

BONUS:
REROLL 2 BLANK DICE DURING 1ST ATTACK

ATTACK PRIORITY:
ATTACK THE SHIP WITH THE LEAST HULL REMAINING.

MOVE PRIORITY:
ATTEMPT TO DOUBLE ARC THE ENEMY SHIP WITH THE MOST HULL REMAINING

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BONUS:
NONE

ATTACK PRIORITY:
ATTACK THE CLOSEST SHIP

MOVE PRIORITY:
MOVE CLOSER TO ENEMY FLAGSHIP

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BONUS:
REPAIR A FACEUP (OR FACE-DOWN) DAMAGE CARD.

ATTACK PRIORITY:
ATTACK THE SHIP ARC WITH MOST SHIELDS

MOVE PRIORITY:
SLOW APPROACH TOWARDS CLOSEST ENEMY SHIP.

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BONUS:
NONE

ATTACK PRIORITY:
ATTACK THE SHIP ARC WITH LEAST SHIELDS

MOVE PRIORITY:
SPEED UP, MOVE TOWARDS ENEMY FLAGSHIP

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BONUS:
SQUADRONS REROLL ONE BLANK DIE THIS ACTIVATION

ATTACK PRIORITY:
MOST DICE YOU CAN ROLL

MOVE PRIORITY:
MOVE TO FLANK NEAREST ENEMY SHIP

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BONUS:
NONE

ATTACK PRIORITY:
ATTACK SQUADRONS FIRST

MOVE PRIORITY:
MOVE TO DISPLACE ENEMY SQUADRONS

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BONUS:
RECOVER FRONT HULL SHIELDS BY 2 POINTS

ATTACK PRIORITY:
ATTACK THE LARGEST SHIP

MOVE PRIORITY:
ATTEMPT TO RAM THE CLOSEST SHIP

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BONUS:
NONE

ATTACK PRIORITY:
ATTACK THE SMALLEST SHIP

MOVE PRIORITY:
MOVE TOWARD ENEMY FLAGSHIP

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BONUS:
TURN ONE BLANK RED DIE TO A DOUBLE HIT EACH ATTACK

ATTACK PRIORITY:
ATTACK THE MOST EXPENSIVE SHIP

MOVE PRIORITY:
MOVE TOWARD THE MOST EXPENSIVE SHIP

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BONUS:
IF YOU RAM SHIPS- INFLICT ONE EXTRA DMG ON THEM.

ATTACK PRIORITY:
THE SHIP THAT HAS THE LEAST REMAINING HULL

MOVE PRIORITY:
RAM THE NEAREST SHIP

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BONUS:
ALL ENEMY SQUADRONS HAVE HEAVY THIS ACTIVATION

ATTACK PRIORITY:
THE SHIP WITH THE HIGHEST SQUADRON VALUE

MOVE PRIORITY:
LINE UP DOUBLE ARC ON NEAREST SHIP : PREFER SHIPS THAT HAVE ACTIVATED ALREADY

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BONUS:
FLIP DOWN ALL FACE UP DAMAGE CARDS

ATTACK PRIORITY:
SHIP WITH HIGHEST ENGINEERING VALUE

MOVE PRIORITY:
LINE UP DOUBLE ARC ON FLAGSHIP

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