CHAPTER 3 COMBAT

KLINGON BORDER AND ROMULAN BORDER

3A COMBAT OPERATIONS
  3A1 DIRECT-FIRE WEAPONS
  3A2 SEEKING WEAPONS
  3A3 FRIENDLY FIRE
  3A4 VOLLEY DEFINITION
  3A5 RANGE

3B FIRING ARCS

3C SHIELDS
  3C1 SHIELD NUMBERS
  3C2 INDIVIDUALITY
  3C3 POSITION
  3C4 DAMAGE TO SHIELDS
  3C5 SHIELD REINFORCEMENT
  3C6 WHICH SHIELD WAS HIT
    3C6A SEEKING WEAPONS
    3C6B DIRECT-FIRE WEAPONS
    3C6C SPLIT SHIELD BOUNDARIES
    3C6D SAME HEX
  3C7 SHIELD REGENERATION
  3C8 SHIELD BURN THROUGH

3D DAMAGE ALLOCATION
  3D1 ARMOR
  3D2 DAMAGE ALLOCATION PROCEDURE
  3D3 DAMAGE ALLOCATION CHARTS
    3D3A STEP 1
    3D3B STEP 2
    3D3C STEP 3
    3D3D SKIPPED POINTS
  3D4 DIRECTED TARGETING
    3D4A DIRECTING DAMAGE
    3D4B SKIPPED HITS
    3D4C THE DECISION
    3D4D RESTRICTIONS
  3D5 DAMAGE RECORDS

CAPTAIN'S LOG #41 SUPPLEMENTAL

ALPHA STRIKE:DICELESS DAMAGE ALLOCATION SYSTEM
  HOW IT WORKS
  EXAMPLE
  RATIONALE
  CONSIDERATIONS
  DESIGNER'S NOTES
  TABLES

KLINGON BORDER AND ROMULAN BORDER

3E HOW SHIPS ARE LOST
  3E1 FRAME DAMAGE
    3E1A SCORING FRAME DAMAGE
    3E1B ALTERNATE TENTH POINT
    3E1C IF ALL BOXES ARE DISABLED
    3E1D LAST BOX OF A GIVEN TYPE OPTION
  3E2 CAPTURE
  3E3 SELF-DESTRUCTION

HYDRAN ATTACK

3F AEGIS FIRE CONTROL
  3F1 PROTECTION
  3F2 LIMITS
# CHAPTER 3 COMBAT

## WAR AND PEACE

### 3G POWER ABSORBER PANELS

- **3G1 BANKS**
  - 3G1A PANELS
  - 3G1B BASES

- **3G2 FUNCTION**
  - 3G2A HELLBORE
  - 3G2B BURN THROUGH

- **3G3 COSTS**
  - 3G3A POWER COST
  - 3G3B REPAIR COST

- **3G4 PURGING POWER**
  - 3G4A DISSIPATION
    - 3G4A1 ONE PER BANK OF 10
    - 4G4A2 NO DISSIPATION IN CERTAIN TERRAIN
  - 3G4B TRANSFER TO BATTERIES
  - 3G4C TRANSFER TO BANKS
  - 3G4D POWER DUMP
  - 3G4E LIMITATION

- **3G5 DEACTIVATING BANKS**
  - 3G5A FUNCTION
    - 3G5A1 DEACTIVATION BY NOT ALLOCATING POWER
    - 3G5A2 DEACTIVATION CAUSING INTERNAL DAMAGE
  - 3G5B SEQUENCE
  - 3G5C TRANSFER

- **3G6 SHIP CARD**
  - 3G6A PANELS
  - 3G6B CAPACITY
    - 3G6B1 INTERNAL DAMAGE, UNDIRECTED, NEW VOLLEY
    - 3G6B2 A BANK IS A UNIFIED SET OF PANELS

- **3G7 OTHER POWER ABSORBER RULES**
  - 3G7A OTHER DAMAGE
  - 3G7B TRANSPORTERS

- **3G8 COMBAT EXAMPLE**

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# CHAPTER 3Y EARLY YEARS COMBAT

## CAPTAIN'S LOG #39

### 3Y EARLY YEARS COMBAT

- **3YD4 WEAPONS ACCURACY**