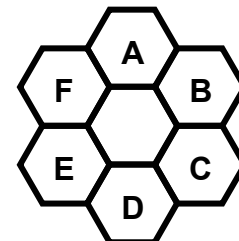
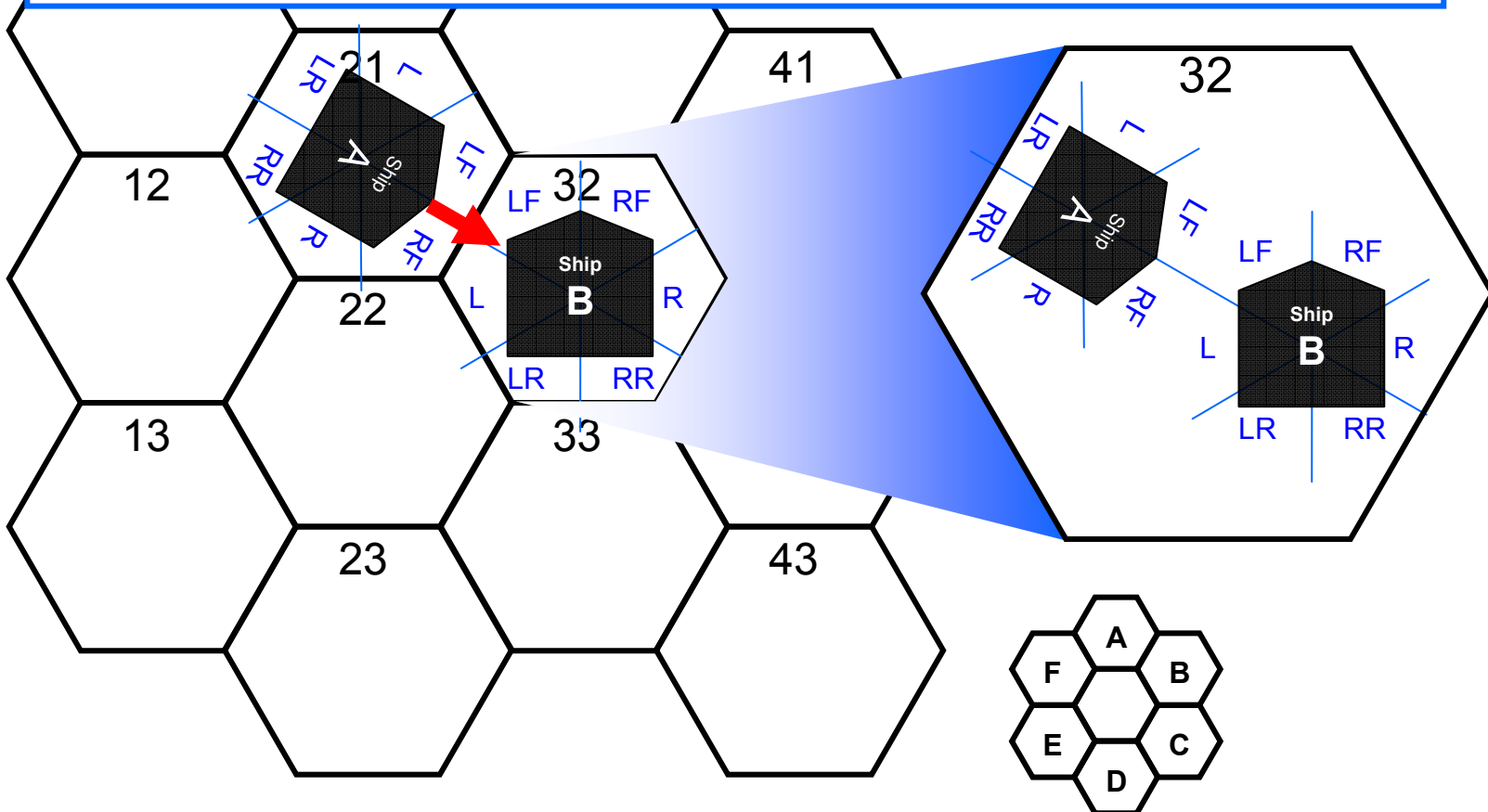
