SUPERNOVA

Player

Casey Link

Account #   8563

Current Balance $8.00

Privacy: No   ☐ VisaMC

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USA

Next Turn Due   **Tuesday, September 15, 2009**

Empire

The Form of the Good

Empire #	*296*
Government	*Autocratic Technocracy*

A Golden Rising Sun On A Field Of Blue

Imperial Tradition   *Science*

Lifeform Modifiers

SCM
RM
GCM
EXM
ESM
DIP
DEF
COL
CCM
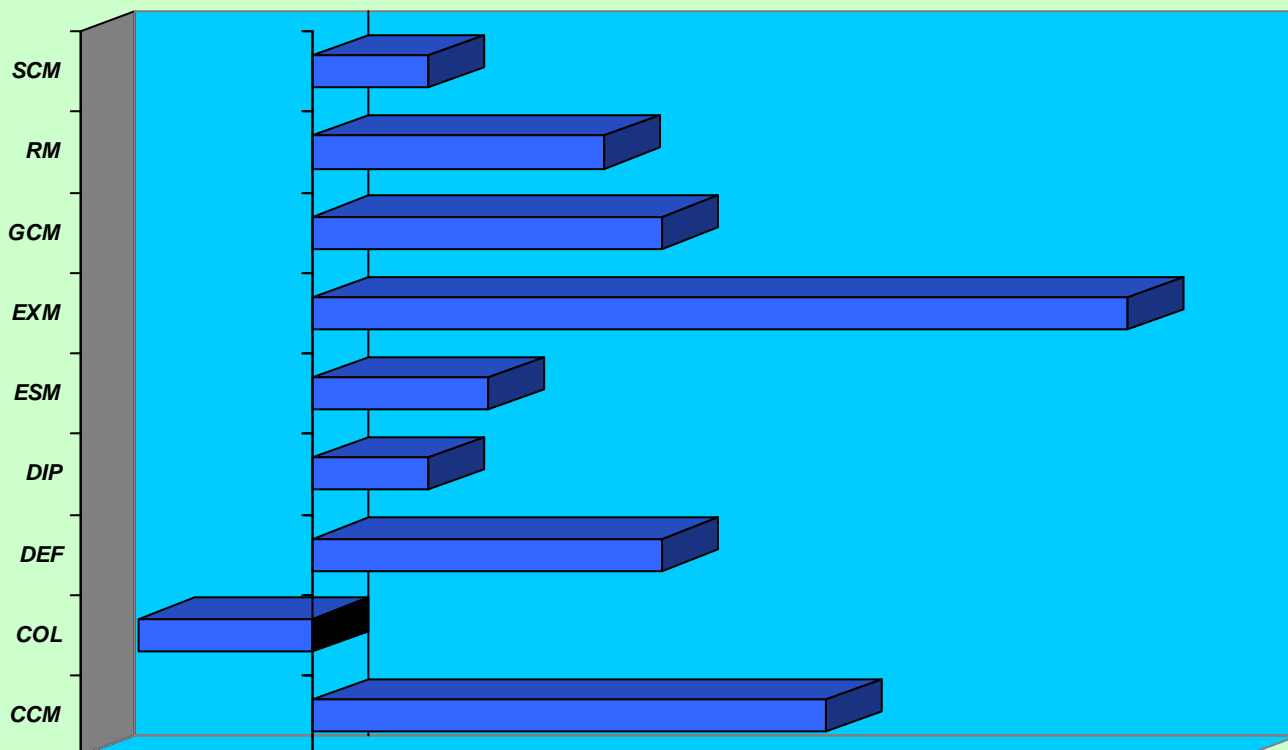
RISE OF THE EMPIRE

Imperial Activity Report

Santa comes early again this year! The Santa gift of 90 bonus saved lifeform points will be added to your imperial records at the conclusion of this turn. If you have some points already saved, the 72 will simply be added to that total and used normally. If you have none saved, or have already exhausted all of your saved points, the 72 points will be added and flagged just like the original saved points. In this case they will not be triggered for use unless you execute an SRP order next turn. This was done because some players who miss the turn or otherwise don't submit an SRP order might not want the 90 points spent on whatever happens to be in their slot 1 Research Center next turn. Thus, if you have no saved points left over and do not submit an SRP order next turn, you will still have the 90 points saved - they will be triggered and used the first time you submit an SRP order (just like on the original setup).

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========================================================================================================
                               -----PMAP (Planet Map)-----
PMAP: 102, 0

102nd Recon Group #102 located at Soebeslav-1, conducts a detailed Planet Map of the main planet


--------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)    Axial Tilt    Gravity      Atmosphere          Ocean
--------------------------------------------------------------------------------------------------------
                333               28           1.3          Chlorine             Water
Conifer Forest 31%, Forested Swamp 30%, Primitive Forest 16%, Barren Rock 12%, Swamp 10%, Bog 1%
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
--------------------------------------------------------------------------------------------------------
========================================================================================================
                               -----PMAP (Planet Map)-----
PMAP: 103, 0

103rd Recon Group #103 located at Soebeslav-3, conducts a detailed Planet Map of the main planet


--------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)    Axial Tilt    Gravity      Atmosphere          Ocean
--------------------------------------------------------------------------------------------------------
                51               ----          0.1          Vacuum              -None-
Asteroids 100% (this orbital location is filled with a dense asteroid field)
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
--------------------------------------------------------------------------------------------------------
========================================================================================================
                               -----PMAP (Planet Map)-----
PMAP: 104, 0

104th Recon Group #104 located at Soebeslav-4, conducts a detailed Planet Map of the main planet


--------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)    Axial Tilt    Gravity      Atmosphere          Ocean
--------------------------------------------------------------------------------------------------------
                251               24           1.2          Carbon Dioxide      Liquid Ammonia
Liquid Ammonia 65%, Swamp 15%, Glacier 12%, Permafrost 3%, Forested Mountains 2%, Bog 1%, Craters 1%, Snow Drifts 1%
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
--------------------------------------------------------------------------------------------------------
========================================================================================================
                               -----PMAP (Planet Map)-----
PMAP: 105, a

105th Exploratory #105 located at Soebeslav-4a, conducts a detailed Planet Map of moon a


--------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)    Axial Tilt    Gravity      Atmosphere          Ocean
--------------------------------------------------------------------------------------------------------
                108               12           0.1          Nitrogen            Liquid Nitrogen
Liquid Gases 39%, Crystal Plains 20%, Crystal Forest 14%, Glacier 13%, Craters 11%, Snow Drifts 1%, Tundra 1%, Ice Fields 1%
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
--------------------------------------------------------------------------------------------------------
========================================================================================================
                               -----PMAP (Planet Map)-----
PMAP: 106, b

