ANNEX #2 SEQUENCE OF PLAY

This Sequence of Play lists almost every action that can be taken during the turn, in the EXACT order that they occur. These actions must be taken in the SPECIFIC order listed here. Actions within a step are sequential in the order listed unless noted otherwise, e.g., shuttles launch at the same time whether they are manned or seeking. Note that Catastrophic Damage (D21.0) (with its associated evaucations and escapes) may be declared on a number of the following steps. See (D21.11).

Items in **bold text** can occur in normal tournaments. Items not in bold text generally do not occur in tournament play, but some might be added as a result of new tournament ships, or for special events involving empires not currently included in normal tournament play.

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### 1. ENERGY ALLOCATION PHASE

Roll for activation of surprised ships (D18.31).
Roll for computer failure (G11.4).
Vudar Ion Storm Generators announce activation or cancellation (G37.311).
Roll for Ion Storms (P14.3).
Pinwheel Step: Dissolve (C14.31) or form (C14.20) pinwheels, announce this action, and conduct the subse-
quent Energy Allocation for the component ships as appropriate.

PFs (and interceptors) drop warp booster packs (K1.62).

Tractor/Negative-tractor auction (G7.42).

All players allocate energy in accordance with the rules (B3.0). Souldra units allocate energy to build Dark Matter Bombs (OM1.311). Eneen determine if high-powered reactors are doubled, if not using (D17.0) this must be announced (MH1.21).

Allocate repair points (G17.0), EDR (D14.0), and damage control efforts (D9.2) and (D9.7). Branthodon Dragonships allocate Regeneration Points (OG19.4442). Branthodon Dragonships allocate fast regeneration (OG19.4445). Alunda ships generate repair points under (OR9.015), Activate T-links (OG16.22) and program items to be received (OG16.237).

Plot Self-Destruction (D5.1).

Orions announce if they are doubling their engine output (and which engines); see (G15.2). Souldra announce what power their dark warp engines are producing (OR13.033).

Andromedans resolve energy released from PA panels (D10.423).

Announce if shields were unpowered; if so, shields cease to function at this point (D3.52). Hiver Fighters announce if they are powering a shield (OJ1.243).

Souldra announce status of Soul Shields (OG9.22) if not using (D17.0).

Announce Self-Destruction (D5.1).

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### 2. SPEED DETERMINATION PHASE

All players announce their speeds (B2.3 #2). Nimble units announce intention to forego nimble status for (P3.235) and other reasons.

Announce intention to dock (C13.17) or undock (C13.21). Bolosco announce activation or deactivation of Stabilizers (OG17.13).

Worb Turrets rotate and announce their new facings (OG11.221).

Announce intention to voluntarily separate sections (G12.02) including Probr units dropping wings (OR6.013).

The Controller prepares his charts (C1.44).

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### 3. SELF-DESTRUCTION PHASE

Resolve self-destruction by units plotted to do so (D5.0). This may involve many functions such as dropping shields (on receiving ships as well as the self-destructing ships), shuttle launches, and ship separations (D21.4), etc. See also (D7.7) for the possibility that enemy marines on board could prevent self-destruction.

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### 4. SENSOR LOCK-ON PHASE

All players secretly assign alternative ECM/ECCM strength (PF swing points, EWP swing points, etc.).

All players secretly assign all lending of EW that is to be in effect at the start of the turn under the various provisions of (G24.2), (J8.41), (J9.11), (J4.9), (G22.71), etc.

Announce ECM and ECCM strength (D6.32) including loaning.

All players determine if they have a lock-on to targets (D6.11).

Attempt to re-acquire lock-on to cloaked units (G13.333). Release Death Riders to self-guidance (K7.22).

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### 5. INITIAL ACTIVITY PHASE

Tractor Rotations Step (G7.7).

Assign boarding parties as guards (D7.83).

Ships committed to do so undock (C13.21)

Ships committed to do so voluntarily separate sections (G12.02), including Probr ships jettisoning their wings (OR6.013).

Roll for variable pulsar outburst (P5.11) & (P5.12).

Attempt to destroy cloaking device (G13.163).

Begin inter-bay shuttle (J1.59) and deck crew (J4.813) transfers.

Officer Location Step: Specify location of all legendary officers (G22.13). Begin transfers of legendary officers (G22.132).

