

# FEDERATION COMMANDER

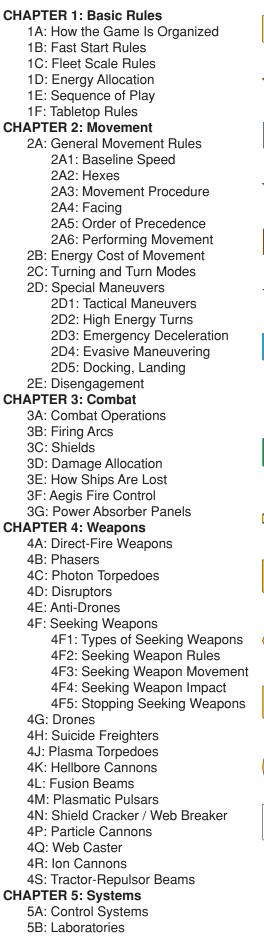
## REFERENCE RULEBOOK

Includes the RULES from: Klingon Border, Klingon Attack, Romulan Border, Romulan Attack, Tholian Attack, Battleships Attack, Distant Kingdoms, Orion Attack, Hydran Attack, and War & Peace.

This book does not include ship descriptions or scenarios.

This is a SIXTH EDITION rulebook. 📀

### TABLE OF CONTENTS



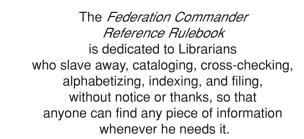
- 5C: Probes
- 5D: Tractor Beams
- 5E: Transporters
- 5F: Marine Boarding Parties
- 5G: Repairs
- 5H: Shuttlecraft
- 5J: Secondary Systems
- 5K: Cargo
- 5L: Orion Pirate Special Rules
  - 5L1: Optional Weapons
  - 5L2: Stealth
  - 5L3: Engine Power
  - 5L4: Rules for Q-ships
  - 5L5: Rules for Defense Satellites
  - 5L6: Weapons for Monitors
  - 5L7: Weapons on Bases
  - 5L8: Weapons of the WYN Fleet
- 5M: Tholian Web Devices
- 5N: Expanding Sphere Generators
- 5P: Cloaking Devices
- 5Q: Hydran Stingers
- 5R: Ion Pulse Generators
- 5S: Special Sensors
- 5T: Tugs and Light Tactical Transports
- 5U: Displacement Device
- 5V: Andromedan Systems

#### 5X: Degraded Crew CHAPTER 6: Terrain

- 6A: Planets
- 6B: Asteroids
- 6C: Comets
- 6D: WYN Radiation Zone
- 6E: Pulsars
- 6F: Nebulae
- 6G: Black Holes
- CHAPTER 7: Ships
  - 7A: Ship Cards
  - Ships not included in the Reference Rulebook.
- CHAPTER 8: Scenarios
  - 8A: The Map
  - 8B: General Scenario Rules
  - Not included in the Reference Rulebook.

CHAPTER 9: Index, Charts, Tables, Annexes Index is on last two pages. Charts are with each rule.

#### www.FederationCommander.com









### 1: BASIC RULES WELCOME, COMMANDER [1A] HOW THE G

You are the veteran commander of a Federation starship, and could be sent anywhere within the borders of the Federation (or beyond!) to face enemies and defend the freedom of Federation citizens.

You commanded your first missions against the relatively rare and easy enemies of the Orion Pirates and random space monsters. As a bold young captain, your ship was assigned to the Klingon Border, where dangerous enemies shot first and did not care much about the concept of "rules of engagement". Even your nominal Kzinti allies might turn on you at any moment. After you learned your ship, you went to the Romulan Border, where cloaked ships could suddenly appear and launch deadly plasma torpedoes. The massive Gorn warships were (supposedly) your friends, but required careful looking after. Later, you confronted the enigmatic Tholians with their unusual weapons. In the farthest reaches of space, you found the Hydrans, Lyrans, and even the WYN Star Cluster.

After a shipyard overhaul, your starship is ready for new missions and new enemies. While the shipyard puts the last touches on that new paint job, why not brush up on the continually evolving tactics and technology? Are you absolutely sure you know when ESGs fire "defensive burst" or whether webs are laid before or after tractor beams are used? Maybe you better start reading!

Your continuing missions will include a number of different tasks, such as patrols (make sure no enemy ship crosses the border), escorting convoys against pirates (or foreign warship raiders), rescuing scientists or colonists from danger, and even confronting monsters.

