

Turn	Sender	Recipient	Body	Message ID	Count	Party
1	10) The Rebels (eccehomo)	5) The Privateers (tomako)	Buenas Tomako,  te respondo ya por aquí-. Pues soy de Madrid, pero llevo ya unos años viviendo en Barcelona. Tu de Andorra, no?  Un saludo	1	1	Privateer(5) <> Rebel(10)
2	10) The Rebels (eccehomo)	5) The Privateers (tomako)	Buenas Tomako,  te respondo ya por aquí-. Pues soy de Madrid, pero llevo ya unos años viviendo en Barcelona. Tu de Andorra, no?  Un saludo	1	1	Privateer(5) <> Rebel(10)
2	6) The Cyborg (mike dowell)	11) The Colonies (frostriese)	Your a well rounded commander with lots of accomplishments. I've only engaged one of these commanders in the past how about you? Hopefully we can be on the same side of thing for as long as possible	105	1	Cyborg(6) <> Colonial(11)
2	6) The Cyborg (mike dowell)	10) The Rebels (eccehomo)	We were happy to receive your ambassador. Have you engaged any of thesr commanders in the past?	106	1	Cyborg(6) <> Rebel(10)
2	6) The Cyborg (mike dowell)	9) The Robots (elvon)	Thank you for the open communication. From what I've read you're one of the pre-favorites. Have you engaged any of these commanders in the past? Hopefully we can be on the same side of things for as long as	107	1	Cyborg(6) <> Robotic(9)
2	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	Graywolf you were the other commander interested in the Borg. Hopefully that doesn't put us at odds.	108	1	Cyborg(6) <> Empire(8)
2	6) The Cyborg (mike dowell)	7) The Crystal People (flaabes)	We were happy to receive your ambassador. Hopefully we can be on the same side of thing for as long as	109	1	Cyborg(6) <> Crystalline(7)
2	6) The Cyborg (mike dowell)	5) The Privateers (tomako)	We thank you for the open communication. Hopefully we can be on the same side	110	1	Privateer(5) <> Cyborg(6)
2	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	Thank you for the open communication hopefully we can be on the same side of things for as long as possible	111	1	Lizard(2) <> Cyborg(6)
2	5) The Privateers (tomako)	10) The Rebels (eccehomo)	Que va, yo de barcelona pero ya sabes que algunos no nos identificamos con segun que banderas xddd La verdad es que como la comunidad de planetas de barcelona creo que es la más extensa (o la única) de España creia que conocia a todos los jugadores españoles pero veo que no. Me ha sorprendido. Si necesitas qualquier cosa ya sabes, yo no creo que tenga opciones en una partida como esta pero quiza un lobby español podria romper la ejemonia alemana xddd tomas	112	1	Privateer(5) <> Rebel(10)
2	9) The Robots (elvon)	6) The Cyborg (mike dowell)	I consider Robots to be weakest race of them all. All they got is a big hammer and no finesse at all. And on top of that very little to offer in trade. I will definitely do my best, but naming me one of favorites (by Greywolf no less) was most likely intended to make me one of priority targets above all else.  I have fought 4 of the commanders before. If we do end up on the same side i can give you my impression of them. I can warn you about one of them right away though. Greywolf is excellent player by itself, but where he shines is diplomacy and manipulating others to his advantage. In my ongoing Cyborg game i ended up being attacked by 7 out of 9 active empires and Greywolf was the one who was stirring the pot. Good thing me and my allay managed to eliminate him fast enough. Anyhow, there is a good chance he will try to make you priority target here as well. As if Borg does not have big enough target on their back as it is.  Now, for being on the same side. It really depends on a lot of things. This is winner takes it all game, so any agreement would have to be time bound or with clearly defined end conditions. I would definitely love to get my hands on Fireclauds, but the only thing i can offer in return is help surviving start of the game where Borg is	113	1	Cyborg(6) <> Robotic(9)
2	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi mate,  No it doesn't. I am typically a borg player, but find the EE an interesting challenge.  I have no preconceived notions and in general I am happy to work with anyone that can improve my game. I do not backstab, but I do put down clear expectations when working with people what they can expect from me. Typically I will identify someone to take to a joint victory early and work very closely from that point till victory...  Since this is a solo win game, that isn't going to happen, so it will be working with people that progress each other, so I suspect alliances will shift a little which won't be my normal mode of operation.  I suspect I will have trouble adapting to that philosophy, but it is my first champ game, so lets see how it goes.  Chat later and make sure you have fun!	114	1	Cyborg(6) <> Empire(8)

2	10) The Rebels (eccehomo)	5) The Privateers (tomako)	<p>Buenas Tomas,</p> <p>Ja, ja ... madre como estáis por aquí-, si :-)</p> <p>Es normal que no me conozcas, porque llevaba 2 o 3 años sin jugar. Empecé de nuevo hace unos meses y he jugado 3 partidas. 2 que he acabado (una muy mal y otra que gané en alianza) y otra que sigo con ella pero sin posibilidades reales de ganarla. Cuando pare de jugar tenía rango alto (creo que era el cuarto en la lista de oficiales de los rebeldes) y aunque me bajé en este tiempo de inactividad, me ha permitido estar ahora el 26 (madre mía-a, eso quiere decir que hay 25 que no han querido jugar a esto de los rebeldes).</p> <p>No me lo esperaba, la verdad... y no creo que pueda hacer mucho contra algunos de los que veo por aquí- ... pero sin duda estoy mas que dispuesto a colaborar contigo. Tenemos dos razas que trabajan muy bien juntas. Cada uno tiene lo que le falta al otro, así- que podemos ayudarnos mucho.</p> <p>Yo naves grandes y tu Meteors.</p> <p>Sin saber donde estas ya te digo que si... Si te parece bien, nos localizamos en el mapa y empezamos a planear.</p> <p>Un saludo Raul</p>	115	1	Privateer(5) <> Rebel(10)
2	5) The Privateers (tomako)	10) The Rebels (eccehomo)	<p>Ja ja ja ya sabes que el ambiente está caldeado por aquí- pero en fin... parece que le queda poco recorrido. Te puedo preguntar como conociste planets?</p> <p>Yo estoy en p202 i por mi si mandas un halcón ( a ser posible sin que se vea) te construyo una sb y te lo devuelvo y tu me puedes construir una donde estáis y empezamos a matar gente rápido.</p> <p>Qué te parece?</p>	116	1	Privateer(5) <> Rebel(10)
3	10) The Rebels (eccehomo)	5) The Privateers (tomako)	<p>Jooder ... necesitará a 5 saltos para llegar. Estoy justo, justo, justo en el extremo opuesto!</p> <p>Es demasiado lejos! Vamos a intentar expandirnos ambos hacia el centro a ver si lo podemos hacer.</p> <p>Te cuento que descubrí VGA planets hace ... pues no se ... hace 20 o 25 años ... antes de que internet se abriese al publico de forma masiva.</p> <p>En aquel entonces lo que había era Fidonet (una red amateur) y BBS. De allí- descargabamos los turnos. Fue un descubrimiento ... pero solo jugué un comienzo de partida, porque al poco la BBS en la que jugaba cerró y no conseguí- conectarme adecuadamente con otras BBS (mi conexión telefónica perdía mucha calidad a raíz de una tormenta que hubo ... que tiempos) ... y hasta que descubrir planets.nu.</p> <p>Se puede decir que conozco VGAPlanets desde hace mucho, pero mi primera partida completa fue aquí-, en planets.nu</p>	184	1	Privateer(5) <> Rebel(10)
3	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>I have a very similar style of play</p> <p>Having fun is the only reason to play:)</p>	185	1	Cyborg(6) <> Empire(8)
3	6) The Cyborg (mike dowell)	9) The Robots (elvon)	<p>The bots are a no thrills kind of race. You do have a ship that let you locate native races although they are expensive. I don't considse you one of the favorites because of the race you are playing but because you hold four admiralities.</p>	186	1	Cyborg(6) <> Robotic(9)
3	6) The Cyborg (mike dowell)	4) The Fascists (mkkangas)	<p>Thank you for the open communication. Several people have picked you as a favorite and that you play aggressively. Hopefully we can find common ground and work together</p>	187	1	Fascist(4) <> Cyborg(6)
3	4) The Fascists (mkkangas)	6) The Cyborg (mike dowell)	<p>Greetings Warlord Mike,</p> <p>Lets see how this game develops. Borg/Fascist combos can be deadly - last time I did this we defeated the mighty Snork playing the Horwasp.</p> <p>- The Klingon High Council</p>	188	1	Fascist(4) <> Cyborg(6)
4	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	<p>Maximus thank you for the open communication. Have you played against any of the other commanders? Hopefully we can find common ground and work together</p>	296	1	Bird Man(3) <> Cyborg(6)
4	6) The Cyborg (mike dowell)	1) The Feds (chanain)	<p>Thank you for the open communication hopefully we can find common ground and work together</p>	297	1	Fed(1) <> Cyborg(6)

5	10) The Rebels (eccehomo)	11) The Colonies (frostriese)	<p>Greetings Commander,</p> <p>I'm seeing your Cobol #17 going east. I'm afraid if you continue and hit planet #358 we will not be able to avoid conflict.</p> <p>Both of our races needs some time to fight well, so it is in the best of our common interest to avoid this early fight.</p> <p>What do you think?</p>	372	1	Rebel(10) <> Colonial(11)
5	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>Cyborg Commander,</p> <p>Greetings. I've played with Hiko a bit, but none of the other players. However, we have a tough field here, to say the least.</p> <p>Let's keep the lines of communication open. Good luck.</p> <p>Best,</p>	373	1	Bird Man(3) <> Cyborg(6)
5	8) The Evil Empire (greywolf)	10) The Rebels (eccehomo)	<p>Hi EcceHomo</p> <p>I see it takes no time for you to do your turn either...</p> <p>There are only a few variables, so not challenging at this stage.</p> <p>Have fun!</p> <p>GW</p>	374	1	Empire(8) <> Rebel(10)
5	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Hi Elvon,</p> <p>I don't know where you are yet on the map, but I hope we can put our past disagreements behind us. I was deliberately trying to be annoying as I needed my starbases to be my default (carriers).</p> <p>Good luck!</p> <p>GW</p>	375	1	Empire(8) <> Robotic(9)
5	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>I see we meet again!</p> <p>How are you going in the war against the Borg in the other game? Elvon is a very good player and I suspect we will see him as a force in this one as well.</p> <p>I hope you have fun!</p> <p>GW</p>	376	1	Fed(1) <> Empire(8)
5	8) The Evil Empire (greywolf)	5) The Privateers (tomako)	<p>Hi Tomako,</p> <p>It has been quite a few years since we played in a game together. It is nice to see you again and perhaps we will be near each other on the map!</p> <p>Have fun!</p> <p>GW</p>	377	1	Privateer(5) <> Empire(8)
5	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostriese,</p> <p>As you are one of the more experienced commanders, how do you see this game playing out?</p> <p>Are you willing to share locations yet??? :)</p> <p>GW</p>	378	1	Empire(8) <> Colonial(11)

5	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Hi Greywolf,</p> <p>I have a large Colonial fleet pretty much running roughshod over my territory in that one - I think Elvon and Cnd are going to take the sector.</p> <p>I've had a couple interesting 'learning experience' sectors lately. Not really expecting to win this one, but it'll be fun to try. lol</p>	379	1	Fed(1) <> Empire(8)
5	5) The Privateers (tomako)	8) The Evil Empire (greywolf)	<p>Uau, I didn't remember it! it was a replacement game and I could not understand why I come in xddd</p> <p>I taked a look on it and I do very little in this game. I thought that I have a good position but my knowledge about feds was very low and I do a lot of mistakes but I think that I won enough time to left you win, is this right?</p> <p>I'm not sure if I want you near because you are one of the strongest players in this game xddd</p> <p>You will know before than me if we are near or not or, perhaps you know it yet!</p> <p>Thanks and fun and fireworks for you so ;)</p> <p>tomA s</p>	380	1	Privateer(5) <> Empire(8)
5	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Greetings!</p> <p>I can't say I have fondest memories of that interaction, but I agree, that new Game warrants fresh start.</p> <p>It is too early to speak about anything specific this early though. Especially in the winner takes it all situation ;)</p> <p>Good luck to you as well!</p> <p>Elvon</p>	381	1	Empire(8) <> Robotic(9)
5	8) The Evil Empire (greywolf)	5) The Privateers (tomako)	<p>Yes, you were in as a replacement at the final stages of that game with the Pirate and Lizard combination pushing hard against you as a Fed.</p> <p>Your location in that game was strategic as behind your space my ally the Fascist was only lightly defended, so we needed to support you otherwise with your collapse it would have exposed a weak flank. You did hold on long enough though it was a close thing.</p> <p>Have fun in this game!</p>	382	1	Privateer(5) <> Empire(8)
5	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>The future difficult to see is :)</p> <p>Thanks for kicking off the CS!</p> <p>I am in the south ... more to come, if you give me an idea about your location.</p>	383	1	Empire(8) <> Colonial(11)
5	11) The Colonies (frostriese)	10) The Rebels (eccehomo)	<p>Colonials are capable of early strikes ... why should we avoid fights?</p> <p>I can reassign the Cobol ... whats in for me? A free Falcon?</p>	384	1	Rebel(10) <> Colonial(11)
6	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi mate,</p> <p>I am up the top, so we probably won't have a lot to chat about this game.</p> <p>We won't even be neighbours of neighbours.</p> <p>Chat later!</p> <p>GW</p>	470	1	Empire(8) <> Colonial(11)
6	10) The Rebels (eccehomo)	11) The Colonies (frostriese)	<p>You can have 1 falcon in exchange of 1 Cobol, if you want</p>	471	1	Rebel(10) <> Colonial(11)
6	10) The Rebels (eccehomo)	8) The Evil Empire (greywolf)	<p>Hi Greywolf,</p> <p>Yes, these first turns are easy and pretty much the same in all games... although I have just meet one of my neighbors.</p> <p>Have fun you too! And good luck</p>	472	1	Empire(8) <> Rebel(10)

6	8) The Evil Empire (greywolf)	10) The Rebels (eccehomo)	Yes, good luck!  So, who is your neighbour? Do you have a natural advantage or disadvantage?  GW	473	1	Empire(8) <> Rebel(10)
6	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi Chanain,  Looks like you have expanded very quickly. Are you the lucky one with the start in the p481 cluster of planets?  GW	474	1	Fed(1) <> Empire(8)
6	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Looking at the game settings, pretty sure that's not a homeworld cluster at all. :) I'm looking at 354 as probably being the closest HW to there.  Any interest in sharing locations, in confidence? If you're my neighbour, I think we'd both be better off with a peace treaty and some ship trades. (If we're not neighbours, that may not rule out cooperation either.)	475	1	Fed(1) <> Empire(8)
6	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi,  I had thought of 354, but felt it was too close to the edge of the map.  That spot on the clock has troubled me. 354 is too far out I believe. 5 close planets, minimum 8 within 162. However, there is only a few location.  If you can commit that my location is between us, I am happy to swap.  GW	476	1	Fed(1) <> Empire(8)
6	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'll make that commitment (and I presume that you'll do likewise). I'm basically around the 4:30 position.  I can assure you, based on my own position, that 354 is not too far out.  I think I've nailed down most or all of the HW locations. It's a pretty wide circle, for the most part. A few that are a little further inside - including both my immediate neighbours, and one particularly lucky bastard at 402, if I'm right - but I think most of us are closer to the outer edge.	477	1	Fed(1) <> Empire(8)
6	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, I will commit to that confidentiality agreement.  We won't be trading ships as I am almost exactly 180 degree's from you in the top left. We will both have to be doing well in order to even meet!  I had you HW at most likely next to 444, with two alternatives. No need to answer. I did have both your neighbours slightly closer to the middle at p80 and 229.  Would you put one at p17?  GW	478	1	Fed(1) <> Empire(8)
6	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Oh, so you're the "particularly lucky bastard" I was talking about? lol  No, I don't think 17 fits. Too many planets inside the 200LY radius. I think you're the only one in that cluster, and the neighbours you'll see moving for it are from 202 and 285.	479	1	Fed(1) <> Empire(8)
6	8) The Evil Empire (greywolf)	1) The Feds (chanain)	:)  Dark Sense would tend to agree with you on p17...  With a hand balanced map however I just didn't think they would put it out at 202...	480	1	Fed(1) <> Empire(8)
6	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	Good luck in the North :)  Can you do me a favor - I give you my HW position and I get the location of the Privateer?	481	1	Empire(8) <> Colonial(11)
7	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	Hi Frostriese.  That probably won't be an issue, but I don't have the location of the privateer yet.... :)  Have a great week!  GW	575	1	Empire(8) <> Colonial(11)

8	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>Greets,</p> <p>I scanned one of your planets ... very next to me.</p> <p>I assume you will play the Klingons very aggressive - so you know alot about my position already.</p> <p>Let me know, if I can avoid a conflict with you.</p> <p>Frostie</p>	675	1	Fascist(4) <> Colonial(11)
8	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Warlord Frostie:</p> <p>Your cruiser is about to enter Klingon territory. If you wish to avoid losing it we suggest turning around.</p> <p>I see no reason we cannot expand together at this point in the game. Yes I play aggressive but as a good colonial player you must as well.</p> <p>What I do see is great potential to help each other, especially since we found each other so quickly. I have cloaklers, GDs and battleships. You offer money and carriers. Working together this early could provide a huge advantage to both of us.</p> <p>- The Klingon High Council</p>	676	1	Fascist(4) <> Colonial(11)
8	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>Good examination :)</p> <p>Cruiser has already a different task to do.</p> <p>And we both have another important advantage - we could communicate clear and fast :)</p> <p>I suggest an open race ... each party engages the other neighbour. I am open for trades ... we have Cobols, Virgos or Minesweep.</p> <p>We are interested in cloaker and GD.</p> <p>I offer Safe Passage to the end of this war.</p>	677	1	Fascist(4) <> Colonial(11)
8	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Agreed, fast communication is a key asset - one that would be wasted in a conflict.</p> <p>I also like the fact you reached out to me openly after detecting my planet - all good signs from my end.</p> <p>I am now setting safe passage as well.</p> <p>Also agreed, lets target our other neighbors post-haste. Expand and kill!</p> <p>Glory to the Klingon and Colonial Empires!</p>	678	1	Fascist(4) <> Colonial(11)
9	4) The Fascists (mkkangas)	11) The Colonies (frostriese) 9) The Robots (elvon) 3) The Bird Men (maximus1776)	The Fascist Empire (mkkangas) has granted us safe passage through their space and minefields.	680	1	Fascist(4) <> Colonial(11)
9	11) The Colonies (frostriese)	4) The Fascists (mkkangas) 1) The Feds (chanain) 9) The Robots (elvon) 7) The Crystal People (flaabes) 2) The Lizards (hiko)	The Missing Colonies of Man (frostriese) has granted us safe passage through their space and minefields.	681	1	Fascist(4) <> Colonial(11)
9	10) The Rebels (eccehomo)	11) The Colonies (frostriese)	<p>Well ... it seems that confrontation can't be avoided and you will have the chance to prove Colonials are capable of an early strike.</p> <p>The orders to my falcons fleet to RGA your planets has been set.</p>	788	1	Rebel(10) <> Colonial(11)
9	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	<p>Hello Greywolf,</p> <p>there is one of your probes in oribt and I wanted to say hello to you. Any special interest or just looking who is where?</p>	789	1	Lizard(2) <> Empire(8)

9	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>No interest, just mapping out the neighbours.</p> <p>I will move on my way this turn and keep your location private.</p> <p>Chat later!</p> <p>GW</p>	790	1	Lizard(2) <> Empire(8)
9	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>You have an interesting starting position with a void to your west.</p> <p>Do you know who your neighbours are yet?</p> <p>GW</p>	791	1	Cyborg(6) <> Empire(8)
9	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>PS, I will keep your position quiet if you like.</p> <p>GW</p>	792	1	Cyborg(6) <> Empire(8)
9	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>I thought I might ask a few questions if you don't mind?</p> <p>Would you like to find out who your neighbours are? Would you be willing to refuel the probe for me to find out who your southern neighbour is?</p> <p>Also, is there anyone you would like to work with initially and who do you feel the Lizards are naturally good at eliminating?</p> <p>Chat later and have a great weekend!</p>	793	1	Lizard(2) <> Empire(8)
9	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>No not yet I've tried keeping a low profile Would you be willing to tell me :)</p>	794	1	Cyborg(6) <> Empire(8)
9	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	<p>Hi GW, of course I would like to find out who my neighbours are. For such an information I would gladly refuel your probe. If you want to, I can be at your location next turn.</p> <p>I am willing to cooperate with nearly anyone. Depends on several factors.</p> <p>And the Lizard is naturally good at eliminating nearly everyone in the early game :-)</p> <p>Nice weekend to you, too. Hiko</p>	795	1	Lizard(2) <> Empire(8)
9	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>Perhaps just leave fuel at that planet and let me know the friendly code.</p> <p>When I jump back I will be low on fuel.</p> <p>I know one of your neighbours, just jumping to find the other this turn, so give me a couple of turns.</p> <p>As I know who one of your neighbours are, I can see us working together in this game if you are interested.</p> <p>Chat later,</p> <p>GW</p>	796	1	Lizard(2) <> Empire(8)
9	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>I am to your west! :)</p> <p>If you would like we can set up a firm border for say 40 or 50 turns?</p> <p>That way you can focus on your east whose homeworld will be around p179.</p> <p>GW</p>	797	1	Cyborg(6) <> Empire(8)

9	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Ok, I will leave some fuel.	798	1	Lizard(2) <> Empire(8)
9	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I am interesred in establishing a border with you. The time limit is ok as well. I need a turn before I can discuss where that border should be.	799	1	Cyborg(6) <> Empire(8)
9	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I would appreciate that	800	1	Cyborg(6) <> Empire(8)
10	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Hi Hiko.  Your northern neighbour is the pirate. Your southern neighbour is the fascist.  I am north east of the pirate and naturally weak against them. You are naturally strong against the pirate and the fascist.  What would like to do? This conversation will stay between us and I would appreciate if you did not pass on my location.	917	1	Lizard(2) <> Empire(8)
10	1) The Feds (chanain)	10) The Rebels (eccehomo)	Greetings, Rear-Admiral.  It appears that we are neighbours. Would you care to discuss a peaceful border, and perhaps some ship trades?  Rear-Admiral Chanain	918	1	Fed(1) <> Rebel(10)
10	1) The Feds (chanain)	11) The Colonies (frostriese)	Greetings, Vice Admiral.  I will confess to being slightly perplexed as to s17's interactions with the Rebel. A recently-built Patriot at the Rebel homeworld, chasing a Cobol... It doesn't look friendly, but I suppose I could be wrong.  I wanted to reach out to you, however, because while I don't intend to assert a claim at this time against the 245 cluster, I do have claims to the space beyond it. If you wish to send your Cobol any further, we would need to negotiate the terms of its passage.  Regards,  Rear Admiral Chanain	919	1	Fed(1) <> Colonial(11)
10	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I've figured out a couple other racial locations...including intel that Dark Sense wouldn't give you, if you catch my meaning. Want to exchange intel?	920	1	Fed(1) <> Empire(8)
10	8) The Evil Empire (greywolf)	1) The Feds (chanain)	I am on the APP in DFW transiting to Washington DC for the week.  yes, happy to swap some of them on one condition.  That is you do not pass on their locations as one of them does affect my early strategy.  Also, I have promised to keep 2 quiet so far for diplomatic reasons.  The one I am not so concerned about which does affect you is the Fascist, who I think will be a danger in this game.  He is the neighbor of your Western neighbour. Position 7 O'clock.  The APP is not so good at flicking between screens.  What is the best way of addressing the Fascist?	921	1	Fed(1) <> Empire(8)
10	1) The Feds (chanain)	8) The Evil Empire (greywolf)	That's a fair condition. I accept.  The Rebel homeworld is very likely 431 (or close to it). The Colonies would be their immediate neighbour to the west. If I'm understanding you correctly, the Fascist would just on the far side of the Colonies.  And Frostriese may not know that yet. He built a Cobol on the first turn, and that Cobol has already passed through Rebel territory - and is currently being chased by a Rebel Patriot.  The best way of stopping Mkkangas may well be by helping Frostriese - warning Frostriese about the Fascist's location, and possibly enabling Loki support.	922	1	Fed(1) <> Empire(8)
10	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Though, to be clear, I won't be telling Frostriese without you okaying it.	923	1	Fed(1) <> Empire(8)
10	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Ok, I will let Frostriese know now.	924	1	Fed(1) <> Empire(8)



10	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostriese,</p> <p>As I understand it, you would be in the cluster near p161.</p> <p>Well, I have found your neighbour to the north West. MKKangas. I am not sure if you knew you had a nearby Fascist, but I thought I would let you know as he is an aggressive player.</p> <p>Chat later,</p> <p>GW</p>	925	1	Empire(8) <> Colonial(11)
10	8) The Evil Empire (greywolf)	4) The Fascists (mkkangas)	<p>Hi,</p> <p>I am just passing through. Nothing to see here....</p> <p>GW</p>	926	1	Fascist(4) <> Empire(8)
10	4) The Fascists (mkkangas)	8) The Evil Empire (greywolf)	<p>Warlord GW,</p> <p>Haha. Your visit will hopefully be short lived, one way or another :) Do you need any fuel?</p> <p>- The Klingon High Council</p>	927	1	Fascist(4) <> Empire(8)
10	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Thanks for the head up :)</p> <p>I discover some of my neighbours already. None of them are so helpful as you ^^</p> <p>How developpe your business on the other side?</p> <p>Frostie</p>	928	1	Empire(8) <> Colonial(11)
10	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Greets,</p> <p>our Cobol is on a deep space exploration message ... we registered the Rebel ship. It's really funny ... we will verify how much fuel he got from his HQ to follow us.</p> <p>The Cobol will not enter your space - a border next the chain of planets near p245 could be a good starting point for our ambassadors, doesn't it.</p> <p>We would appreciate, if you focus on your other neighbour - the Rebel is already busy :)</p> <p>Hopefully we could arrange some treaties / trading opportunities - we are disappointed by Rebel ambassador.</p> <p>Frostie</p>	929	1	Fed(1) <> Colonial(11)
10	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>As sign of good faith we set Safe Passage with you.</p> <p>The terms of prolonging / ending should be discussed soon :-)</p> <p>Frostie</p>	930	1	Fed(1) <> Colonial(11)
10	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>Greets,</p> <p>we discovered further empires next to us ... the ambassadors are a bit disappointed about their counterparts.</p> <p>We are curious, how your business develops on your other side - may be we can arrange some trades of ship technology.</p> <p>Br</p>	932	1	Fascist(4) <> Colonial(11)
10	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Greetings Frostie:</p> <p>Yes lets plan an exchange - which ship(s) do you need first? On my end a Virgo would prove very useful.</p> <p>Also do you need any amorph worlds popped?</p> <p>I also found an imperial probe over one of my planets this turn. Keep your eyes out as it might head over your</p>	933	1	Fascist(4) <> Colonial(11)
10	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Btw, I have not yet determined my neighbor yet, will hopefully find out soon. Will you need any direct help from me on your side? Happy to assist as needed in any form you see fit.</p>	934	1	Fascist(4) <> Colonial(11)

