

INDEX

Accuracy	7,16	Movement Example.....	12
Anti-Drones.....	32	Movement Orders	10
Anti-Fighter.....	28	Movement Points	10
Auxiliary Services	24		
		Options Summary	21
Boarding Pods	25		
		Phaser-1	34
Carronade.....	28	Phaser-2	34
Combat Procedure	14	Phaser-3	34
Combat Rating	5	Phaser-4	34
Countermeasures	24	Photon Torpedo.....	34
Customized Fighter Flights.....	29	Probes	32
Damage	7,17	Range	7,16,28
Disruptor	34		
Doubled Range Modifiers	28	Rate of Fire	7
Drones.....	31		
Dual-Mode Weapons.....	29	Seekers.....	30
		Sequence of Play.....	9
Engine Rating.....	6,18	Setting Up.....	8
		Shield Rating	6,18
Faceted Shielding	26,32	Shipboard Combats	25
Fighter-Exclusive	28	Shuttles	32
Fighters	19	Slow-Firing.....	29
Firing Arcs	15,27	Space Stations	27
		Sarmada Glossary	3
Game Board	2,9	Starship Data Cards	8
Game Components.....	2	Starships	5,8
Game Turn Record	7	Strikers.....	30
Hull Size	5,18	To-Hit Roll	16
		Thrust Requirements	11
Impact	7,17	Tractor Beams	33
		Transporters.....	25
Launch & Recovery	29		
Line of Sight.....	15	Victory Points	9
Marines.....	25	Weapon Damage Chart	6,18
Minimum/Maximum Rolls	16	Weapon Traits.....	28

