

CHAPTER 5 SYSTEMS**KLINGON BORDER AND ROMULAN BORDER**

5A CONTROL SYSTEMS

5A1 DEFINITION

5A2 PENALTIES FOR LOSS

5A2A TURN MODE

5A2B WEAPONS

5A2C OTHER

CAPTAIN'S LOG #41

5A3 SUPER-INTELLIGENT BATTLE COMPUTERS

5A3A ADVANTAGES

5A3A1 ENERGY ALLOCATION

5A3A2 MOVEMENT

5A3A3 EVASIVE MANEUVERS

5A3A4 HIGH ENERGY TURNS

5A3A5 DIRECT-FIRE WEAPONS

5A3A6 PROBES

5A3A7 REPAIRS

5A3A8 ROBOTS

5A3B DESTROYING THE COMPUTER

5A3C DEACTIVATING THE COMPUTER

5A3C1 REPROGRAMMING

5A3C2 MARINE COMBAT

5A3D COMPUTER FAILURE

5A3E BEZERKER

DESIGNER'S NOTES

KLINGON BORDER AND ROMULAN BORDER

5B LABORATORIES

5B1 SHIP CARD

5B2 NO POWER NEEDED

5B3 FUNCTION OF LABS

5C PROBES

5C1 SHIP CARD

5C2 FLEET SCALE

5C3 USING PROBES FOR INFORMATION

5C4 USING PROBES AS WEAPONS

5C5 RELOADING PROBE LAUNCHERS

5D TRACTOR BEAMS

5D1 SHIP CARD

5D2 POWER

5D3 GENERAL FUNCTION

5D3A NO MOONS OR PLANETS

5D3B SHIPS CANNOT MOVE BASES

ORION ATTACK

5D3C TRACTORS VS. MONSTERS

KLINGON BORDER AND ROMULAN BORDER

5D4 DEFENSIVE FUNCTIONS

5D4A ONLY DESTROYED BY YOU

5D4B TRACTOR DESTRUCTION

5D4C ENERGY ALLOCATION

ORION ATTACK

5D4 TRACTORS VS. DRONES

KLINGON BORDER AND ROMULAN BORDER

5D5 TRACTORING OBJECTS

5D5A SEEKING WEAPONS

5D5B TRACTOR AUCTIONS

5D6 TRACTORING SHIPS

5D6A TRACTOR AUCTIONS

5D6B LINKED SHIPS

5D6C NO PENALTIES

CHAPTER 5 SYSTEMS**KLINGON BORDER AND ROMULAN BORDER**

- 5E TRANSPORTERS
 - 5E1 SHIP CARD
 - 5E2 POWER
 - 5E3 RANGE
 - 5E4 RANGE
 - 5E5 LIMITATIONS
 - 5E6 PROCEDURE
 - 5E6A STEP 1
 - 5E6B STEP 2
 - 5E6C STEP 3
 - 5E7 EMERGENCY EVACUATION
- 5F MARINE BOARDING PARTIES
 - 5F1 RAIDS ON ENEMY SHIPS
 - 5F1A REQUIREMENTS
 - 5F1B PROCEDURE
 - 5F2 CAPTURING ENEMY SHIPS
 - 5F2A BOARDING
 - 5F2B HAND-TO-HAND COMBAT
 - 5F2C CAPTURING
- 5G REPAIRS
 - 5G1 DAMAGE CONTROL RATING
 - 5G2 REPAIR POINTS
 - 5G3 REPAIR COST
 - 5G4 REPAIR PROCEDURE
 - 5G5 RELOADS
 - 5G6 SHUTTLE REPAIRS
- 5H SHUTTLECRAFT
 - 5H1 SHIP CARD
 - 5H2 SHUTTLE CARD
 - 5H3 POWER
 - 5H4 OPERATIONS
 - 5H5 CAPACITY
 - 5H6 SUICIDE SHUTTLES
- 5J HULL AND FRAME DAMAGE
- 5K CARGO

ORION ATTACK

- 5K2 CARGO TRANSFER (TRANSPORTER)
- 5K3 CARGO TRANSFER (DOCKING)

KLINGON BORDER AND ROMULAN BORDER AND ORION ATTACK

- 5L ORION PIRATE SPECIAL RULES
 - 5L1 ORION OPTIONAL WEAPONS MOUNTS
 - 5L2 STEALTH
 - 5L3: ORION ENGINE DOUBLING

ORION ATTACK

- 5L4 RULES FOR Q-SHIPS
 - 5L4A REVEALING A Q-SHIP
- 5L5 RULES FOR DEFENSE SATELLITES
 - 5L5A FUNCTION
 - 5L5B COMBAT
 - 5L5C CONTROL
 - 5L5D DESTRUCTION
 - 5L5E DEPLOYMENT
 - 5L5F WEAPONS
- 5L6 WEAPONS FOR MONITORS

CAPTAIN'S LOG #42

- 5L7 WEAPONS ON BASES
 - 5L7A BATTLE STATION
 - 5L7A1 SQUADRON SCALE BATTLE STATION
 - 5L7A2 FLEET SCALE BATTLE STATION
 - 5L7B MOBILE BASE
 - 5L7C BASE STATION
 - 5L7D STARBASE
 - 5L7E DEFENSE SATELLITE

