

CHAPTER 4 WEAPONS**KLINGON BORDER AND ROMULAN BORDER****4A DIRECT-FIRE WEAPONS**

- 4A1 WHEN TO FIRE
- 4A2 SHIP CARDS
- 4A3 BLOCKED TARGETS

BATTLESHIPS ATTACK

- 4A4 DIE ROLL MODIFIERS

KLINGON BORDER AND ROMULAN BORDER**4B PHASERS**

- 4B1 GENERAL RULE
- 4B2 TYPES OF PHASERS
 - 4B2A PHASER-1
 - 4B2B PHASER-2
 - 4B2C PHASER-3
 - 4B2D PHASER-4
 - 4B2E TABLES

DISTANT KINGDOMS

- 4B2F GATLING PHASERS

KLINGON BORDER AND ROMULAN BORDER**4B3 FIRING PROCEDURE**

- 4B3A STEP 1
- 4B3B STEP 2
- 4B3C STEP 3
- 4B3D STEP 4

4C PHOTON TORPEDOES

- 4C1 GENERAL RULE
 - 4C1A SHIP CARD
 - 4C1B FIRING RATE
 - 4C1C AMMUNITION
- 4C2 ARMING PHOTON TORPEDOES
 - 4C2A ARMING
 - 4C2B HOLDING
 - 4C2C PRE-GAME ARMING
- 4C3 OVERLOADED PHOTON TORPEDOES
 - 4C3A ENERGY
 - 4C3B SEQUENCE
 - 4C3C HELD TORPEDOES
 - 4C3D DISCHARGE
- 4C4 FIRING PHOTON TORPEDOES
 - 4C4A STEP 1
 - 4C4B STEP 2
 - 4C4C STEP 3
- 4C5 PHOTON ARMING SUMMARY
 - 4C5A PRE-LOAD
 - 4C5B LOADING
 - 4C5C HOLDING
 - 4C5D OVERLOADING

4D DISRUPTORS

- 4D1 GENERAL RULE
 - 4D1A SHIP CARD
 - 4D1B FIRING RATE
 - 4D1C AMMUNITION
 - 4D1C RANGE
- 4D2 FIRING DISRUPTORS
 - 4D2A STEP 1
 - 4D2B STEP 2
 - 4D2C STEP 3
 - 4D2D STEP 4

4E ANTI-DRONES

- 4E1 GENERAL RULE
 - 4E1A SHIP CARD
 - 4E1B AMMUNITION
 - 4E1C OVERLOADS
 - 4E1D RELOADS
 - 4E1E SPECIAL
- 4E2 FIRING ANTI-DRONES
 - 4E2A STEP 1
 - 4E2B STEP 2
 - 4E2C STEP 3

CHAPTER 4 WEAPONS**KLINGON BORDER AND ROMULAN BORDER CONT.****4F SEEKING WEAPONS**

- 4F1 TYPES OF SEEKING WEAPONS
 - 4F1A DRONES
 - 4F1B SUICIDE SHUTTLECRAFT
 - 4F1C SUICIDE FREIGHTERS
 - 4F1D PLASMA TORPEDOES
- 4F2 SEEKING WEAPON RULES
 - 4F2A LAUNCH
 - 4F2B KNOWN DATA
 - 4F2C SAME HEX
 - 4F2D ENDURANCE
 - 4F2E CONTROL
- 4F3 SEEKING WEAPON MOVEMENT
 - 4F3A SPEED
 - 4F3B ORDER OF PRECEDENCE
 - 4F3C OTHER
 - 4F3D SEEKING
 - 4F3E HIGH ENERGY TURNS
- 4F4 SEEKING WEAPON IMPACT
 - 4F4A IMPACT
 - 4F4B EFFECT
 - 4F4C POINT OF IMPACT
- 4F5 STOPPING SEEKING WEAPONS
 - 4F5A IN FLIGHT
 - 4F5B DEFENSIVE FIRE
 - 4F5C COUNTER-WEAPONS
 - 4F5D TRACTORS
 - 4F5E CONTROL

