

## Docking

To dock you simply click on the starbase you are beside (in short range), or use the docking control.

Note: When you are docked you can neither fight nor defend yourself! Docking under fire can be hazardous to your health. Docking will replenish all of your Dilithium Crystal energy, as well as repair shields and add photons. A Experimental weapon may be available for you and will be installed if available (see weapons section).

	No Docking	Docking OK
Docked		

## Movement

Travelling Faster Than Light (FTL, i.e. moving in Long Range) uses large amounts of energy; even more if your shields are active. When you want to move to a new quadrant simply click there and \*POOF\* you're transported there. Moving in short range (Impulse) is the same except your ship is prevented from colliding with obstacles. Click in an empty square and you will be moved towards it. Note: Your path is calculated and there may not be a clear path so don't assume you will make it or you may get zapped.

## Attacking

To attack something just click on it (exceptions include starbases and other Covenant ships). Your weapons officer is quite obedient and will shoot at whatever you tell him... friendly or not! Some "enemies" are neutral and will not attack unless provoked, some will be helping the Klingons, and some will be helping themselves! Be sure you want to shoot at an unknown ... let them make the first move.