

Rebel Alliance 2.6	
Economic Phase	
Income	79
Maintenance	-29
Saved EP	3
Total EP this turn	53
Convoy @ Dantooine	-20
4x X-Wing @ Dantooine	-8
1 Rebel Irreg @ Dantooine	-3
1 MC-40 Patriot @ Dantooine Shipyard	-10
Remaining EP	12
Tech Phase	
Remaining EP	12
Intel Phase	
1 Intel @ Scipio	-10
Remaining EP	2
Diplomacy Phase	
None	
Movement Phase	
5x CR-90 Blockade Runner, 1 GR-75 Transport (2 X-Wing) @ Ord Biniir --> Explore Garqi	<i>D10 = 8 + 2 = Failure</i>
Convoy @ Dantooine --> Ord Biniir	
SPECIAL SYSTEM GENERATION PHASE	
Supply and Piracy Phase	
Dantooine	SAFE
Jan'Fathal	SAFE
Jaemus	SAFE
Ord Biniir	SAFE
Encounter Phase	
None	
Construction Phase	
1 MC-40 Patriot @ Dantooine Shipyard (2 of 5 Shipyard Cap)	1 out of 5
Morale and Unrest	

Dantooine	5/5 MOR, 4/5 GRND, 5/5 PROD
Jan'Fathal	2/3 MOR, 2/3 GRND, 2/3 PROD
Jaemus	1/2 MOR, 3/2 GRND, 2/2 PROD
Ord Biniir	1/3 MOR, 2/3 GRND, 2/3 PROD
Ord Biniir Morale Check	In Unrest = Pass
Scipio	
Growth	
Dantooine	
Jaemus	2+6 = 8 = Failure (+1 2.12)
Ord Biniir	9+3 = 12 = Failure (+1 2.12)
Jan'Fathal	
Scipio	