

Id	Administration	Aggression	Construction	Mobilization	
1	◆				Tax to contend a declared ambition
2		◆			Secure to contend a declared ambition
3		◆			Secure an effective Vox card
8		◆			Battle to contend a declared ambition
9			◆		No starport? Build a starport
10		◆		◆	No starport and no claims? Move to get new claims
12			◆		Rival control loyal building? Build to change control
13	◆		◆		Rival control loyal building? Repair to change control
14		◆		◆	Rival control loyal building? Move to change control
15		◆			Rival control loyal building? Battle to change control
17			◆		Build cities (only double if winning declared and bonus power)
18		◆		◆	Expand for new claims? Move to get at least one new claim
20	◆	◆	◆	◆	Can bot use an ability on a ready Guild or lore card?
21		◆			Secure to contend an undeclared ambition
22		◆			Secure to take captives
23	◆				Tax to contend an undeclared ambition
24	◆				Tax to take captives
25		◆			Secure to grow lead in declared ambition
26	◆			◆	Influence an uncontested card to contend declared
27	◆			◆	Influence a contested card
29			◆		Build to take control of a rival building
30	◆		◆		Repair to take control of a rival building
32		◆		◆	Move to take control of rival city
35			◆		Build to defend an undefended building
36			◆		Build any ships
37			◆		Build any other starports
38	◆		◆		Repair any other ships or buildings
41		◆			Any ambition markers? Battle to take trophies
42		◆			Secure to grow lead in an undeclared ambition
43		◆			Secure to take any other cards
44		◆		◆	Move to change control of a rival-controlled gate
45		◆		◆	Any unassigned ships? Move to unassigned ships to task force (use partial move)
46	◆				Tax to grow a lead in a declared ambition
47	◆			◆	Influence any other cards
48	◆				Tax to gain resources