4G DRONES

- 4G1 DEFINITION
- 4G2 CARRIAGE
- 4G3 MOVEMENT

KLINGON ATTACK

- 4G3A MIDDLE YEARS DRONES

KLINGON BORDER AND ROMULAN BORDER

- 4G4 MOVEMENT
- 4G5 COMBAT
- 4G5 LIFE OF A DRONE
- 4G6 RANGE LIMIT
- 4G7 LAUNCHING SEQUENCE
- 4G8 RELOADING DRONE RACKS
- 4G9 SPECIAL FEDERATION RULE
- 4H SUICIDE FREIGHTERS
 - 4H1 CREATION
 - 4H2 COMBAT
 - 4H3 EXPLOSION
- 4J: PLASMA TORPEDOES
 - 4J1 GENERAL PLASMA TORPEDO RULES
 - 4J1A SHIP CARD
 - 4J1B FIRING RATE
 - 4J1C AMMUNITION
 - 4J1D TYPES OF PLASMA TORPEDOES
 - 4J1E TRACKING ARCS
 - 4J2 ARMING PLASMA TORPEDOES
 - 4J2A ARMING PROCEDURE
 - 4J2B HOLDING
 - 4J2C UPGRADING
 - 4J2D PLASMA-F, SPECIAL CASES
 - 4J2E START OF TURN
 - 4J3 PLASMA TORPEDOES IN COMBAT
 - 4J3A LAUNCHING PROCEDURE
 - 4J3B FUNCTION
 - 4J3C DAMAGE EN ROUTE
 - 4J3D DISABLED LAUNCH
 - 4J3E DISCHARGE

CHAPTER 4 WEAPONS**KLINGON BORDER AND ROMULAN BORDER CONT.**

- 4J4 PLASMA BOLTS
 - 4J4A FIRING PROCEDURE
 - 4J4B SPECIAL CASES
 - 4J4C PLASMA CARRONADES

ROMULAN ATTACK

- 4J5 PLASMA-D RULES
 - 4J5A ARMING
 - 4J5B LAUNCHING
 - 4J5C MODES
 - 4J5D BOLTING
 - 4J5E DEFENSIVE FIRE
 - 4J5F RELOADING

WAR AND PEACE

- 4J6 ISC REAR-FIRING TORPEDOES

DISTANT KINGDOMS

- 4K HELLBORE CANNONS
 - 4K1 GENERAL RULE
 - 4K1A SHIP CARD
 - 4K1B FIRING RATE
 - 4K1C AMMUNITION
 - 4K1D ORIONS AND WYNS
 - 4K2 HELLBORE ARMING PROCEDURE
 - 4K2A ENERGY
 - 4K2B HOLDING
 - 4K2C PRE-GAME ARMING
 - 4K2D OVERLOADS
 - 4K3 FIRING HELLBORES
 - 4K3A STEP 1
 - 4K3B STEP 2
 - 4K3C STEP 3
 - 4K3D STEP 4
 - 4K3E SPECIAL TARGETS
 - 4K3F VOLLEYS; SHIELD REINFORCEMENT
- 4L FUSION BEAMS
 - 4L1 DESIGNATION
 - 4L1A SHIP CARD
 - 4L1B DAMAGE
 - 4L1C FIRING RATE
 - 4L1D ORION PIRATES
 - 4L2 FUSION ARMING PROCEDURE
 - 4L2A ENERGY COST
 - 4L2B OVERLOADS
 - 4L3 FIRING FUSION BEAMS
 - 4L3A STEP 1
 - 4L3B STEP 2
 - 4L3C STEP 3
 - 4L3D STEP 4

WAR AND PEACE

- 4M PLASMATIC PULSAR DEVICE
 - 4M1 DESIGNATION
 - 4M2 PLASMATIC PULSAR ARMING
 - 4M2A ENERGY
 - 4M2B HOLDING
 - 4M2C PRE-GAME ARMING
 - 4M2D OVERLOADS
 - 4M3 FIRING PLASMATIC PULSARS
 - 4M3A STEP 1
 - 4M3B STEP 2
 - 4M3C STEP 3
 - 4M3D STEP 4
 - 4M3E SPECIAL TARGETS
 - 4M3F VOLLEYS; SHIELD REINFORCEMENT

