

OPERATION: ETERNITY

Introduction

This is a playtest game of the new *Victory by Any Means* Second Edition campaign rules. The purpose of this test is to finalize the last elements of the new edition and see if there is any content that we're missing, or any other elements that need to be added/adjusted in the rules before release.

The Terran Republic

The game starts with us in command of the Terran Republic, a single system power that has only just developed hyperdrive technology. The fleet has been refitted with jump engines and we can now start exploring the galaxy.

Our home system is called Providence, and it has 12 Carrying Capacity, 5 Raw Materials, 3 Jump Lanes, 8 Census, 7 Morale, and 6 Productivity. This gives us an initial income of 30 economic points per turn. We have a Naval Base and 2 Shipyard facilities in the system, and 120 economic points available to spend on our other starting units.

The Terran Republic is a fresh TL-1 power. Right now that means that we start with 10 unit classes

designed at TL-0, which represents an interplanetary level of technology. However, achieving TL-1 means that we now have the ability to travel across jump lanes, something a TL-0 power couldn't do. We reached TL-1 automatically after developing our tenth unit class.

Balancing tech advancement has been one of the biggest stumbling blocks during this final stages of 2E's development. The major concern has been making sure that there is a carrot at the end of the proverbial stick to keep players researching technology, as otherwise we found that players were mostly ignoring tech. As the rules are written now the carrot at the end of that stick is a new unit class to add to their force list. The prototyping rules from earlier versions of the rules are gone, and instead you only get a new unit class when you complete a tech advance. This makes technology a more immediate concern for players, as it is the only way they can get new unit designs.

The ten starting classes that the Terran Republic has on its force list at the start of the game are as follows:

Terran Republic Starships

Class Name	Abbr	TL	Cost	Maint	DR	AS	AF	BC	CR	CC	Special Notes
Sentry	ES	0	2	1/4	1	1	2	0	2	1	Atmospheric
Achilles	CL	0	4	1/3	3	3	1	1	4	2	
Atlas	CA	0	6	1/2	4	4	2	1	5	3	
Lexington	CVA	0	8	2/3	6	4	2	5	6	4	
Pathfinder	CX	0	7	2/4	5	2	1	1	5	3	Scout (1)

Terran Republic Starbases

Class Name	Abbr	TL	Cost	Maint	DR	AS	AF	BC	CR	CC	Special Notes
Bastion	CA	0	6	1/2	6	5	3	4	-	-	

Terran Republic Flights

Class Name	Abbr	TL	Cost	Maint	DR	AS	AF	BC	CR	CC	Special Notes
Dart	LF	0	1	1/10	1	1	1	-	-	-	
Javelin	MF	0	2	1/6	3	2	1	-	-	-	

Terran Republic Ground Forces

Class Name	Abbr	TL	Cost	Maint	DR	IS	GS	Special Notes
National Guard	LG	0	1	1/10	2	0	1	
Marines	MG	0	2	1/4	2	2	2	Marines

Starting out with ten units on your starting force list gives you just enough unit variety in a scenario like this to make things interesting and ensure that you have one of each major type of unit, and duplicates of a few others for variety. TL-0 units don't give you as much wiggle room to make wildly different units, but there is still enough variation based on what types of units that the players receive.

Players will note that that the costs of these units are fairly static. This is a side effect of the unit archetype based design rules that Second Edition is using. This ended up being the best solution for providing a balanced unit design experience. I will be using a set of optional rules that will randomize the economic values (Construction and Maintenance Costs) of new units that are developed during the game, but it's unfair to apply these to player starting units because a series of poor rolls could leave them with a sub-par set of units that would put him at a disadvantage right out of the gate.

Now, we have 120 economic points to spend on our starting forces. We know we're going to be needing to do some scouting, so we might as well buy our scouts first. The Pathfinder is fairly expensive as scouts go, but it's also hardier and can survive for a while in a fight. Let's purchase 4 Pathfinders to fill out a complete maintenance group of the class. This costs 28 EP.