Reload Assignment Step: Take drone racks (FD2.42) and plasma racks (FP10.3) out of service for reloading or unloading.

Computer-controlled ship completes all actions above this point in the Sequence of Play (G11.11), except tractor auctions, which are conducted along with other ships.
6. IMPULSE PROCEDURE
(Repeat once for each impulse.)

6A. MOVEMENT SEGMENT
6A1: INVOLUNTARY MOVEMENT STAGE
Alunda attraction/repulsion field movement (OE12.33).
Move playing pieces in accordance with black hole rules (P4.1).
Gravity waves advance, and their effect is applied immediately (P9.2). Nova wave fronts advance (P12.3)
Movement caused by nebula (P6.5) on Impulses #5, #15, #26.
Andromedans take nebula damage (P6.31) on Imps #8 and #24.
Probr ships which lost all warp power in a wing on the previous impulse suffer loss of maneuverability (OR6.012).

6A2: VOLUNTARY MOVEMENT STAGE
Previously announced Speed Changes take effect (C12.36), including Magellanic overdrive (MJ2.11).
Accented torpedoes that are no longer under the effects of accentuation begin moving at normal speed (OFP2.321).
Declare direction for accumulation of Directed Turn Mode (C3.81).

6A3: DAMAGE DURING MOVEMENT STAGE: In each of the following steps, allocate the damage (D4.0) as it is resolved, step by step.
Resolve actions of ESGs (G23.5) [including interaction of ESGs and mines (G23.61)]. Branthodon Dragonships use tails defensively (OG19.4411).
Branthodon Dragonships perform Body Blocks (OG19.4433).
Bolosco ships may lock bulkheads (OR20.033).
Resolve damage from enveloping plasma torpedoes (FP5.3).
Resolve damage from seeking weapons not resolved above (F2.3), including Dark Matter Torpedoes (OG10.133). Drones that have gone inert self-destruct (FD1.71) and are removed from the board.
Resolve damage from asteroids (P3.2), comets (P16.31), dust (P13.2), rings (P2.223), and from movement in the Qixavalor Cloud (OP1.13).
Determine any collisions with planets (P2.212) or moons (P2.23). Resolve any crash landings (P2.431) or catastrophic landings (P2.435). Web deceleration (G10.59).

Controlled mines can be ordered to detonate (M5.201). Resolve damage from mines (M0.0). Resolve damage from Dark Matter Bombs (OG10.133).
Resolve explosions from destroyed units (D5.0) (if any) and any resulting ship separations (G12.0) or escapes (D21.4).
Resolve damage to Andromedan satellite ships in the hangar bay (G19.213).
Roll for possible critical hits (D8.0) and (D24.0). Roll to determine if a Branthodon eye-focuser is destroyed (OG20.222).
Resolve breakdowns (C6.54), (C3.61), (G7.3222).
Resolve Energy Balance Due to Damage (D22.0). This could reduce speed or halt certain functions.
Seeking weapons are damaged by Nebula (P6.73).
Swordfish (FD11.21), Starfish (FD15.212), and Stonefish (FD17.21) drones commit to fire.

Units which struck a tournament barrier are stopped (P17.2).

6A4: FINAL MOVEMENT ACTIONS STAGE
Release ships from tractor beams (G7.0) if these systems were destroyed or lost power in this segment. (Involutionary release from stasis is in 6B6.)
Hivers determine if all units are in range for Control (OR10.031) and Mental Nodes (OD2.24) or if Control (OR10.031) and Mental Nodes (OD2.24) have been destroyed (OD2.251). Check for loss of Queen (OR10.032). Chlorophons determine if they are stunned (OR7.03) or recover from Stun effects.

Announce movement changes: intention to adopt/drop pursuit (C1.322), evasion (C1.3223), or station keeping plotting (C1.3224); drop/adopt erratic maneuvers (C10.0); make speed changes under (C12.0); Branthodon Dragonships announce power dives (OG19.422); Triaxian ships announce change of direction (C32.12); Tholian units forgo or resume web passage status (G10.533). These decisions are made secretly and simultaneously in advance of all announcements in this step.
Reveal the presence of a minefield (M7.1).

