Combat Quick Reference

Skill Rolls.
Add together your attribute and any bonuses you've got.
Roll a D12. If it's under this total then roll again and add. (If it's still under, then tough.)
Natural 12 is always success. Otherwise, the higher the better.

Range
Everyone makes a piloting skill roll. If you have any edges that modify this roll – declare them.
Highest roll can increase or decrease their range to a single enemy by one step. (Tailing - Short – medium – long – escaped) - if you beat them by 6 or more, you can modify it by two steps.
The next highest can then do the same – but not against anyone who moved against them this turn.
And so on until everyone is done.

Actions
Everyone simultaneously takes as many actions as they like (and have crew for).
These actions include things like making further skill rolls easier.
Big Example: Use a crewman (or captain) for this turn to add their gunnery skill to your 'to hit' roll.

Full action: You may only take a single full action. This will usually be shooting at someone.

Gunnery Difficulties: (Add the enemy's defence score)
To hit at short or tailing range you need 4. Medium range, 7. Long range, 9.
Missiles each have their own to-hit numbers.
A natural 1 always misses. A natural 12 always hits.

After the shot
There are some skills and edges which modify a roll already made. Use them now.
This includes: Sustain.
Reduce the damage by the 'S' number to increase your die roll by one. Do this as many times as you like. (Yup, it's almost impossible to completely miss with a beam weapon.)

If your modified die roll is high enough, then you've hit. All the (remaining) damage (The 'D' number) for that gun is going to be applied.

Damage is first applied to shields - then to outer armour. If there's any MORE damage then the person hit gets to choose which system is hit.
(There are two exceptions to this: If you are at tailing range then the person firing gets to choose – and they can only fire back with weapons facing that way and turrets. Secondly, there are a couple of edges which let the attacker choose what is hit.)
All damage is applied to a single system. If that system runs out of hit points, it's applied to another system on that side – and so on. If a side runs out of systems, then damage goes to the 'core' facing.
If the core runs out of systems and takes *more* damage, then the ship is destroyed.
If a normal system is damaged, you can't use it any more. A heavy (or super-heavy, or turret) system must be destroyed before it stops functioning.

After everyone has taken their full action, or passed, go back to taking actions.
If *everyone* passes (meaning you've all fired all the guns that you want to for this turn) then go back to trying to set the range.