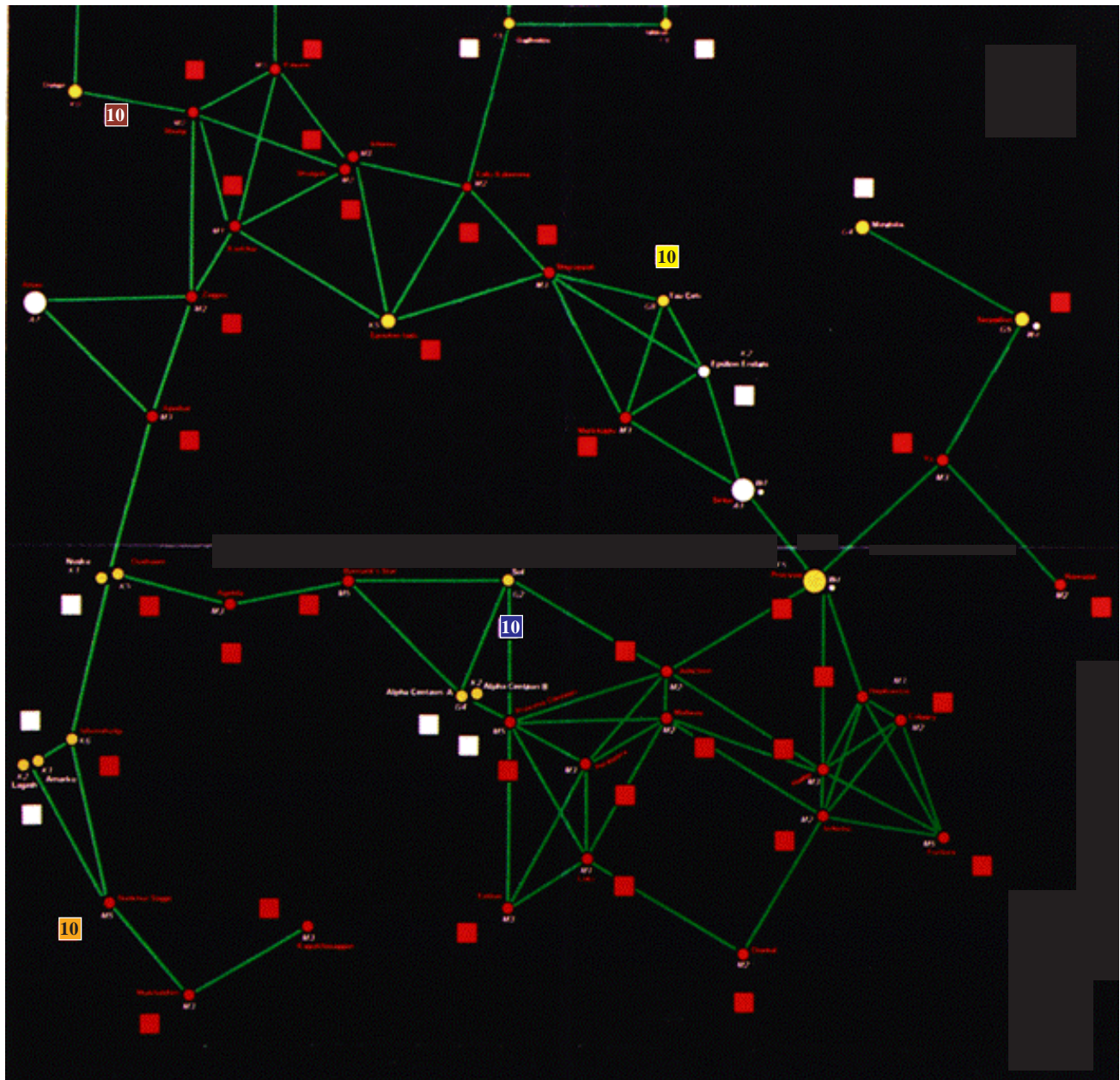


Henry's WARP WAR Campaign

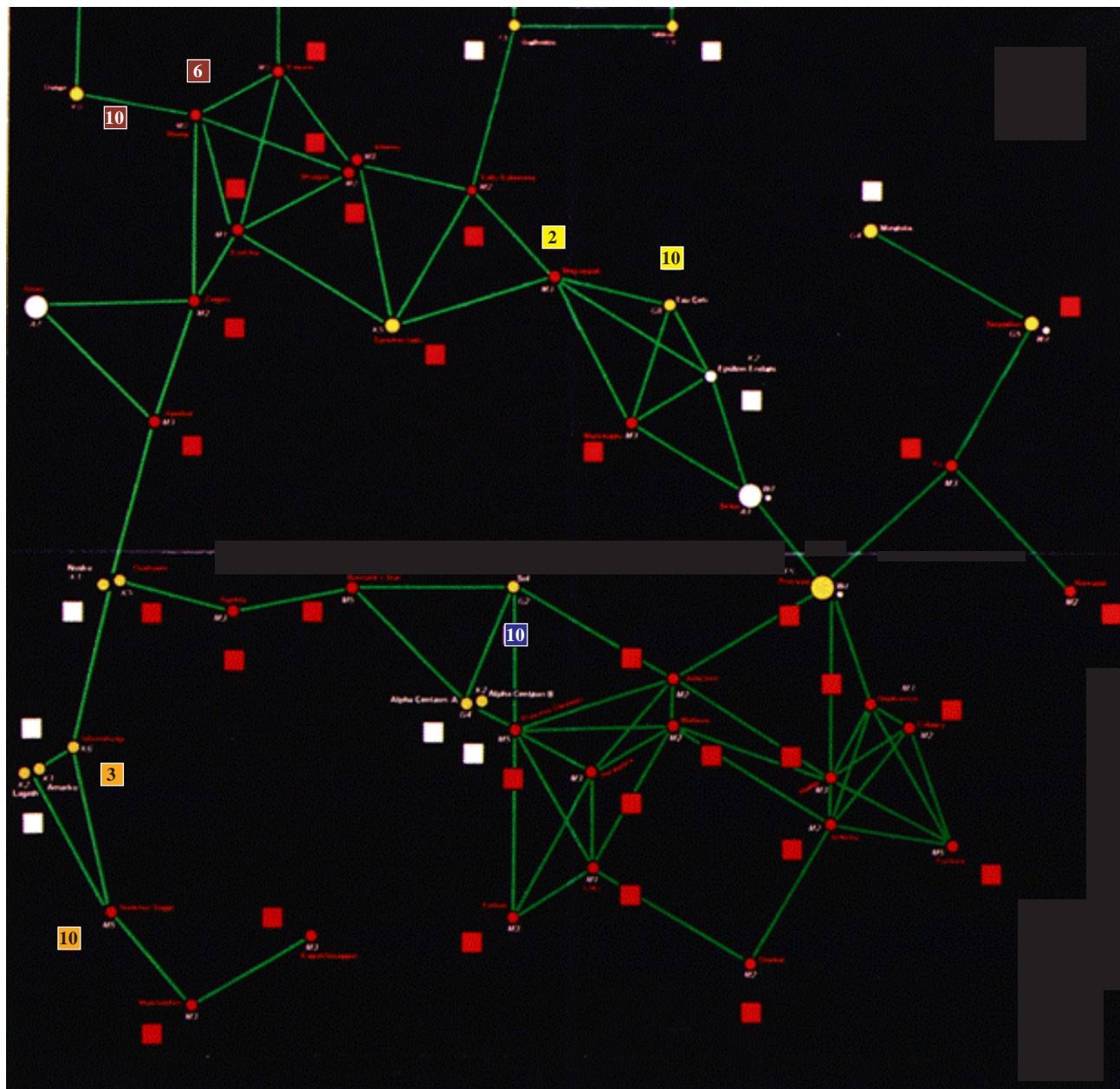
Turn 1



	Orange	Red	Yellow	Blue	Average
Tech level	0	0	0	0	0
Production Points	10	10	10	10	10
# of WS/Total cost	0	0	0	0	0
# of SS/Total cost	0	0	0	0	0
Total losses suffered	0	0	0	0	0
Total losses inflicted	0	0	0	0	0

