APPENDIX: COMBAT SEQUENCE

INITIAL ACTIONS STEP

Ship Power Segment
Resolve power deficiencies from shortages, EM weapon effects, and reactor criticals
Deactivate systems for additional power, if desired
Capacitors recharge at the appropriate rates
Transfer missiles to/from reload racks
Announce shading drive status
Announce deactivated systems/shields as needed
Roll for critical reactor detonation

Initiative Segment
Hangar operations (reloading missiles, etc.) begin
All units roll for initiative

Electronic Warfare & Ballistic Launch Segment
All players secretly determine EW levels, adaptive armor allocation, ballistic weapon launch, intention to reveal/hide concealed weapons, Shade Modulator & Shield Reinforcement allocation
Tail gunners switch to/from navigator missions
Announce EW, adaptive armor, ballistic weapon launch (and target, if necessary), and Shade Modulator & Shield Reinforcement allocation
Reveal or hide concealed weapons
ELINT ships announce which function(s) are in use and allocate which enemy OEW points to disrupt
Telepaths attack Shadow ships

Jump Point Formation Segment
Announce/open jump points and activate phasing drives

MOVEMENT STEP

Pre-Movement Terrain Effects Segment
Determine hyperspace current changes
Perform other terrain-related movement as needed

Movement Segment
Units which are rolling flip over
Ships which are pivoting change facing
Derelict units move
All other units move in initiative order
Shadow ships announce half-phasing
Resolve pulsar mine fire when fighters enter range
Resolve skin dancing attempts after movement
Previously attached breaching pods deposit Marines
Announce Mind's Eye Mind Rage level
Announce/activate transverse drive

Post-Movement Terrain Effects Segment
Perform any remaining terrain-related movement

Weapon-Based Movement Segment
Resolve fire and effects from weapons that move or turn a target (plasma net, gravitic shifter, etc.)

Combat Pivot Segment
Fighters make combat pivots
Bases rotate

Recovery Segment
Capture derelict fighters/shuttles
Recover escape pods
Breaching pods attempt to attach

Close Combat EW Segment
Allocate and announce saved EW points from EW detector
All players secretly determine targets of close combat EW
Announce targets of CCEW

Ramming Segment
Resolve all ramming attempts

COMBAT STEP

Fire Determination Segment
All players secretly determine all weapons fire, including weapons firing defensively
Declare all offensive fire, including called shots
Allocate defensive weapons against specific offensive shots
If using secret EW, announce all EW levels

Fire Resolution Segment
Resolve ballistic weapon impact/explosions
Resolve all weapons fire from ships
Resolve all weapons fire from surviving fighters/shuttles at fighters/shuttles
Fighters damaged in the previous steps roll for drop-out
Resolve all other weapons fire, announcing special weapon modes as needed
Deploy fighters launched by fighter-bombs

END OF TURN ACTIONS STEP

Marine Attack Segement
Determine and resolve all Marine attacks

Critical Hit Segment
Determine and resolve all critical hits
Mark destroyed all systems attached to destroyed structure blocks
Reduce armor on systems damaged by armor-damaging weapons
Calculate effects of energy draining field

Vortex Activation/Closure Segment
Jump points opened this turn become active
Ships which entered jump points on this turn are removed from play
Collapsing jump points close
Plasma web hexes created on the previous turn dissipate

Hangar Operations Segment
Fighters/shuttles attempt to escape from destroyed ships
Launch/land fighters or shuttles
Hangar bay operations started earlier this turn are completed

Link/Unlink Segment
Announce release of detachable cargo holds
Tractor beams attach/detach
Tugs attach/detach pods

Adjust Ship Systems Segment
Adaptive armor points are released due to damage received this turn
Adjust ship systems to account for damage
Self-repair systems perform repairs
Vorlon ships announce opening/closing of ship petals
Shadow and ancient ships complete phase-out/phase-in
Walker ships calculate shield effects from chromatic pulse drivers