

=== BEGIN REPORT ===

Stellar Dominion
PBEM Strategy Game

STA SHIP St Paul (12048563)
Account: 15058916

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BETWEEN TURN REPORT

WELCOME TO STELLAR DOMINION
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Boarding the ship the captain smiles at you warmly. "She's a fine ship to be sure," he states, as you watch a panel on the wall behind him fall off, revealing frayed wiring. He looks back at you slightly more nervous now. "Well, she might not be the newest ship on the market, but she'll get you where you want to go.

This perhaps wasn't the state of the art vessel you had always dreamed of, but at least it was a start.

You have been assigned command of this vessel. Your ship has completed an initial system scan -- see the TURN REPORT below for what was found.

Your Contacts section at the end of this report lists everything your ship has detected so far. Use this to plan your first set of orders.

QUICK START - SAMPLE ORDERS

Here are some example orders to get you moving. Copy the format below into a YAML file and submit it as your first turn:

```
game: OMICRON101
account: YOUR_ACCOUNT_NUMBER
ship: YOUR_SHIP_ID
orders:
  - MOVE: M13          # Move to grid square M13
  - LOCATIONSCAN: {}   # Scan nearby area on arrival
  - ORBIT: 247985       # Enter orbit of a planet (use body ID)
  - DOCK: 45687590     # Dock at a starbase (use base ID)
```

AVAILABLE COMMANDS

MOVE <coord>	Move to a grid square (e.g. M13, H04). Costs 2 TU/square.
LOCATIONSCAN	Scan nearby space. Costs 20 TU.
SYSTEMSCAN	Produce a full system map. Costs 20 TU.
ORBIT <body_id>	Enter orbit of a planet, moon, or gas giant. Costs 10 TU.
DOCK <base_id>	Dock at a starbase (must be at same location). Costs 30 TU.
UNDOCK	Leave a starbase. Costs 10 TU.
LAND <body_id> <x> <y>	Land at surface coordinates (must be orbiting). Costs 20 TU.
TAKEOFF	Take off from planet surface to orbit. Costs 20 TU.
SURFACESCAN	Produce a terrain map (must be orbiting or landed). Costs 20 TU.
WAIT <tu>	Wait and do nothing for a number of TU.
JUMP <system_id>	Jump to a linked star system. Costs 60 TU. Must be 10+ squares from star.

TRADING (must be docked)

GETMARKET <base_id>	View buy/sell prices at a base market.
BUY <base_id> <item_id> <qty>	Buy items from a base market.
SELL <base_id> <item_id> <qty>	Sell items to a base market.

Trade items: 100101 Tartarus Precious Metals | 100102 Orion Computer Cores | 100103 Meridi
YAML example: - BUY: "45687590 100101 10"

Your ship has 300 TU per turn. Unspent TU are lost at end of turn.
Submit orders by email or file -- see your game moderator for details.

Good luck, Commander.

TURN REPORT

Starting Location:

>TU 300: SYSTEMSCAN

System scan complete.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y
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----- Command Report -----

Name: STA St Paul (12048563) Faction: Stellar Training Academy
Wealth: 10,000 Credits Ownership: Player owned
Efficiency: 100% TUs left: 280 tus

Design: Light Trader MK I
Size: 50 (Commercial) Integrity: 100%

----- Navigation Report -----

LOCATION
Orbiting Meridian (412003) [0.7g] - Omicron System (101)
Omicron (101) - {P19}

Sensor Rating: 20% Cargo: 15/500 MU

----- Crew Report -----

OFFICERS
[1] Captain Henrik Strand [Navigation 0 Xp] +8 CF 5 cr/wk

PREFECT
Father Nicholas (35582028)

Crew: 16/20 Required: 10

----- Cargo Report -----

Cargo: 15/500 MU
15 Human Crew (401) - 1 MU each = 15 MU

----- Space Combat Report -----

No combat this turn.

----- Installed Items -----

1 Bridge - 5 mus
1 Sensor - 1 mus
3 Sublight Engines - 1 mus
1 Jump Drive - Basic - 5 mus
2 Thrust Engine - 2 mus
2 Quarters - 3 mus
5 Cargo Hold - 10 mus

----- Contacts -----

- Star Omicron Prime (101) at M13
- Moon Callyx (88341) at E19
- Gas_Giant Leviathan (155230) at D20
- Planet Orion (247985) at J09
- Planet Tartarus (301442) at R08
- Planet Meridian (412003) at P19
- Moon Tarsus (715000) at I08
- Base Tartarus Depot (12340001) at R08

- Base Citadel Station (45687590) at H04
- Base Meridian Waystation (78901234) at T20
- Ship STA Valiant (30158993) at R08
- Ship STA Corvus (68727002) at J09

----- Overflow Orders -----

No overflow orders.

=== END REPORT ===