1) **THE STRATEGY PHASE**
   Starting with the "Speaker", and following in clockwise order, each player chooses his Strategy Card (collecting any bonuses). The numbers on the Strategy Cards will determine the **order of play** for the entire round (treat the Naalu Collective's Strategy Card as having an initiative value of "0" printed on it). If a player chooses the Initiative Strategy Card, he instantly becomes the new "Speaker" and cannot choose the Initiative Strategy Card again while "Speaker".

2) **THE ACTION PHASE (in order of play, choose only one action, this phase continues until all have passed)**
   - **Strategic Action**
     1) The active player resolves the **Primary Ability** of his **Active** Strategy Card.
     2) The other players (in clockwise order from the active player) may choose to resolve the **Secondary Ability** of that Strategy Card for the cost of 1 Command Counter from their Strategy Allocation area (active players never resolve the Secondary Ability of their own Strategy Card).
     3) The Strategy Card is flipped over and rendered **Inactive** for the rest of the round.
   - **Tactical Action (costs 1 Command Counter from Command Pool)**
     Activation Sequence
     1) Activate any System: The active player places his Command Counter in the System (hexagon board piece).
     2) His Ships (within movement range, and in non-Activated Systems) may move into the Activated System. Carriers with XRD may leave the System to transport units as long as they return. Ships without Light/Wave Deflectors cannot move through Systems containing enemy ships (except fighters that are not advanced).
     3) Each enemy PDSs (within firing range) may fire at the active player's Ships in the Activated System (each "hit" requires the active player to damage or remove a Ship from his fleet). Then the active player's PDSs (within firing range) may fire at any enemy Ships in the Activated System.
     4) Space Battle (breaks any Trade Agreement)
        Destroyer Anti-Fighter Barrage: All Destroyers roll 2 separate dice against fighters (which cannot return fire).
        1. Both parties announce any withdrawals or retreats.
        2. All Ships roll 1 die simultaneously for hits (War Suns roll 3 separate die rolls).
        3. Any destroyed Ships are removed, while damaged Ships are flipped. The enemy then does the same.
        4. Any withdrawals or retreats are executed to one adjacent previously Activated System that contains no enemy Ships. Check the Fleet Supply and Fighter capacity for compliance afterwards.
        Repeat steps 1 - 4 until one or no players have Ships remaining.
     5) Planetary Landings: At least one Ground Forces unit (and not a lone PDS unit which is lost during its landing) is required to land on each neutral planet (and/or each enemy planet with no Ground Forces) in a System for the active player to claim them and collect their exhausted Planet Cards (any enemy Control Markers are removed).
     6) Invasion Combat (breaks any Trade Agreement, the active player chooses which planet to invade first)
        Bombardments: If the X-89 Bacterial Weapon is not available, Dreadnoughts without Graviton Negators may bombard (non-PDS) occupying Ground Forces using 1 die roll. War Suns may bombard occupying Ground Forces (regardless of PDSs or if a Planetary Landing was even performed) using 3 separate die rolls.
        Each defensive PDS may then fire on one invading Ground Force using 1 die roll.
        1. All Ground Force units (and Fighters with Graviton Negators) roll 1 die simultaneously for hits.
        2. Remove Ground Force casualties.
        Repeat steps 1 - 2 until one or no players have Ground Forces remaining.
        If an invasion is successful, the active player collects the planet's exhausted Planet Card and any remaining enemy Space Dock and PDSs are destroyed.
     7) Produce units at any friendly Space Docks in the Activated System. The active player may build a Space Dock if the planet was controlled for the entire round and there is no Space Dock already present and there are no enemy Ships in the Activated System. Space Docks under blockade may only produce PDSs and Ground Forces for the planet. War Sun technology is required to build War Suns. (PDS build cost is 2)
   - **Transfer Action (costs 1 Command Counter from both the Command Pool and from Reinforcements)**
     Transfer Sequence
     1) Activate two adjacent Systems that contain only friendly Ships/Units. The active player places a Command Counter in each Activated System.
     2) His Ships/Units may move between both Activated Systems according to their movement allowance.
     3) Each enemy PDS (within firing range) may choose which of the two Activated Systems to fire into.
     4) Planetary Landings: PDSs and Ground Forces may not land on neutral or enemy controlled planets.
     5) Produce units in only one of the two Activated Systems. (PDS build cost is 2)
   - **Play: As an Action**
     The active player may choose to use one of his *"Play: As an Action"* Action Cards.
   - **Pass** (the active player is allowed to pass only if his **Strategic Action** has already been taken)

3) **THE STATUS PHASE (performed in order of play)**
   1) Qualify for Public/Secret Objective Cards (performed only if home planet is controlled).
   2) Repair damaged Ships (any extra units may be scuttled).
   3) Remove Command Counters (the Hacan player can trade Action Cards with other players).
   4) Refresh Planet Cards (Trade Agreements can be broken with non-Hacan races).
   5) Receive 1 Action Card (+1 for Yssaril, +1 for Neural Motivators) and 2 Command Counters (+1 for Fed. of Sol).
   6) Redistribute Command Counters.
   7) Return Strategy Cards.

END OF ROUND
If there is no winner, another game round begins with a new **Strategy Phase**.