Henry's WARP WAR Campaign

Turn 2



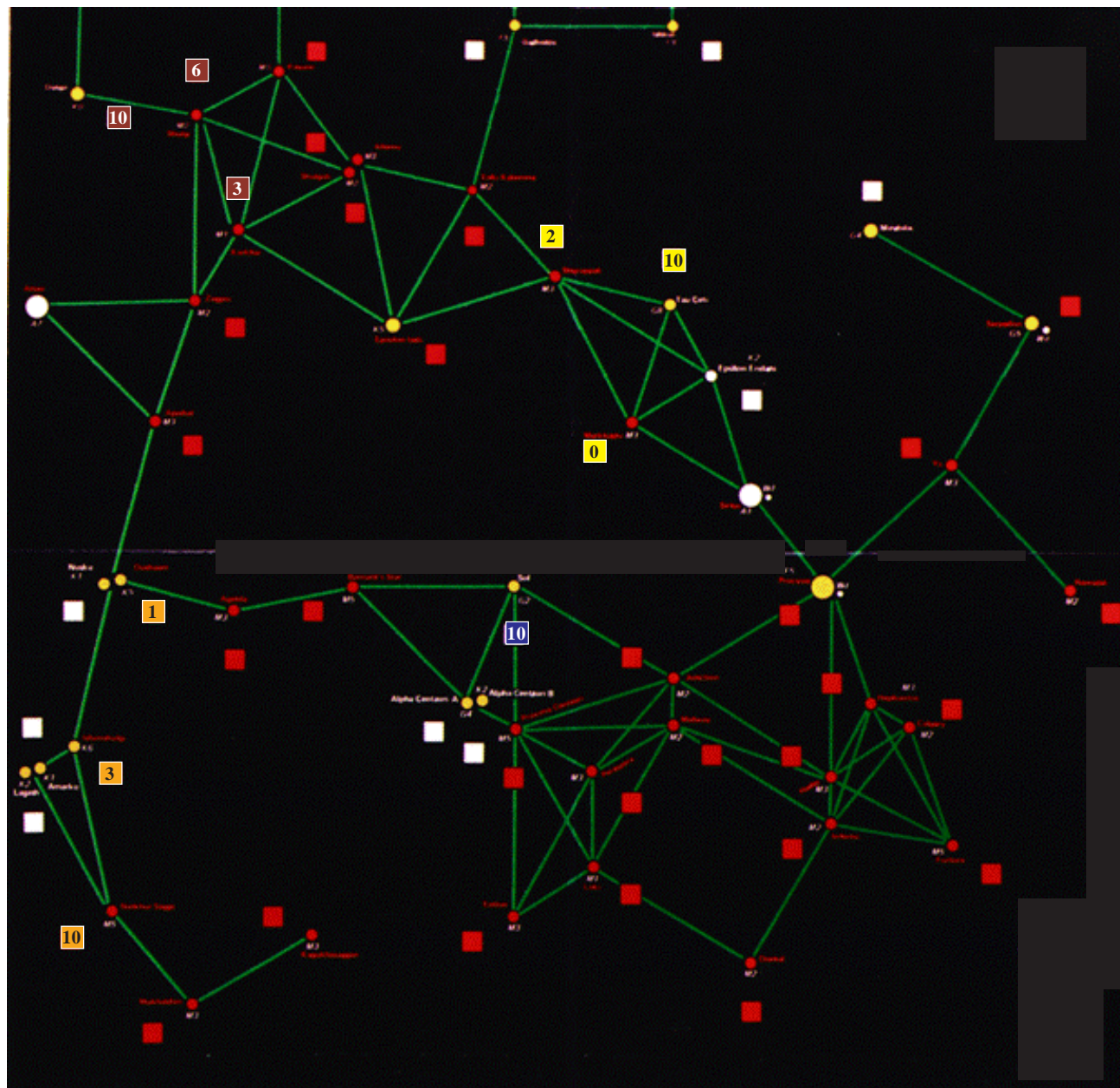
	Orange	Red	Yellow	Blue	Average
Tech level	0	0	0	1	.25
Production Points	13	16	12	10	12.25
Total Game PPs	33	36	32	30	32.75
# of W\$/Total cost	1/12	1/10	1/20	0	.75/10.5
# of S\$/Total cost	1/3	0	0	1/7	.5/2.5
Total losses suffered	0	0	0	0	0
Total losses inflicted	0	0	0	0	0



= Battle

Henry's WARP WAR Campaign

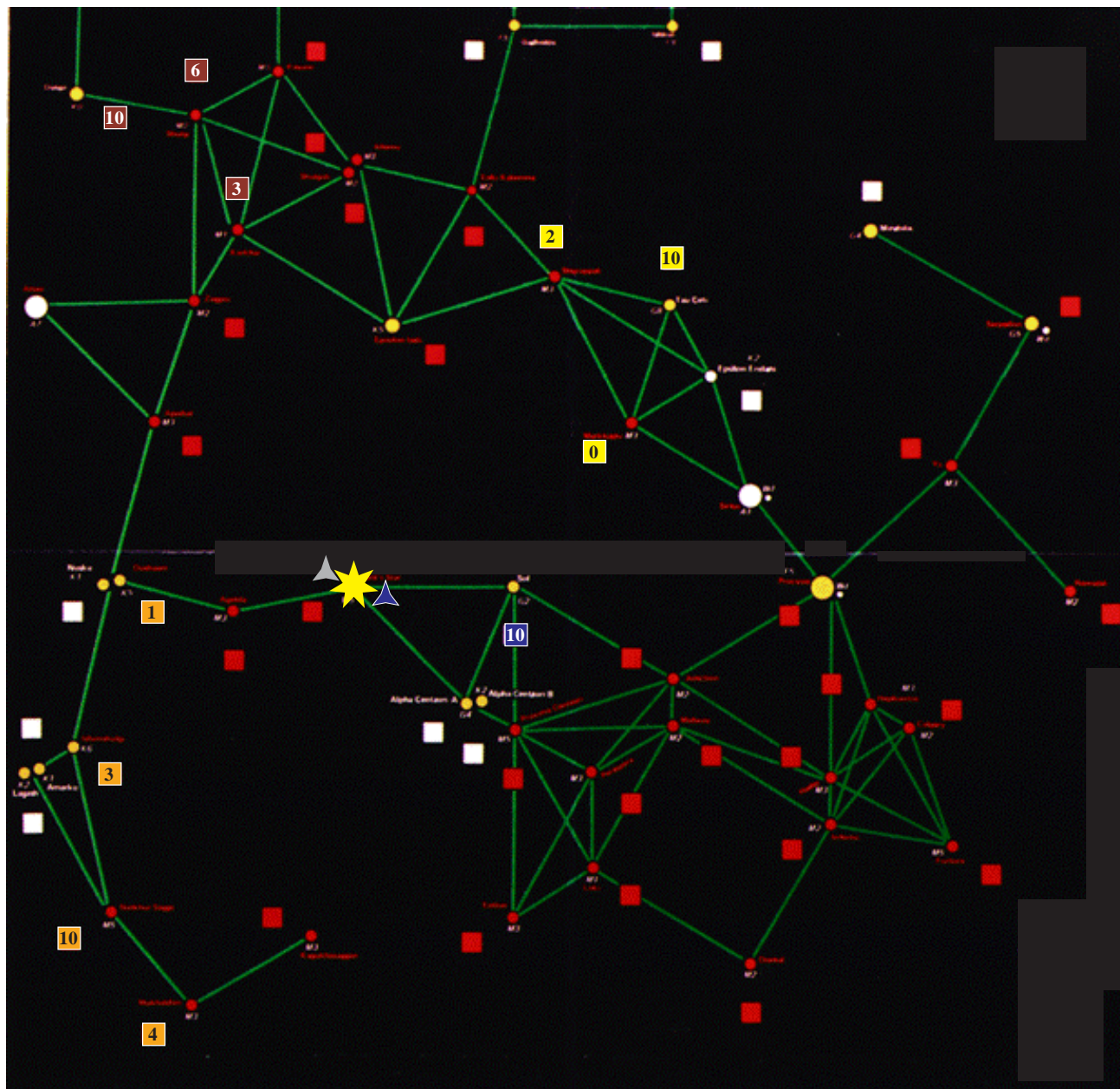
Turn 3




	Orange	Red	Yellow	Blue	Average
Tech level	0	1	1	1	.75
Production Points	14	19	12	10	13.75
Total Game PPs	47	55	44	40	46.5
# of W\$ / Total cost	1/12	1/10	1/20	1/11	1/13.25
# of S\$ / Total cost	2/4	1/6	1/2	1/7	1.25/4.75
Total losses suffered	0	0	0	0	0
Total losses inflicted	0	0	0	0	0

