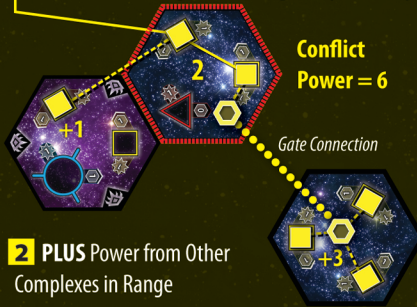


Industrial

Complexes	Range	Power
Gates	1	1
	n/a	0

COMPLEX Conflict Power

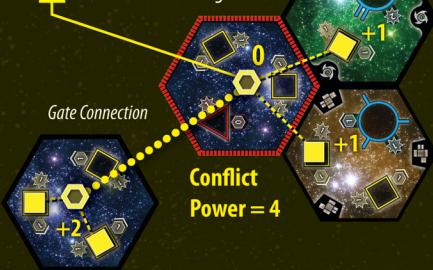
- 1** Power of Attacking or Defending Complex Group



- 2** PLUS Power from Other Complexes in Range

GATE Conflict Power

- 1** Power of Defending Gate



- 2** PLUS Power from Other Complexes in Range

Political

Embassies	Range	Power
Agents	1	1/2/3
	0	1

EMBASSY Conflict Power

- 1** Power of Defending Embassy
- 2** PLUS Power from Present Agents



- 3** PLUS Power from Other Embassies in Same Faction From Anywhere on Board
- 4** PLUS Other Players' Loaned Political Power

AGENT Conflict Power

- 1** Power of Attacking or Defending Agent



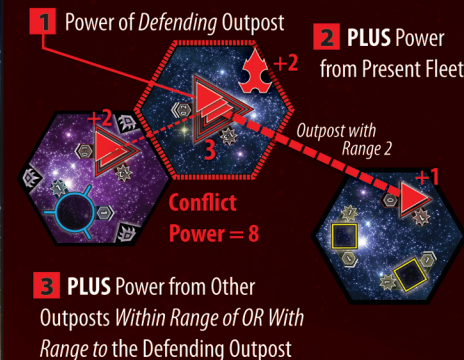
- 3** PLUS Power from Other Embassies in Same Faction From Anywhere on Board
- 4** PLUS Other Players' Loaned Political Power

Martial

Outposts	Range	Power
Fleets	0/1/2	1/2/3
	0	1/2/3

OUTPOST Conflict Power

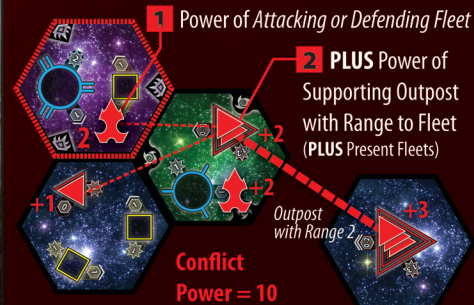
- 1** Power of Defending Outpost
- 2** PLUS Power from Present Fleets



- 3** PLUS Power from Other Outposts Within Range of OR With Range to the Defending Outpost

FLEET Conflict Power

- 1** Power of Attacking or Defending Fleet
- 2** PLUS Power of Supporting Outpost with Range to Fleet (PLUS Present Fleets)



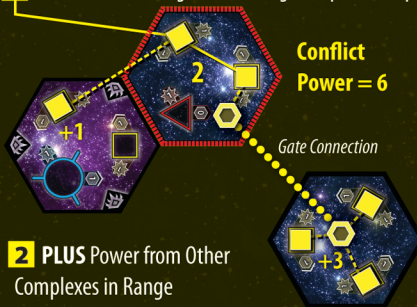
- 3** PLUS Power from Other Outposts Within Range OR With Range to the Supporting Outpost

Industrial

Complexes	Range	Power
Gates	1	1
	n/a	0

COMPLEX Conflict Power

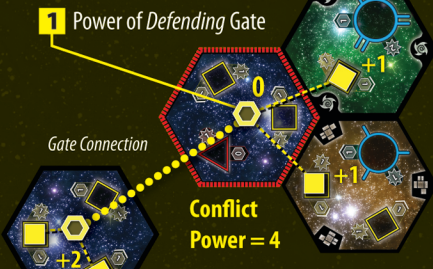
- 1** Power of Attacking or Defending Complex Group



- 2** PLUS Power from Other Complexes in Range

GATE Conflict Power

- 1** Power of Defending Gate



- 2** PLUS Power from Other Complexes in Range

Political

Embassies	Range	Power
Agents	1	1/2/3
	0	1

EMBASSY Conflict Power

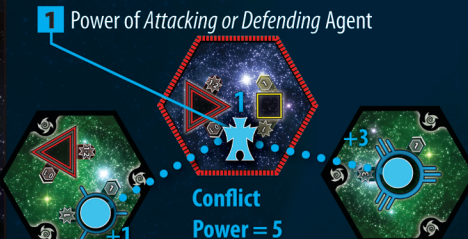
- 1** Power of Defending Embassy
- 2** PLUS Power from Present Agents



- 3** PLUS Power from Other Embassies in Same Faction From Anywhere on Board
- 4** PLUS Other Players' Loaned Political Power

AGENT Conflict Power

- 1** Power of Attacking or Defending Agent



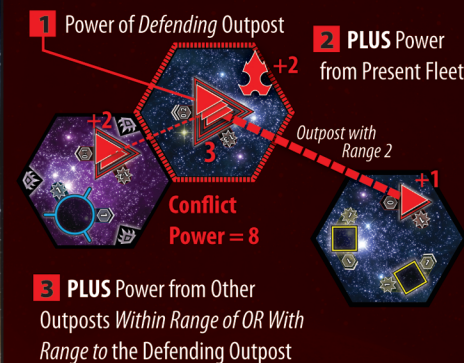
- 3** PLUS Power from Other Embassies in Same Faction From Anywhere on Board
- 4** PLUS Other Players' Loaned Political Power

Martial

Outposts	Range	Power
Fleets	0/1/2	1/2/3
	0	1/2/3

OUTPOST Conflict Power

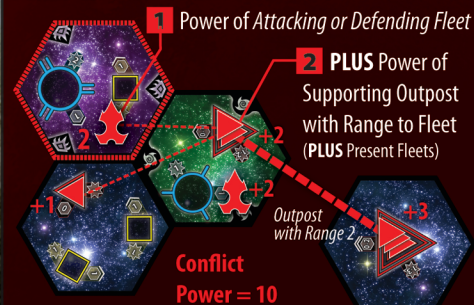
- 1** Power of Defending Outpost
- 2** PLUS Power from Present Fleets



- 3** PLUS Power from Other Outposts Within Range of OR With Range to the Defending Outpost

FLEET Conflict Power

- 1** Power of Attacking or Defending Fleet
- 2** PLUS Power of Supporting Outpost with Range to Fleet (PLUS Present Fleets)



- 3** PLUS Power from Other Outposts Within Range OR With Range to the Supporting Outpost