

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

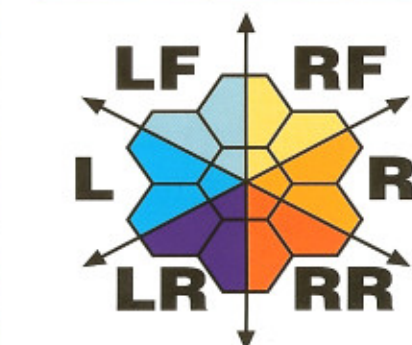
Offensive Fire: Designate, Execute, Mark

Other: Shields, Transporters, Tractors

Launch: Seeking Weapons, Shuttles

FEDERATION COMMANDER ROMULAN BORDER 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



FX = L+LF+RF+R

LS = LR+L+LF

FA = LF+RF

RS = RR+R+RF

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

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

FEDERATION COMMANDER: ROMULAN BORDER

Copyright © 2006 Amarillo Design Bureau, Inc.

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.

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
Table #1	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
Table #2	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
Table #3	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
Table #4	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
Table #5	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
Table #6	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

FEDERATION COMMANDER: ROMULAN BORDER; Copyright © 2006 Amarillo Design Bureau, Inc.

PHASER 1	RANGE	Energy Cost to Fire = 1								Torpedo hits are scored on Photons, Disruptors, or Plasma.	PHASER 3	RANGE	Energy Cost to Fire = 1/2					
Die Roll	0	1	2	3	4	5	6-8	9-15	16-25		Die Roll	0	1	2	3	4-8	9-15	
1	9	8	7	6	5	5	4	3	2		1	4	4	4	3	1	1	
2	8	7	6	5	5	4	3	2	1		2	4	4	4	2	1	0	
3	7	5	5	4	4	4	3	1	0		3	4	4	4	1	0	0	
4	6	4	4	4	4	3	2	0	0		4	4	4	3	0	0	0	
5	5	4	4	4	3	3	1	0	0		5	4	3	2	0	0	0	
6	4	4	3	3	2	2	0	0	0		6	3	3	1	0	0	0	

Drone hits can be scored on Anti-drones.

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

DISRUPTOR	RANGE	Energy Cost to Fire = 2						
TYPE	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	RANGE	Energy Cost to Fire = 2+2						
TYPE	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).