

Class Name	Purchased	Cost	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Space Marines			HGRND	8	5/6	3	4	3	—	—	—	Marines, Shock, Compact
Cadian Imperial Guard	6	30	MGRND	5	2/6	4	2	2	—	—	—	Artillery
Thunderbolt			LFTR	1	1/6	2	2	0	—	—	—	
Lightning	3	3	LFTR	1	1/6	2	0	2	—	—	—	
Cobra	6	12	CT	2	1/6	2	2	1	2	1	0	
Falchion			CT	2	2/6	2	2	1	2	1	0	Missile
Sword			DD	5	2/6	3	3	2	3	2	1	Guardian (1)
Dauntless	3	18	CL	6	2/4	4	3	2	4	2	1	Scout (1)
Lunar			CA	8	5/4	6	5	2	5	3	2	Armor, Shields
Ramilies			BASE	8	4/4	11	8	5	—	—	6	Armor
Transport Convoy												
Trade Convoy	1	20										
Colony Convoy												
		83			-6							
Income					+20							

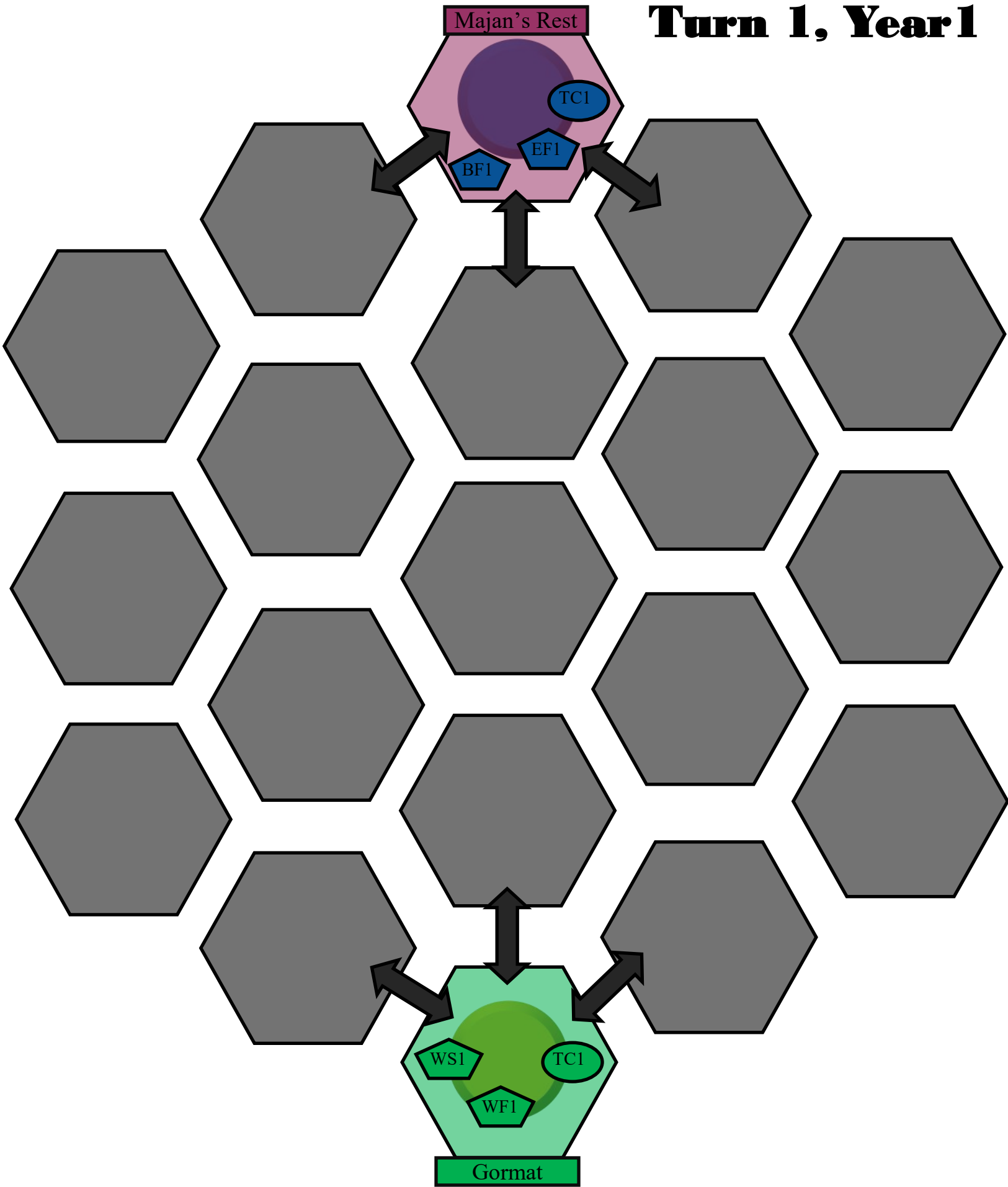
System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade Fleet EP
Majan’s Rest	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1	2 Capacity, x1 Lightning	Scout x2
Planetary Garrison, Majat’s Rest	X6 Imperial Guard Regiments, Supply		

Class Name	Purchased	Cost	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Goff Ork Clan			MGRND	6	2/6	3	3	2	—	—	—	
Red Sunz Clan	5	25	LGRND	5	2/6	2	3	1	—	—	—	Shock
Fighta-Bomma	3	3	LFTR	1	1/6	2	1	1	—	—	—	
Boarding Boatz			LFTR	1	1/6	2	0	0	—	—	—	Boarding (1)
Brute			CT	3	2/6	3	1	1	2	1	0	Suicide, Boarding (1)
Savage	4	20	DD	5	3/6	4	2	1	3	2	0	Scout (1)
Ravager			DD	4	2/6	4	3	2	3	2	0	
Terrorship			CA	9	3/3	6	4	2	4	3	2	Assault (2), Carrier
Kill Kroozer			CA	8	2/3	6	5	3	4	3	0	
Space Hulk	1	15	DN	15	4/2	12	5	2	7	6	3	Assault (3), Carrier
Transport Convoy												
Trade Convoy	1	20										
Colony Convoy												
		83			10							
Income					+20							

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Gormat	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x3	2 Capacity, x2 Lightning	Scout x3
WAAGHFleet 1	Space Hulk x1 Savage x1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X5 Red Sunz, Supply Depot		



Turn 1, Year 1

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Majan's Rest	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6	2 Capacity, x1 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot		

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Gormat	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x3	2 Capacity,	Scout x3
WAAGHFleet 1	Space Hulk x1 Savage x1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X5 Red Sunz, Supply Depot		

Income Phase

Orks income (20-10) = 10,
Imperial Income (20 –6) = 12

Purchase/Construct Phase

Orks begin building 1 Savage DD (10 EP, 5/8 CC in Gormat, 2 Turns)..
Imperials begin building one Lunar cruiser, (8/8CC, 4 turns, 8 EP)
Orks save 5 EP, Imperials save 2 EP

Purchase Effects

None

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperial: EF1 moves South, 3+3=5, no exploration.
Ork WS1 move North, 8+3 = 11, exploration!

Encounters Phase

None

Generate new systems

Fozag, north of Gormat:, 3+1 = 4, Minor lane connection, 5 = 4 Lanes connecting, 7 = Minor System, 3 = +1 Raw