Now let's worry about our ground forces. We have National Guard and Marine units. They have two different combat stats: Invasion Strength (IS) and Ground Strength (GS). IS is used when you're invading a planet, and GS is used when you are defending or already landed on the planet's surface. We don't expect to be needing to invade anything, but our National Guard are pretty weak at this point and couldn't put up much resistance. They are very cheap, however. We're going to go ahead and get 10 National Guard for now and worry about the Marines later. This costs us another 10 EP.

I don't think we need any starbases at Providence right now, as I'd rather concentrate on our mobile forces. We'll skip them for now.

Now for the main battle fleet. I want to make sure that we have 3 Lexington fleet carriers to fill a full maintenance group and give us good command ships that we can use to anchor our squadrons. I want to put 2 Achilles CL and 2 Sentry CT with each of those squadrons, which would be 6 Achilles and 6 Sentry. Each squadron then has 7 Basing Capacity

(BC), enough to hold 7 Construction Cost of flights. I am going to put 2 Javelin (Cost 2 each) and 3 Dart (Cost 1 each) in each squadron for a total of 6 Javelin and 9 Darts. The total cost of these three squadrons is then 81 EP.

We've not spent 119 of our 120 starting points. The last point is going to be spent on an extra Dart flight that we'll base off of Providence itself. That spends all of our points and leaves us with the following maintenance costs:

Sentry: 6 ships x 1/4 maint = 2 EP

Achilles: 6 ships x 1/3 maint = 2 EP

Lexington: 3 ships x 2/3 maint = 2 EP

Pathfinder: 4 ships x 2/4 maint = 2 EP

Dart: 10 flights x 1/10 maint = 1 EP

Javelin: 6 flights x 1/6 maint = 1 EP

National Guard: 10 troops x 1/10 maint = 1 EP

Total military maintenance: 11 EP

Total facility maintenance: 4 EP

Total combined maintenance: 15 EP

This leaves us a bit top heavy considering that our fleet is made up of three squadrons that look like this:

BG 1.1 1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

The way that the new CSCR works, we'd only be able to include two of these squadrons in our task force at a time because our flagship would have 6 CR and each additional squadron has a CC equal to its own command ship (which in this case is 4). We really need to get some lighter squadrons out to help fill in the gaps, but I wanted to start with some solid formations just in case we ran into any trouble early on.

Here's a snapshot of all of our military units as of the start of Y1, Turn 1:

BG 1.1 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 1.2 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 1.3 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 2.1 @ Providence

2 x Pathfinder

BG 2.2 @ Providence

1 x Pathfinder

BG 2.3 @ Providence

1 x Pathfinder

Providence Defense

1 x Dart, 2 x Shipyard, 1 x Naval Base

Year 1, Turn 1

Terran Republic: 15 EP

We start the game and resolve the Economic Phase for the first turn, which gives us 15 EP after adding our income and expenses for the turn. Now it's time to start issuing orders.

Each of our exploration squadrons in the Second Fleet are told to begin exploring the unexplored lanes in the Providence system. There are three lanes in the system, and this means we can have at most three fleets scouting the system on any one turn. Our scouts aren't the most powerful, but hopefully we'll make up for it in volume!

I am going to save up the economic points that we have and spend them on a trade fleet next turn, as that will increase our per turn income by 6. It makes a good early investment if you don't think you're going to end up at war with someone.

Our exploration rolls for the turn all fail, although one of them was very close to a success. Oh well, better luck next time.

Our first piracy check for Providence also was close to triggering a pirate incursion, but luckily we avoided a first turn pirate attack. We didn't start with any Police ships in our fleet, which is the only way to passively reduce piracy. The only other option is to just deal with the pirates when they show up.

Year 1, Turn 2

Terran Republic: 30 EP

We now have enough economic points to buy ourselves a trade fleet (20 EP) and still have some points leftover to spend on something else. I'm tempted to purchase a transport fleet just so that we'll have it, but there's no reason to increase

piracy in our system when we're probably not going to be transporting troops or building starbases anytime soon.

