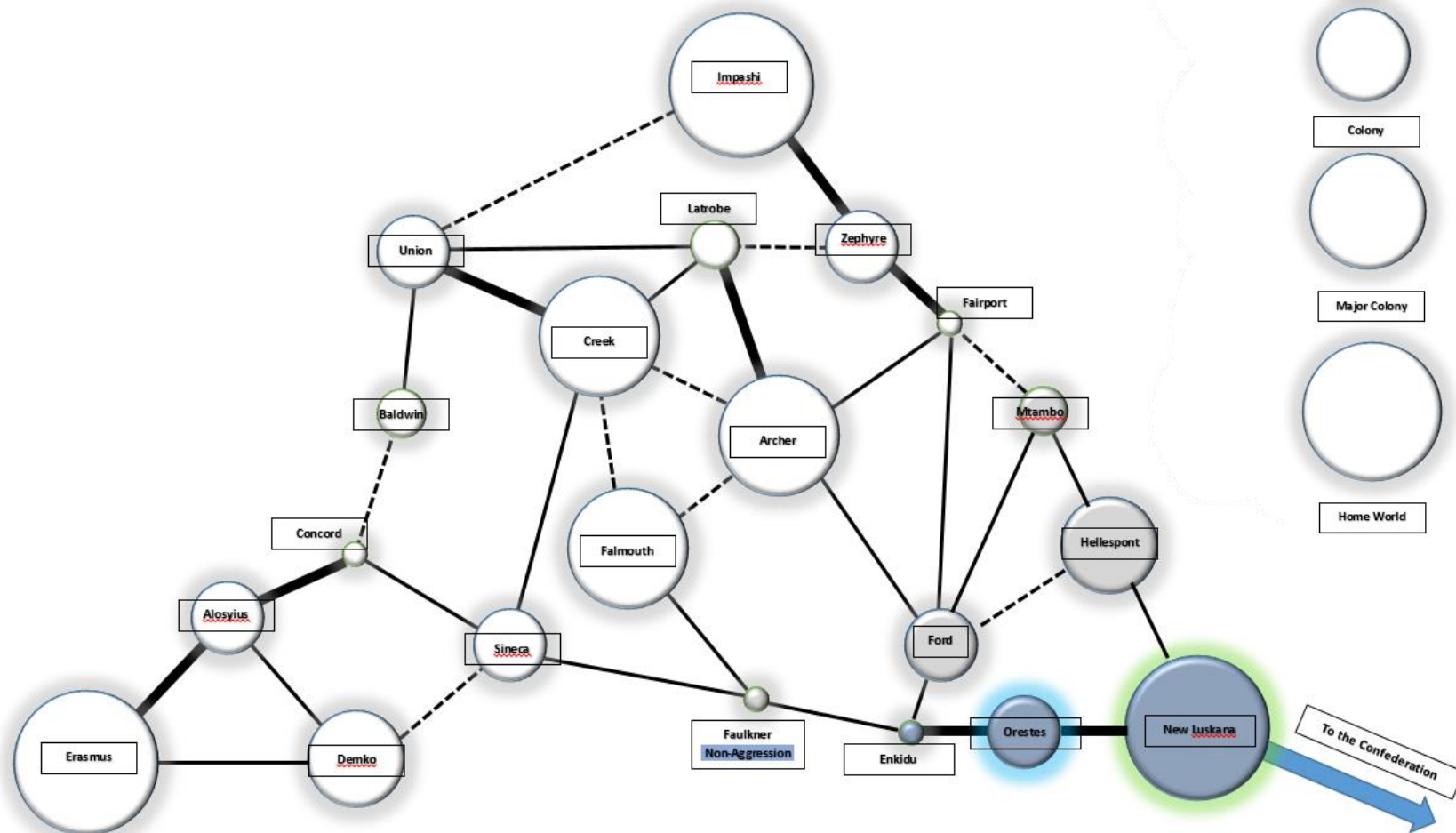


Start Turn Status and Orders: Hylia Confederacy Turn 3005.3

Known Stellar Cartography



3005.3 Hylian Confederation Orders

Move Orders
“Commandant’s Fleet” from Helespont to New Luskana <i>CNS Greeting</i> from Enkidu to Falmouth.
Diplomacy Orders
None
Construction Orders
None
Update Orders
None

3005.3 Hylian Confederation Outcomes

NEGOTIATOR ARRIVING IN FALMOUTH
Chance of hostilities 60%, D100 roll = 72
No Attack, Ship stands

Hylian Confederation Systems

<u>Name</u>	<u>CAP</u>	<u>RAW</u>	<u>POP</u>	<u>MOR</u>	<u>PROD</u>	<u>Output</u>	<u>Intel Points</u>	<u>Fixed Assets</u>
New Luskana	12	6	9	8	6	$(6*6) = 36$	0	Frontier Shipyard
Orestes	8	2	3	2	2	$(3*2) = 6$	0	Frontier Shipyard
Enkidu	4	1	2	1	1	$(1*1) = 1$	0	