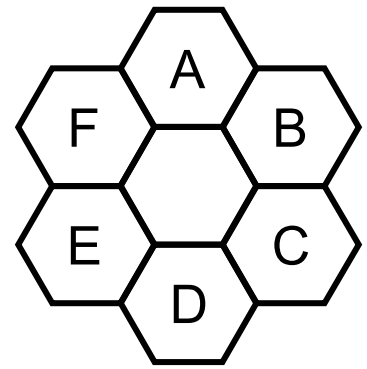
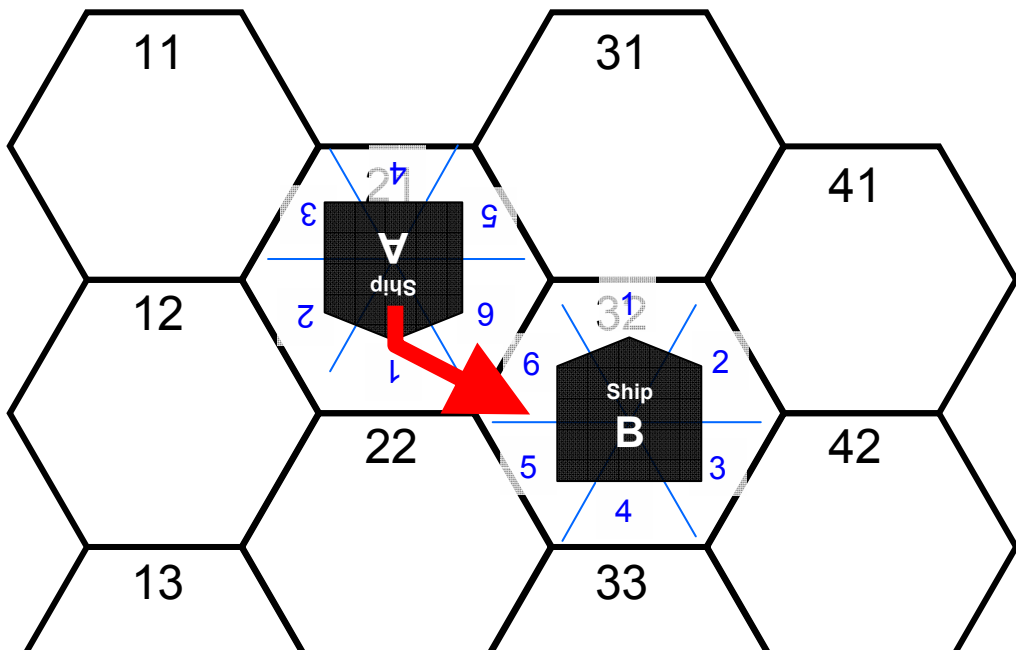