I could also invest into technology, which would be a good idea. Right now we can only spend up to 6 EP per turn on tech investment, because that's all the Utilized Productivity that we have available in our empire. Our current tech advancement cost is at 30 EP, so we'll have to start paying into tech sooner rather than later because if we wait too long we might not be able to get that full cost paid by the end of the year. And we really don't want to fall behind in tech!

The decision seems pretty simple then as to what to do, but I do want to get more ships built. For that reason I'm going to build 1 Achilles CL for 4 EP and then spend the other 6 EP on tech investment.

Exploration rolls are unkind to us, as BG 2.3 ends up in peril. The scout fleet is now crippled and we'll have to bring them back to base for repairs before they can start scouting again.

The pirates remain determined, but the roll is still high enough to keep us from having to face them (yet).

The Achilles has started construction. It costs 4 EP, so it will take four turns to build. Our capacity per shipyard is 6 CC, and we have two of them. Right now the light cruiser is occupying 1/6 of our available shipyard capacity. We're going to have to build more Shipyards at Providence eventually, but for now it's fine.

Year 1, Turn 3

Terran Republic: 15 EP, 6 Tech

Our trade fleet is now completed and ready to be assigned to a trade route. We do this by moving the trade fleet into the system we want to trade with and ordering it to start trading. Luckily our trade fleet is already in our home system (that's where it was purchased of course!) and we can quickly get that trade route operational. It will make us 6 EP per turn, as that is the amount of Utilized Productivity that is in the system.

We'll want to get some escorts for that trade fleet eventually, but that means more military production. Might as well do that this turn.

Our Achilles will be on its second turn of construction this turn, and we need to spend the 4 EP to repair the damaged Pathfinder in BG 2.3. The

Achilles and Pathfinder occupy 5 of our 12 capacity at the orbital shipyards. That leaves us room with a decent amount of room left to build ships. I order the construction of 2 Sentry (4 EP) to fill out that maintenance group, plus another Achilles (4 EP). The Sentry corvettes will only take 2 turns to build.

With this new construction we're now up to 9 of 12 capacity being used at the orbital yards. We're probably going to have to think about expanding our shipyards if we keep this up.

I'm going to spend 4 EP on tech investment, leaving us with 3 EP stored to carry over into the next turn.

BG 2.1 was successful in exploring from Providence, and we now know the destination of our first jump lane out of the system. It links to the Marshal system, which is a Minor system that has 6 Capacity, 2 Raw, and 3 jump lanes (one of which connects to Providence). The system is uninhabited.

Marshal isn't that bad of a system, although it isn't particularly exciting, either. Still, it's the first system we've explored.

Terran Construction:

Achilles #7: 2/4 turns

Achilles #8: 1/4 turns

Sentry #7-8: 1/2 turns

Pathfinder (repairs): 1/4 turns

Year 1, Turn 4

Terran Republic: 24 EP, 10 Tech

Now that we've found another system it's time to start saving up for a colony fleet so that we can colonize the system. I'm going to bank all of our income this turn so that we can do that.

The scout fleet that is now in Marshal is going to split into two, with 1 Pathfinder in each fleet. They are still within the supply range of our Naval Base (2 jumps), which means they can continue to explore from that system.

Terran Construction:

Achilles #7: 3/4 turns

Achilles #8: 2/4 turns

Sentry #7-8: 2/2 turns - complete

Pathfinder (repairs): 2/4 turns

Year 1, Turn 5

Terran Republic: 45 EP, 10 Tech

The Sentry corvettes have finished construction at Providence and are now ready to be assigned to a fleet. We are going to create a new fleet that contains the two corvettes and our trade fleet, just to give it some protection. Here's what our fleets look like right now:

BG 1.1 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 1.2 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 1.3 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 2.1 @ Marshal

1 x Pathfinder

BG 2.2 @ Providence

1 x Pathfinder

BG 2.3 @ Providence (under repairs)

1 x Pathfinder

BG 2.4 @ Marshal

1 x Pathfinder

BG 3.1 @ Providence

1 x Trade Fleet, 2 x Sentry

Providence Defense

1 x Dart, 2 x Shipyard, 1 x Naval Base

We're going to spend 30 EP on our colony fleet at Providence, and another 6 EP on tech investment. That leaves us 9 EP spare that we can do something with or else save it for a future turn. In this case, I am going to spend 4 EP on 1 Achilles CL and 4 EP on 2 Sentry CT. That leaves a single point leftover.