Henry's WARP WAR Campaign

Turn 4

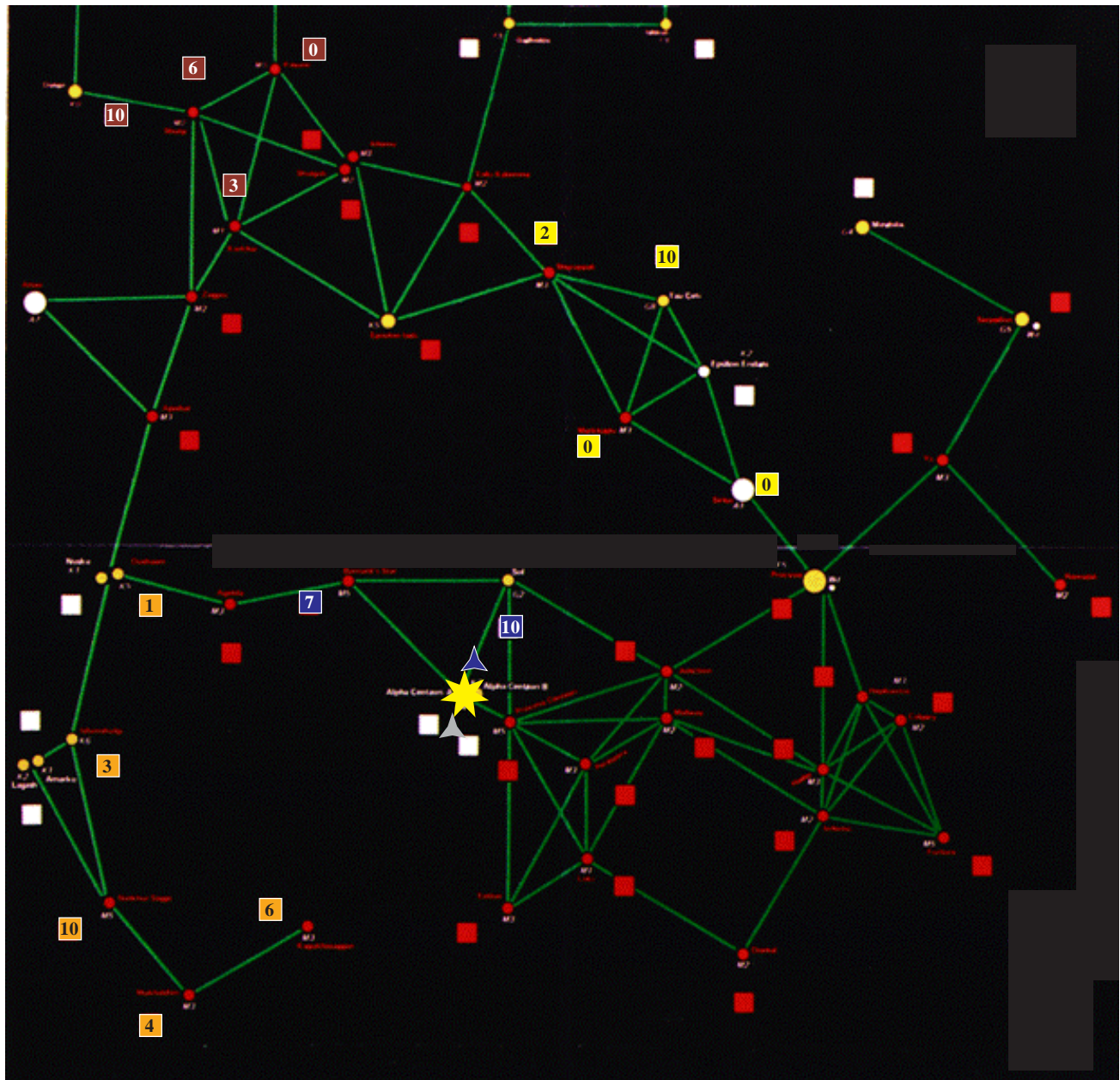


	Orange	Red	Yellow	Blue	Average
Tech level	0	1	1	1	.75
Production Points	18	19	12	10	14.75
Total Game PPs	65	74	56	50	61.25
# of W\$/Total cost	1/12	2/30	1/20	3/33	1.75/23.75
# of S\$/Total cost	2/4	1/6	2/12	1/7	1.5/7.25
Total losses suffered	0	0	0	1	.25
Total losses inflicted	0	0	0	26	6.5

 = Battle

Henry's WARP WAR Campaign

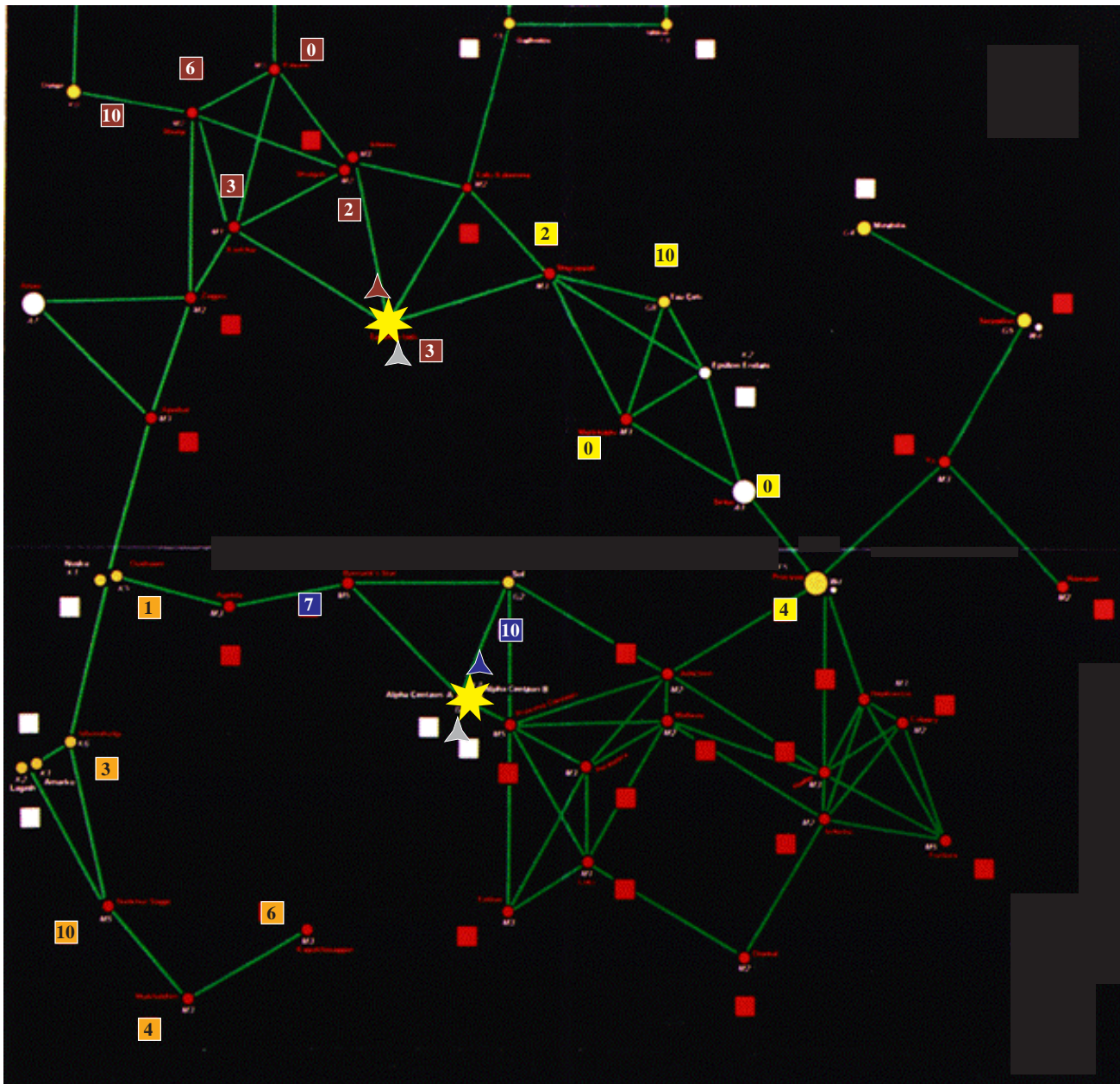
Turn 5



	Orange	Red	Yellow	Blue	Average
Tech level	0	2	1	1	1
Production Points	24	19	12	17	18
Total Game PPs	89	93	68	67	79.25
# of W\$/Total cost	1/12	2/30	1/20	3/32	1.75/23.5
# of \$\$/Total cost	3/5	1/6	2/12	1/7	1.75/7.50
Total losses suffered	0	0	0	1	.25
Total losses inflicted	0	0	0	26	6.5