#### **ABOUT THIS RULEBOOK**

This "reference" rulebook was compiled for internal use by the staff. It consists of the RULES from *Klingon Border, Klingon Attack, Romulan Border, Romulan Attack, Tholian Attack, Battleships Attack, Line of Battle, Briefing #1, Distant Kingdoms, Orion Attack, Hydran Attack,* and *War & Peace.* It also includes playtest rules from future products. It does not include scenarios or ship descriptions.

#### SIXTH EDITION

This rulebook is part of the "Sixth Edition" of the rules for *Federation Commander*. This is Rev 6a.

The Fourth Edition included the original rulebook for *Romulan Border*.

The First Edition was the original *Klingon Border* rulebook. The Second Edition and Third Edition were also (primarily) rulebooks for *Klingon Border*.

We are in the process of converting all products to the Sixth Edition standard rules. Updated rules (all updates were in *Communique* and on the website) are marked with a **O** for player convenience. (1A) HOW THE GAME IS ORGANIZED

#### (1A1) RULES

The rules are divided into chapters based on subject matter. Chapter 2 is about movement, while Chapter 3 is about combat, and Chapter 4 is about weapons. Within each chapter, rules are outlined as in (3D3a) so players can quickly find any rule they want. The first (number) digit is the chapter, the second (letter) is the rule (about some specific weapon or topic), the third (number) is the "case" (a subdivision of the rule), and the fourth (lowercase letter) is the sub-case (the lowest and most specific level).

#### (1A2) SHIPS

The game includes many different types of ships, from mighty Star Fleet cruisers to humble cargo freighters. Each is shown on a Ship Card which defines the abilities and structure of the ship. This Card also provides key data needed during the game.

Laminated full-color Ship Cards are included in the various products, and the many *Booster Packs*.

Color PDFs of many ships are in *Communique*. Black & white non-laminated Ship Cards are included in *Briefing #1, Briefing #2,* and various issues of *Captain's Log*.

#### (1A3) MAP

The map is in six sections, so you can arrange it as a given battle requires (and even "leapfrog" unused sections ahead of moving ships if the battle turns into a running gunfight as most do). The map is overprinted with hexagons (called "hexes" in these rules) to regularize the position and movement of the ships. All ships and other units and markers must be placed inside a hexagon. All distances are counted (in hexes) as the shortest path between the starting and ending hexagons. Note that the map is double sided, providing large hexes on one side and smaller hexes on the other side. This is so players can use either one, depending on the battle. Since all hexes of both sides represent an area 10,000 kilometers across, play is the same. The larger hexes are easier to see and use, but provide a more limited battle area. Players can use either side (do not try to use some of each, it just won't work!) and can add extra map panels from future Federation Commander products (also available as spare parts). Humidity can sometimes slightly warp the panels but they will straighten out quickly if placed on a hard level surface with a weight (perhaps a book) laid on top of them for a few minutes.

#### (1A4) COUNTERS

Playing pieces are full-color die-cut "counters". Every ship is provided with both a one-inch and a half-inch counter to use on the two different sizes of hexes on the map panels. In most cases, multiple



