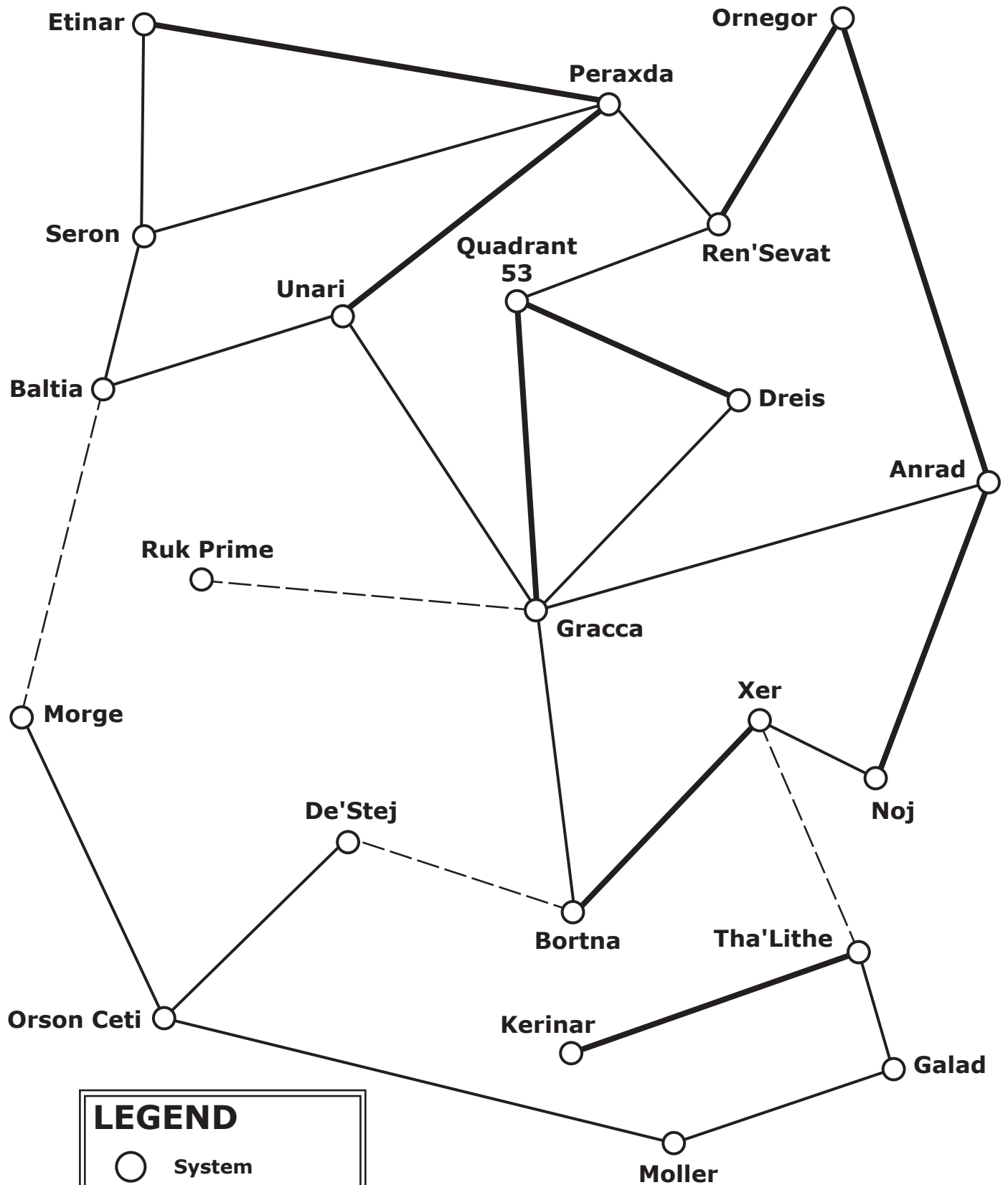


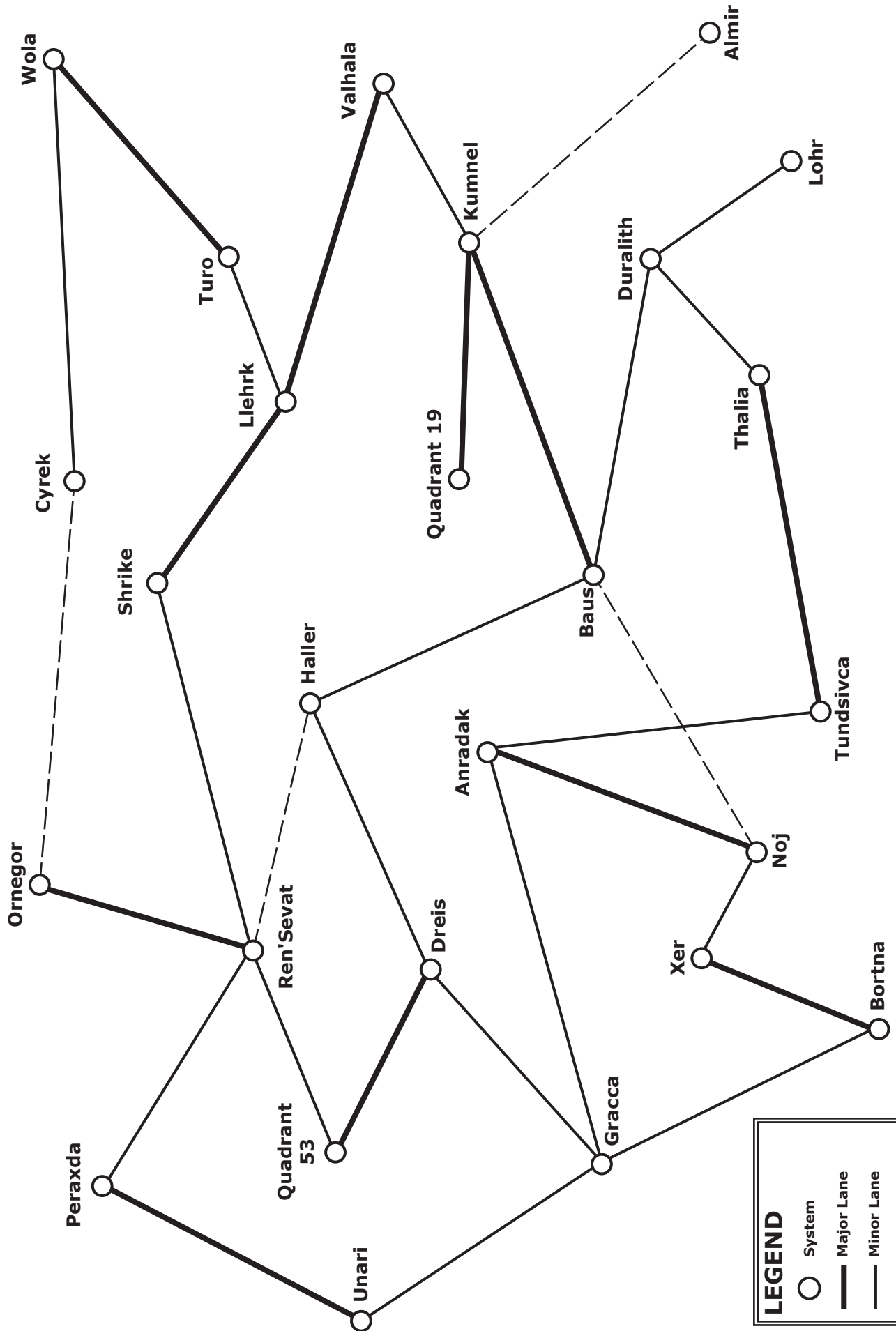
LEGEND

- System
- Major Lane
- Minor Lane
- - - Restricted Lane



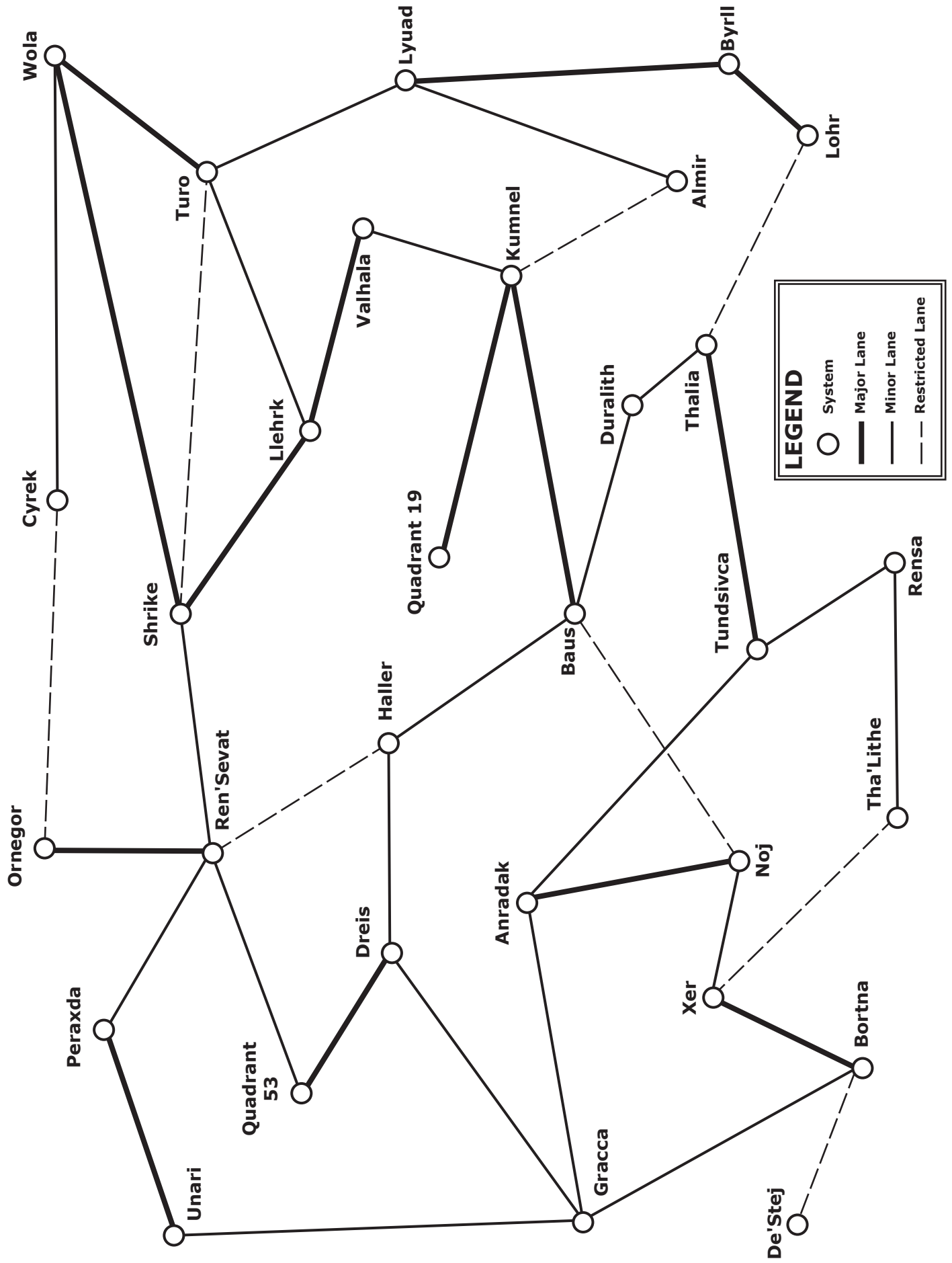
LEGEND

- System
- Major Lane
- Minor Lane
- - - Restricted Lane



LEGEND

- System
- Major Lane
- Minor Lane
- - - Restricted Lane



Scenario 1: Two Player Land Grab

Use Map 1 (Small Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Orson Ceti	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Morge	Neutral	Minor Colony	0	0	2	0	6	0	
De'Stej	Neutral	Colony	0	0	3	0	8	0	
Bortna	Neutral	Major Colony	0	0	4	0	10	0	
Xer	Neutral	Outpost	0	0	1	0	4	0	
Noj	Neutral	Colony	0	0	3	0	8	0	
Kerinar	Neutral	Minor Colony	0	0	2	0	6	0	
Endymion	Neutral	Minor Colony	0	0	2	0	6	0	
Galad	Neutral	Minor Colony	0	0	2	0	6	0	
Moller	Neutral	Colony	0	0	3	0	8	0	
Orin	Neutral	Outpost	0	0	1	0	4	0	
Duralith	Neutral	Major Colony	0	0	6	0	10	0	
Telemakos	Neutral	Outpost	0	0	1	0	4	0	
Drash'Sheras	Neutral	Colony	0	0	3	0	8	0	