Terran Construction:

Achilles #7: 4/4 turns - complete

Achilles #8: 3/4 turns

Pathfinder (repairs): 3/4 turns

Achilles #9: 1/4 turns

Sentry #9-10: 1/2 turns

Year 1, Turn 6

Terran Republic: 21 EP, 16 Tech

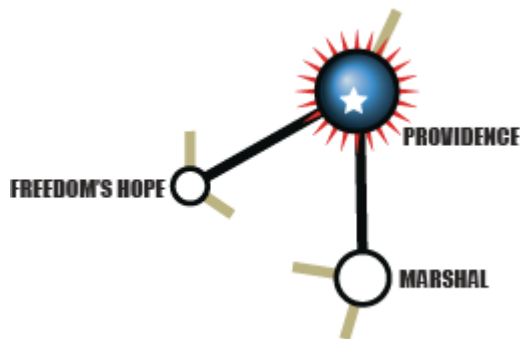
We finished an Achilles CL last month, and that increases our maintenance expense by 1 EP this turn because it's the first in a new maintenance group of that class. That's part of the reason I decided to get a third Achilles last turn: to fill out that group and maximize our firepower-to-maintenance ratio.

We have a new colony fleet at Providence, too. I'm creating a new fleet out of BG 1.3 and this colony fleet and moving them to Marshal this turn. The colony fleet is then going to colonize the Marshal system, giving us our first extrasolar colony of the game.

I'm going to spend 6 EP on tech investment again to keep our tech rolling. I'm also going to spend 10 EP to purchase a new shipyard in Providence. The other 5 EP is going to carry over to next year.

BG 2.2 successfully explored from Providence, jumping into the Freedom's Hope system. This is an Unimportant system with 4 Capacity, 3 Raw, and 3 Jump Lanes. It is also uninhabited.

This is a good time to include a map of what we have found so far:



Our knowledge of the galaxy is still very limited, but we're making pretty good progress considering the small number of scouts that we have to explore with and the inherent difficulty of the basic exploration rules.

Freedom's Hope isn't a great system, but it's worth colonizing. We'll save up some economic points and buy a colony ship to send over there ASAP.

Piracy still isn't a problem for us, and our defenses in Providence are good enough to repel any meaningful pirate attack that might hit it.

Terran Construction:

Achilles #7: unassigned

Achilles #8: 4/4 turns - complete

Pathfinder (repairs): 4/4 turns - complete

Achilles #9: 2/4 turns

Sentry #9-10: 2/2 turns - complete

Year 1, Turn 6

Terran Republic: 23 EP, 22 Tech

We had quite a few ships completed last turn, and that means another round of updates to our maintenance expense:

Sentry: 10 x 1/4 maint = 3 EP

Achilles: 8 x 1/3 maint = 3 EP

Lexington: 3 x 2/3 maint = 2 EP

Pathfinder: 4 x 2/4 maint = 2 EP

Dart: 10 x 1/10 maint = 1 EP

Javelin: 6 x 1/6 maint = 1 EP

National Guard: 10 x 1/10 maint = 1 EP

Naval Base: 1 x 2/1 maint = 2 EP

Shipyards: 3 x 1/1 maint = 3 EP

Total maintenance: 18 EP

You'll notice that the Shipyard was purchased automatically in the system. This is the default rule right now, just to make the game more playable, but there is an optional rules that gives Naval Bases and Shipyards construction times just like ships.

We really need to create squadrons using this new construction and then assign them to fleets. In this case we are creating the Fifth Fleet that will include a single squadron containing 2 Achilles and 2 Sentries. The scouts in BG 2.3 also completed their repairs last turn and can continue exploring.

