

C0.0 MOVEMENT**BASIC SET**

- C1.0 GENERAL MOVEMENT RULES
 - C1.1 PROCEDURE
 - C1.2 FACING
 - C1.3 PLOTTING
 - C1.31 FREE MOVEMENT
 - C1.32 PLOTTED MOVEMENT
 - C1.4 PERFORMING MOVEMENT
- C2.0 ENERGY COST OF MOVEMENT
 - C2.1 GENERAL PROCEDURE
 - C2.2 ACCELERATION
- C3.0 TURNING AND TURN MODES
 - C3.1 TURNING
 - C3.2 DEFINITION OF TURN MODE
 - C3.3 ASSIGNMENT OF TURN MODES
 - C3.4 RESTRICTIONS OF TURN MODES
 - C3.5 REVERSING DIRECTION
 - C3.6 QUICK REVERSE
 - C3.7 BASE ROTATION
 - C3.8 DIRECTED TURN MODES
- C4.0 SIDESLIP (Advanced Rule)
- C5.0 TACTICAL MANEUVERS (Advanced Rule)
- C6.0 HIGH ENERGY TURNS
 - C6.5 BREAKDOWN
- C7.0 DISENGAGEMENT
 - C7.1 BY ACCELERATION
 - C7.2 BY SEPERATION
 - C7.3 BY SUB-LIGHT EVASION
 - C7.4 AUTOMATIC DISENGAGEMENT
- C8.0 EMERGENCY DECELERATION (Advanced Rule)
- C9.0 POSITRON FLYWHEEL (Optional Rule)

ADVANCED MISSIONS

- C10.0 ERRATIC MANEUVERING (Commander's Level Rule)
- C11.0 NIMBLE UNITS (Advanced Rule)
- C12.0 CHANGING SPEED IN MID-TURN (Commander's Level Rule)
- C13.0 DOCKING (Advanced Rule)
- C14.0 THE THOLIAN PINWHEEL (Advanced Rule)

MODULE C4

- C51.0 TRIAXIAN TRIDIRECTIONAL MOVEMENT
- C52.0 HOVEWARP