10	10) The Rebels (eccehomo)	1) The Feds (chanain)	<p>Greetings Chanain</p> <p>Definitely interested.</p> <p>How about east of #387 for you and west for me? is it fair for you?</p> <p>And, if we reach an agreement regarding the frontiers, I'll be glad to trade some ships, yes.</p> <p>Mainly lokis, is what I would like. I suppose you want some falcons, right?</p> <p>kind regards Eccehomo</p>	935	1	Fed(1) <> Rebel(10)
10	1) The Feds (chanain)	10) The Rebels (eccehomo)	<p>Unfortunately, 387 won't work for me as a boundary; that would effectively block any expansion into the centre for me, not to mention that it's so close to the core of my territory that it would be an unacceptable compromise to my security. (In the mean time, I expect you to have a relatively easy time laying claim to most of the 199 cluster.)</p> <p>I think, if we're going to work out a fair boundary, it's going to have to be one that shares the 387 cluster.</p> <p>Let's say: You get 346-174 and everything to the west, and you get the 61 cluster; my boundary would run 167-221-94-279-158-200.</p>	936	1	Fed(1) <> Rebel(10)
10	1) The Feds (chanain)	11) The Colonies (frostriese)	Fair enough, I'll reciprocate that. What terms do you have in mind?	937	1	Fed(1) <> Colonial(11)
10	8) The Evil Empire (greywolf)	4) The Fascists (mkkangas)	<p>Hi Mkkangas,</p> <p>All good on the fuel side of things. I brought enough with me to continue.</p> <p>Chat later and have a great day!</p> <p>GW</p>	938	1	Fascist(4) <> Empire(8)
10	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	<p>Hi GW,</p> <p>sorry for the late answer. Of course I will not abuse this information. Thank you for it.</p> <p>I have been pondering my options. Normally I would offer a cooperation to a player like you. As far as my research showed, you are trustworthy, probably even in a championship game. And you are a very strong player.</p> <p>Against a cooperation speaks the relative small advantages my race gets from the EE. I am allied to the EE in another game and building Gorbies is such a drain on minerals. Unbelievable, even hard to sustain for a Lizard. And once the slots are full the EE cannot supply the needed amount of fighters fast enough. And fighter transfer over long distances is a real pain in the ...</p> <p>What you can get from a cooperation is pretty obvious. Hisser and Lokis and LCCs are great for everyone.</p> <p>But I haven't made up my mind yet, as you can see. My original decision was to attack who ever is east of me to gain access to the center. But so far I have only spotted your planets there.</p> <p>I would say let us discuss this a bit further, probably via email? If you are interested, I will send you my mail</p>	939	1	Lizard(2) <> Empire(8)
10	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Sounds good.	940	1	Lizard(2) <> Empire(8)
10	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>My email is *****</p> <p>If you send through an introductory email we can start a deeper conversation.</p> <p>Ross.</p>	941	1	Lizard(2) <> Empire(8)
10	11) The Colonies (frostriese)	1) The Feds (chanain)	If we agree on that border, I suggest a Safe Passage until T50 with the option to prolong at T40.	942	1	Fed(1) <> Colonial(11)

10	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>Hail,</p> <p>right now I have no job for your GD ships popping some natives or enemies ^^</p> <p>I am willing to trade a Virgo, whats your idea of the price for that ship. It's a shiny ships and in your capable hands a source of true power :)</p> <p>I am interested in Glory ships or (light) cloaker.</p> <p>Frostie</p> <p>PS: I cross my fingers that you find your enemy at his gates ^^</p>	943	1	Fascist(4) <> Colonial(11)
10	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Warlord Frostie:</p> <p>Understood - I will work on getting some ships to you in the coming turns. If any are urgent let me know and I will make it happen quickly, else i will provide on a best effort basis.</p>	944	1	Fascist(4) <> Colonial(11)
10	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>Are you figuring that the space that might otherwise be claimed by the Rebel will be in your hands? ;)</p> <p>I'm in discussions with the Rebel regarding a border, as well. His initial proposal was pretty aggressive - to the point that I couldn't possibly accept it - so, while I'm certainly inclined to let you and he have your own fight if you want, I can't say for sure at this particular moment that I'll end up at peace with him.</p> <p>(There are other considerations here, too. I don't yet know who my other neighbour is. He hasn't reached out, despite me showing myself, and that makes me wonder if it's someone who may anticipate a conflict. On the other hand, I think I *do* know the identity of *your* other neighbour, and that one has me a little concerned.)</p> <p>I'm not 100% sure I know what you precisely mean in "border near". I think I understand it, and if I'm right, it seems fair: I get the 174 cluster (or whatever of it I can claim), 279-158-200, and you get everything west.</p> <p>The caveat is that the Rebel will likely end up straddling that border. He'll probably get some holdings in the 174 cluster (if he hasn't already), and there's a remote possibility that, if I end up in a fight with the Rebel, there may be circumstances where I would want to launch a strategic strike across the gap. If you have a suggestion for how we deal with those contingencies, I'm all ears.</p>	945	1	Fed(1) <> Colonial(11)
11	1) The Feds (chanain)	11) The Colonies (frostriese) 8) The Evil Empire (greywolf) 7) The Crystal People (flaabes) 7) The Crystal People (flaabes)	The Solar Federation (chanain) has granted us safe passage through their space and minefields.	947	1	Fed(1) <> Colonial(11)
11	8) The Evil Empire (greywolf)	1) The Feds (chanain)	So, I have everyone except Robot's and Crystals. One of which is next to you on your right and the other the	1070	1	Fed(1) <> Empire(8)
11	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostriese,</p> <p>I have found the pirates as you requested?</p> <p>They are reasonably close to me and a very long way away from you.</p> <p>Why did you want to know?</p> <p>GW</p>	1071	1	Empire(8) <> Colonial(11)
11	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Thanks, that's good to know.</p> <p>I haven't seen either yet, and I was starting to worry about cloaklers interfering with my expansion plans.</p> <p>Though, either way, those Amphibian worlds on my bioscanners are suddenly looking a lot more interesting.</p>	1072	1	Fed(1) <> Empire(8)
11	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Oh yes. I would not want to be close to Elvon. He is an efficient ruthless player.	1073	1	Fed(1) <> Empire(8)
11	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>As Colonial I have always nightmares as long as I am not knowing where my Archenemy is located.</p> <p>Now I can enjoy my sleep (again) :)</p> <p>When one of your probes need a fuel station, we will provide fuel.</p>	1074	1	Empire(8) <> Colonial(11)
11	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>I sort of slept through the first few turns and it may well be too late now. But anyway, I have to ask: would you like to trade a FCC for a Loki?</p> <p>Regards, Hiko</p>	1075	1	Lizard(2) <> Cyborg(6)

11	2) The Lizards (hiko)	4) The Fascists (mkkangas)	<p>Hello Mkkangas,</p> <p>I guess we are neighbours. Since we are both strong players and our races are quite similar, I would prefer to point my attention in another direction than yours. What do you think of some kind of long term border agreement?</p> <p>I am also open to some kind of ship exchange, but I probably have no ships to offer that is interesting enough for you to give away a pop ship. Maybe hissing services to solve money problems?</p> <p>Regards, Hiko</p>	1076	1	Lizard(2) <> Fascist(4)
11	2) The Lizards (hiko)	5) The Privateers (tomako)	<p>Hello Tomako,</p> <p>I believe we are neighbours. I want to check if you are interested in some kind of cooperation, be it a simple ship trade or be it a long term close cooperation including joint action and producing ships for each other.</p> <p>If you have a look at my history I have played a Lizard/privateer alliance several times and I believe it to be very strong. Highest mobility in the game paired with the strongest economy.</p> <p>I am not completely sure how to do such a cooperation in a championship game, but I guess can think of something. Probably secure the win first by defeating nearly everyone else and then sort of race to the finish line. Whoever gets there first is the new emperor.</p> <p>Please tell your thoughts.</p>	1077	1	Lizard(2) <> Privateer(5)
11	8) The Evil Empire (greywolf)	5) The Privateers (tomako)	<p>Hi Tomako,</p> <p>It appears we are neighbours. What are your thoughts on the game and where it will go?</p> <p>GW</p>	1078	1	Privateer(5) <> Empire(8)
11	4) The Fascists (mkkangas)	2) The Lizards (hiko)	<p>Hissssssssss Warlod Hiko:</p> <p>We are open minded to any suggestion. Money is always of interest to us with Hisssss. What border do you have in mind?</p>	1079	1	Lizard(2) <> Fascist(4)
11	5) The Privateers (tomako)	2) The Lizards (hiko)	<p>Hi, I really understand this game as a cooperative game and not as a competitive game so that I like a lot presentation mail like your.</p> <p>Sure, I'm in. I'm in till the last consequence if you want.</p> <p>That means that if you want to trade and work and fight together I will accept.</p> <p>Yes, I could understand that if we do everything well we will need to decide in the future who will win but this will not hesitate me at all.</p> <p>If you are agree we could share intel and I could gift you an sb near my hw to help you build hisssers and rexes for me and you could do the same in your area to build meteors if you want.</p> <p>Could it work for you?</p> <p>tomÅ s</p>	1080	1	Lizard(2) <> Privateer(5)
11	5) The Privateers (tomako)	8) The Evil Empire (greywolf)	<p>Hi again, If I talk freely I'm not sure about your intentions and your movements and I have tried to force an open communication about it.</p> <p>I don't have any interest in attacking you. I think that it is very difficult for me to attack you and I know that you are a better player than me but I think that it's easy for me to cripple you before to die so that I hope that we could talk friendly.</p> <p>I hope so that you understand that I could not accept a planet so near to my hw because you could use sdd. So that, I hope you could understand that I will try to keep this planet under my influence area.</p> <p>If you accept this words, we could talk about everything: you know where I'm but I don't know where you are so that I don't know if this planet is a probe planet or is also at your hw's side.</p> <p>I'm sure that you know my position before this turn and I'm not sure if you haven't told me to try to take my by surprise.</p> <p>I will trust in your word because I will not lie you and I allways trust in people and I want to ask you what you propose.</p> <p>Thanks,</p> <p>tomÅ s</p> <p>( sorry about my poor english!!!)</p>	1081	1	Privateer(5) <> Empire(8)
11	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>Hiko</p> <p>I would be willing to trade but I would also like LCC so how about three for three</p> <p>Are you interested in a long term peace agreement I know there can only be one but that's a long way off</p>	1082	1	Lizard(2) <> Cyborg(6)

11	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>An LCC is ok, too. I don't care much about the amount of FCCs as long as I have enough time to clone them. But three for three or as much as we like for as much as we like is ok, too :-)</p> <p>Could you come to me with a probe and I would give you a base? I would return with that probe to you and you could do the same. I am on the left side of the universe. If I can snatch a probe before that I will get on my way in your direction before that. If you have problems refueling, please tell gA before you jump. Maybe a LCC is in a convenient position to meet you.</p> <p>About a long term peace we will talk when we get close to each other, I'd say. Right now there are two other races between us which is a big enough gap to prevent hostilities.</p> <p>Regards, Hiko</p>	1083	1	Lizard(2) <> Cyborg(6)
11	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Good arguments from your side ... let us postpone the discussion about a border. We start again, when our battleships come close enough ^^</p> <p>Your proposal about the timeframe is excellent. We have NAP until T50; when prolonging in T40 he ends up in T75.</p>	1084	1	Fed(1) <> Colonial(11)
11	8) The Evil Empire (greywolf)	5) The Privateers (tomako)	<p>Hi Tomako,</p> <p>Your English is pretty good.</p> <p>Yes, it is true that I have known the location of your planets for quite a few turns. I also know in total the location of all but 2 players and I have not told them unless they have found me, so there is no difference between you and others in that regard.</p> <p>That planet was a probe planet created when searching for players and my HW is a long distance away.</p> <p>As you have found out previously I am pretty up front about things and I will tell you my intentions when I work out what we can do going forward.</p> <p>Chat later,</p> <p>GW</p>	1085	1	Privateer(5) <> Empire(8)
11	2) The Lizards (hiko)	5) The Privateers (tomako)	<p>Yes, it would work for me. Just one more question: If you say that this is a more cooperative game for you, do you want to keep peace with everyone? Or are you ready to attack others?</p> <p>Because if we work together, our first move would probably be against the EE.</p> <p>And, by the way. I would have no problem with you taking first, because this would help my favorite race (privateer, just to avoid misunderstandings) to get a nice ship for the campaign mode. The only reason I am not playing the privateer more often is the thing that I cannot see them win in a high DM setting without an ally. And I have a clear idea how this could be improved.</p> <p>So, if you agree to a close cooperation (an alliance in all but the name), please send a ship in my direction this turn, if possible. We will work out the details of our cooperation while you are on your way.</p> <p>And you can start building bases, too. You have some cheap ships in your arsenal suited for hissing, too. You can build them now and give them to me later. And of course you can always build W5 BRs, which can be towed to the front by your Meteors and serve as tows for the enemy battle ships to designated rob points. If you play against a carrier race with a capable admiral, you can not avoid loosing at least one ship for every carrier you steal. This ship could just as well be a cheap one :-)</p>	1086	1	Lizard(2) <> Privateer(5)
11	2) The Lizards (hiko)	4) The Fascists (mkkangas)	<p>Hisssss to the Council, too.</p> <p>I will send you a suggestion for a border tomorrow. I have already an idea which could be acceptable for both of us, but I have to sleep about it and write it down properly.</p> <p>Regards, Hiko</p>	1087	1	Lizard(2) <> Fascist(4)

11	5) The Privateers (tomako)	2) The Lizards (hiko)	<p>Hi, I could talk a lot about my thoughts about cooperative-competitive games but I don't want to bore you so that I brief them and if you want to talk about we could:</p> <ul style="list-style-type: none"> <li>- I think in planets like a game called carcasone that is a competitive game but cooperate is better than try to attack.</li> <li>- if you attack fast probably you will cripple him but you would be crippled so. In this kind of situations I think that is better to develop and let the others fight till the best opportunity.</li> <li>- Also, I think that under the consideration 2 against 1 there is early nothing to do.</li> <li>- So that, I always try to collaborate with all the players I can.</li> </ul> <p>Of course this is a different game and only one person could win, I suppose that I will need some learning about...</p> <p>EE is one of the strongest players in this game and I think that he is trying to attack me by surprise. I think that will be a good target.</p>	1088	1	Lizard(2) <> Privateer(5)
11	5) The Privateers (tomako)	8) The Evil Empire (greywolf)	<p>The problem is that your messages are short in info and it seems suspicious for me. Perhaps my english doesn't allow me to understand something that you try to say but the general feeling with your messages are:</p> <p>"I will try to know what he wants without telling too much".</p> <p>I'm not trying to change your gameplan but I want that you know that my feeling is not good with this kind of comm.</p>	1089	1	Privateer(5) <> Empire(8)
12	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 1) The Feds (chanain) 6) The Cyborg (mike dowell) 7) The Crystal People (flaibes) 6) The Cyborg (mike dowell) 9) The Robots (gnerphk)	<p>The Evil Empire (greywolf) has granted us safe passage through their space and minefields.</p>	1091	1	Lizard(2) <> Empire(8)
12	8) The Evil Empire (greywolf)	5) The Privateers (tomako)	<p>Hi Tomako,</p> <p>I have announced to you where I am, you should see my ships now.</p> <p>I have been doing some thinking and when you analyse the map, you will see that from the positions that you and I are in, you must go through me to get to the middle.</p> <p>That means that either one of us is a secondary ally of the other which doesn't work in a championship game or one of us is eliminated.</p> <p>Unfortunately for me, the pirates have some natural advantages against the EE (with no anti cloaking) and ultimately it seems likely the EE will lose, so we have to go to war.</p> <p>I didn't take the situation lightly and if you go back after the game you will see those Gorbies have been sitting there for a few turns even though I knew you were to my west.</p> <p>It is actually a tough decision for me as I liked working with you in the past and I actually really like Andorra as well having skied there several times when I lived in the UK for a few years.</p> <p>Unfortunately, given the map position, it just won't work for us to work together which is annoying and I have contemplated it for quite some time now. It won't be good for me or you, but there aren't any other options.</p> <p>So, its war, hopefully this will give you enough time to change your orders.</p> <p>GW</p>	1229	1	Privateer(5) <> Empire(8)
12	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Thanks for the fuel Hiko.</p>	1230	1	Lizard(2) <> Empire(8)
12	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>ps. The Fascist is a few turns ago as high up as p492.</p>	1231	1	Lizard(2) <> Empire(8)
12	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi mate,</p> <p>You can have p152, I already have everything to the south of that, so if we make that the border and you have all the planets your side of that I am ok with that.</p> <p>GW</p>	1232	1	Cyborg(6) <> Empire(8)
12	1) The Feds (chanain)	11) The Colonies (frostrie)	<p>As an FYI, in case you don't already know, Patriot 72 is at p61.</p>	1233	1	Fed(1) <> Colonial(11)
12	5) The Privateers (tomako)	2) The Lizards (hiko)	<p>Ok, ee have declared war and two gorbies are attacking me.</p> <p>I will try to stop them but it could be difficult.</p> <p>You could try to attack him in the back or help me to stop him if you want</p>	1234	1	Lizard(2) <> Privateer(5)
12	5) The Privateers (tomako)	8) The Evil Empire (greywolf)	<p>Perfect, this is enough clear to me ;)</p>	1235	1	Privateer(5) <> Empire(8)

12	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>I am heading 2 Gorbies towards the Privateer. As he can see them, I have also let him know that the EE and Pirates are at war as he was wondering what was going on. He did not know where my homeworld was.</p> <p>He also doesn't currently know you are there, but I suspect he will soon as it seems from my dark sense he has sent an MBR towards your homeworld area dropping clans on the way as I see them popping up one turn after the other.</p> <p>Chat later and have a great weekend!</p>	1236	1	Lizard(2) <> Empire(8)
12	5) The Privateers (tomako)	10) The Rebels (eccehomo)	Ee me esta atacando y ha dejado su hw sin defensas, puedes hacer algun ground attack en 402 o 114 para ayudarme a reducir presion?	1237	1	Privateer(5) <> Rebel(10)
12	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	DO you mean East and west there's not many planets north of that location	1238	1	Cyborg(6) <> Empire(8)
12	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	Can you give me a planet to aim for with my hyp ship?	1239	1	Lizard(2) <> Cyborg(6)
12	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>How did you find out about my location?</p> <p>P218 and everything west of it is mine. But I have a LCC on P98. If you end up within 81 Lj of that, give me the coordinates and I will meet you there.</p> <p>Please tell me where you will end up within my cluster as soon as possible because I want to prepare a base so we don't waste time.</p> <p>I got to know of your location by talking and trading information.</p> <p>Be carefull on your way, there are pirates around.</p>	1240	1	Lizard(2) <> Cyborg(6)
12	2) The Lizards (hiko)	5) The Privateers (tomako)	<p>Hello Tomako,</p> <p>I am sorry to say that I have to retract my offer of an alliance. I would have really liked to do a joint attack on the EE together with a privateer.</p> <p>I guess you want to know the reason: I was a bit undecided beforehand but I really like playing with the privateer, who are my favourite race. And Lizard/Priv do make a really strong alliance, very fast to strike and gain advantage. Against the alliance was speaking that your statistics are not that impressive, but that can be remedied in certain circumstances. Like me helping you by giving you hints. So about a tie, before we started to talk.</p> <p>What did turn me away from this option was the way you talk combined with the scores. If I were the priv with an EE neighbour, I would be in orbit around his HW by turn 7-10. And that would be the end of the EE. And if he sent 2 Gorbies in my direction by turn 12, I would be delighted, because that means I don't have to go and get them. Yes, it would cost me two bases. So what? I can build more.</p> <p>The way you talk means to me that you are pretty inexperienced. In a normal game I would have probably offered to ally anyway and to teach you some tricks of privateering. But not in a championship game, especially sandwiched between two very strong players. So if we meet again in another game say hello and we will see if we can work something out. In this game I am not open to an alliance between the two of us any more.</p> <p>If you are interested in more details about my decision, feel free to ask and I will find the time to write a full analysis for you.</p> <p>Regards, a really sorry Hiko</p> <p>P.S: I am still open for a ship trade, but I guess you are not. If I am wrong, I would trade a Trex W9 HB M8 for a MCBR W9</p>	1241	1	Lizard(2) <> Privateer(5)

12	5) The Privateers (tomako)	2) The Lizards (hiko)	<p>Uau, it's a little difficult to answer a mail like this but I will try:</p> <p>First of all, could I ask if you plan to attack me with ee or could I concentrate in him?</p> <p>Second, I appreciate your sincerity and I suppose that has been difficult for you to make a decision like this.</p> <p>I hope that we could meet us in some other game and I will be happy to play with you and I'm allways open to learn so that I will take your word about this.</p> <p>Third, I have been playing for a long time and I have won rought games. Perhaps you are wrong evaluating my level but it's true that I play for fun and in a more intuitive way. And I could understand that this doesn't agree you.</p> <p>It's also true that I have been scaried about this two gorbies comming but after this first shock I have concluded the same than you, so that I will try to steal this gorbies and I agree that if I lost my hw in the way it will not be the end. And I hope that you could attack his rear to distract him.</p> <p>Thanks again and I hope that we could left our comm open.</p> <p>tomÃ s</p>	1242	1	Lizard(2) <> Privateer(5)
12	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Yes sorry, I meant East and West, but I already have all the planets to the south of p152 as well.</p> <p>Have you found your neighbour yet? I will be putting a probe very close this turn and get the results next turn if you are interested?</p>	1243	1	Cyborg(6) <> Empire(8)
12	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Confirmed! Thanks for the head up.</p> <p>Scout will explore southern area ^^</p>	1244	1	Fed(1) <> Colonial(11)
12	10) The Rebels (eccehomo)	1) The Feds (chanain)	<p>Hi Chanain.</p> <p>I'm afraid that the frontiers you propose will not work for me for the same reasons.</p> <p>What if we include the small cluster 170-94-387 for you?</p> <p>I could grant you free pass trough some of my planets if you want to head north.</p> <p>And we could start exchanging ships, that could include some rushes when I have the capacity to mass produce it.</p> <p>Hope it is fair for you.</p>	1245	1	Fed(1) <> Rebel(10)
12	1) The Feds (chanain)	10) The Rebels (eccehomo)	<p>I take it you found something you like at 221?</p> <p>That won't work for me. A three planet grouping is useless, and passage north to territory I won't be able to claim is of little benefit.</p> <p>As for your claim to 'the same reasons', that's unpersuasive. You have an easy path north through the p99 area, and the territory I've asked for is literally more than 50% further away from your home cluster than your first proposal of a border.</p> <p>The border I proposed was more than generous. If you draw a line from each of our respect homeworlds to the center, and then draw a third exactly halfway between, nearly the *entire* 387 cluster falls within my wedge of the pie.</p> <p>So giving you the main part of that cluster in my previous proposal was a sizeable concession on my part, and</p>	1246	1	Fed(1) <> Rebel(10)
13	2) The Lizards (hiko)	8) The Evil Empire (greywolf) 7) The Crystal People (flaabes)	<p>The Lizard Alliance (hiko) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.</p>	1249	1	Lizard(2) <> Empire(8)
13	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>If you want to get the probe to p114, it can sit there hissing for the time being. I will try to get another probe to p252.</p>	1424	1	Lizard(2) <> Empire(8)
13	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	Next turn I will be at P.14	1425	1	Lizard(2) <> Cyborg(6)
13	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I am interested in any information you are willing to share	1426	1	Cyborg(6) <> Empire(8)
13	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Ok. P14 is a bit far away from me, but I can see a save way through to me from there. I am not sure if P14 is unowned. But there is only one way to find out :-)</p> <p>From there on I will be hopefully able to guide you towards me using only save planets. I will let you know next turn if everything works out the way I hope.</p> <p>Regards, Hiko</p>	1427	1	Lizard(2) <> Cyborg(6)



