

Section 1: Sequence of Play

V1.00 Sequence of Play

V1.10 Strategic Initiative

- V1.11 Initiative determines who moves when in a Strategic Turn. When a Team wins initiative, it has the luxury of being able to respond to another's movements during individual Movement Phases. This is reflected by the Team moving **after** a Team that has (comparatively) lost initiative, similar to the rule forcing units traveling slower to move first during a tactical battle.
- V1.12 At the beginning of each Strategic Turn, each Team rolls 2d6.
Exception: Orion Pirates, who only roll if they had a ship on the Map during the previous Strategic Turn; otherwise, their Strategic Initiative roll is considered to be 13.
- V1.13 If any Team ties any other Team, then all Teams involved in the tie re-roll. If the second roll ties with the roll of a Team not tied with the first die roll, then the two tied Teams re-roll. This continues until there are no more ties.
- V1.14 There are no adjustments to the Strategic Initiative die rolls. These rolls represent many complex factors, and to assign a significant value to one of them independent of the others creates a distortion.
- V1.15 Unless otherwise stated, initiative applies to **all** units of a given Team.
- V1.16 Monsters (see Special Events rules) do not normally roll for Initiative. If specifically stated that Monsters or Alien Ships lose Strategic Initiative (even to Orions), they are considered to have a Strategic Initiative Roll of 14.
- V1.17 The Team with the **lowest** Strategic Initiative die roll moves **last** in a given Operational Movement Phase. The Team with the next lowest moves second-to-last, and so forth. The Team with the highest Strategic Initiative roll moves first. The listing of the Teams in relative order of movement (first to last) is called Movement Order.
- V1.18 Note that the Team that wins Initiative can **choose** to move sooner in a Movement Phase than it has to. This is resolved on a relative basis, with the Team with the best (*e.g.* lowest die roll) Initiative deciding when it will move relative to those with higher Initiative die rolls. Once Strategic Movement has begun, changes cannot be made to the Movement Order.

V1.20 Phases of Play

- V1.21 Each Strategic Turn progresses through a series of steps, or Phases, as shown in the table below. A Phase may be broken into Segments, which

are smaller (more detailed) Steps.

V1.22 Each Strategic Turn starts with the first Phase and proceeds to the last. There should never be a time when the Phases occur out of this order.

V1.23 Table - Sequence of Play:

- 1 Initial Activities Phase
 - 1A Record Keeping Segment
 - 1A1 GameMaster updates Star System Tracking forms; note changes due to Bombardment [V5.00]
 - 1A2 Players update Ship Tracking forms; Helmsman rolls if unit is lost [V13.914]
 - 1A3 GameMaster updates Master Star System Form and Master Ship Tracking Form
 - 1B Orion Pirate Segment
 - 1B1 Orion Pirate secretly designates flagship [V19.06]
 - 1B2 Orion Pirate Team-Commander openly declares if the Pirate Team is going “into hiding” [V19.60] this Turn (mutiny is checked in 8A1)
 - 1C B-10 Segment
 - 1C1 If the B-10 has been completed [V7.25], the Coalition secretly rolls for appearance now (if successful, the B-10 does not actually appear until 6E)
 - 1C2 If the B-10 is in progress, the Coalition Team-Commander secretly informs the GameMaster if any points will be allocated to construction this Turn [V7.22]
 - 1D Refits and Upgrades Segment
 - 1D1 Each Team-Commander secretly informs GameMaster if they will expend Influence Points [V10.32] when rolling for availability of Refits or other systems [V0.80]
 - 1D2 Each Team secretly and simultaneously rolls for availability of any Refits for systems that are Generally Available [V0.85]
 - 1D3 Each Team secretly and simultaneously rolls for availability of any Refits for systems that are of Limited Availability [V0.86]
 - 1D4 If all components necessary for a Base/FRD

upgrade/Refit are present at the Base/FRD [V11.63], the upgrade/Refit process begins (the upgrade or Refit will not take effect until 6B2)

