

(105.IW) SEQUENCE OF PLAY

The game is played in a series of turns, each representing six months of real time. These are referred to as the “Spring” and “Fall” turns of that year.

Each turn is divided into two (or sometimes more) “Player Turns.” Generally, the Coalition (Klingon, Lyran, Romulan empires) player has the first Player Turn, while the Alliance (Federation, Gorn, Kzinti, Hydran, and Tholian) player has the second Player Turn. The player who is conducting his Player Turn is known as the “Phasing Player” or sometimes as “the active player” or even (informally) as “the attacker.” For example, during the Coalition Player Turn, the Coalition player is known as the “Phasing Player.” In cases where the Player Turns are in a different order, the scenario notes will provide specific instructions.

Each Player Turn consists of the following Phases and Steps, which must be completed in the precise order given. Each Step must be completed by the Phasing Player (the Non-Phasing Player may perform some designated functions in Phases 3, 4, and 5) before proceeding to the next step.

This version of the Sequence of Play, updated for *ISC WAR*, applies to Basic *F&E* and all expansion rule sets.

PHASE 1: ECONOMICS**PHASE 1A: CONDUCTS PLANETARY/SYSTEM CHECKS:**

- 1A1: Base deployments/upgrades and initial PDU/PGB deployments begun on a previous Phasing Player Turn become operational.
- 1A2: Both players conduct first check to evaluate supply status for combat (410.22).
- 1A3: Note the number of turns toward:
- 1A3A: Recovery for previously devastated planets (508.25), including effects of Hospital Ships (451.31) and Engineers (541.34B).
 - 1A3B: Long term capture (438.1) of a province.
 - 1A3C: Annexation of neutral zone hexes (448.17) or a province or planet (448.2). This includes the effect of engineers (541.34-C).
 - 1A3D: Diplomatic presence at a captive planet (540.21).
- PHASE 1B: The Phasing Player determines the total number of survey points generated (505.21). Adds effect of survey Prime Team and determines their survival (522.44); declares province annexation (448.23) and transfers (448.24).

PHASE 1C: DETERMINE ECONOMIC STATUS as follows:

- 1C1: Calculate overall debt (447.2).
- 1C2: Calculate interest on debt (447.3).
- 1C3: Determine income from Economic Points (430.1) and XTPs (523.12); may transfer EPs from a newly connected Partial Supply Grid to the main grid (413.44); scrap ships (447.5); calculate and apply exhaustion effects (447.2). Roll for diplomatic actions (540.251).
- 1C4: Pay interest on debt (from Step 1C2 above) (447.3); add penalty if required (447.4).
- 1C5: Borrow EPs (447.1) as limited by (430.62).

PHASE 1D: The Phasing Player removes Reserve markers placed on the previous turn (507.1).

PHASE 1E: Determine if admirals are removed from play (316.229).

PHASE 1F: Phasing Player declares missions for tugs and other transports (509.32). Some tugs and transports may have their missions assigned or changed later (509.1).

PHASE 1G: Phasing Player designates Expeditionary Fleets (411.7).

PHASE 1H: Phasing Player purchases and/or designates support lines for specific homeless ships (410.56) and Forward Defense Units (536.15).

PHASE 2: SHIPYARD**PHASE 2A: REPAIR**

- 2A1: Phasing Player evaluates supply status for repairs (410.23).
- 2A2: Phasing Player allocates Economic Points to repair damaged ships/units waiting at bases/FRDs (420.2).
- 2A3: Phasing Player repairs bases/SIDS (420.6). Tugs and transports may be assigned Mission J1 (509.1). Engineer units use (541.34-A).
- 2A4: Phasing Player flips repaired units back over to full strength (420.52).