Scenario 2: Two Player Old Empires

Use Map 1 (Small Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Orson Ceti	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Morge	Empire 1	Minor Colony	3	2	2	1	6	2	
De'Stej	Empire 1	Colony	5	4	3	2	8	6	
Endymion	Empire 1	Minor Colony	3	2	2	1	6	2	
Telemakos	Empire 1	Outpost	2	2	1	0	4	0	
Drash'Sheras	Empire 1	Colony	5	4	3	2	8	6	
Tha'Lithe	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Xer	Empire 2	Outpost	2	2	1	0	4	0	
Noj	Empire 2	Colony	4	2	3	2	8	6	
Kerinar	Empire 2	Minor Colony	3	2	2	1	6	2	
Galad	Empire 2	Minor Colony	3	2	2	1	6	2	
Moller	Empire 2	Colony	4	2	3	2	8	6	
Bortna	Neutral	Major Colony	0	0	4	0	10	0	
Orin	Neutral	Outpost	0	0	1	0	4	0	
Duralith	Neutral	Major Colony	0	0	6	0	10	0	

Scenario 3: Three Player Free for All

Use Map 2 (Medium Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Noj	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Xer	Empire 1	Minor Colony	3	2	2	1	6	2	
Anrac	Empire 1	Colony	5	4	3	2	8	6	
Peraxda	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Savat	Empire 2	Colony	5	4	3	2	8	6	
Etinar	Empire 2	Minor Colony	3	2	2	1	6	2	
Orson Ceti	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Morge	Empire 3	Colony	5	4	3	2	8	6	
De'Stej	Empire 3	Minor Colony	3	2	2	1	6	2	
Seron	Neutral	Minor Colony	0	0	2	0	6	0	
Baltia	Neutral	Colony	0	0	2	0	8	0	
Urani	Neutral	Outpost	0	0	1	0	4	0	
Quadrant 53	Neutral	Colony	0	0	2	0	8	0	
Cinegor	Neutral	Minor Colony	0	0	2	0	6	0	
Drevis	Neutral	Major Colony	0	0	3	0	10	0	
Gracca	Neutral	Colony	0	0	2	0	8	0	
Ruk Prime	Neutral	Major Colony	0	0	3	0	10	0	
Bortna	Neutral	Minor Colony	0	0	1	0	6	0	
Tha'Lithe	Neutral	Colony	0	0	2	0	8	0	
Galad	Neutral	Minor Colony	0	0	2	0	6	0	
Kerinar	Neutral	Major Colony	0	0	3	0	10	0	
Moller	Neutral	Outpost	0	0	1	0	4	0	

Scenario 4: Three Player Slaying the Giant

Use Map 2 (Medium Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Gracca	Large Empire	Homeworld	10	9	6	10	12	60	Shipyards (3)
Ruk Prime	Large Empire	Outpost	2	2	1	1	4	1	
Unari	Large Empire	Major Colony	7	6	4	3	10	12	
Quadrant 53	Large Empire	Colony	5	4	2	3	8	6	
Ren'Sevat	Large Empire	Minor Colony	3	2	2	1	6	2	
Dreis	Large Empire	Major Colony	7	6	3	3	10	9	
Bortna	Large Empire	Major Colony	7	6	3	4	10	12	
Xer	Large Empire	Minor Colony	3	2	2	1	6	2	
De'Stej	Large Empire	Outpost	2	2	1	0	4	0	
Etinar	Small Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Seron	Small Empire 1	Colony	5	4	2	2	8	4	
Peranda	Small Empire 1	Minor Colony	3	2	2	1	6	2	
Galad	Small Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Small Empire 2	Colony	5	4	2	2	8	4	
Moller	Small Empire 2	Minor Colony	3	2	2	1	6	2	
Baltia	Neutral	Colony	0	0	3	0	8	0	
Ornegor	Neutral	Minor Colony	0	0	2	0	6	0	
Anrad	Neutral	Outpost	0	0	1	0	4	0	
Noj	Neutral	Minor Colony	0	0	2	0	6	0	
Kerinar	Neutral	Colony	0	0	2	0	8	0	
Orson Ceti	Neutral	Colony	0	0	3	0	8	0	
Morge	Neutral	Outpost	0	0	1	0	4	0	

Scenario 5: Four Player Free for All

Use Map 3 (Large Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Peraxda	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Unari	Empire 1	Colony	5	4	2	2	8	4	
Ren'Sevat	Empire 1	Minor Colony	3	2	2	1	6	2	
Turo	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Llehrk	Empire 2	Colony	5	4	2	2	8	4	
Wola	Empire 2	Minor Colony	3	2	2	1	6	2	
Xer	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Bortna	Empire 3	Colony	5	4	2	2	8	4	
Noj	Empire 3	Minor Colony	3	2	2	1	6	2	
Lohr	Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Duralith	Empire 4	Minor Colony	3	2	2	1	6	2	
Thalia	Empire 4	Minor Colony	3	2	2	1	6	2	
Quadrant 53	Neutral	Minor Colony	0	0	2	0	6	0	
Dreis	Neutral	Major Colony	0	0	6	0	10	0	
Gracca	Neutral	Colony	0	0	3	0	8	0	
Ornegor	Neutral	Colony	0	0	3	0	8	0	
Cyrek	Neutral	Colony	0	0	3	0	8	0	
Shrike	Neutral	Major Colony	0	0	4	0	10	0	
Haller	Neutral	Outpost	0	0	1	0	4	0	
Anradak	Neutral	Minor Colony	0	0	2	0	6	0	
Tundsvica	Neutral	Colony	0	0	3	0	8	0	
Baus	Neutral	Minor Colony	0	0	2	0	6	0	
Quadrant 19	Neutral	Outpost	0	0	1	0	4	0	
Kumnel	Neutral	Outpost	0	0	1	0	4	0	
Valhala	Neutral	Minor Colony	0	0	2	0	6	0	
Almir	Neutral	Major Colony	0	0	6	0	10	0	

