



# SEQUENCE OF PLAY

### PLOTTING

Plot pivot & roll on AVID, mark midpoints

If no pivot, add half of thrust to this turn's speed

Plot vertical & horizontal move, spend plotting APs

Record vector changes

Adjust EoT Marker for Displacement/Thrust

MODE

I

II

I II

### MOVEMENT

Move to EoT marker, complete pivots & rolls

Record new AVID orientation

Bleed speed from pivots, add speed from thrust  
Consolidate and record new vectors

Place EoT marker for current vectors / speed

Fighters move, torpedoes move closer to targets

MODE

I

II

I II

### COMBAT

Allocate APs for defenses & weapons fire

Roll for ECCM, note ELINT successes

Plot all fire; target "D" for defensive, "R" for reserve

Resolve defensive fire, Aegis fire steps

Resolve standard fire, missile & torpedo impacts

Plot & resolve all reserve fire

### CREW ACTIONS

Activate cloaking device

Activate other equipment (simultaneous)

Boarding party combat

Damage control, shield & globe regeneration

### PAGLOBE INTERCEPT

Radius	1	1.5	2
2+	7+	9+	
3+	7+	9+	
4+	8+	9+	
5+	8+	9+	
6+	9+	10+	
7+	9+	10+	
8+	10+	10+	
9+	10+	10+	

### DISSIPATION RATE

SI	1-5	1	2	5
SI 1-5	1	2	5	
SI 6-13	1	3	8	
SI 14-22	1	4	10	
SI 23+	2	5	12	

### TRACTOR TABLE

Typ#	1	2	3
I	1+(1)		
II	1+(2)	4+(1)	
III	1+(3)	3+(2)	5+(1)

### MASS RATIO TABLE

Ratio	Move %
11/16 or less	100%
11/8 - 15/16	80%
13/8 - 113/16	60%
17/8 - 213/16	40%
27/8 - 55/8	20%
511/16 - 9	10%
91/16 or greater	0%

	1/16	1/8	1/4	1/2
Capital	1 DD or 4 boats	2 DD or 8 boats	1 CA or 4 DD	2 CA, 8 DD
Cruiser	1 boat	2 boats	1 DD or 4 boats	2 DD or 8 boats
Destroyer	N/A	N/A	1 boat	2 boats

### VECTOR CONSOLIDATION

MODE 2 ONLY

#### 120 DEGREE

- Copy the smaller vector 1 hex side closer to larger vector, add it to any existing vector in that direction.
- Subtract the smaller vector from both original vectors.

#### 180 DEGREE

- Subtract the smaller vector from the larger vector.

### BOARDING COMBAT

- Attacker rolls for zone, picks box
- If defender is in zone, roll Crew Rate to kill boarders
- If attacker lives, they roll Crew Rate to destroy their choice of a box or defending troops in the zone
- Failing Crew Rate by 3+ kills squad
- Attacker adds +1 to Crew Rate at the start of each subsequent turn onboard enemy vessel
- Attacking troops can shift by one zone per turn, defending troops can shift by two zones per turn

### EVASION TABLE

Die Roll	r0 Base	r0 Pen	r1 Base	r1 Pen
< Evasion	100%	100%	50%	0%
= Evasion	50%	0%	25%	0%
> Evasion	0%	0%	0%	0%

### INHERITED VELOCITY

Windows	0	1	2	3	4	5	6
Speed	100%	90%	50%	0%	-50%	-90%	-100%

If inherited velocity plus a turn of thrust is negative, no launch

### LARGE SALVO ACCURACY MATRIX

Acc	2	3	4	5	6	7	8	9	10
1	4	3	2	1	0	0	0	0	0
2-3	3	3	2	2	2	1	0	0	0
4-5	5	3	3	3	2	2	1	0	0
6-7	5	5	4	3	3	2	2	2	0
8-9	5	5	5	4	3	3	3	2	2
10	5	5	5	5	5	4	3	2	1
1-2	8	6	5	4	3	2	1	0	0
3-4	8	7	6	4	3	2	2	1	0
5-6	9	8	7	6	5	4	3	2	1
7-8	10	9	8	8	7	6	4	3	2
9-10	10	10	9	8	7	6	5	4	2
1-2	16	14	11	9	7	5	3	2	0
3-4	17	14	12	10	8	6	4	2	1
5-6	18	16	14	12	10	8	6	4	2
7-8	19	18	16	14	12	10	8	6	3
9-10	20	18	17	15	13	11	9	6	4

### LARGE SALVO PENETRATION DISTRIBUTION

Pen ->	0	1	2	3	4	5	6	7	8	9
5	½	1	1	1	1	½	0	0	0	0
10	1	2	2	1	1	1	1	1	0	0
20	2	4	3	3	2	2	2	1	1	0

### LARGE SALVO ARMOR FAILURE

Act. #	Armor Failure Sequence
1+	W W W W W W W W W W
2+	W W W W F W W W W F
3+	W W F W W F W W F W
4+	W F W F W F W F W F
5+	W F F W F F W F F W