Generate and fight Scenarios

None

Supply/Repair Phase

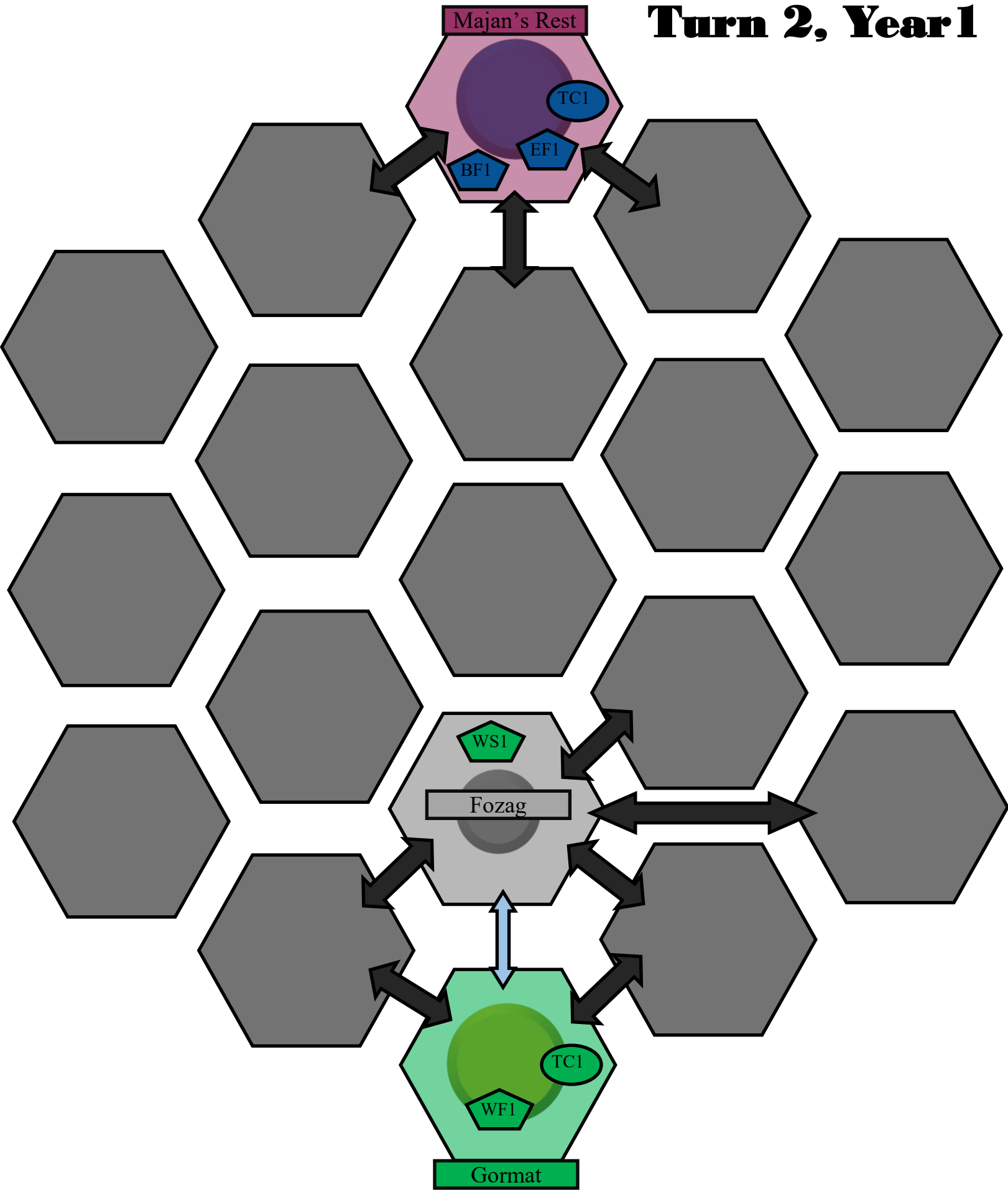
None

Random Event Phase

None

New Unit Placement

None



Turn 2, Year 1

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Majan’s Rest	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6	2 Capacity, x1 Lightning	Scout x2
Planetary Garrison, Majat’s Rest	X6 Imperial Guard Regiments, Supply Depot		

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Gormat	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x3		Scout x3
WAAGHFleet 1	Space Hulk x1 Savage x1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X5 Red Sunz, Supply Depot		

Income Phase

Orks income (20-10+5) = 16,
Imperial Income (20 –6+2) = 14

Purchase/Construct Phase

Orks continue building 1 Savage DD (5/8 CC in Gormat, 1 Turns)
Orks Purchase x3 Fightabommmba (3EP)
Imperials Continue building one Lunar cruiser, (8/8CC, 3 turns)
Imperials purchase 3 Lightning (3EP)
Orks saved EP 13, Imperials saved EP 11

Purchase Effects

None

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperial EF1 moves South, 12 + 3 = 15, exploration!
Ork WS1 move East, 6 + 3 = 9, No Exploration

Encounters Phase

None

Generate new systems

Aurelia South of Majan’s Rest, 4 = Minor system, 4+1 = 5, Minor lane, 3+1 = 3 Lanes 7 = +2 Raw

Generate and fight Scenarios

None

Supply/Repair Phase

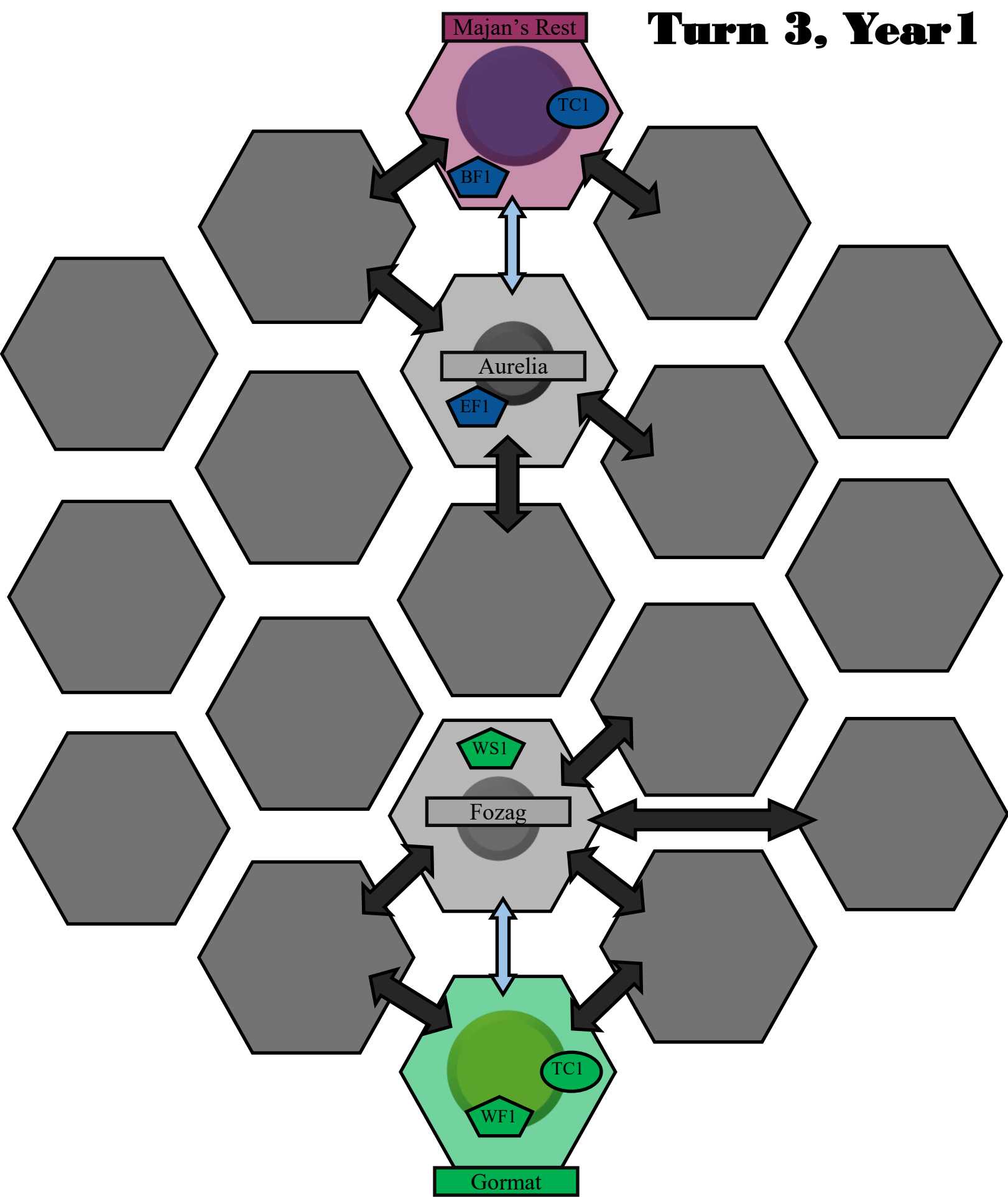
None

Random Event Phase

None

New Unit Placement

3 Fightabomma placed in Gormat, 3 Lightning placed in Majan’s Rest



Turn 3, Year 1

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Majan's Rest	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6	2 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply	4 Capacity, x2 Lightning	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Gormat	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x3		Scout x3
WAAGHFleet 1	Space Hulk x1 Savage x2	3 Capacity, x6 Fightabomma	Scout x2
Planetary Garrison, Gormat	X5 Red Sunz, Supply Depot		

Income Phase

Ork income (20-10+13=23),
Imperial income (20-6+11=25)