Abbreviations Page 90
Acceleration 2B2a
Aegis Fire Control 3F
Anchoring Web 5M2e
Andromedan Invaders 7W
Andromedan Tech 5U, 5V
Anti-Drones 4E
Armor 3D1
Asteroids 6B
Automatic Disengagement 2E1a
Auxiliary Control 5A1
Base Rotation 2C6
Baseline Speed 2A1, 2B1b
Baseline Speed, during Energy
Allocation 1E1
Bases, Damage to 3D6
Batteries 1D4
Black Holes 6G
Blocked Targets 4A3, 6A1d
Braking Power 2C5b
Breakdown 2D2b
Bridge 5A1
Burning through Shields 3C8
Capturing a Ship 3E2, 5F2
Cargo
Carronade 4J4c
Cast Web 4Q3a
Changing Speed 2B2
Cloaking Devices 5P
Combat3
Combat Operations 3A
Comets 6C
Control of Seeking
Control of Seeking Weapons 4E2e 4E5e
Weapons 4F2e, 4F5e
Weapons 4F2e, 4F5e Control Systems 5A
Weapons 4F2e, 4F5e
Weapons 4F2e, 4F5e Control Systems 5A Counters
Weapons
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6
Weapons
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2b
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5X
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5X
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2c
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Die Roll Modifiers4A4
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Die Roll Modifiers4A4Direct-Fire Weapons3A1, 4A
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Die Roll Modifiers4A4Direct-Fire Weapons3A1, 4A
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Direction2A3b
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3d
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3d
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirection2A3bDischarging Weapons4C3dDisengagement2E
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirection2A3bDischarging Weapons4C3dDisengagement2EDisplacement Device5U
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDischarging Weapons4DDischarging Weapons5UDisruptors4D
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDischarging Weapons4DDischarging Weapons5UDisruptors4D
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors4D2b
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1d
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1dDocking2D5a
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4G2, 4G8
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4G2, 4G8
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1dDocking2D5aDrone Racks4F1a, 4G
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defense Satellites4G4Direct-Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1dDocking2D5aDrone Racks4G2, 4G8Drones, Destroying4G4
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirection2A3bDischarging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1dDocking2D5aDrone Racks4G2, 4G8Drones, Destroying4G4
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defensive Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirection2A3bDischarging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1dDocking2D5aDrone Racks4G2, 4G8Drones, Destroying4G4
Weapons4F2e, 4F5eControl Systems5ACounters1A4Damage Allocation3DDamage Allocation Charts3D3Damage Caused by Drones4G4Damage Control Rating5G1Damage Records3D5Damage to Bases3D6Deceleration2B2bDegraded Crew5XDefense Satellites5L5Defense Satellites4G4Direct-Fire Phase1E2cDestroying Drones4G4Direct-Fire Weapons3A1, 4ADirected Targeting3D4Discharging Weapons4C3dDisengagement2EDisplacement Device5UDisruptors, Overloaded4D2bDisruptors, Range Limits4D1dDocking2D5aDrone Racks4G2, 4G8Drones, Destroying4G4

Dropping Tracking 4F5e
Dust Clouds 6B2a
Dyson Sphere 4N3e
Emergency Bridge 5A1
Emergency Deceleration 2D3
Emergency Evacuation 5E7
End of Turn 1E3
Endurance
Energy Allocation 1D
Energy Cost of Movement
Energy Modules 5V2
Energy Points 1D1
Energy Tokens 1D1, 1D5
Evacuation, Emergency 5E7
Evasive Maneuvering 2D4
Expanding Sphere5N
Facing 2A4
Fast Start Rules 1B
Federation Drone/Anti-Drone
Racks 4E1e, 4G9
Federation, United, of Planets 7C
Fighters
Firing Arcs 3B
Fixed Map 8A1
Flag Bridge 5A1
Fleet Scale Movement Cost 2B1b
Fleet Scale 1C, 5C2
Floating Map 8A1
Forward Movement 2A3c
Frame Damage 3E1, 5J2
Free Standing Web 4Q3c
Friendly Fire
Fusion Beam4L
Gas Giants 6A4
Gatling Phasers 4B2f
Geography Page 21
Globular Web5M2g
Gorn Confederation7J
Hangars5V1
Heavy Asteroid Fields 6B2c
Hellbore 4K
Hellbore vs. Expanding Sphere
Generator 5N2e
Hexes
High Energy Turns 2D2, 4F3e
Historical Background Page 20
Holding Armed
Weapons 4C2b, 4C3c
How Ships Are Lost 3E
Hull5J1
Hypermass (Black Hole)6D
Hydran Kingdom7P
Hydran Stingers5Q
Impact 4F4a
Impulse (Part of the Turn) 1E2
Information Points
Inter-Stellar Concordium
Ion Cannons 4R
Ion Pulse Generator5R
Klingon Empire7D
Kzinti Hegemony 7F
Laboratories 5B
Landing, on Asteroids 6B4b, 6B5b
Landing, on Planets 2D5b
Large Asteroids 6B4
Large Planets 6A3
Launch
Launch Phase 1E2f