13	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Ok, I can go in that direction this turn. Or I can clone it first, but that would cost us two turns. I will write an email why I think that this could be important for you.	1428	1	Lizard(2) <> Empire(8)
13	2) The Lizards (hiko)	5) The Privateers (tomako)	<p>Hello Tomas,</p> <p>yes, I understand that my mail was hard to swallow and maybe my assessment was completely off and we would have better allied. But now my decision is made.</p> <p>Maybe we can join a team game in the future and beat the others up :-)</p> <p>Regarding your question about me attacking someone: I will not support you. I have decided against that and now I will probably attack. Not yet completely sure, but the setup of the map virtually screams for it. Sorry.</p> <p>Regards, Hiko</p>	1429	1	Lizard(2) <> Privateer(5)
13	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Ouch did your neighbor take your planet?	1430	1	Fascist(4) <> Colonial(11)
13	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	No - he took back one planet in his home cluster.	1431	1	Fascist(4) <> Colonial(11)
13	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Thats fine :-)	1432	1	Fascist(4) <> Colonial(11)
13	2) The Lizards (hiko)	4) The Fascists (mkkangas)	<p>I have your back if you need help - otherwise i will focus on omy neighbor fully</p> <p>Hello Mkkangas,</p> <p>sorry I took so long for this message. I didn't put it very high on my mental priority list, preformuated it in word and then forgot about it.</p> <p>My suggestion: A line from (1600/1900) to (1200/1400) would give you a nice cluster in your backyard and lonely planets as a buffer in front of your home cluster. The same goes for me. The cluster in my backyard would be a bit smaller than yours, but still nice to have.</p> <p>About the duration of this border agreement: do you have any suggestions?</p> <p>And regarding a ship trade: if you really are interested, please say what you could imagine a fair trade.</p> <p>Regards, Hiko</p>	1433	1	Lizard(2) <> Fascist(4)
14	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	The Evil Empire (greywolf) has offerred us an intelligence sharing agreement. Their central intelligence agency is giving us information about the location of their ships and enemies.	1439	1	Lizard(2) <> Empire(8)
14	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	Are you working with the Hiko in this game?	1658	1	Bird Man(3) <> Cyborg(6)
14	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>Nice gift from the Admins :)</p> <p>MeteorsFrom: Scanner Report</p> <p>We have detected a massive meteor impact on Kapteyn's Planet ID#166. The virtual neutrino spectrometers show meteor ore content to be:</p> <p>6351 kt Neutronium</p> <p>6420 kt Duranium</p> <p>2806 kt Tritanium</p> <p>183 kt Molybdenum</p>	1659	1	Fascist(4) <> Colonial(11)
14	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike.</p> <p>Are you at P14 and do you have enough fuel to continue? If yes to both questions, I could give you a flight plan with fuel stops to my area.</p> <p>Regards, Hiko</p>	1660	1	Lizard(2) <> Cyborg(6)
14	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Damn ion storm keeps veering the wrong way.....	1661	1	Lizard(2) <> Empire(8)
14	4) The Fascists (mkkangas)	2) The Lizards (hiko)	<p>re: border</p> <p>Lets see where our planets actually meet and go from there.</p> <p>re: hissing services</p> <p>This would be interesting to have on some border planet.</p> <p>re: ships</p> <p>LCC makes a decent upgrade over my D7. Thoughts?</p>	1662	1	Lizard(2) <> Fascist(4)
14	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Yes the native reptiles will work extra hard now :)	1663	1	Fascist(4) <> Colonial(11)
14	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>FYI, I should be able to start tugging over some sabres soon. What is more urgent - sabre or coldpain?</p> <p>Iam will beam up fuel this turn empire all around me.</p> <p>Are you working with Maximus</p>	1664	1	Lizard(2) <> Cyborg(6)
14	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I guess you decided not to share the info. on the birds.	1665	1	Cyborg(6) <> Empire(8)

14	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, head to P190, which is in EE hand. Bt I talked to him and he is willing to refuel you. From there on you can jump to a point in open space where I will meet you with fuel and then jump to a base of mine  There you can build one FCC which will chunnel back to your area with one of my ships. This will save us the way back with that HYP ship. You can prepare a base for me where I will build whatever you order while you build FCCs for me on my base. Ship for ship is a trade which I find fair. You too?  I am not working with Maximus. I believe he is on the other side of the map. In another game we did cooperate.	1666	1	Lizard(2) <> Cyborg(6)
14	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Damn ion storm. I really don't like them, especially not with the crystal around.  I will be at P8 next turn.  I told the borg to jump to P190. Would you please provide him with some fuel? From there he can rendezvous with my LCC.  Do you have a flight plan when you will be in my area?  Regards, Hiko	1667	1	Lizard(2) <> Empire(8)
14	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	P.S: I am planing that base for the borg right now. Maybe I have to give him the spot I planed for you. I guess I can reach no decision about your base tonight, so you don't need to start towards me right now. Just have a hyp ready when I have finished planing, which is hopefully next turn. If you are already on your way, just come anyway. I will give you a ship and then we I will sort the base out.	1668	1	Lizard(2) <> Empire(8)
14	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi Mike,  Happy to. In the last 2 weeks I have been in HK, Washington, London and I just got home from Dubai.  Time has been extremely limited unfortunately.  He has found 4 starbases and his homeworld on p242.  He is doing very well on the minerals on the planets on your side, so he will strengthen reasonably quickly on your side. Let me know how else I can help.  GW	1669	1	Cyborg(6) <> Empire(8)
14	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	ok. There is no fuel on 190.... How many turns?  Timing for being in your area two turns, but not on the right planet.	1670	1	Lizard(2) <> Empire(8)
14	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	He is now on P14 and wants to beam up fuel. If beam up and HYP works in one turn, he will be there next turn. I am not sure because it should, according to host order. But I had it misshappen so often when I tried it in the past that I usually take one turn to beam up fuel and jump on the next turn.	1671	1	Lizard(2) <> Empire(8)
14	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Is probe 90 the ship you want to send? In this case I guess you jump via P378, right? If yes, I will plan for your base accordingly. Hiko	1672	1	Lizard(2) <> Empire(8)
14	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Or is it Probe 108?	1673	1	Lizard(2) <> Empire(8)
14	10) The Rebels (eccehomo)	1) The Feds (chanain)	The problem is 221? It is a shitty planet. And 9 is Amorphous.	1674	1	Fed(1) <> Rebel(10)
14	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	Normally I wouldn't share that information... but no, I am not working with Hiko, and haven't had communication with him in this game.  Max	1675	1	Bird Man(3) <> Cyborg(6)
15	10) The Rebels (eccehomo)	5) The Privateers (tomako)	Buenas... puedo intentarlo, pero dependerá de que encuentre algún planeta por medio deshabitado para poder repostar ... si no llegaré a allí sin combustible despues de 3 saltos	1894	1	Privateer(5) <> Rebel(10)

15	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hey mate,  I see the firecloud is exploring. As I mentioned, I have that string of planets from p294 through to p345. I am happy to stay that side as if you slice the map up into pieces of pie, that is part of my slice.  Have a great day!  GW	1895	1	Cyborg(6) <> Empire(8)
15	4) The Fascists (mkkangas)	10) The Rebels (eccehomo)	Hail Warlord Eccehomo:  You have entered the territory of the Klingon Empire. The IKS T'Acog is within striking range of your falcon. Have you arrived seeking trade? If not, I will be happy to accept the surrender of your vessel as a gift to the Chancellor.  - Captain Krill of the T'Acog	1896	1	Fascist(4) <> Rebel(10)
15	1) The Feds (chanain)	9) The Robots (elvon)	Greetings, Elvon. Neighbours again, I see.  Interested in a peaceful border and ship trades? I'm looking to claim 270-18-68. Do you have any thoughts on that?	1897	1	Fed(1) <> Robotic(9)
15	1) The Feds (chanain)	10) The Rebels (eccehomo)	You must have meant that 167 is amorphous.  Amorphous worlds aren't as big of a problem for me as for most. And p9 is a desert world - which isn't a problem at all for me, but it is for you.  So the reality is that the three planets I'm pressing you on are not particularly useful for you. The three on the east aren't great, either, honestly. Very mineral poor.  But put the six planets together, and *maybe* there are enough minerals between them for me to build one	1898	1	Fed(1) <> Rebel(10)
15	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	Hiko wants to make a trade with me He said that he got my location from one of my neighbors that's why I asked since you mentioned you had played with him in another game I'd prefer to work with you if you'er interested	1899	1	Bird Man(3) <> Cyborg(6)
15	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, what is your flight plan? I need to know so my LCC needed to refuel you does not have to wait and can do useful things till you get there. Regards, Hiko	1900	1	Lizard(2) <> Cyborg(6)
15	2) The Lizards (hiko)	11) The Colonies (frostriese)	Hi Frostie,  ich habe geh�rt, du w�rst der Nachbar des Fasc. Falls das stimmt und du Interesse an Lokis hast, k�nnste ich evtl. zu dir kommen und dir welche bauen.  Gr��e, Heiko	1901	1	Lizard(2) <> Colonial(11)
15	11) The Colonies (frostriese)	2) The Lizards (hiko)	Hi Hiko,  das klingt doch super! Was h�ttest du den gern daf�r?  Frostie	1902	1	Lizard(2) <> Colonial(11)
15	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Cloakers would be more useful than GD ships, right now :)	1903	1	Fascist(4) <> Colonial(11)
15	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	To be clear, I haven't had any dialogue with him in this game. It certainly wasn't me.	1904	1	Bird Man(3) <> Cyborg(6)
15	9) The Robots (elvon)	1) The Feds (chanain)	Greetings! To be honest, taking into account our previous interaction and that this is winner takes it all game, any peace agreement we would have I will still have to keep sizable forces on my border expecting Federation owned Gorbies to show up. But ok, lets entertain peace option and hear out your full proposal. It has to be good though, especially if you expect to claim all the border worlds in your favor.  Regards, Elvon	1905	1	Fed(1) <> Robotic(9)

16	1) The Feds (chanain)	9) The Robots (elvon)	<p>Are you suggesting that you feel I'm not trustworthy because I attacked you in a previous sector? Or that you assume that I'd set aside good strategic sense to seek payback?</p> <p>Either way, it seems like an unfair assessment.</p> <p>I helped Greywolf against you in our other sector because I regarded you as the biggest threat in that sector. In hindsight, I was clearly right about that, for all the other mistakes I made in that sector. But, if you review the record, you'll find that I honoured any deal I made, and declined to make any deal I wasn't prepared to honour.</p> <p>This is a very different sector. You're commanding a much less powerful race, and the field has a lot of serious threats. I'm willing to enter into a mid-to-long term peace here, and while it's natural in a zero-ally sector to assume that you may eventually have to fight even your closest allies, any treaty I enter into is one that you can take to the bank.</p> <p>I'm prepared to offer a relatively long-term peace here - let's say Turn 60 (naturally, with the potential to renew if agreeable). In terms of ship trades, I'm looking for carriers obviously, but I'm sure I can make it worth your while. As you know, I have a few ships that can help fill gaps in Robotic ranks...and perhaps even more importantly, I'm willing to offer refits as part of a deal. (This, obviously, is a deal that has immensely more value to you if agreed to before the limit. And especially so if I'm right about who your other neighbour is.)</p> <p>Logistically, setting a valuation for refits is the tricky part here: My thinking is that I could offer up to 4 Golem refits OR 6 'other ship' refits (or 2 Golems *and* 3 others) for each Golem you can provide me for my own use. (Fine print: That valuation only applies to your native ship list. If you want to refit traded/captured/cloned ships, we'd have to discuss that on the side. Also, you'd provide the base and resources for any refitting, but</p>	2114	1	Fed(1) <> Robotic(9)
16	1) The Feds (chanain)	8) The Evil Empire (greywolf)	As it turns out, Elvon is my immediate neighbour.	2115	1	Fed(1) <> Empire(8)
16	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Got it, currently cash is my limiting factor as I have only 1 base with tech10 engines. I could easily make lower tech cloaklers but that is probably useless for you.</p> <p>Let me see how this host run goes (crossing fingers). If all goes as expected, I can afford to build you something state of the art next turn.</p>	2116	1	Fascist(4) <> Colonial(11)
16	7) The Crystal People (flaabes)	9) The Robots (elvon)	<p>Hail Elvon, Mighty Leader of the Robots,</p> <p>we are neighbors as you might have noticed already. We have reached p66 and are interested in peaceful relationship. So we propose it should be our border planet towards your approaching ships. Do you agree?</p> <p>Regards</p> <p>Flaabes</p>	2117	1	Crystalline(7) <> Robotic(9)
16	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	<p>Probe 90: just wait, my freighter and your base is there next turn.</p> <p>My LCC and my Lokis: feel free to give orders to them. The LCC has 90 M8 on board, one Loki has W9 and M7, the other Xray and Gamma Bombs. Maybe you want to postpone your attack on his HW till they are there?</p> <p>I will take P249 by clan drop this turn. Anything special on this world?</p> <p>Probe 30 will stay and hiss. I have noticed that you didn't build hisser in the last turns. I can only recommend to build more.</p> <p>Can the borg beam up fuel on P190 or is there still zero fuel?</p>	2118	1	Lizard(2) <> Empire(8)
16	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Am liebsten einfach zu clonende Virgos, aber ich befürchte, dass es dafür schon etwas spät im Spiel ist. Es sei denn, du verfgst bereits über eigene HYPs.</p> <p>Aber vielleicht schaffen wir es doch noch vor Ende der Slots, dass du wieder bei mir bist. Dann hätte ich gerne Virgos. Falls die Slots zu Ende sind, hätte ich gerne mit PP gebaut zwei Geminis, die mir als fighterproduzenten zur Verfügung stehen. Die wärdst du dann einfach stehen lassen und auf build fighter stellen sowie btf.</p> <p>Falls wir später enger kooperieren nme ich natürlich auch noch gerne sweep services an :-)</p> <p>Wäre so was ok.</p> <p>Heiko</p>	2119	1	Lizard(2) <> Colonial(11)

16	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, please go to P295. There you will recieve the needed fuel to jump on. Hiko	2120	1	Lizard(2) <> Cyborg(6)
16	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hey mate,  Do you need fuel?  GW	2121	1	Cyborg(6) <> Empire(8)
16	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	Yes please	2122	1	Cyborg(6) <> Empire(8)
16	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	GW should be giving me fuel then I'll be on my way	2123	1	Lizard(2) <> Cyborg(6)
16	6) The Cyborg (mike dowell)	5) The Privateers (tomako)	How are things going between you and your neighbors	2124	1	Privateer(5) <> Cyborg(6)
16	5) The Privateers (tomako)	6) The Cyborg (mike dowell)	Very well, thanks for asking xddd Each of them has written me telling that I'm the weakest player in the game and they have no other option to attack me. Very polite. Are you near? do you want to help? all their power is over me so that you could attack they rear if you are	2125	1	Privateer(5) <> Cyborg(6)
16	9) The Robots (elvon)	7) The Crystal People (flaabes)	Greetings Supreme Commander of Crystal People,  in two allay game i would welcome Crystal People guarding one of my borders as you are famous for your resilience. Fighting for Emperorship the same resilience is what makes you dangerous if you are allowed to mature and prosper. Therefor i have to decline your offer of peace and see if i can safeguard my borders by removing potential threat early on.  Regards,	2126	1	Crystalline(7) <> Robotic(9)
16	9) The Robots (elvon)	1) The Feds (chanain)	Sorry, RL is keeping me busy lately and i have little time to write elaborate answer to your proposal. You should know though, that i am considering it, but it will take time for me to decide if super refit gives me enough advantage to offset risks of having well developed Fed as the temporary allay at my borders. I will let you know my decision in following turns.  Regards,	2127	1	Fed(1) <> Robotic(9)
17	4) The Fascists (mkkangas)	2) The Lizards (hiko)	I think we have found where our planets meet?  - The Klingon High Council	2416	1	Lizard(2) <> Fascist(4)
17	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Happy to report successful destruction of my neighbors homeworld :)	2417	1	Fascist(4) <> Colonial(11)
17	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	WOW!  Grats ... awesome performance ... glad that we start to cooperate ^^	2418	1	Fascist(4) <> Colonial(11)
17	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Want to just share intel? Combined we will reach end game	2419	1	Fascist(4) <> Colonial(11)
17	2) The Lizards (hiko)	4) The Fascists (mkkangas)	Impressive	2420	1	Lizard(2) <> Fascist(4)
17	1) The Feds (chanain)	9) The Robots (elvon)	Thanks for the heads up.  If it affects your consideration at all, the alternatives may be worse. My immediate neighbour is the Rebel, but he's going to go down pretty quickly to Frostriese. If we were to fight, and you were to win, you'd end up with a border against a very talented commander with fighter sweeping.  Perhaps moreover, I would encourage you to look very closely at this turn's explosions. I can't tell you who Frostriese's other neighbour is (for diplomatic reasons), but I can tell you that the Lizard is at 9:00, and that Frostriese DID know who his neighbour was from an early stage, and I think it's a fair inference that they	2421	1	Fed(1) <> Robotic(9)
17	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi, I have transferred 50 fuel to s172.  However, p190 only has 2 fuel. You could go back to p295 and get some there. p338 is owned by the pirate.  GW	2422	1	Cyborg(6) <> Empire(8)
17	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Ouch. I had 285 pegged as a homeworld. I think the Lizards are done.	2423	1	Fed(1) <> Empire(8)
17	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Merlin's are usually at homeworlds...  So a neighbour of a neighbour are in deep trouble. Interesting for me.  Bold move of the Fascist going for a headshot against a Loki player...	2424	1	Fed(1) <> Empire(8)

17	1) The Feds (chanain)	6) The Cyborg (mike dowell)	Admiral,  Any interest in sharing locations, in confidence? I regard this turn's developments as a significant game-changer, and I suspect that some of the northern races are going to be looking to get Lokis in play - and you're one of the best equipped to enable that, I think.  I know most of the locations around the map, except for three - including you, and including the Lizard's northern neighbour. (I also know that the Privateers are up there somewhere.)  So I'd at least like to start with a confidential location exchange, with the possibility of discussing further cooperation.  Regards,	2425	1	Fed(1) <> Cyborg(6)
17	6) The Cyborg (mike dowell)	1) The Feds (chanain)	Yes I am interested I'm still look for allies Greywolf and Hkio have allied  You can look foe me north of P.308	2426	1	Fed(1) <> Cyborg(6)
17	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	I went to P.190 there's no fuel there GW's directed me to anther planet	2427	1	Lizard(2) <> Cyborg(6)
17	6) The Cyborg (mike dowell)	5) The Privateers (tomako)	The empire has offered me a temporary peace agreement The lizards want to trade cloaker and lokis for FCC. Would you be willing to give me blockades	2428	1	Privateer(5) <> Cyborg(6)
17	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	Greywolf and Hiko have offered me a deal but I know I would be on the outside looking in I'm looking for a relationship where that isn't the case	2429	1	Bird Man(3) <> Cyborg(6)
17	6) The Cyborg (mike dowell)	7) The Crystal People (flaabes)	Flaabes I know my communication hasn't been very timely in the other game that you joined. That game is lost I've stayed in it because I don't quit. Hopefully we can work together in this one	2430	1	Cyborg(6) <> Crystalline(7)
17	1) The Feds (chanain)	6) The Cyborg (mike dowell)	I'm pretty much exactly SE of the middle.  The other two that I don't know are the Privateers and the Birds. One would be directly to your East; the other would be two positions to your West.  It would be surprising for the Lizards to get taken by surprise by the Fascists - as Hiko clearly did - if allied with the Empire. But it's possible that they underestimated Mkkangas' boldness, thinking he wouldn't gamble on an early strike against a Lok race.  Some very interesting developments, I think. My biggest concern is that I think Frostriese and Mkkangas might	2431	1	Fed(1) <> Cyborg(6)
17	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Very bold. I suspect he was banking on it being unexpected.  So I've narrowed down the Pirate to either directly to your west, or two positions to your east. Especially if it's the former, I have to think this turn's developments might be worrying for you.  I'm wondering if there might be some interest on your part in trading bases (facilitated by one of your probes jumping down here) to exchange some ships - I build you some Lokis and minelayers; you build me a couple Gorbies and some probes, or something along those lines.  Thoughts?	2432	1	Fed(1) <> Empire(8)
17	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi Chanain,  I forgot to tell you. The pirate is to my west, I have three Gorbies headed that way.  I did have them timed to get there when the ION storm was covering his two bases, but the damn thing veered away....  Yes, there is some interest in trading ships. I have a ship that isn't too far away from you as I have been going around the map getting locations. I have all of them except your neighbours.	2433	1	Fed(1) <> Empire(8)
17	7) The Crystal People (flaabes)	6) The Cyborg (mike dowell)	Sure, if we meet each other. Honestly said I had a bad start and robots are turning against me early on. Good	2434	1	Cyborg(6) <> Crystalline(7)
17	7) The Crystal People (flaabes)	9) The Robots (elvon)	Sigh, I suspected that...	2435	1	Crystalline(7) <> Robotic(9)
17	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Ok, I will be waiting for you.	2436	1	Lizard(2) <> Cyborg(6)
17	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	I was convinced to enter the endgame :) but ShareIntel is a benefit for both empires.  I will set ShareIntel in T18 (next turn).  Lizzard thinks he can fight back ... be careful.	2437	1	Fascist(4) <> Colonial(11)

17	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	I expect the Lizards will put up a very strong fight - he has at least 1 fully upgraded starbase left, mass amounts of cash and mined metals (plus 2+ trex's). I will focus on his remaining population centers which cannot be replenished.  It seemed he was sending a fleet north with some lokis - maybe he has found the pirates.	2438	1	Fascist(4) <> Colonial(11)
17	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	SI set, too.	2439	1	Fascist(4) <> Colonial(11)
18	4) The Fascists (mkkangas)	11) The Colonies (frostriese) 9) The Robots (elvon)	The Fascist Empire (mkkangas) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.	2445	1	Fascist(4) <> Colonial(11)
18	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	The Missing Colonies of Man (frostriese) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.	2446	1	Fascist(4) <> Colonial(11)
18	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	re: rebels Rebels missed their turn - how convenient :) Carpe diem. If you want to leverage 2x beams against the rebs at any point, I will be happy to assist.  re: deth spec So I'm dispatching a deth spec with mark7/disruptors your direction with a sabre in tow.  re: lizards Guerilla war will be underway, so far so good. I suspect it will be hard for him to send his trex's my way as there is 450 ly of wasteland between us. Fuel support ships should be easy to pick off and any fuel dumps easy to harass.  Any idea who the Lizard northern neighbor might be? Before I attacked he seemed to have tried to send a trex	2749	1	Fascist(4) <> Colonial(11)
18	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'm pondering a couple different scenarios in terms of what SB I'd want to set up for you, but I'm looking at a Humanoid world right in the core of my territory, with good Tritanium and Duranium deposits.  What dynamics would you have in mind for trading? Yesterday, I forgot to mention one obvious one on my wish list. ;) I think there are a couple of open questions as to whether we think it's plausible to do any trades before the limit, and - if so - whether or not we want to.	2750	1	Fed(1) <> Empire(8)
18	9) The Robots (elvon)	5) The Privateers (tomako)	Greetings! If Greywolf is to be believed, you have found yourself quite a challenge in him as a neighbor. Do you mind telling me in which area he is located?  Regards, Elvon	2751	1	Privateer(5) <> Robotic(9)
18	5) The Privateers (tomako)	9) The Robots (elvon)	Yes, I'm between lizards and ee and they are attacking me from the beginning. I will be out of the game early and I only hope I could do enough damage to them before I left it than they could not win the game. ee hw is 402. Any help will be welcome. tomÅ s	2752	1	Privateer(5) <> Robotic(9)
18	5) The Privateers (tomako)	4) The Fascists (mkkangas)	hi, I very happy to know about your attack over lizards. they, empire and borgs are working togheter, exchanging ships and attacking me. So that, knowing that i'm not alone is very interesting for me. if you are interested in some kind of cooperation i thought that you would need some help against empire that i could offer you. thanks, tomÅ s	2753	1	Fascist(4) <> Privateer(5)
18	4) The Fascists (mkkangas)	5) The Privateers (tomako)	I had guessed it was you to lizards North - as they were about to hit you with lokis and trex.  Lets work together and cut him to pieces :)  Your friends in the Klingon High Council	2754	1	Fascist(4) <> Privateer(5)
18	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	I can confirm Empire Borg and Lizards are working together. Stopping Lizard megacredits seems key now. Can you plan ahead to have a Virgo ready as needed?	2755	1	Fascist(4) <> Colonial(11)
18	9) The Robots (elvon)	5) The Privateers (tomako)	Thanks for info on GW homeworld! I would gladly help, but it seems we are located at opposite corners (you being on the far west and me being on the far east). With Lizards homeworld gone he is probably going to have problems on his own and this might give you a breathing space.	2756	1	Privateer(5) <> Robotic(9)
18	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	I appreciate Deth+Saber -- low tech Virgo will be built next turn.  I can ask Hiko about his northern space ;-)  Frostie	2757	1	Fascist(4) <> Colonial(11)

18	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>I suspect the privateers are north of him - right before my attack he was sending 2 lokis and a trex that direction. Also the privateers sent a message thanking me for the attack on the lizards. They also were the ones to say the empire/borg/lizards are working together.</p> <p>I could try to get a meteor we could use to tow your virgo to the front, in case its needed.</p> <p>Thoughts?</p>	2758	1	Fascist(4) <> Colonial(11)
18	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell)	<p>Hi Hiko and Mike,</p> <p>I have changed the FC on p295 to ful There is 201 fuel, so plenty to beam up and jump in the same turn.</p> <p>There is none on p425, but looking at your mass you don't need it anyway.</p> <p>Good luck!</p> <p>GW</p>	2759	1	Lizard(2) <> Cyborg(6) <> Empire(8)
18	2) The Lizards (hiko)	8) The Evil Empire (greywolf) 6) The Cyborg (mike dowell)	<p>Hello Mike, our rendezvous point is at (1610, 2065). I will be waiting there this turn and next turn.</p> <p>Hello GW, if you would set your fc to hyp, then Mike could beam up and jump in one turn.</p> <p>Hiko</p>	2762	1	Lizard(2) <> Cyborg(6) <> Empire(8)
18	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell)	Done, FC of p295 is now HYP	2766	1	Lizard(2) <> Cyborg(6) <> Empire(8)
18	5) The Privateers (tomako)	4) The Fascists (mkkangas)	<p>Do you want to go further than words? We could exchange some ships or try to coordinate if you want. tomÅ s</p>	2767	1	Fascist(4) <> Privateer(5)
18	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>I remain open to anything and will be happy to split the lizard territory in two (if we manage to survive).</p> <p>The immediate concern is the vast amount of cash the lizards produce each turn - about 10k total per turn. There are 3 starbases (i am pretty sure I know the locations) producing this.</p> <p>I joke not - his last 2 games are just like the Horwasp - he is very strong. We have to act fast to stop him. I'm moving many more cloaklers into his area hoping to harass him. However, without killing the big population centers, thats 10k mc per turn. This money will go directly to Empire/Borg if we do not hurry.</p> <p>All in. Hope you are the same attitude.</p>	2768	1	Fascist(4) <> Privateer(5)
18	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>Here are his probable starbases / population centers btw: p53, p109, p117, p324</p>	2769	1	Fascist(4) <> Privateer(5)
18	5) The Privateers (tomako)	4) The Fascists (mkkangas)	<p>Ee hw is p402, I'm in so. The only problem is that I must deal with the three gorbies that are going directly to my hw. This double attack makes that I'm splitting my weak fleet ( meteors could not fight) trying to catch them but it is difficult because they are very good players.</p> <p>I haven't seen borgs yet but he told me that he will gift firecoudls to ee and lizards if I don't gift him meteors. Perhaps he thinks that I'm stupid...</p> <p>I'm moving ships with some mk7 to lizard territory and I will try to take some little planets.</p> <p>I could tow some of your ships to make some lightning attack if you trust in me.</p> <p>tomÅ s</p>	2770	1	Fascist(4) <> Privateer(5)
18	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>What we badly need will be some sweepers in lizard territory, near his former homeworld. If we can kill his remaining population, he comes powerless. If we fail, he provides infinite cash to the Evil Empire.</p> <p>If you can get a meteor south of his homeworld, I can gladly supply ships for you to tow.</p>	2771	1	Fascist(4) <> Privateer(5)
18	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	We can choose ... a busy Fascist with a supported Lizzard ... or a free wheeling aggressive Fascist. I will do the containment in the south ... I am relying on your contacts for the north ^^	2772	1	Empire(8) <> Colonial(11)
18	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Popcorn time ... will be interesting who will assist the Lizzard / Klingon.</p> <p>Do you share an info about your neighbours north to exclude them from my list?</p>	2773	1	Fed(1) <> Colonial(11)
18	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>I will support the Lizard.</p> <p>Good luck in the south!</p> <p>GW</p>	2774	1	Empire(8) <> Colonial(11)



