

GAME ROUND

PLANNING PHASE

1. Generate AP (1 + Admiral level)
2. Pass Tokens (player with 2+ fewer Groups gets tokens)
3. Determine Initiative (d6; highest Admiral +1; ties re-roll)

ACTIVATION PHASE

1. Players alternate activating Groups or using pass tokens
2. Alternate activating Dropsites they Control
3. Alternate activating dropped Features

ASSET PHASE

1. Battalion Combat
2. Boarding Actions
3. Asset Combat: Fighters (initiative order) → Bombers → Torpedoes

END PHASE

1. Fire damage (1 dmg/token, before Repair)
2. Repair (1D6/effect; 4+ removes one)
3. Gain VPs on rounds 4 & 6 only
4. Cleanup: remove Activation tokens; resolve end-of-round effects

Special rule always overrides core · Pre-measure any time · Mods cannot make a roll impossible (floor 6+) or certain (ceiling 2+) · Dice re-rolled once only · Unspent AP lost at round end

GROUP ORDERS

§7.1 · p.15

ORDER	MOVEMENT	TURN	WEAPONS	ASSETS / NOTES	SPIKES
General Quarters	½–full Thrust	≤45°	Up to half (round up)	May launch · Remove 2 Spikes at start	-2
Silent Running	½–full Thrust	None	None	May launch · If no launch: Sig → 0" · Remove all Spikes at start	-All
Weapons Free	½–full Thrust	None	Any Weapons	May launch after attacking	+2
Course Change	0–½ Thrust	≤45° twice	Single Weapon	Forgo one turn to launch instead	+1
Max Thrust	Full–2× Thrust	None	None	Cannot launch	+2
Damage Control	0–½ Thrust	≤45°	One Close Action	No assets · +1 Hull each (H/C: +D3) · 2 dice/effect on Repair · BS+1 vs Boarding	—

Ships move/turn individually, pivoting around base stem. Cannot end overlapping another base. One layer change per activation.

ATTACK SEQUENCE

§7.3 · pp.16-17

1. **Targets** enemy Groups or Dropsites you don't Control, in range (Scan + Sig), LoS, and arc. One Ship in Group sufficient for range/LoS.
2. **Assign Weapons** assign all Weapons to targets before rolling any dice.
3. **Roll to Hit:** ≥Lock = hit · ≥Lock+2 = critical. Criticals alone do nothing; some special rules use them.
4. **Roll to Save:** E hits: ES → BS · K hits: KS → BS · C hits: Shield → BS only. Each passed save reduces hits by 1.
5. **Inflict Damage:** hits × Damage value. Allocate to lowest-Hull Ship first; ties → closest to attacking Lead Ship. Saves block hits; damage cannot be saved.
6. **Crippling Effects:** Capital Ships only, first time below half starting Hull. Roll 2D6. Each Ship rolls once.
7. **Explosion:** destroyed Capital Ships: roll 1D6 (+1 Heavy, +2 Colossal).

ORBITAL LAYERS & SPIKES

§3.1, §3.3 · pp.9, 11

SITUATION	EFFECT
Non-Descent ends activation in Atmosphere	D3 dmg (Colossal: 2D3)
Attacking Atmosphere → Orbit	Hits on 6+ only
Attacking Descent Ship or City in Atmo	Hits on 6+; never critical
Attacking non-Descent in Atmosphere	Lock -1
Descend: Orbit → Atmosphere	End of movement; mark with token
Rise: Atmosphere → Orbit	Start of movement; costs 4". Cannot rise if move hits 0".

One layer change per activation (unless forced). Spikes: each +3" to Group Sig (max 4). Silent Running w/o launch: Sig → 0".

FIGHTERS

§8.3.2-8.3.3 · p.22

- MOVE:** Straight line ≤Thrust, any direction. Count as Orbit for scenery. Divide or merge Wings at start; cannot do both same round.
- ATTACK:** Base contact with enemy Wing. vs Bombers: remove equally until one Wing remains. vs Fighters: remove smaller Wing + same count from larger.
- PERSIST:** Remain each round; activate again next round.

CLOSE PROTECTION

§8.3.1 · p.22

After KS/ES saves vs Close Action or Bomber attacks, declare Fighters within Thrust range. Each Fighter provides re-rolls to one friendly Group, assigned against specific weapons. Shield and Backup saves cannot be re-rolled. Fighter removed after use.

