Klingon Empire (Mark Robinson)   turn credits =-1.0

** PLEASE NOTE ** You have no turn credits left, so this will be your last turn unless you bring your account up to date

---

Systems Owned   (with their planets & asteroids)

Number	Name	System Type	Owner	Crs	Ftr	Col	Pop	Ind	Lim	Def	Sup	DefMode	Adjacent Systems
279	---------------	**Yellow Dwarf**	KLI	5	2	1	2*	2	5	14	23	--- ---	319 165 438 190 398 355 360
+--319	--------------	o Planet	KLI	-	2	-	20*	10*	50	42	0	--- ---	279
+--165	--------------	* Asteroids	-	-	-	-	0	0	9	-	-	--- ---	279
+--438	--------------	o Planet	-	-	-	-	0	0	50	-	-	--- ---	279
+--190	--------------	* Asteroids	-	-	-	-	0	0	9	-	-	--- ---	279

* indicates systems with room for expansion of population or industry. + indicates system is or was overpopulated.

Scouting & Probes

Number	Name	System Type	Owner	Crs	Ftr	Col	Pop	Ind	Lim	Def	Sup	DefMode	Adjacent Systems
279	---------------	**Yellow Dwarf**	KLI	5	2	1	2*	2	5	14	23	--- ---	319 165 438 190 398 355 360
+--319	--------------	o Planet	KLI	-	2	-	20*	10*	50	42	0	--- ---	279
+--165	--------------	* Asteroids	-	-	-	-	0	0	9	-	-	--- ---	279
+--438	--------------	o Planet	-	-	-	-	0	0	50	-	-	--- ---	279
+--190	--------------	* Asteroids	-	-	-	-	0	0	9	-	-	--- ---	279
355	---------------	**Black Dwarf**	-	-	-	-	0	0	-	-	-	--- ---	279 398
360	---------------	**Red Giant**	-	-	-	-	0	0	1	-	-	--- ---	332 348 224 279
398	---------------	**Yellow Dwarf**	-	-	-	-	0	0	5	-	-	--- ---	186 279 355 224 412 400
+--186	--------------	* Asteroids	-	-	-	-	0	0	9	-	-	--- ---	398

Base System (builds cruisers): 279, Home System (builds fighters): 279

Tech Levels	Agri Tech: 1	Birth Labs: 1	Bomb Tech: 0	BP Income Tech: 2	Cultural Level: 0	Defence Tech: 0
Expo Tech: 1	Fighter Tech: 0	Hyper Tech: 0	Industry Tech: 1	Jump Tech: 0	Life Support: 0	Marines Cap: 0
Probe Tech: 1	Recovery Tech: 0	Reserve Tech: 0	Supply Tech: 0	Treasury Tech: 1	Weapons Tech: 0	**Tech Total: 8**

Income: 38 BPs   Supply: 23 BPs   Total Ships: 10   Reserve: 0   Lost in Space: 0   Bombs Used: 0   Systems: 2

Build Points: 35   Treasury: 50 BPs   Industry: 12 (8 percent)   Victory Points: 0 (0 percent)

Klingon Empire (Mark Robinson)

```
469S               412S
                    |
                    |
         355B       |
          |  \      |
          |   \     |
         279Y--398Y
         O*O*    *
          |       |
          |       |
          |       |
          |       |
          |     224Y
          |    /
          |   /
         360G
```

Active Probe: 279,   Inactive Probes: none

Key:- o planet, * asteroids, B black dwarf, G red giant, R red dwarf, S super giant, W white dwarf, Y yellow dwarf.
       bold = systems owned, bold underlined = populated systems owned.

Note:- Planets & asteroids are linked only to their own star systems (no other systems, and not each other).

Address: Software Simulations, P.O.Box 2758, YEOVIL, BA20 2XH. Tel: 01935-475657. Fax: 01935-475659.

