

INVASION	
<b>At the start of invasion</b>	
AC "Blitz" Ω	AC "Bunker"
AC "Disable"	
<b>1</b>	<b>BOMBARDMENT</b>
When use BOMBARDMENT:	
TECH "Plasma Scoring"	Argent PN "Strike Wing Ambuscade"
Argent Commander "Trrakan Aun Zulok"	
After roll dice for BOMBARDMENT:	
AC "Scramble Frequence" Ω	Jol-Nar Commander "Ta Zern"
After use BOMBARDMENT:	
TECH "X-89 Bombardment" Ω	
<b>2</b>	<b>COMMIT GROUND FORCES</b>
During commit ground forces:	
N'orr Commander "G'hom Sek'kus"	Naalu FS "Matriarch"
After commit ground forces:	
AC "Ghost Squad" Ω	AC "Parley"
Saar PN "Ragh's Call"	
<b>3</b>	<b>SPACE CANNON DEFENSE</b>
When use SPACE CANNON:	
TECH "Plasma Scoring"	TECH "Antimass Deflectors"
Argent PN "Strike Wing Ambuscade"	Argent Commander "Trrakan Aun Zulok"
After roll dice for SPACE CANNON:	
AC "Scramble Frequence" Ω	
Before assign hits:	
AC "Maneuvering Jets"	
<b>4</b>	<b>GROUND COMBAT</b>
<b>4-1 At the start of combat (if first round) + start of combat round</b>	
TECH "Magen Defense Grid"	TECH "Magen Defense Grid" Ω
AC "Emergency Repairs"	AC "Morale Boost"
AC "Reveal Prototype" (PoK)	Letnev Mech "Dunlain Reaper"
N'orr PN "Tekklar Legion"	Nekro PN "Antivirus"
Sol Agent "Evelyn Delouis"	Sol Commander "Claire Gibson"
Yin FA "Indoctrination"	Yin PN "Greyfire Mutagen" Ω
Yin Mech "Moyin's Ashes"	
<b>4-2 Roll Dice</b>	
Naaz-Rokha FS "Visz El Vir"	
After roll:	
AC "Fire Team"	N'orr FT "Valkyrie Particle Weave"
<b>4-3 Assign Hits</b>	
Before assign hits:	
UA "Sustain Damage"	
When use SUSTAIN DAMAGE	
Empyrean FS "Dynamo"	Letnev FT "Non-Euclidean Shield"
After use SUSTAIN DAMAGE	
Letnev Commander "Rear Admiral Farran"	N'orr Mech "Valkyrie Exoskeleton"
After unit is destroyed	
TECH "Self Assembly Routines"	TECH "Infantry II: Gen Synthesis"
Arborec FU "Letani Warrior II"	Mahact FU "Crimson Legionnaire I/II"
Nekro FA "Technological Singularity" (Once)	Vuil'Rath Mech "Reanimator"
After assign hits:	
TECH "Duranium Armor"	
<b>4-4 At the end of combat round</b>	
AC "Emergency Repairs"	L1z1x FA "Harrow"
<b>4-5 After win a combat:</b>	
TECH "Dacxive Animators"	Mahact FA "Edict"
<b>5</b>	<b>ESTABLISH CONTROL</b>
When you gain control of a planet:	
AC "Infiltrate"	L1z1x FA "Assimilate"
<i>Exploration (см. ниже)</i>	<i>Gain Relic "Shard of the Throne"</i>
After another player gains control of a planet you control	
AC "Reparations"	
After you gain control:	
TECH "Integrated Economy"	Naaz-Rokha Commander "Dart and Tai"
Saar FA "Scavenge"	Saar Mech "Scavenger Zeta"
<b>EXPLORATION</b>	
When a player takes control of a planet that is NOT already controlled by another player or use "The Crown of Emphidia":	
Naaz-Rokha FA "Distant Suns"	Naaz-Rokha FT "Pre-Fab Arcologies"
UI FA "Terragenesis"	
When a player use Naaz-Rokha Commander "Dart and Tai" ability:	
Naaz-Rokha FA "Distant Suns"	Naaz-Rokha FT "Pre-Fab Arcologies"
* - Indicated card has errata.	Ω - Card from Codex.

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