

**CHAPTER 2 MOVEMENT****KLINGON BORDER AND ROMULAN BORDER****2A GENERAL MOVEMENT RULES**

## 2A1 BASELINE SPEED

## 2A2 HEXES

## 2A3 MOVEMENT PROCEDURE

## 2A3A PROPORTIONAL MOVEMENT

## 2A3B DIRECTION

## 2A3C FORWARD MOVEMENT

## 2A3D MAXIMUM SPEED

## 2A3E STACKING

## 2A3F MOMENTUM

## 2A3G RAMMING

## 2A4 FACING

## 2A5 ORDER OF PRECEDENCE

## 2A6 PERFORMING MOVEMENT

**2B ENERGY COST OF MOVEMENT**

## 2B1 BASIC TERMS

## 2B1A MOVEMENT POINTS

## 2B1B BASELINE SPEED

## 2B1C REVERSE MOVEMENT

## 2B1D NON-MOVING UNITS

## 2B2 CHANGING SPEEDS

## 2B2A ACCELERATION

## 2B2B DECELERATION

**2C TURNING AND TURN MODES**

## 2C1 TURNING

## 2C2 TURN MODES

## 2C2A CATEGORY

## 2C2B ASSIGNMENT

## 2C3 RESTRICTIONS OF TURN MODES

## 2C3A CARRY OVER

## 2C3B STARTING FROM SPEED ZERO OR STOPPED

## 2C3C RESET

## 2C4 SIDESLIPS

## 2C4A DEFINITION

## 2C4B PROCEDURE

## 2C4C RESTRICTIONS

## 2C4D COMBINATIONS

## 2C5 MOVING IN REVERSE

## 2C5A NO COMBINATIONS

## 2C5B BRAKING POWER

## 2C6 BASE ROTATION

## 2C7 STOPPING VS SPEED ZERO

## 2C7A STOPPED

## 2C7B SPEED ZERO

**2D SPECIAL MANEUVERS**

## 2D1 TACTICAL MANEUVERS

## 2D2 HIGH ENERGY TURNS

## 2D2A PROCEDURE

## 2D2B BREAKDOWN

## 2D3 EMERGENCY DECELERATION

## 2D3A DECLARATION

## 2D3B BENEFIT

## 2D4 EVASIVE MANEUVERING

## 2D4A ENERGY COST

## 2D4B LIMITATIONS

## 2D4C BENEFIT

## 2D4D TERMINATION

## 2D4E PROHIBITED

## 2D5 DOCKING, LANDING

## 2D5A PROCEDURE FOR DOCKING

## 2D5B PROCEDURE FOR LANDING

**DISTANT KINGDOMS**

## 2D5C LANDING SHUTTLECRAFT

**CHAPTER 2 MOVEMENT****KLINGON BORDER AND ROMULAN BORDER****2E DISENGAGEMENT**

- 2E1 METHODS OF DISENGAGEMENT
  - 2E1A AUTOMATIC
  - 2E1B SEPARATION
  - 2E1C LEAVING THE MAP
- 2E2 EFFECT OF DISENGAGEMENT

**FC BRIEFING #1 AND COMMUNIQUE #34**

- 2E3 RETIREMENT
  - 2E3A MOVEMENT
  - 2E3B COMBAT
  - 2E3C REPAIR

**CAPTAIN'S LOG #42****2G THOLIAN PINWHEEL**

- 2G1 OPERATION
    - 2G1A COMBINED UNIT
    - 2G1B MOVEMENT
    - 2G1C TOWING COST
  - 2G2 FORMATION
    - 2G2A ELIGIBLE SHIPS
    - 2G2B PROCEDURE
    - 2G2C HOLDING
    - 2G2D SHIELDS
    - 2G2E WARP ENGINES
    - 2G2F SEEKING WEAPONS
    - 2G2G TRACTORS
    - 2G2H BLOCKED ARCS
  - 2G3 SEPARATION
    - 2G3A FORMATION AND SEPARATION ONLY AT BEGINNING OF TURN
    - 2G3B MOVEMENT
    - 2G3C SHIELDS
    - 2G3D MARINES
    - 2G3E SEEKING WEAPONS
    - 2G3F TRACTORS
  - 2G4 OTHER EFFECTS
    - 2G4A INDIVISIBILITY
    - 2G4B WEB
    - 2G4C LANDING
    - 2G4D MARINES
- DESIGNER'S NOTES

**CHAPTER 2Y EARLY YEARS MOVEMENT****CAPTAIN'S LOG #39****2Y EARLY YEARS MOVEMENT**

- 2YA1 BASELINE SPEED
- 2YF SUBLIGHT MOVEMENT
  - 2YF1 ZERO OR STOPPED
  - 2YF2 SUBLIGHT ACCELERATION
  - 2YF3 MOVEMENT COST OF 1
  - 2YF4 SUBLIGHT IS CONSIDERED SLOWER THAN WARP
  - 2YF5 SUBLIGHT TACS, HETS, AND ED.