TURN SEQUENCE

INITIAL PHASE

- Sieges
- Allied minors receive reinforcements

NAVAL PHASE

- Play cards and spend APs on actions
- Space combat
- Planetary combat and administration change
- Adjust tension between players

FINAL IMPULSE

- Activate units (all players)
- Draw card(1)

(1) If it is an X card; scenario event and activation of minor powers.

INTERPHASE(2)

- Economy
- Count VP
- Turn advance(s)
- Eliminate obsolete developments
- Eliminate units, outposts and factories
- Shuffle the corresponding deck

(2) Only if the drawn card is the third X card in the same deck.

TABLE OF ACTIONS AND THEIR COST

Action	Cost	Requirement
Build/Reinforce Escort Fleet	1	In any system in a CZ
Build fortress	3	In a Colony
Reinforce fortress	1	In any system in a CZ
Build line fleet(1)	2	In a Colony
Move	1	To and from a system in the same CZ
Explore	1	Unexplored system adjacent to a CZ
Attack	1	Explored system adjacent to a CZ (if allowed by the status of tensions)
Build an outpost	1	On a planet in an explored system, adjacent to a CZ (or inside) and free of enemy tokens
Build a factory	3	Same conditions as in the case of the outpost
Build a settlement	5	In a CZ replacing an outpost or factory (existing at the beginning of the impulse) and on terran planets
Build a colony	10	In a CZ and replacing a settlement (existing at the beginning of the impulse)
Build the capital	10	In a CZ and replacing a colony (existing at the beginning of the impulse)
Eliminate a military unit or control marker	1	Settlements or higher located on the map cannot be eliminated
Build a naval factor	2	

(1) Naval power is used to reinforce them, see section Line fleets.

ECONOMIC BASE

	Number of military units and outposts					
Income	0:4	5:9	10:14	15:19	20:24	25:29
0-1						
2-3	1					
4-5	1	1				
6-7	2	1	1			
8-9	2	2	1	1		
10+	3	2	2	1	1	

IMPACTS TABLE

Ship type	Space combat	Planetary combat
Line fleet	F2 *	F1
Escort fleet	F1	F2
Fortress	F2	F3
Mixed fleet	F2	F2

* F3 If it was initially active in the attacked system and fires (not if covers). Includes attacks received from besieged planets.

INDEPENDENT TACTICS COMBAT TABLE				
1D6	Attacker Space combat	Attacker Planetary combat	Defender Space combat	Defender Planetary combat
1-	1	1	0 (1)(2)	0
2	2	2	0	0
3	2	3	0	0
4	3	3	1	0
5	3	4	2	1
6+(3)	3	4	2	1

You have to add / subtract the difference of military counters with the independent from the die.

(1) The best unit from the independent is withdrawn to the best independent control marker in the system before the combat (in case of a tie, choose randomly).

(2) If the result is less than 0. **All units** are withdrawn.

(3) With a result of 6 or +, the independent increases by 1 the firing factor of his best ships, for each result exceeding 5 (for example, with a 7, attacking in space combat, the 2 best units would fire with F3 instead of F2).

INDEPENDENTS ACTIVATION TABLE		
1D6	Condition	Action
0-		Do nothing
1	There is a military unit available	Take a unit and add it to the reserve
2	There are adjacent zones without enemy counters	Place an outpost in the adjacent System randomly among those that meet the condition, exploring if necessary(1)
3	There are any flipped military units in his reserve	Flip up to 2 reduced military units
4	Higher minor control markers are available	Increase the marker level to the next lowest possible level
5	The independent has a commercial treaty	Player chooses between lowering naval power by one or eliminating the commercial treaty
6	The independent has military units in reserve and **adjacent** to some enemy **outpost or factory**	Attack a random adjacent outpost or factory marker(2)
7	The independent has military units in reserve and **adjacent** to some enemy **settlements**	Attack a random adjacent settlement marker(2)
8+	The independent has military units in reserve and **adjacent** to some enemy **control marker**	Attack a random control marker, with an additional unit for each result above 8(2)

(1) In case of minors, if the system is in another region (or another minor appears as a result of exploration) a fleet is added to that reserve.

(2) Always with priority against a power (or minor) with whom he does not have a Commercial treaty.

Add a +1 to the die roll for every two full fleets in the independent's reserve.

TURN and VPs
0
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
ATTACK
0
1
2
3
4
5
6
7
8
9
DEFENSE
0
1
2
3
4
5
6
7
8
9
TENSION BETWEEN PLAYERS