

The diagram illustrates the Bridge interface, which is a control panel for a ship. It is divided into several functional areas:

- Roll Command:** A section at the top right containing a small rectangular box for entering a command and a larger box labeled "INITIATIVE".
- ORDERS (All 0 EP):** A list of orders on the left side, each preceded by a diamond symbol (◊). The orders are:
 - ATTACK: Advance moves and attack rolls
 - EVAD: Evasive Manoeuvres and Breaking Locks
 - REPAIR: All Ship Repairs
 - RETREAT: Retreat moves
- Current Order Bonus:** A large box on the right side, connected to the "INITIATIVE" box by a vertical line. It contains the text "CURRENT ORDER BONUS".
- PLACE ORDER HERE:** A large, light gray rectangular area at the bottom center, intended for placing additional orders.

INITIATIVE

```
graph LR; A[SHIP NAME] --- B[SHIP CLASS]
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SHIP
CLASS

SENSORS	Roll Data Djinn:		SIG BONUS
ACTIONS (All 1 EP):			
◇	TARGET LOCK		
◇	BREAK TARGET LOCK		
◇	PULSE or MEME ATTACK: EP dmg		
◇	DISAPPEAR: requires Stealth Tech		
PLACE ASSIGNED ENERGY POINTS HERE			CURRENT TARGET LOCK

SIG
BONUS

- ◇ TARGET LOCK
- ◇ BREAK TARGET LOCK
- ◇ PULSE or MEME ATTACK: EP dmg
- ◇ DISAPPEAR: requires Stealth Tech

CURRENT
TARGET
LOCK

ENGINEERING		Roll Tech:	ENERGY POINTS
ACTIONS:			
◇	OVERLOAD REACTOR: Each 6 = 1 EP, 1 HP dmg (0 EP)		
◇	REPAIR: Hull, System, Critical or Module (1 EP)		
◇	OPEN AIRLOCK: After docking (1 EP)		
Repairs require Spare Parts			
PLACE ASSIGNED ENERGY POINTS HERE			

ENERGY
POINTS

- ◇ OVERLOAD REACTOR: Each 6 = 1 EP, 1 HP dmg (0 EP)
- ◇ REPAIR: Hull, System, Critical or Module (1 EP)
- ◇ OPEN AIRLOCK: After docking (1 EP)

Repairs require Spare Parts

DISABLED MODULES

GUNNERY

Roll R. Combat:

ARMOUR

ACTIONS:

◇ FIRE WEAPON SYSTEM (1 EP)

◇ LAUNCH TORPEDO/DEPLOY MINE (0 EP)

◇ DEFENSIVE FIRE (1 EP)

PLACE ASSIGNED ENERGY POINTS HERE

CURRENT HULL POINTS

ARMOUR

- ◇ FIRE WEAPON SYSTEM (1 EP)
- ◇ LAUNCH TORPEDO/DEPLOY MINE (0 EP)
- ◇ DEFENSIVE FIRE (1 EP)

CURRENT
HULL POINTS

The diagram illustrates the HELM system. It starts with a box labeled "HELM" and "Roll Pilot:". This box is connected to three other boxes: "SPEED", "MAN. BONUS", and "CURRENT EVASION BONUS". The "SPEED" box is connected to the "MAN. BONUS" box. The "MAN. BONUS" box is connected to the "CURRENT EVASION BONUS" box. The "CURRENT EVASION BONUS" box is connected to the "ACTIONS (All EP = Ship Class):" box. The "ACTIONS (All EP = Ship Class):" box lists five actions: POSITION, ADVANCE/RETREAT, EVASIVE MANOEUVRES, RAMMING, and BOARDING. Each action is preceded by a diamond symbol.

HELM Roll Pilot:

SPEED

MAN. BONUS

ACTIONS (All EP = Ship Class):

- ◇ **POSITION:** Each 6 = +1 Initiative
- ◇ **ADVANCE/RETREAT:** Each extra 6 = +1 move
- ◇ **EVASIVE MANOEUVRES**
- ◇ **RAMMING:** Dmg = Ship Class
- ◇ **BOARDING:** -2 during combat

CURRENT EVASION BONUS

MAN.
BONUS

- ◇ POSITION: Each 6 = +1 Initiative
- ◇ ADVANCE/RETREAT: Each extra 6 = +1 move
- ◇ EVASIVE MANOEUVRES
- ◇ RAMMING: Dmg = Ship Class
- ◇ BOARDING: -2 during combat

CURRENT
EVASION
BONUS

WEAPON	BONUS	DMG	CRIT	RANGE	NOTES