**Simple case:** Ship A is in hex 21, facing C. Ship B is in hex 32, facing A. (I am using the big hexes). In this case, Ship A has its #1 shield facing Ship B, while Ship B has its #6 shield facing Ship A.

On the next move, Ship A enters Ship B's hex by moving straight forward. To determine the shield facing in this case, rule (3C6d) says to move the last ship to move (Ship A) to its previous position, and use those shield facings. That means that Ship A still has its #1 shield facing Ship B, and Ship B still has its #6 shield facing Ship A.

As a result, Ship A may fire anything that can fire into either the LF or RF firing arcs at Ship B. Meanwhile, Ship B may fire anything that can fire into the LF or L firing arcs at Ship A.

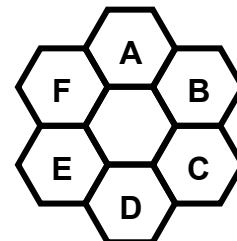
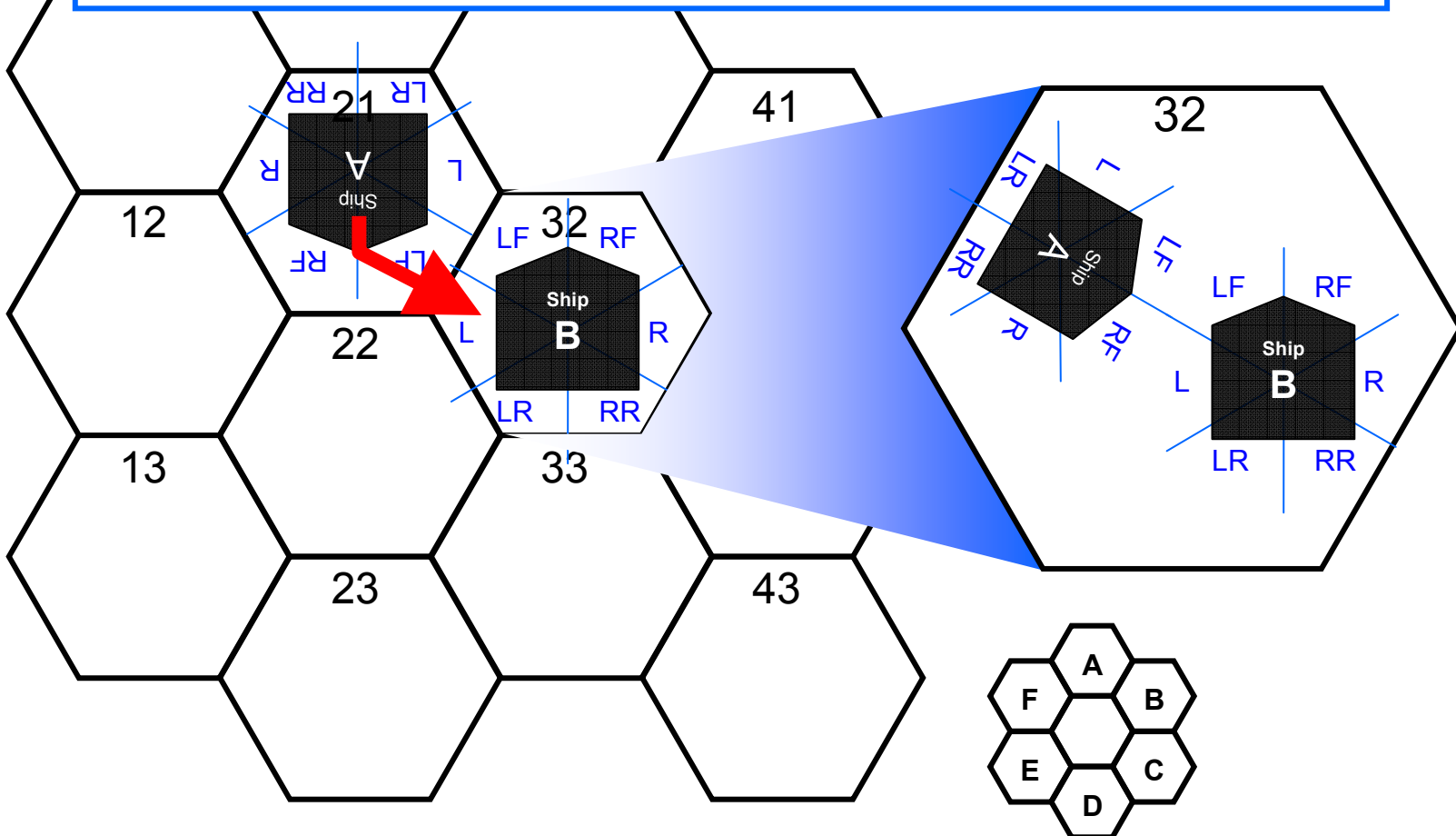