Henry's WARP WAR Campaign

Turn 6

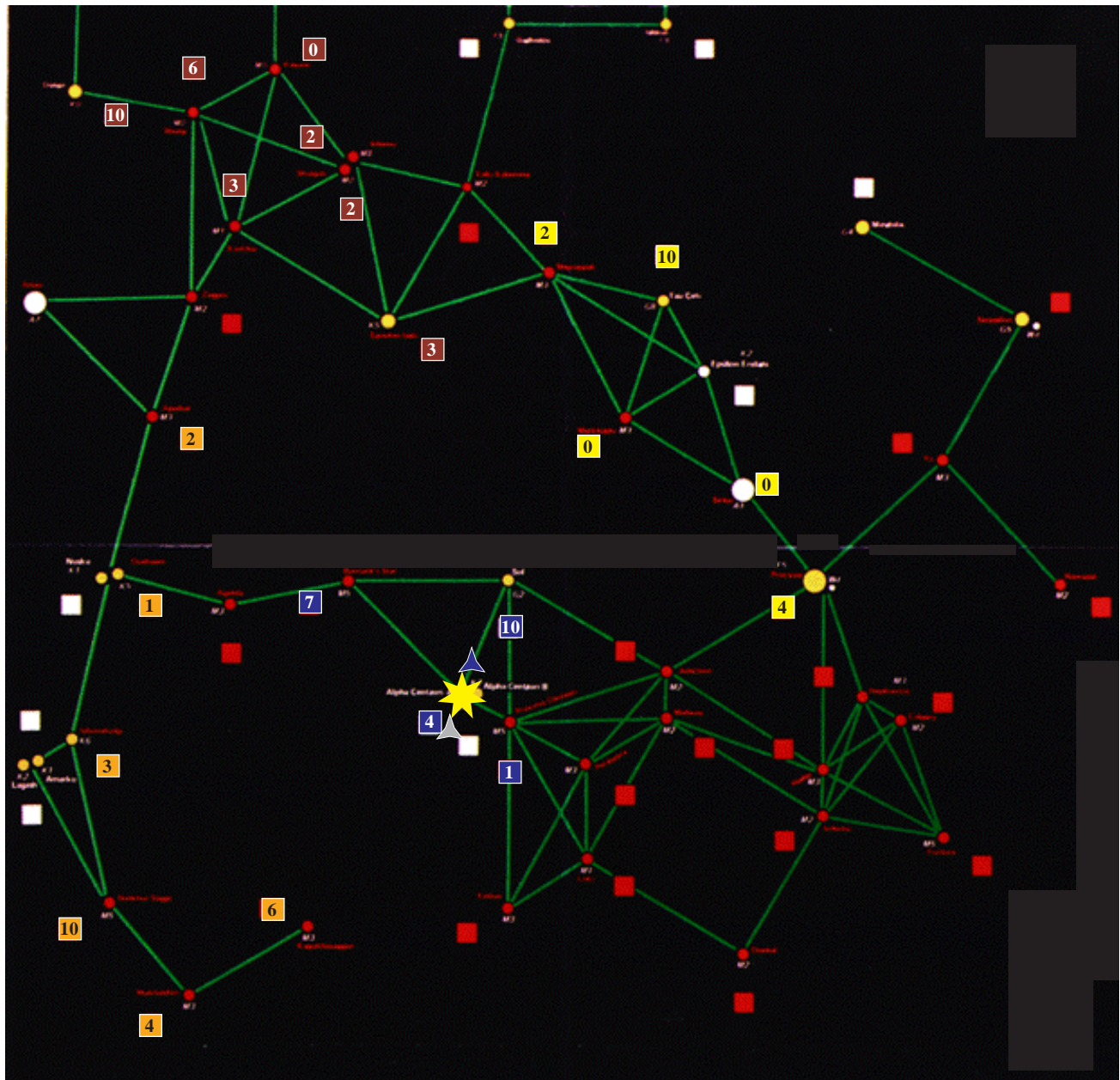


	Orange	Red	Yellow	Blue	Average
Tech level	1	2	1	1	1.25
Production Points	24	24	16	17	20.25
Total Game PPs	113	117	84	84	99.5
# of W\$/Total cost	1/12	3/48	1/20	3/33	2/28.25
# of S\$/Total cost	5/9	2/9	2/12	1/7	2.5/9.25
Total losses suffered	0	1	0	3	1
Total losses inflicted	0	14	0	26	10

 = Battle

Henry's WARP WAR Campaign

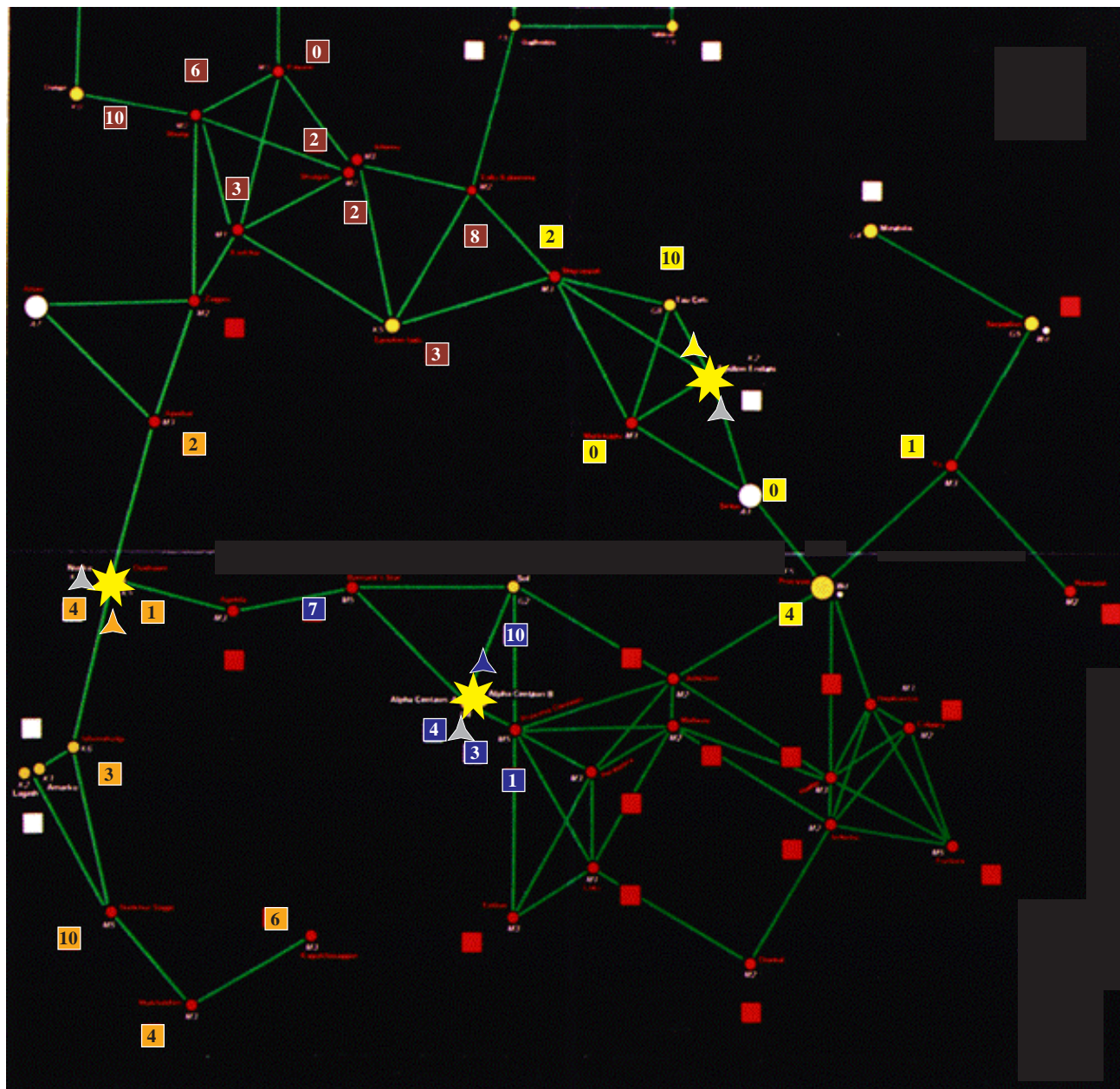
Turn 7



	Orange	Red	Yellow	Blue	Average
Tech level	2	2	1	1	1.5
Production Points	26	26	16	22	22.5
Total Game PPs	139	143	100	106	122
# of W\$ / Total cost	2/57	3/48	1/20	5/63	2.75/47
# of S\$ / Total cost	10/54	3/21	2/12	1/7	4/24
Total losses suffered	0	1	0	12	3.25
Total losses inflicted	0	14	0	36	12.5

