

				Missile	Missile	
Turn	Seg	Distance	Range	Fearless	Sirius	Notes
1	1	7,700,000 km	25 hexes			Fearless and Sirius are at matching velocities of 17106 KPS (7 hexes/turn)
						Sirius is accelerating at 410 g (thrust 3.5) and Fearless is accelerating at 520 g thrust (4.5)
						First communication to Sirius
1	2					Second communication to Sirius
						Sirius blows after panels
1	3	7,680,683 km	25 hexes	1x1		Fearless fires warning shot
1	4					
1	5					Warning shot arrives 192.8 seconds (2 turns) later
						19 minutes (13 segments) to effective missile range
1	6					
1	7					
1	8					
2	1	7,599,739 km	25 hexes			>13 minutes (9 segments) to effective missile range
2	2	7,494,811 km	25 hexes		2x2	Fearless brings up active ECM and deploys decoys
2	3				2x2	
2	5				6x2	
2	6				6x2	Fearless begins evasive maneuvers (erratic 30-90 degree roll with decoy maneuvers to match)
2	7	7,195,019 km	24 hexes		6x2	
2	8	7,015,144 km	23 hexes		6x2	
3	1				6x2	Fearless decoy lost
3	2			1x2	6x2	Fearless begins to fire at 1salvo per minute
3	3			2x2	6x2	Sirius hit - minimal damage
3	4			1x2	6x6	Sirius goest to rapid fire on all after tubes
3	5			2x2	6x6	Fearless hit - Damage Impeller 1 (lost Alpha 2, Beta 3, damage to Beta 4), Fusion 1, Mooring Tractor, Forward hold
						Fearless acceleration drops to 360 g (Thrust 3) 10-15 minutes (7-10 segments) for repairs to Impeller 1
3	6			1x2	6x6	
3	7	6,000,000 km	20 hexes	2x1	6x6	Sirius hit - Damage to After Control, Damage Control 3 destroyed
						Fearless hit - Com section destroyed, Missile 1 destroyed
3	8			1x1	6x6	Sirius hit - Spinal laser 4 destroyed, secondary fire control sensors destroyed
4	1			2x1	6x6	
4	2			1x1	6x6	Impeller 1 back up, Fearless acceleration 508 g (thrust 4)
4	3			2x1	6x6	
4	4			1x1	6x6	Fearless Hit - damage to forward life support, forward crew mess, 2x port Energy Torps, Bridge, Fusion 1
4	5			2x1	6x6	Fearless switches to standard nukes
4	6			1x1	6x6	Sirius hit (nuke) - Damage to mssile 25, Destruction of Missile 24, Missile 26, Beta node

4	7			2x1	6x6	
4	8			1x1	6x3	Fearless Hit - Unspecified damage
				2x1	6x3	
5	1			1x1	6x3	2 Laser heads transfered to Missile 1
5	2			2x1	6x3	
						Sirius hit - Destroyed beta node, 4 PD clusters and half of the phased radar array. ECM undamaged, PD at half efficiency
						Sirius reduced to 380 g (thrust 3)
5	3	1,500,000 km	5 hexes		6x3	Fearless hit - Fusion 1 ejected. Destroyed Missile 2, Laser 3, Point Def 1, Rad Shield 1, Forward fire control, Forward Port sidewall generator.
5	4					Sirius begins to pivot 210 degrees (should be 24+ minutes, but happens in 5 ish)
5	5					
5	6					
5	7					Sirius completes pivot
5	8	500,000 km	2 hexes			
6	1	400,000 km	1 hexes			Fearless pivots and rolls just as Sirius fires
						Fearless hit (2 lasers) - Destroyed Starboard missile and 2 Energy Torps
6	2					Sirius pivots to cross the T
6	3					Fearless rolls back, pivots to port
						Sirius hit by Grav Lance - Sidewall down
						Sirius hit by multiple Energy Torpedoes, game over!