SQUADRON STRIKE! REFERENCE CARD V1.05

COPYRIGHT (C) 2013 AD ASTRA GAMES

# SEQUENCE OF PLAY

### PLOTTING

Plot pivot & roll on AVID, mark midpoints

If no pivot, add half of thrust to this turn's speed

Plot vertical & horizontal move, spend plotting APs

Record vector changes

Adjust EoT Marker for Displacement/Thrust

MODE

I

II

I II

### MOVEMENT

Move to EoT marker, complete pivots & rolls

Record new AVID orientation

Bleed speed from pivots, add speed from thrust  
Consolidate and record new vectors

Place EoT marker for current vectors / speed

Fighters move, torpedoes move closer to targets

MODE

I

II

I II

### COMBAT

Allocate APs for defenses & weapons fire

Roll for ECCM, note ELINT successes

Plot all fire; target "D" for defensive, "R" for reserve

Resolve defensive fire, Aegis fire steps

Resolve standard fire, missile & torpedo impacts

Plot & resolve all reserve fire

### CREW ACTIONS

Activate cloaking device

Activate other equipment (simultaneous)

Boarding party combat

Damage control, shield & globe regeneration

### PAGLOBE INTERCEPT

Radius	1	1.5	2
2+	7+	9+	
3+	7+	9+	
4+	8+	9+	
5+	8+	9+	
6+	9+	10+	
7+	9+	10+	
8+	10+	10+	
9+	10+	10+	

### DISSIPATION RATE

SI	1-5	1	2	5
SI 1-5	1	2	5	
SI 6-13	1	3	8	
SI 14-22	1	4	10	
SI 23+	2	5	12	

### TRACTOR TABLE

Typ#	1	2	3
I	1+(1)		
II	1+(2)	4+(1)	
III	1+(3)	3+(2)	5+(1)

### MASS RATIO TABLE

Ratio	Move %
11/16 or less	100%
11/8 - 15/16	80%
13/8 - 113/16	60%
17/8 - 213/16	40%
27/8 - 55/8	20%
511/16 - 9	10%
91/16 or greater	0%

	1/16	1/8	1/4	1/2
Capital	1 DD or 4 boats	2 DD or 8 boats	1 CA or 4 DD	2 CA, 8 DD
Cruiser	1 boat	2 boats	1 DD or 4 boats	2 DD or 8 boats
Destroyer	N/A	N/A	1 boat	2 boats

### VECTOR CONSOLIDATION

MODE 2 ONLY

#### 120 DEGREE

- Copy the smaller vector 1 hex side closer to larger vector, add it to any existing vector in that direction.
- Subtract the smaller vector from both original vectors.

#### 180 DEGREE

- Subtract the smaller vector from the larger vector.

### BOARDING COMBAT

- Attacker rolls for zone, picks box
- If defender is in zone, roll Crew Rate to kill boarders
- If attacker lives, they roll Crew Rate to destroy their choice of a box or defending troops in the zone
- Failing Crew Rate by 3+ kills squad
- Attacker adds +1 to Crew Rate at the start of each subsequent turn onboard enemy vessel
- Attacking troops can shift by one zone per turn, defending troops can shift by two zones per turn

### EVASION TABLE

Die Roll	r0 Base	r0 Pen	r1 Base	r1 Pen
< Evasion	100%	100%	50%	0%
= Evasion	50%	0%	25%	0%
> Evasion	0%	0%	0%	0%

### INHERITED VELOCITY

Windows	0	1	2	3	4	5	6
Speed	100%	90%	50%	0%	-50%	-90%	-100%

If inherited velocity plus a turn of thrust is negative, no launch

### LARGE SALVO ACCURACY MATRIX

Acc	2	3	4	5	6	7	8	9	10
1	4	3	2	1	0	0	0	0	0
2-3	3	3	2	2	2	1	0	0	0
4-5	5	3	3	3	2	2	1	0	0
6-7	5	5	4	3	3	2	2	2	0
8-9	5	5	5	4	3	3	3	2	2
10	5	5	5	5	5	4	3	2	1
1-2	8	6	5	4	3	2	1	0	0
3-4	8	7	6	4	3	2	2	1	0
5-6	9	8	7	6	5	4	3	2	1
7-8	10	9	8	8	7	6	4	3	2
9-10	10	10	9	8	7	6	5	4	2
1-2	16	14	11	9	7	5	3	2	0
3-4	17	14	12	10	8	6	4	2	1
5-6	18	16	14	12	10	8	6	4	2
7-8	19	18	16	14	12	10	8	6	3
9-10	20	18	17	15	13	11	9	6	4

### LARGE SALVO PENETRATION DISTRIBUTION

Pen ->	0	1	2	3	4	5	6	7	8	9
5	½	1	1	1	1	½	0	0	0	0
10	1	2	2	1	1	1	1	1	0	0
20	2	4	3	3	2	2	2	1	1	0

### LARGE SALVO ARMOR FAILURE

Act. #	Armor Failure Sequence
1+	W W W W W W W W W W
2+	W W W W F W W W W F
3+	W W F W W F W W F W
4+	W F W F W F W F W F
5+	W F F W F F W F F W

SQUADRON STRIKE! REFERENCE CARD V1.05

COPYRIGHT (C) 2013 AD ASTRA GAMES