1E Bombardment Announcement Segment

- 1E1 Eligible attacker openly announces intention to Bombard [V5.10]
- 1E2 Eligible attacker openly announces if Blockade will be imposed instead of Bombardment [V5.50]
- 1E3 Eligible attacker openly announces a Star System Ground Assault [V5.60] instead of Bombardment

1F Insurgency Segment

- 1F1 Insurgency militia units move between GCLs [V5.683]
- 1F2 Insurgency forms [V5.681]
- 1F3 Newly-formed insurgency buys initial equipment [V5.682]

2 Economic Production Phase

2A Income Planning Segment (*Alliance and Coalition Only*)

- 2A1 Each Team secretly records beginning treasury balances and expected gross income this Turn (including income breakdown)
- 2A2 Each Team determines maximum BPV amount available for bribing the Orion Pirates [V20.31]
- 2A3 Captured units planned for scrapping [V4.950] are designated

2B Bribe Segment

- 2B1 At its option, each Team secretly composes written bribe offers to Orion Pirates and confidentially submits them to the GameMaster [V19.22]
- 2B2 GameMaster validates legality of bribe offers [V19.21] and voids illegal offers [V19.29], confidentially notifying any affected Team
- 2B3 GameMaster forwards legal bribe offers to Orion Pirate Team-Commander
- 2B4 Orion Pirate Team-Commander confidentially advises each Team that made bribe offers which offer, or offers,

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- if any, have been accepted
- 2B5 Orion Pirate Team-Commander secretly advises GameMaster of intention to abide by or ignore the terms of a bribe that was accepted
- 2B6 Each Team determines maximum BPV amount available for purchasing other Orion Pirate services [V20.32]
- 2C Orion Financial Planning Segment
- 2C1 Orion Pirate Team secretly records beginning treasury balance and expected gross income for the Turn; bribes and “general income” [V19.11] are included
- 2C2 Orion Pirate pays “rent” due this Turn
- 2D Orion Pirate Deployment Planning Segment
- 2D1 The Orion Pirate openly announces units available for Lease [V19.30]; if appropriate, a Lease Auction [V19.33] is held
- 2D2 The Orion Pirate secretly designates any ships that will be deployed for Piracy [V19.40] in the current Turn
- 2D3 The Orion Pirate designates any ships that will be deployed for Normal Movement [V19.50], supply line disruption [V19.800] or removed from the Map
- 2D4 The Orion Pirate secretly designates ship to be sold *via* V19.17-V19.19 (if on the Map, it **must** have been designated for removal in 2D3)
- 2E Financial Expenditure Planning Segment
- 2E1 Each Team secretly records, in writing, expected economic expenditures, which may be changed later due to losses; if a Team made a bribe offer to the Pirates that was accepted in 2B4, the bribe **must** be included as expenditure
- 2E2 The Orion Pirate Team-Commander secretly allocates BPV for bribes to acquire a Phaser-G weapon system [V19.924]; any allocation **must** be included as an expenditure in 2E1
- 2E3 The Orion Pirate Team-Commander secretly attempts to acquire a Phaser-G weapon system, if applicable [V19.922]

- 3 Initiative Phase
- 3A Strategic Initiative Segment
- 3A1 Each Team openly and simultaneously rolls Strategic Initiative [V1.12]
 - 3A2 GameMaster announces Movement Order [V1.17]
 - 3A3 A Team with superior Strategic Initiative announces intention to alter the Movement Order and informs GameMaster of change [V1.18]
 - 3A4 GameMaster announces revised Movement Order
 - 3A5 Repeat 3A3 and 3A4 for each eligible Team
- 3B Reactionary Movement Segment (*Alliance and Coalition Only*)
- 3B1 Each Team-Commander designates any unit, or units, that will be using Reactionary Movement [V8.61] this Turn
 - 3B2 For each unit using Reactionary Movement, the Owing Team-Commander secretly advises the GameMaster, in writing, of the Zone of Control of each unit (in the event a Cloaked unit enters the Zone of Control)
- 3C Final Actions Segment
- 3C1 The Orion Pirate Team-Commander places (or removes) units, as designated in 2D, on (or from) the Strategic Map [V19.05]
 - 3C2 The GameMaster checks for Random Events

Repeat Segments 4A and 4B for all eight (8) Movement Phases.