Henry's WARP WAR Campaign

Turn 8

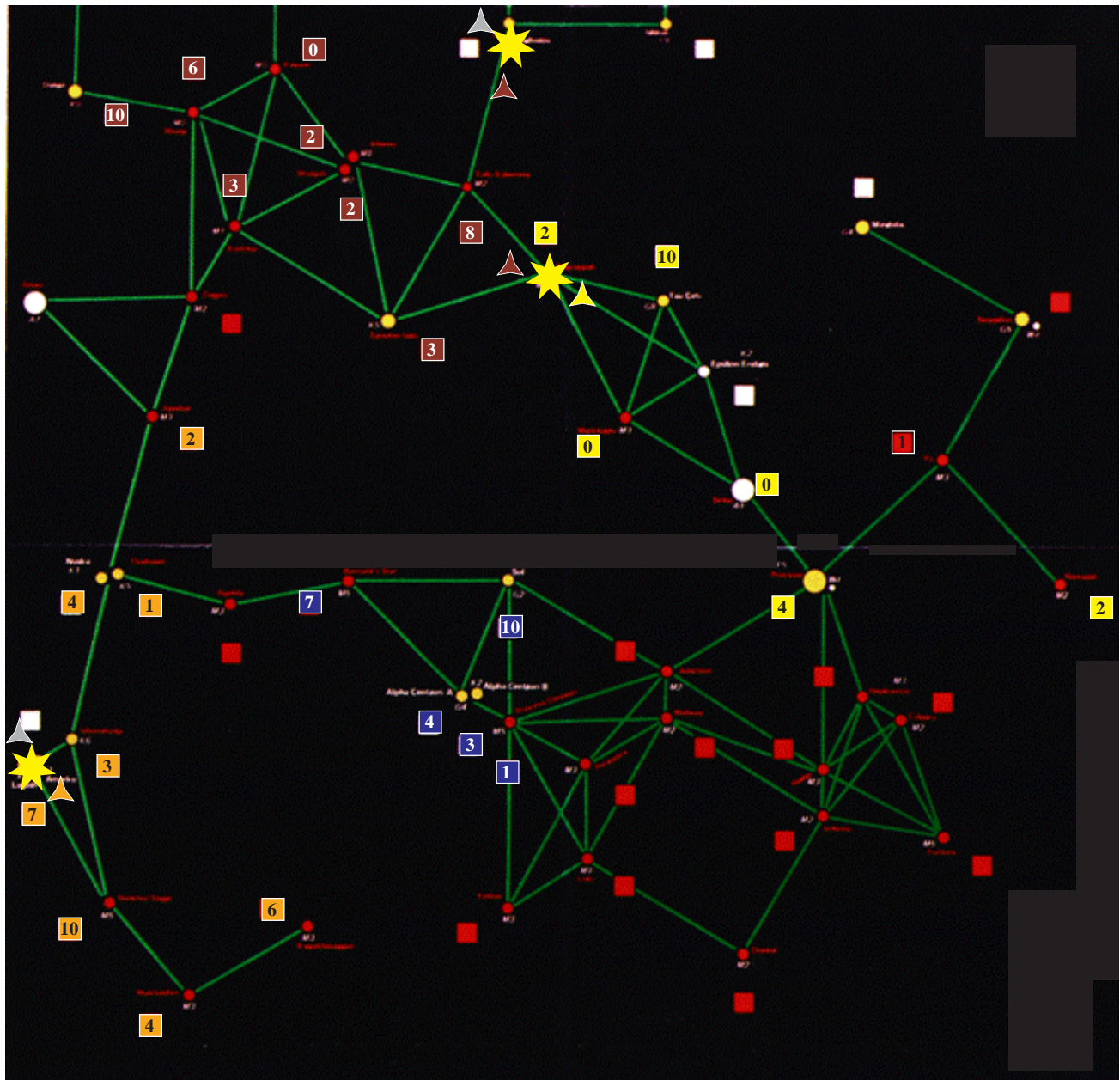


	Orange	Red	Yellow	Blue	Average
Tech level	2	2	1	1	1.5
Production Points	30	34	17	25	26.5
Total Game PPs	169	177	117	131	148.5
# of W\$/Total cost	2/57	3/48	2/41	5/55	3/51.25
# of S\$/Total cost	16/46	6/35	2/12	4/14	7/26.75
Total losses suffered	3	1	4	12	4
Total losses inflicted	15	14	33	50	19.75

 = Battle

Henry's WARP WAR Campaign

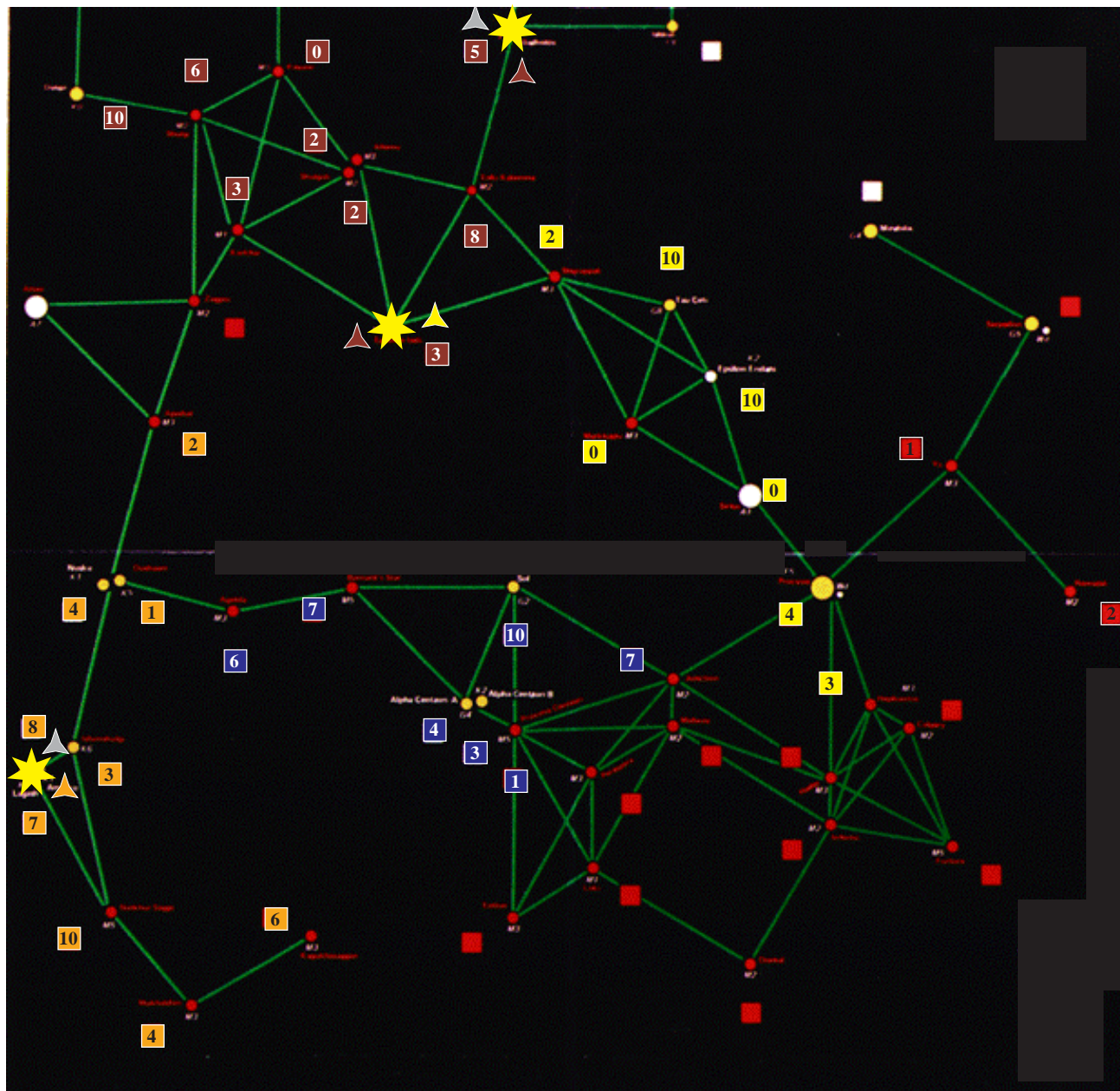
Turn 9



	Orange	Red	Yellow	Blue	Average
Tech level	2	2	1	1	1.5
Production Points	37	34	18	25	28.5
Total Game PPs	206	211	135	156	177
# of W\$/Total cost	2/53	4/66	2/41	5/65	3.25/56.25
# of \$\$/Total cost	18/49	9/55	3/17	4/14	8.5/33.75
Total losses suffered	8	5	4	12	7.25
Total losses inflicted	46	34	33	50	40.75

