# CHAPTER 1 BASIC RULES

**Klingon Border and Romulan Border**

1A HOW THE GAME IS ORGANIZED
- 1A1 RULES
- 1A2 SHIPS
- 1A3 MAP
- 1A4 COUNTERS

1B FAST START RULES

1C FLEET SCALE RULES
- 1C1 WHY HAVE TWO SCALES?
- 1C2 WHAT STAYS THE SAME?
- 1C3 WHAT ACTUALLY CHANGED?
- 1C4 COMBINING THE TWO SCALES

1D ENERGY ALLOCATION
- 1D1 ENERGY POINTS, ENERGY TOKENS
- 1D2 BEFORE THE TURN
- 1D3 DURING THE TURN...
- 1D4 AT THE END OF THE TURN
- 1D5 ALTERNATIVES TO ENERGY TOKENS

1E SEQUENCE OF PLAY
- 1E1 ENERGY ALLOCATION
- 1E2 IMPULSE PROCEDURE
  - 1E2A SPEED CHANGE PHASE
  - 1E2B MOVEMENT PHASE
  - 1E2C DEFENSIVE FIRE PHASE
  - 1E2D OFFENSIVE DIRECT-FIRE PHASE
  - 1E2E OTHER FUNCTIONS PHASE
  - 1E2F LAUNCH PHASE
- 1E3 END OF TURN PROCEDURE
  - 1E3A POWER PHASE
  - 1E3B WEAPONS RECORDS
  - 1E3C MARINE COMBAT PHASE
  - 1E3D REPAIR PHASE
  - 1E3E UNDOCKING
- 1E4 SIMULTANEOUS DECISION RULE

1F TABLETOP RULES
- 1F1 STARSHIPS
- 1F2 MOVEMENT
- 1F3 COMBAT
- 1F4 SMALL UNITS
- 1F5 TERRAIN
- 1F6 STARLINE 2400 MINIATURES

---

# CHAPTER 1Y EARLY YEARS BASIC RULES

**CAPTAIN’S LOG #39**

1Y EARLY YEARS

PROLOGUE

INTRODUCTION

- 1Y1A RULE NUMBER FORMAT