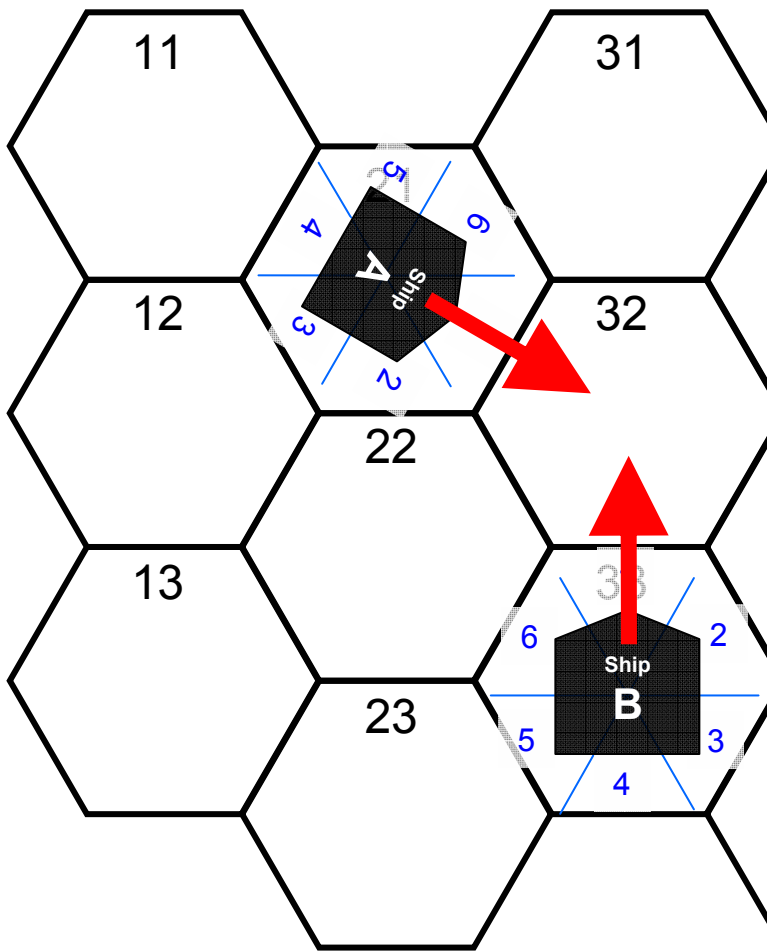


**Fairly Simple case:** Ship A is in hex 21, facing D. Ship B is in hex 32, facing A. In this case, both ships have their #6 shields facing each other.

Ship A turns left (now facing C) and enters Ship B's hex. To determine the shield facing in this case, we again follow (3C6d) and move Ship A to its previous position. Note, however, that the movement occurred AFTER the turn. So, when we move Ship A back to its original hex, it is facing C, not D.

So, we find that Ship A has its #1 shield facing Ship B, while Ship B has its #6 shield still facing Ship A. The weapons able to fire are then the same as the first case.





**Trickier case:** Ship A is in hex 21, facing C. Ship B is in hex 33, facing A. In this case, Ship A has the boundary of its #1 and #2 shields facing Ship B. Ship B has the boundary of its #6 and #1 shields facing Ship A.

Both ships move forward into hex 32. To determine shield facing in this case, we follow (3C6d). Since both ships entered the hex at the same time, *both* ships are moved back to their previous hexes. As a result, Ship A still has its #1/#2 shield boundary facing Ship B, and Ship B still has its #6/#1 shield boundary facing Ship A.

That means that Ship A may only fire weapons that have an arc including RF, and Ship B may only fire weapons that have an arc including LF. Also note that they still have the shield boundaries facing each other, so once fire is made, rule (3C6c) must be used to determine which shield was actually hit.