Purchase/Construct Phase

Orks complete building 1 Savage DD in Gormat
Orks begin building 1 Savage DD in Gormat (5/8 CC, 5 EP, 2 Turns)
Orks Purchase x1 Red Sunz Clan om Gormat (3 Turns)
Imperials Continue building one Lunar cruiser, (8/8CC, 2 turns)
Orks saved EP 17, Imperials saved EP 25

Purchase Effects

None

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperial EF1 moves Northwest, 2 + 3 = 5, no exploration!
Ork WS1 move East, 4 + 3 = 7, No Exploration

Encounters Phase

None

Generate new systems

Aurelia South of Majan's Rest, 5 = Minor system, 4+1 = 5, Minor lane, 3+1 = 3 Lanes 7 = +2 Raw

Generate and fight Scenarios

None

Supply/Repair Phase

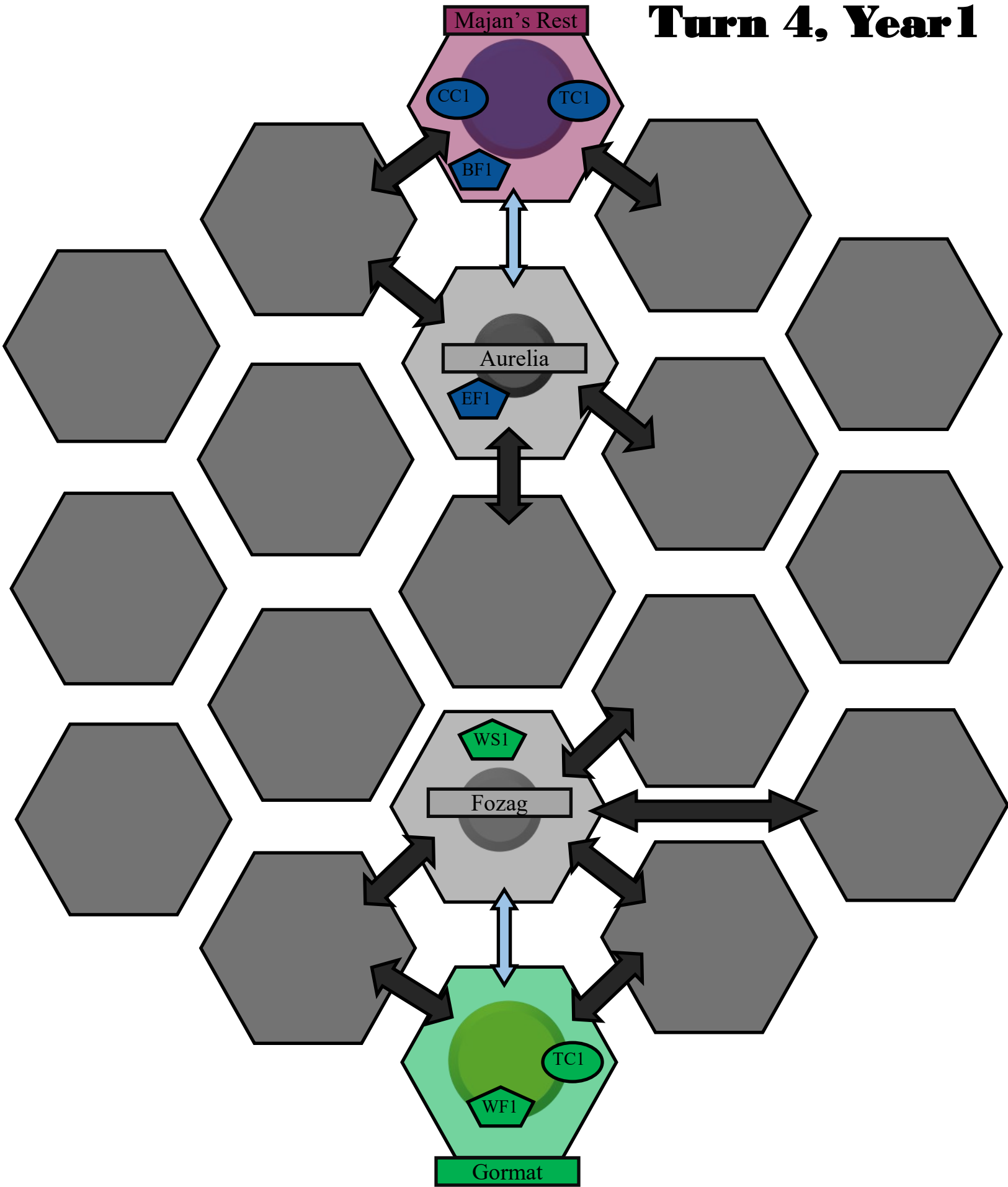
None

Random Event Phase

None

New Unit Placement

Savage gunship placed in Gormat



Turn 4, Year 1

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade Fleet EP
Majan's Rest	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1	2 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Gormat	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x3		Scout x3
WAAGHFleet 1	Space Hulk x1 Savage x2	3 Capacity, x6 Fightabomma	Scout x2
Planetary Garrison, Gormat	X5 Red Sunz, Supply Depot		

Income Phase

Ork income (20-10+17)=27
Imperial income (20-6+24)=38

Purchase/Construct Phase

Orks continue building 1 Savage DD in Gormat (5/8 CC, 1 Turns)
Orks continue building x1 Red Sunz Clan om Gormat (2 Turns)
Imperials Continue building one Lunar cruiser, (8/8CC, 1 turns)
Imperials purchase Colony Convoy (30 EP)
Imperials save 8EP, Orks save 27 EP

Purchase Effects

None

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperial EF1 moves Northwest, 6 + 3 = 5, no exploration!
Ork 2x Savage DD move from Gormat to Fozag, join WS1