Henry's WARP WAR Campaign

Turn 10

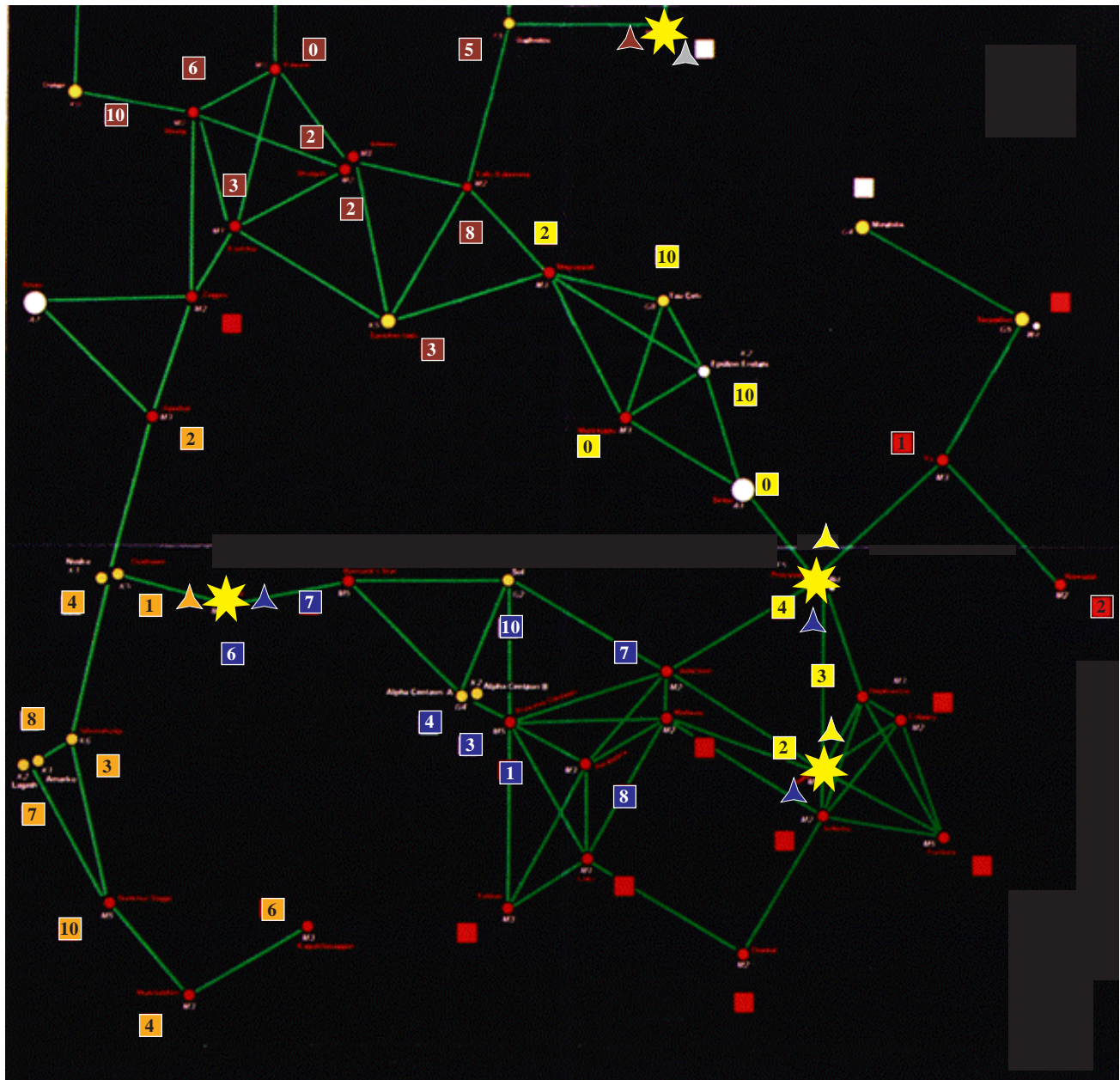


	Orange	Red	Yellow	Blue	Average
Tech level	2	3	1	1	1.75
Production Points	45	39	29	38	37.75
Total Game PPs	251	250	164	194	214.75
# of W\$/Total cost	2/57	4/64	3/51	6/95	3.5/66.75
# of S\$/Total cost	19/45	9/59	6/43	6/30	10/33.75
Total losses suffered	13	11	14	12	12.5
Total losses inflicted	65	48	39	50	50.5

