

1 \ HYPERSPACE SET-UP.....VELOXI SCOUT GROUP SET-UP  
2 \ VELOXI SCOUT GROUP DATA  
3 \ VELOXI SCOUT GROUP DATA  
4 \ VELOXI SCOUT GROUP DATA  
5 \ VELOXI SCOUT GROUP DATA  
6 \ VELOXI SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA  
7 \ VELOXI SCOUT-WAR DATA  
8 \ VELOXI WAR GROUP SET-UP.....WAR DATA  
9 \ VELOXI WAR DATA  
10 \ VELOXI MIXED GROUP SET-UP.....MIXED DATA  
11 \ VELOXI MIXED DATA  
12 \ VELOXI MIXED DATA  
13 \ SPEMIN SCOUT GROUP SET-UP.....SCOUT DATA  
14 \ SPEMIN SCOUT DATA  
15 \ SPEMIN SCOUT DATA  
16 \ SPEMIN SCOUT DATA  
17 \ SPEMIN SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA  
18 \ SPEMIN SCOUT-WAR DATA  
19 \ SPEMIN WAR GROUP SET-UP.....WAR DATA  
20 \ SPEMIN WAR DATA  
21 \ SPEMIN MIXED GROUP SET-UP.....MIXED DATA  
22 \ SPEMIN MIXED DATA  
23 \ THRYNN SCOUT GROUP SET-UP.....SCOUT DATA  
24 \ THRYNN SCOUT DATA  
25 \ THRYNN SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA  
26 \ THRYNN WAR GROUP SET-UP.....WAR DATA  
27 \ THRYNN MIXED GROUP SET-UP.....MIXED DATA  
28 \ THRYNN MIXED DATA  
29 \ ELOWAN SCOUT GROUP SET-UP.....SCOUT DATA  
30 \ ELOWAN WAR GROUP SET-UP.....WAR DATA  
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33 \ MECHAN GROUP SET-UP..... DATA  
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35 \ GAZURT SCOUT GROUP SET-UP.....SCOUT DATA  
36 \ GAZURT SCOUT DATA  
37 \ GAZURT SCOUT DATA  
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42 \ UHLEK SCOUT GROUP SET-UP.....SCOUT DATA  
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46 \ UHLEK SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA  
47 \ UHLEK SCOUT-WAR DATA  
48 \ UHLEK SCOUT-WAR DATA  
49 \ UHLEK SCOUT-WAR DATA  
50 \ UHLEK WAR GROUP SET-UP.....WAR DATA  
51 \ UHLEK WAR DATA  
52 \ UHLEK WAR DATA  
53 \ NOMAD SET-UP.....NOMAD DATA  
54 \ NOMAD DATA  
55 \ MYSTERION SET-UP.....MYSTERION DATA  
56 \ MYSTERION DATA

56 \ MYSTERION DATA  
57 \ ENTERPRISE GROUP SET-UP.....ENTERPRISE DATA  
58 \ MINSTREL GROUP SET-UP.....MINSTREL DATA  
59 \ MINSTREL DATA  
60 \ MINSTREL DATA  
61 \ SYSTEM LEVEL ....VELOXI SET-UP  
62 \ VELOXI 'ON' GROUP DATA  
63 \ VELOXI 'ON' GROUP DATA  
64 \ VELOXI 'ON' GROUP DATA  
65 \ VELOXI 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
66 \ VELOXI 'ON/OFF' GROUP DATA  
67 \ VELOXI 'ON/OFF' GROUP DATA  
68 \ VELOXI 'ON/OFF' GROUP DATA  
69 \ SPEMIN 'ON' GROUP SET-UP....ON DATA  
70 \ SPEMIN 'ON' GROUP DATA  
71 \ SPEMIN 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
72 \ SPEMIN 'ON/OFF' GROUP DATA  
73 \ SPEMIN 'ON/OFF' GROUP DATA  
74 \ SPEMIN 'ON/OFF' GROUP DATA  
75 \ THRYNN 'ON' GROUP SET-UP....ON DATA  
76 \ THRYNN 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
77 \ THRYNN 'ON/OFF' GROUP DATA  
78 \ ELOWAN 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
79 \ MECHAN 'ON' GROUP SET-UP....ON DATA  
80 \ MECHAN 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
81 \ GAZURT 'ON' GROUP SET-UP....ON DATA  
82 \ GAZURT 'ON' GROUP DATA  
83 \ GAZURT 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
84 \ GAZURT 'ON/OFF' GROUP DATA  
85 \ GAZURT 'ON/OFF' GROUP DATA  
86 \ GAZURT 'ON/OFF' GROUP DATA  
87 \ UHLEK 'ON/OFF' GROUP SET-UP....ON/OFF DATA  
88 \ UHLEK 'ON/OFF' GROUP DATA  
89 \ UHLEK 'ON/OFF' GROUP DATA  
90 \ UHLEK 'ON/OFF' GROUP DATA  
91 \ UHLEK 'ON/OFF' GROUP DATA  
92 \ DERELICT 'ON' GROUP SET-UP....ON DATA  
93 \ ORBITAL SET-UP.....VELOX-PROBE SET-UP  
94 \ VELOX-PROBE DATA  
95 \ VPROBE DATA .... STARPORT  
96 \ HOMEWORLD ENCOUNTERS  
97 \ HOMEWORLD ENCOUNTERS DATA  
98

1

```

0 \ HYPERSPACE SET-UP.....VELOXI SCOUT GROUP SET-UP
1
2
3 LEVEL> HYPERSPACE      ORBIT#> 0
4 HOMEWORLD> FALSE
5 CAN-SWITCH> FALSE      ON/OFF> ON
6 CAN-FOLLOW> TRUE
7
8
9 \ VELOXI
10 \ SCOUT GROUPS
11   MOVE-BY> 2
12   MAX-SHIPS> 1         MAX-AT-A-TIME> 1
13   SCOUTS> TRUE         TRANSPORTS> FALSE
14   WARSHIPS> FALSE      UNKNOWNNS> FALSE
15

```

2

```

0 \ VELOXI SCOUT GROUP DATA
1 \ 1
2 STARMAP-X: 112          STARMAP-Y: 134
3 OBJECT: ENCOUNTER      ID: VELOX
4 \ 2
5 STARMAP-X: 118          STARMAP-Y: 128
6 OBJECT: ENCOUNTER      ID: VELOX
7 \ 3
8 STARMAP-X: 131          STARMAP-Y: 119
9 OBJECT: ENCOUNTER      ID: VELOX
10 \ 4
11 STARMAP-X: 145          STARMAP-Y: 118
12 OBJECT: ENCOUNTER      ID: VELOX
13 \ 5
14 STARMAP-X: 158          STARMAP-Y: 126
15 OBJECT: ENCOUNTER      ID: VELOX

```

3

```

0 \ VELOXI SCOUT GROUP DATA
1 \ 6
2 STARMAP-X: 151          STARMAP-Y: 136
3 OBJECT: ENCOUNTER      ID: VELOX
4 \ 7
5 STARMAP-X: 167          STARMAP-Y: 146
6 OBJECT: ENCOUNTER      ID: VELOX
7 \ 8
8 STARMAP-X: 159          STARMAP-Y: 150
9 OBJECT: ENCOUNTER      ID: VELOX
10 \ 9
11 STARMAP-X: 167          STARMAP-Y: 160
12 OBJECT: ENCOUNTER      ID: VELOX
13 \ 10
14 STARMAP-X: 154          STARMAP-Y: 170
15 OBJECT: ENCOUNTER      ID: VELOX

```

4

```

\ VELOXI SCOUT GROUP DATA
\ 11
STARMAP-X: 146          STARMAP-Y: 174
OBJECT: ENCOUNTER      ID: VELOX
\ 12
STARMAP-X: 123          STARMAP-Y: 168
OBJECT: ENCOUNTER      ID: VELOX
\ 13
STARMAP-X: 210          STARMAP-Y: 130
OBJECT: ENCOUNTER      ID: VELOX
\ 14
STARMAP-X: 97           STARMAP-Y: 164
OBJECT: ENCOUNTER      ID: VELOX
\ 15
STARMAP-X: 45           STARMAP-Y: 176
OBJECT: ENCOUNTER      ID: VELOX

