

# DAMAGE ALLOCATION CHART

DRONES: speed 24, turn mode 1, warhead 12, takes 4 points to kill.

SHUTTLES: Speed 8, turn mode 1, take 6 points to kill. Suicide warhead = 3x Energy.

Sequence	1	2	3	4	5	6	7	8	9	10
<b>Table #1</b>	R Warp	Impulse	L Warp	F Hull	Lab	Trans	Battery	R Hull	Reactor	Any Warp
<i>Alternate</i>	L Warp	Reactor	R Warp	R Hull	Tractor	Battery	C Warp	Lab	Impulse	Frame
<b>Table #2</b>	Phaser	R Hull	Reactor	Lab	F Hull	Tractor	F Hull	R Hull	Bridge	Any Warp
<i>Alternate</i>	Drone	R Warp	Battery	L Warp	C Warp	Phaser	Battery	Reactor	Flag	Frame
<b>Table #3</b>	Trans	Lab	R Hull	F Hull	F Hull	R Hull	Battery	Phaser	Drone	Any Warp
<i>Alternate</i>	Tractor	C Warp	Battery	Reactor	Phaser	R Warp	L Warp	Impulse	R Warp	Frame
<b>Table #4</b>	Lab	Impulse	Torpedo	F Hull	R Hull	Battery	Shuttle	R Hull	F Hull	Any Warp
<i>Alternate</i>	Shuttle	R Warp	Trans	L Warp	Reactor	L Warp	Impulse	R Warp	C Warp	Frame
<b>Table #5</b>	Lab	F Hull	Battery	Trans	R Hull	R Hull	Auxiliary	F Hull	Phaser	Any Warp
<i>Alternate</i>	Impulse	L Warp	Reactor	R Warp	F Hull	Phaser	Emer	C Warp	Torpedo	Frame
<b>Table #6</b>	Phaser	Torpedo	Drone	Shuttle	Tractor	F Hull	Phaser	R Hull	Trans	Any Warp
<i>Alternate</i>	Reactor	Phaser	Phaser	Trans	R Warp	L Warp	Battery	Probe	Shuttle	Frame

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PHASER 1	RANGE Energy Cost to Fire = 1								
Die Roll	0	1	2	3	4	5	6-8	9-15	16-25
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	5	4	4	4	3	1	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

Torpedo hits are scored on Photons and/or Disruptors.

Drone hits can be scored on Anti-drones.

PHASER 3	RANGE Energy Cost to Fire = 1/2					
Die Roll	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE: Hit = 1-4; Miss = 5-6.

DISRUPTOR TYPE	RANGE	Energy Cost to Fire = 2						
		0	1	2	3-4	5-8	9-15	16-25
Standard	HIT	1-6	1-5	1-5	1-4	1-4	1-4	1-3
	DAM	5	5	4	4	3	3	2
Overload	HIT	1-6	1-5	1-5	1-4	1-4	—	—
	DAM	10	10	8	8	6	0	0

Overload Cost 2 per Disruptor.

PHOTON TYPE	RANGE	Energy Cost to Fire = 2+2						
		0	1	2	3-4	5-8	9-12	13-25
Standard	HIT	1-6	1-6	1-5	1-4	1-3	1-2	1
	DAM	8	8	8	8	8	8	8
Overload	HIT	1-6	1-6	1-5	1-4	1-3	—	—
+4	DAM	12	12	12	12	12	0	0
+8	DAM	16	16	16	16	16	0	0

Overload Cost 2 (for +4) or 4 (for +8). Holding cost 1 (if overloaded, 2).

# Sequence of Play A

**ENERGY ALLOCATION**  
 Calculate available power; get tokens.  
 Set Baseline speed (stopped, 0, 8, 16, or 24)  
 Pay for Photon (or other) Pre-Loading  
 Pay for Shield Regeneration (2 per box)  
 Pay to continue Tractor Beams in place.

## IMPULSE #1

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

## IMPULSE #2

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

## IMPULSE #3

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

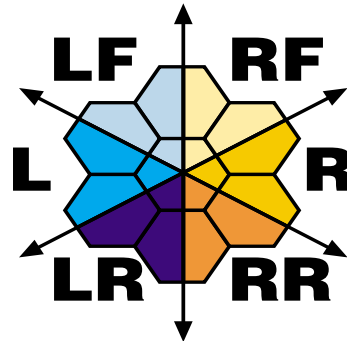
## IMPULSE #4

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

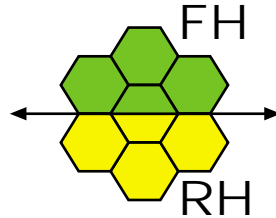


# PLAYER REFERENCE CARD

PHASER 2	RANGE							Energy Cost to Fire = 1	
Die Roll	0	1	2	3	4-8	9-15	16-25		
1	6	5	5	4	3	2	1		
2	6	5	4	4	2	1	1		
3	6	4	4	4	1	1	0		
4	5	4	4	3	1	0	0		
5	5	4	3	3	0	0	0		
6	5	3	3	3	0	0	0		



SYSTEM TYPE	REPAIR COST
Armor	9
Weapon	4
Power	3
Command	2
General	2
Hull, Cargo	1



FX = L+LF+RF+R  
 LS = LR+L+LF  
 FA = LF+RF  
 RS = RR+R+RF

MARINE HIT & RUN RAID TABLE		
Die Roll	TARGET	MARINES
1	Disabled	Return
2	Disabled	Lost
3	Failure	Return
4	Failure	Return
5	Failure	Lost
6	Failure	Lost

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LABORATORY RESEARCH							
Range:	0	1	2	3	4	5	6
Points:	10	8	8	6	4	4	2

# Sequence of Play B

## IMPULSE #5

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

## IMPULSE #6

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

## IMPULSE #7

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

## IMPULSE #8

Pay for Acceleration, Declare Emer Decel  
 Sub-Pulse 1: Speed 24+1, 32  
 Sub-Pulse 2: Speed 8+1, 16, 24, 32  
 Sub-Pulse 3: Speed 16+1, 24, 32  
 Sub-Pulse 4: Speed 0+1, 8, 16, 24, 32  
 Defensive Fire: ADD, Phaser, Tractor/Snare  
 Offensive Fire: Designate, Execute, Mark  
 Other: Shields, Transporters, Tractors  
 Launch: Seeking Weapons, Shuttles

## END OF TURN

Count Batteries, Save Energy Tokens  
 Overload Photons, Discard Unused Tokens  
 Erase "Weapons Used" Records  
 Calculate Lab Points, Marine Combat  
 Repair Phase; Ships undock or take off.