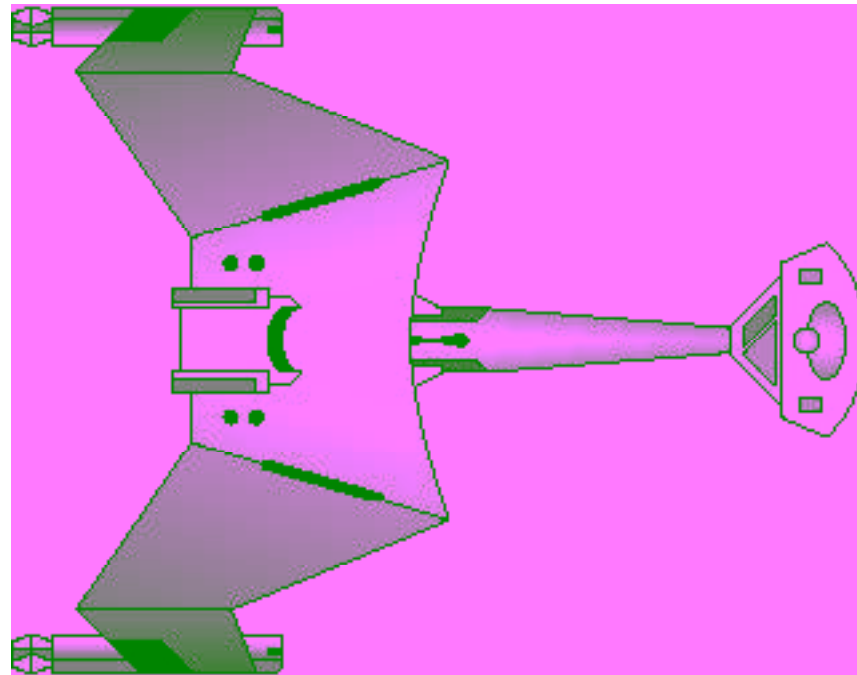


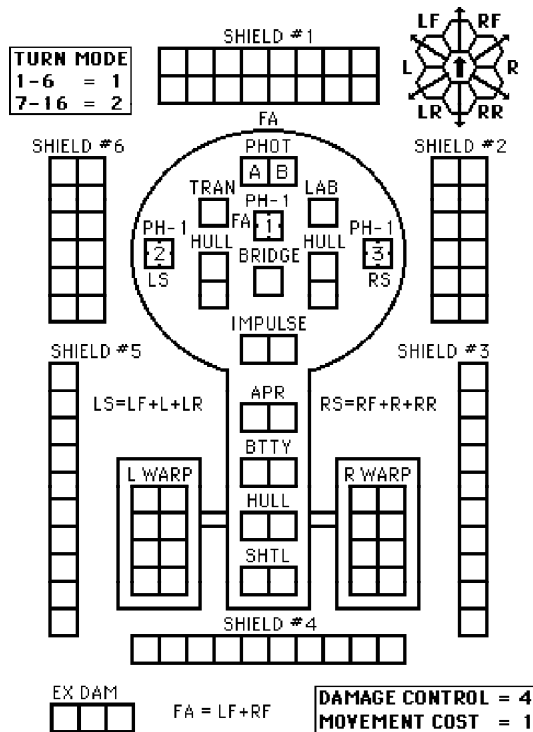
STAR FLEET BATTLES

CADET TRAINING HANDBOOK



Part 2 — Ship System Displays

FEDERATION CADET CRUISER



TYPE I OFFENSIVE PHASER TABLE

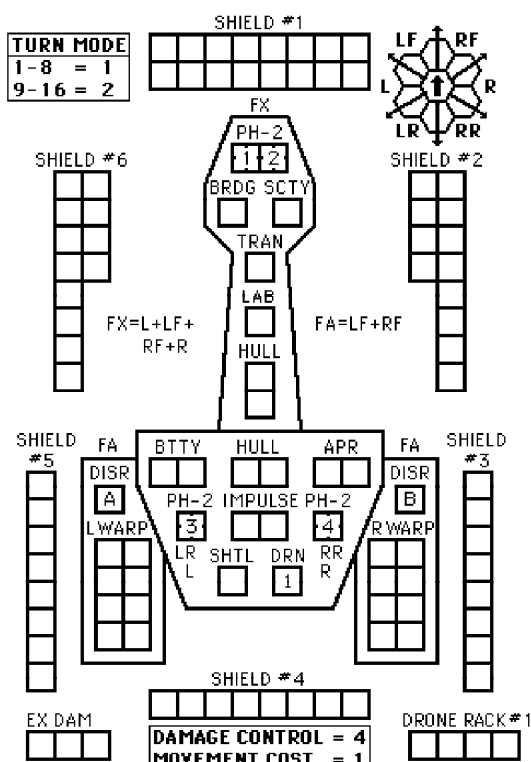
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