Laying Web	
Line of Sight 3C6b	
Linear Web5M2d	
Location Map 8A1	
Loss of Control 5A2	
Lyran Democratic Republic7L	
Lyran Empire7L	
Map 1A3, 8A	
Map Scale 2A2	
Map, Leaving the 2E1c	
Marine Combat Phase 1E3c	
Marine Raids 5F1	
Marines 5F	
Maximum Speed 2A3d	
Medium Asteroids 6B5	
Medium Planets 6A1	
Middle Years 4G3a	
Momentum, There Isn't Any 2A3f	
Moons 6A2	
More than One Ship per Hex 2A3e	
Movement2	
Movement Cost, Fleet Scale 2B1b	
Movement, Energy Cost of 2B	
Movement, Forward 2A3c	
Movement in Reverse 2B1c	
Movement, Performing 2A6	
Movement Phase 1E2b	
Movement Points 2B1a	
Movement Sub-Pulse 1E2b	
Moving in Reverse 2C5	
Nebulae 6F	
Non-Moving Units 2B1d	
Offensive Fire Phase 1E2d	
Optional Weapons5L1	
Order of Precedence 2A5. 4F3b	
Order of Precedence 2A5, 4F3b Orion Engine Output	
Orion Engine Output5L3	
Orion Engine Output5L3 Orion Pirates7E, 5L	
Orion Engine Output5L3 Orion Pirates7E, 5L Other Functions Phase1E2e	
Orion Engine Output	
Orion Engine Output	
Orion Engine Output	
Orion Engine Output5L3 Orion Pirates7E, 5L Other Functions Phase1E2e Overloaded Weapons 4C3, 4D2b, 4E1c Particle Cannon4P Performing Movement2A6	
Orion Engine Output5L3 Orion Pirates7E, 5L Other Functions Phase1E2e Overloaded Weapons 4C3, 4D2b, 4E1c Particle Cannon4P Performing Movement2A6 Phasers4B	
Orion Engine Output5L3 Orion Pirates7E, 5L Other Functions Phase1E2e Overloaded Weapons 4C3, 4D2b, 4E1c Particle Cannon4P Performing Movement2A6 Phasers4B Photon Torpedoes4C	
Orion Engine Output5L3 Orion Pirates7E, 5L Other Functions Phase1E2e Overloaded Weapons 4C3, 4D2b, 4E1c Particle Cannon4P Performing Movement2A6 Phasers4B Photon Torpedoes4C Photon Torpedoes, Firing4C4	
Orion Engine Output	
Orion Engine Output5L3 Orion Pirates7E, 5L Other Functions Phase7E, 5L Other Functions Phase1E2e Overloaded Weapons 4C3, 4D2b, 4E1c Particle Cannon4P Performing Movement2A6 Phasers4B Photon Torpedoes4B Photon Torpedoes, Firing4C4 Photon Torpedoes, Firing4C4 Photon Torpedoes, AC3 Photon Torpedoes, Overloaded4C2b, 4C3c Photon Torpedoes, AC3 Planets6A Plasma Bolts4J4 Plasma Carronade4J5 Plasma Torpedoes4J1e	
Orion Engine Output	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes, Holding4C2b, 4C3cPhoton Torpedoes, Overloaded4C3Planets6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3G	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes,4C2b, 4C3cPhoton Torpedoes,4C3Planets6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3GPower Phase1E3a	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes,4C3Photon Torpedoes,4C3Photon Torpedoes,6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Torpedoes4F1d, 4JPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3GPower Phase1E3aPre-Game Arming4C2c	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes,4C2b, 4C3cPhoton Torpedoes,4C3Planets6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3GPower Phase1E3a	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes,4C3Photon Torpedoes,4C3Photon Torpedoes,6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Torpedoes4F1d, 4JPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3GPower Phase1E3aPre-Game Arming4C2cPre-Loading Weapons, during	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes, Holding4C2b, 4C3cPhoton Torpedoes, Overloaded4C3Planets6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3GPower Phase1E3aPre-Game Arming4C2cPre-Loading Weapons, during Energy Allocation1E1Probes5CProbes as Weapons5C4	
Orion Engine Output5L3Orion Pirates7E, 5LOther Functions Phase1E2eOverloaded Weapons4C3, 4D2b, 4E1cParticle Cannon4PPerforming Movement2A6Phasers4BPhoton Torpedoes4CPhoton Torpedoes, Firing4C4Photon Torpedoes, Holding4C2b, 4C3cPhoton Torpedoes, Overloaded4C3Planets6APlasma Bolts4J4cPlasma Carronade4J4cPlasma Tracking Arcs4J1ePlasmatic Pulsar4MPods, Cargo, Tug5TPoint Value Victory System8B2Power Absorbers3GPower Phase1E3aPre-Game Arming4C2cPre-Loading Weapons, during Energy Allocation1E1Probes5C	

