

D0.0 COMBAT**BASIC SET**

- D1.0 GENERAL RULES
- D2.0 FIRING ARCS
- D3.0 SHEILDS
- D4.0 DAMAGE ALLOCATION
- D5.0 SELF DESTRUCTION (Advanced Rule)
- D6.0 FIRE CONTROL SYSTEMS
- D7.0 MARINE BOARDING PARTIES (Advanced Rule)
- D8.0 CRITICAL HITS (Optional Rule)
- D9.0 DAMAGE CONTROL

MODULE C2

- D10.0 POWER ABSORBERS

MODULE J

- D11.0 CHAFF (Advanced Rule)
- D12.0 CHAIN REACTIONS AND INTERNAL EXPLOSIONS (Commanders' Level Rule)
- D13.0 AEGIS FIRE CONTROL (Commander's level Rule)

ADVANCED MISSIONS

- D14.0 EMERGENCY DAMAGE REPAIR (Commanders' Level Rule)

MODULE M (MARINES)

- D15.0 GROUND COMBAT
- D16.0 ADVANCED MARINE BOARDING PARTY COMBAT

ADVANCED MISSIONS

- D17.0 TACTICAL INTELLIGENCE (Commanders' Level—Optional Rule)
- D18.0 SURPRISE (Advanced Rule)
- D19.0 PASSIVE FIRE CONTROL (Commanders' Level Rule)
- D20.0 HIDDEN DEPLOYMENT (Advanced Rule)
- D21.0 CATASTROPHIC DAMAGE (Commanders' Level—Optional Rule)
- D22.0 ENERGY BALANCE DUE TO DAMAGE (Optional)
- D23.0 SHOCK EFFECTS (Commanders' Level Rule)

MODULE C3

- D24.0 ANDROMEDAN CRITICAL HITS (Optional)

MODULE F1

- D25.0 JINDARIAN ARMOR
- D26.0 BOARDING JINDARIAN SHIPS