Scenario 6: Five Player Free for All

Use Map 4 (Huge Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Peraxda	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Sevat	Empire 1	Colony	5	4	2	2	8	4	
Cyrek	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Wola	Empire 2	Colony	5	4	2	2	8	4	
Bortna	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Gracca	Empire 3	Colony	5	4	2	2	8	4	
Rensa	Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Empire 4	Colony	5	4	2	2	8	4	
Lyuad	Empire 5	Homeworld	10	9	6	10	12	60	Shipyards (2)
Almir	Empire 5	Colony	5	4	2	2	8	4	
Unari	Neutral	Outpost	0	0	1	0	4	0	
De'Stej	Neutral	Outpost	0	0	1	0	4	0	
Quadrant 53	Neutral	Colony	0	0	3	0	8	0	
Dreis	Neutral	Minor Colony	0	0	2	0	6	0	
Ornegor	Neutral	Outpost	0	0	1	0	4	0	
Haller	Neutral	Minor Colony	0	0	2	0	6	0	
Anradak	Neutral	Minor Colony	0	0	2	0	6	0	
Xer	Neutral	Colony	0	0	3	0	8	0	
Noj	Neutral	Major Colony	0	0	4	0	10	0	
Tundsvica	Neutral	Colony	0	0	3	0	8	0	
Baus	Neutral	Major Colony	0	0	4	0	10	0	
Shrike	Neutral	Colony	0	0	3	0	8	0	
Llehrk	Neutral	Major Colony	0	0	4	0	10	0	
Valhala	Neutral	Colony	0	0	3	0	8	0	
Turo	Neutral	Outpost	0	0	1	0	4	0	
Kumnel	Neutral	Minor Colony	0	0	2	0	6	0	
Quadrant 19	Neutral	Minor Colony	0	0	2	0	6	0	
Duralith	Neutral	Minor Colony	0	0	2	0	6	0	
Thalia	Neutral	Outpost	0	0	1	0	4	0	
Lohr	Neutral	Outpost	0	0	1	0	4	0	
Byril	Neutral	Colony	0	0	3	0	8	0	

Scenario 7: Five Player Barbarians at the Gate

Use Map 4 (Huge Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Baus	Large Empire	Homeworld	10	9	6	10	12	60	Shipyards (3)
Duralith	Large Empire	Colony	5	4	3	2	8	6	
Noj	Large Empire	Colony	5	4	2	2	8	4	
Haller	Large Empire	Colony	5	4	2	2	8	4	
Kumnel	Large Empire	Colony	5	4	3	2	8	6	
Dries	Large Empire	Outpost	1	1	1	1	4	1	
Thalia	Large Empire	Outpost	1	1	1	1	4	1	
Quadrant 19	Large Empire	Major Colony	3	3	4	2	10	8	Shipyards (1)
Lyuad	Small Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Almir	Small Empire 1	Colony	5	4	2	2	8	4	
Turo	Small Empire 1	Colony	5	4	2	2	8	4	
Rensa	Small Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Small Empire 2	Colony	5	4	2	2	8	4	
Thudshivca	Small Empire 2	Colony	5	4	2	2	8	4	
Bortna	Small Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Gracca	Small Empire 3	Colony	5	4	2	2	8	4	
De'Stej	Small Empire 3	Colony	5	4	2	2	8	4	
Peraxda	Small Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Sevat	Small Empire 4	Colony	5	4	2	2	8	4	
Unari	Small Empire 4	Colony	5	4	2	2	8	4	
Quadrant 53	Neutral	Colony	0	0	3	0	8	0	
Xer	Neutral	Major Colony	0	0	4	0	10	0	
Anradak	Neutral	Colony	0	0	3	0	8	0	
Lohr	Neutral	Major Colony	0	0	4	0	10	0	
Byril	Neutral	Colony	0	0	3	0	8	0	
Wola	Neutral	Minor Colony	0	0	2	0	6	0	
Cyrek	Neutral	Outpost	0	0	1	0	4	0	
Ornegor	Neutral	Minor Colony	0	0	2	0	6	0	
Shrike	Neutral	Outpost	0	0	1	0	4	0	
Llehrk	Neutral	Outpost	0	0	1	0	4	0	
Valhala	Neutral	Major Colony	0	0	4	0	10	0	

Scenario 8: Six or Seven Player Free for All

Use Map 4 (Huge Galaxy)

System Name	Affiliation	Type	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes
Unari	Empire 1	Homeworld	10	9	6	10	12	60	Shipyards (2)
Peraxda	Empire 1	Colony	5	4	2	2	8	4	
Gracca	Empire 1	Minor Colony	3	2	2	1	6	2	
Quadrant 53	Empire 2	Homeworld	10	9	6	10	12	60	Shipyards (2)
Ren'Savet	Empire 2	Colony	5	4	2	2	8	4	
Dreis	Empire 2	Minor Colony	3	2	2	1	6	2	
Wola	Empire 3	Homeworld	10	9	6	10	12	60	Shipyards (2)
Cyrek	Empire 3	Colony	5	4	2	2	8	4	
Shrike	Empire 3	Minor Colony	3	2	2	1	6	2	
Rensa	Empire 4	Homeworld	10	9	6	10	12	60	Shipyards (2)
Tha'Lithe	Empire 4	Colony	5	4	2	2	8	4	
Tundsivca	Empire 4	Minor Colony	3	2	2	1	6	2	
Duralith	Empire 5	Homeworld	10	9	6	10	12	60	Shipyards (2)
Thalia	Empire 5	Colony	5	4	2	2	8	4	
Baus	Empire 5	Minor Colony	3	2	2	1	6	2	
Byrll	Empire 6	Homeworld	10	9	6	10	12	60	Shipyards (2)
Lyuad	Empire 6	Colony	5	4	2	2	8	4	
Lohr	Empire 6	Minor Colony	3	2	2	1	6	2	
Valhala	Optional Empire 7	Homeworld	10	9	6	10	12	60	Shipyards (2)
Llehrk	Optional Empire 7	Colony	5	4	2	2	8	4	
Kumnel	Optional Empire 7	Minor Colony	3	2	2	1	6	2	
De'stej	Neutral	Colony	0	0	3	0	8	0	
Bortna	Neutral	Colony	0	0	3	0	8	0	
Xer	Neutral	Colony	0	0	3	0	8	0	
Noj	Neutral	Minor Colony	0	0	2	0	6	0	
Arandak	Neutral	Outpost	0	0	1	0	4	0	
Haller	Neutral	Colony	0	0	3	0	8	0	
Ornegor	Neutral	Minor Colony	0	0	2	0	6	0	
Turo	Neutral	Outpost	0	0	1	0	4	0	
Almir	Neutral	Colony	0	0	3	0	8	0	
Quadrant 19	Neutral	Minor Colony	0	0	2	0	6	0	
Valhala	Neutral	Minor Colony	0	0	2	0	6	0	
Llehrk	Neutral	Outpost	0	0	1	0	4	0	
Kumnel	Neutral	Minor Colony	0	0	2	0	6	0	