Emergency deceleration takes effect (C8.0).
Shards attached to ships which entered (or Shards which voluntarily entered) prohibited terrain are destroyed (OJ4.219).
Attraction/Repulsion fields may stop operating (OE12.342) and (OE12.344).
ANNEXES

6B: IMPULSE ACTIVITY SEGMENT

6B1: INITIAL STAGE

- Deactivate dimensional phase device (OG13.51).
- Resolve damage from pulsar outburst (if outburst occurs) (P5.2).
- Switch fire control from active (D6.6) to passive mode (D19.0) or vice versa or from full power to low-power (D6.7) and vice versa. This is the time for voluntary changes; involuntary changes [e.g., wild weasel (J3.0), cloak (G13.0)] occur as required at other points (D6.63).

6B2: CLOAKING DEVICE STAGE

- Activate (G13.14) or deactivate (G13.15) cloaking device. Activate (OG13.21) dimensional phase device. Activate or deactivate distortion field generators (MG1.31).
- Announce range and bearing if using hidden movement of cloaked ships (G13.61) on Impulses #8 and #24.
- Attempt to destroy own cloaking device (G13.162). This can only be attempted once in any period of 32 impulses.

6B3: LOCK-ON STAGE

- Roll to determine if lock-on has been lost, regained, or regained due to changing conditions (D6.1). Note that this may be repeated several times during the impulse if conditions (particularly cloaked ships and WW) change. This is also the point at which self-controlled ATG and warpcloaking devices begin to generate warp-seeking drones which are beyond tracking range of their targets lose tracking, and the point at which the conditions of (F3.31) are judged.
- Operate Magellanic Target Acquisition Gear (MD3.31).
- Scouts and carriers use reserve power to increase EW available for lending (H7.2). Legendary Weapons Officer uses his reserve EW point (G22.71).
- Scouts begin or voluntarily end lending (G24.212).
- Scouts deploy reserve EW (G24.2114).
- Tactical Intelligence Interrogations (D17.23) are conducted. Probe drones (FD6.32) and (FD6.33) report.
- Controlled Death Rider Target Assignments (K7.301).
- ECM drones begin to generate EW (FD9.12).
- Fighters make voluntary changes as to which EW source they are accepting lending from (J4.922).
- Determine disengagement by separation (C7.21).

6B4: SHIP SYSTEM FUNCTIONS STAGE

- Detect individual mines (M7.2). Automatic mine detection (M7.34).
- Reinforce web; recalculate strength (G10.3).
- Web Step: Lay web (G10.23). Lay web anchors (G26.3).
- Assume or drop web anchor status (G10.116).
- Subspace Energy Fields are activated (OG14.23) or deactivated (OG14.242).
- Launch Mass Driver Missiles; Mass Driver Missiles reach their terminal approach hex (ME2.3111), interacting with any mines (ME2.68) or ESGs (ME2.63) on route. Apply feedback damage as a result of launching weapons inside the Qixavalor Nebula (OP1.221).
- Operate Tractors: Activate or release tractor beams (G7.0). This is the only time for voluntary activation or release; involuntary release may occur at various points (destruction of tractor, launch of WW, etc.). This could result in an immediate tractor auction (G7.414). Bolosco Integrated Warp Tractors perform Warp Shunts (OG18.33), Tractor Crushes (OG18.341), and Pressure Fields (OG18.361). Branthodon Dragonships execute Snatchs (OG19.437).
- Attach pods to a tug (G14.4). (Pods are dropped in 6B10.)
- Rotate Qari Turrets (G97.33).
- Labs (G4.2), scouts (G24.25), aegis (D13.3), and SWACS (J9.12) attempt to identify seeking weapons and mines (M7.5). Branthodon Dragonships identify Seeking Weapons (OG19.4425).

6B5: SCOUT FUNCTIONS STAGE

- SWACS (J9.12) and scouts attempt to attract drones (G24.23), break lock-ons (G24.22). Jammers acting as sensors also perform these functions (OG8.21).
- SWACS (J9.2) and scout PFs (K1.756) go wild. Operate Target Accentuators (OE15.31).

