

B 2 A A T	F 2 L	H 41 T S	B 8 A T	M 101 *	M 102 *	MAP + CNTR	ZONE ♦♦♦ EDGE	ZONE ♦♦♦ EDGE
POINT OF> TURN	F 12 S	H 41 T S	POINT OF> TURN	M 103 *	M 104 *	ZONE ♦♦♦ EDGE	ZONE ♦♦♦ EDGE	ZONE ♦♦♦ EDGE

GENERAL UNITS

B 3 A A T	F 3 L	H 41 T S	S 1 F G	C 11 P L	F 1 R L	F 8 E L	F 10 L	C 12 P L
POINT OF> TURN	F 13 S	S 2 F G	S 3 F G	S 13 A M	F 2 R S	F 7 E S	F 5 S	F 9 S

ROMULAN

THOLIAN

HYDRAN

ANDRO

B 4 A A T	F 4 L	CLOAK	H 41 T S	B 7 A T	F 8 L	B 9 A T	F 9 L	POINT OF> TURN
POINT OF> TURN	F 14 S	CLOAK DECOY	H 41 T S	POINT OF> TURN	F 17 S	POINT OF> TURN	F 19 S	H 41 T S

GORN

KZINTI

GROUND BASES

B 6 A A T	F 6 L	H 41 T S	B 5 A T	F 5 L	M 111 *	M 112 *	G 3 B	G 5 B
POINT OF> TURN	F 16 S	H 41 T S	POINT OF> TURN	F 15 S	M 113 *	M 114 *	G 9 B	G 10 B

FIRE CONTROL

TERRAIN

MONSTERS

GENERAL UNITS

PAS FIRE CON	BH	A 10	B 10	C 10	D 10	M 31 L S	Q 1 L
DIS FIRE CON	PUL	8	9	11	M 14 B	M 32 L S	Q 11 S

LYRAN

WYN

ISC

B 11 A A T	F 21 L	H 41 T S	B 12 A T	F 22 L	M 53 *	B 13 A T	F 23 L	H 41 T S
POINT OF> TURN	F 31 S	H 41 T S	POINT OF> TURN	F 32 S	M 54 *	POINT OF> TURN	F 33 S	WAVE * LOCK