KLINGON CADET BATTLECRUISER



TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

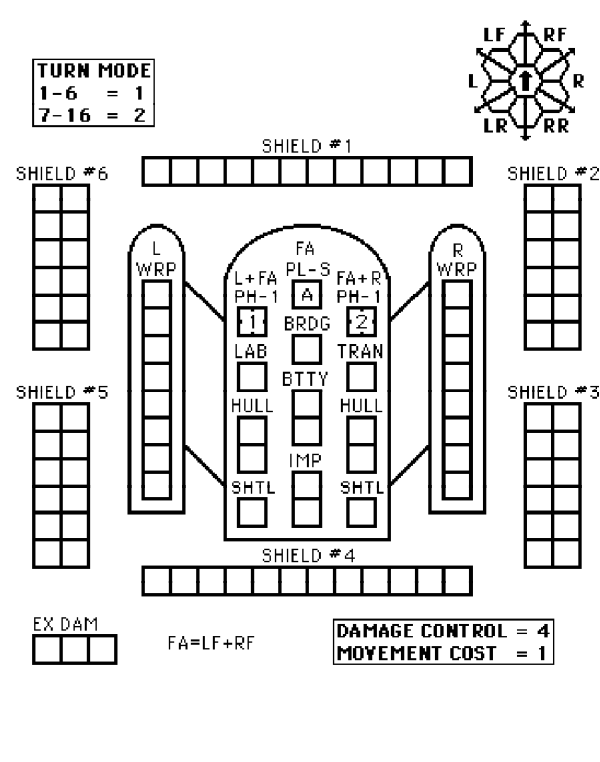
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

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

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

BOARDING PARTIES

											10
--	--	--	--	--	--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CA
SHIELD COST	=	2
LIFE SUPPORT	=	1

PROBES

				5
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**STAR FLEET BATTLES
CADET TRAINING HANDBOOK**

TYPE I OFFENSIVE PHASER TABLE

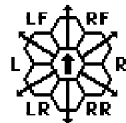
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

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

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

CNTR

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SENSOR

6
6
5
3
1
0

SCANNER

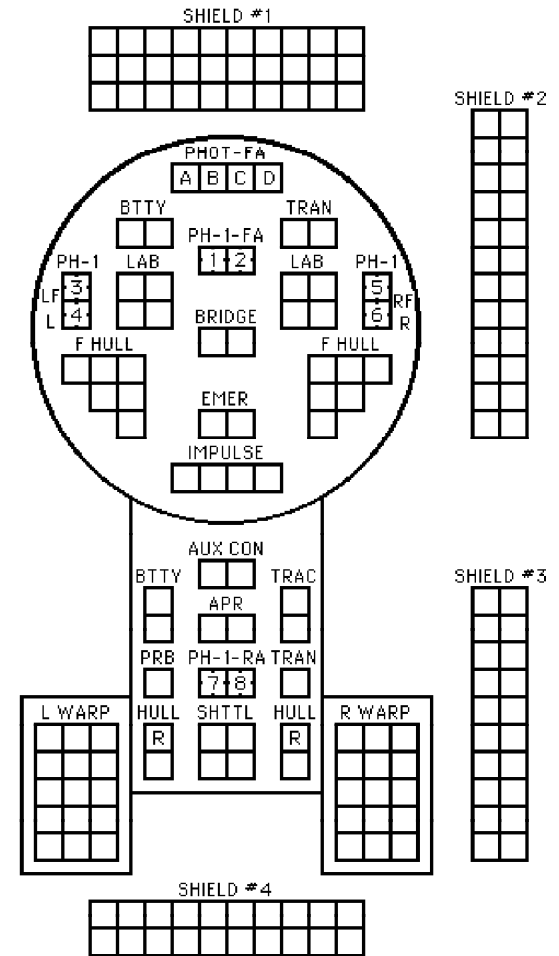
0
0
1
3
5
9

DAMCON

4
4
2
2
0

EX DAM

**FEDERATION
HEAVY CRUISER
NCC-1017 CONSTELLATION**



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

MOVEMENT COST = 1

BOARDING PARTIES

										10
--	--	--	--	--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES

				5
--	--	--	--	---

DRONE RACKS

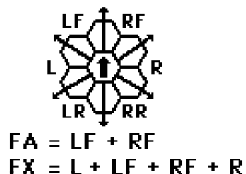
1			
2			

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.

