

Space Empires: All Good Things Production Sheet - Facilities

Economic Phase	1	2*	3	4*	5	6*	7	8*	9	10*	11	12*	13	14*	15	16*	17	18*	19	20*
LP Carry over (max 30)	0																			
+ Colony/Facility LPs																				
- Maintenance																				
- Turn order bid																				
- LPs placed on LC colonies																				
Remaining LP (unlimited)																				
CP Carry over from last turn	0																			
+ Colony/Facility CPs																				
+ Mineral/Resource Card CPs																				
+ MS Pipeline CPs																				
Total CP																				
- 3x Penalty LPs																				
Subtotal																				
- Purchases																				
* Draw 2 Crew Cards & Keep 1 1 free troop per 3 unblockaded Colonies																				
Remaining CP (30 Max)																				
CP spent on upgrades																				
RP Carry over from last turn	0																			
+ Colony/Facility RPs																				
- Technology spending																				
Remaining RP (30 Max)																				
TP Carry over from last turn	0																			
+ Colony/Facility TPs																				
- TP spending																				
Remaining TP (unlimited)																				

Technology Progression – Circle numbers as technology is purchased

Tech	Start							
Ship Size	1	2 ₁₀	3 ₁₅	4 ₂₀	5 ₂₀	6 ₂₀	7 ₃₀	
Attack	0	1 ₂₀	2 ₃₀	3 ₂₅	4 ₁₀			
Defense	0	1 ₂₀	2 ₃₀	3 ₂₅				
Tactics	0	1 ₁₅	2 ₁₅	3 ₁₅				
Move	1	2 ₂₀	3 ₂₅	4 ₂₅	5 ₂₅	6 ₂₀	7 ₂₀	
Fighters	0	1 ₂₅	2 ₂₀	3 ₂₅	4 ₂₅			
Point Def.	0	1 ₂₀	2 ₂₀	3 ₂₀				
Supply Rg	1	2 ₁₀	3 ₁₅	4 ₁₅				

Tech	Start			
Ship Yard	1	2 ₂₀	3 ₂₅	
Ground	1	2 ₁₀	3 ₁₅	
Terraforming	0	1 ₂₀	2 ₂₅	1 2 3 4
Cloaking	0	1 ₃₀	2 ₃₀	
Scanners	0	1 ₂₀	2 ₂₀	
Mines	0	1 ₃₀		
Mine Sweeper	0	1 ₁₀	2 ₁₅	3 ₂₀
Advanced Con.	0	1 ₁₀	2 ₁₀	3 ₁₀
Anti-Replicator	0	1 ₁₀		

Tech	Start			
Military Acad.	0	1 ₁₀	2 ₂₀	
Boarding	0	1 ₂₀	2 ₂₅	
Security	0	1 ₁₅	2 ₁₅	
Exploration	0	1 ₁₅	2 ₁₅	
Missile Boats	0	1 ₂₀	2 ₁₅	
Jamming Tech	0	1 ₁₅	2 ₁₅	
Fast BC / BC Ability #	0	1 ₁₀	2 ₁₀	
Tract Beam/BB Ability#	0	1 ₁₀		
Shld Proj./DN Ability#	0	1 ₁₀		

Ship Technology Sheet *(Circle the Current Technology Level when the Group is built)*