106th Exploratory #106 located at Soebeslav-4b, conducts a detailed Planet Map of moon b
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-------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)     Axial Tilt     Gravity      Atmosphere          Ocean
-------------------------------------------------------------------------------------------------------
                46                    3            0.1          Vacuum            -None-
Barren Rock 44%, Ice Fields 31%, Crystal Forest 23%, Mountains 1%, Craters 1%
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
-------------------------------------------------------------------------------------------------------
=======================================================================================================
                              -----PMAP (Planet Map)-----
PMAP: 107, c

107th Exploratory #107 located at Soebeslav-4c, conducts a detailed Planet Map of moon c

-------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)     Axial Tilt     Gravity      Atmosphere          Ocean
-------------------------------------------------------------------------------------------------------
                116                   24           0.1          Chlorine        Liquid Nitrogen
Ice Fields 43%, Snow Drifts 37%, Crystal Forest 13%, Barren Rock 4%, Tundra 1%, Crystal Plains 1%, Permafrost 1%
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
-------------------------------------------------------------------------------------------------------
=======================================================================================================
                              -----PMAP (Planet Map)-----
PMAP: 108, 0

108th Exploratory #108 located at Soebeslav-5, conducts a detailed Planet Map of the main planet

-------------------------------------------------------------------------------------------------------
          Temperature(Kelvin)     Axial Tilt     Gravity      Atmosphere          Ocean
-------------------------------------------------------------------------------------------------------
                49                    12           1            Vacuum            -None-
Crystal Plains 56%, Crystal Forest 42%, Craters 1%, Mountains 1%
Microorganisms on this world are virtually nonexistent.  Pollution is nowhere to be seen, while Radiation levels are
undetectable.
-------------------------------------------------------------------------------------------------------
=======================================================================================================
                              -----CON (Construct Installation)-----
CON: 1, Colonial Training Center, 16532

Imperial construction workers report that 1 Colonial Training Center(s) was built at Population Group # 16532
=======================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Mk I Fusion Engine

Mk I Fusion Engine:          The Mk I Fusion Engine is a fusion-powered maneuver drive.  It is a self-contained
                             100-ton unit, is self-sustaining and requires no external power source.  To achieve
                             superior maneuverability, simply add more engines to your design.  Maneuverability aids
                             in the ability of your ships to avoid certain types of enemy weapons, and provides
                             additional Action Points for your ships to use during civilian operations.  The fusion
                             power plant in this series of engines is stable under normal operating conditions but
                             does not handle combat damage particularly well, with a tendency to detonate in a
                             spectacular explosion upon suffering grievous damage. (100 tons)  200 Improved Steel -
                             100 Improved Electronics - 100 Improved Synthetic Materials - 100 Improved Processed
                             Radioactives

Classification: Jump Drive     Structural Integrity: 80
Prerequisite Technologies:  Mk II Nuclear Engine
Maneuverability: Adequate [Thrust Output: 1000]
Counters: Missiles, Fighters, Drones
=======================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Mk I Nuclear Pulse Engine

Mk I Nuclear Pulse Engine:   Pulse engines represent an upgrade technology for spaceborne fighters and drones.  They
                             improve fighter and drone maneuverability upon being researched, much like ground combat
                             technologies improve the tactical abilities of your Divisions.  They do not need to be
                             constructed to provide this benefit--having the technology successfully researched is
                             enough.

Classification: Jump Drive
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Mk II Nuclear Engine
=======================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Mk II Nuclear Engine
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Mk II Nuclear Engine:         This is a second generation, nuclear-powered maneuver drive.  It is a self-contained
                              100-ton unit, is self-sustaining and requires no external power source.  To achieve
                              superior maneuverability, simply add more engines to your design. (100 tons)  200 Steel -
                              100 Electronics - 100 Synthetic Materials - 100 Processed Radioactives


Classification: Jump Drive    Structural Integrity: 100
Prerequisite Technologies:  Mk I Nuclear Engine
Maneuverability: Fair [Thrust Output: 500]
Counters: Missiles, Fighters, Drones
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 75000, Light Metals, 16532, 1500, No


Industrial managers add 75000 Light Metals to Population Group # 16532's production queue with a priority of 1500
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 25000, Transaluminum, 16532, 1510, No


Industrial managers add 25000 Transaluminum to Population Group # 16532's production queue with a priority of 1510
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 230000, Refined Crystals, 16532, 1520, No


Industrial managers add 230000 Refined Crystals to Population Group # 16532's production queue with a priority of 1520
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 115000, Synthetic Materials, 16532, 1530, No


Industrial managers add 115000 Synthetic Materials to Population Group # 16532's production queue with a priority of 1530
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 115000, Electronics, 16532, 1540, No


Industrial managers add 115000 Electronics to Population Group # 16532's production queue with a priority of 1540
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 25, Type A Science Lab, 16532, 1550, No


Industrial managers add 25 Type A Science Lab to Population Group # 16532's production queue with a priority of 1550
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 180000, Iron, 16532, 1560, No


Industrial managers add 180000 Iron to Population Group # 16532's production queue with a priority of 1560
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 60000, Steel, 16532, 1570, No


Industrial managers add 60000 Steel to Population Group # 16532's production queue with a priority of 1570
=====================================================================================================================
                                          -----BI (Build Item)-----
BI: 25, Survey Lander, 16532, 1580, No


Industrial managers add 25 Survey Lander to Population Group # 16532's production queue with a priority of 1580
=====================================================================================================================
                                      -----SRP (Set Research Priority)-----
SRP: Mk II Jump Survey Sensor, Superconductor, 2nd Generation Civil Engineering, 2nd Generation Planetary Science,
     1st Generation Planetary Engineering, 2nd Generation Space Science, Improved Construction Materials, Improved
Electronics,
     Improved Fuel, Improved Refined Crystals, Improved Synthetic Materials, 1st Generation Terraforming, Mk II Short Range
Sensor,
     MK II Nuclear Engine, 2nd Generation Life Science, 2nd Generation Medical Science, Mk II Computer System, 2nd
Generation Telepathics,
     2nd Generation ESP, 2nd Generation Computer Systems, Improved Steel, Improved Transaluminum, Improved Petroleum,
     Improved Processed Radioactives, Improved Timber


