The Arcanis Sector, 2240

| Name	Cap	Raw	Cen	Mor	Prod
Donatu	10	6	9	8	7
Azha	7	1	3	1	1
Amak	2	1	1	1	1
Cursa	4	2	0	0	0
Rylar	9	3	5	4	3
Seron	6	3	4	3	1
Orion	5	2	2	1	2
Timal	2	2	0	0	0
Organia	2	1	0	0	0
Archanis	9	4	8	7	6
Cabo	6	2	4	3	2
Indira	6	2	3	2	3
Sherman	5	1	0	0	0
Gilea	3	1	1	1	1
P'Jem	7	1	3	1	1
Axanar	10	6	9	8	7

Federation Initial Recruitment List, 3000 = 2240

Class Name (If Ground)	ISD	Class	Cost	Maint	DV (ATR)	AS (DEF)	AF (ATK)	CR (DV)	CC	CV	Special Notes
Federation Security	2231	GRND	2	1/8	2	2	1	D2	-	-	
Paris	2233	FF	4	2/6	2	2	1	2	1	-	Shields (1), Police, Atmospheric, Slow
Lincoln M2	2234	DD	6	2/6	3	2	2	4	2	-	Shields (1), Guardian (1), Atmos., Slow
Asia	2235	CL	7	3/4	5	3	1	3	2	-	Shields (1), Scout (1), Explorer (1), Slow
Lancaster	2236	CR	6	2/4	5	4	2	4	2	-	Shields (2), Armor
Quetzalcoatl	2237	CR	7	3/3	6	5	2	4	3	1	Shields (2), Carrier
Ocean	2239	CL	6	3/4	6	0	0	4	2	-	Shields (1), Supply (3)
Al-Burak	2240	CL	6	3/4	5	2	2	3	2	4	Shields (1), Carrier
Puffin	2238	MFTR	1/3	1/12	2	1	2	-	-	-	
Watchtower Orbital	2232	BASE	9	4/2	9	5	2	-	-	5	Shields (2), Carrier, Armor

Paris   Lincoln M2   Asia M1   Lancaster   Quetzalcoatl   Ocean   Al-Burak

Puffin

Watchtower
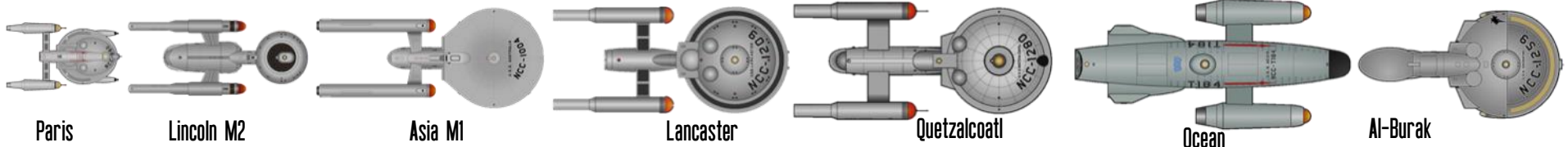
Starfleet isn't exactly a new institution, but it has begun to reach its maturity. Formally inaugurated in the 2160s, it has undergone rapid technological and mission role change. The Starfleet of the 2240s is one with a love affair for big cruisers, exemplified by the Lancaster and Quetzalcoatl types, and the expensive *Asia* exploratory cruisers. However, in the next decade—from 2240 to 2250 and beyond—Starfleet will face a series of challenges which will require a more flexible operational fleet pattern. Innovations like longer range torpedoes can help refit older ships like the *Asia*, for example. These new ships, flexible and mass produced, are already on the horizon. Starfleet also has development projects for a new fighter craft, codenamed *Penguin*, and a dedicated landing ship for hostile ground insertions.

