

# Generic Outlandishly Big Spacefleets! Turn Order & Movement Charts

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## Turn Order:

1. **Initiative Phase:** Roll initiative (see *Who Moves When*).
2. **Movement Phase:** All players move all ships in order of speed class and initiative, from lowest to highest. (However, Planetsmashers always move last.)
3. **Torpedo Launch & Movement Phase:** All players launch and move torpedoes.
4. **Combat Phase:** All players attack (See *Combat*.)
5. **Damage Phase:** All players apply damage. Damage is applied to torpedoes first; torpedoes explode after all other attacks!
6. **Damage Control Phase:** All players may attempt repairs. (See *Damage Control*.)

## MOVEMENT TABLE

<u>SHIP CLASS</u>	<u>THRUST</u>	<u>MANEUVER</u>
Planetsmashers	1/4 (1 unit every 4 turns)	0
Superdreadnoughts	2	1
Carriers	2	1
Dreadnoughts	3	1
Battleships/Battlecruisers	3	2
Heavy Cruisers	4	2
Light Cruisers/Heavy Frigates	4	3
Frigates	5	3
Patrol ships	5	4
Gunboats & Shuttles	6	4
Fighters	8	6
Torpedoes	8	(3, for combat calculation)

## GRAVITY CHART

<u>OBJECT</u>	<u>GRAVINON PULL</u>
Moon	1
Small planet (Mars type)	2
Earth/Earthlike planet	3
Big planet	4
Bigger planet	5
Gas giant	6
Star	8(10)
Neutron star	8 (1)
Black hole	10 (0)

An object's radius in units is equal to its gravinon pull, or is shown in parentheses. Strength of the gravinon pull diminishes with range from the surface: So, for example, a gas giant has a gravinon pull of 6 within 1 unit of the surface, 5 at up to 2 units, 4 at up to 3 units, and so on.