** Imperial Research HQ indicates that we already possess full knowledge of the MK II Nuclear Engine
Imperial Researchers replace Needler in Research Group 1 with Mk II Jump Survey Sensor
Imperial Researchers replace Superconductor in Research Group 2 with Superconductor
Imperial Researchers replace 2nd Generation Civil Engineering in Research Group 3 with 2nd Generation Civil Engineering
Imperial Researchers replace 2nd Generation Planetary Science in Research Group 4 with 2nd Generation Planetary Science
Imperial Researchers replace 1st Generation Planetary Engineering in Research Group 5 with 1st Generation Planetary
Engineering
Imperial Researchers replace 2nd Generation Space Science in Research Group 6 with 2nd Generation Space Science
Imperial Researchers replace Improved Construction Materials in Research Group 7 with Improved Construction Materials
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Imperial Researchers replace Improved Electronics in Research Group 8 with Improved Electronics
Imperial Researchers replace Improved Fuel in Research Group 9 with Improved Fuel
Imperial Researchers replace Improved Refined Crystals in Research Group 10 with Improved Refined Crystals
Imperial Researchers replace Improved Synthetic Materials in Research Group 11 with Improved Synthetic Materials
Imperial Researchers replace 1st Generation Terraforming in Research Group 12 with 1st Generation Terraforming
Imperial Researchers replace Mk II Short Range Sensor in Research Group 13 with Mk II Short Range Sensor
Imperial Researchers replace 2nd Generation Life Science in Research Group 15 with 2nd Generation Life Science
Imperial Researchers replace 2nd Generation Medical Science in Research Group 16 with 2nd Generation Medical Science
Imperial Researchers replace Mk II Computer System in Research Group 17 with Mk II Computer System
Imperial Researchers replace 2nd Generation Telepathics in Research Group 18 with 2nd Generation Telepathics
Imperial Researchers replace 2nd Generation ESP in Research Group 19 with 2nd Generation ESP
Imperial Researchers replace 2nd Generation Computer Systems in Research Group 20 with 2nd Generation Computer Systems
Imperial Researchers replace Improved Steel in Research Group 21 with Improved Steel
Imperial Researchers replace Improved Transaluminum in Research Group 22 with Improved Transaluminum
Imperial Researchers replace Improved Petroleum in Research Group 23 with Improved Petroleum
Imperial Researchers replace Improved Processed Radioactives in Research Group 24 with Improved Processed Radioactives
Imperial Researchers replace Improved Timber in Research Group 25 with Improved Timber
========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Thermo-Atomic Bomb


Thermo-Atomic Bomb:         Thermo-Atomic Bombs are mass destruction devices that use extreme heat created from a
                            small nuclear detonation to cause their damage.  They put out less radiation but more
                            heat than many other MDD's. (10 tons)  10 Steel - 20 Electronics - 10 Processed
                            Radioactives - 10 Shenn Stones


Classification: Mass Destruction Device
Prerequisite Technologies:  Nuclear Bomb
Nuclear Weapons Offense: Fair  [300]
========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: 10cm Gauss Gun

10cm Gauss Gun:             Gauss Guns accelerate projectiles down a long tube that often runs the length of a ship.
                            The projectiles are cased in steel, imparted a magnetic charge, and boosted toward the
                            target at fantastic speeds.  A cluster of Gauss Guns fired all at once can either shred a
                            target with small or medium-sized projectiles….or miss entirely.  There's nothing quite
                            like a hit from a battery of Gauss Guns, and weapons crews often refer to targets struck
                            in such a manner as being "de-gaussed", though it seems to be an inside joke since it
                            doesn't seem to make any sense to anybody other than a Gauss Gunner. (200 tons)  800
                            Steel - 200 Electronics

Classification: Weapon    Range: Beam    Structural Integrity: 200
Prerequisite Technologies:  10cm Autocannon
Projectile Strength: Fair  [400]
========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: 20cm Autocannon

20cm Autocannon:            The 20cm Autocannon is a relatively slow-firing weapon that ejects a large explosive
                            projectile every few seconds.  It is roughly the size of a modern 8" gun and can inflict
                            significant damage when properly trained upon a target. (200 tons)  800 Steel - 200
                            Electronics

Classification: Weapon    Range: Beam    Structural Integrity: 200
Prerequisite Technologies:  10cm Autocannon
Projectile Strength: Fair  [400]
========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: 2.5cm Chain Gun

2.5cm Chain Gun:            Chain Guns are an offshoot of the larger Autocannon technology, providing a reduced-size
                            alternative to the massive Autocannons.  The rate of fire is increased dramatically to
                            allow for ejection of an increble stream of small projectiles at whatever unfortunate
                            target happens to be in the way.  Chain Guns have a tendency to make a sound similar to
                            that of a large zipper being opened and closed rapidly.  Because of this effect, they are
                            sometimes called Zippers by weapons crews fond of using them. (10 tons)  40 Steel - 10
                            Electronics


Classification: Weapon    Range: Beam    Structural Integrity: 10
Prerequisite Technologies:  10cm Autocannon
Projectile Strength: Fair  [20]
========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: 4cm Gatling CIDS
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4cm Gatling CIDS:            The 4cm Gatling CIDS is a second generation, close-in defense system designed to engage
                             homing weapons, fighters and drones with a stream of high-explosive shell fire.  The
                             weapon mount is a compact, 10-ton unit that includes not only the weapon itself but all
                             support equipment for the system and all standard facilities for the weapon's small crew.
                             (10 tons)  40 Steel - 10 Electronics


Classification: Defensive System    Structural Integrity: 10
Prerequisite Technologies:  10cm Autocannon
Point Defense Accuracy: Fair  [50]
Counters: Missiles, Fighters, Drones
=====================================================================================================================
                                      -----ANZ (Analyze Item)-----
ANZ: Attack Helicopter


Attack Helicopter:           Attack Helicopters are a ground combat technology, improving the aerial combat
                             capabilities of your forces.  AH's are equipped with heavy machineguns and a chaingun,
                             and are best used in a direct ground support role.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Helicopter
Air Support Strength: Fair  [300]
=====================================================================================================================
                                      -----ANZ (Analyze Item)-----
ANZ: Blister Agents Chemical Munitions


Blister Agents Chemical Munitions:
                             Blister Agents are a chemical munitions weapon used in ground combat.  Enemy soldiers
                             caught unprepared to handle the effects of chemical weapons can be very badly injured or
                             even killed out right.  Like all other ground combat technologies, Blister Agent Chemical
                             Munitions are instantly available to all of your Divisions, and are not constructed
                             individually.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Irritant Agents Chemical Munitions, 1st Generation Medical Science, 1st Generation Life Science
Chemical Weapons Offense: Adequate  [1000]
=====================================================================================================================
                                      -----ANZ (Analyze Item)-----
ANZ: Aquatic Installation Construction


Aquatic Installation Construction:
                             Aquatic Installation Construction makes your Installations in aquatic environments more
                             difficult to destroy in ground combat.  This technology also grants a favorable
                             colonization modifier under the right conditions by providing your colonists with subsea
                             habitats.