PHASE 2B: PRODUCTION

The Phasing Player may complete the following:

- 2B1: Activate mothballed units (434.0).
- 2B2: Form Klingon 77th PF Divison (513.21) or Kzinti 23rd Fi-Con Divison (513.31) (but not before Spring Y181).
- 2B3: Receive new units and assign site where they were built (431.0). Perform ship conversions (433.0). Allocate funds to upgrade bases (433.41) and PDUs (433.42). Tugs and transports may be assigned missions J2, J3, J4 (509.1). Pay for final turns of colonial development (446.13). Pay for colonial bases (446.52). Call up and place police ships (531.12). Announce and/or pay for shipyard facility construction (450.1) and (511.32). Progress and/or place ships using Depot Level Repair (DLR) (424.3). Remove and salvage ships using DLR (424.34). Choose to add one crippled ship per type to the DLR holding box (424.35).
- 2B4: Replace fighters (501.5), PFs (502.43), and GCEs (521.22) if in supply; place initial deployment PFs (502.6) if applicable.
- 2B5: Convert modular ships at starbases or stellar fortresses to new missions (433.432).
- 2B6: Redeploy eligible admirals/generals (316.33); replace admirals/generals as required (316.142) (316.32) (321.12).
- 2B7: Assign missions to new tugs and transports (509.35). Assign tugs and transports Mission D (509.1). Romulans assign cloaked decoys to Raid Pool but secretly assign and record each to a specific ship (538.51); announce hex of colonial development (446.11); assign or remove Prime Teams on defensive missions (537.3).
- 2B8: Roll for Klingon Swarm (514.1); deploy swarm at capital if applicable.
- 2B9: Federation player designates replacement squadron locations of special fighters (F-14s/F-15s) (502.95).
- 2B10: Authorized players conduct battleship construction, selecting one of the options under (436.2).
- 2B11: Players may scuttle units they control (301.911).

PHASE 3: OPERATIONS**PHASE 3A: RAIDS****3A - STEP 1: PRE-RAID ACTIONS**

- 3A-1A: Add ships to (or remove them from) the Raid Pool up to the limited size of the pool; add or remove Prime Teams to Raid Pool (314.17) and (537.11); assign/remove Marine Major Generals to ships in pool for use in commando raids (320.45).
- 3A-1B: Conduct sabotage (537.1) and infiltration (537.2) actions from resistance movements.

3A - STEP 2: NORMAL RAIDS

- 3A-2A: Specify locations and roll to determine outcome of sabotage and infiltration (537.1).
- 3A-2B: Designate and move normal raiding ships to raid target hexes (314.21); move Espionage and Sabotage Prime Teams to their target hex (534.15).
- 3A-2C: Target empire may use Reaction Movement to respond to raids (314.241) OR may call up, if eligible, police ships to fight raiders (314.243), but not both.
- 3A-2D: Target empire declares which ships will fight the raider (314.251).
- 3A-2E: Raiding ships and reacting units conduct one round of small-scale combat (314.244).
- 3A-2F: Raiders crippled or forced to retreat are returned to raiding pool (314.244).
- 3A-2G: Reacting ships forced to retreat must do so (314.244).
- 3A-2H: Record disrupted locations from raiding (314.27) or conduct alternate attack (314.28) if eligible; conduct Espionage and Sabotage Missions (534.12).
- 3A-2J: Return raiders to raiding pool (314.273).

