

SPECIAL ORDERS SUMMARY



RELOAD ORDNANCE

The ship may reload any ordnance it is armed with in the shooting phase.

Speed: Half to full cruising speed.

Turns: Up to one.

Armament: Full effect.

Ordnance: Full effect.



ALL AHEAD FULL

The ship may move at an increased speed.

Speed: Cruising speed + 4D6cm (make one roll for the whole formation).

Turns: None.

Armament: Half effect.

Ordnance: Full effect.



BURN RETROS

The ship may move at up to half its cruising speed or remain stationary.

Speed: Zero to half cruising speed.

Turns: Up to one.

Armament: Half effect.

Ordnance: Full effect.



LOCK ON

To Hit rolls for lances and weapons batteries may be re-rolled.

Speed: Half to full cruising speed.

Turns: None.

Armament: Full effect.

Ordnance: Full effect.



COME TO NEW HEADING

The ship can make an extra turn.

Speed: Half to full cruising speed.

Turns: Up to two.

Armament: Half effect.

Ordnance: Full effect.



BRACE FOR IMPACT!

You may brace for impact at any time during either player's turn, replacing any special orders the ship already has. The ship gains a 4+ save against each damage point inflicted on it (hits on shields can not be saved). The ship may not be placed on any other special orders while this order is still in play. Leave the Brace For Impact Orders in place during the ship's next turn and remove the orders in the end phase.

Speed: Half to full cruising speed.

Turns: Up to one.

Armament: Half effect.

Ordnance: Half effect.

GUNNERY TABLE					
FIRE POWER	CLOSING		CAPITAL SHIPS	ESCORTS	
	MOVING AWAY			CAPITAL SHIPS	ESCORTS
	ABEAM			CAPITAL SHIPS	ESCORTS
	SPECIAL *	DEFENCES			ORDNANCE
	1	1	1	1	0
	2	2	1	1	0
	3	3	2	2	1
	4	4	3	2	1
	5	5	4	3	1
	6	5	4	3	1
	7	6	5	4	1
	8	7	6	4	2
	9	8	6	5	2
	10	9	7	5	2
	11	10	8	6	2
	12	11	8	6	2
	13	12	9	7	3
	14	13	10	7	3
	15	14	11	8	3
	16	14	11	8	3
	17	15	12	9	3
	18	16	13	9	4
	19	17	13	10	4
	20	18	14	10	4

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Dorsal Armament Damaged. The ship's dorsal armament is badly damaged by the hit – power lines are severed, traverse mechanisms crippled and many gunners are killed. The ship's dorsal armament may not fire until it has been repaired.
3	+0	Starboard Armament Damaged. The starboard armament is taken off line by the hit. The ship's starboard armament may not fire until it has been repaired.
4	+0	Port Armament Damaged. Heavy damage silences the port side weaponry. The ship's port armament may not fire until it has been repaired.
5	+0	Prow Armament Damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
6	+1	Engine Room Damaged. The engine room is rocked by explosions, forcing all hands to tend to the reactors. The ship may not make any turns until the damage is repaired.
7	+0	Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the end phase, if it is not put out it causes one point of extra damage and keeps burning.
8	+1	Thrusters Damaged. The ship's thruster assembly is disabled. Reduce the ship's speed by 10cm until the damage is repaired.
9	+0	Bridge Smashed. The armoured fortress around the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.
10	+0	Shields Collapse. The shield generators overload and burn out, leaving the ship virtually defenceless. The ship's shield Strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull Breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead Collapse. Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!

CATASTROPHIC DAMAGE TABLE

2D6 Roll	Extra Blast Markers	Result
2-6	1	Drifting Hulk. The ship is reduced to a shattered hulk drifting in space. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base after each move.
7-8	1	Blazing Hulk. The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck. In time the fires will either burn out or trigger a cataclysmic explosion. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base and roll on the Catastrophic Damage table again after its move.
9-11	Special	Plasma Drive Overload. The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play, leaving behind a number of Blast markers equal to half its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to half the ship's starting Damage capacity. Roll to hit as normal.
12	Special	Warp Drive Implosion. The ship's warp drive implodes, ripping a hole in real space that tears at nearby vessels with horrific force. Remove the ship from play, leaving behind a number of Blast markers equal to its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to the wreck's starting Damage capacity. Roll to hit as normal.