Sample Source Material Force Lists

ISD = In-Service Date
 DV = Defense Value
 CR = Command Rating

Design = Ship Design Type
 AS = Anti-Ship Factor
 CC = Command Cost

Maint = Maintenance Cost
 AF = Anti-Fighter Factor
 Basing = Basing Capacity

Race: Brindaki

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Corvette I	3000	CT	2	2/12	2	1	2	3	1	0	
Frigate I	3000	FF	3	2/10	3	2	2	4	2	0	
Destroyer I	3000	DD	4	2/8	4	3	2	4	2	0	
Light Cruiser I	3000	CL	5	2/6	5	4	2	6	3	1	
Scout I	3000	ECA	5	2/2	4	1	2	4	3	0	Scout (1)
Carrier I	3001	CV	5	2/6	5	0	2	6	3	4	
Heavy Cruiser I	3002	CA	6	2/4	6	4	3	8	3	2	Assault
Corvette II	3004	CT	3	2/12	3	2	2	4	1	0	
Frigate II	3005	FF	4	2/10	4	3	2	4	2	0	
Destroyer II	3005	DD	5	2/8	5	4	3	4	2	0	
Heavy Cruiser II	3006	CA	6	2/3	7	6	3	8	3	2	Assault
Scout II	3007	ECA	6	2/2	5	2	2	6	3	0	Scout (2)
Light Cruiser II	3009	CL	5	2/6	6	5	3	6	3	1	
Battleship I	3010	BB	8	2/2	9	6	3	9	3	0	
Carrier II	3012	CV	6	2/4	8	2	3	8	3	4	
Frigate III	3012	FF	4	2/10	4	4	2	4	2	0	
Destroyer III	3013	DD	5	2/8	6	4	3	5	2	0	
Light Cruiser III	3014	CL	6	2/6	6	6	3	6	2	1	
Heavy Cruiser III	3015	CA	7	2/3	8	7	4	8	3	2	Assault
Battleship II	3015	BB	8	2/2	9	8	4	9	3	0	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Light Fighter I	3000	LF	1/4	2/24	1	1	1
Medium Fighter I	3003	MF	1/3	2/18	2	1	1
Light Fighter II	3006	LF	1/4	2/24	1	2	1
Heavy Fighter I	3008	HF	1/2	2/10	3	2	1
Medium Fighter II	3011	MF	1/3	2/18	2	1	2
Heavy Fighter II	3015	HF	1/2	2/10	3	2	2

Brindaki (continued)

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	15	18	10	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	2	2	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AS Field	3007	Mine	1/5	1/15	2	2	0	N/A	N/A	N/A
Improved AF Field	3007	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
DEFSAT II	3008	Satellite	3	1/10	3	2	2	N/A	N/A	N/A
Starbase II	3011	Satellite	35	5	20	25	12	N/A	N/A	6
Combined Field	3013	Mine	1/3	1/15	2	2	2	N/A	N/A	N/A
DEFSAT III	3014	Satellite	3	1/8	3	3	2	N/A	N/A	N/A

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	2	2	d2	2	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Home Guard	3000	Infantry	2	1/3	2	4	d3	2	
Medium Infantry	3003	Infantry	1	1/3	2	2	d3	2	
Medium Armor	3008	Armor	3	1/2	4	3	d3	4	
Fast Attack Tank	3012	Armor	3	1/2	5	1	d4	3	

Race: Jains

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout Cruiser I	3000	ECA	6	3/2	5	2	2	5	3	2	Scout (1)
Destroyer I	3000	DD	4	2/6	4	3	2	4	2	0	
Light Cruiser I	3000	CL	5	2/4	5	4	2	6	3	2	
Battle Cruiser I	3001	BC	6	2/2	6	6	3	6	3	0	Gunship, Assault
Light Cruiser II	3003	CL	6	2/4	6	5	2	6	3	2	
Battle Cruiser II	3004	BC	7	2/2	7	6	3	8	3	0	Gunship, Assault
Battleship I	3005	BB	9	3/2	8	7	4	8	3	1	Assault
Destroyer II	3006	DD	4	2/6	5	3	3	5	2	0	
Scout Cruiser II	3008	ECA	7	3/2	6	2	2	6	3	2	Scout (2)
Battle Cruiser III	3010	BC	8	2/2	8	7	3	8	3	0	Gunship, Assault
Dreadnaught I	3011	DN	10	3/2	10	9	4	10	4	1	Gunship, Assault
Battleship II	3012	BB	9	2/2	9	7	4	8	4	2	Assault
Light Cruiser III	3014	CL	6	2/4	7	6	3	6	3	2	
Super Dreadnaught I	3015	SD	12	2/1	12	10	5	10	5	2	Scout (1), Assault

Jains (continued)

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Medium Fighter	3000	MF	1/3	2/15	2	1	1
Medium Fighter II	3004	MF	1/3	2/15	2	1	2
Heavy Fighter I	3007	HF	1/2	2/12	3	2	1
Medium Fighter III	3013	MF	1/3	2/15	2	2	2

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Star Fortress I	3000	Base	40	5	25	22	12	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	2	2	1	N/A	N/A	N/A
Generic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Generic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Star Fortress II	3013	Base	50	8	35	30	18	N/A	N/A	8

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Medium Infantry	3000	Infantry	1	1/3	2	2	d3	2	
Medium Armor	3000	Armor	3	1/2	4	3	d3	4	
Armored Infantry	3007	Infantry	2	1/2	2	3	d3	3	
Heavy Armor	3011	Armor	4	1	5	4	d4	5	
Mobile Fortress	3015	Armor	6	2	5	5	d4	7	