3A - STEP 3: SPECIAL RAIDS — DRONES, FIGHTERS, PFS

- 3A-3A: Designate special raiders in origin location (320.31).
- 3A-3B: Move all special raiders to attack hex via raid movement rules (320.311).
- 3A-3C: Target empire may use Reaction Movement to respond to special raids (320.314) OR may call up, if eligible, police ships to fight raiders (314.243), but not both.
- 3A-3D: Pay drone raid costs (320.32)
- 3A-3E: Conduct special raids using Battle Intensity Rating (BIR) 4 (320.34); carry over any plus/minus Damage Points into the following combat phase. See (320.37) for an optional BIR selection.
- 3A-3F: Non-Phasing Player declares interception hex if drone ships will be intercepted in target or attack hex (320.35).
- 3A-3G: Non-Phasing Player designates special raid intercept groups (320.351); roll to determine intercept success (320.352).
- 3A-3H: If intercept roll is successful, then conduct one round of intercept attack; drone raiders defend at 50% attack factor; all use BIR 4 (320.353). See (320.354) for small-scale combat option. See (320.355) for X-ship involvement. See (320.37) for an optional BIR selection.
- 3A-3J: Special raids recovery; return special raiders to the Raid Pool (314.273); retrograde on-map special raiders to a supply point (320.36).
- 3A-3K: Specify locations and roll to determine outcome of rebellions (537.3).

3A - STEP 4: BLOCKADE RUNS

- 3A-4A: Designate blockade runners in the Raid Pool (320.51).
- 3A-4B: Allocate suitable cargo to blockade runners (320.52).
- 3A-4C: Move blockade runners within limitations of the raid movement rules to the target hex (320.511).
- 3A-4D: Non-Phasing Player may make one attempt to intercept blockade runners in an eligible hex (320.5).
- 3A-4E: If intercept roll is successful, then blockade runners and intercepting units conduct one round of small-scale combat (314.244).
- 3A-4F: Blockade runners crippled or forced to retreat are returned to the Raid Pool (314.244) or continue their mission; crippled runners lose any EPs carried (320.54).
- 3A-4G: Intercepting units forced to retreat must do so (314.244).
- 3A-4H: Upon arrival at target hex, a blockade runner may drop off and/or pick up suitable cargo (320.512) OR end movement in target hex (320.514) and remove ship from the Raid Pool (320.11).
- 3A-4J: Move blockade runners, within limitations of the raid move-

ment rules, back to Raid Pool (320.512).

- 3A-4K: Non-Phasing Player may make one attempt (if not done in step 3A-4D) to intercept blockade runners in an eligible hex (320.54).
- 3A-4L: If intercept roll is successful, then blockade runners and intercepting units conduct one round of small-scale combat (314.244).
- 3A-4M: Blockade runners crippled or forced to retreat are returned to the Raid Pool (314.244) or continue their mission; crippled runners lose any EPs carried (320.54).
- 3A-4N: Intercepting units forced to retreat must do so (314.244).
- 3A-4P: Return blockade runners to the Raid Pool (314.273) and transfer suitable cargo (320.512).
- 3A-4Q: Credit Phasing Player's account for any ships sold to WYN (449.23).

3A - STEP 5: POST-RAID ACTIONS

- 3A-5A: Determine if any eligible raid casualties' ships can enter repair depot system (424.32).
- 3A-5B: Phasing Player may remove any ships from the Raid Pool that did not raid (314.12).
- 3A-5C: Phasing Player may remove any ships that were crippled during the current Raiding Phase and place them in the capital hex (320.11).

3A - STEP 6: PACIFICATION STATION (PS) EMPLACEMENT

- 3A-6A: Emplace PS via ROMP (544.21).
- 3A-6B: Non-Phasing Player withdraws forces uncontested (544.231).
- 3A-6C: Repeat steps above up to the number of PS emplacements allowed (544.223).
- 3A-6D: Deploy eligible Battle Forces (544.3) via ROMP (544.23) to each newly emplaced PS.

PHASE 3B: OPERATIONAL MOVEMENT

- 3B1: Evaluate Operational Movement supply status (410.21).
- 3B2: Phasing Player moves ships and units within limitations of the rules; modular ships may be reconfigured by giving up movement and Economic Points [Romulan Modular Ships (433.432) and HDWs (525.222)]. Certain tug and transport missions may be assigned; see (509.1). Conduct WYN trade transactions during movement (449.13).
- 3B3: Eligible Non-Phasing Player units may use Reaction Movement during this step (205.0).
- 3B4: Credit Phasing Player's account for any ships sold to WYN (449.23).
- 3B5: Phasing Player pays for first turn of colonial development (446.13).
- 3B6: Phasing Player announces and begins deployment of mobile bases (510.22) and PDUs (and PGBs) as per rule (508.32). Announce deployment of base modules on active bases (441.422).