Classification: Horizon Technology
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  1st Generation Civil Engineering
=====================================================================================================================
                                      -----ANZ (Analyze Item)-----
ANZ: Blowpipe Surface-to-Air Missile


Blowpipe Surface-to-Air Missile:
                             Surface-to-Air Missiles such as the Blowpipe are used against enemy atmospheric aircraft,
                             and can be extremely effective in this role.  This form of SAM is particularly popular
                             because it is man-portable and packs a nasty sting.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Anti-Aircraft Artillery
Air Defense Strength: Fair  [300]
=====================================================================================================================
                                      -----ANZ (Analyze Item)-----
ANZ: Brumbar Infantry Support Gun


Brumbar Infantry Support Gun:
                             The Brumbar Infantry Support Gun is a heavy artillery piece deployed as a way to provide
                             your troops with heavy close-range support firepower.  Brumbars can level buildings in
                             seconds and clear the way for a full-scale infantry assault.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  M82 Mortar
Heavy Weapons Strength: Fair  [300]
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==========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Chameleon Cloak


Chameleon Cloak:            Chameleon Cloaks are used by infiltrators to increase their camouflage capabilities and
                            increase their chances of slipping past enemy sentries.  This is a good way to counter
                            enemy security personnel and make raids behind the front lines.  They are superior to the
                            Sneak Suit in every way.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Sneak Suit
Camouflage Terrain Strength: Fair  [300]
==========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: C552 HE Demo Charge


C552 HE Demo Charge:        C552 HE Demo Charges are used to obliterate fixed targets in ground combat.  If your
                            troopers can affix a C552 to a target and get away safely, detonation often leaves little
                            more than a smoking, burned-out crater….


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  High Explosive Demolition Charge
Engineering Strength: Fair  [300]
==========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Combat Environment Suit


Combat Environment Suit:    Light body armor equipped with environmental protection gear provides for some casualty
                            reduction along with adequate protection from the elements.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Ablative Armor
Close Combat Strength: Fair  [300]
==========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Fighter


Fighter:                    Fighters are low technology space fighters that are designed primarily to engage enemy
                            fighters and some types of ordnance.  They have some dual purpose capability, making them
                            a more versatile weapon than the pure Interceptor.  Their primary weapons include short
                            ranged missiles and an onboard laser.  The Fighter is somewhat effective as an anti-ship
                            platform, but it is expected to be outclassed in this role once dedicated attack craft
                            can be developed. (100 tons)  200 Transaluminum - 100 Electronics - 100 Processed
                            Radioactives - 100 Fuel


Classification: Fighter Bay    Range: Beam    Structural Integrity: 100
Prerequisite Technologies:  Interceptor
Point Defense Accuracy: Fair  [100]
Counters: Missiles, Fighters, Drones
Missile Strength: Fair  [500]
==========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: ESP Deluder


ESP Deluder:                The ESP Deluder is an ESP-based mass destruction device that sends mental shockwaves
                            through a large area.  This can have devastating effects on all lifeforms in the area,
                            causing mass hallucinations and frequent deaths, while also inflicting some damage on
                            physical structures. (10 tons)  10 Steel - 20 Electronics - 20 Garoxx Jewels


Classification: Mass Destruction Device
Prerequisite Technologies:  1st Generation ESP
ESP Strength: Poor  [100]
Nuclear Weapons Offense: Poor  [400]
==========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Gas Cannon


Gas Cannon:                 Gas Cannons use a powerful gas-powered ejection system to deploy heavy explosive shells
                            into enemy positions during ground combat situations.  They have a slow rate of fire but
                            pack a mighty punch.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
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Prerequisite Technologies:  Harpoon Gun
Small Arms Strength: Fair  [300]
=========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Frost Cannon


Frost Cannon:                Frost Cannon strike the target ship with a beam of so-called negative energy, effectively
                             freezing the target with intense cold.  This has severe effects on many of the target's
                             systems and can also prove fatal to unprotected crewmembers. (200 tons)  200 Gemstones -
                             200 Ghuran Demonblood - 200 Refined Crystals - 200 Steel - 200 Electronics


Classification: Weapon    Range: Beam    Structural Integrity: 200
Prerequisite Technologies:  Light Thermal Lance
Cold Strength: Fair  [400]
=========================================================================================================
                              -----ANZ (Analyze Item)-----
ANZ: Gas Cannon


Gas Cannon:                  Gas Cannons use a powerful gas-powered ejection system to deploy heavy explosive shells
                             into enemy positions during ground combat situations.  They have a slow rate of fire but
                             pack a mighty punch.


Classification: Ground Combat
This Item cannot be manufactured, and is either a ground combat upgrade or a prerequisite for other technologies
Prerequisite Technologies:  Harpoon Gun
Small Arms Strength: Fair  [300]
=========================================================================================================
                         ** Imperial Advisor Report: Event Summary **


