I. Outline Of Steps
- A. If both players have ships in a system, they follow these steps:
    1. Roll for Readiness
    2. Determine Combat
    3. Space Battle
    4. Orbital Battle
    5. Ground Battle

II. Roll for Readiness
- A. Both players roll for readiness, which also determines how much they know about the enemy forces sharing the system with them. This roll will affect all Space Battles this turn. The players roll a D10 modified by the following:
    1. Plus Total CC of your ships with Scout
    2. Minus Total CC of enemy ships with Stealth
    3. Minus Total CC of enemy ships with Jammer
    4. Plus spent Intel in the system.

2d6 Roll	Fire Rolls Modifier	Includes/ Excludes	Detection
1-2	-3	0	No information.
3-4	-2	0	Whether your opponent has more or less total units than you in system.
4-5	-1	0	Total number of units your opponent has in system.
6-10	+0	0CC	Total number of units of each tech path your opponent has.
11-12	+1	4CC	Total number of units and their subtype (CT, DD) your opponent has.
13-14	+2	6CC	Total number of units, their subtype, and their tech level opponent has.
15+	+3	8CC	All information about the opponent's units in the system.

III. Determine Combat
- A. Once players have determined their Readiness and the Detection they have about opposing forces, a battle begins if either player wants to fight. If both players do not want a battle this turn, no battle ensues.

IV. Space Battle Rounds
- A. Choose participating ships:
    1. Arrange squadrons:
        a) Each player chooses a Flagship. The Flagship's CR is the number of total squadrons they may include in the Space Battle.

b) Each Squadron, including the Flag Squadron, may have a number of ships in it whose total CC is equal to the CR of the ship in that squadron with the highest CR (the Squadron Flagship).

2. Each player may force the other to include or exclude ships, flights, convoys, or bases once forces have been chosen according to the CC cost of those units, depending on their readiness roll.

B. Declare Ship and Flight missions.

1. Non-disabled ships and flights must always be given one of five missions. Ships with the Scout ability take half the normal penalty for Suppression and Fire Control missions.:

a) Engage - Ship keeps its base AS and AF ratings.

b) Screening - Ship does not contribute AS or AF to the fleet's total, but gives Defense Rating (DR) points equal to its ½ AS + AF values within its squadron.

c) Disruption - Ship does not contribute AS or AF to the fleet's total, but takes Defense Rating (DR) points equal to its AS + ½ AF values away from a chosen squadron in the opposing fleet.

d) Disengage - Ship halves its AS and AF values this turn, but gets +2 on its roll to retreat at the end of this round.

C. Set Ship and Flight Defense Ratings.

1. All ships and flights begin with a Defensive Rating of 0.

2. Players apply the effect of Special Abilities like Armor and Shields.

3. Players simultaneously choose which Defensive Ratings to raise and lower with the Defense Rating points granted by Screening and Disruption missions. The cost to raise or lower a ship's Defensive Rating is equal to its DV.

Defense Rating	Damage Discount/Premium
DR -3 and -4	50% effective DV
DR -1 and -2	75% effective DV
0	100% effective DV.
1	150% effective DV.
2	200% effective DV.
3	250% effective DV.
4	300% effective DV.

D.   Ship vs Ship Fire Round
        1. Roll for ship vs ship fire effectiveness.
            a) The roll is 1D10 plus/minus your Readiness modifier.

Ship Fire Effectiveness

Roll	% of AS / AF your Ships have in both the Ship v Ship and Ship v Flight phase
1-2	25%
4-6	50%
7-8	75%
9+	100%

E. Ship vs Ship fire.
    1. Each player scores a number of damage points equal to their fleet's total AS times their Ship Fire Effectiveness modifier.
    2. Any changes to the fleet's total Ship AF as a result of ships lost or crippled in this phase will be in effect during the Flight vs Ship Fire Phase.

F. Fighter vs Fighter Fire Round
    1. Roll for fighter vs fighter fire effectiveness.
        a) The roll is 1D10 plus/minus your Readiness modifier, plus the total CC of ships with Carrier in your fleet.