```

5

```

\ VELOXI SCOUT GROUP DATA
\ 16
STARMAP-X: 193          STARMAP-Y: 183
OBJECT: ENCOUNTER      ID: VELOX
\ 17
STARMAP-X: 245          STARMAP-Y: 43
OBJECT: ENCOUNTER      ID: VELOX

```

6

```

\ VELOXI SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA

\ SCOUT-WAR GROUPS
  MOVE-BY> 2
  MAX-SHIPS> 3          MAX-AT-A-TIME> 3
  SCOUTS> TRUE          TRANSPORTS> FALSE
  WARSHIPS> TRUE        UNKNOWNNS> FALSE

\ 1
STARMAP-X: 130          STARMAP-Y: 133
OBJECT: ENCOUNTER      ID: VELOX
\ 2
STARMAP-X: 150          STARMAP-Y: 125
OBJECT: ENCOUNTER      ID: VELOX

```

7

```

0 \ VELOXI SCOUT-WAR DATA
1 \ 3
2 STARMAP-X: 126      STARMAP-Y: 157
3 OBJECT: ENCOUNTER  ID: VELOX
4 \ 4
5 STARMAP-X: 113      STARMAP-Y: 151
6 OBJECT: ENCOUNTER  ID: VELOX
7 \ 5
8 STARMAP-X: 78       STARMAP-Y: 113
9 OBJECT: ENCOUNTER  ID: VELOX
10 \ 6
11 STARMAP-X: 194      STARMAP-Y: 67
12 OBJECT: ENCOUNTER  ID: VELOX
13
14
15

```

8

```

0 \ VELOXI WAR GROUP SET-UP.....WAR DATA
1
2 \ WAR GROUPS
3   MOVE-BY> 2
4   MAX-SHIPS> 8      MAX-AT-A-TIME> 8
5   SCOUTS> FALSE     TRANSPORTS> FALSE
6   WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 140      STARMAP-Y: 139
11 OBJECT: ENCOUNTER  ID: VELOX
12 \ 2
13 STARMAP-X: 148      STARMAP-Y: 151
14 OBJECT: ENCOUNTER  ID: VELOX
15

```

9

```

0 \ VELOXI WAR DATA
1 \ 3
2 STARMAP-X: 138      STARMAP-Y: 163
3 OBJECT: ENCOUNTER  ID: VELOX
4 \ 4
5 STARMAP-X: 144      STARMAP-Y: 192
6 OBJECT: ENCOUNTER  ID: VELOX
7
8
9
10
11
12
13
14
15

```

10

```

\ VELOXI MIXED GROUP SET-UP.....MIXED DATA

\ MIXED GROUPS
  MOVE-BY> 2
  MAX-SHIPS> 3      MAX-AT-A-TIME> 3
  SCOUTS> TRUE      TRANSPORTS> TRUE
  WARSHIPS> TRUE    UNKNOWNNS> FALSE

\ 1
STARMAP-X: 121      STARMAP-Y: 139
OBJECT: ENCOUNTER  ID: VELOX
\ 2
STARMAP-X: 145      STARMAP-Y: 129
OBJECT: ENCOUNTER  ID: VELOX

```

11

```

\ VELOXI MIXED DATA
\ 3
STARMAP-X: 152      STARMAP-Y: 159
OBJECT: ENCOUNTER  ID: VELOX
\ 4
STARMAP-X: 157      STARMAP-Y: 143
OBJECT: ENCOUNTER  ID: VELOX
\ 5
STARMAP-X: 136      STARMAP-Y: 151
OBJECT: ENCOUNTER  ID: VELOX
\ 6
STARMAP-X: 135      STARMAP-Y: 176
OBJECT: ENCOUNTER  ID: VELOX
\ 7
STARMAP-X: 165      STARMAP-Y: 137
OBJECT: ENCOUNTER  ID: VELOX

```

12

```

\ VELOXI MIXED DATA
\ 8
STARMAP-X: 122      STARMAP-Y: 147
OBJECT: ENCOUNTER  ID: VELOX
\ 9
STARMAP-X: 135      STARMAP-Y: 127
OBJECT: ENCOUNTER  ID: VELOX
\ 10
STARMAP-X: 159      STARMAP-Y: 165
OBJECT: ENCOUNTER  ID: VELOX

```

13

```

0 \ SPEMIN SCOUT GROUP SET-UP.....SCOUT DATA
1
2 \ SCOUT GROUPS
3 MOVE-BY> 1
4 MAX-SHIPS> 1 MAX-AT-A-TIME> 1
5 SCOUTS> TRUE TRANSPORTS> FALSE
6 WARSHIPS> FALSE UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 115 STARMAP-Y: 145
11 OBJECT: ENCOUNTER ID: SPEMIN
12 \ 2
13 STARMAP-X: 112 STARMAP-Y: 113
14 OBJECT: ENCOUNTER ID: SPEMIN
15

```

14

```

0 \ SPEMIN SCOUT DATA
1 \ 3
2 STARMAP-X: 102 STARMAP-Y: 103
3 OBJECT: ENCOUNTER ID: SPEMIN
4 \ 4
5 STARMAP-X: 79 STARMAP-Y: 101
6 OBJECT: ENCOUNTER ID: SPEMIN
7 \ 5
8 STARMAP-X: 67 STARMAP-Y: 112
9 OBJECT: ENCOUNTER ID: SPEMIN
10 \ 6
11 STARMAP-X: 44 STARMAP-Y: 141
12 OBJECT: ENCOUNTER ID: SPEMIN
13 \ 7
14 STARMAP-X: 116 STARMAP-Y: 162
15 OBJECT: ENCOUNTER ID: SPEMIN

```

15

```

0 \ SPEMIN SCOUT DATA
1 \ 8
2 STARMAP-X: 82 STARMAP-Y: 172
3 OBJECT: ENCOUNTER ID: SPEMIN
4 \ 9
5 STARMAP-X: 52 STARMAP-Y: 159
6 OBJECT: ENCOUNTER ID: SPEMIN
7 \ 10
8 STARMAP-X: 164 STARMAP-Y: 106
9 OBJECT: ENCOUNTER ID: SPEMIN
10 \ 11
11 STARMAP-X: 246 STARMAP-Y: 4
12 OBJECT: ENCOUNTER ID: SPEMIN
13 \ 12
14 STARMAP-X: 236 STARMAP-Y: 82
15 OBJECT: ENCOUNTER ID: SPEMIN

```

16

```

\ SPEMIN SCOUT DATA
\ 13
STARMAP-X: 92 STARMAP-Y: 112
OBJECT: ENCOUNTER ID: SPEMIN

```

17

```

\ SPEMIN SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA

```

```

\ SCOUT-WAR GROUPS
MOVE-BY> 1
MAX-SHIPS> 3 MAX-AT-A-TIME> 3
SCOUTS> TRUE TRANSPORTS> FALSE
WARSHIPS> TRUE UNKNOWNNS> FALSE

```

```

\ 1
STARMAP-X: 108 STARMAP-Y: 132
OBJECT: ENCOUNTER ID: SPEMIN
\ 2
STARMAP-X: 100 STARMAP-Y: 172
OBJECT: ENCOUNTER ID: SPEMIN

```

18

```

\ SPEMIN SCOUT-WAR DATA
\ 3
STARMAP-X: 51 STARMAP-Y: 122
OBJECT: ENCOUNTER ID: SPEMIN
\ 4
STARMAP-X: 84 STARMAP-Y: 134
OBJECT: ENCOUNTER ID: SPEMIN
\ 5
STARMAP-X: 117 STARMAP-Y: 78
OBJECT: ENCOUNTER ID: SPEMIN
\ 6
STARMAP-X: 168 STARMAP-Y: 213
OBJECT: ENCOUNTER ID: SPEMIN

