

APPENDIX: COMBAT SEQUENCE

(Revision 10: 2E/WA)

INITIAL ACTIONS STEP

Ship Power Segment

- Resolve power deficiencies from shortages, EM weapon effects, and reactor criticals
- Deactivate systems for additional power, if desired
- Capacitors recharge at the appropriate rates
- Transfer missiles to/from reload racks
- Announce shading drive status
- Announce deactivated systems/shields as needed
- Roll for critical reactor detonation

Initiative Segment

- Hangar operations (reloading missiles, etc.) begin
- All units roll for initiative

Electronic Warfare & Ballistic Launch Segment

- All players secretly determine EW levels, adaptive armor allocation, ballistic weapon launch, intention to reveal/hide concealed weapons, Shade Modulator & Shield Reinforcement allocation
- Tail gunners switch to/from navigator missions
- Announce EW, adaptive armor, ballistic weapon launch (and target, if necessary), and Shade Modulator & Shield Reinforcement allocation
- Reveal or hide concealed weapons
- ELINT ships announce which function(s) are in use and allocate which enemy OEW points to disrupt
- Telepaths attack Shadow ships

Jump Point Formation Segment

- Announce/open jump points and activate phasing drives

MOVEMENT STEP

Pre-Movement Terrain Effects Segment

- Determine hyperspace current changes
- Perform other terrain-related movement as needed

Movement Segment

- Units which are rolling flip over
- Ships which are pivoting change facing
- Derelict units move
- All other units move in initiative order
 - Shadow ships announce half-phasing
 - Resolve pulsar mine fire when fighters enter range
 - Resolve skin dancing attempts after movement
 - Previously attached breaching pods deposit Marines
 - Announce Mind's Eye Mind Rage level
- Announce/activate transverse drive

Post-Movement Terrain Effects Segment

- Perform any remaining terrain-related movement

Weapon-Based Movement Segment

- Resolve fire and effects from weapons that move or turn a target (plasma net, gravitic shifter, etc.)

Combat Pivot Segment

- Fighters make combat pivots
- Bases rotate

Recovery Segment

- Capture derelict fighters/shuttles
- Recover escape pods
- Breaching pods attempt to attach

Close Combat EW Segment

- Allocate and announce saved EW points from EW detector
- All players secretly determine targets of close combat EW
- Announce targets of CCEW

Ramming Segment

- Resolve all ramming attempts

COMBAT STEP

Fire Determination Segment

- All players secretly determine all weapons fire, including weapons firing defensively
- Declare all offensive fire, including called shots
- Allocate defensive weapons against specific offensive shots
- If using secret EW, announce all EW levels

Fire Resolution Segment

- Resolve ballistic weapon impact/explosions
- Resolve all weapons fire from ships
- Resolve all weapons fire from surviving fighters/shuttles at fighters/shuttles
- Fighters damaged in the previous steps roll for drop-out
- Resolve all other weapons fire, announcing special weapon modes as needed
- Deploy fighters launched by fighter-bombs

END OF TURN ACTIONS STEP

Marine Attack Segment

- Determine and resolve all Marine attacks

Critical Hit Segment

- Determine and resolve all critical hits
- Mark destroyed all systems attached to destroyed structure blocks
- Reduce armor on systems damaged by armor-damaging weapons
- Calculate effects of energy draining field

Vortex Activation/Closure Segment

- Jump points opened this turn become active
- Ships which entered jump points on this turn are removed from play
- Collapsing jump points close
- Plasma web hexes created on the previous turn dissipate

Hangar Operations Segment

- Fighters/shuttles attempt to escape from destroyed ships
- Launch/land fighters or shuttles
- Hangar bay operations started earlier this turn are completed

Link/Unlink Segment

- Announce release of detachable cargo holds
- Tractor beams attach/detach
- Tugs attach/detach pods

Adjust Ship Systems Segment

- Adaptive armor points are released due to damage received this turn
- Adjust ship systems to account for damage
- Self-repair systems perform repairs
- Vorlon ships announce opening/closing of ship petals
- Shadow and ancient ships complete phase-out/phase-in
- Walker ships calculate shield effects from chromatic pulse drivers