Race: Kili

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout I	3000	ECA	5	2/2	4	1	2	5	2	0	Scout (1)
Defense Frigate I	3000	FF	3	2/10	4	1	2	2	1	0	
Escort Destroyer I	3000	FFE	3	2/8	5	2	3	3	1	0	
Cruiser I	3000	CA	5	2/4	6	3	3	6	2	2	
Light Carrier I	3001	CVL	5	2/4	6	1	3	6	2	4	
Defense Frigate II	3002	FF	3	2/10	5	1	3	2	1	0	
Cruiser II	3003	CA	6	2/4	8	3	3	6	2	2	
Escort Destroyer II	3004	FFE	3	2/8	5	2	4	3	1	0	
Heavy Cruiser I	3005	CA	6	2/3	9	4	3	7	2	0	
Scout II	3006	ECA	5	2/2	5	1	2	7	2	0	Scout (2)
Light Carrier II	3007	CVL	5	2/4	7	1	4	7	2	4	
Defense Frigate III	3009	FFE	3	2/1	5	2	3	3	1	0	
Heavy Cruiser II	3010	CA	7	2/3	10	5	3	8	2	0	
Cruiser III	3012	CA	6	2/4	9	3	3	7	2	2	

Kili (continued)

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Battleship I	3013	BB	9	2/2	12	6	4	9	3	0	
Scout III	3014	ECA	9	2/2	7	2	2	8	3	0	Scout(3)
Heavy Cruiser III	3015	CA	7	2/3	10	6	4	8	3	0	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Light Fighter I	3000	LF	1/4	2/24	1	*	1
Medium Fighter I	3005	MF	1/3	2/20	2	1	2
Light Fighter II	3008	LF	1/4	2/24	1	1	1
Medium Fighter II	3011	MF	1/3	2/20	2	2	2

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	20	12	8	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	3	1	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AS Field	3006	Mine	1/5	1/15	2	2	0	N/A	N/A	N/A
Improved AF Field	3006	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
DEFSAT II	3008	Satellite	3	1/10	4	2	2	N/A	N/A	N/A
Starbase II	3011	Base	35	5	28	18	12	N/A	N/A	6

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	1	2	d2	3	
Defense Brigade	3000	Infantry	1	1/3	1	3	d2	4	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Medium Infantry	3003	Infantry	1	1/3	2	3	d3	3	
Medium Armor	3008	Armor	3	1/2	3	4	d3	5	
Lightning Tank	3011	Armor	5	1	4	4	d4	6	

Race: Lorans

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout I	3000	ECA	5	2/2	4	1	2	5	2	2	Scout (1)
Light Carrier I	3000	CVL	5	2/4	5	1	2	5	2	4	
Destroyer I	3000	DD	4	2/8	4	2	1	4	1	0	
Cruiser I	3000	CA	5	2/6	5	3	1	6	2	0	
Light Carrier II	3002	CVL	5	2/4	5	2	2	5	2	6	

Lorans (continued)

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Cruiser II	3003	CA	5	2/4	6	4	3	7	2	0	
Destroyer II	3004	DD	4	2/8	4	3	1	4	1	0	
Heavy Carrier I	3005	CV	6	2/4	7	1	3	8	3	8	
Scout II	3006	ECA	5	2/2	5	1	3	6	3	2	Scout (2)
Assault Crusier I	3007	CA	7	2/4	7	3	4	6	2	0	Assault
Cruiser III	3009	CA	6	2/4	7	5	4	9	3	0	
Light Carrier III	3010	CVL	6	2/4	7	2	3	8	2	6	
Destroyer III	3012	DD	4	2/8	5	4	2	4	1	0	
Heavy Carrier II	3013	CV	7	2/4	8	2	4	9	3	8	
Scout III	3014	ECA	6	2/2	6	2	3	9	3	2	Scout (3)
Dreadnaught I	3015	DN	9	2/2	9	6	4	10	3	4	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Interceptor I	3000	LF	1/4	2/24	1	1	1
Bomber I	3001	MF	1/3	2/18	2	2	0*
Interceptor II	3005	MF	1/3	2/20	2	1	2
Bomber II	3008	MF	1/3	2/18	2	2	1
Interceptor III	3011	HF	1/2	2/12	3	1	3
Heavy Bomber I	3014	HF	1/2	2/10	3	3	1

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	15	18	10	N/A	N/A	4
DEFSAT I	3000	Base	2	1/10	2	2	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AF Field	3007	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
Orbital Fighter Station	3008	Base	10	1	8	2	2	N/A	N/A	8
DEFSAT II	3010	Satellite	3	1/10	3	2	2	N/A	N/A	N/A

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	2	2	d2	2	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Home Guard	3000	Infantry	2	1/3	2	4	d3	2	
Medium Infantry	3003	Infantry	1	1/3	2	2	d3	2	
Medium Armor	3008	Armor	3	1/2	4	3	d3	4	
Fast Attack Tank	3012	Armor	3	1/2	5	1	d4	3	

Race: Seniorians

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Scout I	3000	ECA	5	2/2	4	1	1	5	2	0	Scout (2)
Light Carrier I	3000	CVL	5	2/4	5	1	2	5	2	4	
Corvette I	3000	CT	3	2/12	3	1	2	3	1	0	
Destroyer I	3000	DD	4	2/8	4	2	1	4	1	0	
Attack Cruiser I	3000	CA	5	2/6	5	4	1	6	2	0	Gunship
Missile Cruiser I	3001	CA	6	2/4	5	4	1	6	3	0	Ballistic
Corvette II	3002	CT	3	2/12	3	1	3	3	1	0	
Light Carrier II	3003	CVL	6	2/4	6	1	3	6	2	6	
Escort Corvette I	3004	CT	3	2/12	3	0	4	3	1	0	
Command Cruiser I	3005	CC	7	2/3	7	5	2	10	3	0	
Assault Transport I	3006	AT	5	2/4	5	1	2	5	2	0	Assault
Destroyer II	3006	DD	5	2/8	4	3	1	3	2	0	
Missile Cruiser II	3007	CA	7	2/3	6	6	1	8	3	0	Ballistic
Scout II	3008	ECA	5	2/2	6	1	1	8	2	0	Scout (3)
Heavy Carrier I	3009	CV	7	2/4	7	1	3	9	3	8	
Command Cruiser II	3010	CC	8	2/3	8	6	2	11	3	0	
Corvette III	3011	CT	3	2/12	4	1	4	4	1	0	
Attack Cruiser II	3012	CA	7	2/3	7	8	1	9	3	0	Gunship
Heavy Carrier II	3013	CV	7	2/4	8	1	3	9	3	10	
Destroyer III	3014	DD	5	2/8	4	4	1	4	1	0	
Missile Cruiser III	3015	CA	7	2/3	6	7	2	8	3	0	Ballistic

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Interceptor I	3000	LF	1/4	2/24	1	1	1
Strike Fighter I	3003	MF	1/3	2/18	2	2	0*
Interceptor II	3009	MF	1/3	2/18	2	1	2
Strike Fighter II	3013	MF	1/3	2/18	2	3	0*