6B6: SEEKING WEAPONS STAGE

- SW Control Step: Voluntary transfers (F3.5) or release (F3.4) of control of seeking weapons; this includes catfish drone activations (FD51.24).
- Involuntary transfers and releases can occur at many other points in the sequence; see (F3.53).
- Operate Magellanic Target Acquisition Gear (MD3.31).
- Drop electronic warfare pods (J4.9622).
- Launch plasma torpedoes (FP1.3) and/or pseudo-plasma torpedoes (FP6.12). Announce launching of any wire-guided plasmas (FP93.25).
- Release wire-guided plasmas to their own guidance (FP93.218); this must be announced (FP93.25).
- Accentuated Heat Torpedoes, including those just launched announce increased speeds (OPF2.321) if their target is accentuated (OE15.31).
- MW Release Step: Deploy drones from MW drones (FD8.22) and SP shuttles (FD7.33), Particle Splitter Torpedoes divide (OF5.38). Stingray release (FD16.0).
- Launch drones (FD1.2), Launch Scuds (FQ1.26).
- Announce new targets of Tachyon Missiles with reprogrammable Guidance Modules (OFD1.2723).
- Apply feedback damage as a result of launching weapons inside the Qixavalor Nebula (OP1.221).
- Launch probes (for information, not as weapon) (G5.2).
- Andromedans activate displacement beacon (G35.421), beacon becomes active four impulses later.
- Transfer control of remote controlled fighters or bombers (J15.361).
- Drop chaff (D11.3).
- ESG Step: Deactivate and (subsequently) activate expanding sphere generators (G23.3) based on previous announcements. Announce operation of ESGs (G23.3); cancel previous announcement (G23.33). Size and strength are announced (G23.46). Announce activation and (subsequently) deactivation of IPGs in either EW (G36.321) or DIW (G36.331) mode. IPG announcements include any changes in the energy being used to determine EW status or any DIW pulses that will be released.
- SFG Step: Activate and (subsequently) deactivate stasis field generators (G16.11). Involuntary deactivations become effective (G16.14).
- Target illuminators operate (OG12.12).
- Shock Step: Resolve shock effects from the launch of seeking weapons (D23.32). (Shock from DF weapons is in 6D5.) Accumulate SEPs and roll for breakdown as required.

6B7: MARINES ACTIVITY STAGE

- Mutiny Step: First die roll for mutiny (G6.20).
- Operate Shields Step: Drop shields; restore shields dropped previously (D3.5). This includes Sigvirion Secondary Shields (OG2.2) and Magellanic inner
Launch shuttlecraft (J1.5) [including fighters (J4.0),
Release of restrictions (after appropriate delay) for
Recover (land) shuttlecraft (J1.6), fighters,
Fighters may drop warp booster packs (J5.41). Fighters
Resolve pilot ejection (J6.6).
Challenge enemy shuttles to a dogfight (J7.0).
Hivers determine if all units are in range for Control
Mines laid two impulses previously by transporter
(M3.22) become active if the laying ship is out of
detection range (M3.31).
Resolve damage caused by the arrival of Trans-Mortar
bombs fired in previous impulses and which arrived in
their target hex on this impulse.
Hivers determine if all units are in range for Control
(OR10.031) and Mental Nodes (OD2.24) or if
Control and Mental Nodes have been destroyed
(OD2.25). Check for loss of Queen (OR10.032).
Chlorophons determine if they are stunned (OR7.03)
or recover from Stun effects.
Destroyed Subspace Energy Fields collapse
(OG14.243).

6B8: SHUTTLE & PF FUNCTIONS STAGE
Challenge enemy shuttles to a dogfight (J7.0).
Resolve pilot ejection (J6.6).
Fighters may drop warp booster packs (J5.41). Fighters
may turn warp booster packs on or off (J5.14). The
status of the packs at the end of this segment will
determine the effects of damage in the subsequent
Direct-Fire step.
Recover (land) shuttlecraft (J1.6), fighters, fast patrol
ships (K2.31), web anchors (G26.35), shards
(OJ4.0), and cloaked decoys (G27.3). Shuttles land
on enemy ships (J1.65) and (J1.63). Recover
Drogues (G34.211). Black Shards attach to ships
(OJ4.212), Black Shards attached previously drain
one crew unit every eighth impulse (OJ4.22).
Release of restrictions (after appropriate delay) for
previously-launched shuttles (J1.34) and PFs
(K2.322).
Launch shuttlecraft (J1.5) [including fighters (J4.0),
wild weasels (J3.0), suicide shuttles (J2.22),
scatter-packs (FD7.0), and cloaked decoys
(G27.3), all are simultaneous]. Launch fast patrol
ships (K2.32), Involuntary release of tractor
beams and/or switch to passive fire control to
allow wild weasel launch (J3.452) may be a part
of this action. Launch Drogues (G34.211).
Reposition launched drogues (G34.216).
Move shuttles between shuttle bay and balcony
(J1.53).

