

COMPLETE SEQUENCE OF PLAY

1 ORDERS PHASE

- a. If using random movement initiative (p.10) assemble and shuffle activation deck; conduct steps 1(b) through 2(c) for one starship at a time.
- b. Record movement orders (p.10); determine thrust requirements (p.11); expend Boosters (p.29) and Fuel (p.29).
- c. Reveal movement orders and confirm orders are valid (p.12).

2 MOVEMENT PHASE

- a. Remove cloaked starships from game board; return uncloaked and cloaked & detected starships to game board (p.13).
- b. Make hyperjump rolls; remove starships entering hyperspace from game board (p.13).
- c. Move starships on game board according to written movement orders (p.12); float game board (p.12); resolve stacking (p.12).
 - i. Resolve Mine (p.30) and asteroid field (p.38) attacks; resolve explosion (p.21).
 - ii. Apply effects of Emergency Thrust (p.13).
 - iii. Deploy Decoys (p.29).
 - iv. Conduct defensive fire (p.25).
- d. Resolve Seeker attacks (p.25); resolve explosions (p.21).

3 FIGHTER PHASE

- a. If using random fighter activation, assemble and shuffle activation deck (p.34).
- b. Alternate activating one fighter flight (p.33) or Shuttlecraft (p.31) at a time; if one side has more than twice as many flights, that side activates multiple flights at a time (p.33), unless using random fighter activation (p.34).
 - i. Move selected flight on game board (p.34); roll for hyperjump by Long Range Fighters (p.35).
 - ii. Declare attack by selected flight (p.34); or recover flight (p.33).
 - iii. Resolve declared attack (p.34); apply damage effects (p.21); resolve explosion (p.21).

4 COMBAT PHASE

- a. If using random combat initiative (p.17) assemble and shuffle activation deck.
- b. Alternate making attacks with one starship at a time; if one side has more than twice as many ships, that side attacks with multiple ships at a time, unless using random combat initiative (p.17).
 - i. Declare all targets, confirming range, firing arc, and line of sight restrictions (p.17).
 - ii. For each declared target, resolve attack roll (p.19).
 - iii. For each hit scored, roll to penetrate target's Shields (p.27).
 - iv. For each point of damage inflicted, apply target's Shields (p.31) or make damage roll (p.20).
- c. Resolve starship systems used at the same time as weapons fire:
 - i. Trigger Shockwave (p.28).
 - ii. Launch Flares (p.29); resolve Marine boarding attempts (p.30).
- d. If using sequential combat (p.21), apply effects of weapons damage (p.21); resolve explosions (p.21).

5 END PHASE

- a. Apply effects of weapons damage (p.21); resolve explosions (p.21).
- b. Apply gravitational pull due to black holes (p.39).
- c. Evaluate victory conditions (p.8).
- d. Activate Sutterdrive (p.28).
- e. Perform damage control (p.22); apply Shield Regenerators (p.28); roll for hull regeneration (p.32); regain Action Points (p.36).
- f. Deploy Mines (p.30); launch Shuttlecraft (p.31) and fighters (p.33).
- g. Remove face-up Flare markers, flip face-down Flare markers to face up (p.29).