

## COMPLETE SEQUENCE OF PLAY

### 1 ORDERS PHASE

- a. If using random movement initiative (§C0) assemble and shuffle activation deck; conduct steps 1(b) through 2(b) for one starship at a time.
- b. Record movement orders (§C1); determine thrust requirements (§C2); record Jamming targets (§E1.16); assign Command groups (§E3.13) and Escort targets (§E3.14).
- c. Reveal movement orders and confirm orders are valid (§C2); expend Boosters (§E2.1) and Fuel (§E2.4).

### 2 MOVEMENT PHASE

- a. Remove cloaked starships from game board, return uncloaked and cloaked & detected starships to game board (§C4.2).
- b. Move starships on game board according to written movement orders (§C3); apply Snare effects (§E2.11); float game board (§C3.2); resolve stacking (§C3.1).
  - i. Resolve Mine (§E2.6) and asteroid field (§H1.1) attacks, apply damage effects (§D4).
  - ii. Apply effects of Emergency Thrust (§C4.1).
  - iii. Deploy Decoys (§E2.2).
  - iv. Conduct defensive fire (§D6.3) including Point Defense Systems (§E1.9).

### 3 FIGHTER PHASE

- a. If using random fighter activation, assemble and shuffle activation deck (§F2).
- b. Alternate activating one fighter flight (§F2) or Shuttlecraft (§E2.9) at a time; if one side has more than twice as many flights, that side activates multiple flights at a time, unless using random fighter activation (§F2).
  - i. Move selected flight on game board (§F2.1); roll for hyperjump by Long Range Fighters (§F5.1).
  - ii. Declare attack by selected flight (§F2.2); or recover flight (§F1.2).
  - iii. Use Point Defense System to intercept (§E1.9); resolve declared attack (§F2.2); apply damage effects (§D4).

### 4 COMBAT PHASE

- a. Roll for Persistent weapon damage (§D5.3); reduce Snares (§E2.11).
- b. If using random combat initiative (§D0) assemble and shuffle activation deck.
- c. 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 (§D).
  - i. Declare all targets, confirming range, firing arc, and line of sight restrictions (§D1).
  - ii. For each declared target, resolve attack roll (§D2).
  - iii. For each hit scored, roll to penetrate target's Screens (§E1.10).
  - iv. For each point of damage inflicted, apply target's Shields (§E2.8) or make damage roll (§D3).
- d. Resolve starship systems used at the same time as weapons fire:
  - i. Place Seeker markers (§D6.2).
  - ii. Fire Point Defense Systems offensively (§E1.9).
  - iii. Attempt Interdiction (§E1.15).
  - iv. Trigger Shockwave (§E1.17).
  - v. Launch Flares & Probes (§E2.3, §E2.7); resolve Marine boarding attempts (§E2.5).
- e. Resolve face-up Seeker attacks (§D6.2).
- f. If using sequential combat, apply effects of weapons damage (§D4).

### 5 END PHASE

- a. Apply effects of weapons damage (§D4).
- b. Apply gravitational pull due to black holes (§H2).
- c. Remove starships entering hyperspace from game board (§C4.3, §E1.17).
- d. Evaluate victory conditions (§B3).
- e. Activate Stutterdrive (§E1.13).
- f. Perform damage control (§D4.2); apply Shield Regenerators (§E1.11); roll for Regeneration (§E3.9); regain Action Points (§G1).
- g. Deploy Mines (§E2.6) and Snares (§E2.11); launch Shuttlecraft (§E2.9) and fighters (§F1.1).
- h. Remove face-up Flare & Probe markers, flip face-down Seeker, Flare, and Probe markers to face up (§D6.2, §E2.3, §E2.7).