However, what Starfleet doesn't know is that the next decade holds some of the most terrifying potential conflicts in its history, as the Klingon Empire—long dormant—finally begins to make its moves in the Archanis sector.
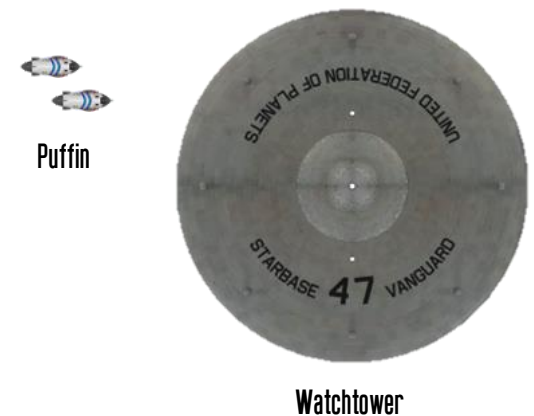
Federation Initial Force Disposition, 1.2240

Ships

Planetary Defense Station "Pillar" (Watchtower Class) (P'Jem)

Archanis Sector Exploration Fleet (Axanar)
   Flag Squadron: USS Australia (Asia Class), USS Africa (Asia Class)
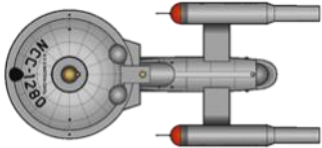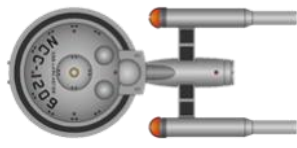

USS Australia   USS Africa

Archanis Sector Battle Fleet (Axanar)
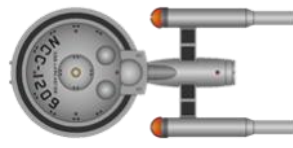   **Flag Squadron:** USS Marduk (Quezacoatl Class), USS Valiant (Lancaster Class), USS Arronax (Lancaster Class)

USS Marduk   USS Valiant   USS Arronax

Archanis Sector Police Fleet: (Gilea)
   Flag Squadron: USS Raleigh (Paris Class), USS Dalian (Paris Class), USS Torak (Paris Class)

Ground Forces

3 Fed Security on Axanar
1 Fed Security on P'Jem
1 Fed Security on Gilea
Supply Depot: Gilea

Fighter Wings

None

Civilian Forces

Trade Fleet Alpha: Axanar
Colony Fleet Alpha: Axanar
Transport Fleets Alpha, Beta, Gamma: Axanar
Small Shipyard Alpha: Axanar
Small Shipyard Beta: P'Jem

Federation Initial Information, 1.2240

Income Items	Raw	Utilized Prod	Income Amount
P'jem			1
Gilea			1
Axanar			42
Trade Fleet Axanar			7
Expenses	Number	Upkeep	
Asia Class	2	3/4	-3
Lancaster Class	2	2/4	-2
Quetzacoatl Class	1	3/3	-3
Paris Class	3	2/6	-2
Watchtower Class Station	1	4/2	-4
Federation Security Forces	5	1/8	-1
Mobile Supply Base	1	1/1	-1
Small Shipyard	2	1/1	-2
			-18
Total Income:			33
Start Turn Treasury:			32

Slipways	Occupied	Progress	Constr. Cap
Planetary Axanar 1-7 Empty	None		0/42 (Shared)
#1-7			
Planetary P'Jem 1 Empty			0/1
#1			
Planetary Gilea			0/1
#1			
Frontier Shipyard Axanar			0/42 (Shared)
#1-4			
Frontier Shipyard P'jem			0/1 (Shared)
#1			

Mission	Location	Notes
Agricultural Monitoring	Sherman	Maintain orbit for three months with at least 4 DV of ships to study growth.
Aid Request	Seron	Transport 4 EP to Seron on a transport fleet.
Peacekeeping	N/A	Gain VP whenever the Tension meter doesn't decrease for a turn.
Exploration	N/A	Gain VP for each system explored (2vp) and completely surveyed (2d6 Scout/Explorer, 2vp)

Victory Points	Tension
0	0/100