Deck Crew Actions Step (J4.817). Record deck crews
which begin or finish actions and incremental
progress on assigned actions.

6B9: SATELLITE SHIP FUNCTIONS STAGE
Recover satellite ships and energy modules (G19.412)
via transporter. (No recovery by DisDev.)

Direct Transfers of Satellite Ships (G19.47).
Launch satellite ships and energy modules (G19.411) via
transporter. (Launch by DisDev is in 6D5.)
Transfer energy to an energy module (G20.31).

6B10: SEPARATIONS STAGE
Drop pods from a tug (G14.3).
Rear hulls of ships that separated 64 impulses previously
are stabilized (G12.54).

Lay mines (other than by transporters) (M2.1)
(M9.21).
Mines laid in previous impulses become active if the
conditions of (M2.34) are satisfied.

6B11: FINAL FUNCTIONS STAGE
Magellanic fighters announce the activation or
deactivation of overdrive (MJ2.11).
Activate/deactivate Flame Shields (OG1.12) and Flame
Shield Projectors (OG7.12).

Announce emergency deceleration (C8.0).
Activate Sub Space Coagulators and announce formation
(G4.12).

Roll to determine new facing of tumbling ships
(G6.551). If this is the last tumbling impulse, see
(C6.554).
Roll to reprogram the computer; Impulses #8 and #24
only; see (G11.341).

6C. DOGFIGHT RESOLUTION INTERFACE
(PA PANEL RADIATION DAMAGE)
(Only on Impulses #4, #12, #20, #28.)
Shuttles may drop booster packs (J7.72) or other items
to improve DFR. Resolve resulting separations. See
(J7.13).

Announce intent to separate by breakaway (J7.711)
and resolve any resulting separations.

Determine advantage (J7.8) and resolve any resulting
separations (J7.71) or surrenders (J7.73).

Launch dogfight drones (J7.53), plasma-Ks (FP13.0),
and plasma-Ds (FP9.0) within dogfight (J7.532) (by
one shuttle in a dogfight against another shuttle in
that same dogfight only).

Drop chaff (D11.3) and (J7.55).
Fire weapons at drones launched above if allowed by fir-
ing arcs (J7.56).

Resolve phaser (J7.52) and other (J7.54) fire between
fighters/shuttles in the dogfight. See (J7.66).

Determine if dogfight drones (J7.53), plasma-Ks
(FP13.0), and plasma-Ds (FP9.0) [or SWs coming
from outside (J7.32) of the dogfight] hit their
targets (or just what they did hit), and resolve
damage.

Resolve any collisions or separations resulting from
(J7.6621).
Andromedan PA panels absorb energy from radiation
(P15.7) and heat (P10.6) zones. If this results in the
Andromedan’s destruction, the explosion is resolved
in 6D5; the destroyed Andro unit can take no further
actions beyond this point.

Resolve damage to Andromedan satellite ships in the
hangar bay (G19.213).
Ships suffer crew casualties from radiation zones (P15.1)
and damage from heat zones (P10.1).
6D1: FIRE ALLOCATION STAGE

Hyperdrone fire Step: All hyperdrones to be launched are
launched and their targets designated (E55.31).

DisDev Declaration Step: Announce intention to use
displacement device on the current impulse, the
unit to be displaced, and (if Andromedan) the
direction in which displacement will be made
(G18.31).

Fire Decision Step: All players secretly and
simultaneously decide what direct-fire weapons
fire and the targets of those weapons. Record
release of ionic wave by ISGs (G37.33). Note
that most Branthodon Dragonship attacks are treated as
direct-fire weapons (OG19.43). At this point, EW
points being generated can be adjusted under
(D6.315) by reserve power or various other means.
(Note that lending of EW is adjusted in 6B3.) This
includes recording the energy allocated to, and
target, of a Subspace Rocket (OE22.23). Use
reserve power to shake off mass driver missiles
(ME2.313). Any use of particle phaser stabilizers
must be recorded at this time (OG6.124).