Wings: one token per Wing + die showing count. Form OR divide per round; not both.

ADMIRAL ABILITIES

§4.2.1 · p.12-13

AP/round = 1 + highest-level Admiral on table.

COST	ABILITY	EFFECT
*AP	AP Re-roll	Once per Group/Asset/Dropsite activation: re-roll any dice. 1AP per die; ≥1 required. Not on initiative rolls.
2AP	Brace for Impact	Fix Crippling Effect roll = 4 instead of rolling (you or opponent).
2AP	Contain Reactor	Fix Explosion roll = 2 instead of rolling (you or opponent).
2AP	Time to Target	After moving a Fighter/Bomber Wing, move it again ≤6" any direction. Cannot split/merge Wings during this extra move.
LVL	PTS	RESTRICTION
2	20	None
3	40	Not Skirmish
4	60	Not Skirmish/Clash

Only highest-level Admiral on table counts. Killed when Ship destroyed. Famous: passive bonuses persist after death; Abilities require being alive. Max one Faction + one Famous.

BOMBERS & TORPEDOES

§8.3.4-8.3.5 · pp.22-23

- BOMBERS MOVE:** Straight line ≤Thrust, any direction. Same-type Wings only. Base contact w/ Group or Space Station (no friendly Brns). All Bombers in Wing combine. Removed after attacking.
- ATTACK:**
- SATURATION FIRE:** Each Bomber above 6 → target rolls one fewer save die (defender picks type before saves). Required to attack Cities or Descent Groups in Atmosphere. Fire Ships are a Bomber subtype.
- BOMBARDMENT:**

TORPEDOES: Straight line ≤Thrust, any direction. Base contact w/ Ship or Space Station. Uses profile stats as Weapon. Only damages attacked Ship. Removed after. Bombardment required for Cities/Atmo Descent.

CRIPPLING EFFECTS

§7.3.6 · p.18

2D6	NAME	EFFECT	REPAIR?
2-3	Energy Surge	Gain a Spike.	No
4-5	Structural Damage	Suffer 1 additional damage immediately.	No
6	Fire	Gain Fire token. Start of End Phase (before Repair): 1 dmg per token. Multiple tokens allowed.	Yes
7	Defence Systems Offline	All saves (ES/KS/BS/Shield) -1. May be targeted as if enemy weapons have Focused rule (ignores Formation Benefits).	Yes
8	Scanners Offline	Scan reduced to 1".	Yes
9	Weapons Offline	Cannot fire Weapons or launch Assets.	Yes
10	Navigation Offline	Total movement = 2" regardless of Thrust. Cannot turn or change Orbital Layer.	Yes
11+	Orbital Decay	Falls into Atmosphere. Cannot rise to Orbit. Repaired on 6+, not 4+.	Yes (6+)

Capital Ships only · First time below half starting Hull · Each Ship rolls once. One of each type at a time (Fire excepted, multiple allowed). Duplicates discarded. Repair: 1D6/effect; 4+ removes one. DC order: 2 dice/effect. Formation: ignore Nav Offline + Orbital Decay.

EXPLOSION

§7.3.7 · p.19

TONNAGE	RANGE	MOD
Medium	3"	—
Heavy	6"	+1
Colossal	9"	+2

1D6 EFFECT: GROUPS & STATIONS IN RANGE

- 1 **Burn Up:** Removed; no further effects.
- 2 **Reactor Rupture:** Within 2× range gain a Spike.
- 3 **Shredded:** 2 Kinetic hits. Assets removed 5+.
- 4 **Fuel Detonation:** 2 Energy hits. Assets removed 4+.
- 5 **Reactor Overload:** 2 Core hits. Assets removed 3+.
- 6+ **Foldspace Catastrophe:** 2 dmg + Spike. Assets removed 2+.

Same layer only. Battalions unaffected. Fighters/Bombers: roll per Wing. Simultaneous: random order.

FORMATION BENEFITS: 2+ SHIPS IN COHERENCY

§3.2.1.3 · p.11

- Ignore Navigation Offline tokens and Orbital Decay Crippling Effect.
- Ignore Defence Systems Offline (individual Ships still affected when targeted).
- Unmodifiable 6+ Backup Save against hits from attacks. Measure Weapon range and arcs from the Group's Lead Ship. Launch Assets from Lead Ship instead of launching Carrier.
- Out-of-Coherency Ships targeted as a separate Group; cannot grant/receive Formation Benefits.