```



19

```

0 \ SPEMIN WAR GROUP SET-UP.....WAR DATA
1
2 \ WAR GROUPS
3   MOVE-BY> 1
4   MAX-SHIPS> 8      MAX-AT-A-TIME> 8
5   SCOUTS> FALSE    TRANSPORTS> FALSE
6   WARSHIPS> TRUE   UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 81      STARMAP-Y: 152
11 OBJECT: ENCOUNTER ID: SPEMIN
12 \ 2
13 STARMAP-X: 67      STARMAP-Y: 142
14 OBJECT: ENCOUNTER ID: SPEMIN
15

```

20

```

0 \ SPEMIN WAR DATA
1 \ 3
2 STARMAP-X: 56      STARMAP-Y: 148
3 OBJECT: ENCOUNTER ID: SPEMIN
4
5
6
7
8
9
10
11
12
13
14
15

```

21

```

0 \ SPEMIN MIXED GROUP SET-UP.....MIXED DATA
1
2 \ MIXED GROUPS
3   MOVE-BY> 1
4   MAX-SHIPS> 3      MAX-AT-A-TIME> 3
5   SCOUTS> TRUE     TRANSPORTS> TRUE
6   WARSHIPS> TRUE   UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 86      STARMAP-Y: 113
11 OBJECT: ENCOUNTER ID: SPEMIN
12 \ 2
13 STARMAP-X: 98      STARMAP-Y: 121
14 OBJECT: ENCOUNTER ID: SPEMIN
15

```

22

```

\ SPEMIN MIXED DATA
\ 3
STARMAP-X: 67      STARMAP-Y: 130
OBJECT: ENCOUNTER ID: SPEMIN
\ 4
STARMAP-X: 95      STARMAP-Y: 142
OBJECT: ENCOUNTER ID: SPEMIN
\ 5
STARMAP-X: 79      STARMAP-Y: 143
OBJECT: ENCOUNTER ID: SPEMIN
\ 6
STARMAP-X: 88      STARMAP-Y: 155
OBJECT: ENCOUNTER ID: SPEMIN
\ 7
STARMAP-X: 66      STARMAP-Y: 169
OBJECT: ENCOUNTER ID: SPEMIN

```

23

```

\ THRYNN SCOUT GROUP SET-UP.....SCOUT DATA
\ SCOUT GROUPS
  MOVE-BY> 2
  MAX-SHIPS> 1      MAX-AT-A-TIME> 1
  SCOUTS> TRUE     TRANSPORTS> FALSE
  WARSHIPS> FALSE  UNKNOWNNS> FALSE
\ 1
STARMAP-X: 134      STARMAP-Y: 53
OBJECT: ENCOUNTER ID: THRYNN
\ 2
STARMAP-X: 144      STARMAP-Y: 49
OBJECT: ENCOUNTER ID: THRYNN

```

24

```

\ THRYNN SCOUT DATA
\ 3
STARMAP-X: 149      STARMAP-Y: 37
OBJECT: ENCOUNTER ID: THRYNN
\ 4
STARMAP-X: 119      STARMAP-Y: 25
OBJECT: ENCOUNTER ID: THRYNN
\ 5
STARMAP-X: 128      STARMAP-Y: 17
OBJECT: ENCOUNTER ID: THRYNN
\ 6
STARMAP-X: 202      STARMAP-Y: 10
OBJECT: ENCOUNTER ID: THRYNN
\ 7
STARMAP-X: 68      STARMAP-Y: 17
OBJECT: ENCOUNTER ID: THRYNN

```

25

```

0 \ THRYNN SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA
1
2 \ SCOUT-WAR GROUPS
3   MOVE-BY> 2
4   MAX-SHIPS> 3      MAX-AT-A-TIME> 3
5   SCOUTS> TRUE      TRANSPORTS> FALSE
6   WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 116      STARMAP-Y: 39
11 OBJECT: ENCOUNTER  ID: THRYNN
12 \ 2
13 STARMAP-X: 140      STARMAP-Y: 24
14 OBJECT: ENCOUNTER  ID: THRYNN
15

```

26

```

0 \ THRYNN WAR GROUP SET-UP.....WAR DATA
1
2 \ WAR GROUPS
3   MOVE-BY> 2
4   MAX-SHIPS> 8      MAX-AT-A-TIME> 8
5   SCOUTS> FALSE     TRANSPORTS> FALSE
6   WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 130      STARMAP-Y: 31
11 OBJECT: ENCOUNTER  ID: THRYNN
12
13
14
15

```

27

```

0 \ THRYNN MIXED GROUP SET-UP.....MIXED DATA
1
2 \ MIXED GROUPS
3   MOVE-BY> 1
4   MAX-SHIPS> 3      MAX-AT-A-TIME> 3
5   SCOUTS> TRUE      TRANSPORTS> TRUE
6   WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 128      STARMAP-Y: 43
11 OBJECT: ENCOUNTER  ID: THRYNN
12 \ 2
13 STARMAP-X: 138      STARMAP-Y: 31
14 OBJECT: ENCOUNTER  ID: THRYNN
15

```

28

```

\ THRYNN MIXED DATA
\ 3
STARMAP-X: 134      STARMAP-Y: 37
OBJECT: ENCOUNTER  ID: THRYNN
\ 4
STARMAP-X: 123      STARMAP-Y: 32
OBJECT: ENCOUNTER  ID: THRYNN

```

29

```

\ ELOWAN SCOUT GROUP SET-UP.....SCOUT DATA
\ SCOUT GROUPS
  MOVE-BY> 3
  MAX-SHIPS> 1      MAX-AT-A-TIME> 1
  SCOUTS> TRUE      TRANSPORTS> FALSE
  WARSHIPS> FALSE   UNKNOWNNS> FALSE
\ 1
STARMAP-X: 178      STARMAP-Y: 88
OBJECT: ENCOUNTER  ID: ELOWAN

```

30

```

\ ELOWAN WAR GROUP SET-UP.....WAR DATA
\ WAR GROUPS
  MOVE-BY> 3
  MAX-SHIPS> 8      MAX-AT-A-TIME> 8
  SCOUTS> FALSE     TRANSPORTS> FALSE
  WARSHIPS> TRUE    UNKNOWNNS> FALSE
\ 1
STARMAP-X: 150      STARMAP-Y: 65
OBJECT: ENCOUNTER  ID: ELOWAN

```

31

```

0 \ ELOWAN SCOUT GROUP SET-UP.....MIXED DATA
1
2 \ MIXED GROUPS
3   MOVE-BY> 3
4   MAX-SHIPS> 3      MAX-AT-A-TIME> 3
5   SCOUTS> TRUE      TRANSPORTS> TRUE
6   WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 154      STARMAP-Y: 43
11 OBJECT: ENCOUNTER  ID: ELOWAN
12 \ 2
13 STARMAP-X: 164      STARMAP-Y: 50
14 OBJECT: ENCOUNTER  ID: ELOWAN
15

```

32

```

0 \ ELOWAN MIXED DATA
1 \ 3
2 STARMAP-X: 153      STARMAP-Y: 57
3 OBJECT: ENCOUNTER  ID: ELOWAN
4 \ 4
5 STARMAP-X: 141      STARMAP-Y: 57
6 OBJECT: ENCOUNTER  ID: ELOWAN
7 \ 5
8 STARMAP-X: 164      STARMAP-Y: 63
9 OBJECT: ENCOUNTER  ID: ELOWAN
10 \ 6
11 STARMAP-X: 154      STARMAP-Y: 72
12 OBJECT: ENCOUNTER  ID: ELOWAN
13
14
15

```

33

```

0 \ MECHAN GROUP SET-UP..... DATA
1
2 \ GROUPS
3   MOVE-BY> 2
4   MAX-SHIPS> 3      MAX-AT-A-TIME> 3
5   SCOUTS> TRUE      TRANSPORTS> FALSE
6   WARSHIPS> FALSE   UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 149      STARMAP-Y: 103
11 OBJECT: ENCOUNTER  ID: MECHAN
12 \ 2
13 STARMAP-X: 149      STARMAP-Y: 111
14 OBJECT: ENCOUNTER  ID: MECHAN
15

