VGA Planets Nu Host Order

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1. Update of clientside-actions:
2. - own cargotransfers
3. - planetary structures built
4. - starbases built
5. - jettison from ships
6. - lock towbeam
7. Cloak
8. Meteor shower
9. Sensor sweep & bioscan
10. Loki first decloak
11. Cloak fail
12. Superspy deluxe (Fcode change)
13. Minefield fcodes established
14. Lady Royale generates MCs
15. Most Mission 9, in order of ID:
16. -Rob
17. -Hiss
18. -Build fighters (incl. 'lfm')
19. -Repair Self (Borg)
20. -Dark sense
21. Cargo drop (ship to planet - by ID)
22. - including Imperial Assault
23. - including Ground Combat
24. Transfers (ship to foreign ship)
25. Beam transfer fcodes (by ID)
26. - including give ships (gsX)
27. Planets beam up money ("bum")
28. Gather missions
29. Alchemy
30. Command Ships Move Towing - CAMPAIGN
31. Command Ships Move Normal - CAMPAIGN
32. Lay mines (including starbases - CAMPAIGN)
33. Lay web mines (including starbases - CAMPAIGN)
34. Ion storms:
35. -move
36. -join
37. -decloak ships
38. -damage ships
39. -drag ships
40. -new storms formed
41. -affect minefields
42. Mine sweep/scoop (including starbases - CAMPAIGN)
43. Mine decay
44. Mines destroy mines
45. New minefield fcodes established
46. Web drain
47. Starbases fix or recycle ships
48. Priority builds (NEW PRODUCTION QUEUE)
49. First build new ships
50. Clone ships
51. Super refit
52. Force a surrender at starbase
53. Mass check, repair & mkt

54. Towing ships move
55. - check for impact with debris disks and star clusters
56. Cobol Ramscoop makes fuel
57. Warpwell calculation
58. Star cluster radiation kills crew/colonists for moving ships
59. Most ships move (Incl. HYP)
60. - check for impact with debris disks and star clusters
61. Cobol Ramscoop makes fuel
62. Warpwell calculation
63. Star cluster radiation kills crew/colonists for moving ships
64. Tantrum Liner Tantrums - CAMPAIGN
65. Intercepting ships move
66. - check for impact with debris disks and star clusters
67. Cobol Ramscoop makes fuel
68. Warpwell calculation
69. Star cluster radiation kills crew/colonists for moving ships
70. Star cluster radiation kills crew/colonists for non-moving ships
71. Glory device ships detonate
72. Firecloud chunnel
73. Loki second decloak
74. Starbase Primary Orders - Refuel, Max Defense, Unload all Freighters, Load Torps onto Ships, Repair Base + Send Money, Receive Money (CAMPAIGN)
75. Starbases build 'free' fighters
76. Starbases dump parts (dmp)
77. Mass check, repair & mkt
78. New natives appear
79. Colonise ships
80. Energy Defense Fields Activate (burn 50 fuel) - CAMPAIGN
81. (Depreciated: Loki third decloak)
82. Glory device ships detonate
83. Mass check, repair & mkt
84. Ship vs. ship combat
85. Borg gather debris
86. Gorbie Destroy Planet - CAMPAIGN
87. Mass check, repair & mkt
88. Ship vs. planet/base combat
89. Minefield fcodes established
90. Terraforming
91. Structure decay
92. Fascists Pillage planets
93. Rebel Ground Attack
94. Happiness change computed
95. Supplies produced (inc Bovinoids)
96. Enlighten - CAMPAIGN
97. Taxes produce MCs (if HP > 30)
98. Borg assimilate natives
99. Population growth (if HP > 69)
100. Overpopulation dies/eats supplies
101. Amorphous worms eat clans
102. Riots
103. Civil wars
104. Ore Condensing - CAMPAIGN
105. Mines produce minerals
106. Trans-uranium mutation
107. Second ship build
108. Mass check, repair & mkt
109. Autobuild to Targets
110. Scan (Superspy / Explore)
111. Scan for Ships
112. Empire Dark Detection - CAMPAIGN
113. Scan for Planets (Explore Map and Nebulas)
114. Share ally information

115. Make score log include Priority Build Points
116. Send Player to Player Messages
117. Check for Winner