CHAPTER 4 WEAPONS**THOLIAN ATTACK**

- 4N SHIELD CRACKER / WEB BREAKER
 - 4N1 GENERAL RULES
 - 4N1A SHIP CARD
 - 4N1B FIRING RATE
 - 4N1C AMMUNITION
 - 4N1D RANGE
 - 4N1E VOLLEY
 - 4N2 FIRING SHIELD CRACKERS
 - 4N2A STEP 1
 - 4N2B STEP 2
 - 4N2C STEP 3
 - 4N2D STEP 4
 - 4N3 FIRING WEB BREAKERS
 - 4N3A STEP 1
 - 4N3B STEP 2
 - 4N3C STEP 3
 - 4N3D STEP 4
 - 4N3E DYSON SPHERE TARGET
- 4P PARTICLE CANNONS
 - 4P1 GENERAL RULES
 - 4P1A SHIP CARD
 - 4P1B FIRING RATE
 - 4P1C AMMUNITION
 - 4P1D RANGE
 - 4P2 FIRING PARTICLE CANNONS
 - 4P2A STEP 1
 - 4P2B STEP 2
 - 4P2C STEP 3
 - 4P2D STEP 4
- 4Q WEB CASTER
 - 4Q1 GENERAL RULES
 - 4Q1A SHIP CARD
 - 4Q1B DIRECT FIRE
 - 4Q1C FIRING RATE
 - 4Q1D AMMUNITION
 - 4Q1E FLEET LIMIT
 - 4Q2 CASTING WEB
 - 4Q2A STEP 1
 - 4Q2B STEP 2
 - 4Q2C STEP 3
 - 4Q3 DEPLOYING CAST WEB
 - 4Q3A CAST WEB
 - 4Q3B NORMAL WEB
 - 4Q3C FREE STANDING WEB
 - 4Q4 TACTICAL IMPLICATIONS
 - 4Q5 WEB FIST
 - 4Q5A STEP 1
 - 4Q5B STEP 2
 - 4Q5C STEP 3
 - 4Q5D STEP 4

WAR AND PEACE

- 4R ION CANNONS
 - 4R1 GENERAL RULE
 - 4R1A SHIP CARD
 - 4R1B FIRING RATE
 - 4R1C AMMUNITION
 - 4R1D RANGE
 - 4R1E PIRATE USE
 - 4R2 ARMING ION CANNONS
 - 4R2A ARMING
 - 4R2B HOLDING
 - 4R2C PRE-GAME ARMING
 - 4R2D DISCHARGE
 - 4R3 OVERLOADED ION CANNONS
 - 4R3A ENERGY
 - 4R4 FIRING ION CANNONS
 - 4R4A STEP 1
 - 4R4B STEP 2
 - 4R4C STEP 3

