





The Federation: Year 1 Report, Page 1

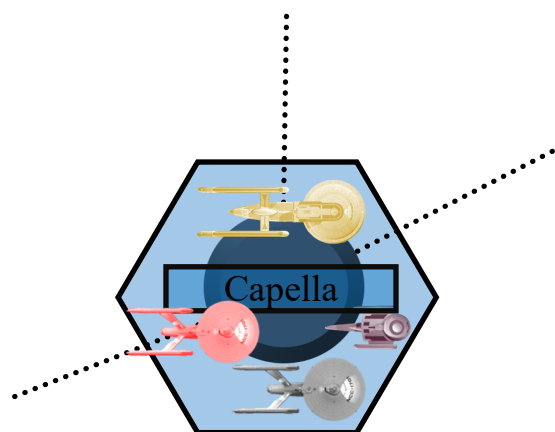
Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Oberth	CT	3	2/6	2	1	1	2	1	2	Shields, Trade
Miyazaki	CT	3	1/6	2	2	2	2	1	0	Shields
Miranda	DD	4	3/6	4	3	2	3	2	0	Shields
Constitution	CL	6	4/4	4	4	3	4	2	1	Shields, Explorer
Constellation	CL	8	3/4	5	1	1	4	2	3	Shields, Carrier, Scout (1)
Excelsior	CA	9	3/3	6	4	3	5	3	1	Shields, Scout (1)
Hawk	LFTR	1	1/6	2	1	1	—	—	—	
Shuttle	MFTR	3	2/6	3	0	1	—	—	—	Supply
Orbital Security	BASE	3	1/6	3	3	3	—	—	3	Missile
Starfleet Security	LGRND	2	1/6	3	2	1	—	—	—	

Class Name	Class	Cost	Maint	Purchased
Oberth	CT	3	2/6	3
Miyazaki	CT	3	1/6	3
Miranda	DD	4	2/6	4
Constitution	CL	6	4/4	4
Constellation	CL	8	3/4	0
Excelsior	CA	9	3/3	1
Hawk	LFTR	1	1/6	6
Shuttle	MFTR	3	2/6	6
Orbital Security	BASE	3	1/6	0
Starfleet Security	LGRND	2	1/6	6
			-14	100

Class Name	Class	Cost	Maint	Purchased
Shipyard	CIV	20	1/1	1
Supply Depot	GRND	20	1/1	1
Civilian Center	GRND	20	—	0
Transport Fleet	CIV	10	—	0
Trade Fleet	CIV	20	—	1
Colony Fleet	CIV	30	—	0
			-2	60

System	CAP	CEN	MOR	RAW	PROD	Income	Trade
Capella	10	8	7	4	6	24	6

Fleet Name	Ships	Carrier Capacity, Flights	Notes
1st Exploration Fleet 	Constitution CLx2	X2 Capacity, x2 Shuttle	Explorer x2
2nd Exploration Fleet 	Constitution CLx2	X2 Capacity, x2 Shuttle	Explorer x2
1st Sector Fleet 	Excelsior CA x1, Miranda DDx4, Miyazaki CT x3	X1 Capacity, x1 Hawk	Scout x1
Trade Convoy 1 	Trade Convoy, Oberth CT x2 (escorts)	X4 Capacity, x4 Hawk	
Capella System Forces	X6 Starfleet Security, x1 Supply Depot, x1 Shipyard	X6 Capacity, x2 Hawk, x2 Shuttle	



Capella Sector Command

System	CAP	CEN	MOR	RAW	PROD	Income	Trade
Capella	10	8	7	4	6	24	6

Income Phase

Purchase/Construct Phase

Purchase Effects

Intel Actions Phase

Diplomacy Actions Phase

Movement Orders Phase

Generate new systems

Encounters Phase

Generate and fight Scenarios

Supply/Repair/Raid Phase

New Unit Placement

Colony & Empire Phases

Class Name	Class	Active	Maint
Oberth	CT	2	2/6
Miyazaki	CT	3	1/6
Miranda	DD	4	2/6
Constitution	CL	4	4/4
Constellation	CL	0	3/4
Excelsior	CA	1	3/3
Hawk	LFTR	6	1/6
Shuttle	MFTR	6	2/6
Orbital Security	BASE	0	1/6
Starfleet Security	LGRND	6	1/6
Shipyard	BASE	1	1/1
Supply Depot	GRND	1	1/1
Civilian Center	BASE	0	1/2
Transport Fleet	CIV	0	—
Trade Fleet	CIV	0	—
Colony Fleet	CIV	0	—
			-18

Fleet Name	Ships	Carrier Capacity, Flights	Notes
1st Exploration Fleet	Constitution CLx2	X2 Capacity, x2 Shuttle	Explorer x2
2nd Exploration Fleet	Constitution CLx2	X2 Capacity, x2 Shuttle	Explorer x2
1st Sector Fleet	Excelsior CA x1, Miranda DDx4, Miyazaki CT x3	X1 Capacity, x1 Hawk	Scout x1
Trade Convoy 1	Trade Convoy, Oberth CT x2 (escorts)	X4 Capacity, x4 Hawk	
Capella System Forces	X6 Starfleet Security, x1 Supply Depot, x1 Shipyard	X6 Capacity, x2 Hawk, x2 Shuttle	