



Turn	Orders	Orders	Orders	Orders	Orders
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

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