Encounters Phase

None

Generate new systems

None

Generate and fight Scenarios

None

Supply/Repair Phase

None

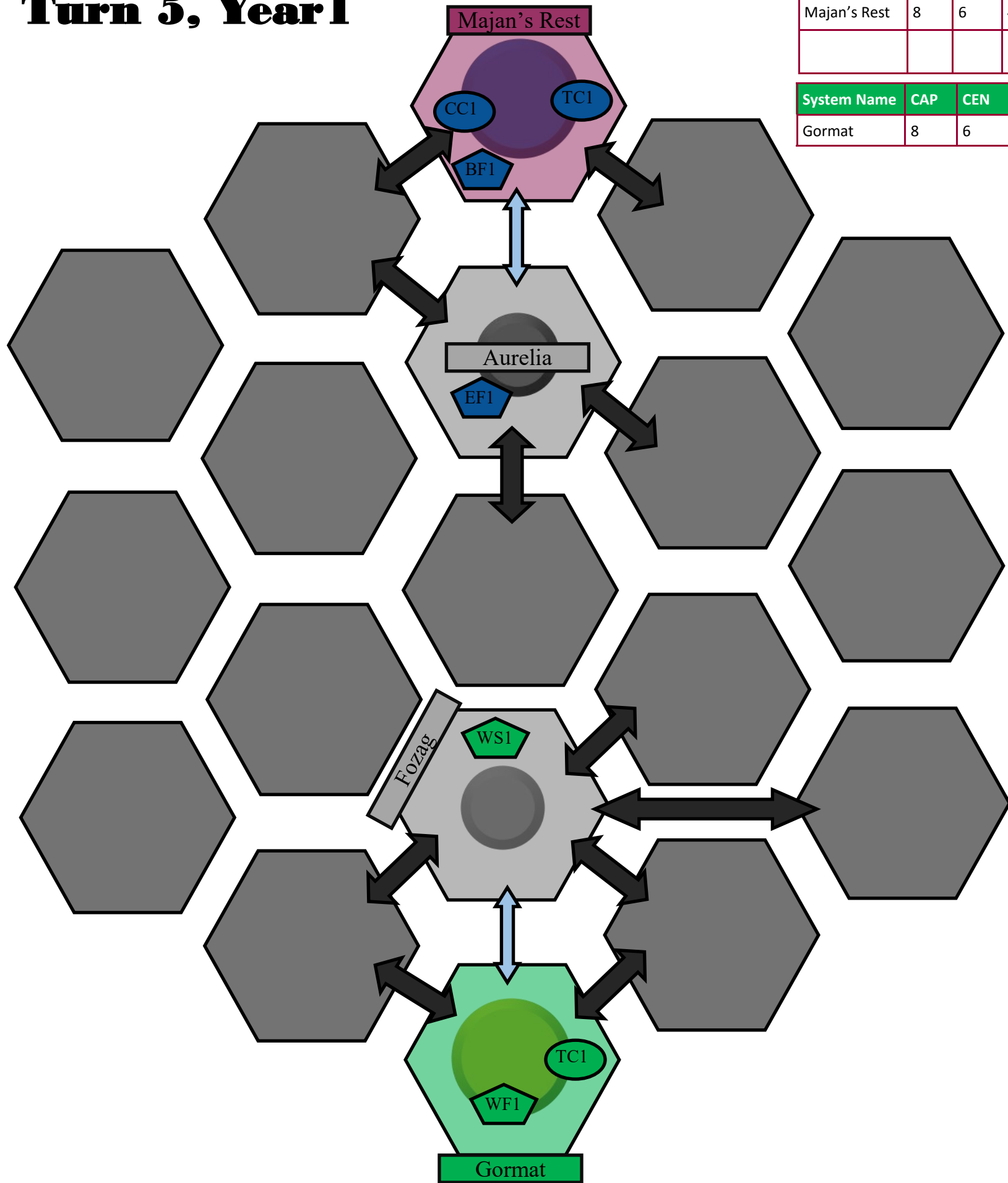
Random Event Phase

None

New Unit Placement

Imperials place Colony Convoy 1 in Majan's Rests

Turn 5, Year 1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	4	16	4

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	4	16	4

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6	2 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1	3 Capacity, x6 Fightabomma	
Planetary Garrison, Gormat	X5 Red Sunz, Supply Depot		

Income Phase

Ork income $(20-10+27)=37$

Imperial income $(20 - 11 + 8) = 22$

Purchase/Construct Phase

Orks finish building 1 Savage DD in Gormat

Orks continue building x1 Red Sunz Clan om Gormat (1 Turns)

Orks purchase Colony Convoy (30EP)

Imperials finish building one Lunar cruiser,

Imperials begin constructing one Dauntless cruiser (6EP, 6/8CC, 3 Turns)

Imperials invest 8 in tech advancement.

Imperials save 10 EP, Orks save 7 EP

Purchase Effects

Imperials 8/16 tech advancement

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperial EF1 moves Northwest, $8 + 3 = 11$, exploration!

Imperial CC1 from Majan's Rest to Aurelia

WS1 moves Southeast, $4+5 = 9$, no exploration

Encounters Phase

None

Generate new systems

Idlib, Northwest of Aurelia. Minor (5), Unimportant (2), 5 Jumplanes (6), Precious Metals (+2 RAW)

Generate and fight Scenarios

None

Supply/Repair Phase

None

Random Event Phase

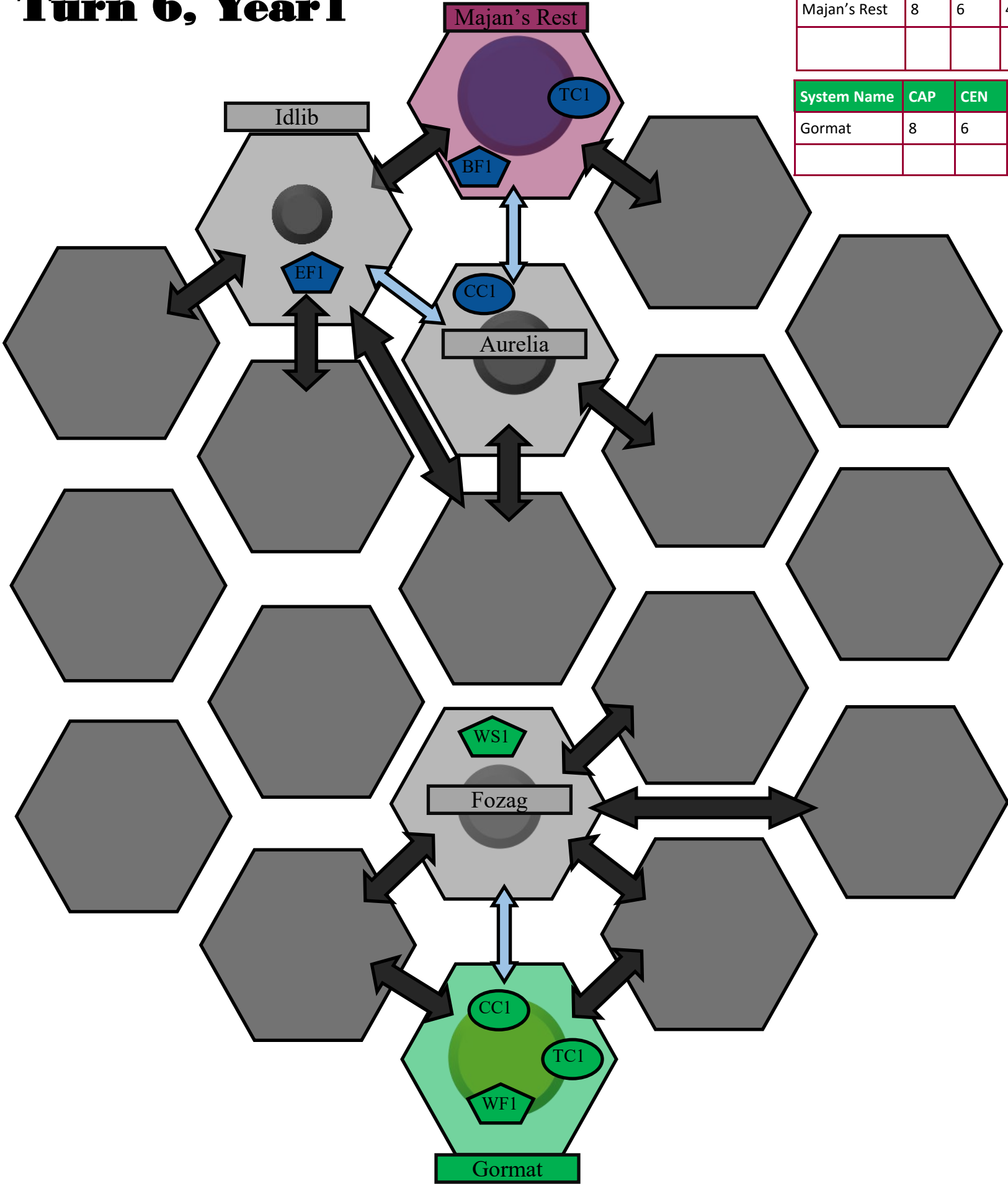
None

New Unit Placement

Place 1 Savage DD in Gormat, place 1 Colony Convoy in Gormat

Place 1 Lunar CA in Majan's Rest

Turn 6, Year 1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	4	16	4
						-11	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	4	16	4
						-10	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	2 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x6 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot		

Income Phase

Ork income (20-10+7)=17
Imperial income (20-11+10)=19

Purchase/Construct Phase

Imperials continue constructing one Dauntless cruiser (6/8CC, 2 Turns)
Orks save 17 EP
Imperial saves 19 EP

Purchase Effects

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

Imperial EF1 moves Northwest, 8 + 3 = 11, exploration!
Ork CC1 move to Fozag
WS1 moves Southeast, 2+5 = 7, no exploration