Victory and Tension

<u>Victory Points</u>	<u>Tension</u>
0	38/125

<u>Mission</u>	<u>Location</u>	<u>Notes</u>
Union Trouble	Orestes	Pay the union 5 EP or conduct an assault on the Strikers with ground units.
Negotiators	Falmouth	Send a Diplomat to the Falmouth system by 3005.7.
Peacekeeping	N/A	Gain VP whenever the Tension meter doesn't decrease for a turn.
Expand Trade		Gain VP for each new Trade fleet stationed around friendly or neutral systems.

Nearby Neutral Systems

<u>Name</u>	<u>CAP</u>	<u>RAW</u>	<u>POP</u>	<u>MOR</u>	<u>PROD</u>	<u>Output</u>	<u>Intel Points</u>	<u>All Known Assets</u>
Faulkner	2	1	1	1	1	$(1*1) = 1$	0	?????
Ford	6	3	3	2	2	$(2*3) = 6$	0	?????
Mtambo	4	1	2	2	0	$(1*1) = 1$	0	?????
Hellespont	8	2	5	4	4	$(4*2) = 8$	0	<i>Helespont:</i> Unknown Ground Forces 8x Dragonfly MF 1x Hero A CR 1x Hero B CR Trade Fleet

Hylian Confederation Assets

Fleet and Ground Assets Under Construction

Name	Location	Fleet Flagship + Squadron	Notes
Commandant's Fleet	New Luskana	<i>CNS Proxima (CR8)</i> + <i>CNS Ferocious (CC3)</i> + <i>CNS Marathon (CC3)</i> + <i>Lookout (CC .5)</i> + <i>Welcome (CC .5)</i>	
Detached Envoy	Enkidu	<i>CNS Greeting (CR2)</i>	
Luskana PDF Fleet	New Luskana	<i>Luskana (CR 2)</i> + <i>Anita (CC .5)</i>	
Luskana Corporate Escorts	New Luskana	<i>Louis (CR 1)</i> + <i>Oregonian (CR .5)</i> + <i>Anita (CR .5)</i>	Escorting 'Luskana Corporate Traders'
New Luskana Ground Command	New Luskana		PDF L1, PDF L2, PDF L3 PDF A1, PDF A2 'Li's Leathernecks' 'Black Horse Company' Mobile Base Alpha
Orestes Ground Command	Orestes		PDF L4, PDF L5, PDF L6 Mobile Base Idris
Enkidu Ground Command	Orestes		PDF L7, PDF L8
Transport Group Alpha	New Luskana		3x Transport Convoys
Trade Fleet One	New Luskana		1x Trade Convoy 'Luskana Corporate Traders'
Colony Fleet One	New Luskana		1x Colony Convoy

Construction Location	Unit Type	Number	Finished On
New Luskana	Roughneck Marine SHF	5	3005.4
New Luskana	Ygret Fighters	6	3005.4

Hyllian Confederation Economic Balance Sheets

Asset Maintenance

Unit Type	Unit Names	Cost per Group	Number Active, Reserve, Mothball	Maintenance Cost
Planetary Project Yards	Planetary Project Yards	6/2	M: 1	0
Frontier Shipyard	New Luskana Yards Orestes Yards	1/1	A: 2	2
Supply Depot	Mobile Base Alpha Mobile Base Idris	1/10	A: 2	1
CNS Tiger BC	<i>CNS Proxima</i>	4/2	A : 1	4
CNS Ripley CR	<i>CNS Ferocious</i> <i>CNS Marathon</i>	4/3	A: 2	4
CAS Mercenary Trader	<i>Louis, Oregonian</i>	2/12	A: 2	2
PDF Defense Frigate	<i>Luskana</i>	1/6	A: 1	1
PDF Police Ship	<i>Lookout, Anita, Welcome</i>	2/12	A: 3	2
CNS Diplomatic Cutter	<i>CNS Greeting</i>	3/8	A: 1	3
PDF Light Infantry	PDF L1 thru L8	1/12	A: 8	1
PDF Armored Support	PDF A1 thru A2	1/12	A: 2	1
CMS Marines	‘Li’s Leathernecks’ ‘Black Horse Company’	3/6	A: 2	3
			Total Cost:	24

Income Balance

Income Items	Income Amount
Planet (New Luskana)	18
Planet (Orestes)	3
Planet (Enkidu)	1
Trade Fleet “Luskana Trader’s Union”	11
Expenses	
Total MAINT	-24
Total Income:	31
Carryover Income:	5
Start Turn Treasury:	12