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

SHIP DATA TABLE

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



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

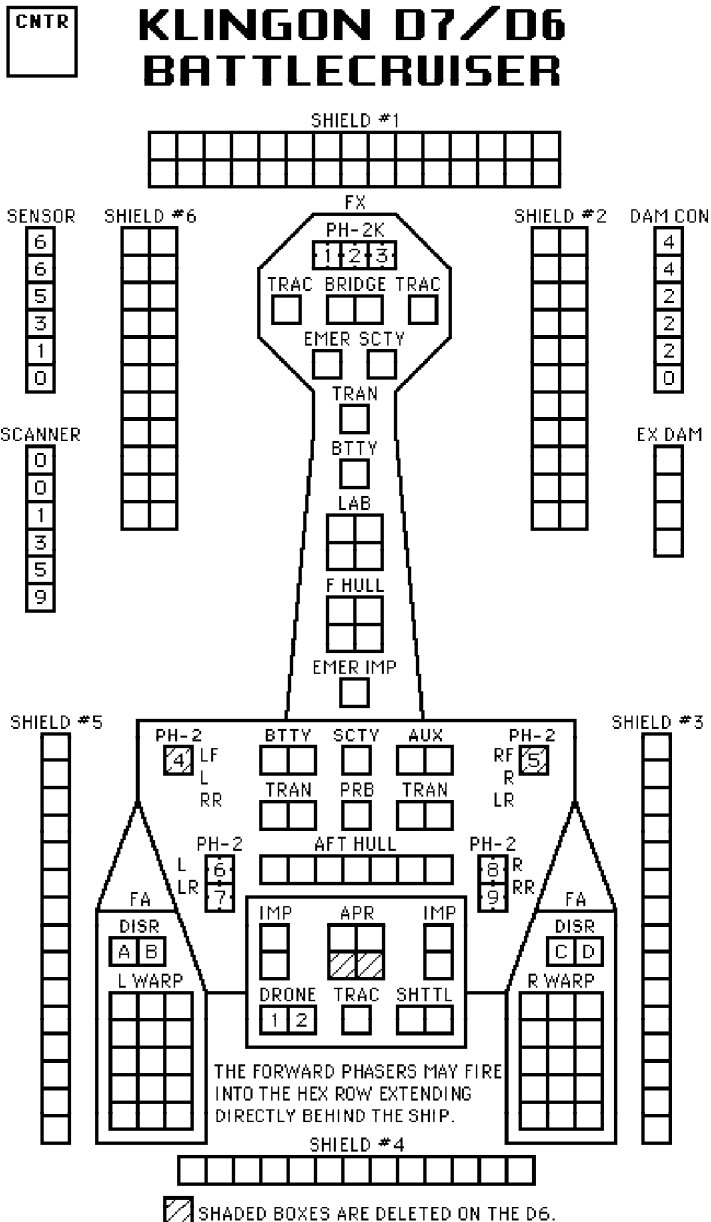
DIE ROLL	RANGE					4-8	9-15
	0	1	2	3		8	15
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

DISRUPTOR TABLE

RANGE	D7 ONLY							
	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.

KLINGON D7/D6 BATTLECRUISER



MOVEMENT COST = 1

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

CNTR

ROMULAN WAR EAGLE CRUISER

I. R. V. EAGLE

**STAR FLEET BATTLES
CADET TRAINING HANDBOOK**

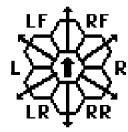
TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

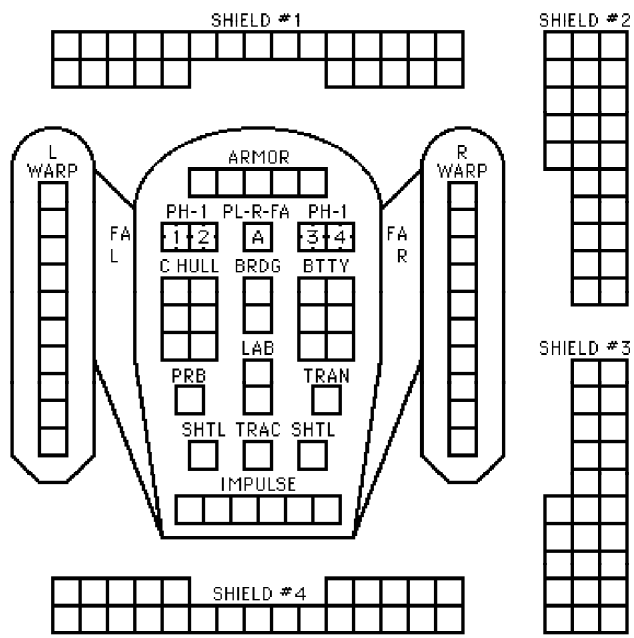
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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	6 6 5 4 2 0	SCANNER	0 0 0 3 6 9	DAMAGE CONTROL	4 4 2 2 2 0	EXCESS DAMAGE	
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MOVEMENT COST = 1

BOARDING PARTIES

										10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

PROBES

				5
--	--	--	--	---

**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
D	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



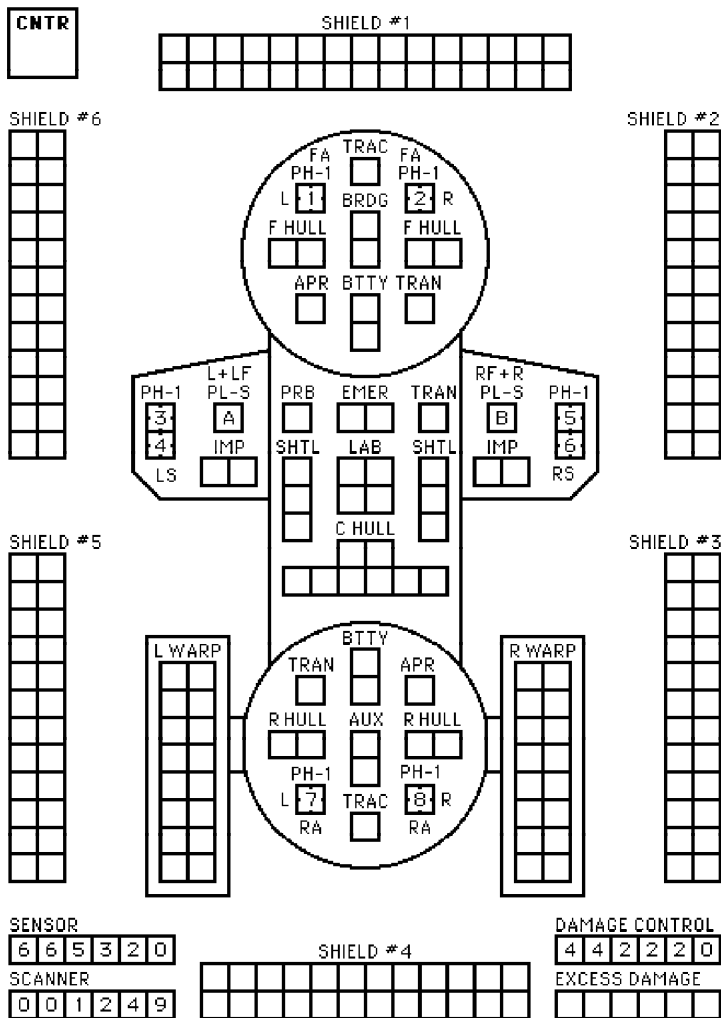
FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR
 RA = LR + RR