CHAPTER 4 WEAPONS**WAR AND PEACE**

4S TR BEAMS

4S1 DESIGNATION

4SA SHIP CARD

4SB DAMAGE

4S2 ARMING PROCEDURE

4S2A ENERGY

4S2A1 COST

4S2A2 MUST BE ALLOCATED ENERGY

4S2A3 ROLLOVER AND FIRING

4S2A4 ARMING A TRH AS A TRL

4S2A5 NEW ARMING CYCLE

4S2A6 NO OVERLOADS

4S2A7 PRE-ARMING

4S3 FIRING A TR BEAM

4S3A STEP 1

4S3B STEP 2

4S3C STEP 3

4S4 USING A TR BEAM AS A TRACTOR BEAM

4S4A ARC

4S4B ENERGY

4S4C LIMITATIONS

4S4D NEGATIVE TRACTOR

CHAPTER 4S SIMULATOR WEAPONS**CAPTAIN'S LOG #41**

4SB FRAX AXION TORPEDOES

4SB1 SHIP CARD

4SB2 ARMING PROCEDURE

4SB2A ARMING

4SB2B OVERLOADS

4SB3 FIRING

4SB3A FIRING PROCEDURE

4SB3B FIRING CLOAKED

4SB3C AXION TORPEDO COMBAT CHART

4SC FRAX SUBMARINE DRONES

4SC1 DRONE RACKS

4SC2 SELF-GUIDED MODE

4SC3 NORMAL MODE

DESIGNER'S NOTES

CHAPTER 4 WEAPONS**COMMUNIQUE #18**

4Z MAULERS

4Z1 WEAPON

4Z2 FIRING PROCEDURE

4Z3 OTHER RULES

4Z4 FIRING ARCS

4Z5 MAULER POWER SYSTEMS

CHAPTER 4Y EARLY YEARS WEAPONS**CAPTAIN'S LOG #39 SUPPLEMENTAL****4Y EARLY YEARS WEAPONS**

- 4Y1A DISRUPTOR CANNONS
 - 4Y1A1A SHIP CARD
 - 4Y1A1B FIRING RATE
 - 4Y1A1C AMMUNITION
 - 4Y1A1D ORIONS AND WYNS
- 4Y1A2 DISRUPTOR CANNON ARMING PROCEDURE
 - 4Y1A2A ENERGY
 - 4Y1A2B FIRING RATE
 - 4Y1A2C PRE-GAME ARMING
 - 4Y1A2D NO OVERLOADS
- 4Y1A3 FIRING DISRUPTOR CANNONS
 - 4Y1A3A STEP 1
 - 4Y1A3B STEP 2
 - 4Y1A3C STEP 3
- 4Y1B HELL NIPPER
 - 4Y1B1A SHIP CARD
 - 4Y1B1B FIRING RATE
 - 4Y1B1C ORIONS AND WYNS
- 4Y1B2 HEEL NIPPER ARMING PROCEDURE
 - 4Y1B2A POWER
 - 4Y1B2B CANNOT BE HELD OR OVERLOADED
- 4Y1B3 FIRING HEEL NIPPERS
 - 4Y1B3A STEP 1
 - 4Y1B3B STEP 2
 - 4Y1B3C STEP 3
 - 4Y1B3D STEP 4
- 4Y1B4 HEEL NIPPER EFFECTS
 - 4Y1B4A DAMAGE
 - 4Y1B4B STOPPING
 - 4Y1B4C TURNING
- 4Y1B5 OTHER TARGETS
 - 4Y1B5A DRONES
 - 4Y1B5B SHUTTLES
 - 4Y1B5C OTHER TARGETS
- 4Y1C PLASMA BLASTER
 - 4Y1C1A SHIP CARD
 - 4Y1C1B FIRING RATE
 - 4Y1C1C ORIONS AND WYNS
- 4Y1C2 PLASMA BLASTER ARMING PROCEDURE
 - 4Y1C2A ENERGY
 - 4Y1C2B CANNOT BE HELD OR OVERLOADED
- 4Y1C3 FIRING PLASMA BLASTERS
 - 4Y1C3A STEP 1
 - 4Y1C3B STEP 2
 - 4Y1C3C STEP 3
 - 4Y1C3D STEP 4

CAPTAIN'S LOG #39 SUPPLEMENTAL

- 4Y1D PLASMA CANNONS
 - 4Y1D1A SHIP CARD
 - 4Y1D1B FIRING RATE
 - 4Y1D1C AMMUNITION
 - 4Y1D1D ORIONS AND WYNS
- 4Y1D2 PLASMA CANNON ARMING PROCEDURE
 - 4Y1D2A ENERGY
 - 4Y1D2B HOLDING
 - 4Y1D2C PRE-GAME ARMING
 - 4Y1D2D NO OVERLOADS
- 4Y1D3 FIRING PLASMA CANNONS
 - 4Y1D3A STEP 1
 - 4Y1D3B STEP 2
 - 4Y1D3C STEP 3

