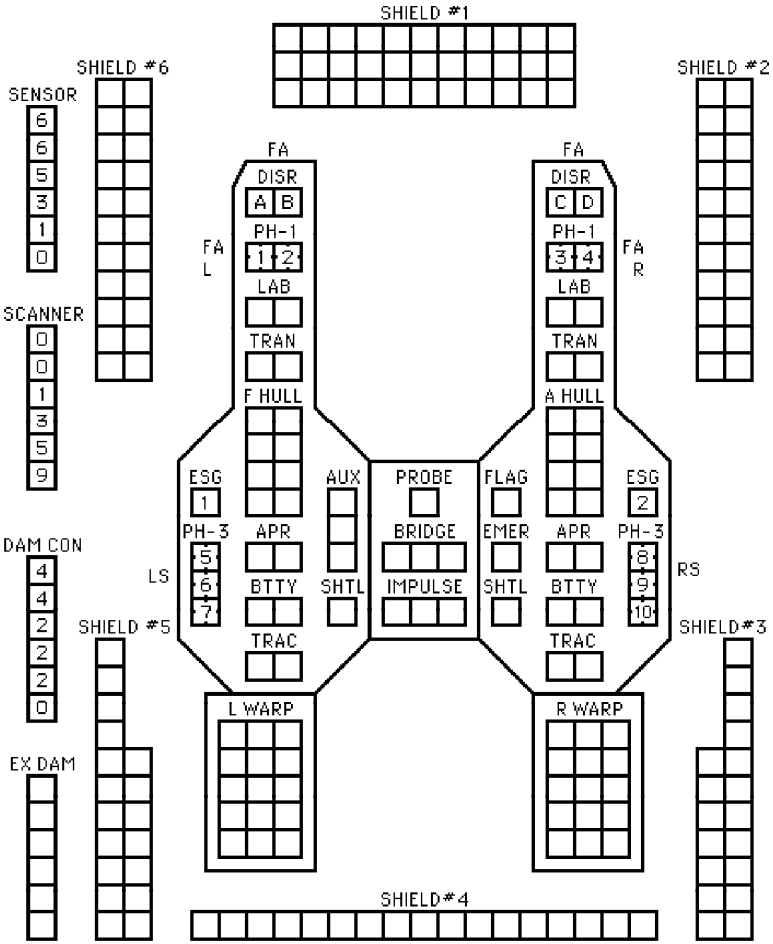

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

**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 |

**DISRUPTOR TABLE**

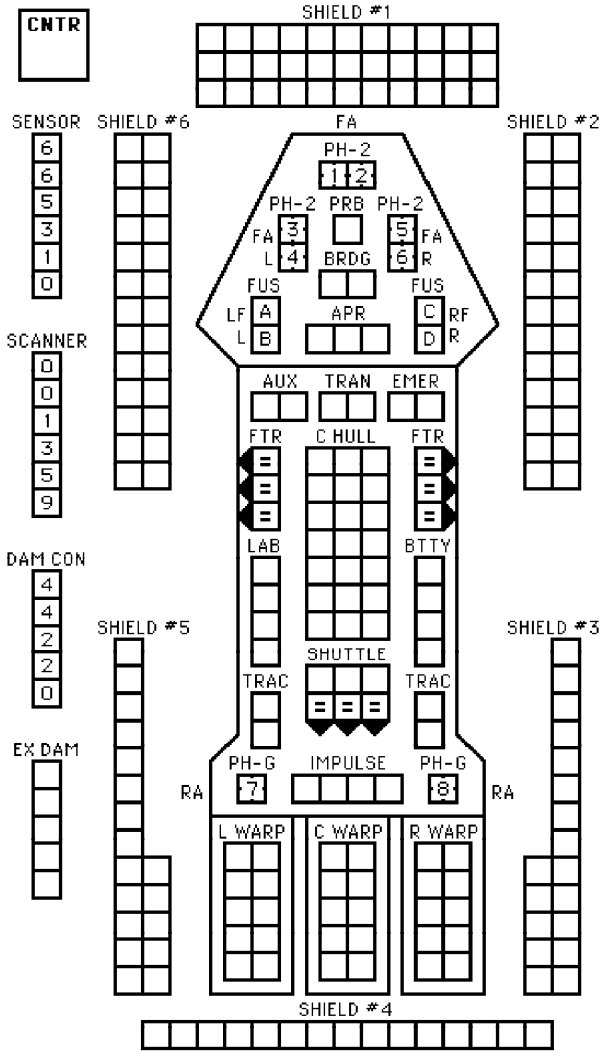
| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |
|---|---|---|---|---|---|---|---|---|
| HIT | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 | 1-2 |
| DAMAGE | 0 | 5 | 4 | 4 | 3 | 3 | 2 | 2 |