18	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Really - I share three games with Hiko in the past ... a gang of three seems strange for him.	2775	1	Fascist(4) <> Colonial(11)
18	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	To which front will the MBR tow the Virgo, if the EE / Priv are your next neighbours? I cannot yet confirm the 3-way team of Hiko, Empire and Borg - pirates made the claim. However I can imagine lizard gold being shipped away by probes. Pirates can only confirm Empire and Lizards were both hitting them.  I could envision a MBR towing a virgo to the lizard population center to stop the money production. This of course will require coordination and some kind of timeline. When could you picture a virgo with fighters being ready, and from which planet?  For now I am not saying much to the pirates other than for them to attack the lizard's north and to send a	2776	1	Fascist(4) <> Colonial(11)
18	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	Great!	2777	1	Empire(8) <> Colonial(11)
18	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Do you support alone or with other forces together?	2778	1	Fascist(4) <> Colonial(11)
18	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	p402 is the EE homeworld, so Pirates seem to be in the predictable cluster to the west. I am in a war with the privateer at the moment.	2779	1	Empire(8) <> Colonial(11)
19	2) The Lizards (hiko)	8) The Evil Empire (greywolf) 6) The Cyborg (mike dowell)	3 Gorbies headed towards his homeworld... So a little busy, but I will do what I can. The pirate is the Lizards Hi Mike, I transfered 50 fuel to your probe. Please jump to p252. Regards, Hiko	3120	1	Lizard(2) <> Cyborg(6) <> Empire(8)
19	1) The Feds (chanain)	11) The Colonies (frostriese)	I've heard the rumours of at least *one* of Hiko's specific allies, and I completely understand why that alliance would have been entered into. I have serious doubts that there's a second, though.  Hiko's starting position made him incredibly dangerous in this sector, but I can't help but think that the HW loss hurts more than he lets on. Pushing clans out from the HW is such an important part of Lizard economic *and* military strategy. Especially fighting a race with its own anti-cloak and ground combat advantage, and having seen some of Mkkangas' results, at this point I'd bet on Mkkangas coming out firmly on top of that contest. And then being a real contender to win the sector. I'm inferring that you have at least a peace treaty with him at the moment, but in the long term, I think he's one of the biggest threats.  As a show of good faith, I'll let you know that my immediate neighbour to the north is Elvon. (I suspect that	3122	1	Fed(1) <> Colonial(11)
19	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	mmmmh,  He managed to get one MBR inside the minefields... Looks like I need that Loki sooner rather than later.  I will set up the base this turn (484) and you move the following turn.  GW	3123	1	Lizard(2) <> Empire(8)
19	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	I'm travelling in RL this week, but would like to talk further about mutual cooperation. Let me know what that would look like to you. I have the Crystals on the other side of me, and believe that they may be working with the Robots. It's likely in my best interest to work with you, and we are starting to run into each other as well.  Best, Max	3124	1	Bird Man(3) <> Cyborg(6)
20	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, does your Probe have a clan on board? Hiko	3446	1	Lizard(2) <> Cyborg(6)
20	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	yes	3447	1	Lizard(2) <> Cyborg(6)
20	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Ok, then beam down that clan.  Additionally I will gs6 my medium with clans. To make sure you still have a clan on board for gs6 I have transfered one to you.	3448	1	Lizard(2) <> Cyborg(6)
20	11) The Colonies (frostriese)	1) The Feds (chanain)	Thanks for your thoughts ... and yes, I agree on both conclusions ^^ Klingons will be a factor here.	3449	1	Fed(1) <> Colonial(11)
20	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	I can assist you, if you push to your north ... but first I have to clean up my backyard shed ... you spot my ships, I'm looking for an alliance someone to share intel. and trade tech. with. the lizards and empire have offered me deals but I know those are superficial and short term. I hhave info. on others as well.  I want planets 273,172,11,and 363 this will help strengthen my position which will help you in the long run	3450	1	Bird Man(3) <> Cyborg(6)
20	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	done	3451	1	Lizard(2) <> Cyborg(6)
20	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	p273 and p11 have decent natives on them. However, you are welcomed to p172/363.	3452	1	Bird Man(3) <> Cyborg(6)

21	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I see your probe nearby. I'll set Safe Passage.	3909	1	Fed(1) <> Empire(8)
			I recently had Humanoid natives pop up at 321. It's going to take me a couple turns, but I'm going to set up a base there. If you're still interested in a base trade, that's probably the spot. In the mean time, jump to 444. I'll probably set you up with a terraformer or something of the sort until I'm ready for the handoff.			
21	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Looks like I found both his key money worlds - some bad luck as his only 2 trex's were guarding them :) On the plus side, now there is only 1 trex left alive.	3910	1	Fascist(4) <> Colonial(11)
21	4) The Fascists (mkkangas)	5) The Privateers (tomako)	I found both his trex's the hard way - defending his key money worlds - so we know where to attack now. Now only 1 trex is left alive. Plenty more of my ships are on the way, this time with mark7s.	3911	1	Fascist(4) <> Privateer(5)
			Seems you also hit one of his bases? :)			
21	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike,  just to avoid misunderstandings: our plan is that you build a FCC on my base next turn, which can chunnel to your area the turn after with one of my ships. You build more FCCs which you give to me. In your area you will give me a base where I can build LCCs and Lokis for you. This includes of course some formal non aggression pact, which we should discuss, I just realized.  Agreed, or do you expect something else from our cooperation?  Heiko	3912	1	Lizard(2) <> Cyborg(6)
21	1) The Feds (chanain)	11) The Colonies (frostriese)	Can't say I do. I take it you've got a few Virgos moving on Rebel space? It doesn't strike me as likely that he'll be able to put up much of a fight.	3913	1	Fed(1) <> Colonial(11)
21	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	No answer?  I would like to finalise my turn.	3914	1	Lizard(2) <> Cyborg(6)
21	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	Sorry I've been very busy over the last few days. I agree with what you wanna do.	3915	1	Lizard(2) <> Cyborg(6)
21	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Ok. Please set your base to mission "unload" and your fc to ccc. You will recieve the minerals and money this turn.  Because of those Fasc hits I had to use your base for LDSF production which used up the Moly. But we lost only one turn, which is an ok price to pay.	3916	1	Lizard(2) <> Cyborg(6)
21	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	After looking at your SB. there isn't enough molly to produce a FCC I'm GSing the frighter back to you	3917	1	Lizard(2) <> Cyborg(6)
21	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	So you want to hold onto two planets at you have to trave multiple turns to utilize rather than give them to an ally. Tactically that doesn't make sense. Are you interested in trading tech.	3918	1	Bird Man(3) <> Cyborg(6)
21	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	I know. But with unload you will have all you need next turn. Just cash in the 2 PP this turn and build the first	3919	1	Lizard(2) <> Cyborg(6)
22	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Sorry, I sent my Loki to the wrong planet. Lets see it positive and say it is a feint and I will go with fuel to P202 this turn. Really, really sorry! Heiko	4334	1	Lizard(2) <> Empire(8)
22	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	Humanoid Unity and Ghipsodal Participatory. Once you assimilate them, we lose the tax and base advantages. The distance from us to those planets isn't much different. Am I missing something?	4335	1	Bird Man(3) <> Cyborg(6)
22	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	I have the rest of the planets in that chain at will allow me to support them easier.  Would you conside splitting them?	4336	1	Bird Man(3) <> Cyborg(6)
22	9) The Robots (elvon)	1) The Feds (chanain)	Greetings! I was going to write you an elaborate mail last turn explaining how I only see two options of either war or full alliance, but I decided to wait and see where that snooping empire probe is going to go. It really was not a surprise to see it go straight for your core planets which means even though you and Greywolf are on opposite sides of the sector you already have decided to collaborate with him (this is what I meant when I wrote I expect Feds owned Gorbies to show up on my border). Now while I do trust you to keep to your agreements, I also do trust Greywolf to manipulate everyone to his advantage and I definitely expect him to work against me, not with me. So, you working with him means you will be working against me and I really don't see how I can allow that this close to my borders. It seems I have no choice but to reject your offer of temporary peace.  Regards,	4337	1	Fed(1) <> Robotic(9)

22	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Its all good. Mistakes can happen, we just have to move past them.</p> <p>I am sending both Gorbies in to p202 and with minesweeping and very low FC, I do not quite get rid of all the mines (~650 remaining, but the LCC is just outside)</p> <p>Given what we have seen over the planet, I don't think I will lose a Gorbie even against a full starbase as there isn't enough to remove my shields.</p> <p>GW</p>	4338	1	Lizard(2) <> Empire(8)
22	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	<p>Ok. Fuel to the Loki given and both are going to P202. TRex has fc 964, Loki non-numeric.</p> <p>My LCC will attack P171. Lets see what he has got there.</p>	4339	1	Lizard(2) <> Empire(8)
22	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	<p>P.S: please send me the mineral and money status of P288. You can simply copy paste the text from the window into an email. I have to decide when to squeeze in a merlin build and do the logistics planing</p>	4340	1	Lizard(2) <> Empire(8)
22	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>P252: Please set friendly code: ccc and the starbase mission to unload!</p> <p>With that set last turn you would have had all you need by now, without it you recieve it one turn later.</p>	4341	1	Lizard(2) <> Cyborg(6)
22	1) The Feds (chanain)	9) The Robots (elvon)	<p>You may be reading a bit much into things. We're just working the logistics for a ship trade: When the Lizard HW went down, I immediately assessed that my Lokis were suddenly much more valuable to the Empire, and reached out to try to facilitate a mutually agreeable arrangement.</p> <p>You, of all people, know how little a Loki sale means.</p> <p>But if you prefer conflict, then so be it. I guess we'll make this sector interesting.</p>	4342	1	Fed(1) <> Robotic(9)
22	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Robot Commander,</p> <p>Greetings. Looks like you may be starting a conflict with the Crystals? If so, perhaps we can work together to remove a mortal threat?</p> <p>Best, Maximus of the Birds</p>	4343	1	Bird Man(3) <> Robotic(9)
22	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Greetings Flaabes,</p> <p>I believe that I am two positions to your south, and I thought it was past time I introduced myself. I assume that you have seen the Robotic carriers moving into the 188 area, and I wonder if there might be some potential for us to help each other.</p> <p>Let me know if you have any interest in cooperation, and if you have any specific proposals or requests.</p> <p>Regards,</p>	4344	1	Fed(1) <> Crystalline(7)
22	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Greetings!</p> <p>Yeah, taking web mines out of equation is something I want to do early. I have managed to lay mines over most of his core systems (sorry about your Swift heart, btw) and with him spending his resources on web mines instead of ships i don't expect him to be too great of a threat. Still if you want to help out you are welcome.</p> <p>If we are working together care for a ship trade? I doubt we will have time to trade before ship limit (no cloning), therefore my proposal would be to trade Golem for a Darkwing and another one for 3 Resolutes. Both of the trades are in your favor PP wise, but i am ready to pay extra for utility.</p> <p>Regards,</p>	4345	1	Bird Man(3) <> Robotic(9)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>Looks like you are getting hit hard. I have tons of bombs ready - they would be deadly to the lizard starbases if a meteor could reach me somehow.</p>	4871	1	Fascist(4) <> Privateer(5)
23	2) The Lizards (hiko)	11) The Colonies (frostries)	<p>Was war das denn fÄ¼r eine Nummer?</p>	4872	1	Lizard(2) <> Colonial(11)

23	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>Thank you, Supreme Commander Chanain,</p> <p>for your offer for cooperation. Indeed - stupid robot machines are penetrating the space where we lived in peace... even sending a golem and an automa. As I had a bad start I will not be able to defend incoming attacks for long. In so far I am interested in cooperation, yes, even though I have no clear idea how.</p> <p>If it is a help for you, you could super refit my poor torp layers - my most valuable offer is web assistance.</p> <p>Let me know your thought.</p> <p>Greetings</p> <p>Flaabes</p>	4873	1	Fed(1) <> Crystalline(7)
23	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>ein echter scheiß Zug ... sorry für die Sprache.</p> <p>Ich gebe sie dir wieder.</p>	4874	1	Lizard(2) <> Colonial(11)
23	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>How goes it up there?</p> <p>You can go ahead and move the terraformer to 321. I'll be able to build a base there pretty soon, though I'll hold onto it myself until we're ready for an exchange. (Accumulating PPs, after all.)</p> <p>You've been quiet, and I wonder what you're thinking in terms of logistics. If you want to get your probe, I can start moving it back north - though if you have suggestions in terms of waypoints, I'd appreciate it. Elvon just put ships at p91, so I'd avoid a direct jump to a planet around there, but I'll need to refuel at some point.</p> <p>There's also one other thing I wanted to run by you: Elvon and I aren't exactly on friendly terms - he seems to think that you'll manipulate me to his disadvantage, and your probe coming in didn't help that impression. I tried to point out that we were *right* to regard him as the biggest threat in the other sector, and this sector is very different, but I think conflict with him may be inevitable. At the same time, he appears to be moving a fleet north against the Crystals. I've seen two Golems and two Automas on the move northward.</p> <p>Crystals had a weak start, and won't hold long against Elvon without help. I'd like to help him by refitting some of his torpedo tubes, but I need to be able to get there. With your permission, I'd like to clone your probe to facilitate that. (To be clear, until and unless we agree on a trade that puts such a ship into my hands on an unrestricted basis, I won't clone, etc., without your permission.)</p> <p>Let me know what you think.</p>	4875	1	Fed(1) <> Empire(8)
23	5) The Privateers (tomako)	4) The Fascists (mkkangas)	<p>Hi, yes it's difficult to survive when ee tells where are your bases and lizards come with lokis.</p> <p>But it has not gone so bad because in the fight I have destroyed the loki so that I have a little bit window to explore.</p> <p>I'm at p324, there is a loki a merlin and a sb. It's a good planet to attack. Where could I meet you?</p>	4876	1	Fascist(4) <> Privateer(5)

23	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Yes, it is interesting.</p> <p>The main reason for my silence is my current lack of time in RL. In the last 3 weeks I have been on about 8 planes and a similar number of countries.</p> <p>This game has suffered the least, but the other two have stalled.</p> <p>I took out the pirate homeworld this turn and his last starbase will go this turn, but his MBR's in my bases have been extremely painful and stunted my growth.</p> <p>Elvon, whilst an extremely specific player, is only average at diplomacy. I have suggested we start a fresh, but that seems to have only elicited an average response. It is probably best we are on opposite sides of the map and I suspect you will be facing him sometime soon and will need some Gorbie support.</p> <p>I will GS the probe this turn and can guide your jumps back, but I would clone it at least once first. I will probably gift you the Gorbies just to keep it even down there for my own benefit, but I would like some terraformers in return.</p> <p>Perhaps try and set up the base to get a couple of Gorbies out prior to ship limit and it will cost you some PBP's to do terraformers for me afterwards.</p> <p>Anyway, got to get to bed. Off to Dubai in 2 days and got a bit to get through first.</p>	4877	1	Fed(1) <> Empire(8)
23	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Well, whilst the loss of the Loki is sad, he is one homeworld down.</p> <p>I am happy for the Gorbies to take the front line again if you can move to p449.</p> <p>More detail to come on your starbase. If you can build a Loki at p484, that would be perfect. For the next little while, I just need Loki after Loki, so let me know the mineral requirement. Please also set the base to unload freighters and aaa.</p>	4878	1	Lizard(2) <> Empire(8)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>p324 is one of his major bases (2 turns ago i killed a trex there / a Loki was still alive). I have an illwind 2 turns away, and a deth spec 3 turns away.</p> <p>If you tow the merlin south/southwest into deep space - and give me coords, we can take it out.</p>	4879	1	Fascist(4) <> Privateer(5)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	alternatively we can kill the loki - i assume you are in orbit there and he did not attack you yet?	4880	1	Fascist(4) <> Privateer(5)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	his other main bases are: p53 p117 and p109	4881	1	Fascist(4) <> Privateer(5)
23	5) The Privateers (tomako)	4) The Fascists (mkkangas)	<p>Yes, I'm in orbit and probably you are de primary enemy.</p> <p>The best option is to take the merlin but I'm low in fuel nd if he puts suplies onboard I will not move enough.</p> <p>I could move the loki but I if he drops mines I will blow up.</p> <p>I don't see any good option by now :(</p>	4882	1	Fascist(4) <> Privateer(5)
23	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Maximus,</p> <p>I see we have run into each other. I haven't pushed into the middle very far as my plan this game wasn't to be too aggressive and let the talented players fight it out and maybe I will be left with the scraps! You have pretty much reached the end of my space. If you do a minesweep, you will see my home area as I have layered it over and over with minefields.</p> <p>Chat later and have a great day!</p>	4883	1	Bird Man(3) <> Empire(8)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>Better to tow the loki, i doubt he will drop mines - its his biggest weakness in his games after I analyzed them :)</p>	4884	1	Fascist(4) <> Privateer(5)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>Alternatively if you move the merlin, it surely has warp1 and wont be able to move / sitting vulnerable for another turn attack. How much fuel you have onboard?</p>	4885	1	Fascist(4) <> Privateer(5)

23	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, please build a FCC W5 Xray M4 if you can afford it. If not, W5 Xray no torps. The same in the next two turns. Let me know if you need anything for those builds.  I would say that we chunnel to your area with the first FCC so you can give me a base and I start building for you. If you have no base ready, I would like to have the first FCC and we can chunnel when you are ready.  Regards, Heiko  P.S: Don't forget the fc ccc and the unload mission ;-)	4886	1	Lizard(2) <> Cyborg(6)
23	2) The Lizards (hiko)	11) The Colonies (frostriese)	Wenn es keine Absicht war und du noch an dem Tausch hiss gegen fighter interessiert bist, kannst du sie gerne einmal clonen und dann wieder zu mir schicken. Ich sende dir einen anderen clon zu, so dass ich in 3 turns	4887	1	Lizard(2) <> Colonial(11)
23	11) The Colonies (frostriese)	2) The Lizards (hiko)	so ein a... / idiot bin ich nicht.  Ich clone einmal und sende Sie zurÄck.  Habe einen Rush mit Kleinkram bei mir an der HW stehen und kÄmpfe mit zwei Virgos bei der HW vom Rebel.  Ist gerade etwas zu spannend - nochmals sorry fÄr den Kolateralschaden!	4888	1	Lizard(2) <> Colonial(11)
23	5) The Privateers (tomako)	4) The Fascists (mkkangas)	I have 120 of fuel. There is some place that you coul reach in my range?	4889	1	Fascist(4) <> Privateer(5)
23	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ich drÄcke dir die Daumen. PlÄtte den einen Nachbarn und falls ich danach noch lebe, lass uns Mkkangas in die Zange nehmen. Er hat fÄr seinen frÄhen Angriff ja viel Entwicklung geopfert. Hat kaum Military score. Aber gerade kÄmpfe ich ganz schÄn. War bisher noch selten der Angegriffene :-)	4890	1	Lizard(2) <> Colonial(11)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	I'm at p442 - I suspect you can tow close enough to be in range of my ship? (depending on the cargo of the	4891	1	Fascist(4) <> Privateer(5)
23	5) The Privateers (tomako)	4) The Fascists (mkkangas)	1097, 1747 a merlin is coming ;) Please confirm that you have read this mail	4892	1	Fascist(4) <> Privateer(5)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	1097, 1747 confirmed - dont you want to pick coordinates closer to you - just in case you run out of fuel? I can	4893	1	Fascist(4) <> Privateer(5)
23	1) The Feds (chanain)	8) The Evil Empire (greywolf)	That sounds good. I'm looking at the minerals I can bring to the planet. I could have enough for one Gorbie (and the starbase) pretty quickly, really. A second one...well, I'm using tritanium as quickly as I can pull it out of the ground, but we're far enough from the limit that I think it's plausible.  (We can build them with W1 engines and no beams. I'll end up having to up engine tech at a couple bases, but I'm planning amphibian bases en route to Robot space. One of the joys of being a Fed. I have a couple Nova If refitting would help you to hold off the Robots, I would be willing to do that.	4894	1	Fed(1) <> Empire(8)
23	1) The Feds (chanain)	7) The Crystal People (flaabes)	It's looking like I may be able to acquire a Hyperjump ship. If that materializes, I may be able to have a ship in your core territory in about 5-6 turns, give or take.  In return, I may ask for some web support on my end, too. (You send the hyperjumper back, I gs a couple Nebulas to you, and you'd use them to support my operations.) I'd want a fairly long-term peace agreement in place before I have you start putting web mine fields in or near my territory, but we can figure out those details a little later.  I'll let you know how the hyperjump issue works out - in the mean time, you might consider figuring out the	4895	1	Fed(1) <> Crystalline(7)
23	3) The Bird Men (maximus1776)	9) The Robots (elvon)	The Crystal player has some considerable resources (I sat over his HW p446 for a while). I was on my way down for a headshot when he put up webmines, probably in response to your Paw coming in. Your mines actually were fortuitous for me, as I was running out of fuel and blowing up in your mines prevented its capture (and perhaps even him being aware of it). I don't have the beams to take out the webs at this time. However, if you want to coordinate an attack, let me know when you are ready.  I'll give the ship trades thought.	4896	1	Bird Man(3) <> Robotic(9)
23	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	Best, Greetings Commander Greywolf. Thanks for the heads-up. We should not be at odds in your area to the west.  Best, Max	4897	1	Bird Man(3) <> Empire(8)

23	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	I already have some other planets in that area. Also, if you take a line up from my natural border at p34, then p172 and p273 fall in my area. I also have an LDSF going that direction with clans that will be there in 3-4 turns.  How about this... I keep p172 and that planets east, including p30/37, and you can have p147/458 which I currently have? That would give us both 6 planets in that string, and would give you two southern planets that are more tied to your area.	4898	1	Bird Man(3) <> Cyborg(6)
23	5) The Privateers (tomako)	4) The Fascists (mkkangas)	This left me 50 of fuel, do you think it is not enough?	4899	1	Fascist(4) <> Privateer(5)
23	4) The Fascists (mkkangas)	5) The Privateers (tomako)	Its a close call, i will check messages up until host run, in case you want to provide alternate coordinates closer to your current location.	4900	1	Fascist(4) <> Privateer(5)
23	5) The Privateers (tomako)	4) The Fascists (mkkangas)	I work as a teacher and I will enter to my class in a brew, so that, don't worry about more com for now ;)	4901	1	Fascist(4) <> Privateer(5)
23	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	The rebels havent opened their turn yet :) Maximize your punishment to them.	4902	1	Fascist(4) <> Colonial(11)
23	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	p.s. if you can clone that probe, i could badly use one Probe has to move for a clone ... but sure Probes are rare here :)	4903	1	Fascist(4) <> Colonial(11)
23	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Thanks for the HeadUp ... commands adjusted ^^ I will purposefully untap my turn so he does not get any warnings of the impending host run	4904	1	Fascist(4) <> Colonial(11)
23	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	ALERT: rebels are doing their turn	4905	1	Fascist(4) <> Colonial(11)
23	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	:) checked :)	4906	1	Fascist(4) <> Colonial(11)
24	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'm going to clone the probe twice, if you're okay with that: Once to have a probe to send up to the Crystals, and another to keep down in my space in case it's needed.	5448	1	Fed(1) <> Empire(8)
24	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Does that work for you? Deth spec and Sabre dumped all fuel so can be captured at your will.	5449	1	Fascist(4) <> Colonial(11)
24	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, thats fine.	5450	1	Fed(1) <> Empire(8)
24	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	The Bird is grabbing huge tracts of planets in the middle. Interesting. Not sure that is a good idea as it gives a lot of neighbours.  Hi mate,  You can take that planet if you like. It was a refuel planet for my probe that was finding everyone's homeworld.  By the way, I haven't passed on the location of your homeworld to anyone.  Good luck, you are between two good players. You are naturally good against the Bird with their small tanks and it takes a while for the Robot to really start going, so you should have breathing space.	5451	1	Crystalline(7) <> Empire(8)
24	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	Ouch, not good. That means the rush is still alive...	5452	1	Empire(8) <> Colonial(11)
24	8) The Evil Empire (greywolf)	10) The Rebels (eccehomo)	Nice victory I see!	5453	1	Empire(8) <> Rebel(10)
24	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, please tell me what you have built and if you have a base for me prepared in your area. Regards, Heiko	5454	1	Lizard(2) <> Cyborg(6)
24	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Hi Ross, I have set that Loki on P484 to gs8 and filled its cargo with Duranium. Shall I transfer some Dur to you? I am producing 170 D per turn. I will build another Loki this turn and I have everything to build a third next turn. If you want me to build a W9 LCC next turn, I would need 60 Moly and 2000MC, or 3000MC if I am supposed to keep my supplies.  Please tell me what you have on P288  Heiko	5455	1	Lizard(2) <> Empire(8)
24	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I was having a look at his numbers, too. Lots of planets, lots of PPs. I figure he must have a peace treaty with the Borg, and be snapping up territory under it.  He'd be really vulnerable if he were near an early warring race, but as it is, I think he's painting a target on his own back.	5456	1	Fed(1) <> Empire(8)