Encounters Phase

None

Generate new systems

Minor Lane Idlib —> Majan's Rest

Generate and fight Scenarios

None

Supply/Repair Phase

None

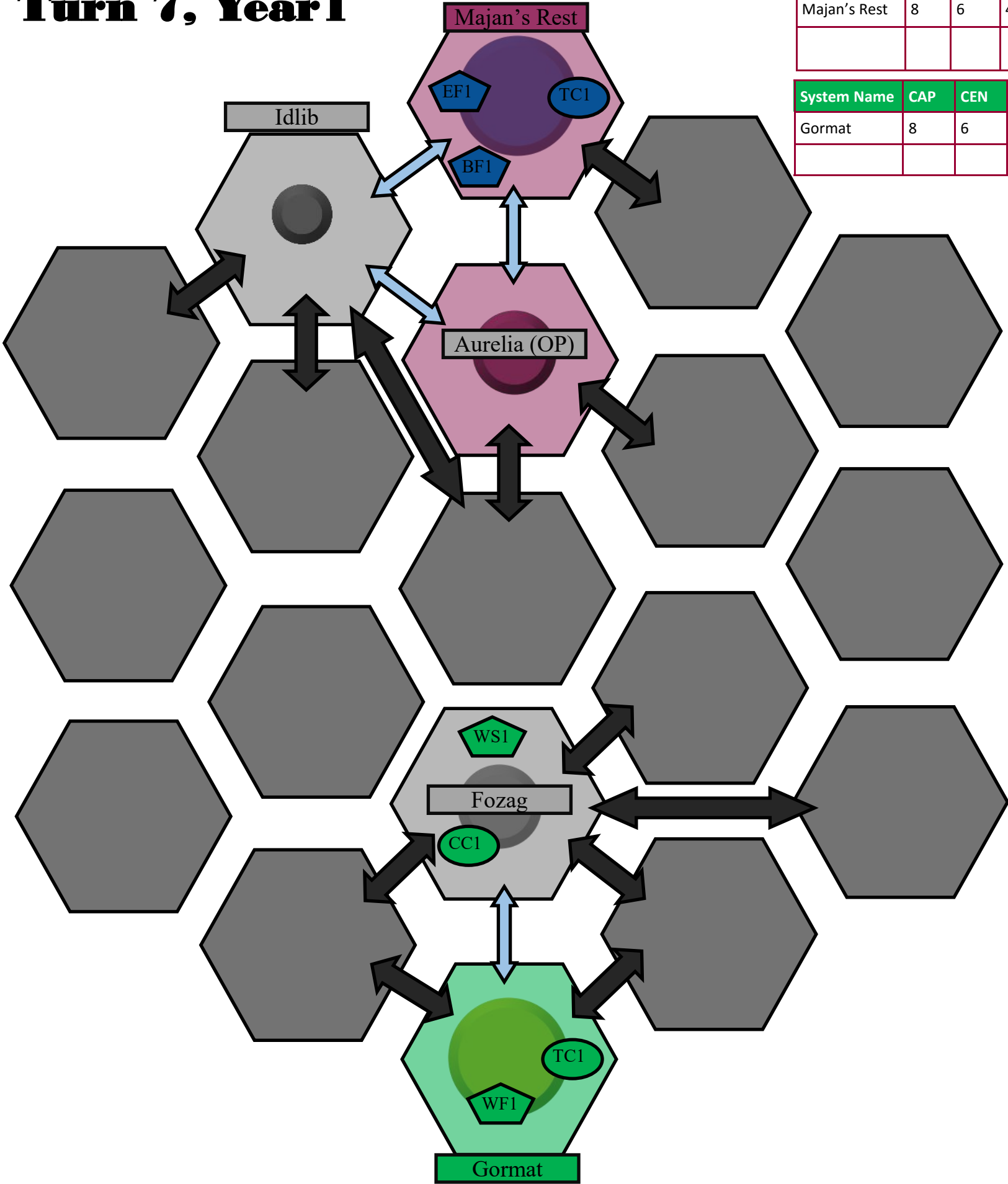
Random Event Phase

None

New Unit Placement

None

Turn 7, Year 1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	4	16	4
						-11	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	4	16	4
						-10	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	2 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x6 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot		

Income Phase

Ork income (20-10+17)=37
Imperial income (20-11+19)=28

Purchase/Construct Phase

Imperials continue constructing one Dauntless cruiser (6/8CC, 1 Turns)
Ork CC1 create Outpost on Fozag
Imperials save 28 EP, Orks save 37 EP

Purchase Effects

Intel Actions Phase

Diplomacy Actions Phase

Movement Orders Phase

WS1 moves Southeast, 2+5 = 7, no exploration

Encounters Phase

Generate new systems

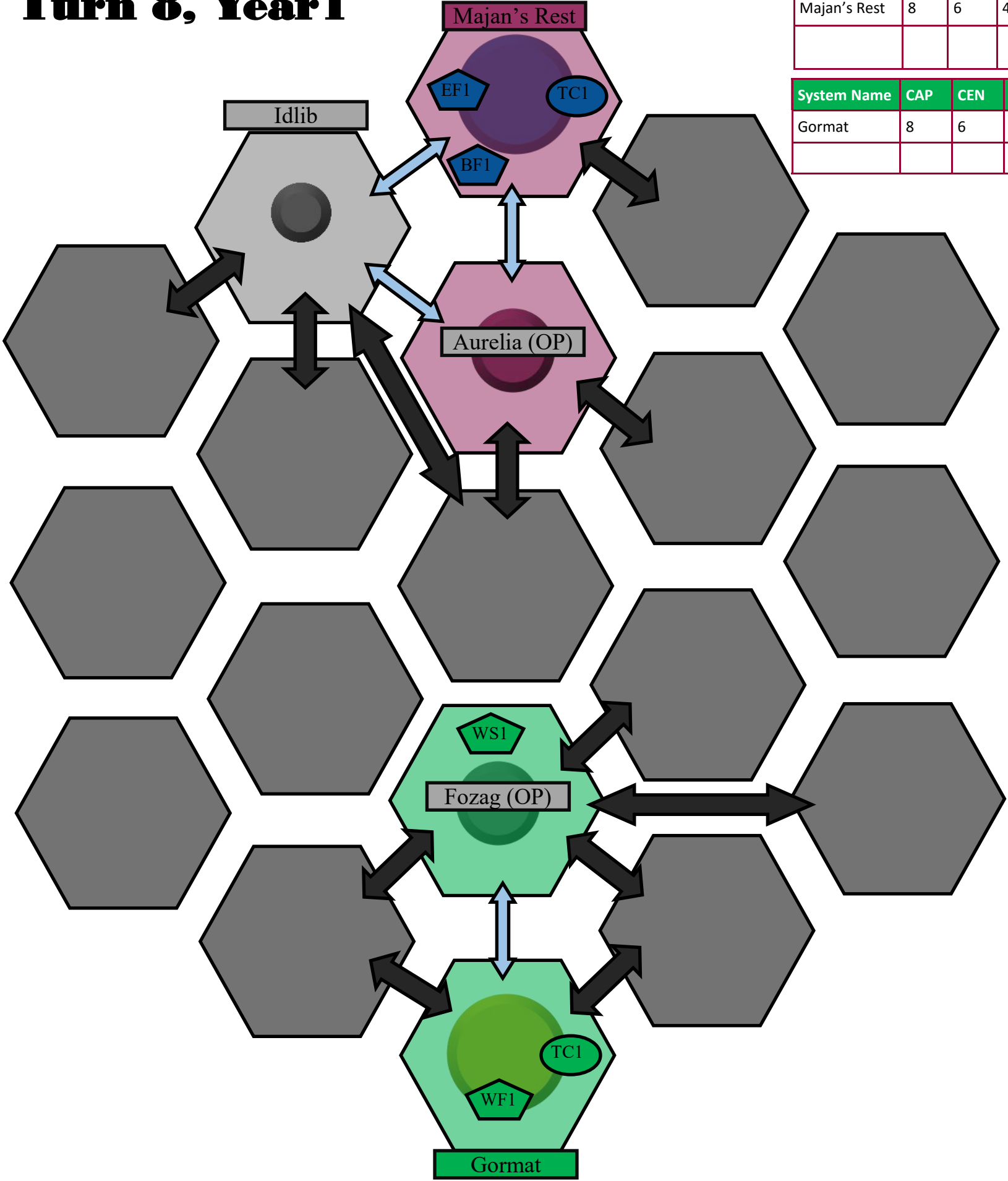
Generate and fight Scenarios

Supply/Repair Phase

Random Event Phase

New Unit Placement

Turn 8, Year 1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	4	16	4
						-11	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	4	16	4
						-10	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	2 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x6 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot		

Income Phase

Ork income (20-10+37)=47
Imperial income (20-11+28)=37

Purchase/Construct Phase

Imperials finish constructing one Dauntless cruiser
Imperials save 37 EP, Orks save 47 EP

Purchase Effects

Imperials 8/16 tech advancement

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

WS1 moves Southeast, 5+5 = 10, exploration!