CHAPTER 5 SYSTEMS**CAPTAIN'S LOG #43**

- 5L9 GROUND BASES
 - 5L9A TYPES
 - 5L9A1 WEAPON BASES
 - 5L9A2 INFRASTRUCTURE
 - 5L9A3 SUPPORT BASES
 - 5L9B FUNCTION
 - 5L9B1 FIRING ARCS
 - 5L9B2 DAMAGE AND ENERGY
 - 5L9B3 REMOTE OR LOCALIZED
 - 5L9B4 FIVE HEX TARGETING
 - 5L9B5 ½ ENERGY POINT FOR TRANSPORTERS (1/4 IN FLEET SCALE)
- 59LC WEAPONS

THOLIAN ATTACK

- 5M THOLIAN WEB DEVICES
 - 5M1 HOW WEB WORKS
 - 5M1A SYSTEMS ON SHIPS
 - 5M1B WEB STRENGTH
 - 5M1C TYPES OF WEB
 - 5M1D DELAYS OR STOPS MOVEMENT
 - 5M1E BLOCKS WEAPONS
 - 5M1F DEFINITIONS
 - 5M1G OTHER EFFECTS
 - 5M2 HOW WEB IS LAID
 - 5M2A LAYING WEB
 - 5M2B RESTRICTIONS
 - 5M2C REINFORCING WEBS
 - 5M2D LINEAR WEB
 - 5M2E ANCHORING LINEAR WEB
 - 5M2F EXTENSION OF LINEAR WEBS
 - 5M2G GLOBULAR WEB
 - 5M2H PULLING A UNIT OUT OF A WEB
 - 5M2I WEB ANCHOR BUOYS
 - 5M2K WEBS SET UP BEFORE A SCENARIO

KLINGON BORDER AND ROMULAN BORDER AND KLINGON ATTACK AND THOLIAN ATTACK

- 5M3 WEB SNARES

DISTANT KINGDOMS

- 5N EXPANDING SPHERE GENERATORS
 - 5N1 DESIGNATION
 - 5N1A SHIP CARD
 - 5N1B DAMAGE
 - 5N1C SEQUENCE
 - 5N2 USING AN ESG

ORION ATTACK AND DISTANT KINGDOMS

- 5N2A POWER
- 5N2B BURST OPTIONS

DISTANT KINGDOMS

- 5N2C DEFENSIVE BURST

ORION ATTACK AND DISTANT KINGDOMS

- 5N2D OFFENSIVE BURST

DISTANT KINGDOMS

- 5N2C ANTI-HELLBORE

ORION ATTACK AND DISTANT KINGDOMS

- 5N2F ESG INTERACTION

DISTANT KINGDOMS

- 5N2G WEB INTERACTION

KLINGON BORDER AND ROMULAN BORDER

- 5P CLOAKING DEVICES
 - 5P1 DESIGNATION
 - 5P2 OPERATIONS
 - 5P3 EFFECT OF BEING CLOAKED
 - 5P3A GENERAL
 - 5P3B FADE
 - 5P3C CLOAKED
 - 5P3D VOIDED CLOAKS
 - 5P3E CLOAK COSTS
 - 5P3F OTHER EFFECTS

CHAPTER 5 SYSTEMS**DISTANT KINGDOMS****5Q HYDRAN STINGERS**

5Q1 OPERATIONS

- 5Q1A GENERAL
- 5Q1B LAUNCHING
- 5Q1C LIMITATIONS
- 5Q1D DAMAGE
- 5Q1E CRIPPLING
- 5Q1F COST

5Q2 WEAPONS

- 5Q2A GATLING PHASERS
- 5Q2B FUSION BEAMS
- 5Q2C LAUNCH

ORION ATTACK AND DISTANT KINGDOMS

5Q2D ARMING

DISTANT KINGDOMS

5Q2E LIMITATIONS

CAPTAIN'S LOG #37**5QM BORDERS OF MADNESS FIGHTER RULES**

5QM1 DIRECT-FIRE FIGHTERS

- 5QM1A GENERAL
- 5QM1B LAUNCHING
- 5QM1C LIMITATIONS
- 5QM1D DAMAGE:
- 5QM1E CRIPPLING
- 5QM1F COST

5QM2 WEAPONS

- 5QM2A PHASER-3S
- 5QM2B OTHER WEAPONS
- 5QM2C LAUNCH
- 5QM2D ARMING
- 5QM2E LIMITATIONS

5QM3 DRONE-ARMED FIGHTERS

- 5QM3A PHASER-3S
- 5QM3B DRONES
- 5QM3C SPECIAL DRONE RULES

WAR AND PEACE**5R ION PULSE GENERATORS**

5R1 GENERAL RULE

- 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
- 5R3B STEP 2
- 5R3C STEP 3

5R4 JAMMING MODE

- 5R4A OPERATION
- 5R4B EFFECT

HYDRAN ATTACK**5S SPECIAL SENSORS**

- 5S1 LAB INFORMATION
- 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 DROPPING 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 OTHERS 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

CHAPTER 5 SYSTEMS**WAR AND PEACE CONT.**

- 5V2 ANDROMEDAN ENERGY MODULES
 - 5V2A OPERATIONS
 - 5V2A1 ENERGY MODULE LAUNCHES
 - 5V2A2 ENERGY MODULE PA PANELS
 - 5V2A3 CANNOT BE BOARDED
 - 5V2B TYPES
 - 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%