

Fleet Action Charts and Tables

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Reinforcements Cost Table

Arrival Turn	Discount
4	10%
5	15%
6	20%
7	25%
8	30%
9	35%

Reinforcements may not be scheduled to arrive before turn 4. They may be scheduled to arrive after turn 8. But no additional discount will be granted for doing this.

Ship Category

Legal Combinations [Accel/Decel]

Capital	Maintain Course
Heavy Combat Vessel	Maintain Course Turn Port/Starboard
Medium Ship	Maintain Course Turn Port/Starboard Hard Turn Port/Starboard

Command Style Table

D10 Roll Command Style

1-2	Defensive
3-8	Standard
9-10	Offensive

Range Penalties

Range Modifiers to Target Def Rating

Range	Modifier
Short	0
Medium	+1
Long	+3

Squadron Movement Priorities

- * Any squadron out-of-command [OOC]
- * Any squadron that has lost a ship [not fighter] in the last pulse.
- * Any squadron that has received damage in the last pulse.
- * Any squadron without ELINT support.
- * Any squadron that did not receive fire in the last pulse,
- * Any squadron with ELINT support.

Battle Situational Modifiers

Type of Battle	Defender Modifier	Attacker
Skirmish/Meeting Engagement in Neutral System	+1	+1
Defending Minor Strategic Location	-1	0
Attacking/Defending Major Strategic	-3	-1

Dogfight Results

Beat by	Kills
- 3 to - 2	1
- 1 to 0	2
1 to 2	3
3 to 4	4
5 to 6	5
7 to 8	6

Energy Mine AoE

Launchers	Radius
1	0
2- 3	1
4- 6	2
7 - 11	3
12 - 17	4
18 - 24	5
25 - 33	6

Energy Mine Hit Table

Ship Class	Modifier
Enormous	+1
Capital	-1
Heavy Combat	-2
Medium	-3
Fighter	-4

SPEED/PULSE

	1	2	3
1	0	1	0
2	1	0	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7