Encounters Phase

None

Generate new systems

Unimportant (4), Minor lane (5), 2 Jump Lanes (2), +1 CAP

Generate and fight Scenarios

None

None

None

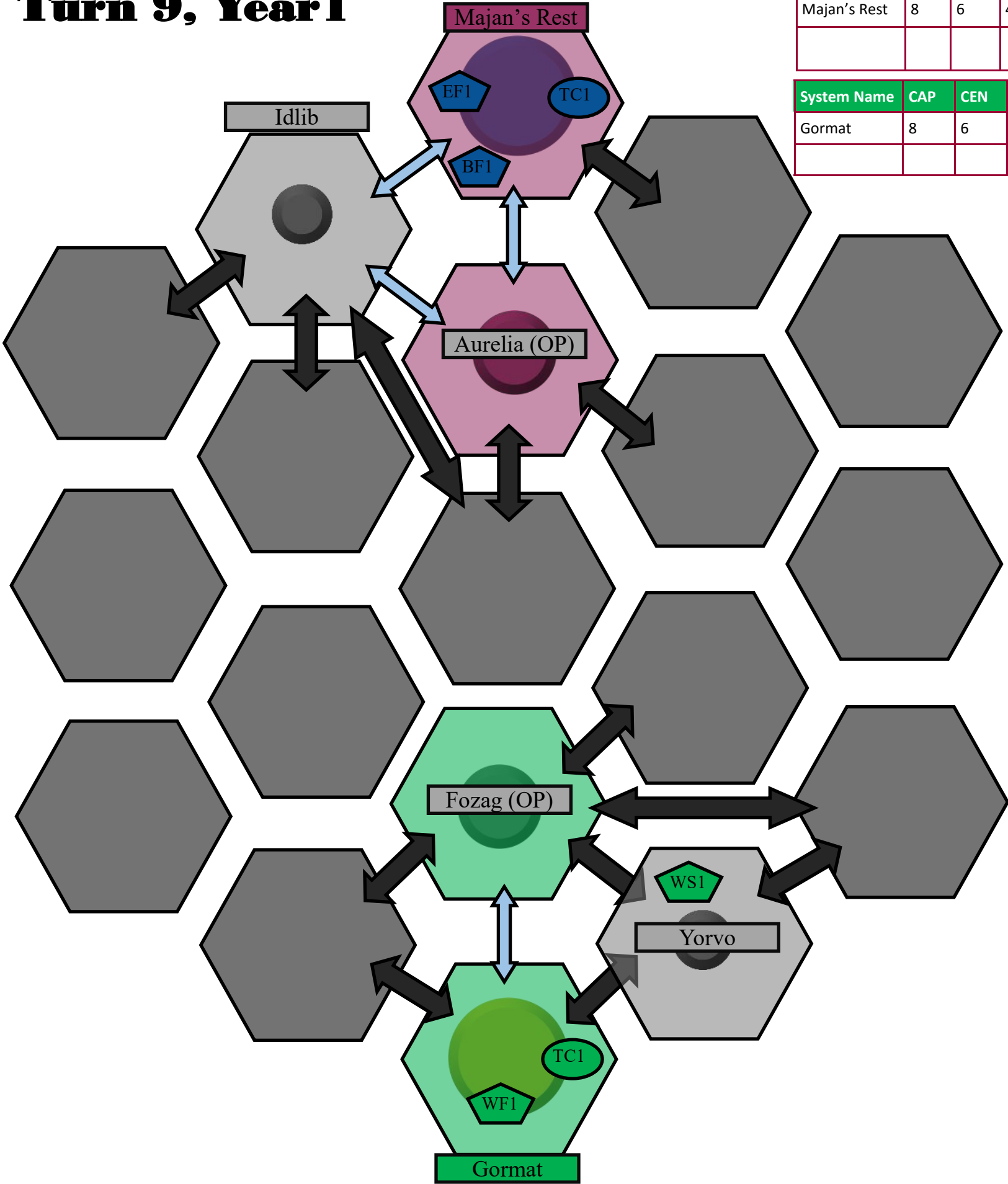
Supply/Repair Phase

Random Event Phase

New Unit Placement

Place 1 Dauntless in Majan's Rest

Turn 9, Year 1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	4	16	4
						-13	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	4	16	4
						-10	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x2 Cobra CT x6 Lunar CA x1	4 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x6 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot		

Income Phase

Ork income (20-10+47)=57
Imperial income (20-11+37)=46

Purchase/Construct Phase

Imperials purchase 5 points of tech advancement
Orks purchase 1 point of Productivity at Gotmat
Orks begin constructing 2 Brute Ramship CT (6/8 CC, 6EP, 3 turns)
Orks save 1 EP, Imperials save 41 EP

Purchase Effects

Imperials 13/16 tech advancement
Ork increase Gorbag system productivity to 5

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

WS1 moves Southwest, 5+5 = 10, exploration!
4 Dauntless cruisers explore SE from Majan's rest, 4+4=8=No Exploration

Encounters Phase

None

Generate new systems

Major lane (6)! Yorvo—Gormat

Generate and fight Scenarios

None

Supply/Repair Phase

None

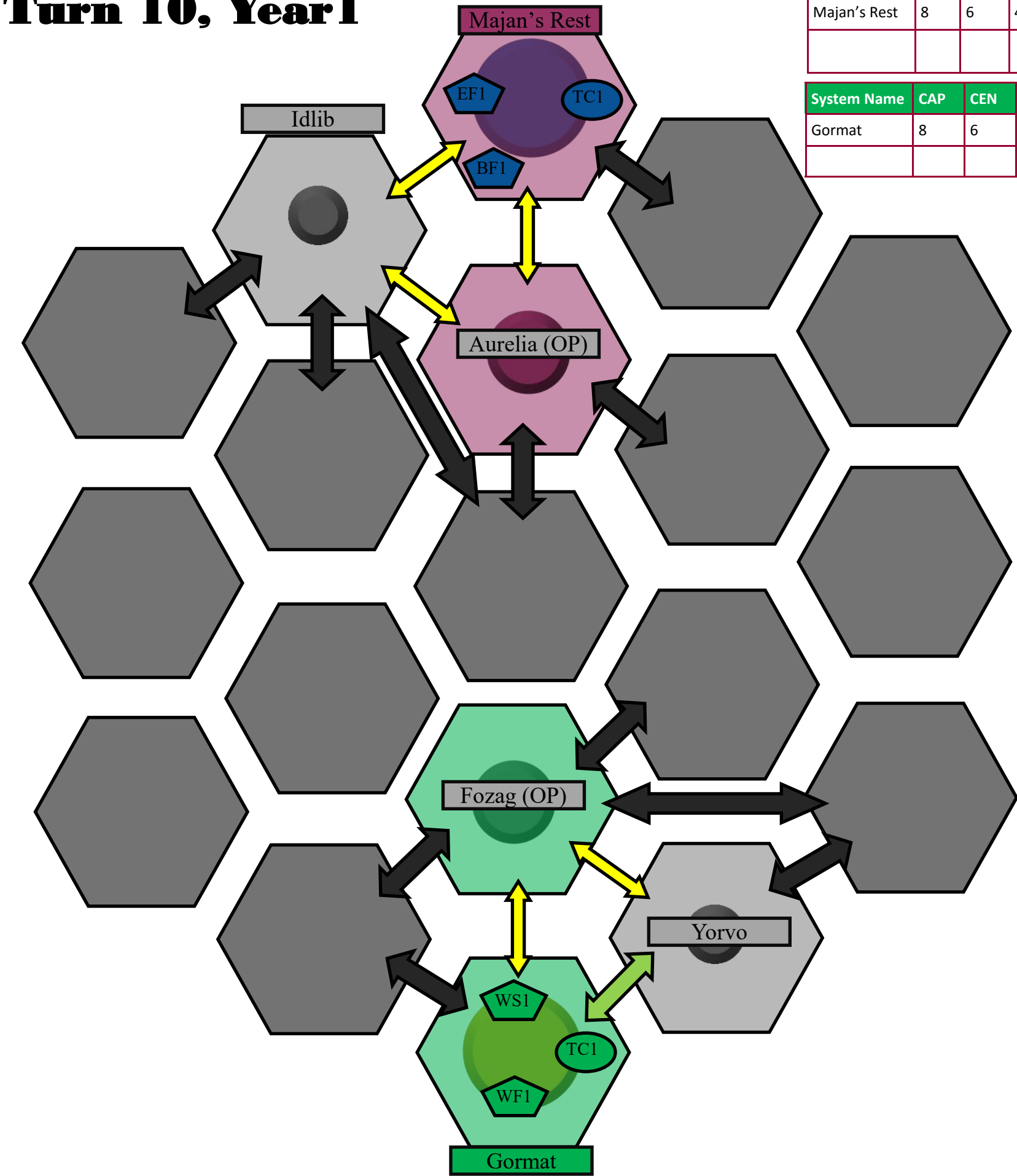
Random Event Phase

None

New Unit Placement

None

Turn 10, Year 1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	4	16	4
						-14	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	5	20	5
						-10	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x2 Cobra CT x6 Lunar CA x1	4 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot	5 Capacity, 2x Fightabomma	

Income Phase

Ork income (25-10+1)=16
Imperial income (20-11+41)=50

Purchase/Construct Phase

Imperials purchase 1 point of Productivity at Majan's Rest (50EP)
Orks continue constructing 2 Brute Ramship CT (6/10 CC, 2 turns)
Orks purchase 3 Fightabomma (3 EP, 1 Turn)

