

Tabelle1

turn	2400.1	2400.5	24001.0
		Human: Col 5, Explored 5	Human: Col 10, Explored 8
Cue Cappa	- RP-Col 1 researched - RP-col 2 not queued, MilScien 2 instead (2turns); builds „Fire Base“ instead Of Scout Ship or Shipyard	- RP-col 3 researched; RP-col 4, ShipCon 3 queued - „Fire Base“ gone, building its 3 rd shipyard, patrol ship after that Explored Systems: 0	researching col 6 (2t); Explored 1
Xi'Chung	- RP-col1 ok - RP-col2 not queued, only Prop2 instead, waisting 18k Research; - Scout build, 2X Base Space Yard queued	- RP-col 4; Cargo 2 queued - builds 3 rd Shipyard, LR Escorts after - Explored systems: 2	has col 7, does not research it Explored 4
Drushocka	- RP-col1 ok - queue: proj.weap 2, Prop2, MilScien2 - Scout build (2x ion eng, 1x CSM => range 9. always out of fuel) - Base Space Yard queued	- RP-col 2; ProjWeap, Prop, RP-col 3, StarlMod - builds 3 rd shipyard, CSM-FFs - Explored: 1	research. Col 4 (3t) Explored 2
Amon'krie	- Research: as Xi'Chung - Scout build; Weaponless, supply storage - 2x Base Space Yard queued	- IP-col5; No current projects! - builds 3 rd spaceyard, Wps afterw. - explored: 1	has col 9, does not research it Explored 4
Abbidon	- GP-col 1 ok MiScien 1 (2t.) - no scout - 2x BSY queued	- GP-col 4; ShipCon - builds 3 rd spaceyard Patrol ships - explored: 1	researches col 7 (1t) Explored 2
Piundon	- RP-1 ok; Prop2, MissWeap2 6t. - Scout build (2x ion eng, 1x CSM => range 9. always out of fuel) - 2x Base Space Yard queued	- RP-col 2; Starliner, MilScie, RP-col 3, Phys - builds only Wps 1 - explored: 1	researches col 4 (2t) Explored 1
Ukra-Tal	- IP-col1 ok Proj. Weap2, Prop2, MilScien – 4t - Csm-Scout - 2x BSY queued	- IC-col 2; ShipCon, ProjWeap, Prop - builds SY, Wps, AttShips - explored 1	researches col 4 (4t) Explored 1
Jraenar	- RP-col 1 ok; Phys, ShipCon, BasLasWeap, Prop queued (5t) - Scout fine (eff/std eng) 2X BSY queued	- RP-col 2 ShipCon, BasLas, Shie - builds 2 spaceyards - explored: 1	researches col 4 (8t) Explored 3
Norak	RP-col 1 ok; Prop, ShipCon queued - CSM-Scout; 2x BSY queued	- RP-col2 Phys, RP-col3, RelStud - builds „StarPilgrim“ = Scouts - explored 1	researches col 5 (2t) Explored 3
Phong	RP-col1 ok ProjWeap, ShipCon queued - Scout fine (eff/std eng) 2X BSY queued	- RP-col 4; Prop 2 queued - builds 2 BSY - explored 1	researches col 8 (2t) Explored 3
Praetorian	- RP-col 1 ok; Phys, ShipCon, Prop, MilScien - Scout fine (eff/std eng) 2X BSY queued	- Rp-col 1; MilScie, RP-col2, ShipCon, Shie - builds 2 SY, Wps (Explored 2 – squeezed)	has col 3, does not res. Explored 2 (squeezed)
Krill	- RP-col 1 ok; ProjWeap, ShipCon, Prop, MilScien - Scout fine (eff/std eng) 2X BSY queued	- RP-col 2; ProjWeap, ShipCon, Prop (6t) - builds 2 BSY - explored 1	has col 3, does not res. Explored 2

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Sergetti	<ul style="list-style-type: none"> - IP-col 1 ok; ProjWeap, ShipCon, Prop, MilScien - Scout fine (eff/std eng) 2X BSY queued 	<ul style="list-style-type: none"> - IP-col 2 ProjWeap, ShipCon, Prop - builds 2 BSY - explored 1 	<p>res. Col 4 (4+t)</p> <p>Explored 3</p>
Cryslonite	<ul style="list-style-type: none"> - GP-col 1 ok; Prop, MissWeap (4t) - CSM-Scout („Attack Ship – FR) - 2x BSY queued 	<ul style="list-style-type: none"> - GP-col 2; MilScie, GP-col 3, Phys - builds Wps - explored 1 	<p>res. Col 4</p> <p>Explored 1</p>
Eee	<ul style="list-style-type: none"> - GP-col 1 - ProjWeap, Prop, MilScien - Scout fine - 2x BSY 	<ul style="list-style-type: none"> - GP-col 2; Prop3, ProjWeap3, GP-col3, PD-1 - budils BSY - explored 1 	<p>res. Col 4</p> <p>Explored 3</p>