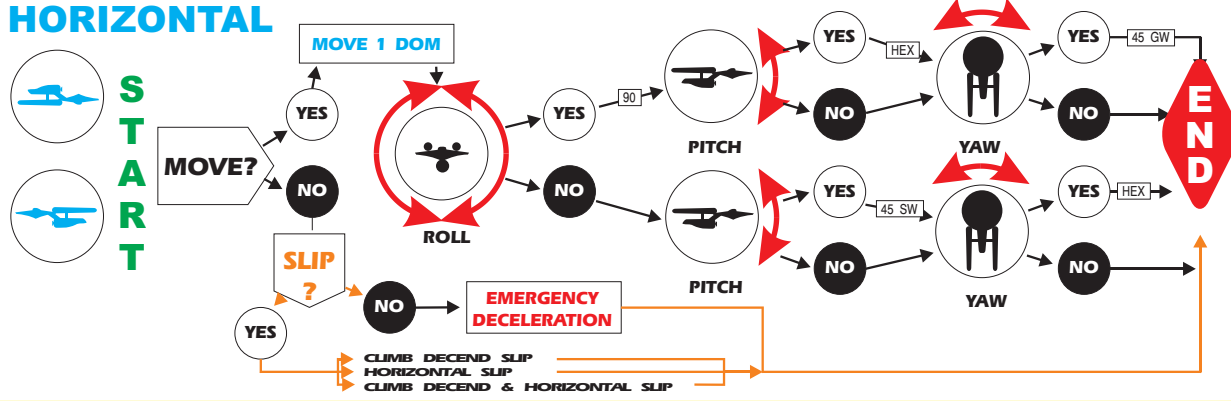
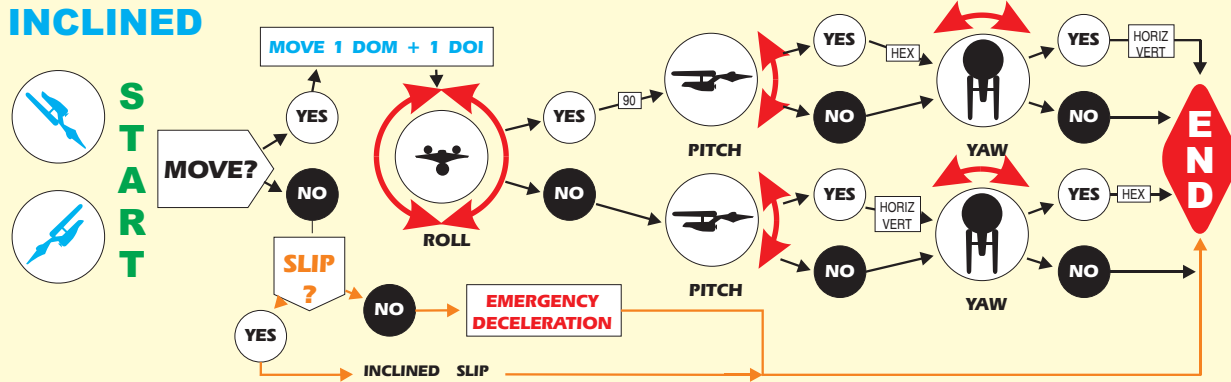


