

1 2 3 4 5 6 7 8

Current Segment

- A** Place Future Position Markers
- B** Write Orders
- C** Fire Orders
 - Fire Beams
 - Launch Missiles
- D** Long Orders
 - Change Thrust
 - Set Facing Change
 - Launch Decoys
- E** Resolve Thrust
- F** Move Ships
- G** Missiles Impact
- H** Thrust Break Condition
- H** Segment / Turn Break

HORIZONTAL BEARINGS
Is the target visible through a hex edge or hex corner?

If the target is three times as far away in one map direction as the other, it's visible through that hex edge. Otherwise, it's visible through the hex corner.

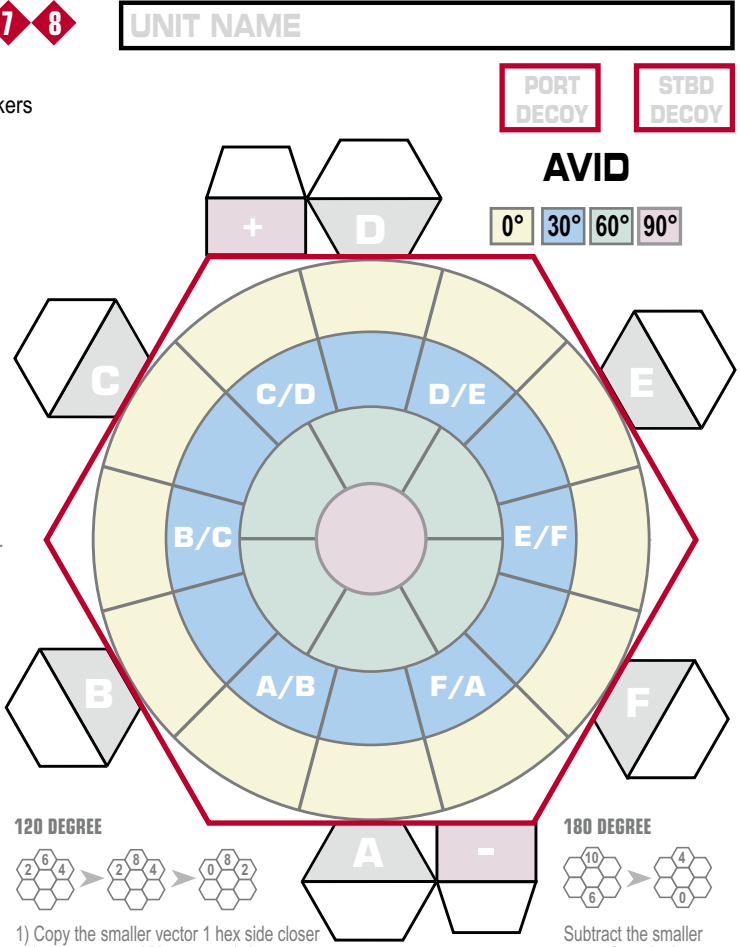
3-D BEARINGS
Where H is horizontal distance and V is difference in altitude:

If H and V are equal, target is in the blue ring.

If V is less than H, the target will be in the blue or amber rings.

If H is less than V, the target will be in the green or purple rings.

Multiply the smaller of H or V by 4 and compare to the larger; if the result is greater, the target is in one of the middle two rings (green or blue). Otherwise, it's in one of the extreme cases (amber or purple).



120 DEGREE



1) Copy the smaller vector 1 hex side closer to larger vector, add it to any existing vector in that direction.

2) Subtract the smaller vector from both original vectors. This reduces the smaller vector to 0.

180 DEGREE



Subtract the smaller vector from the larger

THRUST CHART

960	900	840	780	720	660	600	540	480	420	360	300	240	180	120	60
8	7.5	7	6.5	6	5.5	5	4.5	4	3.5	3	2.5	2	1.5	1	0.5
[Grid of colored cells representing thrust levels]															

MOVEMENT GRID

	Vel	Dir	Vel	Dir	Vel	Dir
	Each	Rmd	Each	Rmd	Each	Rmd
1						
2						
3						
4						
5						
6						
7						
8						

UNIT NAME

PORT DECOY **STBD DECOY**

AVID
0° 30° 60° 90°

Missile Defense Layers

ECM % + ECM =

DECOY WEDDE + MQL =

CM TUBES x SALVOS = # CM

PD CLUSTERS x SALVOS = # PD

LASERS x SALVOS = # L

INITIAL DAMAGE

FINAL DAMAGE

ECM Layer

FINAL EW =

3d10v + MQL =

CM % + MQL =

PD % + MQL =

L % + MQL =

SIM % + WEDDE =

FINAL SWW =

Countermissile Layer

FINAL CM =

3d10v + MQL =

CM % + MQL =

PD % + MQL =

L % + MQL =

SIM % + WEDDE =

FINAL SWW =

Point Defense Layer

FINAL PD =

3d10v + MQL =

CM % + MQL =

PD % + MQL =

L % + MQL =

SIM % + WEDDE =

FINAL SWW =

Sidewall Layer

FINAL SWW =

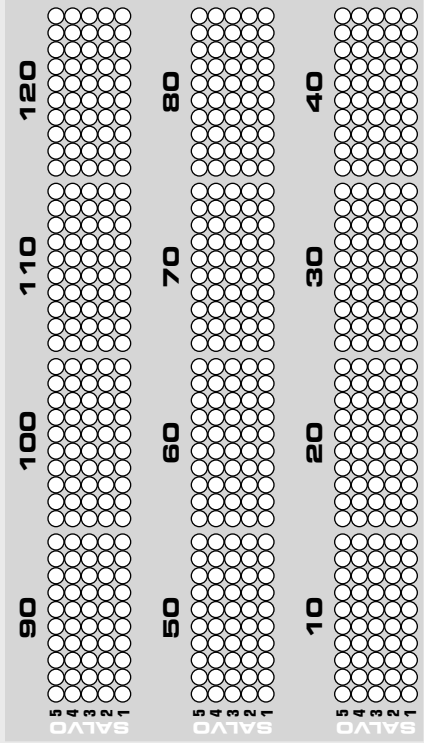
3d10v + WEDDE =

SIM % + WEDDE =

FINAL DAMAGE

Incoming Missiles

TOTAL TYPE IMPACT WINDOW IMPACT SEGMENT



# %	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100																																																		
Number of Incoming Missiles / CM / PD / L	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

