Quick Reference

Sequence of Play

1. Command Phase – gain Command Points.
2. Initiative Phase – determine the order in which each squadron activates their ships.
3. Movement Phase – move all ships and perform Maneuvers.
4. Gunnery Phase – blast the crap out of the enemy squadron!
5. Maintenance Phase – resolve scenario-based activities, spend remaining Command Points.

Movement Table

Number of Ships in Squadron	1st Activation	2nd Activation	3rd Activation	4th Activation
1	1	-	-	-
2	1	1	-	-
3	1	1	1	-
4	1	1	1	1
5	2	1	1	1
6	2	2	1	1
7	2	2	2	1
8	2	2	2	2
9	3	2	2	2
10	3	3	2	2
11	3	3	3	2
12	3	3	3	3
13	4	3	3	3
14	4	4	3	3
15	4	4	4	3
16	4	4	4	4

Weapon Modifier and Attack Tables

Weapon Modifiers Table

	Firepower Modifiers	
Gun Modifiers	Firing into the Rear face of the targeted model.	+1DT FP
	The attacker successfully performed a Target Lock in the Movement Phase.	+1DT FP
Torpedo Modifiers	Launching the torpedo into the Rear face of the targeted model.	+1DT FP
	The attacker successfully performed a Target Lock in the Movement Phase.	+1DT FP
	Defense Modifiers	
Gun Modifers	For each point of defender's Speed higher than the attacker's.	+1DT Def
	If defender has taken a Guns-D action in this Gunnery Phase.	+1DT Def
Torpedo Modifiers	If defender has taken a Guns-D action in this Gunnery Phase.	+1DT Def
Mining Charge Modifiers	If defender has taken a Guns-D action in this Gunnery Phase.	+1DT Def

Attack Result Table

Firepower Roll is	Result	Effect
≤ Defense roll	Attack misses	No effect
> Defense roll	Attack hits	Roll once on the Hit Location Table
≥ Double Defense roll	Critical hit!	Roll twice on the Hit Location Table
≥ Triple Defense roll	Fatal hit!	Roll three times on the Hit Location Table

Hit Location Table

2d6	Hit Location	Effect
2	Crew	Pilot injured. -1DT to Piloting rolls.
3	Engine	Engine hit. -1 to Speed. If the model's Speed is already 1, it moves **S** instead of **M** when performing Move actions.
4	Weapon	Weapon systems damaged. If the model only has one weapon, it has -1DT to all Firepower rolls. If the model has more than one, a random weapon is disabled and cannot be fired.
5	Systems	Systems damaged. The model loses all the benefits and abilities of its Upgrades. If the model has no Upgrades, it instead rolls all FP, Def, and Plt rolls with a -1 modifier.
6	Structure	Hull damaged. -1DT to all Defense rolls.
7	Hull	Ship destroyed! The model is Out of Action and removed from the board.
8	Structure	Hull damaged. -1DT to all Defense rolls.
9	Systems	Systems damaged. The model loses all the benefits and abilities of its Upgrades. If the model has no Upgrades, it instead rolls all FP, Def, and Plt rolls with a -1 modifier.
10	Weapon	Weapon systems damaged. If the model only has one weapon, it has -1DT to all Firepower rolls. If the model has more than one, a random weapon is disabled and cannot be fired.
11	Engine	Engine hit. -1 to Speed. If the model's Speed is already 1, it moves **S** instead of **M** when performing Move actions.
12	Crew	Pilot injured. -1DT to Piloting rolls.