PHASE 4: RESERVE MOVEMENT

- 4A: Non-Phasing Player forms a Tactical Reserve Force (543.1) and moves it (543.22); X-ships may react (523.222). Repeat this step until all TRFs have moved.
- 4B: Non-Phasing Player selects a Reserve Fleet and moves it (203.7); X-ships may react (523.222). Repeat this step until all Reserve Fleets have moved.

PHASE 5: COMBAT

Each hex in which both players have units becomes a Battle Hex. The Phasing Player selects a Battle Hex (any of them, at his choice) and combat within that hex is completely resolved (using the steps below). Repeat these steps for every Battle Hex (including Battle Hexes created by retreats from other Battle Hexes) until all combat is resolved (302.9).

PHASE 5 - STEP 1: WITHDRAWAL BEFORE COMBAT (302.1)

- 5-1A: Non-Phasing Player announces if he will withdraw (302.11); Romulans announce the presence, number, and types of cloaked decoys (538.31).
- 5-1B: Phasing Player announces if he will oppose withdrawal (302.11).
- 5-1C: Non-Phasing Player conducts withdrawal [unopposed (302.12); opposed (302.13)] using retreat procedures in Step 7 below. Non-phasing Romulans may use cloaked decoys to further withdraw after other ships have withdrawn (538.53). See withdrawing X-ships (523.36) and Fast ships (525.133); the Romulans secretly assign and record the location of all cloaked decoys (538.31); assignments cannot be changed between combat rounds.
- 5-1D: Non-Phasing Player selects flagship of non-withdrawing force; this unit *must* serve as flagship in the first combat round (302.133).
- 5-1E: Non-Phasing Player's cloaked ships can try to evade (306.1). If the chosen flagship successfully uses cloaked evasion (306.1) in Step 5-1D, then a new flagship must be chosen from any of the eligible units that failed to evade.
- 5-1F: If all defending units withdraw from the hex, then the Battle Hex is resolved, return to the start of the Combat Phase. If withdrawing forces contain crippled units, then attacker may choose to pursue using Step 8 below. If any opposing units remain in the hex, then resolve combat using steps below. If there is no pursuit, proceed to the next Battle Hex and resolve that.

PHASE 5 - STEP 2: ACTION WITH BASES (302.2)

[If no base or base-like unit (302.211) is present, then go to Phase 5 Step 3.]

5-2A: APPROACH BATTLE

- 5-2A1: Attacker may use cloaking devices to avoid the approach battle (306.3). If so, move to Phase 5 - Step 3 and include the base. Attacker may not use (306.2) in this Battle Hex.
- 5-2A2: Attacker offers approach battle (mandatory on first round if not avoided by use of cloaking devices) (302.22).
- 5-2A3: Defender accepts or rejects approach battle; if rejected, move to Phase 5 - Step 2B; if accepted, they move to Phase 5 - Step 3 but do not include the base.
- 5-2A4: Approach battle is fought using combat steps below.

5-2B: BASE BATTLE

- 5-2B1: Attacker exercises option to retreat before combat at base (302.23); if attacker retreats, then proceed to Phase 5 - Step 7.
- 5-2B2: Conduct base battle using combat steps below; see exception for Capital Assaults (511.5).

PHASE 5 - STEP 3: BATTLE FORCE DETERMINATION (302.3)

- 5-3A: Both players conduct second check to evaluate supply status for combat (410.22).
- 5-3B: Available forces are organized (302.31). Prior to the initial combat round only, determine if small-scale combat

Battle Force size restrictions (310.11) apply; if so, small-scale combat (310.0) must be used in Phase 5 - Step 3B and all following rounds in that Battle Hex.

