FEDERATION & EMPIRE		Y:	T:

NATIONAL DEBT

Peak Debt	Debt Type	Previous	Repay	This Turn	Balance
	(ADS) Interest Bearing				
(Last Turn)	Interest Free				

REF.	INCOME SOURCES	#	EP	XTP
(430.11)	Original Major Planets			
(430.11)	Captured/Devastated Major Planets			
(540.21)	Captured Major Planet Diplomat Bonus			
(430.11)	Original Minor Planets			
(430.11)	Captured/Devastated Minor Planets			
(540.21)	Captured Minor Planet Diplomat Bonus			
	Planetary Income: Sub-Total			
(523.12)	XTP Production from Planets (Calculated)		x 40%	
(430.11)	On-map Provinces			
(430.2)	Captured/Disrupted Provinces			
(430.5)	Start: Off-map Provinces			
(446.21)	Colony Income			
(542.34)	On-Map Survey Income			
(442.52)	Captured Neutral Zone Hexes			
(448.21)	Annexed Neutral Zone Hexes			
(523.12)	XTPs for each X-Starbase			
(523.12)	XTPs for Undevestated Capital Planet			
	Income Generated: Sub-Total			
(652.2)	Economic Status Factor			
(540.2)	Diplomatic Trade Income / Treasury Bonus			
(542.27)	High Risk Survey Income			
	Income Generated: Adjusted Total			
(523.12)	20%= Convert up to 20% into XTPs			
(523.12)	Convert 1 EP to 1 XTP: max 10 EP			
(523.12)	Convert 2 EP to 1 XTP: max 20 EP			
	EP to XTP Conversions: Sub-Total			
	Previous Turn Credit Balance			
(447.51)	Scrap Ships			
	Added Credits: Sub-Total			
	(If no ADS) Previous Turn Debit Balance			
(447.3)	Interest Due: Interest Paid			
(447.4)	Interest Penalties			
(447.35)	Repay Debt			
	GROSS INCOME AVAILABLE			

PLAYER:	Begin Advanced Deficet Spending?:		

REF.	EXPENSES & REVENUE ITEMS	EP	XTP
(430.62)	Maximum Deficit: **AVAILABLE**		
(420.2)	Repairs		
(431.0)	Construction		
(434.0)	Ship Activations & Police Call-ups		
(431.3)	Accelerated Builds / Overbuilds / Overrides		
(433.0)	Conversions		
(410.51)	Support Homeless Ships		
(411.74)	Support Expeditions		
(451.31)	Hospital Ship - Devastation Recovery		
	PRODUCTION EXPENSES: BALANCE		
(534.13)	Conduct Espionage & Sabotage Raids		
(433.32)	Modular Conversions During Movement		
(433.32)	Start Colonies		
(449.0)	Unused Rights: WYN Trade EPs Sent		
(309.3)	Drone Bombardment		
(521.81)	Extra GCEs		
(422.21)	Rapid Combat Repair/Field Repair		
(502.2)	Replacement PFs		
(308.131)	CEDS Repair		
(308.132)	CEDS Replacements		
(204.35)	Additional Strategic Moves		
(435.0)	Transfers to Allies		
	End Phasing Turn Expenses: Sub-Total		
(534.24)	(Credit) Espionage & Sabotage Proceeds		
(449.0)	(Credit) WYN Ship Sales or Trade EPs		
(443.51)	(Credit) Commercial Convoy Deliveries		
(435.0)	(Credit) Transfers from Allies		
(439.0)	(Credit) Salvage		
	END PHASING TURN: BALANCE		
(534.24)	Losses from Espionage & Sabotage		
(309.3)	Drone Bombardment		
(521.81)	Extra GCEs		
(422.21)	Rapid Combat Repair/CEDS Field Repair		
(502.2)	Replacement PFs		
(308.132)	CEDS Replacements		
	End Non-Phasing Turn Expenses: Sub-Total		
(439.0)	(Credit) Salvage		
	END NON-PHASING TURN: BALANCE		

RACE:

OFF-MAP SURVEY SHIPS

#	Start	Roll	PT	HRS	Bal	Prov

SHIP ACTIVATIONS

Start	Ship	Activate	Bal	Cost

POLICE SHIP CALL-UPS

Start	Ship	Activate	Bal	Cost

COMMAND POINTS

Start	Added	Used	Balance

Start	Added	Used	Balance

FREE PF FACTORS

Start	Added	Used	Balance

RUNNING TALLIES

Type	Start	Add	Used	Bal

SCHEDULED SHIP PRODUCTION

SITE	SHIP	#	BUILT	TYPE	SHIP COST EP	SHIP COST XTP	FIGHTERS EP	FIGHTERS FREE
TOTAL SCHEDULED PRODUCTION COST:								

OTHER UNIT PRODUCTION

SITE	#	UNIT	TYPE	UNIT COST EP	UNIT COST XTP	FIGHTERS EP	FIGHTERS FREE
OTHER UNIT PRODUCTION - TOTAL COST:							

VITAL PRODUCTION

SITE	MANNER	#	UNIT	TYPE	UNIT COST EP	UNIT COST XTP	FIGHTERS EP	FIGHTERS FREE
VITAL PRODUCTION - TOTAL COST:								

UNIT CONVERSIONS

SITE	BASE UNIT	CONVERSION	TYPE	CONVERT COSTS EP	CONVERT COSTS XTP	FIGHTERS EP	FIGHTERS FREE
CONVERSIONS - TOTAL COST:							