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

GORN HEAVY CRUISER

C. S. S. REPTILICON



MOVEMENT COST = 1

BOARDING PARTIES

														10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

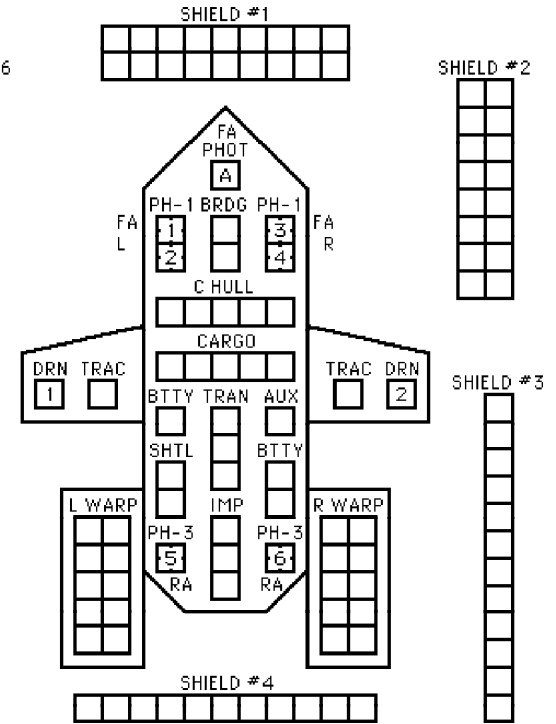
SHIP DATA TABLE

TYPE = CR
SHIELD COST = 2
LIFE SUPPORT = 1

CNTR

ORION RAIDER CRUISER

QUEEN OF DIAMONDS



**STAR FLEET BATTLES
CADET TRAINING HANDBOOK**

DRONE RACKS

1				
2				

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

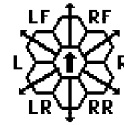
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-12	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



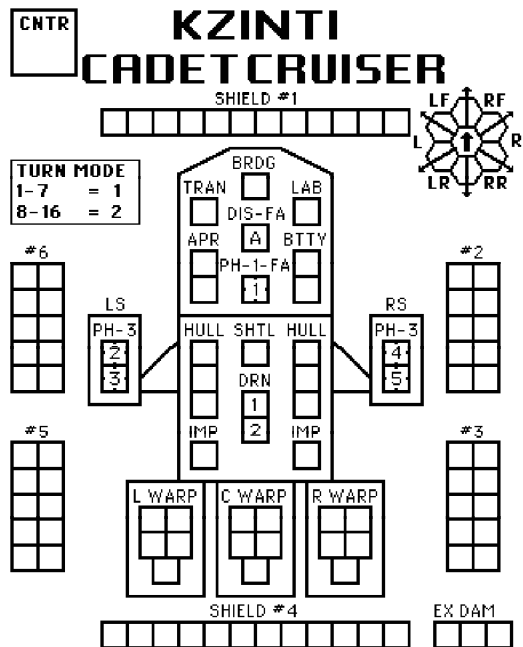
FA = LF + RF
RA = LR + RR

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	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 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20



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

TYPE III DEFENSE PHASER

DIE ROLL	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
MOYE COST = 1

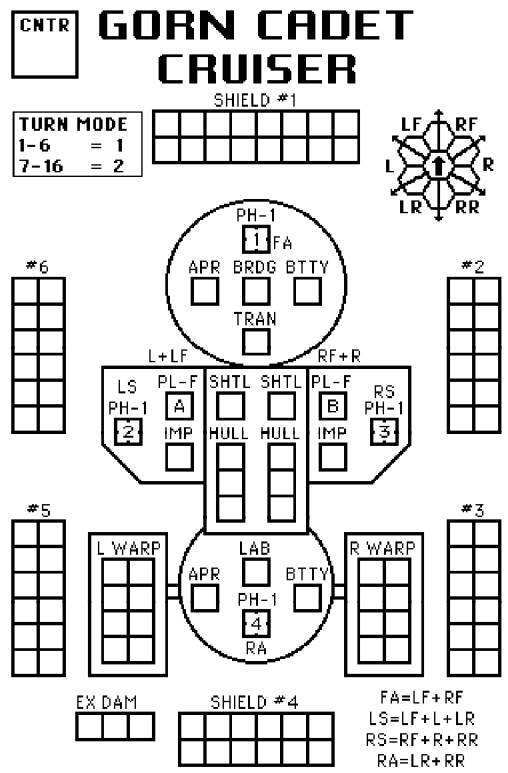
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	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	3	1	0	0	0	0
4	6	4	4	4	3	2	0	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