BG 1.1 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 1.2 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 2.1 @ Marshal

1 x Pathfinder

BG 2.2 @ Freedom's Hope

1 x Pathfinder

BG 2.3 @ Providence

1 x Pathfinder

BG 2.4 @ Marshal

1 x Pathfinder

BG 3.1 @ Providence

1 x Trade Fleet, 2 x Sentry

BG 4.1 @ Marshal

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 5.1 @ Providence

2 x Achilles, 2 x Sentry

Providence Defense

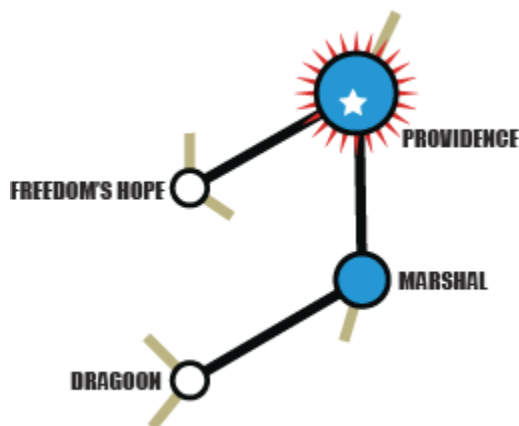
1 x Dart, 3 x Shipyard, 1 x Naval Base

BG 4.1 is going to stay in Providence until a colony ship is ready and then escort it on to Freedom's Hope to colonize. That way we'll have a squadron of defense ships in place to protect the colony. I could move one of the other squadrons from the First Fleet over there, but I'd prefer to leave the First Fleet as the Republic's main war fleet that can be deployed to the frontier wherever and whenever it's needed. The chance of finding any other aliens is fairly remote, but you never know.

We colonized the Marshal system last turn, and we can improve its Productivity now. That costs 10 EP. I'm saving the rest of our economic points so that we can buy a colony fleet next turn.

###

BG 2.4 successfully jumps from Marshal into the Dragoon system: Unimportant, 4 Carrying Capacity, 1 Raw, 3 Jump Lanes, uninhabited. This is the second Unimportant system that we've found, and unlike Freedom's Hope there is very little of interest in the system that would make us interested in colonizing it.



It's worth noting that Marshal very nearly got attacked by pirates. With its 1 Census it has a 1% chance per turn of an attack, and it just rolled a 2%. We got lucky!

Terran Construction:

Achilles #9: 3/4 turns

Year 1, Turn 7

Terran Republic: 33 EP, 22 Tech

The Productivity upgrade in Marshal has gone through. We now make 30 EPT from Providence and another 2 EPT from Marshal. It's small, but it's a start. We just need to get more colonies out and get our population up in our other colonies. That is going to take a few years, but once our economic engine is primed we'll be expanding like crazy.

We have just enough money to purchase a colony fleet at Providence and then spend 3 EP on tech investment.

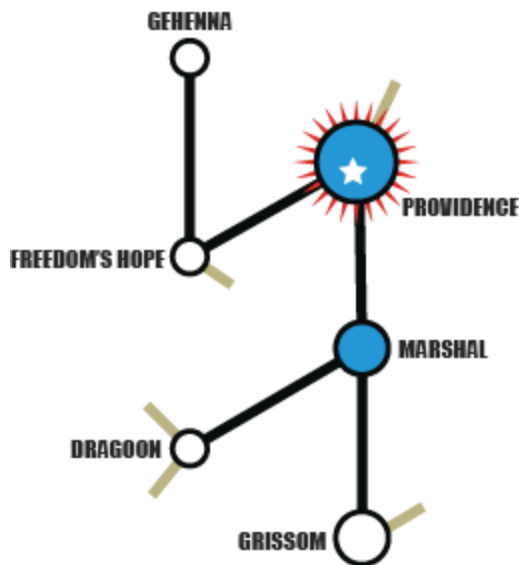
It's somewhat ironic that once we added extra shipyard capacity in Providence we quickly completed the ongoing projects and now have a lot of capacity available. Eventually I want to build some heavy cruisers, but for right now we'll let the yards sit idle.