Grp	Att	Def	Tactics	Move	Other	Exp.	Grp	Att	Def	Tactic	Move	Other	Exp.
FLAG	1 2 3	1 2 3	1 2 3	2 3 R 5 6 7	E:1 2 F: 1	S V E L	SC #1	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
DD #1	1 X:2	1 X:2	1 2 3	2 R 4 5 6 7	S:1 2 F: 2	S V E L	SC #2	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
DD #2	1 X:2	1 X:2	1 2 3	2 R 4 5 6 7	S:1 2 F: 2	S V E L	SC #3	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
DD #3	1 X:2	1 X:2	1 2 3	2 R 4 5 6 7	S:1 2 F: 2	S V E L	SC #4	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
DD #4	1 X:2	1 X:2	1 2 3	2 R 4 5 6 7	S:1 2 F: 2	S V E L	SC #5	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
DD #5	1 X:2	1 X:2	1 2 3	2 R 4 5 6 7	S:1 2 F: 2	S V E L	SC #6	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
DD #6	1 X:2	1 X:2	1 2 3	2 R 4 5 6 7	S:1 2 F: 2	S V E L	SC #7X	1	1	1 2 3	2 R 4 5 6 7	PD: 1 2 3	S V E L
CA #1	1 2	1 2	1 2 3	2 R 4 5 6 7	E:1 2 J:1 2	S V E L	F #1	1	1	1 2 3		FTR: 2 3 4	S V E L
CA #2	1 2	1 2	1 2 3	2 R 4 5 6 7	E:1 2 J:1 2	S V E L	F #2	1	1	1 2 3		FTR: 2 3 4	S V E L
CA #3	1 2	1 2	1 2 3	2 R 4 5 6 7	E:1 2 J:1 2	S V E L	F #3	1	1	1 2 3		FTR: 2 3 4	S V E L
CA #4	1 2	1 2	1 2 3	2 R 4 5 6 7	E:1 2 J:1 2	S V E L	F #4	1	1	1 2 3		FTR: 2 3 4	S V E L
CA #5	1 2	1 2	1 2 3	2 R 4 5 6 7	E:1 2 J:1 2	S V E L	F #5	1	1	1 2 3		FTR: 2 3 4	S V E L
CA #6	1 2	1 2	1 2 3	2 R 4 5 6 7	E:1 2 J:1 2	S V E L	F #6	1	1	1 2 3		FTR: 2 3 4	S V E L
BC #1	1 2	1 2	1 2 3	2 3 R 5 6 7	Fast: 1	S V E L	F #7	1	1	1 2 3		FTR: 2 3 4	S V E L
BC #2	1 2	1 2	1 2 3	2 3 R 5 6 7	Fast: 1	S V E L	F #8	1	1	1 2 3		FTR: 2 3 4	S V E L
BC #3	1 2	1 2	1 2 3	2 3 R 5 6 7	Fast: 1	S V E L	F #9	1	1	1 2 3		FTR: 2 3 4	S V E L
BC #4	1 2	1 2	1 2 3	2 3 R 5 6 7	Fast: 1	S V E L	F #10	1	1	1 2 3		FTR: 2 3 4	S V E L
BC #5	1 2	1 2	1 2 3	2 3 R 5 6 7	Fast: 1	S V E L	CV #1	1	1	1 2 3	2 3 4 R 6 7		S V E L
BC #6	1 2	1 2	1 2 3	2 3 R 5 6 7	Fast: 1	S V E L	CV #2	1	1	1 2 3	2 3 4 R 6 7		S V E L
BB #1	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	TB: 1	S V E L	CV #3	1	1	1 2 3	2 3 4 R 6 7		S V E L
BB #2	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	TB: 1	S V E L	CV #4	1	1	1 2 3	2 3 4 R 6 7		S V E L
BB #3	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	TB: 1	S V E L	CV #5	1	1	1 2 3	2 3 4 R 6 7		S V E L
BB #4	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	TB: 1	S V E L	CV #6	1	1	1 2 3	2 3 4 R 6 7		S V E L
BB #5	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	TB: 1	S V E L	BV #1	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	Fast: 2	S V E L
BB #6	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	TB: 1	S V E L	BV #2	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	Fast: 2	S V E L