TURN MODE
1-6 = 1
7-16 = 2

DAMAGE CONTROL = 4
MOVEMENT COST = 1

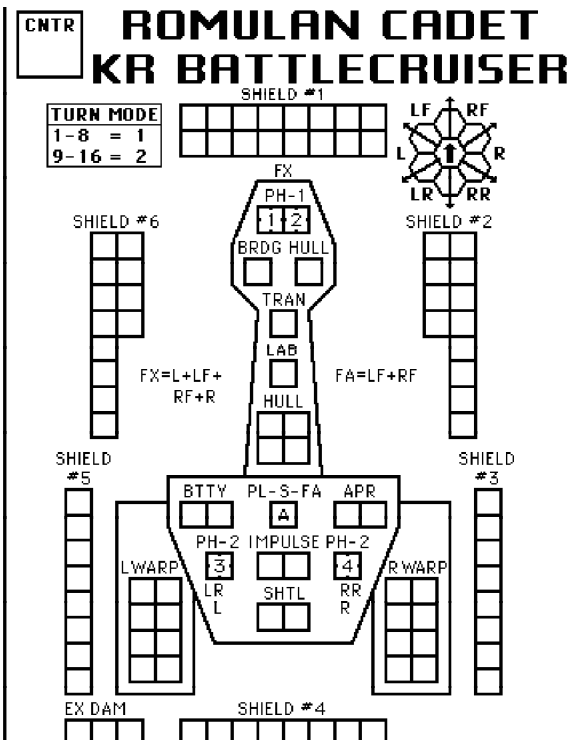
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	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	3	1	0	0	0	0
4	6	4	4	4	3	2	0	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



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

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	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	3	1	0	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	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

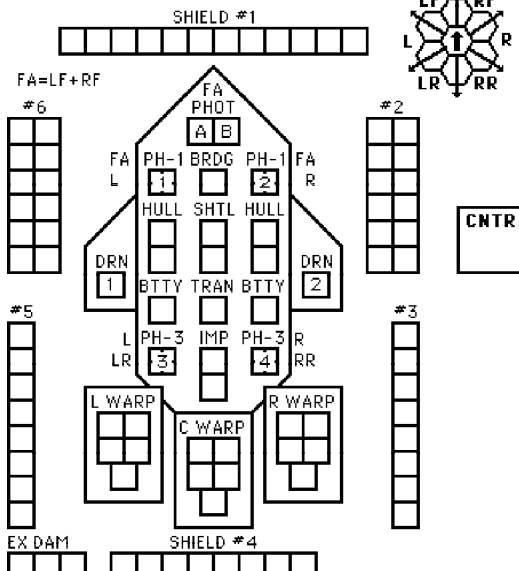
PLASMA TORPEDO WARHEAD STRENGTH

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
MOYE COST = 1

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

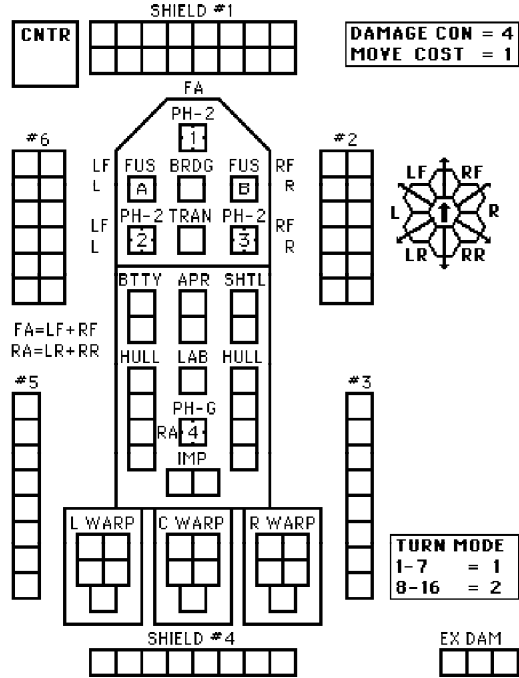
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

HYDRAN CADET CRUISER



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

DAMAGE CON = 4
MOVE COST = 1

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

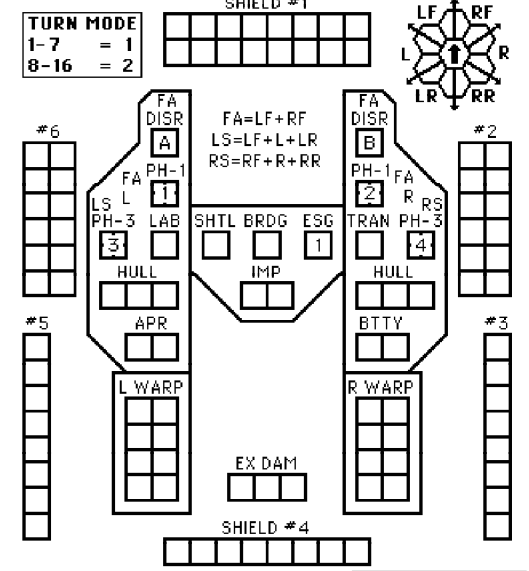
DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

TYPE G PHASER

DIE ROLL	RANGE 0	1	2	3	4-9	10-15
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

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

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

BOARDING PARTIES

											10
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PROBES

				5
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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 SPEED

