




Militia (TRL-(-1))




MACOs (TRM-0)




Neptune (CT-0)




Intrepid (DD-0)




Minuteman (DD-0)




Columbia (CL-0)




Yorktown (CR-0)




Yorktown (DD-1)



Sparrow (FTL-(-1))

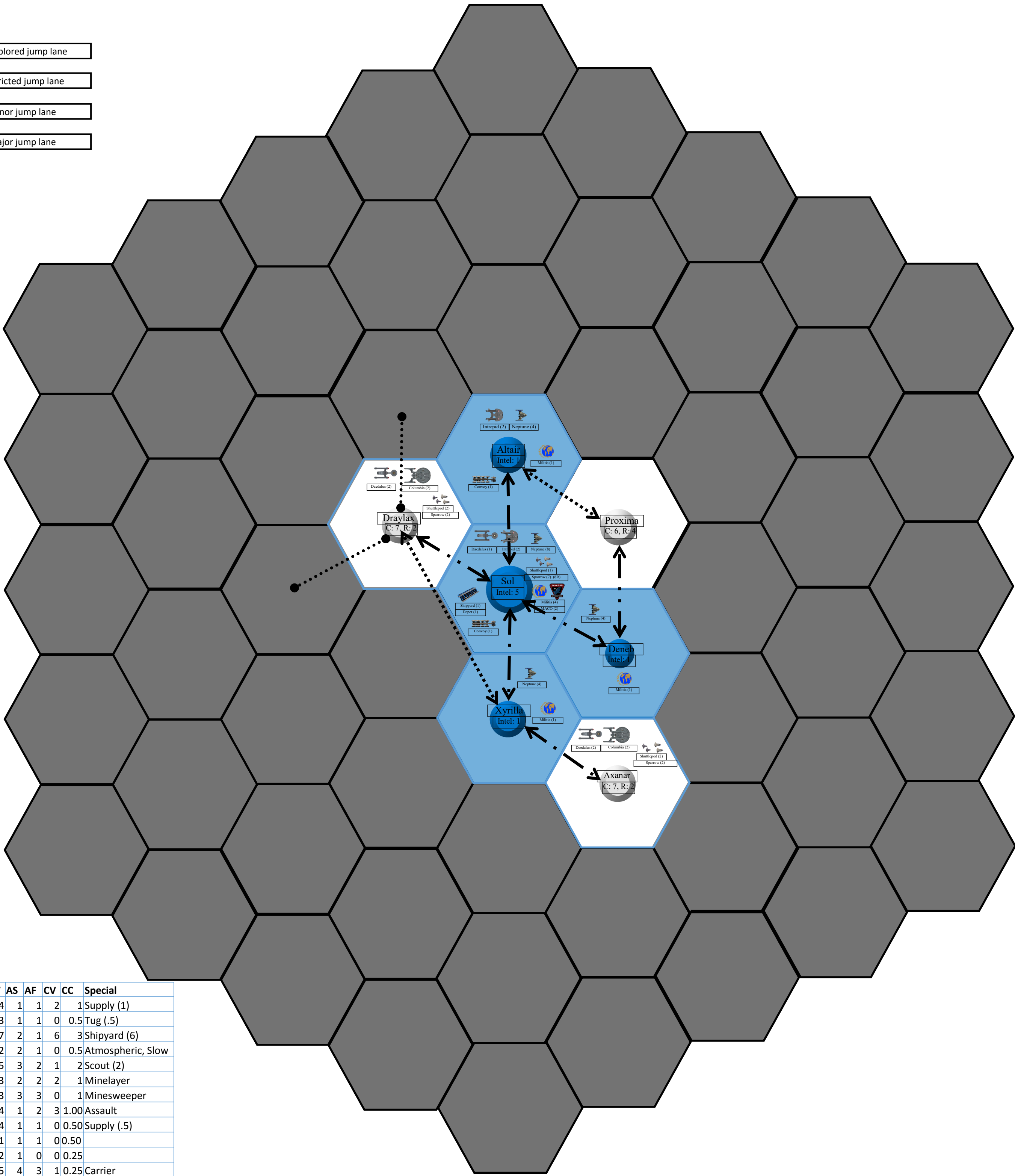


Shuttlepod (FTH-0)



Combat Pod (FTH-1)

Current Research



Name	Era	Path	Class	CP	Cost	Maint	DV	AS	AF	CV	CC	Special
Supply Ship	-1	Escort	DD	9	42	per 6	4	1	1	2	1	Supply (1)
Warp Tug	-1	Escort	CT	5	31	per 8	3	1	1	0	0.5	Tug (.5)
Mobile Shipyard	-1	Capital	CB	22	113	per 3	7	2	1	6	3	Shipyard (6)
Sarajevo	-1	Escort	CT	5	21	per 8	2	2	1	0	0.5	Atmospheric, Slow
Early Explorer	-1	Cruiser	CL	13	72	per 4	5	3	2	1	2	Scout (2)
Minesweeper	-1	Escort	DD	9	42	per 6	3	2	2	2	1	Minelayer
Minelayer	-1	Escort	DD	9	42	per 6	3	3	3	0	1	Minesweeper
Troopship	-1	Escort	DD	9	42	per 6	4	1	2	3	1.00	Assault
Shuttlepod	-1	Flight	FLH	7	42	per 8	4	1	1	0	0.50	Supply (.5)
Sparrow Fighters	-1	Flight	FLH	3	11	per 16	1	1	1	0	0.50	
Militia	-1	Troop	FLT	3	11	per 16	2	1	0	0	0.25	
Orbital Platform	-1	Base	BDD	13	42	per 6	5	4	3	1	0.25	Carrier
Yorktown	0	Cruiser	CR	18	91	per 3	6	6	3	2	2.50	Shields
Columbia	0	Cruiser	CL	14	82	per 4	5	3	3	1	2.00	Scout (2)
Neptune	0	Escort	CT	10	32	per 6	2	2	2	0	0.50	Atmospheric
Minuteman	0	Escort	DD	10	41	per 6	4	2	2	2	1.00	Carrier
Intrepid	0	Escort	DD	10	31	per 6	4	3	3	0	1.00	Fleet
MACO Teams	0	Troop	TRM	4	21	per 12	2	2	0	0	0.25	Marines
Daedalus	1	Escort	DD	11	52	per 6	4	3	2	1	1.00	Scout (1)

Sector	CAP	RAW	CEN	PROD	MOR	EP OUTPUT	TRADE EP	CONSTRUCTION CAP	RAID CHANCE	SPECIAL
Sol		7	4	7	7	7	28	712EP	25 Ships/Flights Safe%	Developed Moon, Commercial Centers
Altair		5	3	1	1	1	3	11EP	5 Ships/Flights safe%	Undeveloped Moon
Deneb		3	2	1	1	1	2	01EP	4 Ships/Flights safe%	Rich Atmosphere
Xyrrilla		3	2	1	1	1	2	01EP	4 Ships/Flights safe%	Subterranean Systems
Tech Goal	24					TOTALS				
Tech Invest	0						43			

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