MOVEMENT COST = 1

# HYDRAN RANGER CRUISER

## H.M.S. TENACITY




MOVEMENT COST = 1

**STAR FLEET BATTLES**
**CADET TRAINING HANDBOOK**

**SHIP DATA TABLE**

| | | |
|---|---|---|
| TYPE | = | RN |
| SHIELD COST | = | 1+1 |
| LIFE SUPPORT | = | 1 |

**BOARDING PARTIES**

10

**PROBES**

5

**ADMINISTRATIVE SHUTTLES**

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |

THIS SHIP HAS THREE SHUTTLE BAYS, TWO OF WHICH CONTAIN ONLY FIGHTERS. IT CAN LAND THREE SHUTTLES, ONE INTO EACH BAY, EVERY 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**

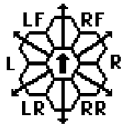
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4-8 | 9-15 | 16-30 | 31-50 |
|---|---|---|---|---|---|---|---|---|
| 1 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 6 | 5 | 4 | 4 | 2 | 1 | 1 | 0 |
| 3 | 6 | 4 | 4 | 4 | 1 | 1 | 0 | 0 |
| 4 | 5 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 5 | 5 | 4 | 3 | 3 | 0 | 0 | 0 | 0 |
| 6 | 5 | 3 | 3 | 3 | 0 | 0 | 0 | 0 |

**TYPE III DEFENSE PHASER**

| DIE ROLL | RANGE 0 | 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 |

**FUSION BEAM TABLE**

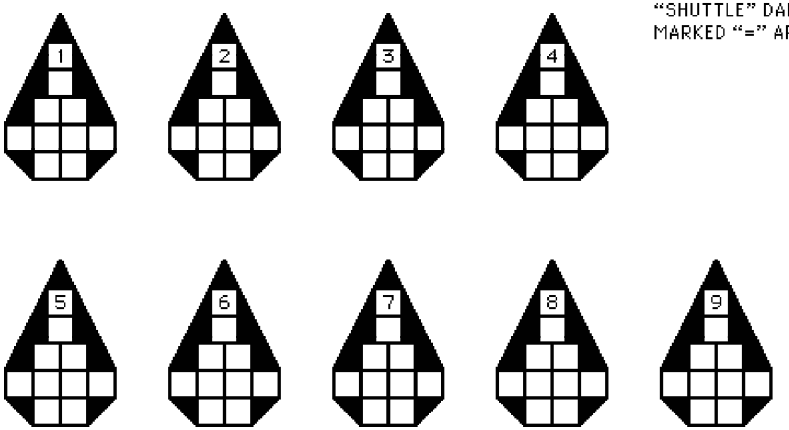
| DIE ROLL | RANGE 0 | 1 | 2 | 3-10 | 11-15 | 16-24 |
|---|---|---|---|---|---|---|
| 1 | 13 | 8 | 6 | 4 | 3 | 2 |
| 2 | 11 | 8 | 5 | 3 | 2 | 1 |
| 3 | 10 | 7 | 4 | 2 | 1 | 0 |
| 4 | 9 | 6 | 3 | 1 | 1 | 0 |
| 5 | 8 | 5 | 3 | 1 | 0 | 0 |
| 6 | 8 | 4 | 2 | 0 | 0 | 0 |




