

ACTION PHASE		
Start of a player's turn		
Active Player - You		
TECH "Transit Diodes"	Creuss PN "Creuss Iff"	L1z1x PN "Cybernetic Enhancements"
Saar FT "Chaos Mapping"	Yssaril PN "Spy Net"	
<i>Place infantry from UU "Infantry II", Arborec FU "Letani Warrior II", Sol FU "Spec Ops II" in your home system.</i>		
Active Player - Another Player		
Sol PN "Military Support"		
Choose of action type: Tactical, Strategic, Component, PASS		
TACTICAL ACTION		
STEP 1 - ACTIVATION		
"When ..."		
TECH "Scanlink Drone Network"	Naaz-Rokha FA "Distant Suns"	
"After ..."		
Active Player - Any Player		
AC "Counterstroke" Ω	Creuss Agent "Emissary Taivra"	Creuss Mech "Icarus Drive"
Empyrean FT "Aetherstream"	L1z1x Agent "I48S"	Saar Agent "Captain Mendosa"
Active Player - You		
TECH "Gravity Drive"	AC "Harness Energy" Ω	AC "Flank Speed"
AC "In the Silence of Space"	AC "Lost Star Chart"	AC "Nav Suite" (PoK)
AC "Rally" Ω	AC "Solar Flare" Ω	AC "Upgrade"
Arborec FS "Duha Menaimon"	Jol-Nar FT "Spacial Conduit Cylinder"	N'orr Hero "Sh'val, Harbinger"
UI FA "Awaken"	UI FS "Ouranos"	Vuil'raith PN "Crucible"
<i>Returning PN: "Support for the Throne", Arborec, Hacan, Mentak, Nekro, Empyrean (x2), Vuil'raith</i>		
Active Player - Another Player		
PN "Ceasefire"	AC "Decoy Operation" (PoK)	AC "Forward Supply Base" Ω
Arborec PN "Stymie" Ω	Arborec Commander "Drzuga Rophal"	Empyrean FA "Aetherpassage"
Jol-Nar FT "E-Res Siphons"	Mahact Mech "Starlancer"	Naalu FT "Neuroglave"
Xxcha FT "Nullification Field"	Yin PN "Greyfire Mutagen"	Yssaril Commander "So Ata"
STEP 2 - MOVEMENT		
"Before you move units"		
Relic "Dominus Orb"		
Active Player - Any Player		
Empyrean Agent "Acamar"		
Active Player - Another Player		
AC "Experimental Battlestation"	Arborec PN "Stymie" Ω	Empyrean FT "Voidwatch"
Empyrean Commander "Xuange"	Naalu FA "Foresight"	
Active Player - You		
Creuss Commander "Sai Seravus"	Muaat Hero "Nova Seed"	N'orr Hero "Sh'val, Harbinger"
<i>At the end of the "Move Ships" step</i>		
FC "Ion Storm"		
SPACE CANNON OFFENSE		
"Before use SPACE CANNON"		
TECH "Graviton Laser System"		
"When use SPACE CANNON"		
TECH "Antimass Deflectors"	TECH "Plasma Scoring"	Argent PN "Strike Wing Ambuscade"
"When make roll for SPACE CANNON"		
Argent Commander "Trrakan Aun Zulok"		
"After make roll" and "Before assign hits"		
AC "Maneuvering Jets"	AC "Scramble Frequence" Ω	Jol-Nar Commander "Ta Zern"
STEP 3 - SPACE COMBAT - см.соответствующий раздел		
STEP 4 - INVASION - см.соответствующий раздел		
STEP 5 - PRODUCTION		
"When use PRODUCTION" and "When produce"		
TECH "AI Development Algorithm"	TECH "Sarween Tools"	AC "War Machine" Ω
Argent Agent "Trillossa Aun Mirik"	Hacan Hero "Harrugh Gefhara"	Naalu Commander "M'aban"
Nomad Commander "Navarch Feng"	Saar Commander "Rowl Sarrig"	UI Commander "Tungstantus"
Vuil'Raith FA "Amalgamation"	Vuil'Raith Commander "That Which Mods Flesh"	Winnu FT "Hegemonic Trade Policy"
Winnu Agent "Berekar Berekon"	Yin Commander "Brother Omar"	
"After ..."		
TECH "Self Assembly Routines"	Muaat FT "Magmus Reactor"	Yin FT "Yin Spinner"
Yin FT "Yin Spinner" Ω		
End of a player's tactical action		
At the end of a player's tactical action		
N'orr Agent "T'ro"		
After you resolve a tactical action		
Winnu FA "Reclamation"	Winnu Mech "Reclaimer"	
After you perform an action:		
TECH "Dark Energy Tap"	AC "Master Plan" Ω	Relic "The Crown of Emphidia"
End of a player's turn		
At the end of a player's turn		
TECH "Predictive Intelligence"	TECH "Bio-Stims"	Naaz-Rokha Agent "Garv and Gunn"
Nomad Agent "Field Marshall Mercer"	LP's ability cards	
During Action Phase		
TECH "Psychoarchaeology"		
* - Indicated card has errata.		
Ω - Card from Codex.		