###

BG 2.1 successfully explores from Marshal, arriving in the Grissom system (8 Capacity, 3 Raw, 2 Jump). The system is uninhabited. That was the last jump lane out of Marshal. Here's to hoping there are more good systems down the Grissom chain.

BG 2.2 explores from Freedom's Hope and reaches Gehenna (Unimportant, 4 Capacity, 1 Raw, 1 Jump). This is a dead end system that goes nowhere. There is really no reason to ever colonize this system given its lack of strategic value. The scouts will have to turn around and head back to Freedom's Hope and see if the last unexplored lanes in that system goes somewhere more interesting.

This is all a bit troubling considering that we haven't found any truly exceptional systems to colonize. We haven't found any non-aligned worlds or other powers that we have to deal with yet, either. The way things are going it looks like we should end up with at least a few decent systems (Marshal, Freedom's Hope, Grissom) but I'd like to have a bit more solid of a base to expand off of in the future.



Terran Construction:

Achilles #9: 4/4 turns - complete

Year 1, Turn 8

Terran Republic: 20 EP, 25 Tech

Our second colony fleet is complete at Providence, and now we have to decide where to send it. Grissom is a better system, but Freedom's Hope is closer. For right now I think closer is better, so Freedom's Hope is going to be our destination. We attach the colony fleet to Fifth Fleet and order them to move to that system and colonize.

The Achilles CL that completed last turn needs assigned to a squadron and fleet, but for right now I'm just going to leave it sit in its own squadron until I can get some more ships build. I need to save up and buy another colony fleet, but we do need a few more escorts. I'll buy 2 Sentry at Providence (4 EP) and spend 6 EP on tech investment. The other 10 EP are banked for next turn.

BG 2.2 in Gehenna is ordered to jump back to Freedom's Hope.

###

No news from the explorers this turn.

Terran Construction:

Achilles #9: complete

Sentry #11-12: 1/2 turns

Year 1, Turn 9

Terran Republic: 30 EP, 31 Tech

Fifth Fleet escorted our colony fleet to Freedom's Hope and established a colony there last turn. Now we need to spend our 10 EP to improve its Productivity. This leaves us 20 EP leftover. I'm going to bank all of it, then we can build a colony fleet next turn.

Here's an update on our fleet strength and locations:

BG 1.1 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 1.2 @ Providence

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 2.1 @ Grissom

1 x Pathfinder

BG 2.2 @ Freedom's Hope

1 x Pathfinder

BG 2.3 @ Providence

1 x Pathfinder

BG 2.4 @ Dragoon

1 x Pathfinder

BG 3.1 @ Providence

1 x Trade Fleet, 2 x Sentry

BG 4.1 @ Marshal

1 x Lexington, 2 x Achilles, 2 x Sentry,
2 x Javelin, 3 x Dart

BG 5.1 @ Freedom's Hope

2 x Achilles, 2 x Sentry

Providence Defense

1 x Dart, 3 x Shipyard, 1 x Naval Base

###

No news from the explorers this turn.

Terran Construction:

Achilles #9: complete

Sentry #11-12: 2/2 turns – complete

Year 1, Turn 10

Terran Republic: 43 EP, 25 Tech

It's getting close to the end of the year, and we still haven't put enough into tech investment to be guaranteed our next tech advance. We're now up to

a total of 8 Utilized Productivity in our empire. That means we can now spend 8 EPT on tech investment. We're going to do that this turn. Another 30 EP is being spent on a colony fleet. The remaining 5 EP are being carried over to next turn.

The Achilles and 2 Sentries at Providence are combined to form the Sixth Fleet. They'll be responsible for escorting the new colony fleet to Grissom next turn.

###

No news from the explorers this turn.

Year 1, Turn 11

Terran Republic: 28 EP, 33 Tech

The colony fleet is completed. It is now attached to BG 6.1 and is en route to Grissom. It will just barely make it there at the end of this year, ensuring that it gets to make a population growth check. The colony will be too new to have growth this turn, but the chances of growth next year are good.