FA = LF + RF
RA = LR + RR

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

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




STINGER-F
1xPH-G-FA
CRIPPLED = 7
SPEED = 15

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BOARDING PARTIES

| | | | | | | | | | 10 |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

PROBES

| | | | | 5 |
|---|---|---|---|---|

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

| SHIP DATA TABLE | | |
|---|---|---|
| TYPE | = | CA |
| 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 |

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

**STAR FLEET BATTLES**
**CADET TRAINING HANDBOOK**

TYPE I OFFENSIVE PHASER TABLE

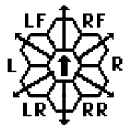
| DIE ROLL | RANGE 0 | 1 | 2 | 3 | 4 | 5 | 6-8 | 9-15 | 16-25 | 26-50 | 51-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 9 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 |
| 2 | 8 | 7 | 6 | 5 | 5 | 4 | 3 | 2 | 1 | 1 | 0 |
| 3 | 7 | 5 | 5 | 4 | 4 | 4 | 3 | 1 | 0 | 0 | 0 |
| 4 | 6 | 4 | 4 | 4 |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

TYPE III DEFENSE PHASER

| DIE ROLL | RANGE 0 | 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

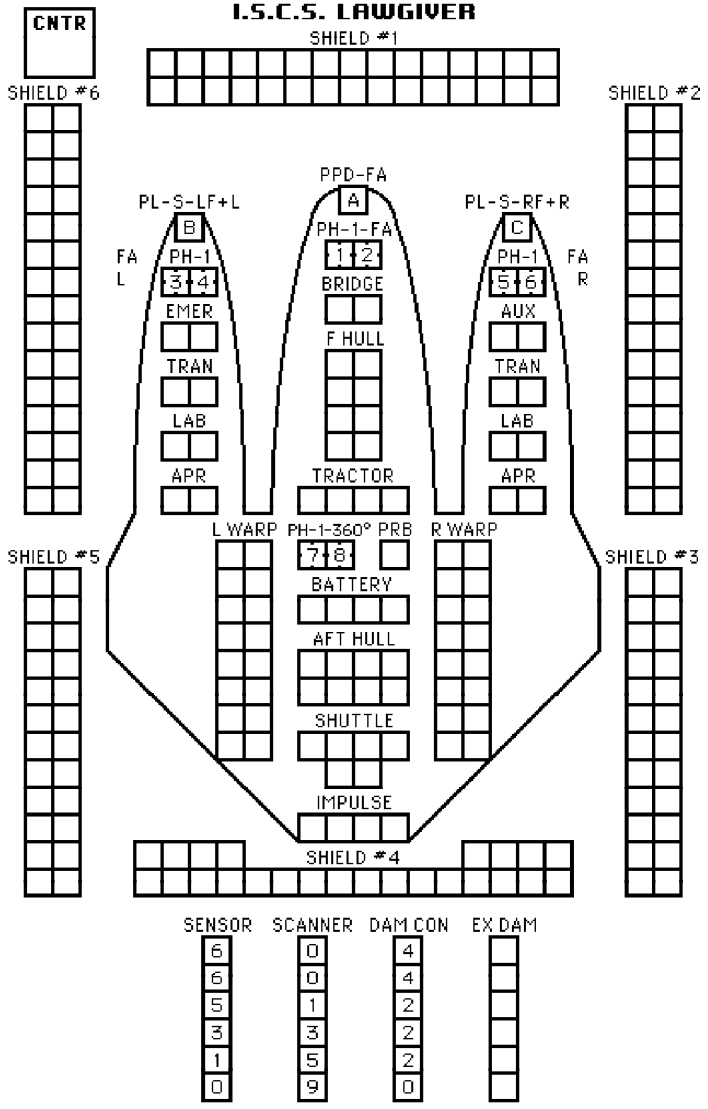
| RANGE | 0-5 | 6-10 | 11-12 | 13-14 | 15 | 16-18 | 19 | 20 | 21-23 | 24 | 25 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TYPE S | 30 | 30 | 22 | 22 | 22 | 15 | 15 | 15 | 10 | 5 | 1 |




FA = LF + RF

# ISC STAR CRUISER

## I.S.C.S. LAWGIVER




MOVEMENT COST = 1