Turnfees: £2.50 for one, £10 for four, £20 for ten, or £36 for twenty.   Cheques made payable to: Software Simulations

<u>Short-Handed Game.</u>   GM: Peter Calcraft   Rules & Software Version: 2.0

Players shown in order of play next turn:	Top Tech Levels	Phone	Email
<u>Confederacy</u> **(Richard Redmond) CON**	PT 2, AT 1, BP 1, Total 8		
<u>Centari</u> **(Robert White) CEN**	BP 2, AT 1, BL 1, Total 8		
<u>Star Kings</u> **(Simon Parker) STK**	AT 2, BP 1, BL 1, Total 8		
<u>The Klau</u> **(David Cooper) KLA**	ET 2, AT 1, BP 1, Total 8		
<u>Cybermen</u> **(Mike Williams) CYB**	ET 2, AT 1, BP 1, Total 8		
<u>Black Dwarfs</u> **(Andy Stewart) BLK**	TR 2, AT 1, BP 1, Total 8		
<u>The Blob</u> **(Tony Jones) BLO**	TR 2, AT 1, BP 1, Total 8		
<u>Hemulans</u> **(Tim Hughes) HEM**	BL 2, AT 1, BP 1, Total 8		
<u>Klingon Empire</u> **(Mark Robinson) KLI**	BP 2, AT 1, BL 1, Total 8		
<u>Vandals Of The Void</u> **(Gary Smith) VAN**	PT 2, AT 1, BP 1, Total 8		
<u>Dark Stars</u> **(Paul Grey) DKS**	BL 2, AT 1, BP 1, Total 8		
<u>Corrino</u> **(Sean Barnes) COR**	IT 2, AT 1, BP 1, Total 8		

Deadline: No Deadline (sample Turn)

Messages

Messages

Klingon Empire (Mark Robinson)   Deadline: No Deadline (sample Turn)

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[R] System Name Changes   Maximum length of name is 15 characters, including spaces.

 SYSTEM   NEW SYSTEM NAME

[   ] [   ]

[   ] [   ]

[T] Tech & Trades

	WHICH TECH	WITH WHO	LEVEL
TECH	[ ]		[ ]
TRADE	[ ]	[ ]	[ ]
TAKE	[ ]	[ ]	

Codes for tech levels are: AT=Agri Tech, BL=Birth Labs, BP=BP Income Tech, BT=Bomb Tech, CL=Culture Level,
DT=Defence Tech, ET=Expo Tech, FT=Fighter Tech, HT=Hyper Tech, IT=Industry Tech, JT=Jump Tech, LS=Life Support,
MC=Marines Cap, PT=Probe Tech, RS=Reserve Tech, RT=Recovery Tech, ST=Supply Tech, TR=Treasury Tech, WT=Weapons Tech.

[E] Actions

ACTION NUMBER	NAME OF ACTION	WHERE FROM OR WHERE	WHERE TO OR TO WHOM	NUMBER OR AMOUNT
1	[ ]	[ ]	[ ]	[ ]
2	[ ]	[ ]	[ ]	[ ]
3	[ ]	[ ]	[ ]	[ ]
4	[ ]	[ ]	[ ]	[ ]
5	[ ]	[ ]	[ ]	[ ]
6	[ ]	[ ]	[ ]	[ ]
7	[ ]	[ ]	[ ]	[ ]
8	[ ]	[ ]	[ ]	[ ]
9	[ ]	[ ]	[ ]	[ ]
10	[ ]	[ ]	[ ]	[ ]
11	[ ]	[ ]	[ ]	[ ]
12	[ ]	[ ]	[ ]	[ ]
13	[ ]	[ ]	[ ]	[ ]
14	[ ]	[ ]	[ ]	[ ]
15	[ ]	[ ]	[ ]	[ ]
16	[ ]	[ ]	[ ]	[ ]

Correct action names are: AMBUSH, ASSAULT, BASE, BOMBARD, BUILD, BUSTER, CASH, COLONISE, DEEP, DEFEND, DISTSQ, FIND, GIFT, GROW,
HOME, KILL, LAYUP, LINK, MOVE, MOVECOL, NEWCOL, NEWCRS, NEWFTR, ORDER, RESERVE, RETREAT, SCOUT, SCRAPC, SCRAPF, SEND, STASH, TAX.
Smart action names are: BORDER, CRUISERS, EXPLORE, FIGHTERS, GATHER, INCREASE, LIFT, POP, SCREEN, SETTLE.

[P] Probe Actions

[   ]

[M] Player Message   Maximum message length is 70 characters, including spaces.

TO [   ]   MESSAGE [   ]

[C] Payments   Indicate any money sent for credits with this turn. Cheques payable to Software Simulations.

AMOUNT ENCLOSED [£   .   ]   Turnfees: £2.50 for one, £10 for four, £20 for ten, or £36 for twenty.   SC72-KLI tc=-1.0
Indicate any change of address in the space below and indicate if change is termtime, temporary or permanent.