```

34

```

\ MECHAN DATA
\ 3
STARMAP-X: 141      STARMAP-Y: 103
OBJECT: ENCOUNTER  ID: MECHAN
\ 4
STARMAP-X: 141      STARMAP-Y: 111
OBJECT: ENCOUNTER  ID: MECHAN

```

35

```

\ GAZURT SCOUT GROUP SET-UP.....SCOUT DATA
\ SCOUT GROUPS
  MOVE-BY> 2
  MAX-SHIPS> 1      MAX-AT-A-TIME> 1
  SCOUTS> TRUE      TRANSPORTS> FALSE
  WARSHIPS> FALSE   UNKNOWNNS> FALSE
\ 1
STARMAP-X: 115      STARMAP-Y: 45
OBJECT: ENCOUNTER  ID: GAZURTOID
\ 2
STARMAP-X: 110      STARMAP-Y: 72
OBJECT: ENCOUNTER  ID: GAZURTOID

```

36

```

\ GAZURT SCOUT DATA
\ 3
STARMAP-X: 98       STARMAP-Y: 81
OBJECT: ENCOUNTER  ID: GAZURTOID
\ 4
STARMAP-X: 93       STARMAP-Y: 97
OBJECT: ENCOUNTER  ID: GAZURTOID
\ 5
STARMAP-X: 61       STARMAP-Y: 88
OBJECT: ENCOUNTER  ID: GAZURTOID
\ 6
STARMAP-X: 91       STARMAP-Y: 31
OBJECT: ENCOUNTER  ID: GAZURTOID
\ 7
STARMAP-X: 48       STARMAP-Y: 56
OBJECT: ENCOUNTER  ID: GAZURTOID

```

37

```

0 \ GAZURT SCOUT DATA
1 \ 8
2 STARMAP-X: 57      STARMAP-Y: 36
3 OBJECT: ENCOUNTER  ID: GAZURTOID
4 \ 9
5 STARMAP-X: 186     STARMAP-Y: 25
6 OBJECT: ENCOUNTER  ID: GAZURTOID
7 \ 10
8 STARMAP-X: 229     STARMAP-Y: 138
9 OBJECT: ENCOUNTER  ID: GAZURTOID
10
11
12
13
14
15

```

38

```

0 \ GAZURT SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA
1
2 \ SCOUT-WAR GROUPS
3   MOVE-BY> 2
4   MAX-SHIPS> 3      MAX-AT-A-TIME> 3
5   SCOUTS> TRUE      TRANSPORTS> FALSE
6   WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 101     STARMAP-Y: 55
11 OBJECT: ENCOUNTER  ID: GAZURTOID
12 \ 2
13 STARMAP-X: 76      STARMAP-Y: 39
14 OBJECT: ENCOUNTER  ID: GAZURTOID
15

```

39

```

0 \ GAZURT SCOUT-WAR DATA
1 \ 3
2 STARMAP-X: 87      STARMAP-Y: 73
3 OBJECT: ENCOUNTER  ID: GAZURTOID
4 \ 4
5 STARMAP-X: 75      STARMAP-Y: 87
6 OBJECT: ENCOUNTER  ID: GAZURTOID
7 \ 5
8 STARMAP-X: 64      STARMAP-Y: 72
9 OBJECT: ENCOUNTER  ID: GAZURTOID
10 \ 6
11 STARMAP-X: 72      STARMAP-Y: 62
12 OBJECT: ENCOUNTER  ID: GAZURTOID
13
14
15

```

40

```

\ GAZURT WAR GROUP SET-UP.....WAR DATA

\ WAR GROUPS
  MOVE-BY> 2
  MAX-SHIPS> 8      MAX-AT-A-TIME> 8
  SCOUTS> FALSE     TRANSPORTS> FALSE
  WARSHIPS> TRUE    UNKNOWNNS> FALSE

\ 1
STARMAP-X: 89      STARMAP-Y: 55
OBJECT: ENCOUNTER  ID: GAZURTOID
\ 2
STARMAP-X: 82      STARMAP-Y: 52
OBJECT: ENCOUNTER  ID: GAZURTOID

```

41

```

\ GAZURT WAR DATA
\ 3
STARMAP-X: 57      STARMAP-Y: 116
OBJECT: ENCOUNTER  ID: GAZURTOID

```

42

```

\ UHLEK SCOUT GROUP SET-UP.....SCOUT DATA

\ SCOUT GROUPS
  MOVE-BY> 3
  MAX-SHIPS> 1      MAX-AT-A-TIME> 1
  SCOUTS> TRUE      TRANSPORTS> FALSE
  WARSHIPS> FALSE   UNKNOWNNS> FALSE

\ 1
STARMAP-X: 59      STARMAP-Y: 17
OBJECT: ENCOUNTER  ID: UHLEK
\ 2
STARMAP-X: 47      STARMAP-Y: 4
OBJECT: ENCOUNTER  ID: UHLEK

```



43

```

0 \ UHLEK SCOUT DATA
1 \ 3
2 STARMAP-X: 45      STARMAP-Y: 33
3 OBJECT: ENCOUNTER  ID: UHLEK
4 \ 4
5 STARMAP-X: 44      STARMAP-Y: 46
6 OBJECT: ENCOUNTER  ID: UHLEK
7 \ 5
8 STARMAP-X: 43      STARMAP-Y: 92
9 OBJECT: ENCOUNTER  ID: UHLEK
10 \ 6
11 STARMAP-X: 35      STARMAP-Y: 120
12 OBJECT: ENCOUNTER ID: UHLEK
13 \ 7
14 STARMAP-X: 30      STARMAP-Y: 137
15 OBJECT: ENCOUNTER ID: UHLEK

```

44

```

0 \ UHLEK SCOUT DATA
1 \ 8
2 STARMAP-X: 37      STARMAP-Y: 154
3 OBJECT: ENCOUNTER  ID: UHLEK
4 \ 9
5 STARMAP-X: 75      STARMAP-Y: 187
6 OBJECT: ENCOUNTER  ID: UHLEK
7 \ 10
8 STARMAP-X: 86      STARMAP-Y: 198
9 OBJECT: ENCOUNTER  ID: UHLEK
10 \ 11
11 STARMAP-X: 95      STARMAP-Y: 180
12 OBJECT: ENCOUNTER ID: UHLEK
13 \ 12
14 STARMAP-X: 127     STARMAP-Y: 176
15 OBJECT: ENCOUNTER ID: UHLEK

```

45

```

0 \ UHLEK SCOUT DATA
1 \ 13
2 STARMAP-X: 85      STARMAP-Y: 218
3 OBJECT: ENCOUNTER  ID: UHLEK
4 \ 14
5 STARMAP-X: 212     STARMAP-Y: 201
6 OBJECT: ENCOUNTER  ID: UHLEK
7 \ 15
8 STARMAP-X: 231     STARMAP-Y: 172
9 OBJECT: ENCOUNTER  ID: UHLEK
10 \ 16
11 STARMAP-X: 156     STARMAP-Y: 2
12 OBJECT: ENCOUNTER ID: UHLEK
13
14
15

```

46

```
\ UHLEK SCOUT-WAR GROUP SET-UP.....SCOUT-WAR DATA
```

```

\ SCOUT-WAR GROUPS
MOVE-BY> 3
MAX-SHIPS> 3      MAX-AT-A-TIME> 3
SCOUTS> TRUE      TRANSPORTS> FALSE
WARSHIPS> TRUE    UNKNOWNNS> FALSE

```

```

\ 1
STARMAP-X: 36      STARMAP-Y: 21
OBJECT: ENCOUNTER  ID: UHLEK
\ 2
STARMAP-X: 14      STARMAP-Y: 25
OBJECT: ENCOUNTER  ID: UHLEK

