

TL3

This is a secret base.

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EV: 5 PC: ##### TS: 35 BS: ##### DS: 12 HC: ##### FG: 8
LC: ##### LF: ##### GB: 23 CV: 17 LN: 3 MN: ##### XL: #####

Inf. Effectiveness: 45% AsFt. Effectiveness: 37%
Nav. Effectiveness: 39%

Province	M. Battalion	I. Battalion	F. Wing	Ships
Russia	27	60	15	
Ukraine	23	40	10	
Siberia	10	40	9	
(Alpha Centuari)	5	----	16	

Vega TL6
 Turn #: 1 Points: 0 Morale: 1
 MCreds: 11000 Subjects: 185 GameDate: July1,2247

Province	Locat	Pop	Ind	Ag	Nat	Fer	Units
*Vega City (Capitol)	Vega-2	70	7	2	12	6	
	/vega						
Imelma	"	40	15	12	17	17	
Ishack	"	30	7	4	8	8	
Moo	"	15	7	7	11	12	
(Cymir) m1/msr	7	3	4	10	5	
(Lurcen) "	12	6	5	6	9	
(Wote) "	11	20	--	800	---	
Total:							

SHIPS:
 EV: 10 PC: 10 TS: 8 BS: ### DS: 8 HC: ### FG: 8
 LC: 4 LF: 6 GB: 12 CV: 8 LN: 8 MN: ### XL: ###

STATS

Inf. Effectiveness: 55% AsFt. Effectiveness: 82%
 Nav. Effectiveness: 68%

Province	M. Battalion	I. Battalion	F. Wing	Ships
Vega City	5	7	8	
Imelma	3	6	4	
Ishack	7	7	4	
Moo	2	5	4	
Cymir	1	5	3	
Lurcen	1	5	2	
Wote	1	9	8	

Columbia					TL1(10)		
Turn #:	1	Points:	0	Morale:	10		
MCreds:	65000	Subjects:	90	Game Date:	7/1/2247		
Province	Locat	Pop	Ind	Ag	Nat	Fer	Units
*Columbia	Earth	38	9	9	12	30	
Panama	"	30	8	12	19	28	
(ARGENTINA)	"	22	12	8	15	41	

[You are allied with Sirius. You and they
[have a technology trade pact. You have
[Certain SPECIAL ships buyable (you don't
[own any of em yet!). You SHOULD give Sir-
[ius TL11. And you can get 2000 Mc for
[selling the new ships (except the SKS-no
[sale doable. New Ships: SKS Skyslash,
[XL Transport CL3, XL Transport CL2, MDS
[Drone Ship, PKL Psychokiller Carrier

SKS:Battlecruiser SP-4 CR-2 AT-150 DF-150 BM-150 CR-25 H-199 \$80k
 XL T-C3 SP-24 CR-6 ATK-2 DF-6 BM-2 CR:7 H:25 \$ 7k
 XL T-C2 SP: 16 CR: 4 ATK: 3 DF: 6 BM: 2 CR: 5 H: 20 \$ 3k
 MDS Drone SP-0 CR-0 ATK-125 DF-50 BM-150 CR-0 H-50 \$10k (1shot)
 PKL Carrier SP-3 CR-12/24AsFt AT-50 DF-75 BM-35 CR-90 H-90 \$35k
 [Can be used as NATIONAL Capitol in emergency!)]

	Total:								
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SHIPS:

EV: $\frac{5}{0}$	PC: $\frac{0}{0}$	TS: $\frac{0}{3}$	BS: $\frac{0}{1}$	DS: $\frac{1}{2}$	HC: $\frac{0}{0}$	FG: $\frac{0}{0}$
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STATS

Inf. Effectiveness: 25* AsFt. Effectiveness: 55

Nav. Effectiveness: 75

Province	M. Battalion	I. Battalion	F. Wing	Ships
Columbia	3	5 (23)	5	
Panama	2	5 (10)	3	
Argentina	3	3 (17)	2	

Russia- The russians are ruled by a General Secretary. They have good agriculture, soil, and natural resources, but little industry. Their navy is large, but relatively antique. They have a huge army and a monstrous population, but their army is ineffective.

Columbia- is ruled by a Drug Kingpin. It has a small but effective army, low population, good soil, some agriculture, and virtually no industry. The navy consists of 3 Gunboats, and an obsolete (USSR Surplus!) Corvette. (Rank 6). It is traditionally allied with the USSR and Iran, and enemies with basically everyone else.

Vega-Is ruled by a Duke. It is allied with Japan and at war with Sirius, Mars, Luna, the USSR, and Iran. It has good industry and agriculture, with decent natural resources and soil. It has a low population. (rank 4). Its army is large and very effective, and it has a medium sized navy of modern but light ships. It suffers in trade because of its position 26 ly from earth, a three week trip.

NEW NOTES

Brazil, Spain, Italy, India, and South Africa are independant provinces on earth. There are also HUNDREDS of planets out there. and I can always expand the map.

REASERCH is available on almost anything... if there isn't a probability it will work, it wont cost nothing.

Spacecraft are combined (def, cr, bmb, and atk) by the following formula. (STRONGEST CRAFT) + .5(2ND STRONGEST + 3RD STRONGEST) + .25(4TH STRONGEST + 5TH STRONGEST) + .125 (6th St. + 7th St.) and so on. This means that 3 battleships=1 monolith dreadnaught.

Fighters, and infantry (mech or reg) are combined as a lump total. Casualties are distributed evenly. Reg. Inf in same province are automatically combined for defense, mechanized and As. Fighters are never combined for defense. On attacks all are combinable. A maximum of 20 mech-inf, 15 Asft, and 100 reg-inf may be combined for attack.

If you have a star next to your infantry effectiveness, a morale of 8 or more, or I have told you that you have "FANATIC TROOPS", you can convert regular troops into triple normal power indestructable fanatics for 1 turn. they disappear afterwards. if you have a morale of 10 or higher, this can be done with ships, with a 5 times bonus, but such ships are not combinable.

If you have a value in parenthesis next to your regular value for either M-inf or R-inf then you have that many fanatic militia men. these are 2 times normal strength on attack, and disappear after two turns. they are only usable for defending the province they are in, and they are not transferable or combinable with normal (or normal fanatic) troops. These do not disappear with the conquest, surrender or trading of provinces, so they can be used to harrass or even massacre invading forces.

Las Vegas - You can call a one turn summit in las vegas, or go there to gamble.

England has been nuked off of the map. Sorry. (TS1)