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	30	3	15	18	10	N/A	N/A	4
DEFSAT I	3000	Satellite	2	1/10	2	2	1	N/A	N/A	N/A
Basic AS Field	3000	Mine	1/6	1/20	1	1	0	N/A	N/A	N/A
Basic AF Field	3000	Mine	1/6	1/20	1	0	1	N/A	N/A	N/A
Improved AS Field	3007	Mine	1/5	1/15	2	2	0	N/A	N/A	N/A
Improved AF Field	3007	Mine	1/5	1/15	2	0	2	N/A	N/A	N/A
DEFSAT II	3008	Satellite	3	1/10	3	2	2	N/A	N/A	N/A
Starbase II	3011	Base	35	5	20	25	12	N/A	N/A	6

Senorians (continued)

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Light Infantry	3000	Infantry	1	1/4	2	2	d2	2	
Light Armor	3000	Armor	2	1/3	3	3	d3	3	
Commandos	3005	Infantry	1	1/3	3	1	d3	2	Marines
Defenders	3007	Infantry	1	1/3	2	5	d3	4	
Medium Armor	3008	Armor	3	1/2	4	3	d3	4	
Infiltrators	3012	Infantry	4	1	6	2	d3	3	

Race: Tirelons

Ship	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing	Notes
Attack Boat I	3000	PT	1	2/15	1	1	0	3	1	0	
Frigate I	3000	FF	2	2/10	2	2	1	4	1	1	
Corvette I	3000	CT	2	2/10	2	1	2	4	1	1	
Destroyer I	3000	DD	3	2/8	3	2	1	5	1	2	
Scout I	3000	ECL	4	2/3	3	1	1	4	2	1	Scout (1)
Carrier I	3001	CV	4	2/4	3	0	1	6	2	4	
Attack Boat II	3002	PT	1	2/15	1	1	1	3	1	0	
Destroyer II	3003	DD	3	2/8	3	3	1	5	2	2	
Corvette II	3004	CT	3	2/10	3	1	2	4	1	1	
Control Ship I	3005	CS	5	2/4	4	1	1	9	2	2	
Lander I	3006	LD	4	2/6	4	1	1	6	2	0	Assault
Scout II	3007	ECL	4	2/3	3	1	1	5	2	1	Scout (2)
Frigate II	3008	FF	2	2/10	3	2	1	4	1	1	
Carrier II	3009	CV	5	2/4	4	1	2	7	2	6	
Attack Boat III	3010	PT	1	2/12	1	2	0	3	1	0	
Corvette III	3011	CT	3	2/10	3	1	3	4	1	1	
Destroyer III	3012	DD	4	2/8	4	4	1	5	2	2	
Frigate III	3014	FF	3	2/10	3	2	2	4	1	1	
Control Ship II	3015	CS	6	2/4	5	2	2	10	2	2	

Fighters	ISD	Design	Cost	Maint	DV	AS	AF
Light Fighter I	3000	LF	1/6	2/30	1	0*	1
Light Fighter II	3006	LF	1/4	2/24	1	1	1
Medium Fighter I	3013	MF	1/3	2/18	2	1	1

Tirelons (continued)

Bases & Mines	ISD	Design	Cost	Maint	DV	AS	AF	CR	CC	Basing
Starbase I	3000	Base	10	1	8	4	3	N/A	N/A	8
OSAT I	3000	Satellite	1	1/12	1	1	1	N/A	N/A	N/A
Starbase II	3007	Base	12	1	9	5	4	N/A	N/A	10
OSAT II	3008	Satellite	3	1/10	2	2	1	N/A	N/A	N/A
Starbase II	3012	Base	16	2	10	5	4	N/A	N/A	14

Ground Units	ISD	Type	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Census	N/A	Infantry	N/A	N/A	1	0	d2	1	
Swarmers	3000	Infantry	1/2	1/8	1	1	d2	1	
Diggers	3000	Infantry	1	1/3	1	3	d2	3	
Pounders	3000	Infantry	1	1/3	3	1	d3	3	Marines
Smashers	3007	Infantry	2	1/2	4	2	d3	3	Marines
Crushers	3011	Infantry	2	1/2	5	3	d4	3	Marines

Turn Order Sheet

CURRENT TURN:

GAME YEAR:

Turn Orders		

Current Shipyard/Construction Status		
Location	Unit	Notes

Trade Fleets	Route	Escorts

Maintenance	Number	Cost
Item		
Total Maintenance Expense		

Colony Fleets	Location	Escorts

Total Domestic Production		
Previous Point Pool		<input type="text"/>
Planetary Income	+	<input type="text"/>
Commerce Income	+	<input type="text"/>
Misc. Income	+	<input type="text"/>
Maintenance Expense	-	<input type="text"/>
Misc. Expense	-	<input type="text"/>
Total Available Points	=	<input type="text"/>
New Purchases		Cost
Total Purchases	--	<input type="text"/>
Ending Point Pool	=	<input type="text"/>

Tech Investment	
Current Tech Year	<input type="text"/>
Tech Investment this Year	<input type="text"/>
Investment Needed	<input type="text"/>

Transport Fleets	Location	Cargo	Escorts

Fleet Asset Sheet

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

Fleet Name:		Location:	
Flagship:		Command Rating:	
# of Units	Class	Command Cost	Notes

System Asset Sheet

System Name	Size	Census	Morale	RAW	Productivity	Capacity	Output	Special Notes	Intel Points	Fighters, Ground Units, & Fixed Defenses