```

47

```
\ UHLEK SCOUT-WAR DATA
```

```

\ 3
STARMAP-X: 20      STARMAP-Y: 43
OBJECT: ENCOUNTER  ID: UHLEK
\ 4
STARMAP-X: 31      STARMAP-Y: 56
OBJECT: ENCOUNTER  ID: UHLEK
\ 5
STARMAP-X: 15      STARMAP-Y: 66
OBJECT: ENCOUNTER  ID: UHLEK
\ 6
STARMAP-X: 28      STARMAP-Y: 86
OBJECT: ENCOUNTER  ID: UHLEK
\ 7
STARMAP-X: 31      STARMAP-Y: 104
OBJECT: ENCOUNTER  ID: UHLEK

```

48

```
\ UHLEK SCOUT-WAR DATA
```

```

\ 8
STARMAP-X: 13      STARMAP-Y: 136
OBJECT: ENCOUNTER  ID: UHLEK
\ 9
STARMAP-X: 23      STARMAP-Y: 162
OBJECT: ENCOUNTER  ID: UHLEK
\ 10
STARMAP-X: 5       STARMAP-Y: 179
OBJECT: ENCOUNTER  ID: UHLEK
\ 11
STARMAP-X: 40      STARMAP-Y: 188
OBJECT: ENCOUNTER  ID: UHLEK
\ 12
STARMAP-X: 26      STARMAP-Y: 214
OBJECT: ENCOUNTER  ID: UHLEK

```

49

```

0 \ UHLEK SCOUT-WAR DATA
1 \ 13
2 STARMAP-X: 45      STARMAP-Y: 206
3 OBJECT: ENCOUNTER ID: UHLEK
4 \ 14
5 STARMAP-X: 67      STARMAP-Y: 206
6 OBJECT: ENCOUNTER ID: UHLEK
7 \ 15
8 STARMAP-X: 107     STARMAP-Y: 182
9 OBJECT: ENCOUNTER ID: UHLEK
10 \ 16
11 STARMAP-X: 122     STARMAP-Y: 188
12 OBJECT: ENCOUNTER ID: UHLEK
13 \ 17
14 STARMAP-X: 136     STARMAP-Y: 212
15 OBJECT: ENCOUNTER ID: UHLEK

```

50

```

0 \ UHLEK WAR GROUP SET-UP.....WAR DATA
1
2 \ WAR GROUPS
3 MOVE-BY> 2
4 MAX-SHIPS> 8      MAX-AT-A-TIME> 8
5 SCOUTS> FALSE     TRANSPORTS> FALSE
6 WARSHIPS> TRUE    UNKNOWNNS> FALSE
7
8
9 \ 1
10 STARMAP-X: 23     STARMAP-Y: 5
11 OBJECT: ENCOUNTER ID: UHLEK
12 \ 2
13 STARMAP-X: 5      STARMAP-Y: 5
14 OBJECT: ENCOUNTER ID: UHLEK
15

```

51

```

0 \ UHLEK WAR DATA
1 \ 3
2 STARMAP-X: 9      STARMAP-Y: 15
3 OBJECT: ENCOUNTER ID: UHLEK
4 \ 4
5 STARMAP-X: 6      STARMAP-Y: 53
6 OBJECT: ENCOUNTER ID: UHLEK
7 \ 5
8 STARMAP-X: 7      STARMAP-Y: 96
9 OBJECT: ENCOUNTER ID: UHLEK
10 \ 6
11 STARMAP-X: 8      STARMAP-Y: 110
12 OBJECT: ENCOUNTER ID: UHLEK
13 \ 7
14 STARMAP-X: 6      STARMAP-Y: 125
15 OBJECT: ENCOUNTER ID: UHLEK

```

52

```

\ UHLEK WAR DATA
\ 8
STARMAP-X: 29      STARMAP-Y: 174
OBJECT: ENCOUNTER ID: UHLEK
\ 9
STARMAP-X: 17      STARMAP-Y: 194
OBJECT: ENCOUNTER ID: UHLEK
\ 10
STARMAP-X: 10      STARMAP-Y: 207
OBJECT: ENCOUNTER ID: UHLEK
\ 11
STARMAP-X: 106     STARMAP-Y: 212
OBJECT: ENCOUNTER ID: UHLEK

```

53

```

\ NOMAD SET-UP.....NOMAD DATA
\ NOMAD
MOVE-BY> 1
MAX-SHIPS> 1      MAX-AT-A-TIME> 1
SCOUTS> FALSE     TRANSPORTS> FALSE
WARSHIPS> FALSE   UNKNOWNNS> TRUE

```

```

\ 1
STARMAP-X: 179     STARMAP-Y: 69
OBJECT: ENCOUNTER ID: NOMAD
\ 2
STARMAP-X: 155     STARMAP-Y: 100
OBJECT: ENCOUNTER ID: NOMAD

```

54

```

\ NOMAD DATA
\ 3
STARMAP-X: 217     STARMAP-Y: 107
OBJECT: ENCOUNTER ID: NOMAD
\ 4
STARMAP-X: 178     STARMAP-Y: 151
OBJECT: ENCOUNTER ID: NOMAD
\ 5
STARMAP-X: 92      STARMAP-Y: 133
OBJECT: ENCOUNTER ID: NOMAD
\ 6
STARMAP-X: 94      STARMAP-Y: 47
OBJECT: ENCOUNTER ID: NOMAD
\ 7
STARMAP-X: 35      STARMAP-Y: 145
OBJECT: ENCOUNTER ID: NOMAD

```

55

```

0 \ MYSTERION SET-UP.....MYSTERION DATA
1
2 \ MYSTERION
3   MOVE-BY> 3
4   MAX-SHIPS> 1      MAX-AT-A-TIME> 1
5   SCOUTS> FALSE    TRANSPORTS> FALSE
6   WARSHIPS> FALSE  UNKNOWNNS> TRUE
7
8
9 \ 1
10 STARMAP-X: 217      STARMAP-Y: 86
11 OBJECT: ENCOUNTER  ID: MYSTERION
12 \ 2
13 STARMAP-X: 191      STARMAP-Y: 152
14 OBJECT: ENCOUNTER  ID: MYSTERION
15

```

56

```

0 \ MYSTERION DATA
1 \ 3
2 STARMAP-X: 127      STARMAP-Y: 93
3 OBJECT: ENCOUNTER  ID: MYSTERION
4 \ 4
5 STARMAP-X: 20       STARMAP-Y: 200
6 OBJECT: ENCOUNTER  ID: MYSTERION
7
8
9
10
11
12
13
14
15

```

57

```

0 \ ENTERPRISE GROUP SET-UP.....ENTERPRISE DATA
1
2 \ ENTERPRISE
3   MOVE-BY> 2
4   MAX-SHIPS> 1      MAX-AT-A-TIME> 1
5   SCOUTS> FALSE    TRANSPORTS> FALSE
6   WARSHIPS> FALSE  UNKNOWNNS> TRUE
7
8
9 \ 1
10 STARMAP-X: 180      STARMAP-Y: 123
11 OBJECT: ENCOUNTER  ID: ENTERPRISE
12
13
14
15

```

58

```

\ MINSTREL GROUP SET-UP.....MINSTREL DATA
\ MINSTREL
  MOVE-BY> 1
  MAX-SHIPS> 1      MAX-AT-A-TIME> 1
  SCOUTS> FALSE    TRANSPORTS> FALSE
  WARSHIPS> FALSE  UNKNOWNNS> TRUE
\ 1
  STARMAP-X: 96      STARMAP-Y: 87
  OBJECT: ENCOUNTER  ID: MINSTREL
\ 2
  STARMAP-X: 227      STARMAP-Y: 32
  OBJECT: ENCOUNTER  ID: MINSTREL

