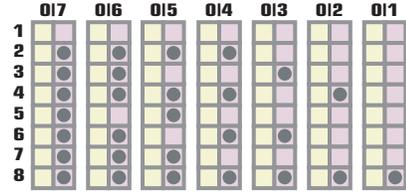
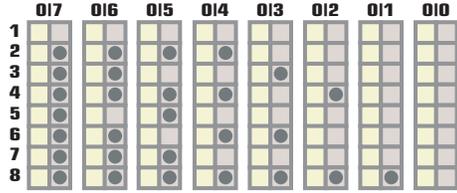
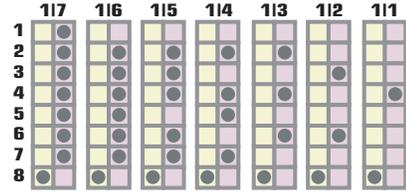
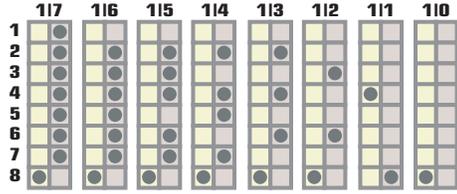
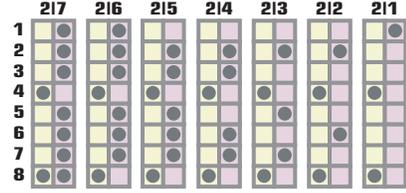
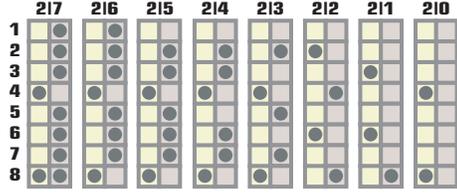
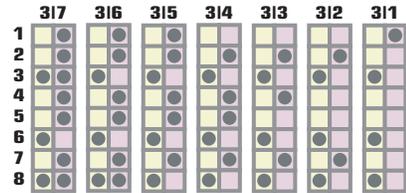
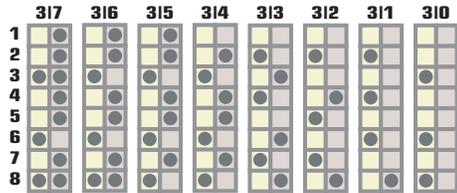
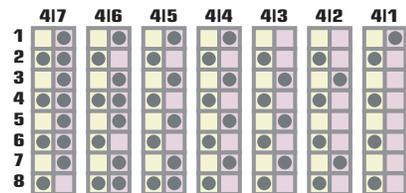
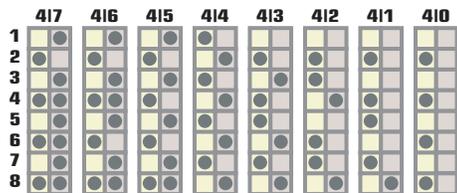
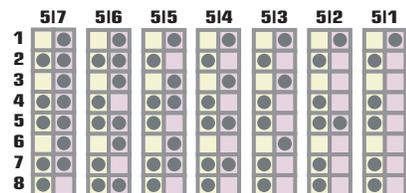
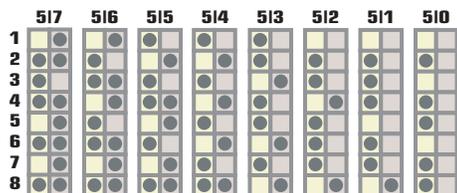
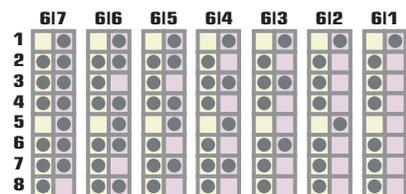
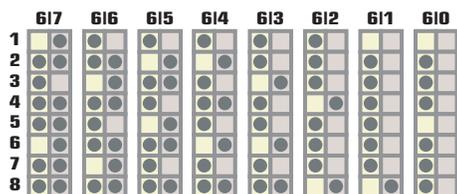
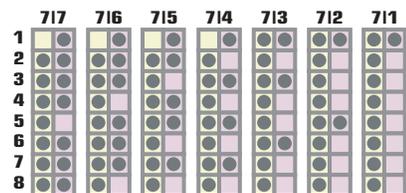
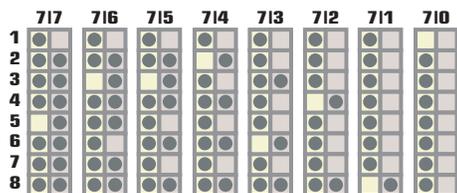


SEGMENT PROCEDURE

- A** Place Future Position Marker For This Segment
- B** Order Writing
 - Record Orders For This Segment
 - Cover Them With Your Hand When You're Done
- C** Reveal Fire Orders
 - (Spend Flex Points On Fire Orders)
 - Resolve Damage.
- D** Reveal Long Orders
 - (Spend Flex Points To React)
 - Change Thrust
 - Record Pivot On AVID; Paperclip Delay Timer
 - Allocate Zone Defense Fire To Incoming Targets
 -
- E** Resolve Thrust
 - Record Acceleration Dots
 - Cross Off Pulse On Thrust Chart
 - Displace Future Position Marker
- F** Move Ships
 - Move All Ships to Future Position Markers
 - Change Ship Orientation Per Pivots & Rolls
 -
- G** Thrust Break Condition
 - If**
 - You Reach The End Of Thrust Chart
 - or
 - You Set Thrust to Zero as a Long Order
 - or
 - You Complete A Pivot
 - Then**
 - Copy Fuel Used From Thrust Chart to Ship Sheet
 - and
 - Count Acceleration Dots
 - Add Acceleration Dots To Existing Vectors
 - Resolve Vectors 180 Degrees Apart
 - Resolve Vectors 120 Degrees Apart
 - Fill Out Movement Grid From New Vectors
- H** Regeneration Step
 - Add Active Reactors To Current Power Total
 - Regenerate Flex Points
 - Go To Next Segment
 - or
 - If Segment 8, Go To Turn Break Procedure

TURN BREAK PROCEDURE

- Generate Heat/Radiate Heat From Reactors
- Decide Number of Reactors Active
- Extend Or Retract Radiators
- Track Damage Control Attempts
- Regenerate Flag Points
- Go to Segment 1 of Next Turn



Horizontal Movement Grid:

- 1) If a vector is greater than 8, divide by 8, record result in wide column of Movement Grid, retain remainders. Larger vector goes in the yellow column, smaller in brown. Otherwise, record vectors in the remainder boxes on the Ship Control Card.
- 2) Compare the remainders as a split (a remainder of 5 in yellow and 3 in brown is a 5|3 split). Look up the pattern of dots for the split, record them in the appropriate colored narrow column Movement Grid

Vertical Movement Grid:

- 1) Sum remainders of horizontal vectors. If greater than 8, subtract 8 from the total.
- 2) Divide vertical vector by 8, record result in wide pink column, retain remainder.
- 3) Use the result from Step 1 as the first number in a remainder split, use result of Step 2 as the second number in a remainder split. Record the only the remainder dots in pink on the control card.