 = Battle

Henry's WARP WAR Campaign

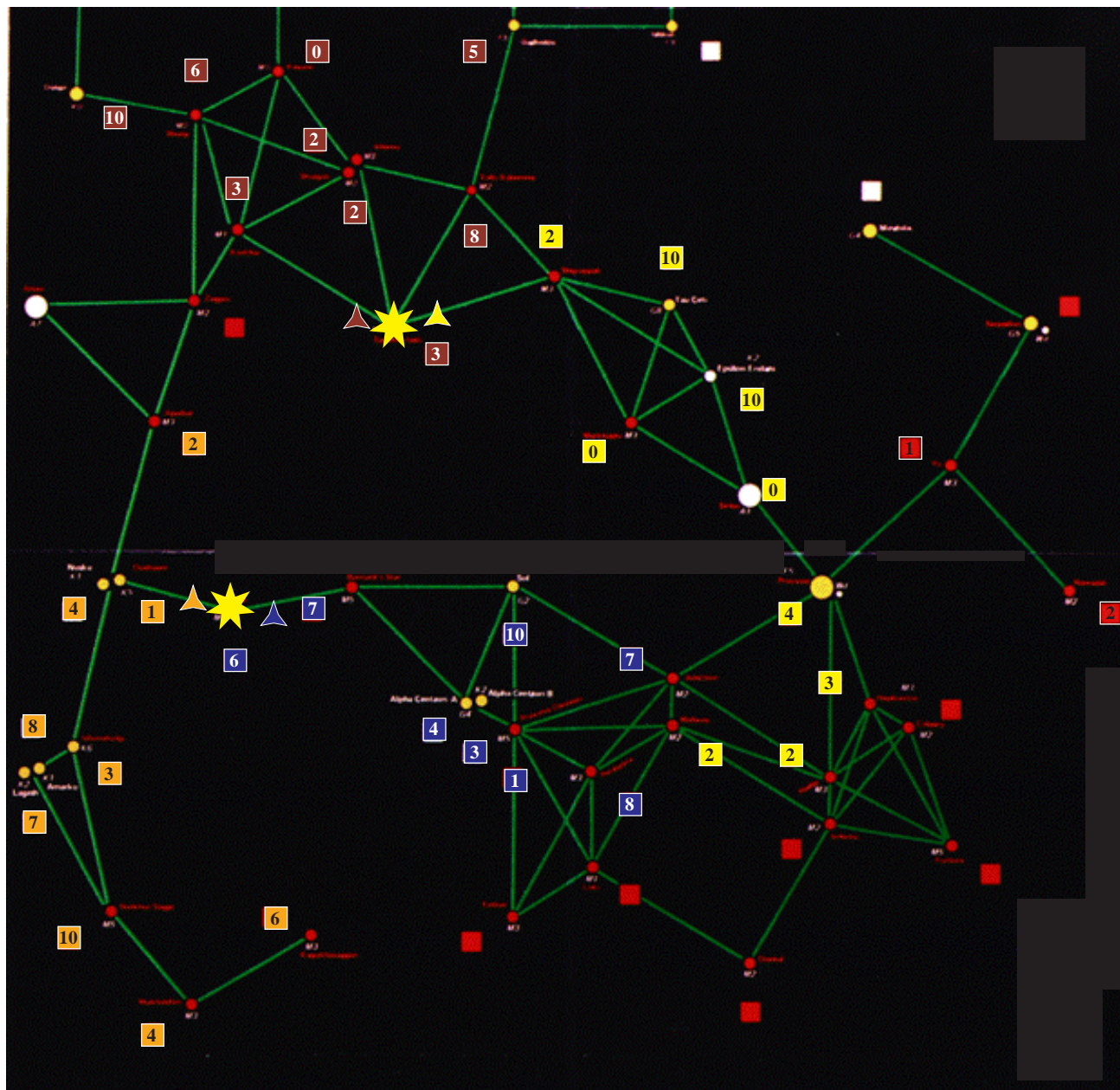
Turn 11



	Orange	Red	Yellow	Blue	Average
Tech level	2	3	1	1	1.75
Production Points	45	39	31	46	40.25
Total Game PPs	296	289	195	240	255
# of WS/Total cost	2/57	5/74	3/57	7/79	4.25/66.75
# of SS/Total cost	21/51	10/67	7/46	8/39	11.5/50.75
Total losses suffered	21	30	20	32	25.75
Total losses inflicted	106	52	43	90	72.75

Henry's WARP WAR Campaign

Turn 12

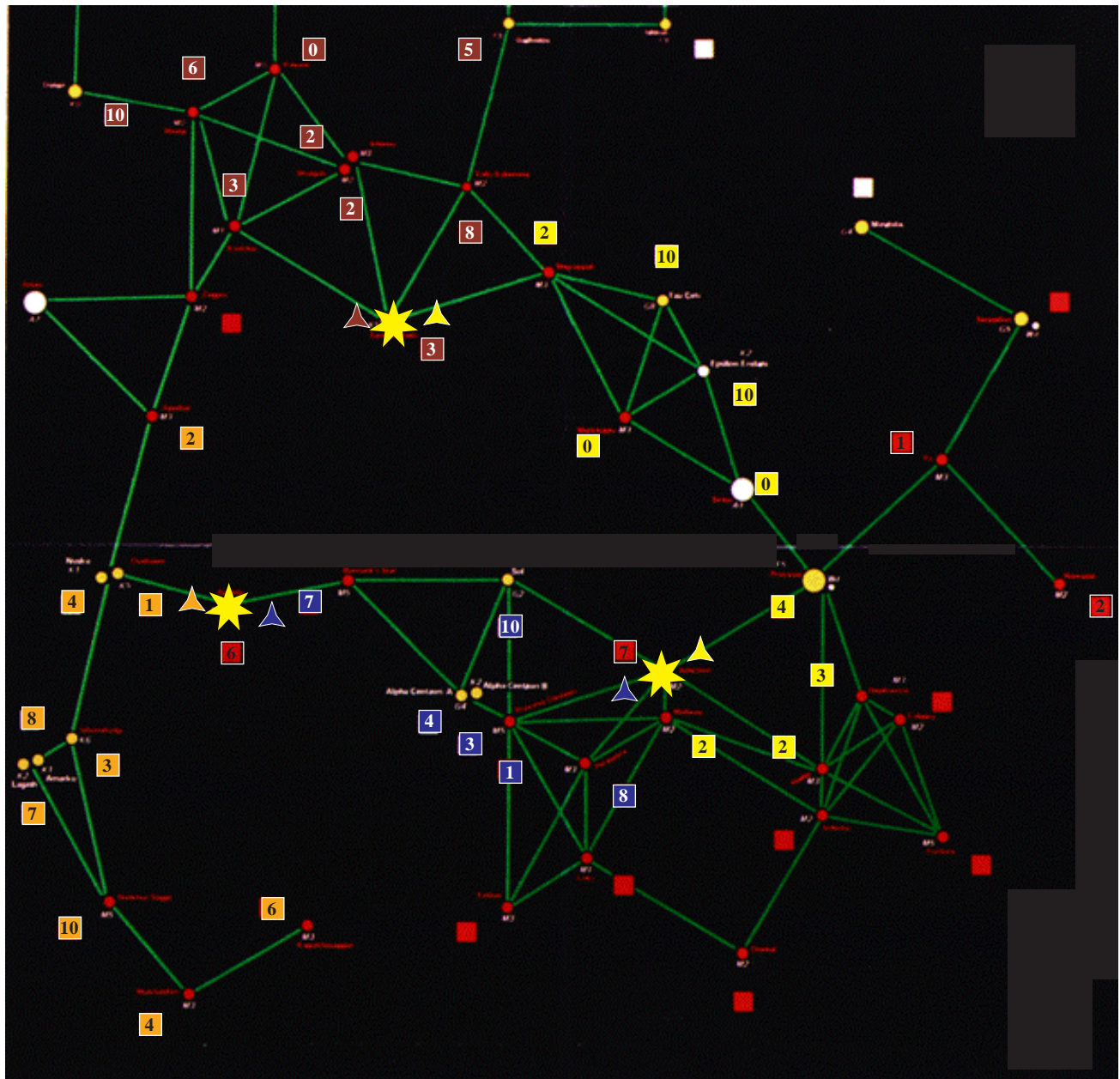


	Orange	Red	Yellow	Blue	Average
Tech level	2	3	1	2	2
Production Points	45	39	33	46	40.75
Total Game PPs	341	328	228	286	295.75
# of W\$/Total cost	4/93	5/83	3/54	4/36	4/66.50
# of S\$/Total cost	24/76	12/87	8/48	9/41	13.75/63
Total losses suffered	97	33	39	91	65
Total losses inflicted	186	74	43	263	144