24	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Yes, the entire centre is Bird.</p> <p>He says he has no desire to the west (which is wise), so I am ok, but I suspect either the borg or Crystals are going to get a nasty surprise when the ship limit is hit.</p> <p>I have played many many multiple player games in my time. You never want to be the early leader.</p> <p>The two pirate SB's are down, but now the tough game of eliminating every hiding spot with FoF being so low.</p> <p>I am still at risk of course, but with no builds it should just be a matter of time. DS will pick up any new ones and hopefully I can avoid losing too many Gorbies.</p> <p>GW</p>	5457	1	Fed(1) <> Empire(8)
24	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Yes, I am staying out of the centre. I had enough of an issue eliminating the pirates (my neighbour) so I have not expanded aggressively.</p> <p>I do like the minerals on p488 and the two fuel dumps next to it however!@ :)</p> <p>All good. I have too many other things to worry about for at least the next 80 turns!!! Use them wisely.</p> <p>GW</p>	5458	1	Bird Man(3) <> Empire(8)
24	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Want me to keep the sabre overhead with 1 fuel and 1 clan so you can hand over ships if needed? If I pilot a virgo against the rushes you get 2x beams and win easily</p>	5459	1	Fascist(4) <> Colonial(11)
24	4) The Fascists (mkkangas)	5) The Privateers (tomako)	<p>I guess he laid his first mines of the game - at least he is shaken up. I have 3 ships within 2 turns of that planet. Do you want refuge near me as your homeworld got nuked? With Meteor bombs we can still get some revenge. Possibly I can get your hands on a Virgo to rob with</p>	5460	1	Fascist(4) <> Privateer(5)
24	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>It looks like the hyperjumper situation is worked out, and I'll be able to send one up shortly.</p> <p>If you want a refit base, let me know where to send it.</p>	5461	1	Fed(1) <> Crystalline(7)
24	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Yeah, pretty unfortunate for the Empire to start next to the Pirate. I don't normally think of the Empire as an early-war race, but it was clearly the right call in this instance.</p> <p>I think the Rebels will go down shortly. Not exactly sure how he managed to take down a Virgo in Colonial territory, but I have reason to suspect that Frosty's main assault fleet is within a turn of the Rebel HW.</p>	5462	1	Fed(1) <> Empire(8)
24	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>I've built as you requested</p> <p>I do have a base ready</p> <p>I'm going to move your ship into orbit so I can channel without taking the new FCC. with it.</p> <p>I will need more molly to do a third build with torps.</p>	5463	1	Lizard(2) <> Cyborg(6)
24	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	<p>I really do want this to work! Other races are already teaming up. you wanted to keep the two good native race plants keep them! But I'm not giving up the plants that I have! If you want to work with we need to get</p>	5464	1	Bird Man(3) <> Cyborg(6)
24	5) The Privateers (tomako)	4) The Fascists (mkkangas)	<p>Yes, I would move some ship to your area to try to work together. I will build a new sb soon and this turn I will trap the trex and I will try to trap the gorbies but it is a little bit more difficult but without the loki in the</p>	5465	1	Fascist(4) <> Privateer(5)
24	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Ok. If you mean by "into orbit" into the warp well then I understand. And agree. I was weighing becoming visible against taking one turn longer and perhaps the turn longer is worse.</p> <p>You wrote "to do a third build with torps". Could you do a third build without torps?</p> <p>Depending on your answer I can bring Moly next turn or the turn after that.</p> <p>In any case, set your base to "unload freighters" and your planetary friendly code to "alm", so we don't waste a turn for unloading my ships.</p> <p>Maybe this is the start of a fruitful cooperation? I could imagine something that would work out nicely long term.</p>	5466	1	Lizard(2) <> Cyborg(6)
24	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>I miss calculated I can't quite build the FCC can you bring the molly next turn if not I can</p>	5467	1	Lizard(2) <> Cyborg(6)
24	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>Teach me - which is best for refitting?</p>	5468	1	Fed(1) <> Crystalline(7)



24	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Depends. If we're just doing torp refits, a Siliconoid planet will usually do the trick. You'd have to provide the necessary minerals and credits for launchers, but we'd be able to get those refits out pretty quickly.</p> <p>That's a good quick short-term approach. But if we're planning to maintain it for a while, Siliconoid worlds are better in your hands, for terraforming/climate purposes.</p> <p>An alternative would be a good econ planet - good avian or insectoid natives - and you set me up with enough clans (gs1 clan-loaded freighters) to exploit them for cash with my econ bonus. But we'd need to get torp tech upgraded before we could start refitting. (On the flip side, it'd be easier to get beam/engine tech upgraded as well, with me bringing in more credits.)</p>	5469	1	Fed(1) <> Crystalline(7)
24	10) The Rebels (eccehomo)	8) The Evil Empire (greywolf)	<p>Hi Greywolf</p> <p>To tell the truth I'm in a bad position right now. I don't think I'll survive too much.</p> <p>An unexpected and long work travel and client change has made me lose 4 turns at least ...</p> <p>:-/</p> <p>This in this game ... in the other game we are playing its like 15 turns in wich i do likttle more than just mark the turn as ready to not be dropped ...</p> <p>:-{</p>	5470	1	Empire(8) <> Rebel(10)
24	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Ok, 200 Moly and 2000 MC are coming. As long as you have your base on unload and fc alm you will have it	5471	1	Lizard(2) <> Cyborg(6)
24	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	That's fine. So what is our plan? I have Crystals on the other side of me, and you have either the Privateers or EE on the other side of you, correct? I have the Crystal core scouted out, with the HW of p446. It would be nice to take them out sooner than later.	5472	1	Bird Man(3) <> Cyborg(6)
24	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Well, I'm planning to have this all wrapped-up by T100, so we should be good... ;)</p> <p>Would you like a Cloak+Intercept hand with some of the Privateer freighters? I can have some Swifts over there in a few turns if needed. I always take the opportunity to remove the Privs...</p> <p>Best, Max</p>	5473	1	Bird Man(3) <> Empire(8)
24	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>Thank you for your kind offer, but I think I should be ok. Both starbases are gone now and dark sense will pick up any new ones. There is still a reasonable chance he will end up with a Gorbie or two, but it is a downhill trip now for him.</p>	5474	1	Bird Man(3) <> Empire(8)
24	8) The Evil Empire (greywolf)	10) The Rebels (eccehomo)	<p>Oh dear....</p> <p>Yes, work can make it hard. I have been on about 12 planes in the last month and am currently in Dubai at 4:44am suffering from jetlag...</p> <p>At least it has given me time to complete my turn as I have a very full day with 8 meetings late into the night.</p> <p>Fly home Thursday. Yaaay.</p> <p>Well, good luck!</p> <p>GW</p>	5475	1	Empire(8) <> Rebel(10)
24	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>ok, here is the HB Gorbie.</p> <p>Move it over to your key world as another Hisser, just in case the Borg chunnel in a fleet.</p> <p>GW.</p>	5476	1	Lizard(2) <> Empire(8)
24	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	I have the EE, Priv, liz, and then the fascists. I have a truce with the EE tell turn 50. A trade deal with the lizards. The two of them are working toagainst the Priv. I'm ready to trade FCC. for Resalutes. If you want to move against the crystals I'm good with that. I've given you full disclosure no secrets. Diplomatic settings?	5477	1	Bird Man(3) <> Cyborg(6)
24	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	done	5478	1	Lizard(2) <> Cyborg(6)

24	9) The Robots (elvon)	5) The Privateers (tomako)	It seems you are about to be wiped out. If you are interested and you can make it through your enemies in time you can send a ship to the east side of sector. I can give you a sanctuary ... you wouldn't be able to compete for a win, but you will be able to get your share of revenge.  Regards, Elvon	5479	1	Privateer(5) <> Robotic(9)
24	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Let them fuelless ... I will handle the remaining rush myself :)  But it delays my builds some turn.	5480	1	Fascist(4) <> Colonial(11)
24	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Ok both fuel-less I wish I was next to any other race except the lizards :)	5481	1	Fascist(4) <> Colonial(11)
24	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Whenever you get asked about your worst starting position ... you can state - starting between Lizzard and Colony commanded by Admr Hiko and VA Frostie ... with low mineral settings and as Fascist.  Nobody will ever question what was the result :)	5482	1	Fascist(4) <> Colonial(11)
24	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	My only problem was the fact my natives are total shit... i don't have anything within 300 ly worth mentioning including amorphs.  :)	5483	1	Fascist(4) <> Colonial(11)
25	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'm loading most of the clans from the planet onto the Nebula, and setting it to gs8. There's enough there to build one W1 Gorbie, and I'll have the rest for a second there in three turns.	6130	1	Fed(1) <> Empire(8)
25	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Looking bad with that firecloud next to the lizard homeworld. I guess the Rebels don't see the big picture?	6131	1	Fascist(4) <> Colonial(11)
25	4) The Fascists (mkkangas)	5) The Privateers (tomako)	Firecloud next to the former lizard homeworld - the end is nigh :) I'll keep making poppers as long as I can.	6132	1	Fascist(4) <> Privateer(5)
25	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	40 ly without any minehit ... 2nd time ... unbelievable  So expensive :( sad. 40 ly without any minehit ... 2nd time ... unbelievable	6133	1	Fascist(4) <> Colonial(11)
25	11) The Colonies (frostriese)	2) The Lizards (hiko)	So expensive :( sad.  Manchmal stinkt mir dieses Spiel so .... jetzt gewinnt wieder irgendso ein "Battleship - Schoner" das CS :(	6134	1	Lizard(2) <> Colonial(11)
25	10) The Rebels (eccehomo)	8) The Evil Empire (greywolf)	Eh! We are near then! I'm currently in Saudi Arabia.  And I return to spain on thursday night too.	6135	1	Empire(8) <> Rebel(10)
25	5) The Privateers (tomako)	4) The Fascists (mkkangas)	I didn't understand this message, are you trying to tell me that you are waiting for a desvating counterattack? I have traped the trex and it will be mine this turn. The two gorbies are under the loki umbrella by now. Next turn I will build the new sb	6136	1	Fascist(4) <> Privateer(5)
25	4) The Fascists (mkkangas)	5) The Privateers (tomako)	I'm saying the borg now have a firecloud in lizard space - not a good sign.	6137	1	Fascist(4) <> Privateer(5)
25	8) The Evil Empire (greywolf)	10) The Rebels (eccehomo)	Oh wow. That is funny!	6138	1	Empire(8) <> Rebel(10)
25	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Cool.	6139	1	Fed(1) <> Empire(8)
25	1) The Feds (chanain)	8) The Evil Empire (greywolf)	So I've cloned one probe, and I'll be doing another this turn. I think I'm going to move them both to 75 (there's a little more fuel there) before jumping, but do you have a route for me? I figure that I could do a triple-jump	6140	1	Fed(1) <> Empire(8)
25	8) The Evil Empire (greywolf)	1) The Feds (chanain)	The robot is all the way out to p261, so you could try a jump to p253 to dodge that. I am not sure if the falcon's would have gotten there and I think the rebel is busy....  GW	6141	1	Fed(1) <> Empire(8)
25	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Yeah, figured the bots would have 261. It's amphibian world, but it's also a desert planet.  The Rebels put an MDSF in that cluster a while ago. Chances are he's colonized 253.  I'm not in open conflict with the Rebels, so I'd say there's a fair bet that he won't have a PE or aggressive FC set, but I won't be able to refuel there. Thoughts?	6142	1	Fed(1) <> Empire(8)
25	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Double jump to near p361 which will be unowned and get some fuel from there for p87 which is owned by the Lizards. He will give fuel for a jump to my cluster.	6143	1	Fed(1) <> Empire(8)
25	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Okay, that should work.	6144	1	Fed(1) <> Empire(8)
25	7) The Crystal People (flaabes)	8) The Evil Empire (greywolf)	Thank you, Greywolf,  I will take your offer. Tell me what I can do for you in return.  Think my loction is already clear to everybody without your explicit confirm?	6145	1	Crystalline(7) <> Empire(8)
25	7) The Crystal People (flaabes)	1) The Feds (chanain)	Thanks for the info. p64 is your target; but give time to prepare the take-over. If you send two jumpers, which I doubt, I could directly return to you for realizing web mine support, as long as I can.	6146	1	Fed(1) <> Crystalline(7)

25	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, could you please give 1 clan and 20 fuel to my Trex? And set your FCC 355 to gs2? I will tow you. My Eros will stay in place with warp 0. Regards, Heiko	6147	1	Lizard(2) <> Cyborg(6)
25	2) The Lizards (hiko)	11) The Colonies (frostriese)	Soll ich eigentlich einen neuen Versuch machen, zu dir zu springen?	6148	1	Lizard(2) <> Colonial(11)
25	11) The Colonies (frostriese)	2) The Lizards (hiko)	Ja - ich bin noch da ... aber deutlich geschwächt ... aber wem erzähle ich das :)	6149	1	Lizard(2) <> Colonial(11)
25	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Gleiche Stelle bitte. diesmal ohne Kill von mir. Champgame settings differ much from otehr games - as far as I remember on my past experiences :)  No natives, no money - no fun.  Crippled fleet and short before ship limit ... awesome feeling.	6150	1	Fascist(4) <> Colonial(11)
25	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	Hi Flaabes,  There is nothing at the moment that I need, but don't consider it a big thing. I am on the other side of the map.  Good luck!	6151	1	Crystalline(7) <> Empire(8)
25	1) The Feds (chanain)	7) The Crystal People (flaabes)	Okay. It will only be one. How much time do you need for the base? The earliest it could arrive would be Turn	6152	1	Fed(1) <> Crystalline(7)
25	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	I'm channeling to my SB. with your ship I've giving you the fuel and clan building another FCC.	6153	1	Lizard(2) <> Cyborg(6)
25	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	I'm setting Safe Passage this turn. I'll send two Resolutes to you for FCC's, although I could use 3 of them. I would get you the third in a few turns.  Any support against the Crystals, especially high-tech level beams, would be appreciated. The Robots are also attacking them.	6154	1	Bird Man(3) <> Cyborg(6)
25	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	Sounds good. Thanks for taking care of them... ;)	6155	1	Bird Man(3) <> Empire(8)
25	3) The Bird Men (maximus1776)	9) The Robots (elvon)	If you can continue to keep the Crystals busy in the south, I may be able to work in for a head-shot in the north. It looks like they just pulled a minefield, hopefully to move it south. That would give me the opportunity I need.	6156	1	Bird Man(3) <> Robotic(9)
25	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	Where do you want me to the FCC.	6157	1	Bird Man(3) <> Cyborg(6)
25	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Just be careful and bring a lot of fuel with you. I fully expect some surprise webs to show up.  Have yo decided anything on the ship trade?  Elvon	6158	1	Bird Man(3) <> Robotic(9)
25	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	thanks. I am not delivering new mins this turn, but can do so next turn.	6159	1	Lizard(2) <> Cyborg(6)
25	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Lizards are the only ones with infinite cash supplies - easy to string along the EE or Borg who would be dead otherwise. Question is, how do we get other races to focus on the 3 race alliance?	6160	1	Fascist(4) <> Colonial(11)
25	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	good question ... I will start some gossips with the eastern part of the map ... a strong EE or Borg is not the best idea for a Lizzard commander.	6161	1	Fascist(4) <> Colonial(11)
25	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	Greets,  your growth is impressive - you had a good start and most probably good relations to your neighbours (not like me ^^).  Whats your thoughts about the gang of Borg, EE and Lizzards ... strong EE or Borg is not in your interest, isn't it?	6162	1	Bird Man(3) <> Colonial(11)

25	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Greets,</p> <p>your growth in power is impressive - you started slowly but growth steadily. Seems you have good relations to your neighbours (not like me ^^).</p> <p>Whats your thoughts about the gang of Borg, EE and Lizzards ... strong EE or Borg is not in your interest, isn't it?</p> <p>Br</p>	6163	1	Robotic(9) <> Colonial(11)
25	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Are the feds attacking the rebels also?	6164	1	Fascist(4) <> Colonial(11)
25	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Math is a brutal enemy - he moved twice through mines (40 ly) ... now the Rush is dead, but not only the Rush ^^</p> <p>I hear a lot of rumors about herding minions like Borg and Lizzards ... they will be difficult to control, if they grow to much :)</p> <p>Good work with the Privateers! I like that very much!</p>	6165	1	Empire(8) <> Colonial(11)
25	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	No ... they send no ships ... still watching. Seems they control their greed successfully ... or my words matters	6166	1	Fascist(4) <> Colonial(11)
25	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>&gt;&gt; Good arguments from your side ... let us postpone the discussion about a border.</p> <p>&gt;&gt; We start again, when our battleships come close enough ^^</p> <p>&gt;&gt; Your proposal about the timeframe is excellent. We have NAP until T50;</p> <p>&gt;&gt; when prolonging in T40 he ends up in T75.</p> <p>After fighting the Rebel attack fleet, I would like to prolong our NAP to T75 ahead of time.</p> <p>I also would like to agree on a border with you ... p499 - p245 - p186 (my last planets in your direction) ... p155 / p260 are explicit yours with nice natives on top as cream :)</p> <p>Frostie</p>	6167	1	Fed(1) <> Colonial(11)
25	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>Giving me the desert worlds, eh? Well, I don't mind that at all. I'm agreeable to that border. And peace to T75 it is.</p> <p>I've been picking up a presence of yours at 200 on sensors. I assume that it's just a 'scout' planet, and with</p>	6168	1	Fed(1) <> Colonial(11)
26	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776) 8) The Evil Empire (greywolf) 2) The Lizzards (hiko) 9) The Robots (gnerphk)	The Cyborg (mike dowell) has granted us safe passage through their space and minefields.	6171	1	Bird Man(3) <> Cyborg(6)
26	2) The Lizzards (hiko)	6) The Cyborg (mike dowell)	<p>Thanks for that FCC.</p> <p>My Eros has 9 clans on board. If you take up all but one from your planet I will drop 8 clans.</p> <p>Please tell me what mins+MC you have on P252 so I can plan my delivery.</p>	6883	1	Lizard(2) <> Cyborg(6)
26	2) The Lizzards (hiko)	8) The Evil Empire (greywolf)	<p>If it wasn't for that lost Trex, I would call this a perfect turn. Outthought Mkkangas by predicting his prediction of my move and his according reaction :-). Always nice when that works out.</p> <p>And I risked my LCC, but that worked out very nicely. Thank you for your intel last turn. Without that I would have flown to the wrong planet. Two meteors and two Larges for one LCC (as long as he hasn't cloaked ships in orbit, but that is a risk I cannot do anything about.)</p>	6884	1	Lizard(2) <> Empire(8)
26	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Rumors telling that the Federation didn't run desert worlds for long :)</p> <p>p200 - thats right ... Bovinoid as natives ... very nice scout planet :) it's yours.</p> <p>We agreed on NAP to T75 and the mentioned border.</p> <p>I suggest we discuss a prolonging of the NAP at T65?</p>	6885	1	Fed(1) <> Colonial(11)
26	1) The Feds (chanain)	11) The Colonies (frostriese)	Yeah, that works for me.	6886	1	Fed(1) <> Colonial(11)
26	1) The Feds (chanain)	11) The Colonies (frostriese)	Also, I may end up wanting to take you up on your offer to assist with my northern neighbour in the foreseeable future - fighter sweeping would certainly be an asset - and I wonder if there's any particular assistance you'd like against the Rebel that might facilitate such.	6887	1	Fed(1) <> Colonial(11)
26	6) The Cyborg (mike dowell)	2) The Lizzards (hiko)	<p>At P.252 after building MC.4192 S.1363 D.171 T.58 M.29 N.20 Tech levels are the same as before</p> <p>My base is ready to take</p>	6888	1	Lizard(2) <> Cyborg(6)

26	9) The Robots (elvon)	11) The Colonies (frostriese)	Greetings! I have no quarrel with Lizards or Borgs, but i definitely have a bone to pick with EE. His probe has been snooping around my territory and i'm 99% sure he is arming one of my neighbors as his probe went right to said neighbors core planets.  So, if those 3 are sticking together i will have to fight them sooner or later. It probably would be later tho, due to both distance and fuel requirement to simply reach their territory with my heavy carriers.  Regards,	6889	1	Robotic(9) <> Colonial(11)
26	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	My Eros drops 8 clans.  P252: I will send Mins this turn on ships with alm set. Maybe you could build a W9 FCC next turn? Please give 1 clan to my medium and set your FCC to gs2.	6890	1	Lizard(2) <> Cyborg(6)
26	5) The Privateers (tomako)	9) The Robots (elvon)	I'm sorry but I think that I could not reach you soon. I need to build a new sb and it is going hard. Thanks for your offer, tomÅ s	6891	1	Privateer(5) <> Robotic(9)
26	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Hi mate,  You are doing very well. Grabbing a large chunk of land and lots of PBP. Perfect for the Bird. High tech DW's and Resolutes. Impossible to dig out.  The one aspect I would caution you on, is it is extremely obvious that you are exceedingly well positioned. Usually in most VGAP games, that doesn't matter as apathy will let the leader get away with it. I wonder if the same will be true in champ games. It isn't a problem for me as I have many of my own issues for a long long time! :)  Anyway, well done!	6892	1	Bird Man(3) <> Empire(8)
26	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	I appreciate the sentiment... However, I'm under no illusions about my position in this game. While the score may show me in first right now, there are some real monsters out there.... Time will show who is truly ahead...  Best, Max	6893	1	Bird Man(3) <> Empire(8)
26	11) The Colonies (frostriese)	9) The Robots (elvon)	Yes - same here ... let me know, if you need some helping hands (ie Cobols).	6894	1	Robotic(9) <> Colonial(11)
26	11) The Colonies (frostriese)	1) The Feds (chanain)	The Rebel is heavy wounded and will be Fofed soon ... no help necessary - but you can take your planets ASAP to support his dead by Fof :)	6895	1	Fed(1) <> Colonial(11)
26	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	After the Rebel is dead - my Virgos / Geminis have some spare time and can practise mine sweeping in their So - I figured out how to clear my debts and restore my fleet in the next 5 rounds.  Rebel is heavy wounded - I hope to FOF him out soon.	6896	1	Fascist(4) <> Colonial(11)
27	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	The Empire of the Birds (maximus1776) has granted us safe passage through their space and minefields.	6898	1	Bird Man(3) <> Cyborg(6)
27	1) The Feds (chanain)	8) The Evil Empire (greywolf)	My freighter will arrive next turn with FC 634; you might set the base to unload freighters.	7538	1	Fed(1) <> Empire(8)
27	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, what do you want me to build on your base? I can build a cheap Eros or I can build a LCC W9 Xray M3. Or Gamma bombs. There is not enough money for M4. Hiko	7539	1	Lizard(2) <> Cyborg(6)
27	8) The Evil Empire (greywolf)	1) The Feds (chanain)	done.	7540	1	Fed(1) <> Empire(8)
27	8) The Evil Empire (greywolf)	1) The Feds (chanain)	First Gorbie being built.  If you want a second one, you will need another 500 tri and 200 moly.  GW	7541	1	Fed(1) <> Empire(8)
27	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Thanks. It's all on board the incoming LDSF.  I think this is the first sector where Tritanium was my limiting factor for early production. This sector has some	7542	1	Fed(1) <> Empire(8)
27	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Me too. Tri has been terrible. One nearby planet producing 80 per turn....	7543	1	Fed(1) <> Empire(8)
27	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	Bringing in some MC. and resources, build the LCC with gamma bombs, after build what is left? Built at your base as requested	7544	1	Lizard(2) <> Cyborg(6)
27	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	Sending a couple of ships towards the crystals	7545	1	Bird Man(3) <> Cyborg(6)

27	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Ordered LCC W9 Xray Gamma 400N, 383D, 197T, 158M left. No MC, only 166 supplies. I set the base to unload and set the fc to ppp. Maybe you can bring 200 clans as well? Unload gives them to me, too.  Shall I set the Eros to gs6? If you want to give me a ship I can always use the base for a surrender.  Please tell me what you have on P252.	7546	1	Lizard(2) <> Cyborg(6)
27	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Jeez, you have it even worse than me, even with my mining penalty.  I have to say that my overall setup is pretty decent. It's less that tritanium is particularly bad (though it is a little), and more that I have unusually good supplies of molybdenum and duranium. I kind of assumed that, with a hand-balanced map, everyone would be in the same boat.	7547	1	Fed(1) <> Empire(8)
27	1) The Feds (chanain)	3) The Bird Men (maximus1776)	Greetings, Maximus.  I thought it might be time that I introduced myself. I believe that I am three positions to your south, and I see no reason why we should enter into conflict in the foreseeable future.  In the mid to long term, I would be interested in getting my hands on a few cloaklers, and I wonder if there might be something that you might want from me in exchange, if it became practical to make such a trade.  Regards,  Chanain	7548	1	Fed(1) <> Bird Man(3)
27	9) The Robots (elvon)	11) The Colonies (frostriese)	If you want to send some Cobols my way it would definitely help. Main bulk of my forces will have to deal with threats near my borders first, but with ship limit arriving so late i might actually have some carriers to spare for an advance force moving towards EE borders. If i can scrape together enough fuel that is ;)  On related topic - what are your relationships with Fascists? Their last public message seemed bit desperate and it looks like they have bitten off more, than they can chew. Will they stand and fight or will they give up?	7549	1	Robotic(9) <> Colonial(11)
27	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	Greetings!  We'll see if my growth endures... ;)  As far as Borg/EE/Lizards, none are favorable for me. I believe the Borg is relatively weak, but I missed the opportunity to take him out by about 2 turns. If you are looking to suggest something, feel free.  Best, Max	7550	1	Bird Man(3) <> Colonial(11)
27	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Can you give me a heads-up on any webmines around p195/446? I may be a bit out of range for some of them.  Thanks,	7551	1	Bird Man(3) <> Robotic(9)
27	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	at P.252 MC.3385 S.1440 F.25 D.102 T. 162 M. 472 yes I can use the Eros	7552	1	Lizard(2) <> Cyborg(6)
27	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Right now there is only one small minefield around p480 (26ly), but there are high mass emeralds in space and also one just moved to p480. It is very likely new minefield will appear this turn and one around p480 will grow	7553	1	Bird Man(3) <> Robotic(9)
27	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	What about a NTP SB Kill for the weak EE Starbases ;-)	7554	1	Bird Man(3) <> Colonial(11)
27	11) The Colonies (frostriese)	9) The Robots (elvon)	Aah - Requests for Cobols ^^  Well - right now they are quite busy and I lost a pair already.  As soon as I can spare some, I will ask for a destination to support your front in the north!  Lizzards and Fascists fight heavily - I assume they seek support by others to simplify their task ;-)  Right now there is no clear winner of the fights ;-)	7555	1	Robotic(9) <> Colonial(11)
27	11) The Colonies (frostriese)	1) The Feds (chanain)	You lost a SB - what happen ... surprise attack?	7556	1	Fed(1) <> Colonial(11)
27	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Thanks for the info. Eros is on gs6.	7557	1	Lizard(2) <> Cyborg(6)
28	2) The Lizards (hiko)	11) The Colonies (frostriese)	Hi Frostie, mein HYP kommt im nÄchsten Zug auf P154 an. Bitte kill aus ;-) Wie ist denn dein Plan fÄ¼r den Weg zu mir? Heiko	8195	1	Lizard(2) <> Colonial(11)