CHAPTER 4Y EARLY YEARS WEAPONS

- 4Y1E PLASMA VORTEX LAUNCHER
 - 4Y1E1A SHIP CARD
 - 4Y1E1B FIRING RATE
 - 4Y1E1C AMMUNITION
 - 4Y1E1D ORIONS AND WYNS
- 4Y1E2 PLASMA VORTEX LAUNCHER ARMING PROCEDURE
 - 4Y1E2A ENERGY
 - 4Y1E2B SECOND TURN
 - 4Y1E2C THIRD TURN
 - 4Y1E2D LIMIT
 - 4Y1E2E ARMING LEVEL
 - 4Y1E2F HOLDING
 - 4Y1E2G OVERLOADING
- 4Y1E3 FIRING PLASMA VORTEX LAUNCHERS
 - 4Y1E3A STEP 1
 - 4Y1E3B STEP 2
 - 4Y1E3C STEP 3
- 4Y1F QUANTUM WAVE TORPEDOES
 - 4Y1F1A SHIP CARD
 - 4Y1F1B FIRING RATE
 - 4Y1F1C SEEKING WEAPON
 - 4Y1F1D SELF-GUIDING
 - 4Y1F1E OPTION MOUNTS
- 4Y1F2 QUANTUM WAVE ARMING PROCEDURE
- 4Y1F3 LAUNCHING QUANTUM WAVE TORPEDOES
 - 4Y1F3A STEP 1
 - 4Y1F3B STEP 2
- 4Y1F4 DAMAGE EN ROUTE
 - 4Y1F4A TERRAIN
 - 4Y1F4B PHASERS
 - 4Y1F4C FOUR POINTS OF DAMAGE REMOVE "SPLASH"
 - 4Y1F4D ONLY TWO LEVELS OF DAMAGE
- 4Y1F5 QUANTUM WAVE DAMAGE CHART

CAPTAIN'S LOG #39

- 4Y EARLY YEARS WEAPONS
 - 4YA NO OVERLOADS
 - 4YB2G WARP-TARGETED LASERS
 - 4YC3 NO PHOTON OVERLOADS
 - 4YD2 NO DISRUPTOR OVERLOADS
 - 4YG DRONES

CAPTAIN'S LOG #39 SUPPLEMENTAL

- 4YG2A DEATH BOLT RACKS
- 4YG2B DEATH BOLT LIMITATIONS
- 4YG2C DEATH BOLT NO OTHER RACKS
- 4YG2D DEATH BOLT OPTIONS
- 4YG2E PLASMA DRONE LIMITATIONS
- 4YG2F PLASMA DRONE NO OTHER RACKS
- 4YG2G PLASMA DRONE OPTIONS

CAPTAIN'S LOG #39

- 4YG3C SLOW DRONES
- 4YG4A EARLY DRONES
- 4YG4B ATOMIC MISSILES
- 4YG4C ANDORIAN DRONES

CAPTAIN'S LOG #39 SUPPLEMENTAL

- 4YG4D DEATH BOLTS
- 4YG4E PLASMA DRONE DIFFERENCES

CAPTAIN'S LOG #39

- 4YJ PLASMA TORPEDOES
 - 4YJ2B NO PLASMA-F STASIS BOXES
 - 4YJ2E NO PLASMA-F PRE-GAME ARMING
 - 4YJ4C NO GORN PLASMA CARRONADES

CHAPTER 4Y EARLY YEARS WEAPONS**CAPTAIN'S LOG #39 SUPPLEMENTAL**

- 4YJ7 PLASMA-V TORPEDOES
 - 4YJ7A OPERATIONS
 - 4YJ7B ARMING
 - 4YJ7C SPEED
 - 4YJ7D DOWNLOADS
 - 4YJ7E ORIONS AND WYNS
 - 4YJ7F DAMAGE POTENTIAL

CAPTAIN'S LOG #39

- 4YK5 HYDRAN HELLGUN
 - 4YK5A NO OVERLOADS
 - 4YK5B ONLY DAMAGE FACING SHIELD
 - 4YK5C ONLY DOES BASE DAMAGE
- 4YLF HYDRAN NOVA CANNONS
 - 4YL5A ARMING COST/ NO OVERLOADS
 - 4YL5B NOVA CANNON WEAPONS CHART
- 4YP NEO-THOLIANS CAN OVERLOAD PARTICLE CANNONS