

Starting Treasury: 0  
 System Income: 30  
 Commerce Income: 3  
 Miscellaneous Inc/Exp: 0  
 Maintenance: -17

Current Treasury: 16

#### Tech Investment:

Current Tech Year: 2257  
 Current Tech Investment: 0

#### Transport Fleets:

None

#### Trade Fleets:

#1) Sol (+3 income)

#### Colony Ships:

None

#### Construction:

None

#### Turn Orders:

2 Bison CL @ Sol (8 EP)  
 6 Tech Investment  
*(Ending Treasury: 2)*

#### Task Force 1

#### Location: Sol

Flagship: Tannhauser

Command Rating: 5/5

#	Class	CR/CC	Notes
2	Tannhauser CL	5/2	5/4/3 Gunship
1	Krechets DD	4/2	4/4/2
2	Archer GB	1/5	1/1/2

Flagship: Tannhauser

Command Rating: 5/5

#	Class	CR/CC	Notes
1	Tannhauser CL	5/2	5/4/3 Gunship
2	Krechets DD	4/2	4/4/2
2	Archer GB	1/5	1/1/2

Flagship: Tannhauser

Command Rating: 5/5

#	Class	CR/CC	Notes
1	Tannhauser CL	5/2	5/4/3 Gunship
2	Krechets DD	4/2	4/4/2
2	Archer GB	1/5	1/1/2

Flagship: Bison CL

Command Rating: 4/2

#	Class	CR/CC	Notes
2	Bison CL	4/2	6/0/0 Supply (3)

**Task Force 2**

Flagship: Krechet DD

**Location: Trade Fleet #1**

Command Rating: 4/3

#	Class	CR/CC	Notes
1	Krechet DD	4/2	4/4/2
6	Archer GB	1/.5	1/1/2

**Scout Force Once**

Flagship: Baikal

**Location: Sol\***

Command Rating: 6/6

#	Class	CR/CC	Notes
4	Baikal	6/2	6/0/0 Scout (2)

**Scout Force Two**

Flagship: Baikal

**Location: Sol\***

Command Rating: 6/6

#	Class	CR/CC	Notes
4	Baikal	6/2	6/0/0 Scout (2)

**Sol Defenses****Location: Sol**

#	Class	CR/CC	Notes
1	Orbital Shipyard	-	
6	Infantry	-	