Silent Death Turn Sequence

- **Warhead Launch Phase**
  - Entropic Accelerator Damage
  - Missile/Spore Mole lock-on attempts
  - Launch Missiles/Spore Moles
  - Launch Torpedoes
  - Tractor Beam lock-on
- **Movement Phase**
  - Make drive 0 turns
  - Move scanner assisted DLT torps targeted on stationary objects
  - Wormhole Blocker torpedoes move and detonate
  - Roll initiative for escorts
  - Move escorts
  - Drift
  - Ventors move and detonate
  - Roll initiative
  - Declare PD shutdown for fighter landing
  - Fighters launch
  - Move fighters and gunboats
    - Hatchlings deploy drones, discharge ink, attach Grappling Tubes and Tow Claws during normal movement.
    - Torpedoes targeted at ships or other torpedoes move after the target moves.
    - Move DXH torpedoes after their controlling ship moves.
    - Escort point-defenses may fire during movement.
    - Minelayers deploy mines during movement.
  - Activate newly laid drones
  - Operate drone movers
  - Torpedoes fired at drones move
- **Torpedo Results Phase**
  - Activate plasma defense system
  - Point defense (PD rating) or dodging attempts (1d10 + piloting - #torps - 10 = #dodged) [drive >= 10]
  - Resolve torpedo attacks
  - Deploy decoys (success = 1,2 on 1d4) or attempt jamming (success = 1 on 1d4)
- **Cannon Fire Phase**
  - Gun crews fire (in skill order)
  - Gunners/Hatchlings and pilots with BioLink fire (in skill order)
  - Pilots fire (in skill order)

- **Missile/Spore Mole Results Phase**
  - Point defense (PD rating) against missiles/spore moles
  - Resolve missiles/spore moles
- **End Turn Phase**
  - Asteroids drift (1 hex in predetermined direction)
  - Resolve Grappling Tube usage
  - Attempt damage control (DC rating)
  - Check for ink cloud dispersal (1 on a d6)
  - Check for flak dispersal (4 on a d4)
  - Mines dropped last turn activate
- **Electronic Warfare Phase**
  - Designate targets and number of screening/scanning attempts
  - Attemping screening/scanning
  - Resolve burn-through