# MOVEMENT FLOW CHART

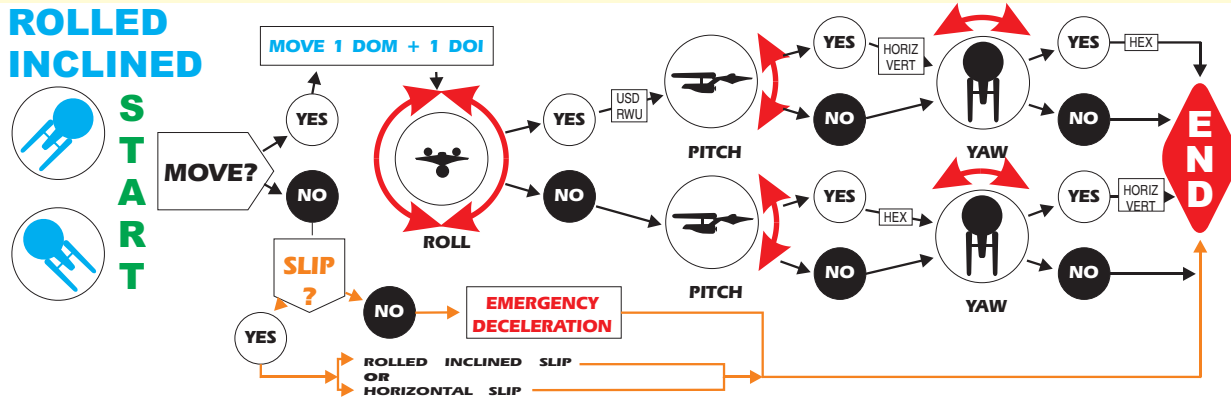
## HORIZONTAL



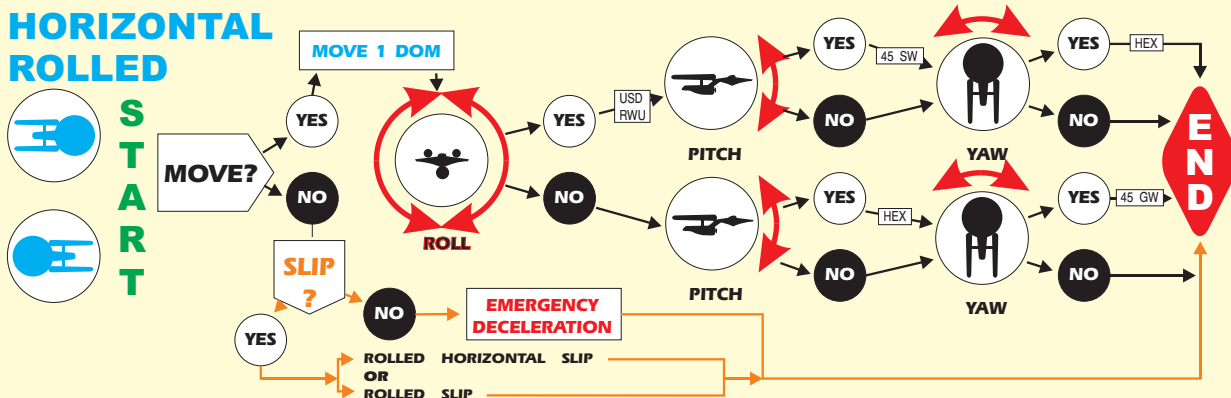
## INCLINED



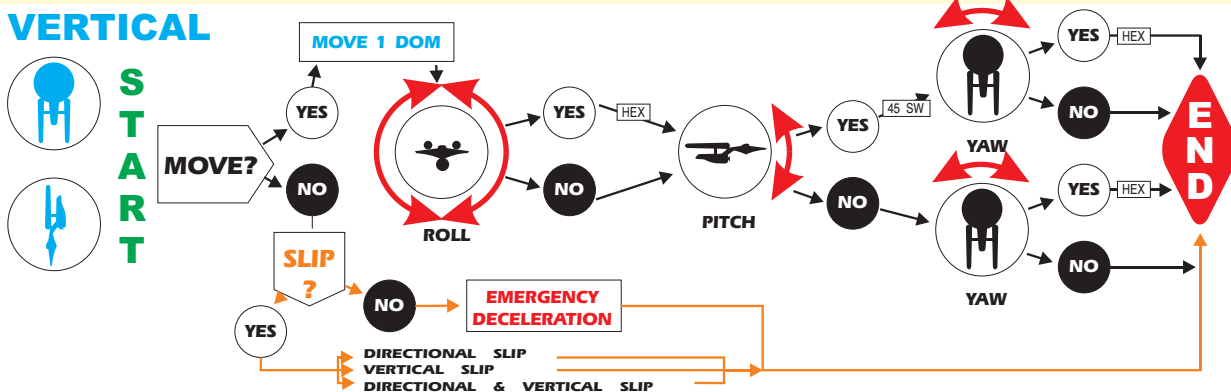
## ROLLED INCLINED



## HORIZONTAL ROLLED



## VERTICAL



## MOVEMENT FLOW CHART GLOSSARY

**MOVE?** - Do you want the ship to move?

**DOM** - Move the ship ONE HEX in the Direction Of Movement

**DOI** - Move the ship ONE HEIGHT band in the Direction Of Incline, as indicated by the attitude of the ship

**HEX** - Turn the ship through ONE HEX FACE

**90** - Roll the ship through 90 DEGREES

**45GW** - Turn the ship through 45 DEGREES reference to the GAME PLAY AREA

**45SW** - Turn the ship through 45 DEGREES reference to the SHIP ITSELF

**VERT** - Reminder that the ship's final attitude will be VERTICAL

**HORIZ** - Reminder that the ship's final attitude will be HORIZONTAL

**USD/RWU** - Reminder that the ship's final attitude will be UPSIDE DOWN or RIGHT WAY UP

## SLIPS

- Option to perform various SLIPS:

**HS** - HORIZONTAL SLIP

**RS** - ROLLED SLIP

**VS** - VERTICAL SLIP

**IS** - INCLINED SLIP

**RIS** - ROLLED INCLINED SLIP

**RHS** - ROLLED HORIZONTAL SLIP

**CDS** - CLIMB/DECEND SLIP

## REMEMBER

NO HORIZONTAL MANOUVRE to CLIMB/DECEND SLIP without first performing a HORIZONTAL & CLIMB/DECEND SLIP

No Mixing SLIPS and MANOUVRES