Purchase Effects

Imperials 13/16 tech advancement
Imperials increase productivity at Majan's Rest to 5

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

WS1 moves Northwest, 2+5 = 7, no exploration
4 Dauntless cruisers explore SE from Majan's rest, 3+4=7=No Exploration

Encounters Phase

None

Generate new systems

None

Generate and fight Scenarios

None

Supply/Repair Phase

None

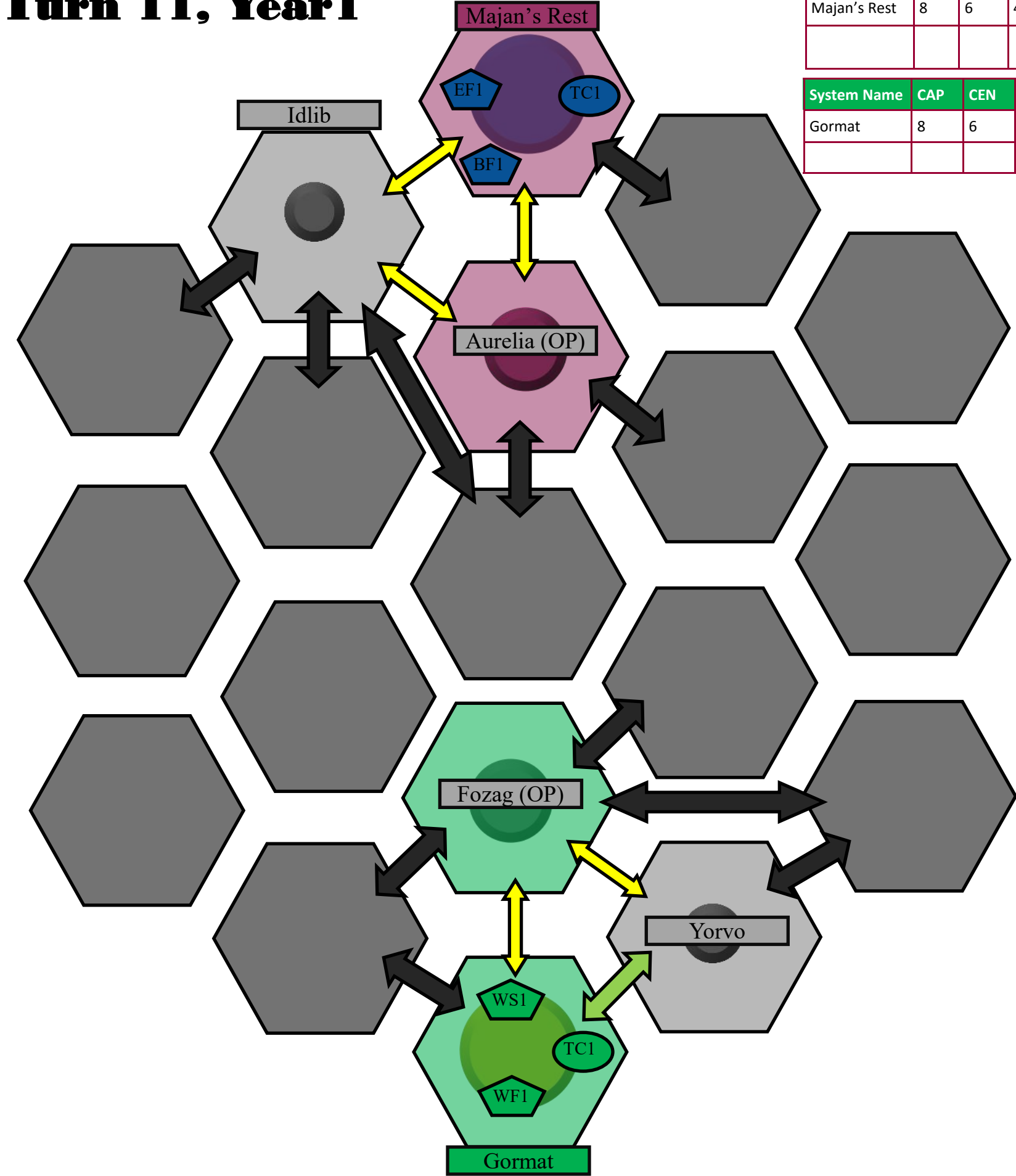
Random Event Phase

None

New Unit Placement

Orks place 3 Fightabomma in Gormat

Turn 11, Year1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	5	20	5
						-14	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	5	20	5
						-11	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x3	3 Capacity, x2 Lightning	Scout x3
1st Battlefleet	Dauntless CL x2 Cobra CT x6 Lunar CA x1	4 Capacity, x2 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot	5 Capacity, 5x Fightabomma	

Income Phase

Ork income (25-11+13)=27
Imperial income (25-11)=14

Purchase/Construct Phase

Imperials purchase 4 points towards tech advancement
Orks continue constructing 2 Brute Ramship CT (6/8 CC, 1 turns)
Orks save 27 EP, Imperials save 10 EP

Purchase Effects

Imperials 17/20 tech advancement

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

WS1 moves Northwest, 9+5 = 14, exploration!
4 Dauntless cruisers explore SE from Majan's rest, 10+4=14, exploration!

Encounters Phase

None

Generate new systems

Northwest of Gormat = Yobzo, Unimportant (5), +1 Raw (3), 2 Jumplanes (2), Major (5+1)=6
Southeast of Majan's Rest = Uriah, Major (12), +1 Raw (7), 2 Jumplanes (2), Minor (1+1=2)

Generate and fight Scenarios

None

None

None

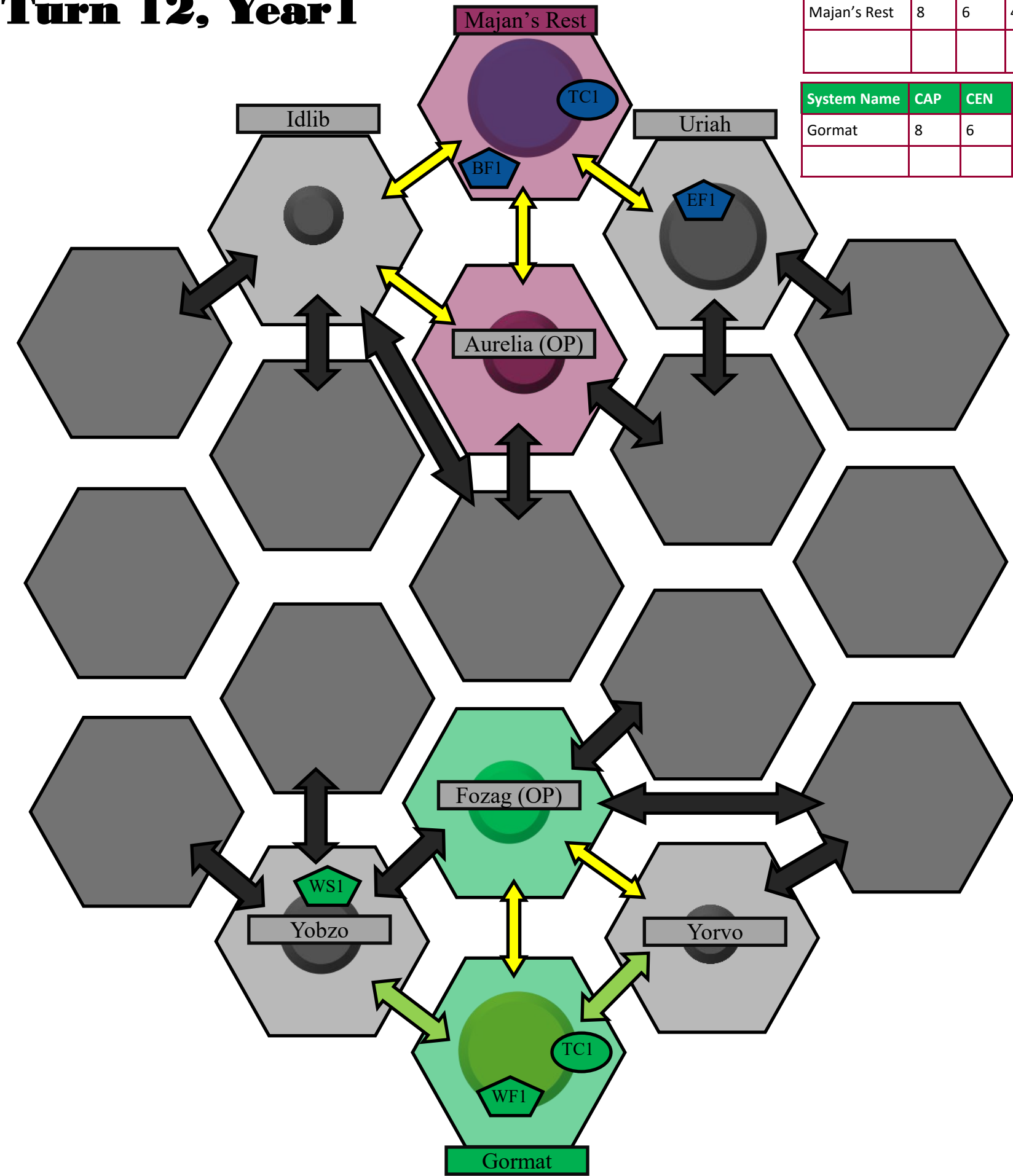
None

Supply/Repair Phase

Random Event Phase

New Unit Placement

Turn 12, Year1



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	5	20	5
						-14	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	5	20	5
						-11	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x4	4 Capacity, x4 Lightning	Scout x4
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	3 Capacity, x0 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot	5 Capacity, 5x Fightabomma	

