

Turn	Orders	$\Delta V$	Orders	$\Delta V$	Orders	$\Delta V$	Orders	$\Delta V$	Orders	$\Delta V$
0	Starting Speed		Starting Speed		Starting Speed		Starting Speed		Starting Speed	
1										
2										
3										
4										
5										
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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