DN #1	1 2 3	1 2 3	1 2 3	2 3 4 5 R 7	SP: 1	S V E L	BV #3	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	Fast: 2	S V E L
DN #2	1 2 3	1 2 3	1 2 3	2 3 4 5 R 7	SP: 1	S V E L	BV #4	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	Fast: 2	S V E L
DN #3	1 2 3	1 2 3	1 2 3	2 3 4 5 R 7	SP: 1	S V E L	BV #5	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	Fast: 2	S V E L
DN #4	1 2 3	1 2 3	1 2 3	2 3 4 5 R 7	SP: 1	S V E L	BV #6	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7	Fast: 2	S V E L
DN #5	1 2 3	1 2 3	1 2 3	2 3 4 5 R 7	SP: 1	S V E L	SW #1	1	1	1 2 3	2 3 4 5 R 7	SW: 2 3	S V E L
TN #1	1 2 3 4	1 2 3	1 2 3	2 3 4 5 6 7	FTR: 1-4	S V E L	SW #2	1	1	1 2 3	2 3 4 5 R 7	SW: 2 3	S V E L
TN #2	1 2 3 4	1 2 3	1 2 3	2 3 4 5 6 7	FTR: 1-4	S V E L	SW #3	1	1	1 2 3	2 3 4 5 R 7	SW: 2 3	S V E L
TN #3	1 2 3 4	1 2 3	1 2 3	2 3 4 5 6 7	FTR: 1-4	S V E L	SW #4	1	1	1 2 3	2 3 4 5 R 7	SW: 2 3	S V E L
TN #4	1 2 3 4	1 2 3	1 2 3	2 3 4 5 6 7	FTR: 1-4	S V E L	SW #5	1	1	1 2 3	2 3 4 5 R 7	SW: 2 3	S V E L
TN #5	1 2 3 4	1 2 3	1 2 3	2 3 4 5 6 7	FTR: 1-4	S V E L	SW #6	1	1	1 2 3	2 3 4 5 R 7	SW: 2 3	S V E L
Name:	Stats:		- -	Cost:	Specials:		BD/MB #1	1 2 3	1 2	1 2 3	2 3 R 5 6 7	BD/MB: 2	S V E L
UN #1	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7		S V E L	BD/MB #2	1 2 3	1 2	1 2 3	2 3 R 5 6 7	BD/MB: 2	S V E L
UN #2	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7		S V E L	BD/MB #3	1 2 3	1 2	1 2 3	2 3 R 5 6 7	BD/MB: 2	S V E L
UN #3	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7		S V E L	BD/MB #4	1 2 3	1 2	1 2 3	2 3 R 5 6 7	BD/MB: 2	S V E L
UN #4	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7		S V E L	BD/MB #5	1 2 3	1 2	1 2 3	2 3 R 5 6 7	BD/MB: 2	S V E L
UN #5	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7		S V E L	BD/MB #6	1 2 3	1 2	1 2 3	2 3 R 5 6 7	BD/MB: 2	S V E L
UN #6	1 2 3	1 2 3	1 2 3	2 3 4 R 6 7		S V E L	T #1	1	1	1 2 3	2 3 4 R 6 7	Grnd: 3 AR	S V E L
R #1	1 2 X3	1 2 X3	1 2 3	2 R 4 5 6 7	C:2 F:2 G:3	S V E L	T #2	1	1	1 2 3	2 3 4 R 6 7	Grnd: 3 AR	S V E L
R #2	1 2 X3	1 2 X3	1 2 3	2 R 4 5 6 7	C:2 F:2 G:3	S V E L	T #3	1	1	1 2 3	2 3 4 R 6 7	Grnd: 3 AR	S V E L
R #3	1 2 X3	1 2 X3	1 2 3	2 R 4 5 6 7	C:2 F:2 G:3	S V E L	T #4	1	1	1 2 3	2 3 4 R 6 7	Grnd: 3 AR	S V E L
R #4	1 2 X3	1 2 X3	1 2 3	2 R 4 5 6 7	C:2 F:2 G:3	S V E L	T #5	1	1	1 2 3	2 3 4 R 6 7	Grnd: 3 AR	S V E L
R #5	1 2 X3	1 2 X3	1 2 3	2 R 4 5 6 7	C:2 F:2 G:3	S V E L	T #6	1	1	1 2 3	2 3 4 R 6 7	Grnd: 3 AR	S V E L
R #6	1 2 X3	1 2 X3	1 2 3	2 R 4 5 6 7	C:2 F:2 G:3	S V E L	When an "R" appears for Move Tech, read it as the appropriate number. The R is just a reminder that the group gains the React ability at that Move Technology.						