

Id	Administration	Aggression	Construction	Mobilization	
1	◆				Tax to contend a declared ambition
2		◆			Secure to contend a declared ambition
4		◆			Secure an effective Vox card
5		◆			Secure the Imperial Council
6		◆			Secure a Faithful card
7		◆			Secure an attached Guild card
8		◆			Battle to contend a declared ambition
9			◆		No starport? Build a starport
10		◆		◆	Expand for starport? Move to get new claims
11			◆		Rival control loyal building? Build to change control
12	◆		◆		Rival control loyal building? Repair to change control
13		◆		◆	Rival control loyal building? Move to change control
14		◆			Rival control loyal building? Battle to change control
15			◆		Build cities (only double if winning declared and bonus power)
16		◆		◆	Expand for new claims? Move to get at least one new claim
17		◆			Secure to contend an undeclared ambition
18		◆			Secure to take captives
19	◆				Tax to contend an undeclared ambition
20	◆				Tax to take captives
21		◆			Secure to grow lead in declared ambition
22	◆			◆	Influence an uncontested card to contend declared
23	◆			◆	Influence a contested card
24	◆			◆	Contend declared with Imperial Trust? Influence the Imperial Council
25			◆		Build to take control of a rival building
26	◆		◆		Repair to take control of a rival building
27		◆		◆	Move to take control of rival city or Free city
31			◆		Build to defend an undefended building
32			◆		Build any ships
33			◆		Build any other starports
34	◆		◆		Repair any other ships or buildings
36		◆			Battle to destroy Blight in systems with loyal buildings
37		◆			Any ambition markers? Battle to take trophies
38		◆			Secure to grow lead in an undeclared ambition
39		◆			Secure to take any other cards
40		◆		◆	Move to change control of a rival-controlled gate
41		◆		◆	Any unassigned ships? Move to unassigned ships to task force (use partial move)
42	◆				Tax to grow a lead in a declared ambition
43	◆			◆	Influence any other cards
44	◆				Tax to gain resources