Income Phase

Ork income (25-11+27)=27
Imperial income (25-11+2)=16

Purchase/Construct Phase

Imperials purchase 3 points towards tech advancement
Orks finish constructing 2 Brute Ramship CT
Orks begin constructing 3 Brute Ramship CT (9EP, 9/10CC, 3 Turns)
Orks save 18 EP, Imperials save 21 EP

Purchase Effects

Imperials 20/20 tech advancement

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

WS1 moves North, 3+5 = 8, no exploration!
EF1 moves South from Uriah, 6+4=10, exploration!

Encounters Phase

None

Generate new systems

Regnara, Major (12), +2 Capacity (10), Lanes 1 (1), Minor Lane (3+1=4)

Generate and fight Scenarios

None

Supply/Repair Phase

None

Random Event Phase

None

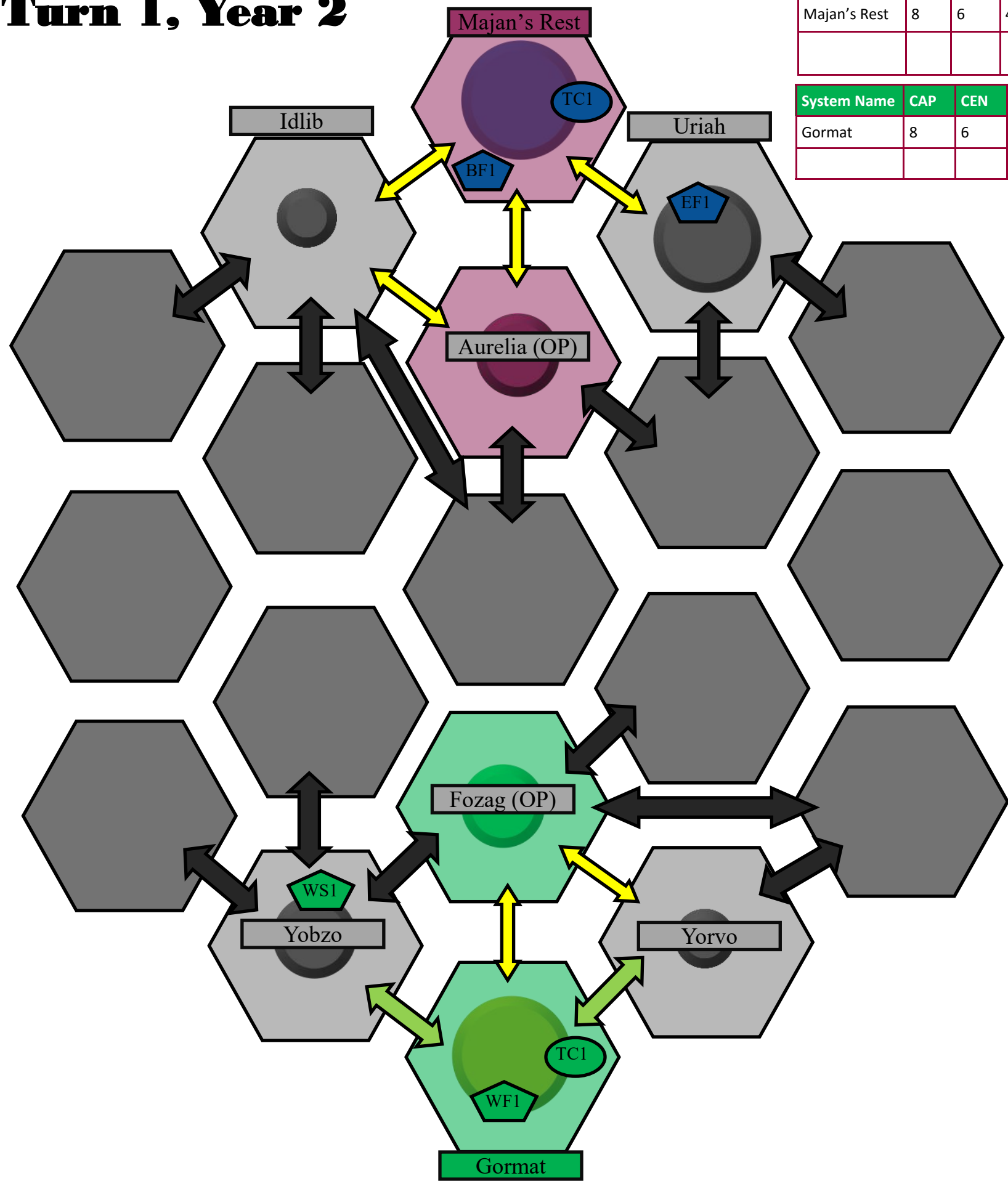
New Unit Placement

Orks place 2 Brute Ramships in Gormat

Special Phase

Gormat 5 + 6 = No population growth
Fozag 7 + 0 = No population growth
Majan's Rest 5 + 6 = No population growth
Aurelia 9 + 0 = No population growth
Imperial Special Event: 51 = Economic boom! Gain +6 EP
Ork Special Event: 67 = Techno-Setback! Tech increase cost now 28.

Turn 1, Year 2



System Name	CAP	CEN	MOR	RAW	PROD	Income EP	Trade EP
Majan's Rest	8	6	4	4	5	20	5
						-14	

System Name	CAP	CEN	MOR	RAW	PROD	Industrial EP	Trade EP
Gormat	8	6	4	4	5	20	5
						-11	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Dauntless CL x4	4 Capacity, x4 Lightning	Scout x4
1st Battlefleet	Dauntless CL x1 Cobra CT x6 Lunar CA x1	3 Capacity, x0 Lightning	Scout x2
Planetary Garrison, Majat's Rest	X6 Imperial Guard Regiments, Supply Depot	4 Capacity, x2 Lightning	

Fleet Name	Ship (Class)	Carrier Capacity, Flights	Notes
WAAGHScouts 1	Savage x5		Scout x5
WAAGHFleet 1	Space Hulk x1 Savagex1	3 Capacity, x3 Fightabomma	Scout x1
Planetary Garrison, Gormat	X6 Red Sunz, Supply Depot	5 Capacity, 5x Fightabomma	

Income Phase

Ork income (25-11+27)=27
Imperial income (25-11+10)=24

Purchase/Construct Phase

Imperials purchase 3 points towards tech advancement
Orks finish constructing 2 Brute Ramship CT
Orks begin constructing 3 Brute Ramship CT (9EP, 9/10CC, 3 Turns)
Orks save 18 EP, Imperials save 21 EP

Purchase Effects

Imperials 20/20 tech advancement

Intel Actions Phase

None

Diplomacy Actions Phase

None

Movement Orders Phase

WS1 moves North, 3+5 = 8, no exploration!
EF1 moves South from Uriah, 6+4=10, exploration!

Encounters Phase

None

Generate new systems

Regnara, Major (12), +2 Capacity (10), Lanes 1 (1), Minor Lane (3+1=4)

Generate and fight Scenarios

None

Supply/Repair Phase

None

Random Event Phase

None

New Unit Placement

Orks place 2 Brute Ramships in Gormat

Special Phase

Gormat 5 + 6 = No population growth
Fozag 7 + 0 = No population growth
Majan's Rest 5 + 6 = No population growth
Aurelia 9 + 0 = No population growth
Imperial Special Event: 51 = Economic boom! Gain +6 EP
Ork Special Event: 67 = Techno-Setback! Tech increase cost now 28.