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 Communiqué #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

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# 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.