Industries and mining Installations operate within the limits of available resources and power
 - Hydroelectric Power Plant: 166,000 Power(s) were produced in Population Group # 16532
 - Fuel Refinery: 0 Fuel(s) were produced in Population Group # 16532 (lack of Gaseous Elements)
 - Chemical Refinery: 690,375 Industrial Chemicals(s) were produced in Population Group # 16532
 - Crystal Refinery: 301,890 Crystals(s) were produced in Population Group # 16532
 - Iron Mine: 772,840 Iron(s) were produced in Population Group # 16532
> Philosopher King Plutarch used his/her negotiating abilities as a Diplomat to good effect, solving several labor disputes
to improve Lumber extraction in Population Group # 16532!
 - Lumber Mill: 583,870 Lumber(s) were produced in Population Group # 16532
 - Petrochemical Refinery: 309,760 Petrochemicals(s) were produced in Population Group # 16532
 - Rare Elements Mine: 392,040 Rare Elements(s) were produced in Population Group # 16532
 - Stripmining Complex: 55,502,000 Raw Resources(s) were produced in Population Group # 16532
 - 100 Gaseous Elements(s) were produced in Population Group # 16532                          [ 83,001,000 ]
 - 6,000,000 Iron(s) were produced in Population Group # 16532                                [ 23,001,000 ]
 - 2,000,000 Steel(s) were produced in Population Group # 16532                               [ 17,001,000 ]
 - 6,000 Radioactive Elements(s) were produced in Population Group # 16532                    [ 16,941,000 ]
 - 2,000 Processed Radioactives(s) were produced in Population Group # 16532                  [ 16,935,000 ]
 - 75,000 Cargo Bay(s) were produced in Population Group # 16532                              [ 16,560,000 ]
 - 25,000 Fuel Tankage(s) were produced in Population Group # 16532                           [ 16,435,000 ]
 - 10 Colonial Berthing(s) were produced in Population Group # 16532                          [ 15,935,000 ]
 - 75,000 Light Metals(s) were produced in Population Group # 16532                           [ 15,185,000 ]
   Light Metals in Population Group # 16532 (an untooled Item) has been completely produced
   . Production of Refined Crystals in Population Group # 16532 is reduced to 100630 because only 301890 Crystals are present
 - 100,630 Refined Crystals(s) were produced in Population Group # 16532                      [ 14,883,110 ]
 - 25,000 Transaluminum(s) were produced in Population Group # 16532                          [ 14,808,110 ]
   Transaluminum in Population Group # 16532 (an untooled Item) has been completely produced
   . Production of Synthetic Materials in Population Group # 16532 is reduced to 100 because only 100 Gaseous Elements are
present
 - 100 Synthetic Materials(s) were produced in Population Group # 16532                       [ 14,807,810 ]
   . Production of Refined Crystals in Population Group # 16532 is cancelled because no Crystals are available
 - No Refined Crystals(s) were produced in Population Group # 16532 because of insufficient Industrial output, available
resources or Power
   . Production of Synthetic Materials in Population Group # 16532 is cancelled because no Gaseous Elements are available
 - No Synthetic Materials(s) were produced in Population Group # 16532 because of insufficient Industrial output, available
resources or Power
   . Production of Electronics in Population Group # 16532 is reduced to 100630 because only 201260 Refined Crystals are
present
   . Production of Electronics in Population Group # 16532 is reduced to 460 because only 460 Synthetic Materials are present
 - 460 Electronics(s) were produced in Population Group # 16532                               [ 14,806,430 ]
   . Production of Type A Science Lab in Population Group # 16532 is reduced to 0 because only 460 Electronics are present
 - No Type A Science Lab(s) were produced in Population Group # 16532 because of insufficient Industrial output, available
resources or Power
 - 180,000 Iron(s) were produced in Population Group # 16532                                  [ 13,006,430 ]
   Iron in Population Group # 16532 (an untooled Item) has been completely produced
 - 60,000 Steel(s) were produced in Population Group # 16532                                  [ 12,826,430 ]
   Steel in Population Group # 16532 (an untooled Item) has been completely produced
   . Production of Survey Lander in Population Group # 16532 is reduced to 0 because only 460 Electronics are present
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 - No Survey Lander(s) were produced in Population Group # 16532 because of insufficient Industrial output, available
resources or Power
Technologist <needs name> receives a promotion to the rank of Academician!
Bureaucrats on Soebeslav - 2 discover a citizen who shows special skills, and recruit him into Imperial service as a Scout!
A talented young individual is discovered on Soebeslav - 2 and accepts service in the Empire as a Scholar!
A Pathfinder class Fleet Scout has been completed and assigned to 101st Recon Group # 101
Mk II Jump Survey Sensor technology has just been completed!


                              -----ANZ (Analyze Item)-----
ANZ: Mk II Jump Survey Sensor

Mk II Jump Survey Sensor:      Jump Survey Sensors are used to probe the depths of Warp Points and determine the safest
                               route through a warp tunnel for ships to traverse.  It is not possible to enter a Warp
                               Point without having successfully surveyed it first, making Jump Survey Sensors a
                               critical piece of technology.  More complex Warp Points are more difficult to survey; to
                               overcome this problem, more Jump Survey Sensors can be installed on a ship, or
                               (preferably) more advanced Jump Survey Sensors should be installed.  Some Warp Points are
                               so difficult to survey that many high tech Jump Survey Sensors along with highly skilled
                               individuals experienced in exploration work may be required. (5,000 tons)  20,000
                               Electronics - 5,000 Synthetic Materials


Classification: Sensor    Structural Integrity: 5000
Prerequisite Technologies:  Mk I Jump Survey Sensor, 1st Generation Space Science
Warp Survey Gear: Fair
=====================================================================================================================
Population Group # 16532 on Soebeslav - 2 realizes reproductive growth of 654 population units
Excess Power = 87,423 in Population Group # 16532
=====================================================================================================================
                              ** Imperial Navy Report: Fleet Summary **
101st Recon Group # 101, Soebeslav - 2, (AP: 2, Ships: 6), 72,000 tons  Fuel: 2,400 / 7,200
102nd Recon Group # 102, Soebeslav - 1, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
103rd Recon Group # 103, Soebeslav - 3, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
104th Recon Group # 104, Soebeslav - 4, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
105th Exploratory # 105, Soebeslav - 4a, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
106th Exploratory # 106, Soebeslav - 4b, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
107th Exploratory # 107, Soebeslav - 4c, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
108th Exploratory # 108, Soebeslav - 5, (AP: 2, Ships: 1), 12,000 tons  Fuel: 1,200 / 1,200
Homeworld PDC # 501, Soebeslav - 2, (AP: 2, Ships: 1), 500,000 tons

Home Guard # 1 ................................. [ 5 Divisions ] ................. Stationed at Pop Group # 16532
=====================================================================================================================
=====================================================================================================================
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Fleet Report