Fighter Fire Effectiveness

Roll	% of AS / AF your Flights have in both the Flight v Flight and Ship v Flight phase
1-2	25%
4-6	50%
7-8	75%
9+	100%

    2. Flight vs Flight fire.
        a) Each player scores a number of damage points equal to all the fighters in their fleet's AF times their Flight Fire Effectiveness modifier.
        b) Any changes in the total AS of your flights will be in effect during the Flight vs Ship fire phase.

G. Flight vs Ship fire round.
    1. Roll for Fighter vs Ships Fire Effectiveness.
        a) The roll is 1D10 plus/minus your Readiness modifier, plus the total CC of ships with Carrier in your fleet.

Fighter Fire Effectiveness

Roll	% of AS / AF your Flights have in both the Flight v Flight and Ship v Flight phase
1-2	25%
4-6	50%
7-8	75%
9+	100%

    2. Roll for Ship vs Flight Fire Effectiveness.
        a) The roll is 1D10 plus/minus your Readiness modifier.

Ship Fire Effectiveness

Roll	% of AS / AF your Ships have in both the Ship v Ship and Ship v Flight phase
1-2	25%
4-6	50%
7-8	75%
9+	100%

    3. Flight vs Ships Fire Damage
        a) Each player scores a number of damage points to enemy ships equal to all the flights in their fleet's total AS times their Flight Fire Effectiveness modifier.
    4. Ships vs Flights Fire Damage
        a) Each player scores a number of damage points to enemy flights equal to all the ships in their fleet's total AF times their Ship Fire Effectiveness modifier.

V. Ground Battle
  A. Initiating Ground Battle
      1. If one player has Troop units aboard ships or transports, or two players have Troops already presently landed in the system, they may choose to initiate a Ground Battle.
  B. Orbital Defenses

1. If the player initiating the Ground Battle only has Troops aboard ships or transports, the owning can force the player who desires the Ground Battle to engage in a Space Battle before the Ground Battle begins.
2. The owner of the system can use Defenses, Mines, and flights based in the system in this Space Battle.
3. After this special Space Battle is over, Orbital Bombardment and other phases of Ground Battle continue using remaining ships and flights.

C. Orbital Bombardment

1. Each ship from both sides orbit may generate a number of orbital bombardment points equal to its AS value. Disabled ships do not participate in orbital bombardment. The bombarding player can use bombardment points to *either* increase the effective total AS of their troops on the ground or damage the statistics of the system itself.
2. For every 8 orbital bombardment points, each player may add +1 to the total AS of their Troops units in the following ground battle.
3. For every 16 orbital bombardment points, the bombarding player may remove one CEN, one MOR, or one PROD point from the system.

D. Fire Effectiveness

1. Before the battle begins, roll for Troop Fire Effectiveness. This is 1D10 +/- the Readiness modifier rolled at the start of the Encounters phase. Each player adds the CC of all the Troops with Recon in their force to this number, and subtracts a number equal to the CC of enemy troops with Shock.

Troop Fire Effectiveness

Roll	% of AS / AF your Troops have in both the Troop v Troop and Troop v Flight phase
1-3	25%
4-8	50%
9-11+	100%

2. Before the battle begins, you must also roll for Fighter Fire Effectiveness. This is 1D10 +/- the Readiness modifier rolled at the start of the Encounters phase. The invading player adds the CC of all the ships with Carrier in the invading fleet and the owner adds the friendly Intel of the system.

Fighter Fire Effectiveness

Roll	% of AS / AF your Flights have in both the Flight v Flight and Troop v Flight phase
1-2	25%
3-6	50%
7+	100%

E.   Choose participating forces:
   1. All troops and non-disabled flights for both sides in the system are automatically included, but any flight and any troop Troop either on a transport or carried by CV may be excluded by its owner at will.