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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

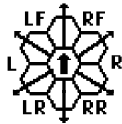
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

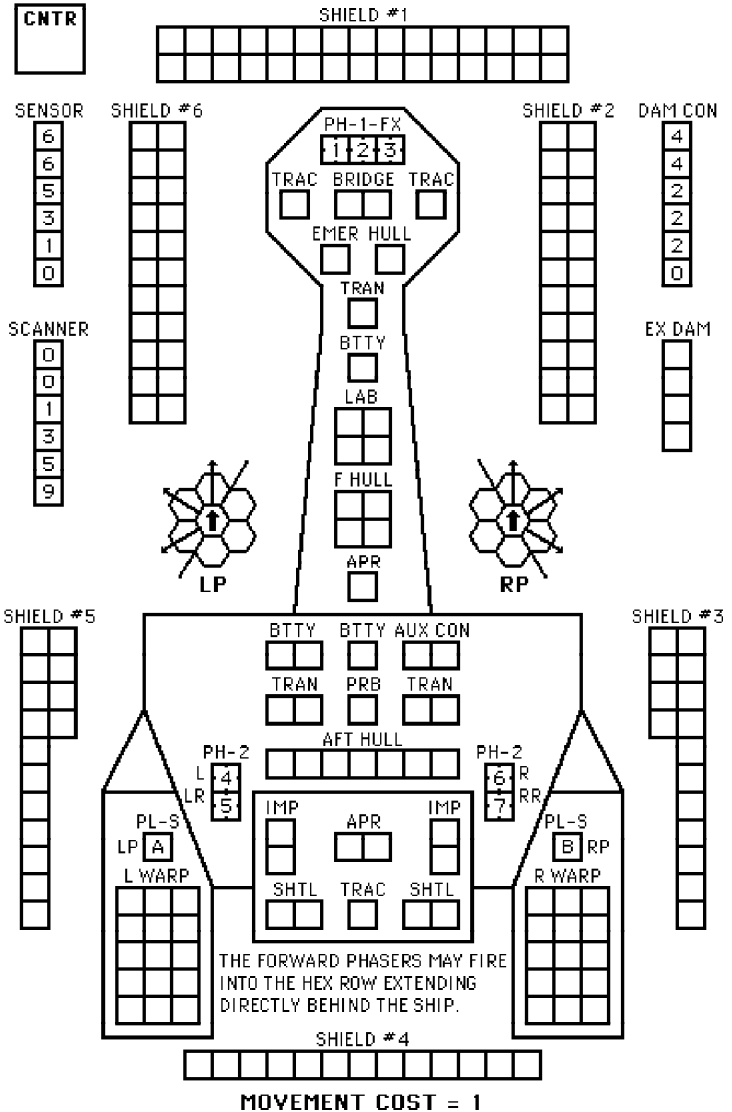
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1



$FX = L + LF + RF + R$

**STAR FLEET BATTLES
CADET TRAINING HANDBOOK**

**ROMULAN KR CRUISER
I.R.V. KESTREL**



BOARDING PARTIES

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

SHIP DATA TABLE

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

PROBES

					5
--	--	--	--	--	---

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.

TYPE I OFFENSIVE PHASER TABLE

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

**STAR FLEET BATTLES
CADET TRAINING HANDBOOK**

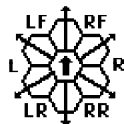
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0			4-8		9-15	
	1	2	3	1	1	1	1
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

DRONE RACKS

1				
2				
3				
4				

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



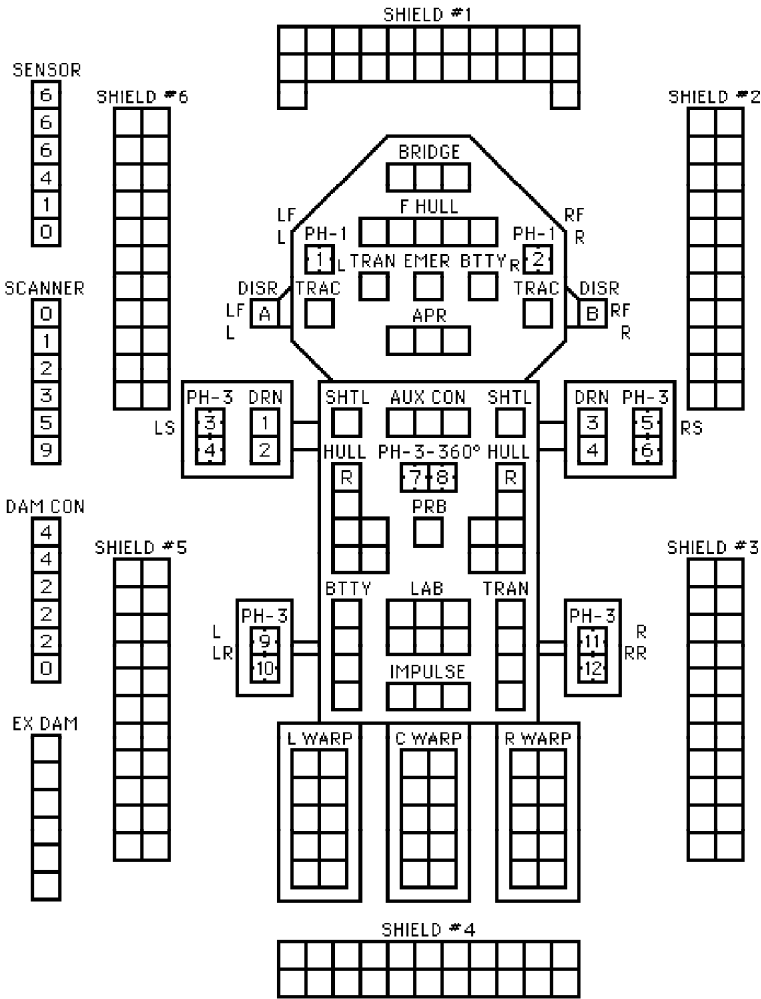
FA = LF + RF
 LS = LF + L + LR
 RS = RF + R + RR

