

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