```

59

```

\ MINSTREL DATA
\ 3
  STARMAP-X: 164      STARMAP-Y: 80
  OBJECT: ENCOUNTER  ID: MINSTREL
\ 4
  STARMAP-X: 130      STARMAP-Y: 162
  OBJECT: ENCOUNTER  ID: MINSTREL
\ 5
  STARMAP-X: 63       STARMAP-Y: 183
  OBJECT: ENCOUNTER  ID: MINSTREL
\ 6
  STARMAP-X: 70       STARMAP-Y: 52
  OBJECT: ENCOUNTER  ID: MINSTREL
\ 7
  STARMAP-X: 231      STARMAP-Y: 156
  OBJECT: ENCOUNTER  ID: MINSTREL

```

60

```

\ MINSTREL DATA
\ 8
  STARMAP-X: 7        STARMAP-Y: 40
  OBJECT: ENCOUNTER  ID: MINSTREL
  STARMAP-X: 43       STARMAP-Y: 82
  OBJECT: ENCOUNTER  ID: MINSTREL

```

61

```

0 \ SYSTEM LEVEL ....VELOXI SET-UP
1
2
3 LEVEL> SYSTEM
4
5 \ VELOXI all mixed
6 MOVE-BY> 2
7 MAX-SHIPS> 6      MAX-AT-A-TIME> 3
8 SCOUTS> TRUE      TRANSPORTS> TRUE
9 WARSHIPS> TRUE     UNKNOWNNS> FALSE
10
11
12 \ Always On groups
13
14 CAN-SWITCH> FALSE
15

```

62

```

0 \ VELOXI 'ON' GROUP DATA
1 \ 1
2 STARMAP-X: 150      STARMAP-Y: 148
3 OBJECT: ENCOUNTER  ID: VELOX
4 \ 2
5 STARMAP-X: 150      STARMAP-Y: 148
6 OBJECT: ENCOUNTER  ID: VELOX
7 \ 3
8 STARMAP-X: 150      STARMAP-Y: 148
9 OBJECT: ENCOUNTER  ID: VELOX
10 \ 4
11 STARMAP-X: 132      STARMAP-Y: 165
12 OBJECT: ENCOUNTER  ID: VELOX
13 \ 5
14 STARMAP-X: 132      STARMAP-Y: 165
15 OBJECT: ENCOUNTER  ID: VELOX

```

63

```

0 \ VELOXI 'ON' GROUP DATA
1 \ 6
2 STARMAP-X: 118      STARMAP-Y: 146
3 OBJECT: ENCOUNTER  ID: VELOX
4 \ 7
5 STARMAP-X: 128      STARMAP-Y: 124
6 OBJECT: ENCOUNTER  ID: VELOX
7 \ 8
8 STARMAP-X: 128      STARMAP-Y: 124
9 OBJECT: ENCOUNTER  ID: VELOX
10 \ 9
11 STARMAP-X: 151      STARMAP-Y: 173
12 OBJECT: ENCOUNTER  ID: VELOX
13 \ 10
14 STARMAP-X: 131      STARMAP-Y: 146
15 OBJECT: ENCOUNTER  ID: VELOX

```

64

```

\ VELOXI 'ON' GROUP DATA
\ 11
STARMAP-X: 131      STARMAP-Y: 146
OBJECT: ENCOUNTER  ID: VELOX

```

65

```

\ VELOXI 'ON/OFF' GROUP SET-UP...ON/OFF DATA
CAN-SWITCH> TRUE

\ 1
STARMAP-X: 150      STARMAP-Y: 148
OBJECT: ENCOUNTER  ID: VELOX
\ 2
STARMAP-X: 150      STARMAP-Y: 148
OBJECT: ENCOUNTER  ID: VELOX
\ 3
STARMAP-X: 150      STARMAP-Y: 148
OBJECT: ENCOUNTER  ID: VELOX
\ 4
STARMAP-X: 150      STARMAP-Y: 148
OBJECT: ENCOUNTER  ID: VELOX

```

66

```

\ VELOXI 'ON/OFF' GROUP DATA
\ 5
STARMAP-X: 132      STARMAP-Y: 165
OBJECT: ENCOUNTER  ID: VELOX
\ 6
STARMAP-X: 132      STARMAP-Y: 165
OBJECT: ENCOUNTER  ID: VELOX
\ 7
STARMAP-X: 132      STARMAP-Y: 165
OBJECT: ENCOUNTER  ID: VELOX
\ 8
STARMAP-X: 118      STARMAP-Y: 146
OBJECT: ENCOUNTER  ID: VELOX
\ 9
STARMAP-X: 118      STARMAP-Y: 146
OBJECT: ENCOUNTER  ID: VELOX

```



67

```

0 \ VELOXI 'ON/OFF' GROUP DATA
1 \ 10
2 STARMAP-X: 128      STARMAP-Y: 124
3 OBJECT: ENCOUNTER  ID: VELOX
4 \ 11
5 STARMAP-X: 128      STARMAP-Y: 124
6 OBJECT: ENCOUNTER  ID: VELOX
7 \ 12
8 STARMAP-X: 128      STARMAP-Y: 124
9 OBJECT: ENCOUNTER  ID: VELOX
10 \ 13
11 STARMAP-X: 137      STARMAP-Y: 156
12 OBJECT: ENCOUNTER  ID: VELOX
13 \ 14
14 STARMAP-X: 137      STARMAP-Y: 156
15 OBJECT: ENCOUNTER  ID: VELOX

```

68

```

0 \ VELOXI 'ON/OFF' GROUP DATA
1 \ 15
2 STARMAP-X: 137      STARMAP-Y: 156
3 OBJECT: ENCOUNTER  ID: VELOX
4 \ 16
5 STARMAP-X: 151      STARMAP-Y: 173
6 OBJECT: ENCOUNTER  ID: VELOX
7 \ 17
8 STARMAP-X: 131      STARMAP-Y: 146
9 OBJECT: ENCOUNTER  ID: VELOX
10 \ 18
11 STARMAP-X: 131      STARMAP-Y: 146
12 OBJECT: ENCOUNTER  ID: VELOX
13 \ 19
14 STARMAP-X: 163      STARMAP-Y: 119
15 OBJECT: ENCOUNTER  ID: VELOX

```

69

```

0 \ SPEMIN 'ON' GROUP SET-UP...ON DATA
1
2 CAN-SWITCH> FALSE  MOVE-BY> 1
3
4 \ 1
5 STARMAP-X: 82       STARMAP-Y: 148
6 OBJECT: ENCOUNTER  ID: SPEMIN
7 \ 2
8 STARMAP-X: 82       STARMAP-Y: 148
9 OBJECT: ENCOUNTER  ID: SPEMIN
10 \ 3
11 STARMAP-X: 82       STARMAP-Y: 148
12 OBJECT: ENCOUNTER  ID: SPEMIN
13 \ 4
14 STARMAP-X: 45       STARMAP-Y: 151
15 OBJECT: ENCOUNTER  ID: SPEMIN

```

70

```

\ SPEMIN 'ON' GROUP DATA
\ 5
STARMAP-X: 58         STARMAP-Y: 124
OBJECT: ENCOUNTER     ID: SPEMIN
\ 6
STARMAP-X: 58         STARMAP-Y: 124
OBJECT: ENCOUNTER     ID: SPEMIN

```

71

```

\ SPEMIN 'ON/OFF' GROUP SET-UP...ON/OFF DATA
CAN-SWITCH> TRUE
\ 1
STARMAP-X: 82         STARMAP-Y: 148
OBJECT: ENCOUNTER     ID: SPEMIN
\ 2
STARMAP-X: 82         STARMAP-Y: 148
OBJECT: ENCOUNTER     ID: SPEMIN
\ 3
STARMAP-X: 56         STARMAP-Y: 144
OBJECT: ENCOUNTER     ID: SPEMIN
\ 4
STARMAP-X: 56         STARMAP-Y: 144
OBJECT: ENCOUNTER     ID: SPEMIN

