

# COSMOS Stellar Conflict - Alpha Galaxy

## Space Dragons

### REPORTS TURN 1

#### MAP NOTES

Hex H1014: B system  
S0104(SD) Explorer: 5 d.p./100%

Hex H1211: B system  
S0103(SD) Explorer: 5 d.p./100%

Hex H1315: B system (phase 12)  
--- explored ---  
KAPN-4 [P109] (phase 4)  
type: terran size: 75 minerals: 1  
C109(Pr) Colony (phase 4)

Hex H1316: B system (phase 12)  
--- explored ---  
QNMZ-4 [P189] (phase 8)  
type: sub-terran size: 45 minerals: 2  
QNMZ-5 [P190] (phase 8)  
type: gas giant minerals: 3

Hex H1414: A system  
--- explored ---  
Dragonhome [P138]  
type: terran size: 80 minerals: 2  
C138(SD) Colony  
Resources: i.p.:190 population:60  
XRSN-3 [P239] (beginning of turn)  
type: terran size: 80 minerals: 2

Hex H1415: C system  
--- explored ---  
S0100(SD) Corvette: 5 d.p./100%

Hex H1417: B system  
--- explored ---  
WBAM-4 [P268] (phase 10)  
type: sub-terran size: 45 minerals: 2  
WBAM-7 [P269] (phase 10)  
type: gas giant minerals: 3  
S0101(SD) Scout: 2 d.p./100%  
moving towards H1418 (arrives turn 2 phase 1)  
S1504(BJ) Scout: 2 d.p./100%

Hex H1611: deep space  
S0105(SD) Explorer: 5 d.p./100%

Hex H1714: D system  
--- explored ---  
BRRG-1 [P163] (phase 10)  
type: minimal terran size: 25 minerals: 2  
BRRG-2 [P164] (phase 10)  
type: minimal terran size: 40 minerals: 2  
BRRG-5 [P165] (phase 10)  
type: barren size: 45 minerals: 3  
BRRG-7 [P166] (phase 10)  
type: gas giant minerals: 4  
S0102(SD) Scout: 2 d.p./100%  
moving towards H1813 (arrives turn 2 phase 1)

#### STATUS REPORT

VICTORY POINTS: 110

RACE TYPE: traveller administrator

#### ADMINISTRATION

Administration points: 25

Base cost of overtime administration: 9

#### RESEARCH

Research points available for next turn: 10  
(maximum possible with overtime research: 20)

Research points used this turn: 10

#### Technology report for Space Dragons

General Science I - cost: 100  
Efficient Construction - cost: 25  
Improved Industrial Engineering - cost: 20, spent: 10  
Efficient Ship Building - cost: 35  
Robotic Industry - cost: 50  
Relativity Drive - available turn 0  
Warp Drive - cost: 35  
Hyper Drive - cost: 110  
Ion Cannons - cost: 20  
Energy Shield - cost: 30  
Secure Launch System - cost: 80

#### INDUSTRIAL PRODUCTION

Available at beginning of turn: 130 i.p.

Used this turn: 150 i.p.

**Total production: 210 i.p.**

Available for next turn: 190 i.p.

located in colonies: 190 i.p.

#### POPULATION

**Total population: 60**

located in colonies: 60

Scoring population: 60

Happy population: 0

Population growth this turn: 10

#### POLICIES

Neutral: Aa, EE, DZ, RX, LP, PA, Ro, NN, SS, RR, KN, NP, FF, BJ,  
UP

Enemy: Pr

#### UNITS

C138 Colony at P138 (map position H1414)  
Planet: terran, minerals 2, size 80  
Population: 60 (maximum population: 80)  
Starport: 20 (starport capacity: 80)  
Industries: 45 (colony may operate: 60)  
Research centres: 10  
Defence bases: 5 (colony may operate: 120)  
Resources: 190 i.p.  
S0100 Corvette: 5 d.p. at H1415  
tech=r-l---

S0101 Scout: 2 d.p. at H1417  
tech=r-----  
Pending orders:  
farmove H1418 (begun-1)  
farmove H1419  
explore

S0102 Scout: 2 d.p. at H1714  
tech=r-----  
Pending orders:  
move H1813 (begun-1)

S0103 Explorer: 5 d.p. at H1211  
tech=r-----  
Pending orders:  
explore

S0104 Explorer: 5 d.p. at H1014  
tech=r-----  
Pending orders:  
explore

S0105 Explorer: 5 d.p. at H1611  
tech=r-----  
Pending orders:  
farmove H1610  
explore

## EVENT REPORT

26 orders given.  
19 orders counted against the administration limit (25).  
Space Dragons is now a traveller administrator race  
Space Dragons spend 10 points on research of Improved Industrial Engineering  
XRSN-3 [P138] is now Dragonhome [P138]

### PHASE 1:

C138(SD) Colony builds S0103(SD) Explorer at H1414  
C138(SD) Colony builds S0104(SD) Explorer at H1414  
C138(SD) Colony builds S0105(SD) Explorer at H1414  
C138(SD) Colony constructs 20 industries  
S0103(SD) Explorer starts to move from H1414 to H1413  
S0104(SD) Explorer starts to move from H1414 to H1315  
S0101(SD) Scout starts to move from H1414 to H1415  
S0105(SD) Explorer starts to move from H1414 to H1413  
S0100(SD) Corvette starts to move from H1414 to H1315  
S0102(SD) Scout starts to move from H1414 to H1515