28	1) The Feds (chanain)	11) The Colonies (frostriese)	No, nothing like that. Just arranging a ship trade.	8196	1	Fed(1) <> Colonial(11)
28	1) The Feds (chanain)	7) The Crystal People (flaabes)	Probe is two turns out now. It's okay if the base isn't ready when I arrive, but just be careful not to	8197	1	Fed(1) <> Crystalline(7)
28	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, lugging lots of supplies around trying to make things work. I think the planet I will set you up on is p8. I hope you will be able to refit some ships for me as well.	8198	1	Fed(1) <> Empire(8)
			I am building a second Gorbie this turn.			
			Where is the probe now?			
28	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Just took the first jump - took a little longer to get out than expected. Can get to p8 in 3 turns.	8199	1	Fed(1) <> Empire(8)
			And yes, I can help with some refits. (I mean, normally I 'sell' those, but Gorbies buy a lot of good will. lol)			
28	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Also, any reason you can think of why I shouldn't tow the Gorbie to one of my bases this turn?	8200	1	Fed(1) <> Empire(8)
28	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	They would have to be really weak to take them out with my Swifts... ;) Perhaps I can foment discord between the Borg and EE. That would be good for everyone...	8201	1	Bird Man(3) <> Colonial(11)
28	8) The Evil Empire (greywolf)	1) The Feds (chanain)	No probs,	8202	1	Fed(1) <> Empire(8)
			I will leave it fuelless so you can capture.			
			Yes.... you owe me an enormous amount of refits etc!!!			
28	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	Maximus, Mighty Leader of the Bird Men,	8203	1	Bird Man(3) <> Crystalline(7)
			as you see we are respecting your property. Maybe there are possibilities for cooperating in this stage of the game?			
			Greetings			
28	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	I can build an Eros this turn. I have OMC and 250 supplies. Do you want me to build one?	8204	1	Lizard(2) <> Cyborg(6)
			After the build 441D, 185T, 149M are on the planet.			
			If you had given me a fc to set, my base would have unloaded your FCC that arrived this turn on the base and I would have it's contents by now.			
			P.S: if you brought clans, don't drop them ;-)			
			P252: please build a W9 FCC and tell me what is left.			
28	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	P.S: shall I set LCC 408 to gas6?	8205	1	Lizard(2) <> Cyborg(6)
28	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	gs6	8206	1	Lizard(2) <> Cyborg(6)
28	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Thanks. Also, can you give me Safe Passage for 1 turn? Your new large minefield has one of my Swifts in it, and I'd like to move out.	8207	1	Bird Man(3) <> Robotic(9)
28	3) The Bird Men (maximus1776)	1) The Feds (chanain)	Greetings Chanain,	8208	1	Fed(1) <> Bird Man(3)
			We can certainly discuss that at some point. To clarify, are you immediately below the Robots? If so, what are your relations with the Robots and your other neighbor, if you don't mind sharing?			
			Best, Max			
28	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	What are your thoughts on your expansion prospects? I believe the only viable direction you can go is to the west/southwest. That would put you in Privateer/EE territory, and the EE is finishing off the Privateers. I believe the EE could be a viable target, as he is a strong player and it would be wise not to let him grow. I could certainly help with SSD duty and recon.	8209	1	Bird Man(3) <> Cyborg(6)
			Let me know what you think.			
28	1) The Feds (chanain)	3) The Bird Men (maximus1776)	Yes, that's right, I'm below the Robots. He was unwilling to enter into a peace deal with me. Given that he appears to be attacking the Crystals, taking on a second front is ambitious. But he's a good player, and with the late limit, there's no doubt that he's sitting on a fleet of Golems.	8210	1	Fed(1) <> Bird Man(3)
			As to my other neighbour...well, I'd rather not disclose too much at the moment, but suffice it to say that I'm not particularly worried about that border at the moment. You may have noticed a number of explosions at			

28	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Safe passage granted for a turn. Also FYI: 1) 77ly web around 2653, 2267 2) 49ly web around p480	8211	1	Bird Man(3) <> Robotic(9)
28	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	It also seems your early opponent will collapse soon!  It will be interesting to see how the Fascist vs the Lizard's who are supported by the EE go....  The Lizard is handicapped with the loss of the HW early and both seem talented. I feel the Lizard has a natural advantage.	8212	1	Empire(8) <> Colonial(11)
28	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	thanks ... price for that was high.  Yes, Lizzards are well developed a funny race to play and conquer space ;-)  But this SC is gifted - played some games against him. Glad to see him without HW, but thats only a small handicap for him :{  Be careful - very good job with the Privateer. I appreciate that headshot ^^	8213	1	Empire(8) <> Colonial(11)
28	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	I have had a lot of comm's with him. He is very good at logistics and I would like to say he may be at my level. Terribly egotistical of course, but it is a strength being able to see many turns in advance.	8214	1	Empire(8) <> Colonial(11)
28	9) The Robots (elvon)	11) The Colonies (frostriese)	No, no, no, you are spinning it the wrong way! No requests were involved ... you offered your help to get my hands bloody sooner, I graciously accepted ;)  On a serious note, i think you can see 2 Feds probes heading into EE directions as well. This means we should expect some Feds advantages on their side too. Feds is the neighbor i will have to deal with before i can	8215	1	Robotic(9) <> Colonial(11)
29	9) The Robots (elvon)	3) The Bird Men (maximus1776) 4) The Fascists (mkkangas) 11) The Colonies (frostriese) 11) The Colonies (frostriese)	The Robotic Imperium (elvon) has granted us safe passage through their space and minefields.	8221	1	Bird Man(3) <> Robotic(9)
29	1) The Feds (chanain)	7) The Crystal People (flaabes)	I'll jump to 64 this turn. Can you set safe passage for me, so there are no issues with web mines or planetary	8923	1	Fed(1) <> Crystalline(7)
29	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	I suppose this is not the case.	8924	1	Bird Man(3) <> Crystalline(7)
29	1) The Feds (chanain)	2) The Lizards (hiko)	Hi Hiko,  I understand that Greywolf discussed a probe of mine jumping via p87, which is yours. I'll be making that jump this turn, FYI.	8925	1	Fed(1) <> Lizard(2)
29	2) The Lizards (hiko)	1) The Feds (chanain)	He didn't tell me about it, but it is ok. Do you need fuel or do you just want the cover?  Maybe we can cooperate in the future, too?  Regards, Hiko	8926	1	Fed(1) <> Lizard(2)
29	2) The Lizards (hiko)	11) The Colonies (frostriese)	Unser Geschäft ist verflucht. Ich scheine an den Mauszeiger gekommen zu sein oder ich habe mal vergessen, x zu drücken. Egal wie, meine Probe ist nach norden gesprungen. Jetzt muss ich fuel besorgen und dann wieder kommen. Sorry.	8927	1	Lizard(2) <> Colonial(11)
29	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, for some reason I clicked on the planetary fc last turn, so if your large came with ppp, it is my fault that it didn't unload. Sorry for that.  I have enough to build a LCC W9 Xray M4. Shall I?  After building I have 127D, 368T, 66M and 85MC left.  Shall I gs6 the Eros? If you do not want to clone it, I could keep it and you transport it to its destination. It can serve in my hands as a double purpose ship, cooling and hissing at the same time. And if you have more ships to use for hissing, you could lend them to me and I could perform some hissing services for you. As a thank you for your cooperation. I really appreciate you building all these FCCs for me. Thank you for being a good ally.  P252: please build a FCC if possible. If it has to be extremely low tech or even with only one beam to make it possible, please build it anyway.  Hiko  P.S: if you would like to switch to email for communication hiko.nu@web.de	8928	1	Lizard(2) <> Cyborg(6)



29	11) The Colonies (frostriese)	9) The Robots (elvon)	I already recognizes trade activities from the FED ... Fed driven Gorbies are fearful.	8929	1	Robotic(9) <> Colonial(11)
29	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	As said - let me know, when we can help you :) EE trades with FED ... I wonder what the EE got for their SSD / Gorbie. Expect something special on the EE side to capture or to fear it :-)	8930	1	Bird Man(3) <> Colonial(11)
29	3) The Bird Men (maximus1776)	7) The Crystal People (flaabes)	Commander Flaabes,  Greetings. I apologize for the late response, as RL has had me tied up. I see your first message and my Darkwing crossed-paths... Obviously I had intentions of attacking you. However, in line with your earlier message, if you would like to discuss cooperation, I'm open to that and will pause my ships. I see that you are battling the Robots at the moment. I'll leave our direction and diplomatic status up to you.  Best, Max	8931	1	Bird Man(3) <> Crystalline(7)
29	1) The Feds (chanain)	11) The Colonies (frostriese)	Pretty sure Elvon's about to lay a big minefield in that ion storm (not far from the current centre of the storm). At current ion storm speeds, it'll be sheltered until T32/33. If there's any potential for you to have a sweeper in range by then, I'd be grateful. (In the mean time, I'm going to do a bit of movement within the expected	8932	1	Fed(1) <> Colonial(11)
29	1) The Feds (chanain)	2) The Lizards (hiko)	I should be okay for fuel, thanks.	8933	1	Fed(1) <> Lizard(2)
29	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	And yes, I'd be open to cooperation. s164 is a bit of a quandary...	8934	1	Lizard(2) <> Empire(8)
29	7) The Crystal People (flaabes)	1) The Feds (chanain) 6) The Cyborg (mike dowell)	I didn't see anything much go that way, so it seems the Borg have given the pirates either a medium deep or a ok	8935	1	Fed(1) <> Crystalline(7)
29	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	I wish I could believe you, but what can be reasons and benefits for you to stop your attack I ask myself.	8936	1	Bird Man(3) <> Crystalline(7)
29	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	I would really like to know what you have and build on P252 because a lot of ship schedules depend on it. So could you please tell me?	8937	1	Lizard(2) <> Cyborg(6)
29	3) The Bird Men (maximus1776)	7) The Crystal People (flaabes)	I understand your sentiment, and would be asking the same question. The process to attack you has been in the works for several turns. You were quiet on my southern front, and an unknown quantity. It made sense to attack you, especially before receiving your first email. To be very candid, it's in my best interest now to discuss diplomacy with you now that I no longer have the initiative. The alternatives generally mean that we will be at war, which would be more difficult now.  So I see a few different scenarios here:  1) You go after my ships in your mines, and we fight until one of us wins. I would actively aid the Robots and at least one other race in ridding the game of a traditionally mortal enemy (the Crystals). I would take losses and would likely be compromised in any chance to win the game.  2) We negotiate some sort agreement. This could range from a border/non-aggression to actively helping each other with a long-term/end-game deal. Depending on the level of agreement, I would either stay neutral in your fight with the Robots, or aid in your defense since I'm not currently at war with anyone.  There may be other options as well, but ultimately we will either be at war or we won't. You already have one enemy, I would be two, and a third is on the way that I have influence to change. I see it as in your best interest to negotiate a peace between us right now. For what it's worth, as we've not played before, I'll stick to an agreement that I make, even if it results in me being in a compromised position to win the game. It's certainly your choice whether to believe that or not, and I can understand if you don't given the circumstances.  In conclusion, if you respond that you choose to defend yourself by attacking me, or try to tow-capture my ships, I will take that as your answer with no ill will. Until that point, in good faith I'll stop any further ship movement towards your area to provide time to discuss an agreement.  I'll leave the choice to you, and I'm good either way.	8938	1	Bird Man(3) <> Crystalline(7)
29	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	I build a FCC with low tech	8939	1	Lizard(2) <> Cyborg(6)
29	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Thanks. So I guess you are out of D and nearly out of T. I will bring a bit of both, enough for 2 more low tech	8940	1	Lizard(2) <> Cyborg(6)

29	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	<p>Sorry for late response and thanks for your detailed answer!</p> <p>One sidenote from my side: Often the aggressor pretends that it's up to the victim, how the conflict develops. The opposite is true in my opinion: the aggressor took the initial action and thereby forces the victim to react.</p> <p>Anyway.</p> <p>Your words are reasonable and you've pointed out the alternatives correctly. From my side I have not much to offer. Currently I have to defend myself against those who want to get rid of the crystals early. Honestly said my chances aren't very good, no matter how many they are (may I ask who the third race is?).</p> <p>I am not seeking direct confrontation with you. But in the current turns I have to expand my webs over your ships in order to keep robots away. I will not turn against you as long as we are in active talks nor tow-capture your dws should they run out of fuel. This said it could be a sign from your side if you didn't support web sweeping.</p> <p>Regards</p>	8941	1	Bird Man(3) <> Crystalline(7)
30	7) The Crystal People (flaabes)	1) The Feds (chanain) 2) The Lizards (hiko) 8) The Evil Empire (greywolf) 2) The Lizards (hiko) 2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese)	<p>The Crystal Confederation (flaabes) has granted us safe passage through their space and minefields.</p>	8947	1	Fed(1) <> Crystalline(7)
30	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>The pirate is annoying isn't he!!!</p> <p>I am doing my best to eliminate him!</p>	9711	1	Cyborg(6) <> Empire(8)
30	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>Yep, he laid a lot of mines, as expected.</p> <p>It's a minefield with a radius of *no less than* 116 LY, centered on 2329, 1706.</p>	9712	1	Fed(1) <> Colonial(11)
30	1) The Feds (chanain)	11) The Colonies (frostriese)	Per the above, I'm dropping clans on p200 this turn. I trust that's not a problem.	9713	1	Fed(1) <> Colonial(11)
30	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>The target is p8, right?</p> <p>I'm jumping there this turn.</p>	9714	1	Fed(1) <> Empire(8)
30	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Yes, thats it!</p> <p>Great to see you making it here.</p> <p>GW</p>	9715	1	Fed(1) <> Empire(8)
30	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Thanks for the head up. Take p200.</p> <p>My Virgo will clean the Rebel outpost - no danger for you.</p> <p>Softened the target for FOF :)</p>	9716	1	Fed(1) <> Colonial(11)
30	1) The Feds (chanain)	8) The Evil Empire (greywolf)	On another matter, could you throw some Duranium onto the Gorbie and/or my Nebula?	9717	1	Fed(1) <> Empire(8)
30	1) The Feds (chanain)	7) The Crystal People (flaabes)	Are those Dark Wings friendly or hostile?	9718	1	Fed(1) <> Crystalline(7)
30	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Ok, 200 on the nebula and 250 on the gorbie.	9719	1	Fed(1) <> Empire(8)
30	7) The Crystal People (flaabes)	1) The Feds (chanain)	They came hostile, now that they've run into my webs birds they pretend to be cooperative, but I don't believe this. The plan is sudden death for crystals...	9720	1	Fed(1) <> Crystalline(7)
30	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>I am bringing more mins. This will be the last turn to build, so please build a W9 FCC if you can. If not, W5.</p> <p>On your base I have set a Loki W9 Xray M4. Is that in your interest or would you prefer a LCC?</p> <p>Regards, Hiko</p>	9721	1	Lizard(2) <> Cyborg(6)

30	2) The Lizards (hiko)	7) The Crystal People (flaabes)	<p>Hello Comander Flaabes,</p> <p>I see on the map that you are sandwiched between the robot and the bird, who are both very strong players. If you fear being overrun by one or both of them, maybe I can make a interesting offer to you.</p> <p>What I have in mind: I could offer you a safe haven in my backyard (obviously only if I survive the fasc attack, but right now I start to become more optimistic on that). I would jump in your direction with a HYP, give it to you and you could send it back to me. I would give you some planets and in case you get attacked I would give you 10+X planets.</p> <p>But before we go into more detail: Are you interested in dealing with me?</p> <p>Hiko</p>	9722	1	Lizard(2) <> Crystalline(7)
30	3) The Bird Men (maximus1776)	7) The Crystal People (flaabes)	<p>I'll not engage in any further web sweeping as we discuss options. I also paused my ship movements towards your area last turn (T29). I'd like to not disclose the third party until we come to some sort of resolution on our diplomatic status. Regardless of how that turns out, I'll let you know who the party is at that time.</p> <p>Best, Max</p>	9723	1	Bird Man(3) <> Crystalline(7)
30	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	Fed Gorbies... Good times... ;)	9724	1	Bird Man(3) <> Colonial(11)
30	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	yes buid the loki	9725	1	Lizard(2) <> Cyborg(6)
30	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Feeds probe landed on p64 (pl21). If you can take it out it would be appreciated ... we don't want Crystals to hyp away and establish another enclave somewhere else.</p> <p>PS I will remove safe passage on next turn.</p>	9726	1	Bird Man(3) <> Robotic(9)
30	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	OK, if it comes true I may set safe passage. In any case I will preserve your ships by now, provide fuel if necessary. Give me this turn to see how things develop.	9727	1	Bird Man(3) <> Crystalline(7)
30	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	Yes ... party poopers	9728	1	Bird Man(3) <> Colonial(11)
31	9) The Robots (elvon)	7) The Crystal People (flaabes)	Risky, bold and lucky ... nevertheless good move ;)	10575	1	Crystalline(7) <> Robotic(9)
31	7) The Crystal People (flaabes)	9) The Robots (elvon)	<p>Thank you. If your golems are equipped the same, there may be hope...</p> <p>Won't you rethink your plans? You will suffer, too. The honor of killing crystals early maybe won't pay for you?</p> <p>Sei gegÄÿt Hiko, Kommandant der furchteinflÄŰÿenden Lizards,</p> <p>das klingt gut. Ich kann zwar erste Erfolge in der Abwehr der Robots verbuchen, Ä¼ber kurz oder lang scheinen meine Tage hier aber gezÄhlt. Bald ist das ship limit erreicht, und ich habe bisher alles fÄ¼r Minen aufwenden mÄ¼ssen.</p> <p>Jedoch: Wie komme ich zu der Ehre? Zu bieten habe ich nicht viel; ich vermute, Du investierst in web support? Und: Game changer werde ich hier wohl nicht mehr werden, aber als Vasall sehe ich mich auch nicht. Wen Deine Vorstellungen irgendwo dazwischen liegen, wÄ¼rde ich Dein Angebot glatt annehmen - sei es allein schon, um dem Robot den early kill zu vermiesen.</p> <p>MÄ¼gliche Ziele fÄ¼r hyp sind 110, 316, 430.</p> <p>GrÄ¼ÿe</p> <p>Flaabes</p>	10576	1	Crystalline(7) <> Robotic(9)
31	7) The Crystal People (flaabes)	2) The Lizards (hiko)	<p>Won't you rethink your plans? You will suffer, too. The honor of killing crystals early maybe won't pay for you?</p> <p>Sei gegÄÿt Hiko, Kommandant der furchteinflÄŰÿenden Lizards,</p> <p>das klingt gut. Ich kann zwar erste Erfolge in der Abwehr der Robots verbuchen, Ä¼ber kurz oder lang scheinen meine Tage hier aber gezÄhlt. Bald ist das ship limit erreicht, und ich habe bisher alles fÄ¼r Minen aufwenden mÄ¼ssen.</p> <p>Jedoch: Wie komme ich zu der Ehre? Zu bieten habe ich nicht viel; ich vermute, Du investierst in web support? Und: Game changer werde ich hier wohl nicht mehr werden, aber als Vasall sehe ich mich auch nicht. Wen Deine Vorstellungen irgendwo dazwischen liegen, wÄ¼rde ich Dein Angebot glatt annehmen - sei es allein schon, um dem Robot den early kill zu vermiesen.</p> <p>MÄ¼gliche Ziele fÄ¼r hyp sind 110, 316, 430.</p> <p>GrÄ¼ÿe</p> <p>Flaabes</p>	10577	1	Lizard(2) <> Crystalline(7)
31	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	<p>Thank you for your patience. My thoughts are as follows:</p> <p>a) You stay neutral in the robot attack. What do you want for this? Thing is, should I alone be able to handle robots, I will be significantly weak and an easy target for the next aggressor.</p> <p>b) Means I need active support. What do you want for it? When even the golems are equipped as poor as the automa I killed, they should be an easy target for your dws - how are they equipped?</p> <p>c) Have in mind that I am standing with my back to the wall and don't fear if there are one, two, three+ aggressors, because I am facing death...</p> <p>Shortly: If you don't want to assist actively in my defend against robots, you will be of no help for me, don't understand me wrong.</p>	10578	1	Bird Man(3) <> Crystalline(7)

31	2) The Lizards (hiko)	7) The Crystal People (flaabes)	<p>Hallo Flaabes,</p> <p>ich habe beim small talk gehÄ¶rt, dass du in Schwierigkeiten steckst. Und ich versuche irgendwie, doch noch eine Gewinnchance zu erreichen. Momentan sehe ich Maximus ganz klar auf Platz 1. Seine beiden Nachbarn werden ihn nicht angreifen und in einigen turns hat er 30DW W9 HP M8. Dagegen ist der Borg komplett hilflos und du auch ziemlich.</p> <p>Also bin ich meine Optionen durch gegangen und muss sagen, dass die einzige Chance gegen einen starken Bird darin besteht pop oder webs zu haben. Pop klappt wohl nicht mehr :-)) und daher dachte ich darÄ¶ber nach, was ich dir bieten kÄ¶nnte. NatÄ¶rlich hÄ¶tte ich auf lange Sicht gerne webs. Ich habe einmal in der Combo Liz/Crys gespielt und das war brutal. Ich hatte auf meiner HW einen output von ca 250 M8/turn Ä¶ber mehr als 10 turns gehalten. Gegen den Fasc wÄ¶ren sie als Defensivwaffe sehr nÄ¶tzlich, gegen den Bird kÄ¶nnnten sie entscheidend sein. Was mir fÄ¶r den Anfang (also in 10 turns oder so) vorschwebt, wÄ¶ren ein oder 2 LCC in deiner Hand, die Webs legen. Wenn dir das zusagt, wÄ¶re das fÄ¶r mich schon Grund genug, sofort nach mÄ¶glichen Planeten fÄ¶r dich Ausschau zu halten.</p> <p>Ich schicke diese Runde mein HYP los und du kannst damit zurÄ¶ck kommen. Falls du doch keine Lust auf eine Zusammenarbeit hast, wÄ¶rdest du es mir einfach zurÄ¶ck geben. Ich muss mal schauen, vielleicht kann es auch ein AppetithÄ¶ppchen von 10000MC mit bringen. Da bin ich aber noch nicht so sicher, muss erst mal die nÄ¶chsten ZÄ¶ge planen.</p> <p>Viele GrÄ¶Ä¶e aus der Eifel, Heiko</p>	10579	1	Lizard(2) <> Crystalline(7)
31	1) The Feds (chanain)	7) The Crystal People (flaabes)	Good instincts, I think. If I had to bet, I'd say that he's probably working with Elvon.	10580	1	Fed(1) <> Crystalline(7)
31	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>So this is interesting...Elvon's moved a fleet in on the Crystals, but web mines went up in time.</p> <p>And a couple Dark Wings got caught in the net, too. I'm not too surprised by the thought that Elvon enlisted Bird help against the Crystals. What I'm wondering about is whether the Borg are part of that, too.</p>	10581	1	Fed(1) <> Empire(8)
31	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>ahhhh, not sure how to support them, but the robots and Bird can be a dangerous combination....</p> <p>What do you think we should do?</p> <p>GW</p>	10582	1	Fed(1) <> Empire(8)
31	8) The Evil Empire (greywolf)	1) The Feds (chanain)	We should probably get the Crystals to talk to the Borg see if they can work together or at least divert some of	10583	1	Fed(1) <> Empire(8)
31	2) The Lizards (hiko)	11) The Colonies (frostries)	<p>Hallo Frostie,</p> <p>ich bin gerade auf P334 im Orbit. Der ist Teil einer Gruppe, die ich gerade ausbaue. WÄ¶rde es dir viel ausmachen, wenn ich mir den nehme?</p> <p>Wegen der Probe melde ich mich separat.</p> <p>Heiko</p>	10584	1	Lizard(2) <> Colonial(11)
31	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>on P241: Loki is set to gs6</p> <p>Orders for my Eros? I can set it to gs6 or you can take it with you on a chunnel so it can Terraform and Hiss. If you give me more cheap ships (probes, usually), I can perform more hissing services.</p> <p>I have 255T, 645D, 666M, 419S, OMC. If you send me about 5000MC I could order a LCC, W9, Xray, M8 which is a decent mine laying ship.</p> <p>P252: please transfer 2700 clans to my merlin. Please keep FCC 490 for now. Take one clan on board after you have transfered the clans to my Merlin. I want to gs6 my medium. On the base put a FCC order in.</p>	10585	1	Lizard(2) <> Cyborg(6)