```

72

```

\ SPEMIN 'ON/OFF' GROUP DATA
\ 5
STARMAP-X: 105        STARMAP-Y: 165
OBJECT: ENCOUNTER     ID: SPEMIN
\ 6
STARMAP-X: 105        STARMAP-Y: 165
OBJECT: ENCOUNTER     ID: SPEMIN
\ 7
STARMAP-X: 105        STARMAP-Y: 165
OBJECT: ENCOUNTER     ID: SPEMIN
\ 8
STARMAP-X: 45         STARMAP-Y: 151
OBJECT: ENCOUNTER     ID: SPEMIN
\ 9
STARMAP-X: 45         STARMAP-Y: 151
OBJECT: ENCOUNTER     ID: SPEMIN

```

73

```

0 \ SPEMIN 'ON/OFF' GROUP DATA
1 \ 10
2 STARMAP-X: 94      STARMAP-Y: 118
3 OBJECT: ENCOUNTER ID: SPEMIN
4 \ 11
5 STARMAP-X: 58      STARMAP-Y: 124
6 OBJECT: ENCOUNTER ID: SPEMIN
7 \ 12
8 STARMAP-X: 63      STARMAP-Y: 102
9 OBJECT: ENCOUNTER ID: SPEMIN
10 \ 13
11 STARMAP-X: 63      STARMAP-Y: 102
12 OBJECT: ENCOUNTER ID: SPEMIN
13 \ 14
14 STARMAP-X: 117     STARMAP-Y: 114
15 OBJECT: ENCOUNTER ID: SPEMIN

```

74

```

0 \ SPEMIN 'ON/OFF' GROUP DATA
1 \ 15
2 STARMAP-X: 114     STARMAP-Y: 138
3 OBJECT: ENCOUNTER ID: SPEMIN
4
5
6
7
8
9
10
11
12
13
14
15

```

75

```

0 \ THRYNN 'ON' GROUP SET-UP...ON DATA
1
2 CAN-SWITCH> FALSE  MOVE-BY> 2
3
4 \ 1
5 STARMAP-X: 129     STARMAP-Y: 33
6 OBJECT: ENCOUNTER ID: THRYNN
7 \ 2
8 STARMAP-X: 129     STARMAP-Y: 33
9 OBJECT: ENCOUNTER ID: THRYNN
10 \ 3
11 STARMAP-X: 129     STARMAP-Y: 33
12 OBJECT: ENCOUNTER ID: THRYNN
13 \ 4
14 STARMAP-X: 144     STARMAP-Y: 44
15 OBJECT: ENCOUNTER ID: THRYNN

```

76

```

\ THRYNN 'ON/OFF' GROUP SET-UP...ON/OFF DATA

CAN-SWITCH> TRUE

\ 1
STARMAP-X: 129      STARMAP-Y: 33
OBJECT: ENCOUNTER  ID: THRYNN
\ 2
STARMAP-X: 129      STARMAP-Y: 33
OBJECT: ENCOUNTER  ID: THRYNN
\ 3
STARMAP-X: 125      STARMAP-Y: 39
OBJECT: ENCOUNTER  ID: THRYNN
\ 4
STARMAP-X: 144      STARMAP-Y: 44
OBJECT: ENCOUNTER  ID: THRYNN

```

77

```

\ THRYNN 'ON/OFF' GROUP DATA
\ 5
STARMAP-X: 144      STARMAP-Y: 44
OBJECT: ENCOUNTER  ID: THRYNN
\ 6
STARMAP-X: 144      STARMAP-Y: 22
OBJECT: ENCOUNTER  ID: THRYNN
\ 7
STARMAP-X: 113      STARMAP-Y: 28
OBJECT: ENCOUNTER  ID: THRYNN

```

78

```

\ ELOWAN 'ON/OFF' GROUP SET-UP...ON/OFF DATA

CAN-SWITCH> TRUE  MOVE-BY> 3

\ 1
STARMAP-X: 154      STARMAP-Y: 62
OBJECT: ENCOUNTER  ID: ELOWAN
\ 2
STARMAP-X: 148      STARMAP-Y: 63
OBJECT: ENCOUNTER  ID: ELOWAN
\ 3
STARMAP-X: 160      STARMAP-Y: 48
OBJECT: ENCOUNTER  ID: ELOWAN
\ 4
STARMAP-X: 163      STARMAP-Y: 46
OBJECT: ENCOUNTER  ID: ELOWAN

```

79

```

0 \ MECHAN 'ON' GROUP SET-UP...ON DATA
1
2 CAN-SWITCH> FALSE    MOVE-BY> 2
3 SCOUTS> TRUE         TRANSPORTS> FALSE
4 WARSHIPS> FALSE      UNKNOWNNS> FALSE
5
6 \ 1
7 STARMAP-X: 145       STARMAP-Y: 107
8 OBJECT: ENCOUNTER    ID: MECHAN
9 \ 2
10 STARMAP-X: 145      STARMAP-Y: 107
11 OBJECT: ENCOUNTER    ID: MECHAN
12 \ 3
13 STARMAP-X: 145      STARMAP-Y: 107
14 OBJECT: ENCOUNTER    ID: MECHAN
15

```

80

```

0 \ MECHAN 'ON/OFF' GROUP SET-UP...ON/OFF DATA
1 \ 4
2 STARMAP-X: 145       STARMAP-Y: 107
3 OBJECT: ENCOUNTER    ID: MECHAN
4
5 CAN-SWITCH> TRUE
6
7 \ 1
8 STARMAP-X: 145       STARMAP-Y: 107
9 OBJECT: ENCOUNTER    ID: MECHAN
10 \ 2
11 STARMAP-X: 145      STARMAP-Y: 107
12 OBJECT: ENCOUNTER    ID: MECHAN
13 \ 3
14 STARMAP-X: 145      STARMAP-Y: 107
15 OBJECT: ENCOUNTER    ID: MECHAN

```

81

```

0 \ GAZURT 'ON' GROUP SET-UP...ON DATA
1
2 CAN-SWITCH> FALSE    MOVE-BY> 2
3 SCOUTS> TRUE         TRANSPORTS> FALSE
4 WARSHIPS> TRUE       UNKNOWNNS> FALSE
5
6 \ 1
7 STARMAP-X: 86        STARMAP-Y: 55
8 OBJECT: ENCOUNTER    ID: GAZURTOID
9 \ 2
10 STARMAP-X: 86       STARMAP-Y: 55
11 OBJECT: ENCOUNTER    ID: GAZURTOID
12 \ 3
13 STARMAP-X: 86       STARMAP-Y: 55
14 OBJECT: ENCOUNTER    ID: GAZURTOID
15

```

82

```

\ GAZURT 'ON' GROUP DATA
\ 4
STARMAP-X: 86          STARMAP-Y: 55
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 5
STARMAP-X: 86          STARMAP-Y: 55
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 6
STARMAP-X: 94          STARMAP-Y: 42
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 7
STARMAP-X: 94          STARMAP-Y: 42
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 8
STARMAP-X: 52          STARMAP-Y: 56
OBJECT: ENCOUNTER      ID: GAZURTOID

```

83

```

\ GAZURT 'ON/OFF' GROUP SET-UP...ON/OFF DATA
CAN-SWITCH> TRUE
\ 1
STARMAP-X: 86          STARMAP-Y: 55
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 2
STARMAP-X: 86          STARMAP-Y: 55
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 3
STARMAP-X: 86          STARMAP-Y: 55
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 4
STARMAP-X: 68          STARMAP-Y: 66
OBJECT: ENCOUNTER      ID: GAZURTOID

```

84

```

\ GAZURT 'ON/OFF' GROUP DATA
\ 5
STARMAP-X: 98          STARMAP-Y: 82
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 6
STARMAP-X: 98          STARMAP-Y: 80
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 7
STARMAP-X: 98          STARMAP-Y: 80
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 8
STARMAP-X: 88          STARMAP-Y: 78
OBJECT: ENCOUNTER      ID: GAZURTOID
\ 9
STARMAP-X: 104         STARMAP-Y: 71
OBJECT: ENCOUNTER      ID: GAZURTOID