- 4 Movement Phase
- 4A Operational Movement Segment
- 4A1 Movement Supply Status Step
- Units consume supplies in Cargo [V2.60] if necessary; Supply Status of units is determined [V2.40]; Orion Pirates sell information [V19.56]

4A2 Cloaked Attacker Step

Cloaked units that will enter a Hex occupied by enemy forces (and thus form a Battle Hex) must openly announce intention to deny the Defending Team Withdrawal Before Combat [V13.21]

4A3 Strategic Movement Step

Units (including Monsters and Alien Ships, if any) eligible to move are moved in sequence as determined by the Movement Order [V1.18]; units from same Team move simultaneously; Units using Cloaked Movement secretly advise the GameMaster, in writing, of their movement and roll for Unexpected Encounters [V8.73]; Secretly determine Orion Pirate Intercept of Supply Convoy [V19.820] - if successful, resolve combat in 4A6

4A4 Combat Supply Status Step

Units consume supplies in Cargo [V2.60] if necessary to retain Supply Status determined in 4A1; Determine Supply Status of units for combat

4A5 Combat Resolution Step

Determine formation of Battle Hexes; use Tactical Combat Interface [V13.00] to resolve

4A6 Claim Step (*8th Operational Movement Segment only*)

Any Star System [V3.26] or Province [V3.17] claimed during the last Turn, and not successfully contended this Turn, is now owned by the claiming Team

4A7 Insurgency Attack Step

Insurgency militia units may attack GCLs [V5.684]

4B Repair Segment

4B1 Orion Pirate Supply Step

Orion Pirate sells supplies [V2.72]

4B2 Repair Supply Status Step

Units consume supplies in Cargo [V2.60], if necessary to retain Supply Status; Determine Supply Status of units for repair [V2.44]

4B3 Campaign Repair Step *(For units In Supply only)*

Campaign Damage Repairs [V4.80] are performed by all units eligible to do so, for any damage sustained during this Operational Movement Phase; Bases, Star Systems, FRDs and Repair ships perform repairs [V4.50]; Units replace lost crew and Officers; If a unit has sustained crew casualties of 75% or more, and is In Supply, re-roll Crew Quality [V18.54]

4D4 Orion Pirate Salvage Step

Orion Pirate units engaged in salvaging a unit of another Team, and which have reached a Starbase or Star System of the Owing Team, release the unit to the Owing Team and are paid; Owing Team grants salvaging Orion Pirate unit safe-passage [V19.75]

5 Economic Expenditure Phase

5A B-10 Construction Segment *(Only if B-10 is under construction)*

5A1 The Coalition Team-Commander secretly advises the GameMaster if the Coalition is reducing BPV allocation to B-10 construction from amount in 2E (for example, to cover losses from Piracy)

5A2 The GameMaster determines the number of dice to be rolled for B-10 construction progress [V7.24]

5A3 The Coalition Team-Commander secretly rolls for B-10 construction progress and the result is applied as BPV towards B-10 construction [V7.24]

5B Claim Segment

- 5B1 A Team eligible to claim a Province openly announces the start of the claiming process [V3.14]
- 5B2 A Team eligible to claim a Star System openly announces the start of the claiming process [V3.25]
- 5B3 Provinces and/or Star Systems are relinquished [V3.61]

5C Orion Pirate Financial Segment

- 5C1 The Orion Pirate Team-Commander calculates the “rent” [V19.08] that will be due next Turn
- 5C2 The Orion Pirate Team receives payment for ship sold during 2D4 [V19.19]

5D Economic Point Commitment Segment

- 5D1 Each Team secretly records Economic Points committed to unit Refits, construction and/or equipment changes; these may **not** vary from those recorded 2E unless the Team has suffered Economic Losses (from Piracy, for example) or were unable to expend the planned amounts (a ship did not reach a Base/FRD for Refit); such variances must be the minimum necessary (Piracy losses or other circumstances are **not** a *carte blanche* to revise 2E; the Orion Pirate may **not** use 5D1 to avoid paying “rent”)
- 5D2 Team-Commanders secretly report changes (from 2E to 5D) in Economic expenditures to the GameMaster