- 5-3C: Players secretly establish carrier and other escort groups (515.15). These cannot be changed until the Pursuit Phase. Exception (308.113). Certain tug and transport missions may be assigned; see (509.1).
- 5-3D: Players secretly select flagships (302.32) based on eligible Command Ratings (302.33). Use Command Points (first round only) to increase command limits (308.9). The presence of an admiral on a flagship in the Battle Force increases that ship's Command Rating. The presence of a Marine Major General may allow for one commando ship from the same empire to be added to the Battle Force above Command Rating (321.31).
- 5-3E: Players secretly select units to be in the Battle Force, including drone bombardment ships and escorts, rescue tugs, FEGs, CVEGs, and Battle Groups; admirals/generals can transfer (316.144); pinwheels are formed (322.11). Players may also purchase and assign one GCE to a ship (521.81) (321.32). Players assign Prime Teams (522.34) and missions. Players assign Marine Major General missions (321.3). Designate units that are "in the web" (512.31). Romulans secretly record specific Battle Force location of units assigned a cloaked decoy (538.34). See (302.36) regarding minimum Battle Force requirements. Determine the number of core formation positions available to an ISC Battle Force using the echelon formation (324.2).
- 5-3F: If Tholian pinwheel capable ships are present, follow these procedures (322.1) otherwise continue to Phase 5 - Step 3G:
 - 5-3F1: Before revealing Battle Forces, the Tholians declare if they are forming one or more pinwheels and must state the number being formed.
 - 5-3F2: The opposing player then decides whether to offer an approach battle; if no approach battle is offered then continue to Phase 5 - Step 3G.
 - 5-3F3: If an approach battle is offered, the Tholians can accept it or not. If accepted, the ships locked into pinwheels cannot be used in the approach battle and the players continue to Phase 5 - Step 3G. If the Tholians do not accept the approach battle, the Combat Phase moves to the next round (which gives both players the option to retreat).
 - 5-3F4: If the Tholian refuses the approach battle, then continue to Phase 5 - Step 7: RETREAT.
- 5-3G: Battle Force deployments are announced. Designate: the unit receiving the formation bonus (308.7); any cloaked decoys providing a formation bonus (538.54); scout bonus (308.53); ISC units receiving core formation positions based on (324.21). Designate uncrippled ships to tow crippled units from web (512.32). Reveal use of Command Points (308.92) and drone bombardment (309.0). All of these actions done simultaneously.
- 5-3H: Resolve honor duel with penal ship (528.43) using small-scale combat (310.0) if challenged; apply outcome of honor duel (528.431) to upcoming Battle Force.
- 5-3J: Web casters reduce enemy unit COMPOT (525.74A)
- 5-3K: If applicable, resolve combat using small-scale combat (310.0), then skip to Phase 5 - Step 6.

PHASE 5 - STEP 3X: BATTLE INTENSITY (302.3X)

- 5-3X1: If this battle is a fighting retreat, then set Battle Intensity Ratings of zero for the retreating force and 10 for the blocking force (302.772).
- 5-3X2: Each player selects a Battle Intensity Rating (304.1). Attacker may raise intensity after a fourth combat round

involving non-ship units (304.5). See exceptions for fighting retreats (302.771) and non-mobile defenses (304.4).

- 5-3X3: Offensive use of cloaks (306.2) is resolved.
- 5-3X4: Determine Variable Battle Intensity (304.3).
- 5-3X5: Reduce ISC battle intensity via web caster (525.74C).

