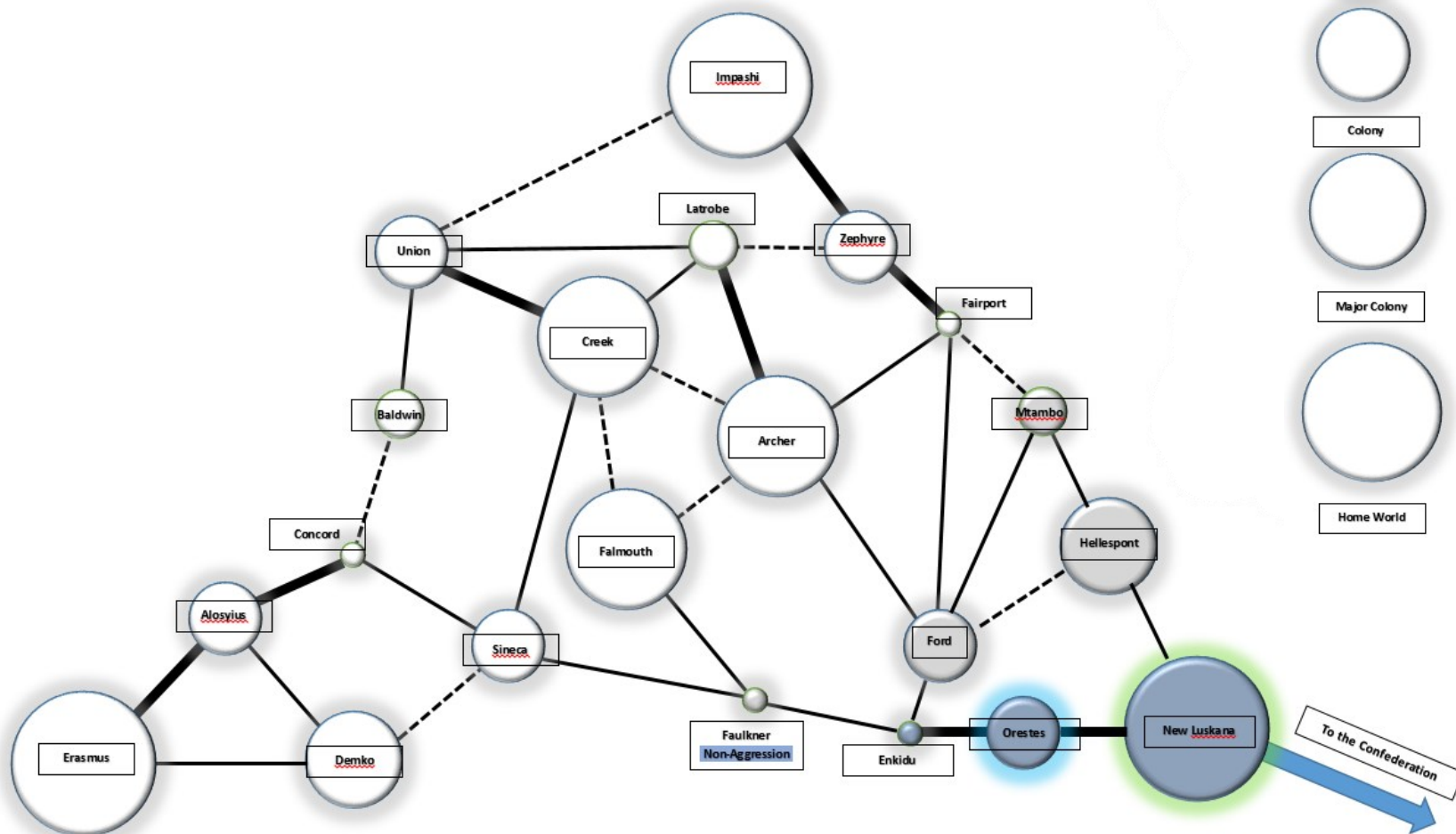


Start Turn Status and Orders: Hylia Confederacy Turn 3005.5

Known Stellar Cartography



3005.5 Hylian Confederation Orders

Move Orders
Detach PDF <i>Welcome</i> and <i>Lookout</i> from “Commandant’s Fleet” to create Luskana Police Fleet Move “Commandant’s Fleet” from New Luskana to Orestes Move Transport Fleets Alpha and Beta from New Luskana to Orestes
Diplomacy Orders
None
Construction Orders
Purchase Trade Fleet at New Luskana for 20 EP
Update Orders
None

3005.5 Hylian Confederation Outcomes

Hylian Confederation Systems

<u>Name</u>	<u>CAP</u>	<u>RAW</u>	<u>POP</u>	<u>MOR</u>	<u>PROD</u>	<u>Output</u>	<u>Intel Points</u>	<u>Fixed Assets</u>
New Luskana	12	6	9	8	6	$(6*6) = 36$	0	Frontier Shipyard
Orestes	8	2	3	2	2	$(3*2) = 6$	0	Frontier Shipyard
Enkidu	4	1	2	1	1	$(1*1) = 1$	0	

Victory and Tension

<u>Victory Points</u>	<u>Tension</u>
START: 1 END: 1	62/125

<u>Mission</u>	<u>Location</u>	<u>Notes</u>
Union Trouble	Orestes	Pay the union 5 EP or conduct an assault on the Strikers with ground units.
Peacekeeping	N/A	Gain VP whenever the Tension meter doesn't decrease for a turn.
Expand Trade	N/A	Gain VP for each new Trade fleet stationed around friendly or neutral systems.

