

Combat Sequence



This can replace the Combat Sequence on page 56

Attacker ONLY

Defender ONLY

Both Attacker & Defender

1 Declare Attacks

- * All models in the squadron must declare ALL of their weapons' attacks before any attacks are resolved.
- * TFFT Wings must declare ALL of their AA & ordnance attacks
 - calculate the base Attack AD for each attack:
 - * Measure RB to target and use that appropriate AD
 - * Reduce AD if there is HP damage or critical effects
 - * Halve AD due to obstructed firing arc or limited LOS
 - * Declare All Firing options (split, linked, or combined fire)

IF the Attacker is a Flying Model, TFFT Wing, or a Diving model, the Defender may declare Counterattacks.

Surface Models (non-diving) are never targeted by Counterattacks

2 Declare Counterattack(s)

- * CC vs diving models or AA vs. flying models & TFFT wings
- * All models in the targeted squadron can participate if they are in range to the Attacker (regardless of which model was targeted)
- * TFFT Fighters flying CAP may declare a counterattack
 - calculate Counterattack AD:
 - * Reduce AD if there is HP damage or critical effects
 - * Declare Firing options (split, linked, or combined fire), any may be primary
 - * Aux weapons ignore LOS and have 360 degree arcs

3 Resolve Model vs. Model Counterattacks

- * Determine the To-Hit number needed (see AA appendix or CC appendix)
- * Defender rolls Counterattack AD vs. attacking model
- * Resolve hits & damage on the Attacking model (skip to steps 8 & 9)

4 Resolve TFFT vs. Model Attacks & Counterattacks

- * Defender & Attacker determine their to-hit numbers (see AA appendix)
- * Defender & Attacker roll AA simultaneously
- * Resolve hits & damage on models (skip to steps 8 & 9)
- * Resolve hits & kills on TFFT Wing
 - * Calculate aborts for the TFFT wing, spend fuel if necessary

For Attacks & Counterattacks involving Tiny Flyer Wings ONLY

5 Resolve TFFT vs. TFFT Attacks & Counterattacks

- * IF an Attacking Wing was aborted in step 4, they do not roll AA
- * Defender & Attacker determine their to-hit numbers (see AA appendix)
- * Defender & Attacker roll AA simultaneously
- * Resolve hits & kills on all TFFT Wings
 - * Calculate aborts for all TFFT wings, spend fuel if necessary

Calculate Aborts

If the any TFFT wing suffers AA hits equal to or more than the number of Tokens left in their wing (after kills), this wing has suffered an Abort.

When calculating aborts, factor in the following:

- * Vertical Dive MAR
- * Big Fuel Tanks MAR
- * Acrobatic Pilots MAR
- * COA drones do not abort

- * If the Attacking wing suffers an abort, they lose 1 fuel and can make no further AA or ordnance attacks, this turn.
- * If the Defending wing suffers an abort, they lose 1 fuel.
- * Either wing loses a fuel if they use AA.

6 Resolve Attacks

- All Ordnance Attacks from Models against other Models
- All Auxiliary Attacks from Models against other Models
- All TFFT Ordnance Attacks IF they were not aborted in steps 4 or 5
 - * re-calculate the attacker's Attack AD based on any damage or TFFT kills sustained from counterattacks
 - * re-calculate AD penalty for impeded LOS (if obstructions were removed)
 - * Factor in defender's MARs or STAR cards that reduce AD
 - * Factor in attacker's MARs or STAR cards that increase AD
 - * Determine the to-hit number needed (see weapon appendix)
 - * Roll this Final AD, the result is the attacker's **Total Hits**

IF the attacker fires Torpedoes or Rockets, the defender may use Defensive fire.

- * Repeat steps 6-9 for all remaining attacks, attacker chooses the order

7 Resolve Defensive Fire

- * Defensive fire is only declared after each Attack is rolled
- * Only possible to use AA vs. rockets or CC vs. torps
- * All models in squadron can use defensive fire if they are in range to the targeted ship
 - * firing options (split, link, or combined fire) - any model may be primary
 - * Aux weapons ignore LOS and have 360 degree arcs
 - * Multiple models cannot make separate defensive fire rolls against a single rocket or torp attack (they must be linked in one attack roll)
 - * re-roll CC successes for Fast Torpedoes MAR
 - * subtract successes from **Total Hits**

8 Shield & Guardian Generators

- * Determine success numbers needed against hits from this weapon (see appendix for weapon type)
- * Roll 2d6 for each Shield Generator and 1d6 for each Guardian Generator
- * Re-roll failures if the model has the Inventive Scientist MAR
- * Each success removes 1 hit from Total Hits

9 Resolve Damage

- * Play any STAR cards that reduce hits or damage (optional)
- * Apply any additional weapon effects from MARs (Hard Impact, Lethal Strike, Devastating Ordnance, etc.)

IF the CR is exceeded

- IF model started the game with 2 HP, remove it and do not roll the critical chart
- IF model started the game with more than 2 HP, roll critical chart for each CR
- Apply the critical effect immediately. Repeat above steps for each critical

- * subtract HP from the ship: 1 for exceeding the DR or 2 for each critical
- * Remove the model if HP is reduced to 0.

Critical Hit Chart

- Magazine Explosion (model destroyed, 4"radius)
- Shredded Defenses (no AA or CC)
- Raging Fire (lose 2 AP, cannot obscure)
- Systems Offline (no generators or TFFTs)
- Weapon Damage (halves all ordnance AD)
- Hard Pounding (loses 1d3+1 AP)
- Engine Failure (halves Movement)
- Navigational Lock (cannot turn or submerge)
- Fusion Leak (CR reduced to DR)
- Chaos & Disarray (no rockets, bombs, torps)
- Sturginium Flare (model teleported 2d6")