31	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Hallo, du bist aber weit weg. In 3 turns k�nnnte ich auf P422 sein, aber das ist immer noch mehr als einen Sprung von deiner Heimat entfernt. Hast du kein Schiff in der N�he von P422?	10586	1	Lizard(2) <> Crystalline(7)
			Da ich so weit weg von meinem Gebiet muss, kann ich leider nicht von meinem Geldplaneten los springen. Wenn ich Geld liefern sollte, und das bis in dein Heimatgebiet, w�ren das vermutlich eher 5 Spr�nge und ich m�sste einmal tanken. Ist also eher unrealistisch. Tut mir leid, dass ich da umsonst Hoffungen geweckt habe. Ich hatte nicht auf dem Schirm, dass wir beide sooo weit au�en liegen.			
			Egal wie, ich springe diese Runde schon mal los, der erste Stop ist sogar mit Auftanken, ich kann also in 3 turns auf einem beliebigen Ziel um P422 sein.			
			Heiko			
31	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Sounds good, I will keep up the pressure on the lizards to minimize money they can share with borg/empire.	10587	1	Fascist(4) <> Colonial(11)
			Any idea of the external politics out there with feds?			
31	4) The Fascists (mkkangas)	5) The Privateers (tomako)	I have 3 fully fueled deth specs in lizard space causing some headaches - will be sweeping his eastern minefields now.	10588	1	Fascist(4) <> Privateer(5)
			Also will be sending some heavier ships to strike his south.			
			How are things on your end?			
31	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Maybe. It looks to me like the Borg and Birds are at peace right now, though - there's a Borg probe fairly close	10589	1	Fed(1) <> Empire(8)
31	1) The Feds (chanain)	7) The Crystal People (flaabes)	Have you talked with the Borg at all?	10590	1	Fed(1) <> Crystalline(7)
			It looks like they're at peace with the Birds, but I'm not sure how close they are. But if this is a coordinated Bird/Bot attack, as I strongly suspect it is, it may be worth asking if the Borg will take some pressure off you on			
31	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I sent the Crystals a message suggesting he reach out to the Borg. It's worth feeling out how that relationship	10591	1	Fed(1) <> Empire(8)
31	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes. I might suggest it to the Borg, but he is not very communicative.	10592	1	Fed(1) <> Empire(8)
31	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi mate,	10593	1	Cyborg(6) <> Empire(8)
			I notice that the Bird are attacking the Crystals (who are below him).			
			As discussed quite some time ago, I am happy to be at peace with you. I am also concerned how big the Bird are getting. They have all the centre, so have successfully done a land grab without a war. They have build a lot of undefended starbases to get PBP's and over time will defend the starbases and build a lot of top tech DW's.			
			The best time to attack them is now otherwise they will covert those PBP's to DW's over time and be able to get fighters onto those starbases to defend them.			
			I cannot do anything at the moment being in a war with the pirates.			
			Anyway, I thought I would send this just in case you were thinking of doing something so you knew I would not attack you if you did.			
			Good luck!			
			GW			
31	7) The Crystal People (flaabes)	2) The Lizards (hiko)	p422 ist ok, da habe ich Schiffe in der N�he.	10594	1	Lizard(2) <> Crystalline(7)
31	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	no direct information ... they traded SBs with EE ... imaging yourself what kind of deal they have.	10595	1	Fascist(4) <> Colonial(11)
			Direct neighbours are informed and become upset ^^			
31	11) The Colonies (frostriese)	2) The Lizards (hiko)	Gerade gecheckt ... ist der Weg des Fascisten in die Mitte ... kannst du gerne haben ^^	10596	1	Lizard(2) <> Colonial(11)
31	2) The Lizards (hiko)	11) The Colonies (frostriese)	Danke	10597	1	Lizard(2) <> Colonial(11)
31	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Ok. Bin auf dem Weg und sollte in 3 turns da sein.	10598	1	Lizard(2) <> Crystalline(7)
31	3) The Bird Men (maximus1776)	9) The Robots (elvon)	I'll see what I can do. Thanks for the heads-up. No problem on SP.	10599	1	Bird Man(3) <> Robotic(9)
32	9) The Robots (elvon)	3) The Bird Men (maximus1776)	The Robotic Imperium (elvon) is no longer granting us safe passage through their empire.	10600	1	Bird Man(3) <> Robotic(9)
		11) The Colonies (frostriese)				
		4) The Fascists (dead)				
32	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I assume I'm good to drop clans on p8, unless you tell me otherwise.	11507	1	Fed(1) <> Empire(8)
32	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Looks like your probe landed at the wrong planet :(	11508	1	Fascist(4) <> Colonial(11)

32	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Just a caution note: you are not immune to your own Loki! Immunity to Loki is a race ability and independent from the ownership of the Loki.	11509	1	Lizard(2) <> Cyborg(6)
32	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	I lost several ships playing as a privateer before I really understood that. Nice turn again! Except for my LCCs running out of torps, which did cost me one immediately and will cost me the next in a few turns.  Mkkangas hit another mine.  I believe I can take two priv planets this turn. Could be his last turn if you keep your speed up.	11510	1	Lizard(2) <> Empire(8)
32	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	P.S: I think I remember that 1 defence leads to a draw vs. 4 Xrays due to running out of time. Maybe this helps	11511	1	Lizard(2) <> Empire(8)
32	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	I need 19 defense to kill a 4Xray MBR which I put on most planets except the ones I was giving to you.  p98 had enough cash that I put 31 defense on it.  Do you still own p475? It is reporting as yours, but there is a pirate minefield around it.	11512	1	Lizard(2) <> Empire(8)
32	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, I will then start feeding p8 money and minerals for components. If you can leave it on unload freighters	11513	1	Fed(1) <> Empire(8)
32	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Actually, if possible, could I have the 2 Bohemium's first please on p8?  If you can let me know what you need, I will send it.  I did notice 1 FC heading towards Bird territory. Not sure I would have sent a lone firecloud.	11514	1	Fed(1) <> Empire(8)
32	5) The Privateers (tomako)	4) The Fascists (mkkangas)	Really bad, I'm losing ships every turn and He have captured three meteors :( I'm fighting ee, lizards and borgs and is too much for me :( A lone lcc would be a nightmare in my situation but I have bigger problems: death stars with lokis, minefields, chunnels...	11515	1	Fascist(4) <> Privateer(5)
32	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	I still own P475. 41 clans, 52 defence. 1700D, 1200T. Feel free to take it. Or at least the mins, since you probably need me in the same spot for a transfer of ownership.	11516	1	Lizard(2) <> Empire(8)
32	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	You probably noticed, but the HP, TW Gorbie got built at 288, so when you get a chance, we should queue up	11517	1	Lizard(2) <> Empire(8)
32	4) The Fascists (mkkangas)	5) The Privateers (tomako)	I'm seeing some strange things - such as my colonial neighbor visiting the lizard homeworld to get some cash.  I predict things will turn sour for me fairly quickly once you are dead.  Hopefully we can sabotage the lizards a bit further before then :) Revenge is a dish that is best served cold.	11518	1	Fascist(4) <> Privateer(5)
32	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	ok, keep it for a few turns. I cannot trade ships anywhere.	11519	1	Lizard(2) <> Empire(8)
32	1) The Feds (chanain)	8) The Evil Empire (greywolf)	2 Bohemians - sure, shouldn't be a problem.  I agree that sending a lone Firecloud into Bird territory is almost certainly a sign of cooperation, in this case.	11520	1	Fed(1) <> Empire(8)
32	1) The Feds (chanain)	11) The Colonies (frostries)	You might be interested to know...there's a fairly powerful alliance that appears to be shaping up in the north and east. Robots and Birds appear to be coordinating a strike on the Crystals, and the Birds - who have a pretty massive presence through the centre - are clearly establishing some level of cooperation with the Borg	11521	1	Fed(1) <> Colonial(11)
32	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'm putting Frosty on notice of the apparent Bird/Bot/Borg alliance shaping up. He and I have a truce for a while yet, but he's gotten a little less communicative since I gave you the starbase. (I should have arranged to build another one the same turn. He noticed the loss, and asked about it. I told him that it's just facilitating a ship trade - he'll probably figure it's with you, now.)  I'm hoping that he'll move his Virgos just a *little* closer to the Bot front, where they can do some sweeping.	11522	1	Fed(1) <> Empire(8)
32	1) The Feds (chanain)	11) The Colonies (frostries)	Hmm, tried sending another message, but I don't think it went through.  Just suggesting that I might find Virgos and/or Cobols useful, if you think I have anything worthwhile to offer that might be a fair price. I find people usually find my Refits to be useful, but of course I have a few good	11523	1	Fed(1) <> Colonial(11)
32	4) The Fascists (mkkangas)	11) The Colonies (frostries)	Seems Hiko also has some probes coming your way with cash?	11524	1	Fascist(4) <> Colonial(11)
32	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	I thought I should check. But RL will prevent me from a lot that I should do this week :-). So: thank you for the reminder. I will try to bring stuff, soon. My freighters are now on a different schedule since I didn't expect you to build so soon with so many races having so many PBPs. I got something like 8 PBPs from idle bases this turn.	11525	1	Lizard(2) <> Empire(8)

32	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>P252: are you willing to give me clans?</p> <p>If yes, please give a full load to my merlin and my LDSF. If not, please tell! I will plan differntly then. But I need to know!</p> <p>Please set the two FCCs to gs2 and keep the medium.</p> <p>Do you need mineals for another FCC build?</p>	11526	1	Lizard(2) <> Cyborg(6)
32	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Would you please tell me what you have on P288?	11527	1	Lizard(2) <> Empire(8)
32	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	<p>Here you go. P288</p> <p>Neutronium:369</p> <p>Duranium:34</p> <p>Tritanium:111</p> <p>Molybdenum: 240</p> <p>Supplies:1119Megacredits:22</p>	11528	1	Lizard(2) <> Empire(8)
32	7) The Crystal People (flaabes)	2) The Lizards (hiko)	<p>Small Talk? Äœber mich? So weit ist's schon gekommen...</p> <p>Wenn's gegen Maximus geht, bin ich dabei. Erst mich hinterrÄ%cks Ä%berfallen wollen und dann einen auf SchÄ%nwetter machen... Wieso 30 DWs? Ist das nicht was hoch gegriffen? Und woher habt ihr alle so eine gute Economy? Ich hatte sowas von einem Sch**Ä%Start hier.</p> <p>Du wirst die gesamte Produktion fÄ%r Torps regeln mÄ%ssen. Jeweils zwei Web-Layer im Verbund sind gut fÄ%r GrÄ%ßenapssung von Webs.</p> <p>Geld ist nicht unbedingt nÄ%tig. Ich will sehen, dass ich in drei turns ein Schiff da habe; setze Du gs7 bei Ankunft. Ich vermute, der Jumper braucht 150-180 fuel?</p>	11529	1	Lizard(2) <> Crystalline(7)
32	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Hast Du schon Kontakt zu Feds? Mit denen bin ich in Kooperation.	11530	1	Lizard(2) <> Crystalline(7)
32	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>Maybe a good advice, I will see how things develop here. I think birds took the opportunity. Meanwhile I am pulling off colonists from the base so you may take it over.</p>	11531	1	Fed(1) <> Crystalline(7)
32	2) The Lizards (hiko)	7) The Crystal People (flaabes)	<p>Maximus hat 318 PPs. Jeder DW kostet ca 10. Macht 30 StÄ%ck. Und er wird nicht nur DW bauen, also eher 20DW und 20Resolute, macht ca. 360 HP. Damit sind Minen und selbst webs nur noch sehr bedingt eine Waffe. PlÄ%tzlich auftauchende webs kÄ%nnnten was aus machen, aber einfach ist es nicht.</p> <p>Mit den Feds habe ich indirekt Kontakt. Habe ein Hyp von ihm durch gelassen. Aber daher wusste ich von deinem Ä%,rger.</p>	11532	1	Lizard(2) <> Crystalline(7)
32	2) The Lizards (hiko)	7) The Crystal People (flaabes)	<p>P.S: P422 muss nicht sein. Ich bin in 2 turns da.</p> <p>Falls du auf einem anderen Planeten in 2 turns bist, nenn mir den doch als Ziel. Ich springe diese Runde von P54 los. Tank ist voll, eine Empire Probe. Um wieder zurÄ%ck zu kommen brauchst du also nur ca. 30 fuel. Es sei denn, ich lande in einem web und verliere Sprit, den mÄ%sstest du dann ebenfalls mit rechnen.</p> <p>Ich habe sowieso vor, durch den Raum zu springen. UrsprÄ%nglich wollte ich Ä%ber P144 springen, aber ich befÄ%rchte, dass da jemand schon sitzen kÄ%nnnte. Der hat so viele HYP Verbindungen, da kÄ%nnnte ganz gut der Rebel sitzen.</p>	11533	1	Lizard(2) <> Crystalline(7)
32	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	You could lend me your DWs for cloaked robot towing?	11534	1	Bird Man(3) <> Crystalline(7)
32	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>That would be great - but not the case here.</p> <p>Don't worry about the probe business.</p> <p>I will send your Virgo to p407 - do you pick it up there?</p>	11535	1	Fascist(4) <> Colonial(11)
32	7) The Crystal People (flaabes)	2) The Lizards (hiko)	<p>P194 kann ich nur anbieten. Keine Webs.</p> <p>Du rechnest mit PBP, das ist die hohe Schule, da bin ich noch nicht...</p>	11536	1	Lizard(2) <> Crystalline(7)
32	7) The Crystal People (flaabes)	1) The Feds (chanain)	I will possibly revoke safe passage for other purposes, just to inform.	11537	1	Fed(1) <> Crystalline(7)
32	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	You didn't get clans last turn? I transferred using the FCC. I will do it again	11538	1	Lizard(2) <> Cyborg(6)
32	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks for letting me know. If you lay a web field over my ship, can you give me a safe FC?	11539	1	Fed(1) <> Crystalline(7)
32	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Ahhh. I read your email right after getting up this morning and now I have figured out my mistake. I left the fc on my alchi last turn and therefore it got unloaded again. I have changed it by now. Thank you for the hint.</p> <p>And for the clans, obviously :-)</p>	11540	1	Lizard(2) <> Cyborg(6)

32	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Ok. Ich setze jetzt P194 als ziel. Ich bin in turn 34 dort. Falls du doch ein anderes Ziel vorziehst, an dem wir uns dann treffen, nenn es. Bis kurz vor host run kann ich meinen Zug noch Ändern.	11541	1	Lizard(2) <> Crystalline(7)
33	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	Heiko There should be two messages that priv and Rebel are dying. Do you see any such?	12375	1	Lizard(2) <> Empire(8)
33	2) The Lizards (hiko)	11) The Colonies (frostriese)	In my other game this happened, too. They were hidden in the "Fleet" category, but here I cannot find Findest du hier Nachrichten, dass Priv und Rebel nächste Runde weg sind? Ich finde diemal auch nichts in "Fleet".	12376	1	Lizard(2) <> Colonial(11)
33	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Bin auf P194 im nächsten Zug	12377	1	Lizard(2) <> Crystalline(7)
33	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	How many fighters are on board? If less than 100 i'll need to wait until you can manufacture some. Money is quite tight in the Klingon imperium.	12378	1	Fascist(4) <> Colonial(11)
33	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	FoF is at 6, so nothing yet. They will be getting instability messages, but we don't get anything.	12379	1	Lizard(2) <> Empire(8)
33	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Will you get a couple of planets this turn?	12380	1	Lizard(2) <> Empire(8)
33	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Schaffst Du auch p219?	12381	1	Lizard(2) <> Crystalline(7)
33	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Jetzt leider nicht mehr.	12382	1	Lizard(2) <> Crystalline(7)
33	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ahh, habe es selbst raus gefunden. In diesem Spiel haben wir incremental FoF. Ist gerade bei 6 Planeten	12383	1	Lizard(2) <> Colonial(11)
33	7) The Crystal People (flaabes)	2) The Lizards (hiko)	ok, sorry, ich komme turn 35 an.	12384	1	Lizard(2) <> Crystalline(7)
33	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	Greetings Max,  do I have to wait for an answer or are our talks finished?  Regards  Flaabes	12385	1	Bird Man(3) <> Crystalline(7)
33	3) The Bird Men (maximus1776)	7) The Crystal People (flaabes)	Apologies. Life has been busy.  As long as you commit to not disclosing that you are using the ships with my tacit permission, you can borrow them for activities against the Robots. It needs to look like you took them from me.  Regards, Max	12386	1	Bird Man(3) <> Crystalline(7)
33	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I can go ahead and start building the Bohemians now. What kind of engines do you want? (I'm assuming that low tech beams will be fine.)	12387	1	Fed(1) <> Empire(8)
33	1) The Feds (chanain)	8) The Evil Empire (greywolf)	But I can't leave the FC at fff. It will be pb1.	12388	1	Fed(1) <> Empire(8)
33	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Hmmmm .... do i see it right? You just lost 2 of your Darkwings to Crystals? Also, have you lost any cloaking ships before that? I have fuelless emerald at my position and it would only make sense if Crystal has cloaker	12389	1	Bird Man(3) <> Robotic(9)
33	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Yeah, I was 1-2 turns late on getting them there... I took every kt of fuel that I had, but they still were drained. I almost lost another one, but backed it out in time. He's likely trying to draw me in by scooping that minefield around the DW's. I'm putting together a few dozen heavy phasers for the next run, and will have better fuel support.  Those are the only ships I have lost this game, and I've not given any ships away to anybody. I'd be surprised if the Crystals had cloaklers given his proximity to the other cloaking races, so I'm not sure what that is about. I'm certainly not at that location, either.	12390	1	Bird Man(3) <> Robotic(9)
33	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	No problem, RL always comes first. By the way: What would yo think of pausing for christmas time?	12391	1	Bird Man(3) <> Crystalline(7)
33	7) The Crystal People (flaabes)	1) The Feds (chanain)	Well, I won't tell robots about it. Thank you for this.	12392	1	Fed(1) <> Crystalline(7)
33	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Sure. At the moment no plans for web. So, jetzt wird's politisch. Ich "borge" mir bei den Birds zwei DWs gegen die Robots. Von uns beiden weißt du nichts. Jedenfalls stehe ich zu Dir. Erst wenn er mich um Hilfe gegen Dich fragt, lege ich das offen.	12393	1	Lizard(2) <> Crystalline(7)
33	8) The Evil Empire (greywolf)	1) The Feds (chanain)	ok, done fc pb1. High tech engines, but low tech beams are fine.	12394	1	Fed(1) <> Empire(8)
33	3) The Bird Men (maximus1776)	7) The Crystal People (flaabes)	I'm certainly fine pausing the game if someone wants to make the request.	12395	1	Bird Man(3) <> Crystalline(7)
33	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Danke! Sowohl für deine Offenheit als auch dafür, dass du weiter mit mir kooperierst. Das weiss ich sehr zu schätzen. Heiko	12396	1	Lizard(2) <> Crystalline(7)
34	11) The Colonies (frostriese)	2) The Lizards (hiko)	p95 FC HYP	13332	1	Lizard(2) <> Colonial(11)
34	2) The Lizards (hiko)	11) The Colonies (frostriese)	ich hätte vom Fascist mehr erwartet ... oder ich lese die Kämpfe      Karte anders ^^ Alle Kämpfe finden auf meinem Gebiet statt. Er zahlt ganz ordentlich drauf, aber das ist bei dieser Karte nur zu erwarten gewesen. Wegen der Lage hatte ich mich, ganz untypisch, gegen eine frühe Attacke entschieden, da hat der Gegner einfach einen Zeitvorteil.	13333	1	Lizard(2) <> Colonial(11)



34	2) The Lizards (hiko)	1) The Feds (chanain) 11) The Colonies (frostriese) 10) The Rebels (eccehomo) 9) The Robots (elvon) 8) The Evil Empire (greywolf) 7) The Crystal People (flaabes) 6) The Cyborg (mike dowell) 5) The Privateers (tomako) 4) The Fascists (mkkangas) 3) The Bird Men (maximus1776)	Hello fellow commanders! I would like one or two short breaks during the holyday season. E.g. the 24th and 31st December host runs could be skipped. What is your opinion? Regards, Hiko	13334	1	Public
34	7) The Crystal People (flaabes)	2) The Lizards (hiko)	More than OK for me.	13345	1	Lizard(2) <> Crystalline(7)
34	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Ä-h - falscher Thread, sorry.	13346	1	Lizard(2) <> Crystalline(7)
34	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Emerald 163 kommt auf p194 an, 2 clans onboard, gs2 gesetzt. Ich nehme den gleichen Weg zurÄ%ck, den Du gekommen bist, ist das sicher?	13347	1	Lizard(2) <> Crystalline(7)
34	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Ach, ich werde mÄ%de - der Emerald hat nicht gs2 gesetzt.	13348	1	Lizard(2) <> Crystalline(7)
34	2) The Lizards (hiko)	7) The Crystal People (flaabes)	:-) das kenne ich ÄÄÄ%berhaupt gar nicht. Ich sitze einfach still und warte auf dich. gsX passiert sowieso vor dem movement.	13349	1	Lizard(2) <> Crystalline(7)
34	7) The Crystal People (flaabes)	1) The Feds (chanain)	1 clan left at p64, ldsf 30 has transferred 1 clan to 367 and gs1 set.	13350	1	Fed(1) <> Crystalline(7)
34	1) The Feds (chanain)	7) The Crystal People (flaabes)	Okay. I've got 15 clans on that ship; I'll drop 14 of them to take the planet this turn.	13351	1	Fed(1) <> Crystalline(7)
34	2) The Lizards (hiko)	10) The Rebels (eccehomo)	:-)  I can understand you very well. I am down to 4 hours at most nights because I don't want to give up any one of my games.  And I didn't want to say this in the public feed because a strong enemy will exploit every weakness :-)	13352	1	Lizard(2) <> Rebel(10)
34	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, I saw one of your FCCs move to Bird owned planets. May I ask what is going on? Are you attacking, in which case I may offer help, or are you cooperating? Or something else?  I know that this question is a bit intrusive, please forgive me. And I completely understand if you don't want to answer. But I have to ask. :-)  Regards, Hiko  P.S: do you have a FCC build on P252 in order? If not, what do you need for one?	13353	1	Lizard(2) <> Cyborg(6)
35	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	You forgot to set PE on your Loki? Bitter mistake... but I guess he hasn't enough cloaker in place to empty your Gorbie.  I can take one of his planets this turn.	14365	1	Lizard(2) <> Empire(8)
35	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Can you give me specs of Darkwings you lost? I should know what to expect, as it seems crystal is using them to try and sneak under my fleet.	14366	1	Bird Man(3) <> Robotic(9)
35	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Letzte Absicherung: Ich habe jetzt einen clan an deinen Emerald Ä%bergeben und setze mein Schiff auf gs7. Du springst dann damit zu mir. Ok?  Heiko	14367	1	Lizard(2) <> Crystalline(7)
35	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Yes, very disappointing.  Quick look while in DXB lounge.  We should be right this turn to get a lot though.  GW	14368	1	Lizard(2) <> Empire(8)
35	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Quick calc. I am taking 6 planets. I don't think he can recover, especially if you get one.	14369	1	Lizard(2) <> Empire(8)
35	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Yep. Du kannst direkt den ersten Waypoint setzen, oder?	14370	1	Lizard(2) <> Crystalline(7)
35	11) The Colonies (frostriese)	1) The Feds (chanain)	Hail,  your ship s372 is heading to my colony ... I suggest to change the direction. please.  Frostie	14371	1	Fed(1) <> Colonial(11)
35	1) The Feds (chanain)	11) The Colonies (frostriese)	I had thought that the border we agreed upon left 260 and 155 for me. Is that not correct? (See your message	14372	1	Fed(1) <> Colonial(11)
35	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Nein, mein fc ist ja gs7 und nicht HYP :-) Normal fliegen kÄ%nnte ich...	14373	1	Lizard(2) <> Crystalline(7)

35	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>P252: please keep the FCC for now. I would like to get some more clans next turn. Do you need anything to order the next one?</p> <p>Regards, Hiko</p> <p>P.S: I see that those Eroses are just sitting around. Are you aware that they could cool down a planet for you and they can hiss. If I have 5 ships in orbit of a 10M clans world hissing, you will get nearly 5000MC every turn. That is 3 or 4 biocides equipped in 10 turns! What I am offering: you chunnel me someplace. You can give me some probes and I will hiss for you. I am really grateful for your Fireclouds and I am willing to show this</p>	14374	1	Lizard(2) <> Cyborg(6)
35	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Ja, Du hast ja Recht. Ich freue mich, eine andere Ecke kennenzulernen.	14375	1	Lizard(2) <> Crystalline(7)
35	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Well done Frostriese!</p> <p>It appears you are extremely close to knocking out the Rebel and with me knocking out the largest threat to both of us (the pirate), we are both looking ok for the moment.</p> <p>The question on my lips is what next for you??? I will probably be spending quite a bit of time on consolidation as an early war with the pirate was not good for economy and logistics, but you are probably doing better than I.</p> <p>Chat later and have a Merry Christmas if I do not chat with you beforehand!</p>	14376	1	Empire(8) <> Colonial(11)
35	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Blaster/Heavy Blaster, Mk4 torps	14377	1	Bird Man(3) <> Robotic(9)
35	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Greetings,</p> <p>I see you are bringing an LDSF to p349. I own the planets around that (other than your p149), and do not want an EE beachhead in my area. We have maintained friendly relations to this point, and would like to keep it that way. Therefore, I'd appreciate it if you would turn the MCBR around.</p> <p>Regards, Max</p>	14378	1	Bird Man(3) <> Empire(8)
35	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>At P252 I need Dura.</p> <p>I'm bringing MC. to P.241</p> <p>I got a slow start and allowed both my neighbors to take too much territory. My FCC. moving south is looking for a random target. my other option is to attack one of my two neighbors.</p> <p>I'm going to move your ship to a good location for hissing I'll transfer other ships to you there.</p>	14379	1	Lizard(2) <> Cyborg(6)
35	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I assume you want some Eros as well?	14380	1	Fed(1) <> Empire(8)
35	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>So I'll need cash and minerals for any refits you want made.</p> <p>Also, if you want to take the probe and bring it back to my territory, I have a war theatre shaping up where web mines would really hurt the Robots.</p> <p>And how would you feel about a peace treaty to at least Turn 100?</p>	14381	1	Fed(1) <> Crystalline(7)
35	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Sounds good.</p> <p>If you have a strong fleet consisting of Biocides or Annis, I would suggest to attack the bird since he is playing the PBP game and will grow very strong in the long run. Right now he is still weak since he has invested heavily into early starbases for PBP production.</p> <p>If you havn't talked to Maximus and you are just moving your FCC into his area, expect him to try and capture it. If you have some sort of agreement with him, you should be fine. If not, either chunnel a battle fleet in or move out, is my advice.</p>	14382	1	Lizard(2) <> Cyborg(6)
35	7) The Crystal People (flaabes)	1) The Feds (chanain)	I will bring minerals in and a ship for gsing the probe. Colonists for taxing are sufficient on the ldsf? Peace treaty in general is ok; I already have some other negotiations which might influence it. By now my foes are	14383	1	Fed(1) <> Crystalline(7)
35	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes please if possible. I have a lot of hot worlds. I did get one EROS out of the Lizards, but have about 15 hot super worlds! 5 of which are within 1 or 2 jumps of that world.	14384	1	Fed(1) <> Empire(8)