# 101	101st Recon Group	Soebeslav 2	WP 0	On Station
			ROE Q	Column Attack

Fuel 2,400 of 7,200

Fleet Tonnage 72,000
Jump Capable ☑
Action Points 2

2,400 Fuel

Transwarp	AP		
☐	2	6	*Pathfinder* class Fleet Scout

# 102	102nd Recon Group	Soebeslav 1	WP 0	On Station
			ROE Q	Column Attack

Fuel 1,200 of 1,200

Fleet Tonnage 12,000
Jump Capable ☑
Action Points 2

1,200 Fuel

Transwarp	AP		
☐	2	1	*Pathfinder* class Fleet Scout

# 103	103rd Recon Group	Soebeslav 3	WP 0	On Station
			ROE Q	Column Attack

Fuel 1,200 of 1,200

Fleet Tonnage 12,000
Jump Capable ☑
Action Points 2

1,200 Fuel

Transwarp	AP		
☐	2	1	*Pathfinder* class Fleet Scout

# 104	104th Recon Group	Soebeslav 4	WP 0	On Station
			ROE Q	Column Attack

Fuel 1,200 of 1,200

Fleet Tonnage 12,000
Jump Capable ☑
Action Points 2

1,200 Fuel

Transwarp	AP		
☐	2	1	*Pathfinder* class Fleet Scout

# 105	105th Exploratory	Soebeslav 4a	WP 0	On Station
			ROE Q	Column Attack

Fuel 1,200 of 1,200

Fleet Tonnage 12,000
Jump Capable ☑
Action Points 2

1,200 Fuel

Transwarp	AP		
☐	2	1	*Pathfinder* class Fleet Scout

# 106	**106th Exploratory**	Soebeslav 4b	WP 0	On Station
			ROE Q	Column Attack

■ **Fuel**   1,200   of   1,200

	Fleet Tonnage	12,000
	Jump Capable	☑
	Action Points	2

    1,200   Fuel

Transwarp   AP
☐   2   1   *Pathfinder* class   Fleet Scout

# 107	**107th Exploratory**	Soebeslav 4c	WP 0	On Station
			ROE Q	Column Attack

■ **Fuel**   1,200   of   1,200

	Fleet Tonnage	12,000
	Jump Capable	☑
	Action Points	2

    1,200   Fuel

Transwarp   AP
☐   2   1   *Pathfinder* class   Fleet Scout

# 108	**108th Exploratory**	Soebeslav 5	WP 0	On Station
			ROE Q	Column Attack

■ **Fuel**   1,200   of   1,200

	Fleet Tonnage	12,000
	Jump Capable	☑
	Action Points	2

    1,200   Fuel

Transwarp   AP
☐   2   1   *Pathfinder* class   Fleet Scout

# 501	**Homeworld PDC**	Soebeslav 2	WP 0	On Station
			ROE Q	Total Defense

	Fleet Tonnage	500,000
	Jump Capable	☐
	Action Points	2

    0   [No Cargo]   0

Transwarp   AP
☐   2   1   *Bastion* class   Surface Fortress

Army Report

1   Home Guard

1	Imperial Guards Heavy Air Defense
1	Imperial Guards Heavy Infantry
2	Imperial Guards Infantry
1	Imperial Guards Security

Colony Report

Soebeslav

Pop Group	Soebeslav - 2	Shipyard Slips 1	Unemployed Pop
16532	1	Astronomical Observatory	144,563
16532	2,625	Chemical Refinery	144,563
16532	1	Colonial Training Center	144,563
16532	1,735	Crystal Refinery	144,563
16532	10	Fuel Refinery	144,563
16532	20	Hydroelectric Power Plant	144,563
16532	1	Imperial Army Boot Camp	144,563
16532	1	Imperial Museum	144,563
16532	1	Imperial Palace	144,563
16532	1	Imperial Zoo	144,563
16532	332,008	Industrial Complex	144,563
16532	2,780	Iron Mine	144,563
16532	2,195	Lumber Mill	144,563
16532	1,760	Petrochemical Refinery	144,563
16532	1,980	Rare Elements Mine	144,563
16532	1	Science Outpost	144,563
16532	100	Shipyard	144,563
16532	55,502	Stripmining Complex	144,563

Industrial Production

Soebeslav

Pop Group			Soebeslav - 2		
16532	510	100	Gaseous Elements	☑	Tooled
16532	520	6,000,000	Iron	☑	Tooled
16532	530	2,000,000	Steel	☑	Tooled
16532	540	6,000	Radioactive Elements	☑	Tooled
16532	550	2,000	Processed Radioactives	☑	Tooled
16532	1400	75,000	Cargo Bay	☑	Tooled
16532	1410	25,000	Fuel Tankage	☑	Tooled
16532	1420	10	Colonial Berthing	☑	Tooled
16532	1500	99,140	Refined Crystals	☐	Tooled
16532	1510	149,740	Synthetic Materials	☐	Tooled
16532	1520	230,000	Refined Crystals	☐	Tooled
16532	1530	115,000	Synthetic Materials	☐	Tooled
16532	1540	114,540	Electronics	☐	Tooled
16532	1550	25	Type A Science Lab	☐	Tooled
16532	1580	25	Survey Lander	☐	Tooled

Imperial Stockpiles

Soebeslav

Pop Group	Soebeslav - 2		Unemployed Pop	Pop Empire ID
16532	150,000	Cargo Bay	144563	296
16532	20	Colonial Berthing	144563	296
16532	74,457,010	Construction Materials	144563	296
16532	460	Electronics	144563	296
16532	200	Fuel	144563	296
16532	50,000	Fuel Tankage	144563	296
16532	1,380,290	Industrial Chemicals	144563	296
16532	1,545,680	Iron	144563	296
16532	1,066,770	Lumber	144563	296
16532	619,060	Petrochemicals	144563	296
16532	19,000	Processed Radioactives	144563	296
16532	35,000	Radioactive Elements	144563	296
16532	784,080	Rare Elements	144563	296
16532	92,521,010	Raw Resources	144563	296
16532	200,340	Refined Crystals	144563	296
16532	2,085,000	Steel	144563	296
16532	25,000	Transaluminum	144563	296

Shipyard Report

Soebeslav - 𐎀   **Population Group ID 16532**   **Shipyard Slips: 1**   **Output** 1,000,000   **Scrap?**

540	*Pathfinder* class Corvette	0 / 12,000	Assign to Fleet 101	☐
540	*Pathfinder* class Explorer	0 / 12,000		☐
540	*Pathfinder* class Express Ship	0 / 12,000		☐
540	*Pathfinder* class Fleet Explorer	0 / 12,000		☐
540	*Pathfinder* class Fleet Scout	0 / 12,000		☐
540	*Pathfinder* class Medium Auxiliary	0 / 12,000		☐
550	*Pathfinder* class Corvette	0 / 12,000		☐
550	*Pathfinder* class Explorer	0 / 12,000		☐
550	*Pathfinder* class Express Ship	0 / 12,000		☐
550	*Pathfinder* class Fleet Explorer	0 / 12,000		☐
550	*Pathfinder* class Fleet Scout	0 / 12,000		☐
550	*Pathfinder* class Medium Auxiliary	0 / 12,000		☐
560	*Pathfinder* class Corvette	0 / 12,000		☐
560	*Pathfinder* class Explorer	0 / 12,000		☐
560	*Pathfinder* class Express Ship	0 / 12,000		☐
560	*Pathfinder* class Fleet Explorer	0 / 12,000		☐
560	*Pathfinder* class Fleet Scout	0 / 12,000		☐
560	*Pathfinder* class Medium Auxiliary	0 / 12,000		☐

Warp Points Surveyed

Warp Point	System Name	Destination	Class	Warp Point Size	Orbital Distance
135459	Soebeslav	Aldair	C	35	679.8
7814	Soebeslav	Gaela	C	38	1594.1
96666	Soebeslav	Zlatonos	A	52	2143.9