6 Material Construction Phase

6A Arrival Segment

- 6A1 Units (including FRDs and Auxiliary Units) planned for in 2E, and for which Economic Points were committed in 5D, arrive at a Starbase
- 6A2 Pods and materials for Base construction and/or upgrade [V11.0], planned for in 2E, and for which Economic Points were committed in 5D, arrive at a Starbase

- 6B Equipment Change Segment
 - 6B1 Units that are In Supply, for which an equipment change was planned in 2E, and for which Economic Points were committed in 5D, receive the changes
 - 6B2 Base upgrades performed this Turn take effect (if started in 1D4)
 - 6B3 Unit Refits are completed
 - 6B4 A Team that began scrapping a captured unit [V4.950] in 2A3 receives the Economic Points for the scrapping

- 6C Auxiliary and Incidental Unit Deployment Segment
 - 6C1 For Star Systems that are In Supply, Defensive Packages planned for in 2E, and for which Economic Points were committed in 5D, are deployed on the Class M planet
 - 6C2 Incidental Units arrive at eligible Bases, Star Systems and FRDs

- 6D Crew Segment
 - 6D1 Units successfully completing training [V18.70] receive Crew Points
 - 6D2 Net Crew Points earned during the Turn are distributed to eligible units

- 6E B-10 Arrival Segment
 - 6E1 If the B-10 is due to arrive per 1C, it appears at a Coalition Starbase

- 6F Base Construction Segment
 - 6F1 Base construction begun last Turn is completed (Incidental Units [V16.00] do not arrive until 6C2 of the next Turn)
 - 6F2 If all components necessary for Base construction are present at the construction site, Base construction begins
 - 6F3 The process of dismantling a Base, started last Turn, is completed
 - 6F4 If a Team is dismantling a Base, then the dismantling process begins

- 7 Bombardment Phase
 - 7A Economic Reduction Segment
 - 7A1 Star Systems that were attacked for Bombardment purposes are reduced in Economic Value [V5.40]
 - 7A2 Star Systems being blockaded [V5.50] are cut off by mines until the blockade minefield is swept – the Economic Value is reduced to 0
 - 7A3 Reduction of Star System Economic Value due to Random Events is applied
 - 7B Economic Recovery Segment
 - 7B1 Improvement in Star System Economic Value due to recovery from a Random Event is applied
 - 7B2 Star Systems that were blockaded but the minefield is now swept are restored to normal Economic Value
 - 7C Insurgency Segment
 - 7C1 Counter-insurgency roll [V5.685]
 - 7C2 Insurgency recruitment roll [V5.686]
 - 7C3 Delivery of supplies and unit to insurgency by Orion Pirate [V5.687]
- 8 Final Activities Phase
 - 8A Orion Pirate Segment
 - 8A1 If the Orion Pirate Team has been “in hiding” [V19.60] this Turn, any mutiny checks are made; any ship(s) that suffer a mutiny are immediately removed from the Map and are not counted in 8A3
 - 8A2 The Orion Pirate computes and receives any income gained from general criminal activities [V19.11]
 - 8A3 The Orion Pirate tallies the Team's total wealth and determines if the Victory or Loss condition [V19.09] has been met; if so, the Orion Pirate ceases play at once

8B Rank Segment

8B1 Rank Points are awarded by Team-Commanders (including awards to themselves) and each Team-Commander advises the GameMaster of the awards, secretly and in writing

8B2 Promotion and demotion are resolved [V14.80]

8C Record Keeping Segment

8C1 Team-Commanders complete their Financial Allocation/Disbursement Forms and insure that treasury balances do not fall below 0 (the GameMaster must be advised immediately if a Team's treasury cannot be balanced)

8C2 All other game-related activities are completed at this point, unless determined otherwise by the GameMaster

V1.24 Each Turn is played in the order of the Phases given above. When a Phase is broken into Segments or Steps, then the individual Segments or Steps occur in the order given.

End of Section 1: Sequence of Play