Fire Declaration Step: All direct-fire weapons fire
is announced, including specific weapons and
targets. Changes to EW levels under (D6.315) are
also announced. Whether a web caster will be
fired in web fist (E14.11) mode is announced,
whether a variable focus neutron beam will fire in
wide or narrow mode (ME4.32) is announced.
Whether a Positron Lancet will fire in normal mode
or Lancet Mode is announced (ME6.33). The
Loading of Boson Drills must be announced
(ME7.21). ISC announces dropping of wavelocks
(E11.333). All of these announcements are
simultaneous. Weapons allocated to fire at mass
driver missiles that are shaken off by (ME2.313) may
be re-allocated if linked to Aegis; all weapons fire in
step (6D4)

Branthodon Dragonships announce Body Blocks
(OG19.4433).

6D2: DIRECT-FIRE WEAPONS FIRE STAGE

General note: Weapons are fired in the specific order
given. Resulting internal damage is not resolved
until the Damage Resolution Stage. At the points
marked “§”, reserve power may be used under
(H7.134) to mitigate damage.

Transporter-Collector Beam Step: Mark shield damage
(0E26.314).

Energy Howitzer Step: Mark shield damage (OE14.32).

Hypercannon Implosion Round Step: Mark shield
damage (OE16.322).

Plasma-Whip Step: Mark shield damage (OE11.312).

PPD Step: Plasma blasters (YE25.31) are fired. Plasma
blasters score damage (YE25.311). Shield damage
is marked §; internal damage is recorded to be
resolved in 6D4. PPDs roll for wavelock if
available and required (E11.33). PPDs score
damage (E11.332). Shield damage is marked §;
internal damage is recorded to be resolved in
6D4.

First Hellbore Firing Option (E10.44) and Positron
Lancets in lancet mode (ME6.332). Shield damage
is marked §; internal damage is recorded to be
resolved in 6D4.

Vudar Ion Pulse Generators release ionic waves
(G36.331). Vudar Ion Storm Generators release
directional waves (G37.331).

Direct-Fire Step: All direct-fire weapons not listed
separately fire, subspace rockets fired on previous
impulses impact (OE22.23). Record spark damage
to be resolved as separate volleys (OE28.35).

Shield damage is marked §; internal damage is
recorded to be resolved later (E1.11) in 6D4.

Aegis Fire Step: Weapons able to use Aegis Fire Control
fire their remaining pulses (D13.0). Shield damage is
marked §; internal damage is recorded to be
resolved in 6D4.

Second Hellbore Firing Option (E10.44) and Positron
Lancets in lancet mode (ME6.332). Shield damage
is marked §; internal damage is recorded to be
resolved in 6D4.

Flashbombs fired in this stage, or dropped by
Heloshuttles in (6A2) of the current impulse,
detonate (E105.22).

Resolve shield damage by anti-matter clouds (OE5.348).

Resolve effects of Alunda Attraction/repulsion Fields
(OE12.31) or drop active attraction/repulsion fields
(OE12.341).

6D3: WEB CASTER STAGE

Previously fired free standing webs become effective
(E12.22).

Web casters fire (E12.13).

Previously effective free-standing webs dissipate
(E12.26).

Plasma Clouds are generated (OG3.12), existing plasma
clouds expand (OG3.13), or disperse (OG3.16).

Subspace Coagulators become effective (OG4.13),
expanding (OG4.13), and disperse (OG4.16).

6D4: DIRECT-FIRE WEAPONS DAMAGE RESOLUTION
STAGE

Resolve escapes, evacuations, and ship separations
under catastrophic damage rules (D21.0). Bolosco
Ships may lock bulkheads (OR20.033).

Allocate the internal damage from all direct-fire
weapons above (D4.0). Note that a weapon
destroyed in the first of the many various firing
steps would still be able to fire (if allocated to do
so) in its appropriate later step in the same
impulse because no damage is resolved until
this point.

Resolve damage from Dark Matter Pulsars (OG10.133).


Resolve Branthodon Wing Buffets (OG19.421).

Resolve Loriyill overloaded fireball damage (OE9.352).

6D5: DIRECT-FIRE WEAPONS CONSEQUENCES STAGE

Resolve damage from hyperdrones (E55.333).

Resolve explosions (D5.0) from destroyed units (if any)
(D4.4), then repeat stage 6D4. (No weapons are
fired; this is used to resolve any damage resulting
from the explosions. Battery power can be used to
mitigate shield damage.) Remove from play any
mass driver missiles destroyed by such explosions,
they will not strike their targets (ME2.319).

