

QUICK REFERENCE SHEET

SEQUENCE OF PLAY

- Orders Phase
- Movement Phase
- Fighter Phase
- Combat Phase
- End Phase

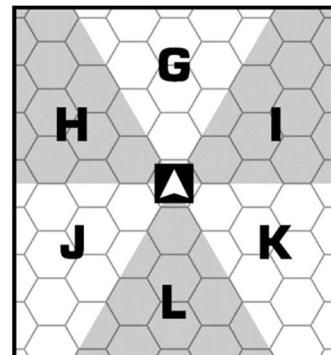
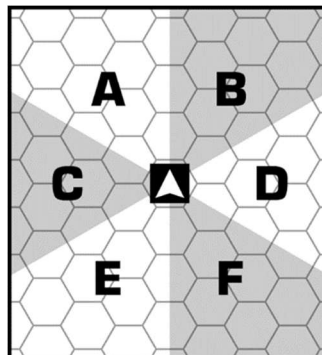
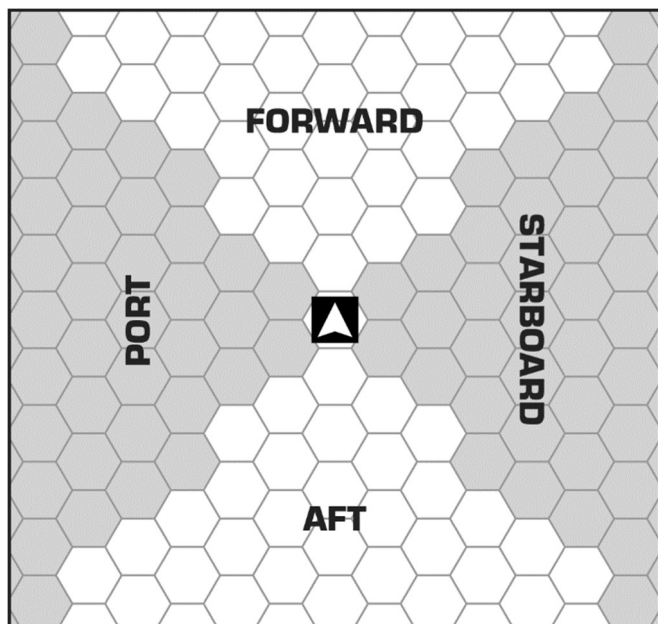
CODE	MANEUVER
#	Forward Movement
P	60°/one-hexside Pivot to Port/Counter-Clockwise
S	60°/one-hexside Pivot to Starboard/Clockwise
U	180°/three hexside Pivot ("U-Turn")
L	Sideslip to Left
R	Sideslip to Right

Speed = Sum of Forward Movement + 1 per Sideslip

ORDERS CONTAIN:	THRUST REQUIREMENT
No Pivots	Difference between speed and current speeds
Single one-hexside Pivot	Greater of previous and current speeds
Two or three one-hexside Pivots or U-Turn	Sum of previous and current speeds
Sideslip(s)	+1 per Sideslip

CODE	SPECIAL MOVEMENT ACTION
?	Cloak
!	Emergency Thrust
#	Jump
@	Roll
\$	Run Silent
&	Tether

PIVOT CLASS & SPEED					THRUST/MOVE REQ'D
A	B	C	D	F	
1-3	1-2	1-2	1	1	+1 / 1 Hex
4-6	3-5	3-4	2-3	2	+2 / 2 Hexes
7+	6+	5+	4+	3+	+3 / 3 Hexes



ATTACK CONDITION	MODIFIER
Target's engine rating is zero (unless target is Immobile)	+1
Running Silent (attacker and/or target)	-1/-2
Cutting weapon (optional)	-1
Proximity weapon vs. adjacent target	-1
Seeker weapon vs. Anti-Fighter Batteries	-1
Sustained weapon firing at same target	+1/+2/&c.
Sweeping weapon (optional)	+1
Defensive fire (local/area)	-1/-2
Target is cloaked & detected or has Countermeasures/Decoy	-1
Firing ship has Enhanced Fire Control (if negative modifiers apply)	+1
Flares in line of sight	-1 per hex
Target is a fighter flight or minefield (unless weapon is Accurate)	-1
Cometary coma/tail in line of sight	-1 per hex

ROLL	DAMAGE RESULT
1	Hull & Engine
2	Engine
3	Hull & Weapon
4	Weapon
5	Hull & System
6	System

REPAIR ROLL	EFFECT
1-3	Repair efforts are unsuccessful.
4	Restore one box on the Engine track.
5	Restore one box on the Weapons track. Repair the indicated number of weapons.
6	Restore one box on the Systems track. Repair the indicated number of systems.
7+	Restore one box of the controlling player's choice (Engine, Weapons, or Systems).