DROPSITES: STATS & FEATURES §11-11.3 · pp.26-27

DROPSITE	SCAN	SIG	HULL	ES	KS	LAYER
Small Space Station	6"	4"	10	4+	4+	Orbit
Medium Space Station	6"	6"	15	4+	4+	Orbit
Large Space Station	6"	8"	25	4+	4+	Orbit
Small City	6"	0"	10	5+	5+	Atmo
Medium City	6"	0"	15	5+	5+	Atmo
Large City	6"	0"	25	5+	5+	Atmo

Use best Save from Features. Control = only your Bns/Features. Contest = both players present. Ruined = below half Hull. Levelled = destroyed. Collateral: each Hull lost → each player removes that many Bns (Feature Bns first). Per 4 dmg from Group or Asset/s: may remove one Feature + its Bns instead of damage.

FEATURE	ES	KS	WEAPON / SPECIAL
Military Outpost	3+	5+	Missile Halo: Scan 6", Att 1, Lock 2+, Dmg 2K; Close Action, Escape Velocity
Orbital Defence Gun	5+	3+	Orbital Gun: Scan 6", Att 3, Lock 3+, Dmg 1E; Burnthrough-1, Escape Velocity
Comms Station	5+	4+	Comms Uplink: +1 AP/round while Controlled. Once per round.
Power Plant	4+	5+	Volatile: when destroyed, Groups within 3" gain Spike + Dropsite takes 2D3 extra dmg.
Hangar	4+	4+	Launches Fighters & Bombers (Launch 2). Uses Controlling player's type.

MINES §8.3.6 · p.23

MOVEMENT: Cannot move once placed.
TRIGGER: Enemy Ship in Orbit moves through Mine's Thrust range. Attack triggers when Ship completes its move, even if out of range.
DAMAGE: Only damages the triggered Ship. Mine removed after.

STANDARD SCORING, ROUNDS 4 & 6 §12.1.5 · p.34

SIZE	CONTROL / LEVELLED	CONTEST / RUINED
Small	2VP	0VP
Medium	3VP	1VP
Large	4VP	2VP

Levelled/Ruined VP only if scenario states. Kill Points break VP ties.

OBJECTIVE VARIANT (D6) & SCENARIO GENERATION §12.1 · pp.28-34

D6	VARIANT	VP	D6	APPROACH TYPE (RE-ROLL 4-6 COMP.)
1	Attrition	Std + 2VP/500pts enemy destroyed (end)	1	Standoff: Both Direct Deploy
2	Survey	Std + 1VP/DropSite Surveyed (Cap. Ship ≤6"; forgo attacks/launches; once/DropSite/player)	2	Close Enough: Both Close
3	Extract	1/2/3 Recon tokens on S/M/L. Extract instead of Bns. 2VP/Operative at end; 1VP/ship w/ Operatives destroyed.	3	Column: Both Distant
4	Protect	Std + nominate DropSite each. Bonus Std if intact. Penalised if levelled.	4	Counterattack: Red Direct, Blue Close
5	Breakthrough	Red: 1VP/200pts off through opponent zone. Others: 2VP/500pts destroyed.	5	Delayed Response: Red Close, Blue Distant
6	Raze	2x Std per Levelled/Ruined DropSite ≥24" from zone. 2VP/500pts destroyed.	6	Home Fleet Disadv.: Red Close, Blue Direct

Deployment Zone (re-roll 5-6 comp.): 1=Line, 2=Table Corners ≤12", 3=Midboard 8" from centres, 4=From Corners 12", 5=Attacker/Defender, 6=Encirclement (Red 6" corners; Blue 9" centre). Direct: ≥50% placed before round 1; rest inactive round 1; deploy from round 2. Close: deploy from round 1. Distant: L only round 1; M from round 2; all from round 3.