Diplomacy Report

[No   Agreements   ]

Character Report

ID	Name	Type	Fleet	Army	
1	Philosopher King Plutarch	Diplomat	0	0	Soebeslav - 2
2	Academician <needs name>	Scientist	0	0	Soebeslav - 2
3	Scout <needs name>	Explorer	0	0	Soebeslav - 2
4	Scholar <needs name>	Scientist	0	0	Soebeslav - 2

Ship Design Report

#	Fleet Code	Ship Name	Ship Class	Mission Class	Tonnage	Warp Bubble	Action
1	SFX	*Bastion*	Surface Fortress	P	500,000	PROHIBITED	2
13	FS	*Pathfinder*	Fleet Scout	N	12,000	12	2

Force Battle Plan Report

Column Attack

Formation	Deployment Location	Fighter Operations	Drone Operations
A	7	Standard Attack	Standard Attack
B	9	Standard Attack	Standard Attack
D	7	Standard Attack	Standard Attack
E	7	Standard Attack	Standard Attack
G	7	Standard Attack	Standard Attack
H	7	Standard Attack	Standard Attack
K	10	Standard Attack	Standard Attack
L	11	Standard Attack	Standard Attack
N	9	Standard Attack	Standard Attack
O	7	Standard Attack	Standard Attack
P	7	Standard Attack	Standard Attack
S	8	Standard Attack	Standard Attack
T	7	Standard Attack	Standard Attack
V	7	Standard Attack	Standard Attack
X	7	Standard Attack	Standard Attack
Y	7	Standard Attack	Standard Attack
Z	7	Standard Attack	Standard Attack

Englobe

Formation	Deployment Location	Fighter Operations	Drone Operations
A	7	Standard Attack	Standard Attack
B	9	Standard Attack	Standard Attack
D	7	Standard Attack	Standard Attack
E	7	Standard Attack	Standard Attack
G	7	Standard Attack	Standard Attack
H	7	Standard Attack	Standard Attack
K	10	Standard Attack	Standard Attack
L	11	Standard Attack	Standard Attack
N	9	Standard Attack	Standard Attack
O	7	Standard Attack	Standard Attack
P	7	Standard Attack	Standard Attack
S	8	Standard Attack	Standard Attack
T	7	Standard Attack	Standard Attack
V	7	Standard Attack	Standard Attack
X	7	Standard Attack	Standard Attack
Y	7	Standard Attack	Standard Attack
Z	7	Standard Attack	Standard Attack

Total Defense

Formation	Deployment Location	Fighter Operations	Drone Operations
A	9	Standard Attack	Standard Attack
B	8	Standard Attack	Standard Attack
D	7	Standard Attack	Standard Attack
E	7	Standard Attack	Standard Attack
G	8	Standard Attack	Standard Attack
H	7	Standard Attack	Standard Attack
K	9	Standard Attack	Standard Attack
L	9	Standard Attack	Standard Attack

N	8	Standard Attack	Standard Attack
O	7	Standard Attack	Standard Attack
P	7	Standard Attack	Standard Attack
S	8	Standard Attack	Standard Attack
T	7	Standard Attack	Standard Attack
V	7	Standard Attack	Standard Attack
X	7	Standard Attack	Standard Attack
Y	7	Standard Attack	Standard Attack
Z	7	Standard Attack	Standard Attack

Installations Report

Temple	Improves religious chance for success; 1 per 100 population for maximum possible benefit
Textiles Plant	Improves civilian influx to colonies. 1 per 100 population for maximum possible benefit
Top Gun School	Naval morale and experience; only 1 needed in star system
Transportation Center	Only 1 needed per population group involved in Transfer Items order; must be on same world
Water Purification Plant	Production based on resource yield
Advanced Textiles Plant	Improves civilian influx to colonies. 1 per 100 population for maximum possible benefit
Astronomical Observatory	Especially useful for Warp surveys and exploration; only 1 needed in star system
Caldaran Crystal Mine	Production based on resource yield
Cathedral	Improves religious chance for success; 1 per 100 population for maximum possible benefit
Chemical Refinery	Production based on resource yield
City	1 per 100 population for maximum possible benefit
Coal Fired Power Plant	30 Coal into 10 Power.
Coal Mine	Production based on resource yield
Colonial Training Center	1 per 100 population for maximum possible benefit; build on the colony world
Crystal Refinery	Production based on resource yield
Fiber Mill	Production based on resource yield
Field Fortification	Ground combat tactical rating improvement
Fission Power Plant	100 Processed Radioactives into 10,000 Power
Fluid Conversion Plant	1 per 100 population for maximum possible benefit
Fuel Refinery	2 Gaseous Elements into 10 Fuel
Gas Refinery	Production based on resource yield
Gemstones Mine	Production based on resource yield
Geothermal Power Plant	Power production based on geothermal yield
Ghuran Demonblood Refinery	Production based on resource yield
Grain Mill	Production based on resource yield
Hydroelectric Power Plant	Power production based on hydroelectric yield
Hydroponic Garden	Production based on resource yield
Imperial Administration Center	Improves administrator chance for success; 1 per 100 population for maximum possible benefit
Imperial Army Base	Ground combat tactical rating improvement
Imperial Army Boot Camp	Ground combat tactical rating improvement
Imperial Army Combat Infantry	Ground combat tactical rating improvement
Imperial Army Command Base	Ground combat tactical rating improvement
Imperial Army Depot	Ground combat tactical rating improvement
Imperial Army Headquarters	Ground combat tactical rating improvement
Imperial Army Quadrant Base	Ground combat tactical rating improvement
Imperial Army Ranger School	Ground combat tactical rating improvement
Imperial Army Sector Base	Ground combat tactical rating improvement
Imperial Army Sector Depot	Ground combat tactical rating improvement
Imperial Guard AIT School	Ground combat tactical rating improvement
Imperial Guard Boot Camp	Ground combat tactical rating improvement
Imperial Guard Green Beret Sc	Ground combat tactical rating improvement
Imperial Information Ministry	Improves stability; 1 per 100 population for maximum possible benefit
Imperial Intelligence Service Co	Improves covert operations chances; only 1 needed on world
Imperial Marine Advanced Train	Ground combat tactical rating improvement
Imperial Marine Boot Camp	Ground combat tactical rating improvement
Imperial Marine SEAL School	Ground combat tactical rating improvement
Imperial Museum	Only 1 needed in Empire
Imperial Naval Academy	Naval combat bonus; only 1 needed in Empire
Imperial Navy Military College	Naval combat bonus; only 1 needed in Empire
Imperial Navy Training Base	Naval combat bonus; only 1 needed in Empire
Imperial Palace	Only 1 needed in Empire
Imperial Penal Colony	Only 1 needed per star system
Imperial Port Authority Complex	Improves possibility of civilian immigration; only 1 needed per population group

