

Turn	Red		Blue		Green		Yellow		White	
	Orders	ΔV	Orders	ΔV	Orders	ΔV	Orders	ΔV	Orders	ΔV
0	Starting Speed		Starting Speed		Starting Speed		Starting Speed		Starting Speed	
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										

Change Speed: +# or -#, Turns: R# and/or L#, Evasive Manoeuvres: EM#, Roll: RL, Flip: FL, Corkscrew: CS,
Emergency Power: EP, Emergency Thrust: ET, Ram: RM, Charge FTL: FTL# (turns charged at conclusion of this turn),
FTL Retreat: FTL-R, Strategic FTL Jump: FTL-S, Tactical FTL Jump: FTL-T# (dice), FTL Attack = FTL-S/A or FTL-T/A