Intel Sheet

Mission Type	Target	Location(s)	Intel Points Assigned	Notes

1	<i>Census</i>	System Census decreases by 2
2	<i>Census</i>	System Census decreases by 1
3	<i>Census</i>	System Census decreases by 1
4	<i>Census</i>	System Census increases by 1
5	<i>Census</i>	System Census increases by 1
6	<i>Census</i>	System Census increases by 2
7	<i>Morale</i>	System Morale decreases by 2
8	<i>Morale</i>	System Morale decreases by 1
9	<i>Morale</i>	System Morale decreases by 1
10	<i>Morale</i>	System Morale increases by 1
11	<i>Morale</i>	System Morale increases by 1
12	<i>Morale</i>	System Morale increases by 2
13	<i>RAW</i>	System RAW decreases by 2
14	<i>RAW</i>	System RAW decreases by 1
15	<i>RAW</i>	System RAW decreases by 1
16	<i>RAW</i>	System RAW increases by 1
17	<i>RAW</i>	System RAW increases by 1
18	<i>RAW</i>	System RAW increases by 2
19	<i>Productivity</i>	System Productivity decreases by 1
20	<i>Productivity</i>	System Productivity decreases by 1
21	<i>Productivity</i>	System Productivity increases by 1
22	<i>Productivity</i>	System Productivity increases by 1
23	<i>Capacity</i>	System Capacity decreases by 2
24	<i>Capacity</i>	System Capacity decreases by 1
25	<i>Capacity</i>	System Capacity decreases by 1
26	<i>Capacity</i>	System Capacity increases by 1
27	<i>Capacity</i>	System Capacity increases by 1
28	<i>Capacity</i>	System Capacity increases by 2
29	<i>Economic</i>	Empire loses 50% of turn income
30	<i>Economic</i>	Empire loses 25% of turn income
31	<i>Economic</i>	Empire loses 10% of turn income
32	<i>Economic</i>	Empire gains 5% to turn income
33	<i>Economic</i>	Empire gains 10% to turn income
34	<i>Economic</i>	Empire gains 15% to turn income
35	<i>Economic</i>	Empire gains 25% to turn income

36	<i>Economic</i>	Empire gains 50% to turn income
37	<i>Technology</i>	Tech Advance cost increases by 10
38	<i>Technology</i>	Tech Advance cost increases by 5
39	<i>Technology</i>	Tech Advance cost increases by 5
40	<i>Technology</i>	Tech Advance cost decreases by 5
41	<i>Technology</i>	Tech Advance cost decreases by 5
42	<i>Technology</i>	Tech Advance cost decreases by 5
43	<i>Intel</i>	System loses 2 Intel
44	<i>Intel</i>	System loses 1 Intel
45	<i>Intel</i>	System loses 1 Intel
46	<i>Intel</i>	System gains 1 Intel
47	<i>Intel</i>	System gains 1 Intel
48	<i>Intel</i>	System gains 2 Intel
49	<i>Intel</i>	Empire loses 2 Intel
50	<i>Intel</i>	Empire loses 1 Intel
51	<i>Intel</i>	Empire loses 1 Intel
52	<i>Intel</i>	Empire gains 1 Intel
53	<i>Intel</i>	Empire gains 1 Intel
54	<i>Intel</i>	Empire gains 2 Intel
55	<i>Terrorism</i>	3d6 Intel for random Sabotage mission (d6): 1: Industrial; 2: Counter-Intel; 3: Starship; 4: Troop; 5: Population; 6: Insurgency
56	<i>Terrorism</i>	2d6 Intel for random Sabotage mission (d6): 1: Industrial; 2: Counter-Intel; 3: Starship; 4: Troop; 5: Population; 6: Insurgency
57	<i>Terrorism</i>	1d6 Intel for random Sabotage mission (d6): 1: Industrial; 2: Counter-Intel; 3: Starship; 4: Troop; 5: Population; 6: Insurgency
58	<i>Terrorism</i>	1d3 Intel for random Sabotage mission (d6): 1: Industrial; 2: Counter-Intel; 3: Starship; 4: Troop; 5: Population; 6: Insurgency
59	<i>Piracy</i>	+30% to Raider Rolls for next six turns
60	<i>Piracy</i>	+20% to Raider Rolls for next six turns
61	<i>Piracy</i>	+20% to Raider Rolls for next six turns
62	<i>Piracy</i>	+10% to Raider Rolls for next six turns
63	<i>Piracy</i>	+5% to Raider Rolls for next six turns
64	<i>Piracy</i>	-5% to Raider Rolls for next six turns
65	<i>Piracy</i>	-10% to Raider Rolls for next six turns
66	<i>Piracy</i>	-20% to Raider Rolls for next six turns
67	<i>Piracy</i>	-20% to Raider Rolls for next six turns
68	<i>Piracy</i>	-30% to Raider Rolls for next six turns

69	<i>Piracy</i>	Raider Attack: 1d6 economic points
70	<i>Piracy</i>	Raider Attack: 2d6 economic points
71	<i>Piracy</i>	Raider Attack: 3d6 economic points
72	<i>Piracy</i>	Raider Attack: 4d6 economic points
73	<i>Ground</i>	Citizens form militia to aid in defense (Use Census unit stat)
74	<i>Ground</i>	Citizens form militia to aid in defense (Use Census unit stat)
75	<i>Ground</i>	Troops lose 1 from attack and defense values for next six turns
76	<i>Ground</i>	Troops lose 1 from attack and defense values for next six turns
77	<i>Ground</i>	Troops lose 1 from attack for the next six turns
78	<i>Ground</i>	Troops lose 1 from defense for the next six turns
79	<i>Ground</i>	Troops gain 1 to defense for the next six turns
80	<i>Ground</i>	Troops gain 1 to attack for next the six turns
81	<i>Ground</i>	Troops gain 1 to attack and defense values for the next six turns
82	<i>Ground</i>	Troops gain 1 to attack and defense values for the next six turns
83	<i>Fleet</i>	Task Force units loses 1 DV, AS, and AF for the next six turns
84	<i>Fleet</i>	Task Force units loses 1 DV for the next six turns
85	<i>Fleet</i>	Task Force units loses 1 AS for the next six turns
86	<i>Fleet</i>	Task Force units loses 1 AF for the next six turns
87	<i>Fleet</i>	Task Force units gains 1 AF for the next six turns
88	<i>Fleet</i>	Task Force units gains 1 AS for the next six turns
89	<i>Fleet</i>	Task Force units gains 1 DV for the next six turns
90	<i>Fleet</i>	Task Force units gains 1 DV, AS, and AF for the next six turns
91	<i>Construction</i>	-10 to Construction Capacity for the next six turns
92	<i>Construction</i>	-5 to Construction Capacity for the next six turns
93	<i>Construction</i>	-5 to Construction Capacity for the next six turns
94	<i>Construction</i>	+5 to Construction Capacity for the next six turns
95	<i>Construction</i>	+5 to Construction Capacity for the next six turns
96	<i>Construction</i>	+10 to Construction Capacity for the next six turns
97	<i>Special</i>	Special Event or CM's Choice
98	<i>Special</i>	Special Event or CM's Choice
99	<i>Special</i>	Special Event or CM's Choice
100	<i>Special</i>	Special Event or CM's Choice