Imperial Resort	Improves stability; 1 per 100 population for maximum possible benefit
Imperial Science Center	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Imperial Science Institute	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Imperial Science Lab	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Imperial Science Outpost	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Imperial Science Station	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Imperial Secret Police Facility	Improves security; 1 per 100 population for maximum possible benefit
Imperial Sports Complex	Improves stability; 1 per 100 population for maximum possible benefit
Imperial Zoo	Only 1 needed in Empire
Improved Textiles Plant	Improves civilian influx to colonies. 1 per 100 population for maximum possible benefit
Industrial Complex	250 tons of production capacity
Iron Mine	Production based on resource yield
Light Metals Mine	Production based on resource yield
Lumber Mill	Production based on resource yield
Meat Packing Plant	Production based on resource yield
Mineral Fertilizer Tanks	Production based on resource yield
Mission	Improves religious chance for success; 1 per 100 population for maximum possible benefit
Naval Gunnery Range	Naval morale and experience; only 1 needed in star system
Petrochemical Refinery	Production based on resource yield
Pollution Processor	1 per 100 population for maximum possible benefit
Precious Metals Mine	Production based on resource yield
Provincial Capitol Administratio	Improves administrator chance for success; 1 per 100 population for maximum possible benefit
Radioactives Mine	Production based on resource yield
Rare Elements Mine	Production based on resource yield
Rare Herbs & Spices Farm	Production based on resource yield
Science Center	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Science Institute	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Science Lab	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Science Outpost	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Science Station	Useful for Warp surveys and exploration; only 1 needed in star system; improves scientist chance
Shenn Stone Mine	Production based on resource yield
Shipyard	10,000 tons of starship component assembly
Shipyard Slip	1 ship can be assembled per slip
Shrine	Improves religious chance for success; 1 per 100 population for maximum possible benefit
Stripmining Complex	1,000 Raw Resource production

Research Report

Research Center	Technology	Progress	
1	Razor Wire	** NO PROGRESS **	
2	Superconductor	Nearly Completed	|---------------->|
3	2nd Generation Civil Engineering	Good Progress	|-------->|
4	2nd Generation Planetary Science	Good Progress	|-------->|
5	1st Generation Planetary Engineering	Early Stages	|---->|
6	2nd Generation Space Science	Good Progress	|-------->|
7	Improved Construction Materials	Early Stages	|---->|
8	Improved Electronics	Early Stages	|---->|
9	Improved Fuel	Early Stages	|---->|
10	Improved Refined Crystals	Early Stages	|---->|
11	Improved Synthetic Materials	Good Progress	|------>|
12	1st Generation Terraforming	Early Stages	|---->|
13	Mk II Short Range Sensor	Early Stages	|---->|
14	Razor Wire	** NO PROGRESS **	
15	2nd Generation Life Science	Good Progress	|------>|
16	2nd Generation Medical Science	Good Progress	|------>|
17	Mk II Computer System	Early Stages	|---->|
18	2nd Generation Telepathics	Early Stages	|>|
19	2nd Generation ESP	Early Stages	|>|
20	2nd Generation Computer Systems	Good Progress	|-------->|
21	Improved Steel	Early Stages	|---->|
22	Improved Transaluminum	Early Stages	|---->|
23	Improved Petroleum	Early Stages	|---->|
24	Improved Processed Radioactives	Early Stages	|---->|
25	Improved Timber	Early Stages	|---->|

Researchable Items

10cm Gauss Gun

1st Generation Terraforming

2nd Generation Civil Engineering

2nd Generation Life Science

2nd Generation Social Science

2nd Generation Telepathics

Advanced Genetics

Attack Helicopter

Brumbar Infantry Support Gun

Combat Environment Suit

Frost Cannon

Ghost-Nine Armor Coating

Harpoon Pistol

Heavy Machinegun

Howler Bomb

Improved Construction Materials

Improved Food Concentrates

Improved Luxury Goods

Improved Plantfoods

Improved Steel

Improved Timber

Jet Fighter

Laser CIDS

Light P-Cannon

Light Tank

M110 Mortar

Medium Beam Laser

1st Generation Psychology

20cm Autocannon

2nd Generation ESP

2nd Generation Planetary Science

2nd Generation Telekinetics

Ablative Armor Coating

Aquatic Installation Construction

Blowpipe Surface-to-Air Missile

Chameleon Cloak

Fighter

Gauss Rifle

Harmful Biological Munitions

Heavy Carbine

Heavy Truck

Improved Black Market Goods

Improved Electronics

Improved Fuel

Improved Pharmaceuticals

Improved Refined Crystals

Improved Textiles

Improved Weapons

K54 Fragmentation Grenade

Light Drone

Light Sonic Disruptor

Long Tom Howitzer

M85 HE Grenade

1st Generation Planetary Engineering

2.5cm Chain Gun

2nd Generation Computer Systems

2nd Generation Medical Science

2nd Generation Space Science

4cm Gatling CIDS

Advanced Pharmacology

Blister Agents Chemical Munitions

C552 HE Demo Charge

ESP Deluder

Gas Cannon

Hardened Installation Construction

HE Mine

Heavy Shotgun

Hydrogen Bomb

Improved Consumer Goods

Improved Foodstuffs

Improved Petroleum

Improved Processed Radioactives

Improved Synthetic Materials

Improved Transaluminum

Jet Harpoon Launcher

Laser Rifle

Light Pulse Laser

Light Tractor Beam

M203 Grenade Launcher

Medium Magnetic Grapple

Medium Thermal Lance

Medium Stun Beam

Mk I Chemical Weapons Defenses

Mk I Fusion Engine

Mk I Field Hospital

Mk I Interceptor Missile

Mk I Medium Range Sensor

Mk I Lightning Arc Generator

Mk I Nuclear Pulse Engine

Mk I Space Mine Scanner

Mk I Short Range Torpedo

Mk I Standard Missile

Mk II Nuclear Jump Drive

Mk II Computer System

Mk II Short Range Sensor

Needler

Mk III Nuclear Engine

Razor Wire

Subterranean Installation Construction

Repair Bay

Superconductor

Telekinetic Blaster

Tazer

Thermic Lance

Titanium Composite Armor

Thermo-Atomic Bomb

Type B Defense Screen

Viper Anti-Tank Guided Missile

Vibrosaw