I spend 8 EP on tech investment to fully pay our tech advancement cost (which is now 35) and give us a slight chance of a second tech advance.

The remaining points are going to be invested towards getting us a few heavy cruisers online. 3 Atlas CA are now under construction at Providence (18 EP), leaving 2 EP in our point pool. Those cruisers are taking up half our shipyard capacity.

It's worth nothing that part of what I'm testing at this point is if I should be using Construction Cost or Command Cost for construction capacity limits. They are both related statistics, but I'm experimenting to get a handle on which is easier for players to work with. Construction Cost seems like a more logical option at this juncture, but I'll continue testing this way until I make a clear determination.

The reason I'm investing in heavy cruisers now is because I think we need to have a few available to serve as squadron command ships. We can field Achilles CL to fill the destroyer/light cruiser gap in our fleet, but I'd like a bit more firepower if we do find any hostile aliens (and I'm sure that we will eventually).

One thing you'll notice is that, because construction time is equal to the cost of the construction project, it is going to take 6 TURNS to build these heavy cruisers. This is a conscious shift in focus from First Edition where ships could be purchased willy-nilly. Now you have to put some consideration into

planning out your long-term military development, because you might not have the luxury of time when a war hits and you're light on cruisers or capital ships to fill out your line of battle.

###

No news from the explorers this turn.

Terran Construction:

Atlas #1-3: 1/6 turns

Year 1, Turn 12

Terran Republic: 25 EP, 41 Tech

BG 6.1 is now in Marshal, en route to Grissom to colonize. It will get there just at the end of the year, barely squeaking through in time to get a population growth check.

Our scouts continue to explore as usual, although the last few turns have been very quiet after the previous flurry of activity. We may have to consider building some more scouts, or else using our next tech advance to unlock a more advanced scout ship that can gain additional exploration bonuses.

What am I talking about? The next tech advance I'm totally getting a supercarrier! :P

For now, however, we have 25 EP available to spend. I am going to gamble and put another 8 EP into tech investment and then spend another 12 EP on 2 Atlas CA. That leaves 5 EP to carry over to next turn. The extra heavy cruisers will provide even more firepower for us later on down the road.

###

BG 2.3 finishes exploring the last jump lane in the Providence system – and jumps into the Haven system! This is a Major system with 10 Capacity, 4 Raw, and 6 Jump Lanes. This is a very impressive system, made even more so by the fact that it isn't inhabited (it had a 20% chance and rolled a 38%). Haven will make a great colony for us.

###

Our tech advancement cost is 35. We're guaranteed 1 tech advance, which unlocks our first ship at TL-1, and then we have $6/(35 \times 2) = 8\%$ chance of a second tech advance. I roll 54% and fail.

For our first TL-1 unlock I do think I'm going to spend it to get the Republic a dreadnought-sized supercarrier. That is a 12 EP ship that costs 4/2 maintenance base, but it also gives us 42 points worth of abilities. This new Hera command carrier is

going to have: 10 DR, 5 AS, 4 AF, 12 BC, 11 CR, 6 CC. This is going to be an immense carrier with over twice the capacity of the existing Lexington class (which is itself a battlecruiser sized carrier), and be able to command a very large task force when it is drawn into combat.

###

Population growth checks for our colonies are as follows this year:

Providence: $8 \text{ CEN} + 2 = 10$ (no growth)

Marshal: $1 \text{ CEN} + 6 = 7$ (no growth)

Freedom's Hope: $1 \text{ CEN} + 2 = 3$ (no growth)

Grissom: $1 \text{ CEN} + 10 = 11$ (no growth)

That means that we didn't actually gain any Census at our worlds this year, however each of those failed rolls carries over to the next growth check. So Grissom is going to have an additional +10 bonus its next roll, which is going to make it very likely that the population will grow. It's still not super-fast population growth by any means, but it's fast enough that you can expect your colonies to grow over the course of an average game and eventually reach respectable population levels.

###

Terran Construction:

Atlas #1-3: 2/6 turns

Atlas #4-5: 1/6 turns