Game Rou	nd								
Strategy	1. (counter-)cloc	kwise Strategy Card pick (start: Speaker)						\longrightarrow	Political (Assembly II)
Phase	2. Place bonus co	is counter(s)						0. Call for Voice of the Cou	
Action	Strategic	1. Resolve Primary Ability							1. Draw 2 Political Cards
Phase	Action	2. Resolve Secondary Ability (counter-)clockwise							2. Choose player to choose
		3. Turn Strategy Card to inactive							3. Give Speaker token to a
	Tactical Action	1. Activate a System							4. Choose representative
		2. Move Ships into the System							5. Resolve Spies (Speaker
		3. PDS Fire							6. Facedown representativ
		4. Trigger Space Mine				_			7. Resolve bargaining and
		5. Space Battle				\rightarrow	Space Battles		8. Resolve voting and outo
		6. Planetary Landings					0. Before Space Battles		
		7. Invasion Combat				1	1. Announce withdrawal/retreat		Before Space Battles
		8. Production (incl. space mine, facility	/)				2. Roll combat dice		1. Anti-Fighter Barrage
	Transfer	1. Activate two Systems					3. Remove Casualties		2. Assault Cannons
	Action	2. Movement between Systems	ent between Systems				4. Execute withdrawal/retreat		3. Mentak Ability
		3. PDS Fire					5. Check end of space battle		4. Minister of War
		Planetary Landings						5. Sabotage Run	
		. Production in one system (incl. space mine)				Invasion Combat			
	"As an Action"	Execute Action					0. Before Invasion Combat	-	Before Invasion Combat
	Pass	Player passes (only after Strategic Acti	on)				1. Roll Combat Dice		1. Bombardment
Status Phase		objective in order of play			Φ		2. Remove Casualties		2. PDS Fire
THUSE	2. Repair damage			ıts	aptiv		3. Check end of invasion combat		
	3. Remove Comn			men	ıte c				
	4. Refresh Planet		iits	Break Trade Agreements	execu r(s)				
	5. Use Planets' R	efresh Ability	le Ur	de A	ee / exec leader(s)				
	6. Receive 1 Action Card and 2 Command Counters		Scuttle Units	kTra	Transfer / free / execute captive leader(s)				
	7. Redistribute Command Counters			Brea	nsfer				
	8. Return Strategy Cards				Trai				

9. Flip Rotation Cycler