PHASE 5 - STEP 4: DAMAGE DETERMINATION (302.4)

- 5-4A1: Assign SWAC missions (518.4).
- 5-4A2: Secretly make choices for variable EW units, SBs, and BATS; reveal these simultaneously. Calculate any EW shift [(308.51) or (313.21)].
- 5-4A3: Adjust EW for X-ships within the Battle Force (523.38).
- 5-4A4: X-bases select their electronic warfare status after the enemy has revealed its EW choices (523.44).
- 5-4A5: Players identify units that are eligible to participate in troop assaults (521.3) during this round.
- 5-4A6: Phasing Player announces intention to use SAF against fixed units (520.4).
- 5-4A7: SFGs attempt to freeze enemy units (312.20) or friendly units (312.28).
 - 5-4A7A: Declare number and identity of SFG attempts (312.221).
 - 5-4A7B: Use web caster to protect a selected ship (525.74E); roll and determine each attempt on the SFG Chart (312.222).
 - 5-4A7C: If random result occurs, select random targets (312.232): SFG player selects three valid targets; Defender selects three valid targets; roll a die to determine the random ship.
 - 5-4A7D: If a breakdown roll occurs at any time during this process, then all attempts are nullified for this round (312.223).
 - 5-4A7E: If a unit producing EW points is frozen, the EW shift is recalculated (312.211).
 - 5-4A7F: Frozen ships assigned cloaked decoys may be revealed to divert SFG attempt; roll die to determine decoy effectiveness and apply result. Recalculate number of echelon core positions available if ISC units are frozen.
- 5-4B: Ships subject to shock (other than maulers) announce factors they will use (311.2); web fists may increase attack factors (525.74A).

5-4C: Calculation of Combat Potential.

- 5-4C1: Determine possible effects of SWACs on drone bombardment (518.42), SWAC protection (518.33) and (518.36), and/or results from any honor duel (528.431).
- 5-4C2: Announce use of captured ships to gain +1 die roll modifier (305.21). Announce use of stolen war-plans to gain +1BIR (534.243).
- 5-4C3: Players roll die to determine Damage Coefficient (302.42). Initially deployed admirals reveal their effectiveness (316.22). See (308.6) for combining die roll modifiers. See (321.34) for optional Marine Major General effectiveness.
- 5-4C4: Determine Combat Damage Result based on BIR, die roll, and any shifts, e.g., EW, Wild SWAC; see (308.51).
- 5-4D: Remove captured ships used to gain benefit (305.21) and attrition units as a result of X-Ship combat (523.32).
- 5-4E: Adjust damage result for minus points only (308.2).
- 5-4F: Roll for SWAC survival (518.33).
- 5-4G: Determine if the attacker did sufficient damage in an Approach Battle to proceed to base (308.3) in the next round.

PHASE 5 - STEP 5: DIRECTED DAMAGE (302.5)

- 5-5A: Penal ships may sacrifice themselves prior to Directed Damage (528.41).
- 5-5B: Phasing Player may select one Non-Phasing Player unit for Directed Damage and resolve this; exceptions: Pursuit (307.4); Stasis Field Generators (312.212); Ground Combat Ships (521.373). Cloaked decoys may be revealed to divert damage, roll die to determine decoy effectiveness and apply result.
- 5-5C: Non-Phasing Player may select one Phasing Player unit for Directed Damage and resolve this; exceptions: Pursuit (307.4) Stasis Field Generators (312.212); Ground Combat Ships (521.373). Cloaked decoys may be revealed to divert damage, roll die to determine decoy effectiveness and apply result.
- 5-5D: Adjust damage result for plus points (308.2).
- 5-5E: Determine SAF damage (520.4); destroy SAF if used against fixed unit (520.43).

PHASE 5 - STEP 6: DAMAGE ALLOCATION (302.6)

- 5-6A: Non-Phasing Player resolves general (non-directed) damage (302.6) to his units. See also (302.617).
- 5-6B: Phasing Player resolves general (non-directed) damage (302.6) to his units. See also (302.617).
- 5-6C: Determine the fate of Prime Teams assigned to destroyed units (522.32).
- 5-6D: Both players resolve shock for maulers (308.42) and non-maulers (311.21).
- 5-6E: Conduct ship transfers of fighters (501.6) and PFs (502.45).
- 5-6F: Surviving towing ships pull crippled units from web (512.32).
- 5-6G: Pinwheels may be dissolved (322.54).
- 5-6H: Assigned tugs attempt to rescue ships (537.2).