```

85

```

0 \ GAZURT 'ON/OFF' GROUP DATA
1 \ 10
2 STARMAP-X: 104      STARMAP-Y: 71
3 OBJECT: ENCOUNTER  ID: GAZURTOID
4 \ 11
5 STARMAP-X: 83       STARMAP-Y: 67
6 OBJECT: ENCOUNTER  ID: GAZURTOID
7 \ 12
8 STARMAP-X: 94       STARMAP-Y: 42
9 OBJECT: ENCOUNTER  ID: GAZURTOID
10 \ 13
11 STARMAP-X: 52       STARMAP-Y: 59
12 OBJECT: ENCOUNTER  ID: GAZURTOID
13 \ 14
14 STARMAP-X: 52       STARMAP-Y: 59
15 OBJECT: ENCOUNTER  ID: GAZURTOID

```

86

```

0 \ GAZURT 'ON/OFF' GROUP DATA
1 \ 15
2 STARMAP-X: 52       STARMAP-Y: 56
3 OBJECT: ENCOUNTER  ID: GAZURTOID
4
5
6
7
8
9
10
11
12
13
14
15

```

87

```

0 \ UHLEK 'ON/OFF' GROUP SET-UP...ON/OFF DATA
1
2 CAN-SWITCH> TRUE    MOVE-BY> 3
3
4 \ 1
5 STARMAP-X: 18       STARMAP-Y: 50
6 OBJECT: ENCOUNTER  ID: UHLEK
7 \ 2
8 STARMAP-X: 24       STARMAP-Y: 95
9 OBJECT: ENCOUNTER  ID: UHLEK
10 \ 3
11 STARMAP-X: 38       STARMAP-Y: 26
12 OBJECT: ENCOUNTER  ID: UHLEK
13 \ 4
14 STARMAP-X: 14       STARMAP-Y: 5
15 OBJECT: ENCOUNTER  ID: UHLEK

```

88

```

\ UHLEK 'ON/OFF' GROUP DATA
\ 5
STARMAP-X: 14        STARMAP-Y: 5
OBJECT: ENCOUNTER    ID: UHLEK
\ 6
STARMAP-X: 50        STARMAP-Y: 193
OBJECT: ENCOUNTER    ID: UHLEK
\ 7
STARMAP-X: 17        STARMAP-Y: 213
OBJECT: ENCOUNTER    ID: UHLEK
\ 8
STARMAP-X: 17        STARMAP-Y: 213
OBJECT: ENCOUNTER    ID: UHLEK
\ 9
STARMAP-X: 32        STARMAP-Y: 172
OBJECT: ENCOUNTER    ID: UHLEK

```

89

```

\ UHLEK 'ON/OFF' GROUP DATA
\ 10
STARMAP-X: 7         STARMAP-Y: 118
OBJECT: ENCOUNTER    ID: UHLEK
\ 11
STARMAP-X: 7         STARMAP-Y: 118
OBJECT: ENCOUNTER    ID: UHLEK
\ 12
STARMAP-X: 7         STARMAP-Y: 118
OBJECT: ENCOUNTER    ID: UHLEK
\ 13
STARMAP-X: 26        STARMAP-Y: 82
OBJECT: ENCOUNTER    ID: UHLEK
\ 14
STARMAP-X: 112       STARMAP-Y: 200
OBJECT: ENCOUNTER    ID: UHLEK

```

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```

\ UHLEK 'ON/OFF' GROUP DATA
\ 15
STARMAP-X: 112       STARMAP-Y: 200
OBJECT: ENCOUNTER    ID: UHLEK
\ 16
STARMAP-X: 127       STARMAP-Y: 213
OBJECT: ENCOUNTER    ID: UHLEK
\ 17
STARMAP-X: 70        STARMAP-Y: 208
OBJECT: ENCOUNTER    ID: UHLEK
\ 18
STARMAP-X: 70        STARMAP-Y: 208
OBJECT: ENCOUNTER    ID: UHLEK
\ 19
STARMAP-X: 118       STARMAP-Y: 176
OBJECT: ENCOUNTER    ID: UHLEK

```



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```

0 \ UHLEK 'ON/OFF' GROUP DATA
1 \ 20
2 STARMAP-X: 56      STARMAP-Y: 10
3 OBJECT: ENCOUNTER ID: UHLEK
4 \ 21
5 STARMAP-X: 22      STARMAP-Y: 121
6 OBJECT: ENCOUNTER ID: UHLEK
7 \ 22
8 STARMAP-X: 31      STARMAP-Y: 152
9 OBJECT: ENCOUNTER ID: UHLEK
10 \ 23
11 STARMAP-X: 14      STARMAP-Y: 5
12 OBJECT: ENCOUNTER ID: UHLEK
13
14
15

```

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```

0 \ DERELICT 'ON' GROUP SET-UP....ON DATA
1
2 MOVE-BY> 0
3 MAX-SHIPS> 1      MAX-AT-A-TIME> 1
4 SCOUTS> FALSE    TRANSPORTS> TRUE
5 WARSHIPS> FALSE  UNKNOWNNS> FALSE
6
7 CAN-SWITCH> FALSE
8
9 \ 1
10 STARMAP-X: 175    STARMAP-Y: 94
11 OBJECT: ENCOUNTER ID: DERELICT
12
13
14
15

```

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```

0 \ ORBITAL SET-UP.....VELOX-PROBE SET-UP
1
2
3 LEVEL> ORBITAL
4 CAN-SWITCH> FALSE  ON/OFF> ON
5
6 \ VELOXI
7 \ VELOX-PROBES
8 MOVE-BY> 3
9 MAX-SHIPS> 10      MAX-AT-A-TIME> 5
10 SCOUTS> FALSE     TRANSPORTS> FALSE
11 WARSHIPS> FALSE   UNKNOWNNS> TRUE
12
13 ORBIT#> 1
14 STARMAP-X: 132     STARMAP-Y: 165
15 OBJECT: ENCOUNTER ID: VELOX-PROBE

```

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```

\ VELOX-PROBE DATA
MAX-SHIPS> 1      MAX-AT-A-TIME> 1
ORBIT#> 5
STARMAP-X: 143     STARMAP-Y: 115
OBJECT: ENCOUNTER ID: VELOX-PROBE
ORBIT#> 2
STARMAP-X: 128     STARMAP-Y: 124
OBJECT: ENCOUNTER ID: VELOX-PROBE
ORBIT#> 4
STARMAP-X: 163     STARMAP-Y: 119
OBJECT: ENCOUNTER ID: VELOX-PROBE

```

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```

\ VPROBE DATA .... STARPORT
ORBIT#> 5
STARMAP-X: 151     STARMAP-Y: 173
OBJECT: ENCOUNTER ID: VELOX-PROBE
\ STARPORT
ORBIT#> 3
STARMAP-X: 125     STARMAP-Y: 100
OBJECT: ENCOUNTER ID: STARPORT

```

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```

\ HOMEWORLD ENCOUNTERS
HOMEWORLD> TRUE
MAX-SHIPS> 255     MAX-AT-A-TIME> 8
SCOUTS> FALSE      TRANSPORTS> FALSE
WARSHIPS> TRUE     UNKNOWNNS> FALSE
\ VELOX
ORBIT#> 3
STARMAP-X: 150     STARMAP-Y: 148
OBJECT: ENCOUNTER ID: VELOX

```

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0 \ HOMEWORLD ENCOUNTERS DATA

1

2 \ THRYNN

3 ORBIT#&gt; 4

4 STARMAP-X: 129 STARMAP-Y: 33

5 OBJECT: ENCOUNTER ID: THRYNN

6

7 \ GAZURTOID

8 ORBIT#&gt; 4

9 STARMAP-X: 86 STARMAP-Y: 55

10 OBJECT: ENCOUNTER ID: GAZURTOID

11

12 \ SPEMIN

13 ORBIT#&gt; 6

14 STARMAP-X: 82 STARMAP-Y: 148

15 OBJECT: ENCOUNTER ID: SPEMIN