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

SNTR

KZINTI STRIKE CRUISER
K.H.S. STARFIRE



MOVEMENT COST = 1

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

--

LYRAN TIGER HEAVY CRUISER

S.M.S. PROWESS

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

TYPE I OFFENSIVE PHASER TABLE

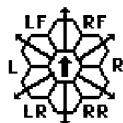
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

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



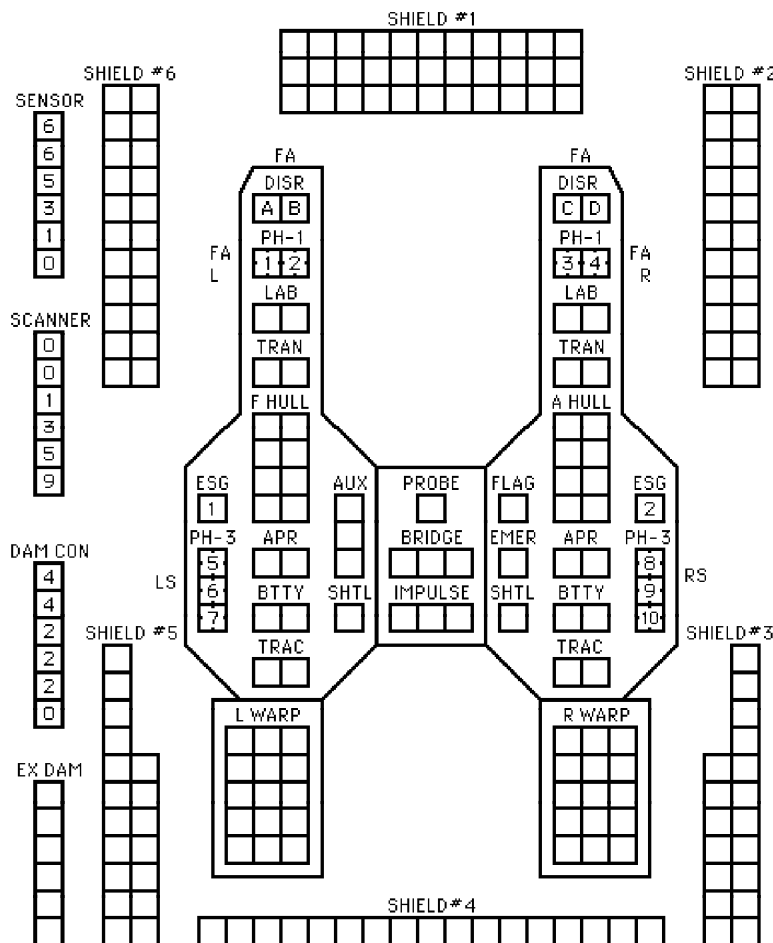
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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



BOARDING PARTIES

												10

PROBES

						5
--	--	--	--	--	--	---

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.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

TYPE II PHASER TABLE

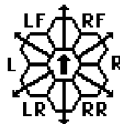
DIE ROLL	RANGE		4-9		16-31	
	0	1-3	8	15	30	50
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE		4-9	
	0	1-3	8	15
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

FUSION BEAM TABLE

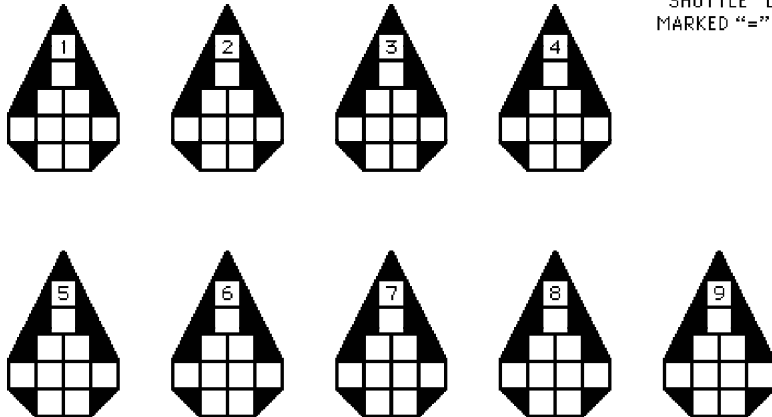
DIE ROLL	RANGE		3-10		11-15		16-24	
	0	1-2						
1	13	8	6	4	3	2		
2	11	8	5	3	2	1		
3	10	7	4	2	1	0		
4	9	6	3	1	1	0		
5	8	5	3	1	0	0		
6	8	4	2	0	0	0		