PHASE 5 - STEP 6X: TROOP ACTION INTERPHASE (302.6X)

- 5-6X1: Resolve Captured Ships (305.1); die roll modified by pursuit (305.12), GCEs (521.5), web casters (525.74D), and/or Prime Teams (522.43). Maulers may make a separate capture attempt in lieu of their Directed Damage use (308.47).
- 5-6X2: Determine the fate of admirals/generals (316.31). Transfer admirals/generals who survive a destroyed or crippled ship (316.144A).
- 5-6X3: Designate units participating in ground assault (521.36).
- 5-6X4: Conduct ground assaults (521.3); determine fate of Prime Teams used in ground assault (522.4) - Mission 2.
- 5-6X5: Transfer or lose fighters and PFs as a result of any destroyed defense battalion(s). Return any surviving GCEs to their ship (521.34); Prime Teams may be reassigned to any friendly unit within the hex (522.34).
- 5-6X6: Conduct ship transfers of GCEs (521.22).
- 5-6X7: Determine if any eligible ship casualties can enter Depot Level Repair (DLR) system (424.33). Calculate and record salvage for destroyed units (439.1).
- 5-6X8: Conduct base combat repairs at field rate (425.3).
- 5-6X9: Players may scuttle units they control (301.911).

PHASE 5 - STEP 7: RETREAT (302.7)

- 5-7A1: Defending Player first option to announce retreat (302.71).
- 5-7A2: Attacking Player option to announce retreat (302.71).
- 5-7A3: Defending Player last option to announce retreat (302.71).
- 5-7A4: If neither player retreats, return to Phase 5 - Step 2; if both retreat, then the Defending Player conducts his retreat first (302.712).
- 5-7A5: If the Retreating Player leaves behind a base unit, then return to Phase 5 - Step 2 until base is destroyed or if the other player chooses to retreat. Base units limit pursuit options (302.741).
- 5-7B: If one player chooses to pursue, then proceed to Phase 5

- Step #.

- 5-7C: Analyze available retreat paths for ships (307.73).
- 5-7D: Conduct ship retreat in accordance with rule (302.72).
Transports may be assigned to tow FRDs (509.1-F).

PHASE 5 - STEP 8: PURSUIT (302.8) and (307.0)

- 5-8A: Select pursuit units to attack retreating ships and Slow Units (302.742).
- 5-8B: Roll die to determine the success of the pursuit; adjust die roll for the presence of X-ships (523.39) and/or Fast ships (525.133) and whether the Defender declined an Approach Battle (302.23).
- 5-8C: Pursuing player announces result of pursuit die roll. If unsuccessful, do not conduct steps related to the standard pursuit battle (as there won't be one).
- 5-8D: If pursuit die roll is successful, the pursued player sets up the retreating Battle Force (307.3). Assign rescue tugs to units attempting to escape pursuit (537.3); include any ships intending to use a cloaked decoy to escape battle (538.55).
- 5-8E: Pursuing player reveals his pursuit force (verifying the earlier die roll) and slow unit Battle Force. The pursuer may add ships to his Slow Unit Battle Force (up to the command limits) if pursued Slow Units' assigned escorts remain with their pursued force charges (302.742).
- 5-8F: Conduct pursuit battle (repeating Steps 3X through 6); attempt to escape pursuit with assigned tugs (537.3); determine cloaked decoy escape effectiveness and apply result (538.55).
- 5-8G: Conduct slow unit retreat battle (if applicable) (302.742B) (repeating Steps 3X through 6).
- 5-8H: (This step is obsolete.)
- 5-8J: Once all pursuit is resolved for the Battle Hex (302.8), then ship retreat is conducted immediately (302.72).
- 5-8K: Analyze available retreat paths for ships (302.73).
- 5-8L: Conduct ship retreat in accordance with the rules (302.72).

