CHAPTER 5 SYSTEMS

KLINGON BORDER AND ROMULAN BORDER

5A CONTROL SYSTEMS
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5A2A TURN MODE
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KLINGON BORDER AND ROMULAN BORDER

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5B3 FUNCTION OF LABS

5C PROBES
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5D3C TRACTORS VS. MONSTERS

KLINGON BORDER AND ROMULAN BORDER

5D4 DEFENSIVE FUNCTIONS
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KLINGON BORDER AND ROMULAN BORDER

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   5L9B3 REMOTE OR LOCALIZED
   5L9B4 FIVE HEX TARGETING
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   5M1B WEB STRENGTH
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   5M2I WEB ANCHOR BUOYS
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KLINGON BORDER AND ROMULAN BORDER AND KLINGON ATTACK AND THOLIAN ATTACK
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   5N1A SHIP CARD
   5N1B DAMAGE
   5N1C SEQUENCE
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5N2A POWER
5N2B BURST OPTIONS

DISTANT KINGDOMS
5N2C DEFENSIVE BURST

ORION ATTACK AND DISTANT KINGDOMS
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5N2F ESG INTERACTION

DISTANT KINGDOMS
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5P CLOAKING DEVICES
  5P1 DESIGNATION
  5P2 OPERATIONS
  5P3 EFFECT OF BEING CLOAKED
   5P3A GENERAL
   5P3B FADE
   5P3C CLOAKED
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   5P3E CLOAK COSTS
   5P3F OTHER EFFECTS
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DISTANT KINGDOMS
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5QM BORDERS OF MADNESS FIGHTER RULES
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    5QM1A GENERAL
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    5QM1C LIMITATIONS
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    5QM1E Crippling
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  5QM2 WEAPONS
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    5QM2B OTHER WEAPONS
    5QM2C LAUNCH
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    5QM2E LIMITATIONS
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    5QM3B DRONES
    5QM3C SPECIAL DRONE RULES

WAR AND PEACE
5R ION PULSE GENERATORS
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    5R1A SHIP CARD
    5R1B MODES
    5R1C AMMUNITION
    5R1D RANGE
    5R1E RESTRICTIONS
    5R1F PIRATE USE
  5R2 ARMING ION PULSE GENERATORS
    5R2A CAPACITORS
    5R2B DAMAGE
    5R2C CAPACITOR
  5R3 IONIC WAVE MODE
    5R3A STEP 1
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    5R3C STEP 3
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    5R4A OPERATION
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  5S2 DRONE DEFENSE
  5S3 PLASMA DEFENSE
  5S4 DIRECT-FIRE DEFENSE

HYDRAN ATTACK AND TRANSPORTS ATTACKED
5T TUGS AND LIGHT TACTICAL TRANSPORTS
  5T1 CARGO PODS
  5T2 ATTACHING AND DROPPOING PODS
    5T2A DROPPING
    5T2B PICKING UP
    5T2C CARRIAGE
  5T3 HIGH ENERGY TURN PENALTY
CHAPTER 5 SYSTEMS

