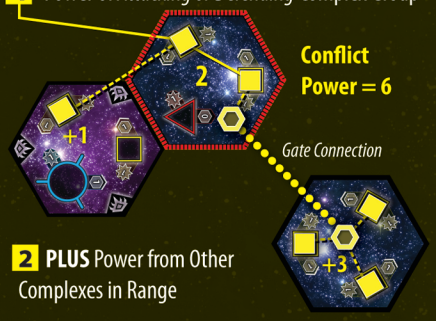
Industrial

	Range	Power
Complexes	1	1
Gates	n/a	0

COMPLEX Conflict Power

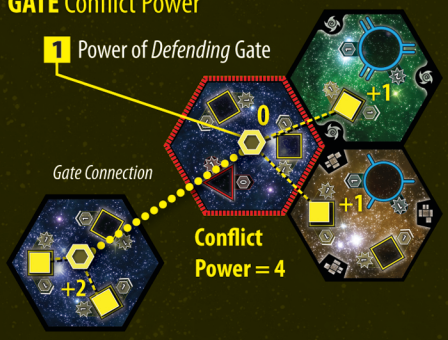
1 Power of *Attacking or Defending* Complex Group



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

	Range	Power
Embassies	1	1/2/3
Agents	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

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

OUTPOST Conflict Power

1 Power of *Defending* Outpost

2 **PLUS** Power from Present Fleets

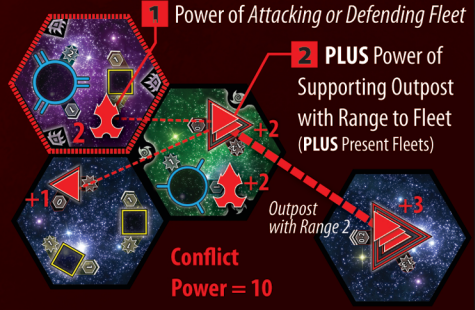


3 **PLUS** Power from Other Outposts *Within Range of OR With Range to* the Defending Outpost

FLEET Conflict Power

1 Power of *Attacking or Defending Fleet*

2 **PLUS** Power of Supporting Outpost with Range to Fleet (**PLUS** Present Fleets)



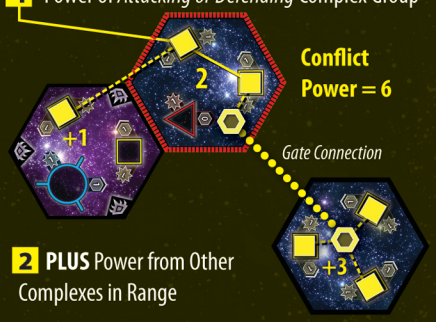
3 **PLUS** Power from Other Outposts *Within Range OR With Range to* the Supporting Outpost

Industrial

	Range	Power
Complexes	1	1
Gates	n/a	0

COMPLEX Conflict Power

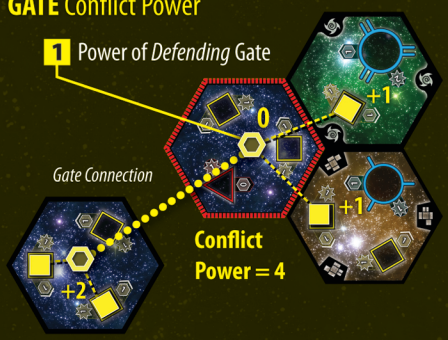
1 Power of *Attacking or Defending* Complex Group



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

	Range	Power
Embassies	1	1/2/3
Agents	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

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

OUTPOST Conflict Power

1 Power of *Defending* Outpost

2 **PLUS** Power from Present Fleets

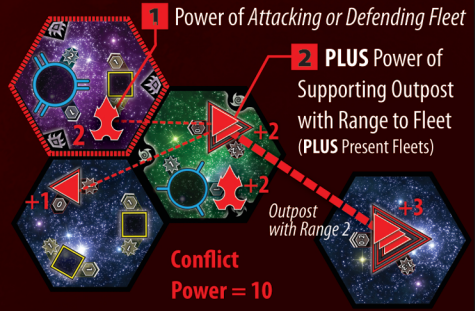


3 **PLUS** Power from Other Outposts *Within Range of OR With Range to* the Defending Outpost

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