Resolve damage to Andromedan satellite ships in the
hangar bay (G19.213) and any resulting explosions.

Displacement devices operate (G18.3) and can be
used to launch satellite ships (G19.42).

Mass driver missiles impact their targets, interacting with
any ESGs (ME2.63) or mines (ME2.68) between
their terminal approach hex and target. Units
destroyed by mass driver missiles explode, such
explodions may destroy other ships which may
themselves explode.

Roll for possible critical hits (D8.0) and (D24.0). Roll for
Branthodon eye-focuser destruction (OG20.222).
Resolve Energy Balance Due to Damage (D22.0). This could reduce speed or halt certain functions.

Release ships from tractor beams (G7.0) if these systems were destroyed in this segment. (Involuntary release from stasis is in 6B6.)

Electronic warfare (D6.3) benefits of any systems destroyed in Segment D are lost (e.g., scout channels destroyed, etc.). Chaff throwers may be fired (G98.31). The effect of chaff fired four impulses previously is lost (G98.31).

Shock Step: Resolve shock effects (D23.32) from the firing of direct-fire weapons. (Shock from seeking weapons is resolved in 6B6.) Accumulate SEPs and roll for breakdown as required. Restore Ceramic-Composite Armor on Ryn units (OE26.352).

6E. POST-COMBAT SEGMENT
Roll for the possibility of UIM breakdown (D6.52).
Hivers determine if all units are in range for Control (OR10.031) and Mental Nodes (OD2.24) or if Control and Mental Nodes have been destroyed (OD2.251). Check for loss of Queen (OR10.032).
Chlorophons determine if they are stunned (OR7.03) or recover from Stun effects.
Start/stop erratic maneuvers takes effect (C10.0).

Deploy Reserve Power for “delayed uses” under (H7.132).
Bolosco Integrated Warp Tractors conduct second rotation on Impulse #16 (OG18.314).

END OF IMPULSE PROCEDURE
Return to start of Impulse Procedure and repeat until all 32 impulses have been completed.

7. FINAL ACTIVITY PHASE
Roll for shattering distortion field generator tuning crystals (MG1.241).
Roll for mutiny (G6.20).
Resolve boarding party combat (D7.4), (D7.63), (D16.21), (D15.2).
Legendary Captain bluffs (G22.21).
Ships committed to dock (C13.0) do so.
Souldra ships regenerate soul shield damage (OG9.24).
Roll for critical hit repair (D8.3) and (D24.3).
Announce and roll for Emergency Damage Repairs (D14.0).
Legendary engineer (G22.41) repairs; legendary doctor cures (G22.61).
Ships drop warp engines (G12.6).
Disengage by acceleration (C7.1) or evasion (C7.3).

END OF TURN. Begin a new turn at the start of the sequence.

8. RECORD KEEPING PHASE

8A: REPAIR STAGE
Alunda Adrenaline Batteries restore energy (OH1.3).
Mark and announce repairs completed (D9.73) and (G17.34). This includes repairs by Branthodon Regeneration (OG19.4443) or fast Regeneration (OG19.445). Alunda units announce repairs completed under (OR9.015) and record power lost from capacitor organs (OE10.211).
Resolve repair of shields by damage control (D9.2).
Resolve repair of PA panels by damage control (D10.54).
Move reserve power to phaser capacitors (H7.36).

8B: POWER ABSORBER ACCOUNTING STAGE
Unused power returns to batteries (e.g., from transporters) (D10.7).
Transfer power from PA panels to batteries (D10.411).
PA panels dissipate power to space (D10.412).

8C: FINAL RECORDS STAGE
Orions record loss of engines from double output (G15.2).
Determine information from labs based on closest approach to the monster (or other object of study) (G4.12).
Record drone racks (FD2.42) and plasma racks (FP10.3) which were reloaded or unloaded. Anti-drones that were not fired (E5.74) on the current turn are reloaded automatically unless the player orders otherwise.
Complete inter-bay shuttle (J1.593) and deck crew (J4.813) transfers.
Complete transfers of legendary officers (G22.132).
Militia may be disbanded (D15.832).

END OF TURN. Begin a new turn at the start of the sequence.