STANDARD SCENARIOS §12.2 · pp.35-37

SCENARIO	DEPLOY	OBJECTIVE	SCENERY / SPECIAL
Take and Hold	Both Close	Survey	4 Clouds, 4 Dense Fields
Erupting Battlefield	Both Distant	Raze	1 Planetary Ring, 4 Clouds
Power Grab	Both Distant	Attrition	6 Clouds, 4 Dense Fields
Shock and Yaw	Both Distant	Protect	2-5 Clouds, 4-6 Dense. Power Plant destroyed: Groups within 6" get 2 Spikes + Scanners Offline.
Orbital Support	Both Distant	Raze	2-5 Clouds, 4-6 Dense. Station's Outposts → Hangars.
Entrapmoont	Blue Direct / Red Close	Red: Raze · Blue: Protect	1 Large Object (12"), 6 Clouds. Blue places extra Outpost.

BATTALIONS & BOARDING §7.4.1, §8.1-8.2 · pp.20-21

TYPE	RANGE	TARGET
Drop Pods	3"	Cities only
Boarding Pods	3"	Space Stations + enemy Ships, same layer
Dropships	3"	Dropsites, same Orbital Layer
Bulk Landers	6"	Dropsites, any layer. Contested: 2 Landers per Bn placed.

Bns placed immediately. Each Carrier places independently.

BATTALION COMBAT §8.1 · p.21

Remove Bns equally until one side's remain. DropSite Bns → DropSite or one Feature. Feature Bns → that Feature only.
 1. Friendly Bns on DropSite → assign to single Feature
 2. The DropSite itself
 3. Each Feature → that Feature
 4+ Bns on uncontested Feature → remove all to destroy it.

BOARDING ACTIONS §8.2 · p.21

Bns aboard enemy Ships = Core hits equal to Bn count. Each passed BS removes 1 Bn. Destroyed by boarders = Captured (no Explosion; 2x KP). Carrier launching no Bn assets: choose one type; removes equal enemy Bns before Core hits.

COHERENCY §3.2.1.2 · p.10

L TONNAGE: Within 3" of another Ship in Group
M/H/C: Within 6" of another Ship in Group
4+ SHIPS: Within Coh. range of ≥2 others
DIFF. LAYER: Always out of Coherency
OUT OF COH.: Cannot fire or launch; must move toward Lead Ship if possible

Lead Ship chosen at activation start; must be in Coherency; may differ each round. Cannot end move with Ships out of Coherency if avoidable. Out-of-Coh. Ships targeted as a separate Group.

SECONDARY OBJECTIVES §12.3 · p.38

OBJECTIVE	DETAILS	MAX VP
Key Site	Nominate DropSite ≥24" from zone. Control at end: 2VP (3VP if in/within 6" of opponent zone).	3
Priority Target	Nominate Med/Large DropSite ≥24". Level it: 2VP (3VP if in/within 6" of opponent zone).	3
Long Shot	Nominate a Feature within 12" of opponent zone. Destroy it: 2VP. Each Feature nominated once.	2
Annihilate	1VP per 500pts enemy Ships + Admirals destroyed at end.	3
Take Prizes	1VP per 100pts of Ships captured at end.	3
Gather Intel	1VP per DropSite Surveyed >24" from zone (Capital Ship ≤6", forgo attacks/launches; once/DropSite/player). Stacks with Scenario Survey.	2
Decapitate	2VP for killing opponent's highest-level Admiral (or one of, if tied).	2
Objectives Beyond	Nominate one M+ Ship. Fly off through opponent zone uncrippled: 1VP. H or C tonnage: 2VP.	2

Choose 2 at list building · Score best 1 at game end · All nominations declared before 1st Planning Phase

SCENERY: ORBIT ONLY §10 · p.25

TYPE	SHIP EFFECT	ASSET (1D6/EACH)
Planetary Ring	Ignore target Spikes when firing through. Line across table.	Removed 2+. Exception: Bns to DropSite under ring ignore ring.
Micrometeor Cloud	Ignore target Spikes when firing through. Moving through: 2 Kinetic hits.	Removed 3+
Debris Field	Ignore Spikes AND Signature when firing through. Moving through: 2 Core hits.	Removed 5+
Large Object	Blocks LoS. Ship moved onto = destroyed.	Destroyed if placed onto.

No effect if both attacker and target in Atmosphere. Ships/Stations/Cities never block LoS. Overlapping same-type = one piece. Place Clouds/Fields ≥4" from edges, deploy zones, other scenery.