Game Round

| Strategy Phase | 1. (counter-)clockwise Strategy Card pick (start: Speaker) |
| | 2. Place bonus counter(s) |

Political Phase

Action Phase	Strategic Action	1. Resolve Primary Ability
		2. Resolve Secondary Ability (counter-)clockwise
		3. Turn Strategy Card to inactive
	Tactical Action	1. Activate a System
		2. Move Ships into the System
		3. PDS Fire
		4. Trigger Space Mine
		5. Space Battle
		6. Planetary Landings
		7. Invasion Combat
		8. Production (incl. space mine, facility)
	Transfer Action	1. Activate two Systems
		2. Movement between Systems
		3. PDS Fire
		4. Planetary Landings
		5. Production in one system (incl. space mine)
	„As an Action"	Execute Action
	Pass	Player passes (only after Strategic Action)

Status Phase	1. Qualify for an/two objective(s) in order of play *
	2. Repair damaged ships
	3. Remove Command Counters
	4. Refresh Planet Cards
	5. Use Planets' Refresh Ability
	6. Receive 1 Action Card and 2 Command Counters
	7. Redistribute Command Counters
	8. Return Strategy Cards
	9. Flip Rotation Cycler

Scuttle Units

Break Trade Agreements

Transfer / free / execute captive leader(s)

Not if 8 players.

Political (Assembly II)

0. Speaker: Reveal 2 Political Cards
1. Call for Voice of the Council (VotC) vote
2. VotC: Choose player to choose 1 Political Card
3. VotC: Give Speaker token to another player
4. Choose representative
5. Resolve Spies (Speaker then (counter-)clockwise)
6. Facedown representatives are revealed
7. Resolve bargaining and promissory notes
8. Resolve voting and outcome

Space Battles

0. Before Space Battles
1. Announce withdrawal/retreat
2. Roll combat dice
3. Remove Casualties
4. Execute withdrawal/retreat
5. Check end of space battle

Before Space Battles

1. Anti-Fighter Barrage
2. Assault Cannons
3. Mentak Ability
4. Minister of War
5. Sabotage Run

Invasion Combat

0. Before Invasion Combat
1. Roll Combat Dice
2. Remove Casualties
3. Check end of invasion combat

Before Invasion Combat

1. Bombardment
2. PDS Fire

* May claim two objectives worth 1 VP per round