Orders

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- **Move** (direction 1-6, distance 1-4)
    - Only available to Defence Units
    - Move up to their move value in hexes in one of 6 directions
- **Stay still**
    - Only available to Defence Units
    - Do not move this turn
- **Self destruct**
    - The unit is destroyed
    - Resources to the value of the unit's Scanners are created in that hex
    - If the unit was the Harvester, then all the Defence Units of that Harvester are also destroyed and the player is out of the game.
- **Target** (hex id)
    - Only available to the Harvester
    - Flag a resource hex as a target for the Harvester.
    - Each turn the Harvester will move one hex towards the target until it is reached.
- **Abort**
    - Only available to the Harvester
    - Remove the flag from a target hex.
- **Drop** (direction 1-6, amount 1-20)
    - Only available to the Harvester.
    - Drop a number of resources into an adjacent hex.

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