

Turn Sequence:

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Movement Phase:	
Command Step	Roll command dice for every commander and accrue CPs.
Plot Movement Step	Plot the movement orders of all squadrons simultaneously.
Starship Movement Step	Move all starships in accordance with their plots.
Starfighter Operations Step	Launch, rearm, and recover starfighters.
Starfighter Mission Step	Launch starfighter missions.

Combat Phase:	
Control Step	Designate targets, activate/deactivate EW systems.
Starship Combat Step	Fire all starships simultaneously.
Starfighter Combat Step	Prosecute all starfighter combats.
Boarding Combat Step	Conduct all boarding combats.

End Phase:	
Critical Step	Adjudicate all critical hits on starships.
Repair Step	Assign crew parties to disabled systems and roll for repairs, move munitions between global magazines or to local magazines.
Morale Step	Record morale losses on the morale threshold chart.

Advanced Manoeuvres:

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Manoeuvre:	Requirement:	Effect:
Roll	1 thrust point from each side.	Left and right of the starship mirror each other.
Flip	2 thrust points from the bow, 2 from the stern.	Front and back of starship mirror each other.
Emergency Power	STL drives.	Double the rating of any number of STL drives. Roll 1D6, 4-6 disables all doubled drives; green crew +1, veteran crew -1.
RAM	STL drives and a target.	Refer to page 13.
FTL Retreat	Charged FTL drive.	Squadron removed; half its morale value is lost.
Reserve FTL Jump	Charged FTL drive.	Squadron is placed in reserve.
Strategic FTL	Charged Warp, Hyper, or Jump drive.	Refer to page 15 & 16.
Tactical FTL	Charged Warp, Hyper, or Jump drive.	Refer to page 16 & 17.
FTL Transition	Charged Dimensional drive.	Refer to page 18.

Combat Modifiers:

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Condition:	Modifier:
Drift (Blank Plot)	-1 Target Rating
Momentum of 0	-1 Target Rating
RAM Order	-2 Target Rating
Kinetic Weapon	+1 Target Rating/Range Band
Energy Weapon	+1 Damage/Range Band
Indirect Weapon	+1 Sensor Rating/Range Band

Weapon Quality Codes: pg.72

AD Adaptive	PH Phased
AM Antimatter	PO Polarized
CH Charged	QM Quantum
DM Dimensional	RT Reactive
DS Disruptive	SP Spinal
ER Erratic	TM Temporal
GR Gravitational	UR Unreliable
IN Inert	UN Unstable
IO Ionized	VO Volatile
ML Molecular	WK Weak
NU Null	

Command Points:

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Action:	Cost:
Activate Tactic	Variable
Plot Advanced Manoeuvre	1
Launch/Modify Starfighter	1
Nominate Priority Fleet Target	Half of # of squadrons, round up.
Designate Squadron Target	1
Control EW System	1