# Turn Sequence

- Before the Mission
    1. Droid, Module and Equipment upgrades
    2. Hyperspace departure
    3. Galactic Civil Wars: Personalities and Plot Twists determination
    4. Pax Galacticum: Hazard determination
        1. **Hazard Round**
            1. Phase 1
            2. Phase 2
            3. Phase 3
            4. Phase 4
            5. Phase 5
            6. Phase 6
        2. Any remaining severity not reduced in the Hazard Round now is applied as the hazard.
    5. Arrival with Speed 4
    6. Pirates of Trundlia: Initial Morale determination for all ships
- In the Mission
    - At the beginning of every **Round**
        1. Power Generation
    - During the **Round**
        1. Phase 1
            1. Move ships
            2. Move missiles
            3. Collisions
            4. Player actions
            5. NPC actions
            6. Held player actions
            7. Grenade detonations
            8. End of phase character effects
            9. Reduce OOC by 1
        2. Phase 2
            - as Phase 1
        3. Phase 3
            - as Phase 1
        4. Phase 4
            - as Phase 1
        5. Phase 5
            - as Phase 1
        6. Phase 6
            - as Phase 1
    - After the **Round**
        1. Remove Used markers
        2. Remove a Stun marker from each stunned character
        3. Reduce Speed by 1
        4. Reduce Gun, Helm and Shield energy by 1
- After the Mission
    - Spoils of War

- Revive dead characters
- Experience Points, Credits and Prestige earned
- Overwhelming success rewards
- Space Dock
- Requisitioning (for UREF only)
- Return captured crew
- Equipment purchases

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