FA = LF + RF
RA = LR + RR

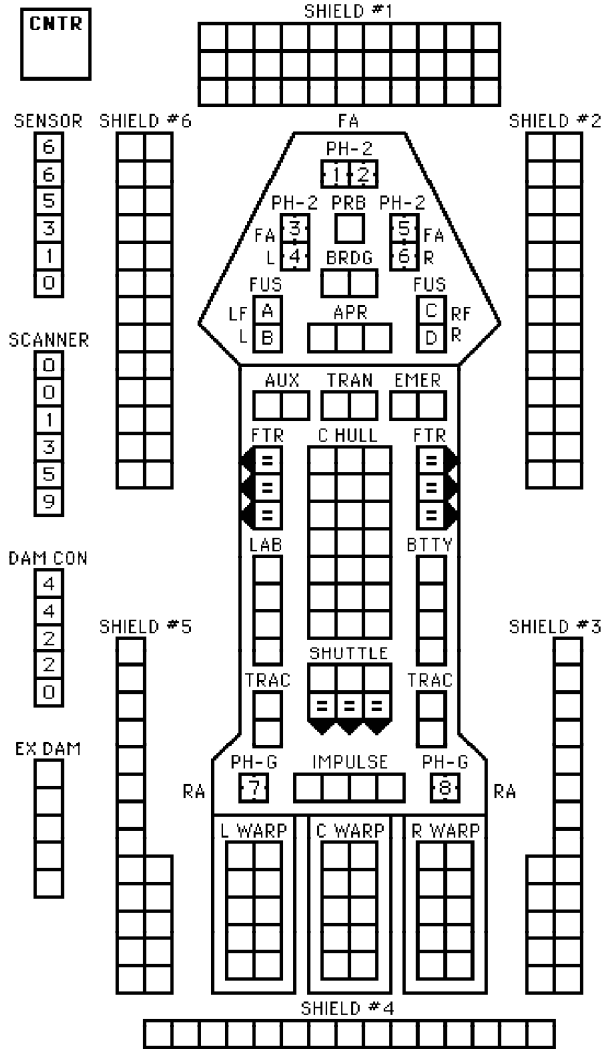
TURN MODE	SPEED
C	1 2-4
	2 5-9
	3 10-14
	4 15-20
	5 21-27
	6 28+

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



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

HYDRAN RANGER CRUISER
H.M.S. TENACITY



MOVEMENT COST = 1

STAR FLEET BATTLES
CADET TRAINING HANDBOOK

BOARDING PARTIES

											10

PROBES

				5
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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	SPEED
D	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

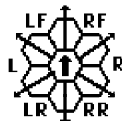
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	2	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

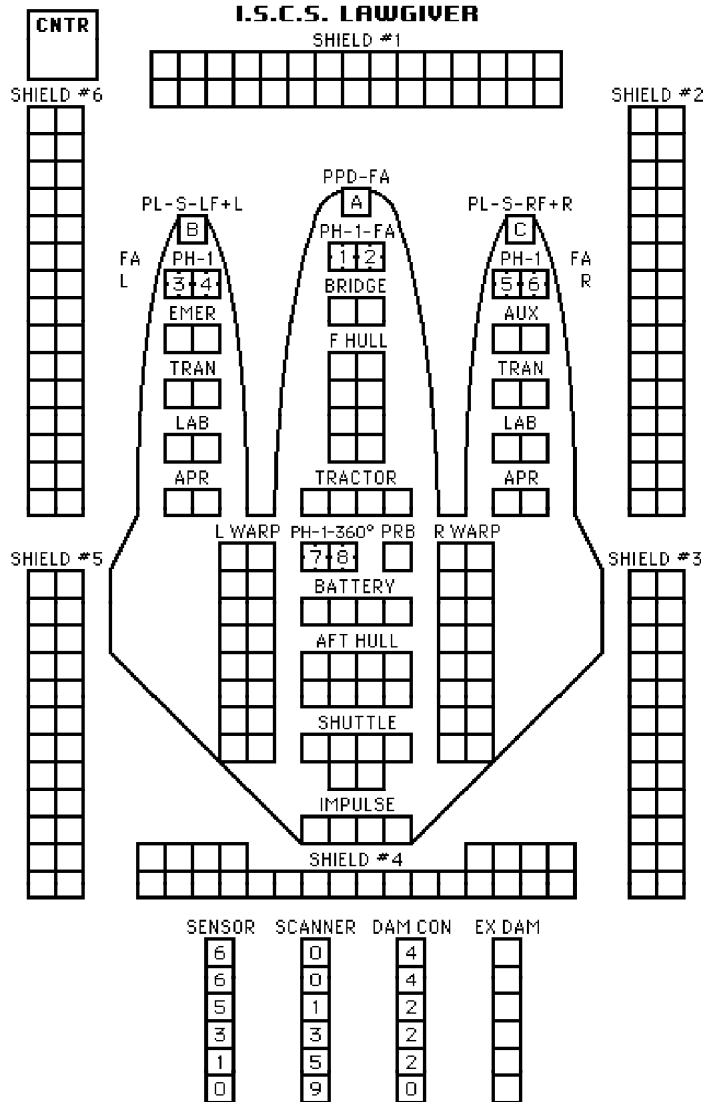
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1



FA = LF + RF

ISC STAR CRUISER

I.S.C.S. LAWGIVER



MOVEMENT COST = 1