

MOVEMENT RULES 200.00	
FEDERATION AND EMPIRE 2010	
TYPES OF MOVEMENT.....	201.00
GENERAL MOVEMENT RULES.....	202.00
OPERATIONAL MOVEMENT.....	203.00
When Operational Movement Is Used.....	203.10
Movement Cost.....	203.20
Movement Point Restrictions.....	203.30
Moving Stacks.....	203.40
Movement Restrictions: Pinning.....	203.50
Interaction with Reaction Movement.....	203.60
Reserve Movement.....	203.70
Cloaked Movement.....	203.80
STRATEGIC MOVEMENT.....	204.00
REACTION MOVEMENT.....	205.00
When Reaction Movement Is Used.....	205.10
Reaction Zones.....	205.20
Reaction Movement Is Used.....	205.10
Reaction Zones.....	205.20
Extended Reaction Zones.....	205.30
Voluntary Nature of Reaction.....	205.40
Multiple Reactions.....	205.50
Restrictions Caused by Enemy Ships.....	205.60
Reaction by Fighters and PFs.....	205.70
RETROGRADE MOVEMENT.....	206.00
OFF-MAP MOVEMENT.....	207.00
Energy Barrier.....	207.10
Off-Map Areas.....	207.20
SPECIAL MOVEMENT RULES.....	208.00