WAR AND PEACE

5U DISPLACEMENT DEVICE

5U1 DEFINITION

5U1A SHIP CARD

5U1B DAMAGE

5U2 ENERGY

5U2A ARMING

5U2B HOLDING

5U2C PRE-GAME ARMING

5U3 OPERATIONS

5U3A DIRECT-FIRE SYSTEM

5U3A1 ANNOUNCEMENT

5U3A2 WHEN OPERATED

5U3B PROCEDURE

5U4 EFFECT ON NON-ANDROMEDAN UNITS

5U4A PROCEDURE

5U4B DISRUPTION

5U4B1 SEEKING WEAPONS GUIDING

5U4B2 DISPLACED SEEKING WEAPONS

5U4B3 DEFENSIVE FIRE

5U5 EFFECTS ON ANDROMEDAN UNITS

5U5A SELF-DISPLACEMENT

5U5A1 1-5 RESULT

5U5A2 6 RESULT

5U5B FRIENDLY DISPLACEMENT

5U5C DISRUPTION

5U5D NO SELF-LAUNCH

5U5E SATELLITE SHIPS

5U6 RESTRICTIONS AND CONDITIONS

5U6A MULTIPLE DEVICES

5U6B SEEKING WEAPONS

5U6C ASTEROIDS

5U6D STARS, PLANETS

5U6D1 SPACE OCCUPIED BY OTHER OBJECTS

5U6D2 ASTEROID OR PLANET SURFACE

5U6E WEBS, TRACTORS

5U6E1 WEB INTERACTIONS

5U6E2 TRACTOR INTERACTIONS

5U6F DISENGAGEMENT

5U6G FACING

5U7 WHAT CAN AND CANNOT BE DISPLACED

5U7A THINGS WHICH CAN BE DISPLACED

5U7B THINGS WHICH CANNOT BE DISPLACED

5U7C UNITS INSIDE UNITS

5U7D UNITS DOCKED TO UNITS

5U7D1 NO SEPARATE DISPLACEMENT

5U7D2 UNITS DOCKED TO UNITS THAT CAN'T BE DISPLACED

5U8 DISPLACEMENT FEEDBACK

5U8A AREA

5U8B ARRIVAL RESTRICTIONS

5U8C BASE EXCEPTION

5V ANDROMEDAN SYSTEMS

5V1 HANGARS AND SATELLITES

5V1A ANDROMEDAN SHIP TYPES

5V1A1 MOTHERSHIP LIST AND HANGAR SIZE

5V1A2 SATELLITE SHIP LIST AND HANGAR SPACE TAKEN

5V1A3 EXAMPLES OF HANGAR CAPACITY COMBINATIONS

5V1A4 MOTHERSHIPS DON'T INCLUDE SATELLITE SHIPS IN THEIR POINT VALUES

5V1A5 TWO MOTHERSHIPS CAN RECOVER EACH OTHER'S SATELLITE SHIPS

5V1A6 MOTHERSHIP "SHUTTLE" DAMAGE ABSORBED BY PA PANELS IN HANGAR

5V1B LAUNCHING SATELLITE SHIPS

5V1B1 LAUNCHING AND RECOVERING

5V1B2 POWER COST OF LAUNCHING AND RECOVERING

5V1B3 OTHER MOTHERSHIPS CANNOT USE THEIR TRANSPORTERS TO HELP

5V1B4 MUST HAVE HANGAR SPACE

5V1B5 SATELLITE SHIPS CAN'T HAVE A SPEED OVER 8 FOR LAUNCH OR RECOVER

5V1B6 RECOVERY BREAKS TRACTOR BEAMS

5V1B7 MOTHERSHIP TO MOTHERSHIP SATELLITE SHIP TRANSFER

5V1B8 SEEKING WEAPON INTERACTION

5V1C SATELLITE SHIPS IN THE HANGAR

5V1C1 RESTRICTIONS

5V1C2 RESOLVING "SHUTTLE" HITS ON THE MOTHERSHIP

5V1C3 POWER TRANSFER RULES

5V1C4 MOTHERSHIP REPAIR ON SATELLITE SHIPS
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WAR AND PEACE CONT.

5V2 ANDROMEDAN ENERGY MODULES
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      5V2A1 ENERGY MODULE LAUNCHES
      5V2A2 ENERGY MODULE PA PANELS
      5V2A3 CANNOT BE BOARDED
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      5V2B1 SMALL ENERGY MODULES
      5V2B2 MEDIUM ENERGY MODULES
      5V2B3 LARGE ENERGY MODULES

5V3 OTHER ANDROMEDAN RULES
   5V3A BATTERIES
      5V3A1 BATTERY TRACKS
      5V3A2 ENERGY AND BATTERY DESTRUCTION
      5V3A3 BATTERY POWER USE RESTRICTION
      5V3A4 PRE-GAME ENERGY IN BATTERIES
   5V3B ENGINES
   5V3C EXPENDITURES
   5V3D MOVEMENT

BRIEFING #1 AND COMMUNIQUE #34

5X DEGRADED CREW
   5X1 DIRECT FIRE
   5X2 PLASMA
   5X3 TURN MODE
   5X4 BREAKDOWN
   5X5 EVASIVE MANEUVERS
   5X6 MARINES
   5X7 SHUTTLES

CAPTAIN’S LOG #43

5X9 PENAL SHIPS
   5X9A CREW
   5X9B SHIPS
   5X9C MUTINY

CAPTAIN’S LOG #39

5Y EARLY YEARS SYSTEMS
   5YE3 TRANSPORTER RANGE
   5YH6 SUICIDE SHUTTLES
   5YL1 ORIONS HAVE NO OPTION MOUNTS
   5YL2 ORION STEALTH
   5YL3 NO ENGINE DOUBLING
   5YM3 NO WEB SNARE
   5YN2 ESG MAX POWER
      5YN2A NO ESG CAPACITOR

   5YN2G NO ESG HELLGUN INTERACTION

5YP MASKING DEVICE
   5YP1 ADDS FOUR TO RANGE
   5YP2 DOESN’T REDUCE DAMAGE BY 50%