At the end of the Combat Phase, players may, but are not really required to, disband carrier groups and other groups.

PHASE 6: RETROGRADE MOVEMENT (206.0)

- 6A: Evaluate supply status for retrograde (410.24).
- 6B: Purchase and place independent GCEs (521.83).
- 6C: Dissolve carrier groups and other groups as desired.
- 6D: Retrograde Execution:
 - 6D1: Non-phasing units may use tactical retrogrades (544.47) to pacification bases within three hexes.
 - 6D2: Phasing Player may retrograde some, all, or none of his units within the limitations (206.0).
 - 6D3: Non-phasing X-ships (523.242) may retrograde units within the limitations (206.0).
- 6E: All players may replace fighters (501.5) and PFs (502.43) if in supply.
- 6F: Crippled tugs may send pods back to the fleet pod pool (509.43).
- 6G: Phasing Klingon/Kzinti player may disband the 77th PF Division (513.2) or the 23rd Fi-Con Division (513.3).

PHASE 7: FIELD REPAIRS (422.0)

- 7A: Evaluate supply status for field repairs (410.23).
- 7B: Deploy repair ships [and a repair tug from the capital (422.8)] to any SMN or FRD (422.3). Transports may be assigned mission E (509.1).
- 7C: Repair units may repair only ships of the same empire (420.434) and (422.22).

- 7D: Remove repair ships from the board (422.22); return repair tugs to the capital (422.8).

PHASE 8: STRATEGIC MOVEMENT (204.0)

- 8A: Move eligible units via Strategic Movement (204.2). Some tugs and transports may be assigned new missions as per (509.1). One admiral/general may move using Strategic Movement (316.144C).
- 8B: Tugs in expeditionary fleets may exchange pods (411.75).
- 8C: Phasing Player announces and begins deployment of mobile bases (510.22) and PDUs (or PGBs) (508.32). Announce deployment of base modules on active bases (441.422).

PHASE 9: ESTABLISH RESERVES (507.0)

- 9A: Phasing Player establishes reserve units (507.1). Some tugs and transports may be assigned new missions as per (509.1).
- 9B: Transfer admirals/generals between ships (316.144B).

PHASE 10: FINAL ACTIVITY

- 10A: Phasing Player establishes colonies (446.14).
- 10B: WYN transfer funds arrive (449.131).
- 10C: All players assign transport missions as appropriate under sub-sections of (509.1).
- 10D: All players may scuttle any unit they control (301.911).

END PLAYER TURN

This ends one player's Player Turn; the other player then repeats the above steps for his (or her) Player Turn. When both (or all) players have completed their Player Turns, conduct a "Pirate Phase" if Orion rules are in use.

PHASE 11: ORION PIRATE OPERATIONS

- The Orion Pirates conduct their turn as follows.
- 11A: Recover all ships deployed for piracy and still on the map and return them to the Orion Force Pool.
 - 11B: All leased ships return to Orion control.
 - 11C: Orion Shipyard Step.
 - 11C1: Repair any crippled ships.
 - 11C2: Orions purchase new ships by (504.31).
 - 11D: Empires offer bribes to Orions, see (504.33).
 - 11E: The Orion player (or committee) decides what bribes to accept.
 - 11F: The Orions offer ships for lease auction, see (504.33).
 - 11G: Empires bid on the Orion ships and if successful, deploy them with their active fleets.
 - 11H: Orions deploy their ships available for piracy using (504.34).
The various empires deal with the ships during their turns as they would with any enemy.

END: SEQUENCE OF PLAY

When both (or all) players have completed their Player Turns, the Game Turn is over and the "TURN" marker is advanced to the next box on the Turn Record Track.

This updated Sequence of Play was compiled by Chuck Strong and edited by Jeff Laikind, Steven P. Petrick, Stephen V. Cole, and Thomas Warren Mathews.

END OF RULE (105.0)