Host Order

1. Update of clientside-actions:
   - A. Diplomacy changes
   - B. Own cargotransfers
   - C. Planetary structures built
   - D. Starbases built
   - E. Jettison from ships
   - F. Lock towbeam
2. Cloak
3. Meteor shower
4. Sensor sweep & bioscan
5. Loki first decloak
6. Cloak fail
7. Superspy deluxe (Fcode change)
8. Minefield fcodes established
9. Lady Royale generates MCs
10. Most Mission 9, in order of ID:
    - A. Rob
    - B. Hisssss!
    - C. Build fighters (incl. 'lfm')
    - D. Repair Self (Borg)
    - E. Dark sense
11. Cargo drop (ship to planet - by ID)
    - A. Including Imperial Assault
    - B. Including Ground Combat
12. Transfers (ship to foreign ship)
13. Beam transfer fcodes (by ID)
    - A. Including give ships (gsX)
14. Planets beam up money ("bum")
15. Beam Up missions (used to be called "Gather missions")
16. Alchemy
17. Command Ships Move Towing - CAMPAIGN
18. Command Ships Move Normal - CAMPAIGN
    - A. Check for impact with debris disks, minefields, and star clusters
19. Lay mines (starships then starbases - CAMPAIGN)
20. Lay web mines (starships then starbases - CAMPAIGN)

21. Ion storms:
    - A. Move
    - B. Join
    - C. Decloak ships
    - D. Damage ships
    - E. Drag ships
    - F. New storms formed
    - G. Affect minefields
22. Mine sweep/scoop (starships then starbases - CAMPAIGN)
23. Mine decay
24. Mines destroy mines
25. New minefield fcodes established
26. Web drain
27. Starbases fix or recycle ships
28. Priority builds (NEW PRODUCTION QUEUE)
29. First build new ships
30. Clone ships
31. Super refit
32. Force a surrender at starbase
33. Mass check, repair & mkt
34. Towing ships move
    - A. Check for impact with debris disks, minefields, and star clusters
35. Cobol Ramscoop makes fuel
36. Warpwell calculation
37. Star cluster radiation kills crew/colonists for moving ships
38. Most ships move (Incl. HYP)
    - A. Check for impact with debris disks, minefields, and star clusters
39. Cobol Ramscoop makes fuel
40. Warpwell calculation
41. Star cluster radiation kills crew/colonists for moving ships
42. Tantrum Liner Tantrums - CAMPAIGN
43. Intercepting ships move
    - A. Check for impact with debris disks, minefields, and star clusters
44. Cobol Ramscoop makes fuel
45. Warpwell calculation
46. Star cluster radiation kills crew/colonists for moving ships
47. Star cluster radiation kills crew/colonists for non-moving ships
48. Glory device ships detonate

49. Firecloud chunnel
50. Loki second decloak
51. Starbase Primary Orders - Refuel, Max Defense, Unload all Freighters, Load Torps onto Ships, Repair Base + Send Money, Receive Money (CAMPAIGN)
52. Starbases build 'free' fighters
53. Starbases dump parts (dmp)
54. Mass check, repair & mkt
55. New natives appear
56. Land and Disassemble (used to be called "Colonize")
57. Energy Defense Fields Activate (burn 50 fuel) - CAMPAIGN
58. Loki third decloak
59. Glory device ships detonate
60. Mass check, repair & mkt
61. Ship vs. ship combat
62. Borg gather debris
63. Gorbie Destroy Planet - CAMPAIGN
64. Mass check, repair & mkt
65. Ship vs. planet/base combat
66. Minefield fcodes established
67. Terraforming
68. Structure decay
69. Fascists Pillage planets - Includes Plunder in Campaign games
70. Rebel Ground Attack
71. Happiness change computed
72. Supplies produced (inc Bovinoids)
73. Enlighten - CAMPAIGN
74. Taxes produce MCs (if HP > 30)
75. Borg assimilate natives
76. Population growth (if HP > 69)
77. Overpopulation dies/eats supplies
78. Amorphous worms eat clans
79. Riots
80. Civil wars
81. Ore Condensing - CAMPAIGN
82. Mines produce minerals
83. Trans-uranium mutation
84. Second ship build
85. Mass check, repair & mkt
86. Autobuild to Targets
87. Scan (Superspy / Explore)

88. Scan for Ships
89. Empire Dark Detection - CAMPAIGN
90. Scan for Planets (Explore Map and Nebulas)
91. Share ally information
92. Make score log include Priority Build Points
93. Send Player to Player Messages
94. Check for Winner

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