9

X m U Z -

X

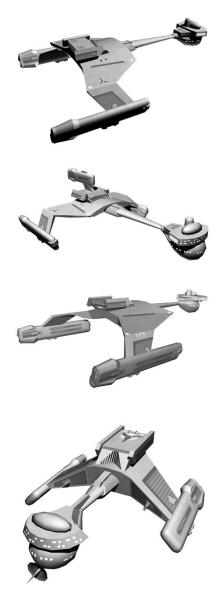
\*

RR8 109

T

Pulling out of Web5M2h
Pulsar, Variable 6E
Pulse Speed 2A1
Q-Ships5L4
Quick Start Rules 1B
Raids 5F1
Raising Shields 3C2
Ramming, Not Allowed 2A3g
Range (to Target) 3A5
Regenerating Shields 3C7
Reinforcing Shields 3C5
Reinforcing Web5M2c
Reloading, via Repair
Rules
Repair Cost
Repair Phase 1E3d
Repair Points5G2
Repairs 5G
Retirement 2E3
Resetting Turn Modes 2C3c
Reverse Movement 2B1c, 2C5
Romulan Empire7H
Same Hex Combat 4F2c, 3C6d
Scenarios8
Scout Sensors 5S
Secondary Systems5J
Seeking Weapon Impact 4F4
Seeking Weapon Movement 4F3d
Seeking Weapons 3A2, 4F
Self-Destruction 3E3
Seltorian Tribunal7K
Sensors, Special 5S
Separation 2E1b
Shield Burn Through
Shield Cracker
Shield Regeneration 3C7
Shield Regeneration
Shield Regeneration3C7Shield Regeneration, duringEnergy AllocationEnergy Allocation1E1Shield Reinforcement3C5Shields3C, 7A3Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShip Cards7AShips7Shuttlecraft5H
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields3C, 7A3Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5c
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields3C, 7A3Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields3C, 7A3Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShittlecraft, Repair of5G6Sideslips2C4
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields3C, 7A3Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2D
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5S
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2a
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2a
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5S
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7a
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3e
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from20
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit fromStacksStacks4A3
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from5L2
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShips7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from5L2Stinger, Hydran5Q
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from Stacks4A3Stealth Coating5L2Stinger, Hydran5QStopped2C7
Shield Regeneration3C7Shield Regeneration, during Energy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, Which Were Hit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from Stacks4A3Stealth Coating5L2Stinger, Hydran5QStopped2C7Stopped2C7
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from5L2Stinger, Hydran5QStopped2C7Stopped2C7Stopped2C7aSub-Pulse1E2b
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, Which WereHitHit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from5L2Stinger, Hydran5QStopped2C7Stopping2C7aSub-Pulse1E2bSuicide Freighters4F1c, 4H
Shield Regeneration3C7Shield Regeneration, duringEnergy Allocation1E1Shield Reinforcement3C5Shields, Damage to3C4Shields, Damage to3C4Shields, Raising or Dropping3C2Shields, which WereHitHit3C6, 4F4cShip Cards7AShips7Shuttlecraft5HShuttlecraft, Landing2D5cShuttlecraft, Repair of5G6Sideslips2C4Simultaneous Decision Rule1E4Skipped Damage Points3D3Special Maneuvers2DSpecial Sensors5SSpeed Change Phase1E2aSpeed of Seeking Weapons4F3aSpeed Zero, Starting from2C7aStacking2A3eStacking, Firing Limit from5L2Stinger, Hydran5QStopped2C7Stopped2C7Stopped2C7aSub-Pulse1E2b

Tabletop Rules	1F
Tactical Maneuvers	2D1
Target Enemy Engines	
Target Enemy Weapons	
Thick Asteroid Fields	6B2c
Tholian Holdfast	
Tractor Auctions 5D6a,	
Tractor Beams 5D	
Tractor Beams, Defensive	5D4
Tractor Beams, Power Used	
Tractor-Repulsor Beams	
Tractoring Ships	
Transporters	
Transporters, Power Used	
Tugs	
Turn Mode Category	
Turn Modes	
Turn Modes, Resetting	
Turn of the Game	
Turning a Ship	
Undocking Phase	
United Federation of Planets	
Units that Do Not Move	
Variable Pulsar	
Volley, Definition	
Vudar Enclave	
Weapons Records	
Weapons	
Web	
Web Anchor 5M2e	, 5M2j
Web Anchor Buoy	
Web Breaker	4Ń
Web Caster	
Web Fist	4Q5
Web, Free Standing	4Q3c
Web, Globular	5M2g
Web, Laying	
Web, Linear	
Web vs. Movement	5M1d
Web vs. Weapons	
Web, Pulling out of	5M2h
Web Reinforcing	
Web Segment	.5M1f
Web Strand	
Web Snares	
Web Strength	
Web, Tholian	5M
Which Shield Was Hit? 3C6	
WYN Radiation Zone	6D
WYN Star Cluster	7M



Klingon ships in this column from top to bottom: D5 War Cruiser D5W New Heavy Cruiser FD7 Fast Battlecruiser E4 Corvette

Kzinti New Heavy Cruiser