SCOUTED Neutral Systems

<u>Name</u>	<u>CAP</u>	<u>RAW</u>	<u>POP</u>	<u>MOR</u>	<u>PROD</u>	<u>Output</u>	<u>Intel Points</u>	<u>All Known Assets</u>
Falmouth	10	4	9	10	7	$(7*4)=28$	0	<i>Falmouth:</i> 1x Margravate StarStation 3x Hero CR 24x Dragonfly Fighter 6x Outrider GB 4x Squire Light Carrier 6x Police Cutter
Hellespont	8	2	5	4	4	$(4*2) = 8$	0	<i>Hellespont:</i> Unknown Ground Forces 8x Dragonfly MF 1x Hero A CR 1x Hero B CR Trade Fleet

Hylian Confederation Assets

Fleet and Ground Assets Under Construction

Name	Location	Fleet Flagship + Squadron	Notes	Construction Location	Unit Type	Number	Finished On
Commandant's Fleet	New Luskana	<i>CNS Proxima (CR8)</i> + <i>CNS Ferocious (CC3)</i> + <i>CNS Marathon (CC3)</i>					
Commandant's Fleet	New Luskana Police Fleet	<i>Lookout (CC .5)</i> + <i>Welcome (CC .5)</i>					
Detached Envoy	Falmouth	<i>CNS Greeting (CR2)</i>					
Luskana PDF Fleet	New Luskana	<i>Luskana (CR 2)</i> + <i>Anita (CC .5)</i>					
Luskana Corporate Escorts	New Luskana	<i>Louis (CR 1)</i> + <i>Oregonian (CR .5)</i> + <i>Anita (CR .5)</i>	Escorting 'Luskana Corporate Traders'				
New Luskana Ground Command	New Luskana		PDF L1, PDF L2, PDF L3 PDF A1, PDF A2 'Li's Leathernecks' 'Black Horse Company' Mobile Base Alpha				
Orestes Ground Command	Orestes		PDF L4, PDF L5, PDF L6 Mobile Base Idris				
Enkidu Ground Command	Orestes		PDF L7, PDF L8 1x Transport Convoy				
Transport Group Alpha	New Luskana		2x Transport Convoys 'Li's Leathernecks' 'Black Horse Company'				
Trade Fleet One	New Luskana		1x Trade Convoy 'Luskana Corporate Traders'				
Colony Fleet One	New Luskana		1x Colony Convoy				

Hyllian Confederation Economic Balance Sheets

Asset Maintenance

Unit Type	Unit Names	Cost per Group	Number Active, Reserve, Mothball	Maintenance Cost
Planetary Project Yards	Planetary Project Yards	6/2	M: 1	0
Frontier Shipyard	New Luskana Yards Orestes Yards	1/1	A: 2	2
Supply Depot	Mobile Base Alpha Mobile Base Idris	1/10	A: 2	1
CNS Roughneck SHF	Roughneck R1-R5	2/4	A: 5	2
CNS Ygret MF	Ygret Y1-Y6	1/12	A:6	1
CNS Tiger BC	<i>CNS Proxima</i>	4/2	A : 1	4
CNS Ripley CR	<i>CNS Ferocious</i> <i>CNS Marathon</i>	4/3	A: 2	4
CAS Mercenary Trader	<i>Louis, Oregonian</i>	2/12	A: 2	2
PDF Defense Frigate	<i>Luskana</i>	1/6	A: 1	1
PDF Police Ship	<i>Lookout, Anita, Welcome</i>	2/12	A: 3	2
CNS Diplomatic Cutter	<i>CNS Greeting</i>	3/8	A: 1	3
PDF Light Infantry	PDF L1 thru L8	1/12	A: 8	1
PDF Armored Support	PDF A1 thru A2	1/12	A: 2	1
CMS Marines	‘Li’s Leathernecks’ ‘Black Horse Company’	3/6	A: 2	3
			Total Cost:	27

Income Balance

Income Items	Income Amount
Planet (New Luskana)	18
Planet (Orestes)	3
Planet (Enkidu)	1
Trade Fleet “Luskana Trader’s Union”	11
Expenses	
Total MAINT	-27
Total Income:	31
Carryover Income:	19
Start Turn Treasury:	23