F.   Set Defense Ratings
   1. All Troops and Flights have a Defense Rating of 1 by default.
   2. If a player is invading from convoys or Troops carried by CV, and has no troops already in the system who have successfully invaded in previous turns, their Defense Rating for all Troops units is effectively lowered to -1.
   3. If a player is defending against troops invading from orbit, their Defense Rating for all Troops units is effectively raised to +2.

G.   Flight v Flight Fire
   1. Each player scores a number of damage points to enemy ships equal to all the flights in the Ground Battle's total AF times the Flight Fire Effectiveness modifier.
   2. Each player can apply damage points to specific enemy flights at a premium based on the enemy flights Defensive Rating (directed damage)
      a) Flights treat Defensive Ratings as one lower than they actually are for the purpose of directed damage against flights.
   3. Each player may allow their opponent to apply damage points to their flights how they choose with no premium charged for Defensive Rating (nondirected damage).
   4. Flights crippled or lost in this phase will reduce the AS and AF available in Troop v Flight fire.

H.   Troop v Flight Fire
   1. Each player scores a number of damage points to enemy Troops equal to all the flights in the ground battle's total AS times their Flight Fire Effectiveness modifier.
   2. Each player can apply damage points to specific enemy Troops at a premium based on the enemy ship's Defensive Rating (directed damage)
   3. Each player may allow their opponent to apply damage points to their Troops how they choose with no premium charged for Defensive Rating (nondirected damage).

4. Each player scores a number of damage points to enemy flights equal to all the Troops in the ground battle's total AF times their Troop Fire Effectiveness modifier.
5. Each player can apply damage points to specific enemy flights at a premium based on the enemy flight's Defensive Rating (directed damage)
6. Each player may allow their opponent to apply damage points to their flights how they choose with no premium charged for Defensive Rating (nondirected damage).
7. Troops crippled or lost in this phase will reduce the AS available in Troop v Troop fire.

I. Troop v Troop Fire
1. Each player scores a number of damage points equal to the total AS of the troops participating in the Ground Battle times their Troop Fire Effectiveness modifier, with a bonus number of damage points provided at the rate of 1 per 8 orbital bombardment points.
2. Each player may apply points of damage may be applied to specific enemy Troops at a premium based on the enemy troops Defensive Rating (directed damage).
3. Each player may allow points of damage to be assigned by the other player with no premium charged for Defensive Rating (nondirected damage).

2. Units
I.Terms
A. Basic Terms
1. Tech Path - Each unit belongs to a certain tech path - see the Tech Advancement rules. A player chooses which tech path to advance when they gain a tech advance. For example, a player who currently has a DD-2 is at Escort-2. Their next tech advance could be a DD-3 or a CT-3, at Escort-3.
2. Class - Each tech path has two types of units. When a player gains a tech advance, they can choose which of the two units within the path they will gain a new design in.
3. EP Cost - this is the base cost in economic points for the design. It will be increased by special abilities.

4. Maintenance - This is the cost per "group" of ships or part thereof to maintain these ships in EP per turn. This is increased by special abilities.
5. CP - This is how many Construction Points the ship has to spread across its core stats - DV, AS, AF, and CV. The maximum size of an engagement is based on the total CP of the largest ship in that engagement.
6. CC - Commitment Cost reflects the overall 'size' and importance of the ship. Many abilities are based on CC cost, and ships are included in engagements based on their Commitment Cost.
7. DV - The ship's Damage Value. It costs this amount to damage the ship, and the same amount again to destroy it.
8. AS - The ship's ability to damage enemy ships.
9. AF - The ship's ability to damage enemy flights.
10. CV - The ship's capacity for carrying and launching fighters and ground units.

B. Construction Cost and Construction Time
1. Though abilities may increase the cost of a ship, its construction time and the amount of Shipyard capacity it takes up are always equal to its base cost in the unit table.
2. Because an individual Shipyard provides 10 construction capacity, a player can never build a Supercapital in a system unless they have more than one Shipyard there. This is intentional - such ships are massive undertakings.