**Definitions**

* Prey: the enemy ship used for calculations in the Activation Phase
* Target: the enemy ship used for calculations in the Engagement Phase
* \\*\*\*\: Type, the \*\*\* is an identifier describing what kind of thing comes after it.
* [\*\*\*]: Goto statement, the \*\*\* is the destination. Continue where you left off after you run through the block attached to the destination. A destination will always be a header with bold text.
* Perform: Do the thing mentioned after this keyword.
* Check: a conditional statement whose result can be either True or False
* Switch: a Type. It is a list of Checks. Perform each check in the sequence presented until you encounter a check that results in True. then Perform the prescribed thing for that Check. Do not perform any further checks in a Switch once one results as True unless you are instructed to Perform the Switch again from the beginning.

**Planning Phase**

NPC ships are not assigned dials

**System Phase**

Devices

During the System Phase, each NPC ship equipped with a Bomb or Mine upgrade card checks to see if it drops that device. The NPC ship rolls 1 attack die for each enemy ship at range 0-1, or in its rear arc at range 0-2. If it rolls at least 1 hit or crit result, it drops its equipped Bomb or Mine.

Cloak

During the System Phase, each NPC ship with a cloak token checks to see if and how it decloaks. Use the following procedure:

1. [Select Prey]
2. \Switch\

Decloak with the following priorities (if any of the options checked end on an obstacle it is not a failed action. Just move on to the next Check treating the Check that interacted with an obstacle as a False result):

* 1. lining up your Prey in your bullseye arc
  2. lining up your Prey in your arc that contains your primary weapon with the most dice.
  3. Lining up your Prey in one or more of your primary arcs
  4. Lining up your Prey in an arc where you can fire a secondary weapon this round
  5. Do not decloak (the action does not fail. It is treated as if the decloak never happened. You keep your cloak token.)