



Introduction

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Host Order

- Update of clientside-actions:
 - Diplomacy changes
 - Own cargotransfers
 - Planetary structures built
 - Starbases built
 - Jettison from ships
 - Lock towbeam
- Cloak
- Meteor shower
- Sensor sweep & bioscan
- Loki first decloak
- Cloak fail
- Superspy deluxe (Fcode change)
- Minefield fcodes established
- Lady Royale generates MCs
- Most Mission 9, in order of ID:
 - Rob
 - Hisssss!
 - Build fighters (incl. 'lfm')
 - Repair Self (Borg)
 - Dark sense
- Cargo drop (ship to planet - by ID)
 - Including Imperial Assault
 - Including Ground Combat
- Transfers (ship to foreign ship)
- Beam transfer fcodes (by ID)
 - Including give ships (gsX)
- Planets beam up money ("bum")
- Beam Up missions (used to be called "Gather missions")
- Alchemy
- Command Ship Groups Move Towing - CAMPAIGN
 - Check for impact with debris disks, minefields, and star clusters
 - Warpwell calculation
 - Cobol Ramscoop makes fuel based on distance travelled under power

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Starships

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- D. Star cluster radiation kills crew/colonists for moving ships
- 18. Command Ship Groups Move Normal - CAMPAIGN
 - A. Check for impact with debris disks, minefields, and star clusters
 - B. Warpwell calculation
 - C. Cobol Ramscoop makes fuel based on distance travelled under power
 - D. Star cluster radiation kills crew/colonists for moving ships
- 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
 - B. Warpwell calculation
 - C. Cobol Ramscoop makes fuel based on distance travelled under power
 - D. Star cluster radiation kills crew/colonists for moving ships
- 35. Most ships move (Incl. HYP)
 - A. Check for impact with debris disks, minefields, and star clusters
 - B. Warpwell calculation

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- C. Cobol Ramscoop makes fuel based on distance travelled under power
- D. Star cluster radiation kills crew/colonists for moving ships
- 36. Tantrum Liner Tantrums - CAMPAIGN
- 37. Intercepting ships move
 - A. Check for impact with debris disks, minefields, and star clusters
 - B. Warpwell calculation
 - C. Cobol Ramscoop makes fuel based on distance travelled under power
 - D. Star cluster radiation kills crew/colonists for moving ships
- 38. Star cluster radiation kills crew/colonists for non-moving ships
- 39. Glory device ships detonate
- 40. Firecloud chunnel
- 41. Loki second decloak
- 42. Starbase Primary Orders - Refuel, Max Defense, Unload all Freighters, Load Torps onto Ships, Repair Base + Send Money, Receive Money (CAMPAIGN)
- 43. Starbases build 'free' fighters
- 44. Starbases dump parts (dmp)
- 45. Mass check, repair & mkt
- 46. New natives appear
- 47. Land and Disassemble (used to be called "Colonize")
- 48. Energy Defense Fields Activate (burn 50 fuel) - CAMPAIGN
- 49. Loki third decloak
- 50. Glory device ships detonate
- 51. Mass check, repair & mkt
- 52. Ship vs. ship combat
- 53. Borg gather debris
- 54. Gorbie Destroy Planet - CAMPAIGN
- 55. Mass check, repair & mkt
- 56. Ship vs. planet/base combat
- 57. Minefield fcodes established
- 58. Terraforming
- 59. Structure decay
- 60. Fascists Pillage planets - Includes Plunder in Campaign games
- 61. Rebel Ground Attack
- 62. Happiness change computed
- 63. Supplies produced (inc Bovinoids)
- 64. Enlighten - CAMPAIGN
- 65. Taxes produce MCs (if HP > 30)

66. Borg assimilate natives
67. Population growth (if HP > 69)
68. Overpopulation dies/eats supplies
69. Amorphous worms eat clans
70. Riots
71. Civil wars
72. Ore Condensing - CAMPAIGN
73. Mines produce minerals
74. Trans-uranium mutation
75. Second ship build
76. Mass check, repair & mkt
77. Autobuild to Targets
78. Scan (Superspy / Explore)
79. Scan for Ships
80. Empire Dark Detection - CAMPAIGN
81. Scan for Planets (Explore Map and Nebulas)
82. Share ally information
83. Make score log include Priority Build Points
84. Send Player to Player Messages
85. Check for Winner

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