 = Battle

Henry's WARP WAR Campaign

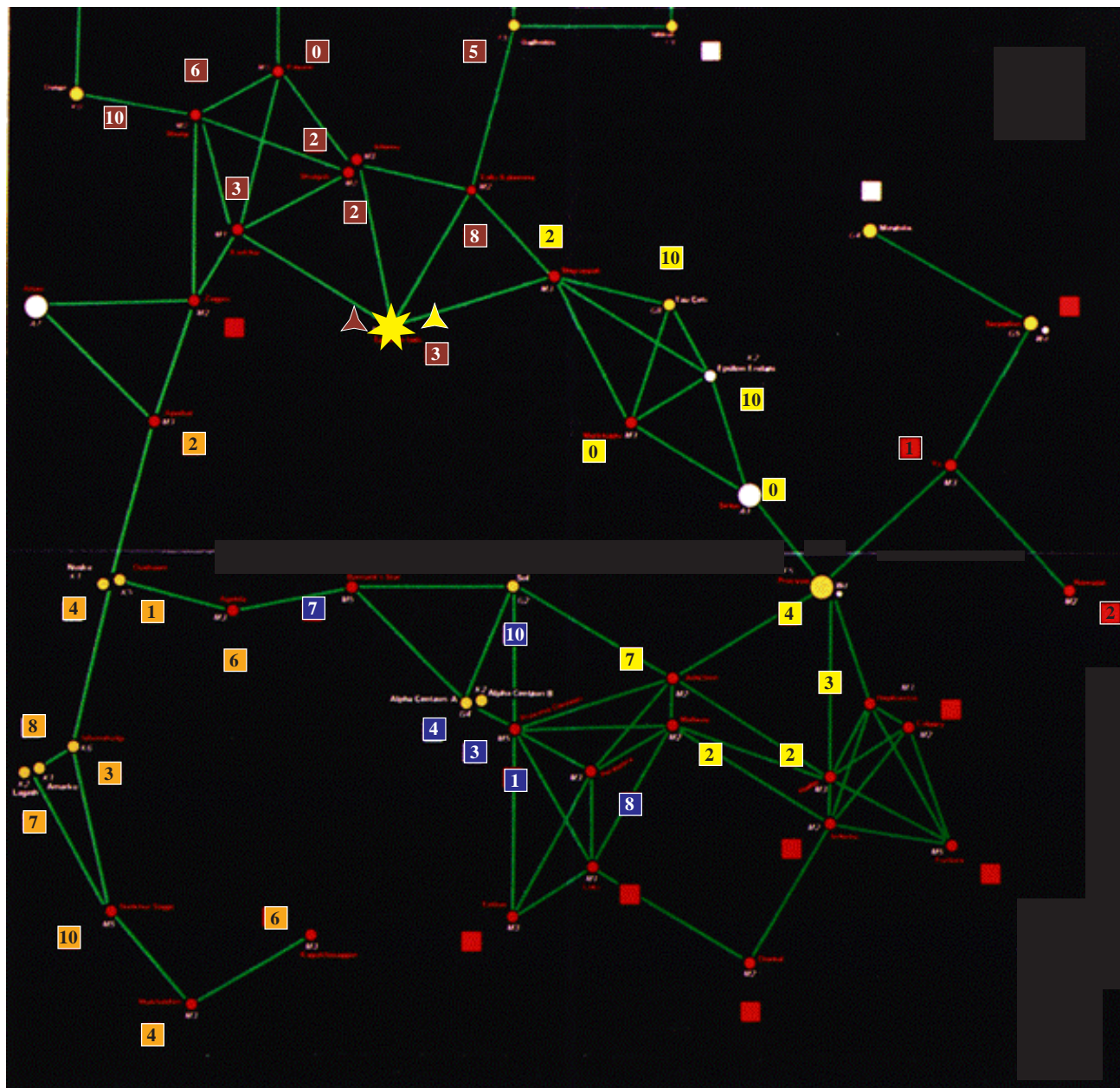
Turn 13




	Orange	Red	Yellow	Blue	Average
Tech level	2	3	1	2	2
Production Points	45	39	33	33	37.5
Total Game PPs	386	367	261	319	333.25
# of WS/Total cost	4/77	6/100	2/33	1/7	3.25/54.25
# of SS/Total cost	25/79	12/87	7/35	8/40	13/60.25
Total losses suffered	107	41	74	135	89.25
Total losses inflicted	221	120	57	294	173

Henry's WARP WAR Campaign

Turn 14

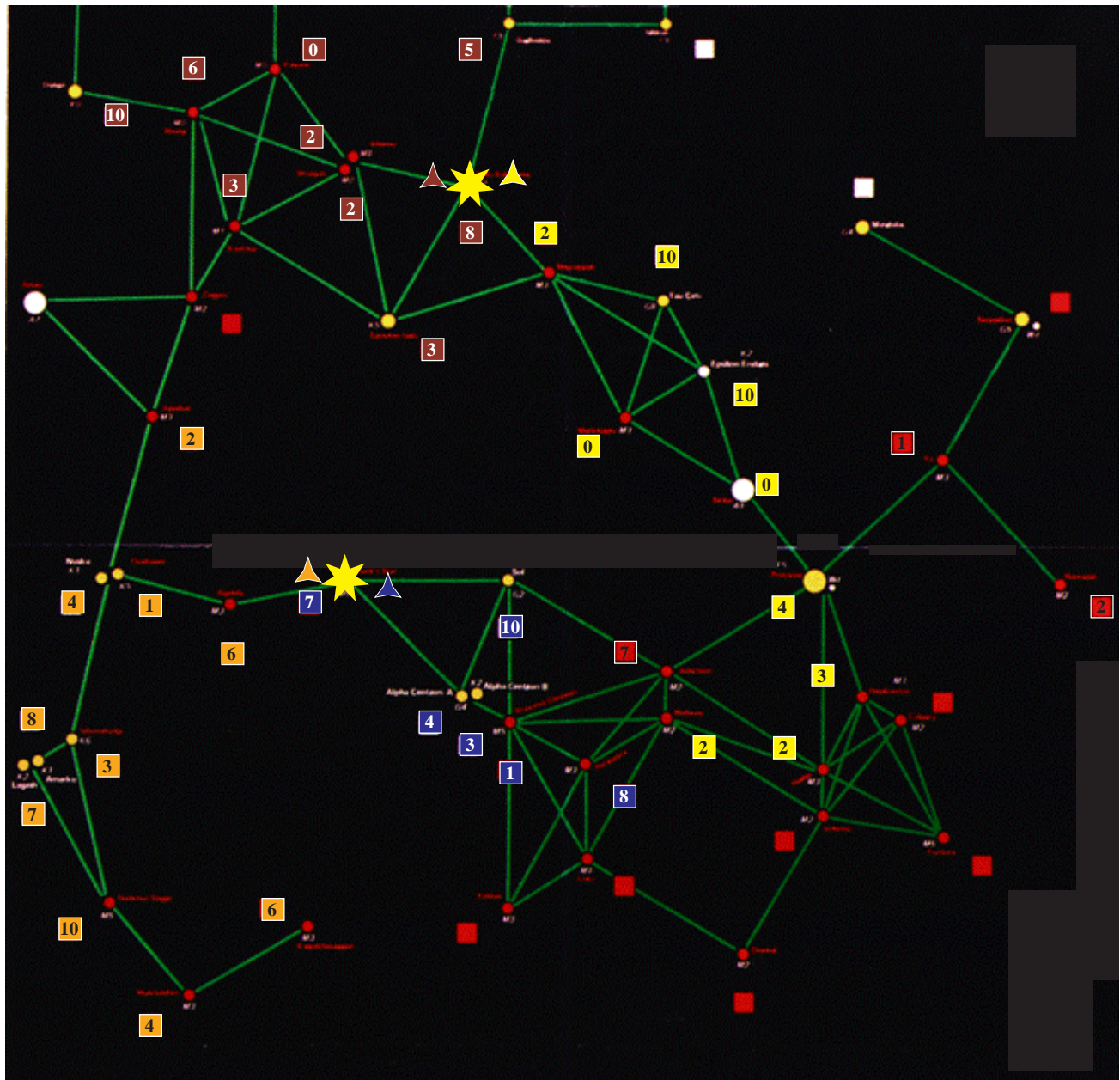


	Orange	Red	Yellow	Blue	Average
Tech level	2	4	1	2	2.25
Production Points	51	39	40	33	40.75
Total Game PPs	437	406	301	342	371.5
# of W\$/Total cost	5/109	6/106	2/45	1/7	3.5/66.75
# of S\$/Total cost	29/108	12/97	7/35	10/85	14.5/81.25
Total losses suffered	107	41	74	135	89.25
Total losses inflicted	221	120	57	294	173

 = Battle

Henry's WARP WAR Campaign

Turn 15



	Orange	Red	Yellow	Blue	Average
Tech level	2	5	1	3	2.75
Production Points	51	39	33	33	40.75
Total Game PPs	488	445	334	375	410.5
# of W\$/Total cost	5/134	6/106	2/51	1/7	3.75/74.5
# of \$\$/Total cost	30/113	12/85	7/35	13/97	15.5/82.5
Total losses suffered	107	43	93	137	95
Total losses inflicted	221	140	57	294	178

Final Results....

	Orange	Red	Yellow	Blue	Average
Tech level	2	5	1	3	2.75
Tech Investments	0	0	0	0	0
# Planets/ PP	10/51	8/39	7/33	6/33	7.75/40.75
Total Game PP.*	488	445	334	375	410.5
# of W\$ / Total cost	5/134	6/106	2/51	1/7	3.75/74.5
# of S\$ / Total cost	30/113	12/85	7/35	13/97	15.5/82.5
Production Points Saved	99	57	39	37	58
Brute Military Potential	346	248	125	141	215
Military Potential + Tech**	376	398	135	201	277.5
Total losses suffered***	107	43	93	137	95
Total losses inflicted***	221	140	57	294	178

* This is calculated by summing up all PPs received during the game.

** Includes cost of all functioning ships, plus cost of all acquired tech levels.

*** "losses suffered" include missiles fired. "losses inflicted" includes damage blocked by shields.

Note: numbers don't precisely add up due to inaccuracies in counting results of combat.

Tentative victory attribution:

Formula #1: ((Military Potential + Tech)) = Victory Points

Red = 398 VP

Orange = 376.5 VP

Blue = 201 VP

Yellow = 135 VP

Formula #2: ((Military Potential + Tech) + (Total losses inflicted / 2)) = Victory Points

Orange = 486.5 VP

Red = 468 VP

Blue = 348 VP

Yellow = 163.5 VP

Formula #3: #PP controlled at the end of the game = Victory Points

Orange = 51 VP

Red = 39 VP

Blue = 33 VP

Yellow = 33 VP

It seems clear to me that Yellow lost, however VPs are counted, but that first place is too close to call, both Orange and Red being pretty much tied.