### PHASE 3:

S0102(SD) Scout moves from H1414 to H1515  
S0104(SD) Explorer moves from H1414 to H1315  
S0103(SD) Explorer moves from H1414 to H1413  
S0101(SD) Scout moves from H1414 to H1415  
S0100(SD) Corvette moves from H1414 to H1315  
S0105(SD) Explorer moves from H1414 to H1413

### PHASE 4:

Exploration report on H1315 from S0100(SD) Corvette:  
KAPN-4 [P109]  
type: terran size: 75 minerals: 1  
C109(Pr) Colony  
S0104(SD) Explorer starts to move from H1315 to H1215  
S0101(SD) Scout starts to move from H1415 to H1416  
S0103(SD) Explorer starts to move from H1413 to H1313  
S0102(SD) Scout starts to move from H1515 to H1614  
S0105(SD) Explorer starts to move from H1413 to H1513

### PHASE 5:

S0100(SD) Corvette starts to move from H1315 to H1316

### PHASE 6:

S0101(SD) Scout moves from H1415 to H1416  
S0105(SD) Explorer moves from H1413 to H1513  
S0102(SD) Scout moves from H1515 to H1614  
S0103(SD) Explorer moves from H1413 to H1313  
S0104(SD) Explorer moves from H1315 to H1215

### PHASE 7:

S0103(SD) Explorer starts to move from H1313 to H1212

S0105(SD) Explorer starts to move from H1513 to H1612  
S0104(SD) Explorer starts to move from H1215 to H1115  
S0100(SD) Corvette moves from H1315 to H1316  
S0101(SD) Scout starts to move from H1416 to H1417  
S0102(SD) Scout starts to move from H1614 to H1714

### PHASE 8:

Exploration report on H1316 from S0100(SD) Corvette:  
QNMZ-4 [P189]  
type: sub-terran size: 45 minerals: 2  
QNMZ-5 [P190]  
type: gas giant minerals: 3

### PHASE 9:

S0105(SD) Explorer moves from H1513 to H1612  
S0103(SD) Explorer moves from H1313 to H1212  
S0101(SD) Scout moves from H1416 to H1417  
S0102(SD) Scout moves from H1614 to H1714  
S0100(SD) Corvette starts to move from H1316 to H1415  
S0104(SD) Explorer moves from H1215 to H1115

### PHASE 10:

Exploration report on H1417 from S0101(SD) Scout:  
WBAM-4 [P268]  
type: sub-terran size: 45 minerals: 2  
WBAM-7 [P269]  
type: gas giant minerals: 3  
Exploration report on H1714 from S0102(SD) Scout:  
BRRG-1 [P163]  
type: minimal terran size: 25 minerals: 2  
BRRG-2 [P164]  
type: minimal terran size: 40 minerals: 2  
BRRG-5 [P165]  
type: barren size: 45 minerals: 3  
BRRG-7 [P166]  
type: gas giant minerals: 4

S0105(SD) Explorer starts to move from H1612 to H1611  
S0104(SD) Explorer starts to move from H1115 to H1014  
S0103(SD) Explorer starts to move from H1212 to H1211

### PHASE 11:

S0101(SD) Scout starts to move from H1417 to H1418  
S0102(SD) Scout starts to move from H1714 to H1813  
S0100(SD) Corvette moves from H1316 to H1415

### PHASE 12:

Exploration report on H1415 from S0100(SD) Corvette:  
Nothing of interest found.  
S0103(SD) Explorer moves from H1212 to H1211  
S1504(BJ) Scout moves from H1418 to H1417  
S0104(SD) Explorer moves from H1115 to H1014

S0105(SD) Explorer moves from H1612 to H1611

218 and 210  
(Space Dragons: 210)

**AFTERMATH**

**Player victory points sorted by score:**

110, 110, 110, 110, 110, 110, 110, 110, 110, 110, 110, 110, 110, 110, 110,  
110 and 110  
(Space Dragons: 110)

**Total population, sorted:**

60, 60, 60, 60, 60, 60, 60, 60, 60, 60, 60, 60, 60, 60 and 60  
(Space Dragons: 60)

**I.p. production, sorted:**

250, 250, 250, 250, 250, 250, 250, 250, 250, 250, 250, 250, 250, 250,

**Research point production, sorted:**

10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10 and 10  
(Space Dragons: 10)

**Number of colonies, sorted:**

1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 and 1  
(Space Dragons: 1)

**I.p. value of fleet, sorted:**

70, 55, 25, 25, 25, 25, 25, 25, 25, 25, 25, 25, 25, 25, 25 and 25  
(Space Dragons: 55)

**Total i.p. value of destroyed/dismantled ships: 0**

**NOTES & MESSAGES**

Your orders as read

```
type traveller administrator
research "Improved Industrial Engineering"
name P138 Dragonhome
```

C138:

```
build 2
  orders:
    farmove H1211
    explore
.
build 2
  orders:
    farmove H1014
    explore
.
build 2
  orders:
    farmove H1610
    explore
.
construct industries
```

S0100:

```
move sw
explore
move s
explore
move ne
explore
```

S0101:

```
farmove H1417
explore
farmove H1419
explore
```

S0102:

```
farmove H1714
explore
move H1813
```