

# Federation Commander: First Missions

## Sequence of Play A

ENERGY ALLOCATION
- Calculate available power; get tokens.
- Pay Baseline speed (stopped, 0, 8, 16, or 24).
- Pay for Photon Pre-Loading.
- Pay for Shield Regeneration (2 per box).

IMPULSE #1
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

IMPULSE #2
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

IMPULSE #3
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

IMPULSE #4
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

## Sequence of Play B

IMPULSE #5
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

IMPULSE #6
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

IMPULSE #7
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

IMPULSE #8
- Pay for Acceleration, Declare Emergency 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
- Offensive Fire: Designate, Execute, Mark.

END OF TURN
Count Batteries, Save Energy Tokens
Discard Unused Tokens
Erase "Weapons Used" Records
Repair Phase; Shield Transfer.