35	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>Unfortunately I do not accept your proposal.</p> <p>We will be neighbours at some location. There are 4 planets in that area that I consider mine. 349, 356, 149, 160.</p> <p>Those planets are extremely close to my home areas as you know with your lost scout on my minefields.</p> <p>Please do not accept my generosity in not contesting p305 (fuel) which is closer to my homeworld than yours as a sign of weakness.</p> <p>As I mention above, we will be neighbours somewhere and those 4 planets I mention previously are mine. I do not give up planets that are closest to my home area.</p> <p>Please let me know if you accept that border otherwise it may change my diplomatic status.</p>	14385	1	Bird Man(3) <> Empire(8)
35	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>thanks ... I appreciate your killing of the Privateers! Nice XMAS gift :)</p> <p>The Rebels are pretty dead - I have to regain strength.</p> <p>Whats your secret plan with Fed ... and whats your feeling about the Bird / Robot thingy?</p>	14386	1	Empire(8) <> Colonial(11)
35	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>I will sack my map department ... you are right.</p> <p>Colonist are informed about a change in ownership!</p>	14387	1	Fed(1) <> Colonial(11)
35	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostriese,</p> <p>Sounds like you are in the same boat as me in a small recovery phase.</p> <p>Please keep this message to yourself, but it will give you an idea on how I am thinking this will play out.</p> <p>The Fed situation is interesting. I have played with him before and found him very trustworthy and a good read of the game.</p> <p>I have also played with Elvon and during that game Elvon declared war on me. I found him an excellent carrier player. With the assistance of a CoM who was willing to throw carriers away, endless carriers beat my Fascist and Elvon was the Borg. Interestingly at one point he blocked communication with me, so quite a poor communicator, but good with logistics and game mechanics. I struggle to work with people who will not converse.</p> <p>In my analysis, I found the Crystal player is weaker and wedged between two stronger players in the Bird. The bird also has a player in a weak situation above them as well (Borg).</p> <p>So, in order to maintain balance, I traded 2 Gorbies to the Fed and a couple of probes. I think that will even it out if he goes to war against the Robot. In return I get some temp ships and refits. So, the Feds win on the trade, but my goal was not an even trade, but to strengthen the robot neighbour.</p> <p>The Robot / Bird alliance is extremely dangerous. Advanced cloaking robot minelayers and constant tow kills to Golems. I am currently fighting that combo in another game and it is horrible.</p> <p>They have gained the centre already and have two weaker players next to them, so they will have almost 200 planets between them reasonably soon. With both their logistic's capabilities, that will be difficult to beat.</p> <p>I should get to 80 planets after pirate clean up as you should as well.</p>	14388	1	Empire(8) <> Colonial(11)
35	9) The Robots (elvon)	7) The Crystal People (flaabes)	<p>Greetings!</p> <p>Sorry for late replay, I have been pretty busy RL with project I have been working on for the last year going live. Lots of the last minute changes and bug fixes ...</p> <p>Anyhow, I don't see how i can change my plans unless you want to vassalage under me. And I don't really understand why you or anyone would want to do that except for wanting to cover me in "friendly" webs and then backstabbing at opportune moment.</p> <p>PS I fully expect you to hurt me, this is championship game after all! ;)</p> <p>Regards,</p>	14389	1	Crystalline(7) <> Robotic(9)

36	1) The Feds (chanain)	11) The Colonies (frostriese)	No worries.	15474	1	Fed(1) <> Colonial(11)
			By the way, I'm still open to discussing ship trades, if you have any interest.			
36	4) The Fascists (mkkangas)	5) The Privateers (dead)	Looks like I got a lizard meteor gorbie coming my way :)	15475	1	Fascist(4) <> Privateer(5)
36	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Looks like my first Lizard Meteor towed Gorbie coming my way :)	15476	1	Fascist(4) <> Colonial(11)
			Btw I'm coming to pickup that Virgo but will need some fighters to make use of it. How many are onboard?			
36	7) The Crystal People (flaabes)	2) The Lizards (hiko)	Welchen Weg zurÄ%ck?	15477	1	Lizard(2) <> Crystalline(7)
36	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi,	15478	1	Fed(1) <> Empire(8)
			If you want to take the fighters off p321 let me know. We will need a little more TRI if you want to keep farming it.			
36	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Good idea. I can have carriers and some tritanium there next turn. What's the easiest way of transferring fighters? (I'm thinking you just force surrender a Kittyhawk, but I don't know if there's an easier way.)	15479	1	Fed(1) <> Empire(8)
36	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, there is no easy way unfortunately. However it is only 50 fighters every 10 turned, so a kitty will work	15480	1	Fed(1) <> Empire(8)
36	1) The Feds (chanain)	7) The Crystal People (flaabes)	Depends on how much money we'll need. I normally 'growth tax', and with happiness down to 40, I'm pretty limited in my ability to tax at the moment.	15481	1	Fed(1) <> Crystalline(7)
36	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike,	15482	1	Lizard(2) <> Cyborg(6)
			P252: you should have recieved all you need for another good FCC, right? If you still need something, please tell. Please give 2700 clans to each of my merlins. Please gs2 the FCC. Could you please send me an overview of mins, supplies and MC? You should have gained quite some money with all those hissing FCCs :-)			
			Maybe a FCC W9, HB, M8 is possible?			
			P241: you could move your Eros to the neighbouring planet and gs2 it, then I have 2 hisser and you get a faster cooling.			
36	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Zuerst in den Raum (1956/2051) rechts neben der WW von P118.	15483	1	Lizard(2) <> Crystalline(7)
			Dann P275.			
			Dann vermutlich P288, aber das schauen wir dann.			
			Der Fasc macht echt Ä„rger. Doofe double beams! Da wÄ%rde mir ein freundliches Web das Leben doch deutlich verbessern.			
36	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	P.S: P241: I just noticed that you brought money. I can upgrade my build order from an eros to a LCC W9 Xray M8.	15484	1	Lizard(2) <> Cyborg(6)
36	7) The Crystal People (flaabes)	9) The Robots (elvon)	No problem, RL always comes first.	15485	1	Crystalline(7) <> Robotic(9)
			Your attitude is clear and your words are reasonable, so let's see how our conflict develops.			
			Merry XMas anyhow!			
			Flaabes			
36	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Currently 3 ... we traded ships not cargo ... If you need a bunch of fighter, you can get them - I need another	15486	1	Fascist(4) <> Colonial(11)
36	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	I had a longer skype call with Hiko and before that call I send him my assumptions about the game (no infos from your side included).	15487	1	Empire(8) <> Colonial(11)
			We agreed both that the east side of map has to fight and loose some ships / ressources, so that we come close to them.			
			Your plan sounds great. I will offer the Fed some Colonial Mine Sweep so that he feels comfortable to attack			
36	11) The Colonies (frostriese)	1) The Feds (chanain)	Hail.	15488	1	Fed(1) <> Colonial(11)
			I am interested in an Eros and Bohemian ... we offer Colonial Minesweep with two ships as soon as the Rebel fofed.			
36	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Sure, will build and dispatch another cloaker now.	15489	1	Fascist(4) <> Colonial(11)

36	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	I'll accept those 4 planets (349, 356, 149, 160) as yours. However, in that same spirit, I will be annexing p467, and expect you will not have an issue with that. To be clear on p305, it is very likely the same distance from both of our home clusters. It is also on my side of a natural divide.	15490	1	Bird Man(3) <> Empire(8)
36	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Max Agreed. No issue with p467.	15491	1	Bird Man(3) <> Empire(8)
37	9) The Robots (elvon)	4) The Fascists (mkkangas)	GW Greetings! It does not seem like your war with Hiko is going well. Need any help with minefields?	16536	1	Fascist(4) <> Robotic(9)
37	4) The Fascists (mkkangas)	9) The Robots (elvon)	Regards, Elvon The lizards, empire and borg are allied - im trying to hurt the lizard infinite cash economy best incan. Any help you provide ensures better odds for someone else to win.	16537	1	Fascist(4) <> Robotic(9)
37	1) The Feds (chanain)	11) The Colonies (frostriese)	Seems fair in principle. Which two ships, though? (Not to nitpick, but there's a world of difference between the sweeping capacity of a Patriot or Scorpius vs the rest of your carriers...)  FYI, I may be a little slow to respond over the next few days...for the expected reasons, really.	16538	1	Fed(1) <> Colonial(11)
37	9) The Robots (elvon)	4) The Fascists (mkkangas)	-Chanain Do you happen to have any hyperjump capable ship you can send into my territory? Otherwise i will have to try to reach you the long way through CoM space.	16539	1	Fascist(4) <> Robotic(9)
37	4) The Fascists (mkkangas)	9) The Robots (elvon)	No such luck - just a meteor towed Lizard Gorbie heading my direction	16540	1	Fascist(4) <> Robotic(9)
37	9) The Robots (elvon)	4) The Fascists (mkkangas)	Ok, I'll see if i can arrange a passage through CoM territory or maybe they have captured a Falcon from Rebels.	16541	1	Fascist(4) <> Robotic(9)
37	9) The Robots (elvon)	4) The Fascists (mkkangas) 11) The Colonies (frostriese)	Greetings! I have offered Mkkangas my help with minefields, but i need a way to get my ship to his territory first. Frostriese, do you by chance have a Falcon captured i could use to hyperjump to Fascist space? If not i would request right of passage through your territory to send a ship there.	16542	1	Fascist(4) <> Robotic(9) <> Colonial(11)
37	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Regards, Elvon P252: Thanks for the clans. Would you please fill my next Merlin, too?  And set FCC 122 to gs2?  Merry Christmas, Hiko	16544	1	Lizard(2) <> Cyborg(6)
37	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	P.S: I just saw that my base in your area built, too. I have given one clan to you and set the LCC to gs6. To order a new one I would need about 1000 MC	16545	1	Lizard(2) <> Cyborg(6)
37	2) The Lizards (hiko)	7) The Crystal People (flaabes)	Das tat jetzt mal gut. Der Kampf lief ganz ordentlich.  Jemand hat mir erz�hlt, der Bird h�tte dich angegriffen. Klang aber unglaublich. Stimmt das Ger�cht?	16546	1	Lizard(2) <> Crystalline(7)
37	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi Chanain,  So I finally finished off the pirate which gives me a lot more freedom for economics. A little late perhaps, but I have collected a few extra planets. The Bird has taken the middle which I would normally claim, but I cannot fight two fronts.  With p8 thank you for using those PBP's for temp changers. How much money do you need for top tech in all for refits. Initially, I will pass over a low tech frigate, but after that some MBR's that need torp tubes and Gorbies. I will bring as much as you need.  Chat later and I hope your turn went well!	16547	1	Fed(1) <> Empire(8)
37	11) The Colonies (frostriese)	4) The Fascists (mkkangas) 9) The Robots (elvon)	I cannot provide a Falcon for that trip, but you can send a ship.  We will not engage it - you have a safe passage from our side.  Frostie	16549	1	Fascist(4) <> Robotic(9) <> Colonial(11)

37	11) The Colonies (frostriese)	1) The Feds (chanain)	^^  For front line jobs ... I use Virgos as sweeper; sometimes good protected Geminis.  Here I would use two Virgos in the begining and later I would replace them by a Geminis.	16551	1	Fed(1) <> Colonial(11)
37	11) The Colonies (frostriese)	1) The Feds (chanain)	Did you got a request for Safe Passage by the Robots?  They asked, if they can send a ship to the Fascist ... sounds odd ... what can get a Robot from a Fascist (except Double Beam Vickies as SB killer).  Merry Christmas!	16552	1	Fed(1) <> Colonial(11)
37	4) The Fascists (mkkangas)	9) The Robots (elvon) 11) The Colonies (frostriese)	I thought we were meant to have a holiday host break? Not really having time to play last turn or this one and rushing my moves.	16555	1	Fascist(4) <> Robotic(9) <> Colonial(11)
37	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi Mike,  How are you going? I have removed the pirates which has removed the MBR's around some of my planets and hopefully yours as well.  We can finally develop in peace without our freighters being taken!  We share a neighbour in the Bird. I am concerned around how many planets the Bird has in the middle. He has taken the whole middle pretty much. I have had to kill off the pirates and take their planets to get my 60 planets, he has just taken the middle and has 65 planets without combat. He also has started converting that huge amount of PBP's into high tech DarkWings, so our time is starting to run out.  What are your thoughts on The Bird Men?  Do you have many full cubes? Do you need me to send you money for fighters?  GW.	16556	1	Cyborg(6) <> Empire(8)
37	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	Hi Flaabes,  We haven't spoken much but I was wondering what is happening on the other side of the map?  On our side, I have managed to finish off the pirates who has a natural advantage over the EE. I liked Tomako having worked with him in other games, but unfortunately in this situation we were too close together.  GW	16557	1	Crystalline(7) <> Empire(8)
37	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	Greetings Hiko,  Hope you are well. It looks like I am running into the Fascists at my southern-most reaches. Perhaps there is an opportunity to work together to take out a challenging player, especially given your relations with him? Let me know if you are interested in discussing further.  Best, Max	16558	1	Lizard(2) <> Bird Man(3)
37	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Yeah, congratulations on the kill.  I have enough credits for full upgrades of engines, beams, and tubes. Not much beyond that, though, and of course there's the mineral cost - beam upgrades are always moly intensive.  I'm changing the FC to xms.	16559	1	Fed(1) <> Empire(8)
37	1) The Feds (chanain)	11) The Colonies (frostriese)	Sounds great. I'll make the arrangements to get you the terraformers asap. I'm refitting a Bohemian next turn for the trip, and moving some of my Eros around as well.	16560	1	Fed(1) <> Colonial(11)

37	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>I can think of a few things, I guess. There would be closer trades for cloaklers, but a long game play for poppers 16561 or cooperation might make sense.</p> <p>TBH, in this context, I feel like it might be a 'the enemy of my enemy' kind of thing. Greywolf and Elvon (and I, to a lesser extent) have a bit of history. (Long story short: Elvon occupied a powerful Borg position; Greywolf convinced me (rightly) that Elvon was the greatest threat in the sector, and I joined the fight against him. I'm not sure, but I think that Greywolf may have engaged in diplomatic 'baiting' that left an enduring mark. I've had trouble making any deals with Elvon as a result, and it seems that Greywolf has had a similar experience.)</p> <p>If the Empire is backing the Lizard against the Fascist, it wouldn't surprise me at all if Elvon's made the decision to help the Fascist with minelaying simply to try to hurt the Lizard and Empire.</p>	16561	1	Fed(1) <> Colonial(11)
37	9) The Robots (elvon)	4) The Fascists (mkkangas) 11) The Colonies (frostriese)	<p>It would probably have maximum effect if I made last leg of trip cloaked and did not alert Lizards of my presence before minefields are dropped.</p> <p>Mkkangas, please see if you can send cloaker to meet up with my ship halfway. I will go to p186 and then planet hop to p156 (let me know, if another route is preferable).</p> <p>Elvon</p>	16563	1	Fascist(4) <> Robotic(9) <> Colonial(11)
37	7) The Crystal People (flaabes)	2) The Lizards (hiko)	<p>GIÄckwunsch!</p> <p>Nun, aus meiner Sicht hat er sich in den Angriff der Robots eingeklinkt und ist in meine Webs gelaufen. Also vermute ich, er hätte mich angegriffen. Jetzt spricht er noch von einer dritten Kraft, die gegen mich unterwegs ist.</p>	16565	1	Lizard(2) <> Crystalline(7)
37	7) The Crystal People (flaabes)	8) The Evil Empire (greywolf)	Congrats for the first kill in this game - glad it wasn't me...	16566	1	Crystalline(7) <> Empire(8)
38	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I somehow forgot to keep a clan on board the probe. That's fixed now.	17513	1	Fed(1) <> Empire(8)
38	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>I made a similar peace agreement with the birds that I made with you. Those are coming to an end .Are you asking to extend our agreement ? I could channel you to within two turns of is home world.</p> <p>Most of my cubes are ready but I could use more fighters</p>	17514	1	Cyborg(6) <> Empire(8)
38	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Yes please. I would like to extend our agreement and potentially work more closely together into the future against the Bird.</p> <p>I can guarantee peace until at least turn 80, but who knows what the game will be like by then.</p> <p>I have played against the Bird as the Borg and once they get started like here, you need to stop them pretty quickly otherwise it becomes a nightmare.</p> <p>To which planet should I move money to for fighters?</p>	17515	1	Cyborg(6) <> Empire(8)
38	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	<p>My agreement with the EE is about to time out.</p> <p>I wanted to trade FCC for Resolute that has not happened?</p> <p>I send a FCC south to explore possibilities what lies beyond where I'm at now?</p> <p>Have you scouted the EE?</p>	17516	1	Bird Man(3) <> Cyborg(6)
38	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>s401 has 88 fighter in two turns, if it stays in the orbit.</p> <p>Right now it has 48 fighter, if it leaves this turn the orbit.</p> <p>Up to you.</p>	17517	1	Fascist(4) <> Colonial(11)
38	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	I'll wait for 88 fighters, not much choice. You can have another popper in addition if you can bring even more.	17518	1	Fascist(4) <> Colonial(11)
38	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>All good. I am not in a war right now anyway.</p> <p>Thanks for the congratulations. I timed the Gorbie run to meet an ION storm over the homeworld, but it veered away, but he didn't try to capture the Gorbies anyway.</p> <p>I will pass back the Kitty Hawk this turn.</p> <p>I got 2 PBP's from p321 last turn. Do you want me to queue something up? Same for p8. Do you have enough to queue up a Bohemian? I am happy to leave both vacant if you like, but you might win if I queue up a Gorbie. It will be a long time till regular builds, but with the rebel dropping soon, you never know.</p> <p>GW</p>	17519	1	Fed(1) <> Empire(8)
38	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Good thinking. I can't check right now, but I should be fine to queue a Bohemian.</p> <p>What would you need for a Gorbie?</p>	17520	1	Fed(1) <> Empire(8)

38	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>Allowing enough for 3 turns of fighters and going basic tech 1 Gorbie, p321 would need 400 Tri 300 Moly</p> <p>Quite a bit really with your slow mining rate, so you might be better off refitting given the phase of the game. Up to you.</p>	17521	1	Fed(1) <> Empire(8)
38	2) The Lizards (hiko)	7) The Crystal People (flaabes)	<p>Das heiÃt, das Ausborgen der DWs war nur eine Falle?</p> <p>Und was fÃ¼r eine dritte Kraft soll noch beteiligt sein. Und warum? Er und Elvon sollten dich schaffen. Das einzige was mir einfÃllt wÃ¤re der Borg, der im Birdgebiet umherirrt. Das wÃ¤re blÃ¶d, wÃ¤rde aber am Ausgang dieses ungleichen Kampfes nichts Ã¤ndern. Oder Mkangas, mit dem er relativ sicher zusammen arbeiten will. Aber der ist viiiiel zu weit weg und hat andere Probleme.</p> <p>Falls du auf etwas bequemere Kommunikation umsteigen willst: *****</p> <p>Die Probe bitte weiter nach P288. Aber nur, wenn du kein share intel mit irgjnemandem hast. Und wenn du versprichst, das geheim zu halten, was du dort siehst. Falls du das nicht zusichern kannst wÃ¼rde ich dir einen anderen Weg auf einen anderen Planeten nennen. In diesem Fall teile mir das bitte mit und ich suche eine Alternative.</p> <p>Viele GrÃÃe, Heiko</p>	17522	1	Lizard(2) <> Crystalline(7)
38	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Hello Maximus, I am well, except for the work-like conditions imposed by planets :-)</p> <p>How are you?</p> <p>Not to forget that you have reached my border, too. Obviously I would be grateful for help against Mkkangas. But right now my creativity is challenged to find a good use for a bird scout against the fasc, since you are vulnerable to his pops, too. And I doubt that you have a decent battle fleet this far forward with so many juicy targets above and below your core area. But maybe you have a good idea?</p> <p>Regards, Heiko</p>	17523	1	Lizard(2) <> Bird Man(3)
38	7) The Crystal People (flaabes)	1) The Feds (chanain)	Revoking sp now as announced. A ship for overtaking your probe is on the way.	17524	1	Fed(1) <> Crystalline(7)
38	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>P252: please take 1 clan on board, I want to give a second medium to you.</p>	17525	1	Lizard(2) <> Cyborg(6)
38	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>s319 bekommt 20 clans ... planet hat nur noch 1 clan ... planet ist noch leer.</p> <p>Kommt alles noch ran ^^</p>	17526	1	Lizard(2) <> Colonial(11)
38	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>I tried scouting the EE earlier in the game, but ran into mines. What is your relationship with them, including after your agreement times-out? Are you going to go after them, and if so, do you need help? That seems to be the only direction you can go right now. Regarding ship trades, I can give you two Resolutes and a Swift now for 3 FCC's. I'm working on getting ships in place for the Crystals, but I can probably include another Resolute in several turns. Let me know if this is agreeable. I should be able to transfer the first set of ships in 1-2 turns.</p>	17527	1	Bird Man(3) <> Cyborg(6)
38	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	<p>Hi Heiko,</p> <p>Life is a little less busy now with one game instead of four running... I'm in between some other real life events, so I'm enjoying the downtime for a few weeks...</p> <p>There may be options to move some large carriers down south quickly. I'll discuss that with some folks up north and will get back to you. Do you feel that the Fascists are in a weakened position right now? Their military and SB count seems a bit low for this point in the game, and they are low on PBP's.</p> <p>Best, Max</p>	17528	1	Lizard(2) <> Bird Man(3)
38	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	P362 or P314	17529	1	Cyborg(6) <> Empire(8)



38	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	ok, 314 in a couple of turns.  Can I also use p308 as a location to ferry troops into the middle unseen please? I will not affect the planet just go via the planet.	17530	1	Cyborg(6) <> Empire(8)
38	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	Hi Max, sorry if I sound a bit sceptical. But when could I expect help to materialize on, lets say, P231? Everything up from there is only skirmishing and not decisive. One Vicky is only a way of asking if I am willing to divert forces to deal with it.  And yes, I believe the fasc to be weakened. They simply spent too much early economy on cloaker to attack me. It did cost me 3 bases plus some economy, but it didn't kill me. And a Liz can recover much faster than a Fasc can. As you can see in the scores. Oh yes, and it cost me my shot at victory. I should have been able to kill one neighbour and still have more bases than you have. Like it is, I don't count myself amongst the favorites anymore. But compared to the Fasc I am better off.  I am pretty sure that he has some trumps hidden. Something like several Virgos. He has good enough ships for trading, that is for sure. And of course he had this public call for help some turns ago. I don't know who has reacted to that and what kind of help he could expect. To be honest, you were my number one suspect :-). But if you tell me that you are not in the center to support him, then I will believe you.	17531	1	Lizard(2) <> Bird Man(3)
39	2) The Lizards (hiko)	7) The Crystal People (flaabes)	The Lizard Alliance (hiko) has granted us safe passage through their space and minefields.	17534	1	Lizard(2) <> Crystalline(7)
39	7) The Crystal People (flaabes)	1) The Feds (chanain) 2) The Lizards (hiko) 2) The Lizards (hiko) 8) The Evil Empire (greywolf) 6) The Cyborg (mike dowell)	The Crystal Confederation (flaabes) is no longer granting us safe passage through their empire.	17535	1	Fed(1) <> Crystalline(7)
39	8) The Evil Empire (greywolf)	1) The Feds (chanain)	oh wow. What a mistake.  I did plan to give you the MBR to upgrade, but for some reason moved it away from p8. Sorry about that, would you be able to move it back please?  GW	18584	1	Fed(1) <> Empire(8)
39	8) The Evil Empire (greywolf)	1) The Feds (chanain)	I have changed the friendly code to xms on p425 so the MBR can beam up fuel. There is plenty on that world.	18585	1	Fed(1) <> Empire(8)
39	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Virgo s401 will be towed to (1712, 1238) ... holds 84 fighter after the tow and could build 24 more fighter, if gs4 is done at p63.	18586	1	Fascist(4) <> Colonial(11)
39	11) The Colonies (frostriese)	1) The Feds (chanain)	Nice gambit ... we will see how it develops. ^^  Thanks for the head up :)	18587	1	Fed(1) <> Colonial(11)
39	11) The Colonies (frostriese)	1) The Feds (chanain)	Let me know where we make the handover - may be p155.  I bring my Virgos in position for Colonial Mine Sweep - and clean the former rebel home turf.  Welcome my new neighbour ^^	18588	1	Fed(1) <> Colonial(11)
39	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Seems logical from my view	18589	1	Fascist(4) <> Colonial(11)
39	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, would you please fill my merlin on P252 with clans again? Thanks, Hiko	18590	1	Lizard(2) <> Cyborg(6)
39	1) The Feds (chanain)	11) The Colonies (frostriese)	p155 works for me. I can have both ships there in three turns.	18591	1	Fed(1) <> Colonial(11)
39	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	Yes you can move troops to 308	18592	1	Cyborg(6) <> Empire(8)
39	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	The EE and I have no agreements beyond turn 50 If you include the third resolute that's agreeable	18593	1	Bird Man(3) <> Cyborg(6)
39	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	Hi Heiko,  Getting to p231 would take a while, even by FCC. I'm not that far down yet. Perhaps there will be a future opportunity to work together. To answer your question, no, I have not been in communication with the Fascists, and my presence in the middle is strictly for myself.  Best, Max	18594	1	Lizard(2) <> Bird Man(3)

39	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	I'll have two Resolutes on your HW next turn. A Swift will be there as well in order to take ownership of two of the FCC's. We'll handle the third in a few turns when I get the last Resolute there.	18595	1	Bird Man(3) <> Cyborg(6)
			Are you going to confront the EE, or perhaps chunnel to the south and engage the weakened Fascists? They would be a good race to kick when they are down.			
			Max			
40	1) The Feds (chanain)	8) The Evil Empire (greywolf)	What tech do you need on the Meteor and Frigate?	19545	1	Fed(1) <> Empire(8)
40	2) The Lizards (hiko)	11) The Colonies (frostriese)	good kill!	19546	1	Lizard(2) <> Colonial(11)
40	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	Thank you for your open answer. That narrows the suspects down to Frostie and/or Elvon. If there is to be any help for him.	19547	1	Lizard(2) <> Bird Man(3)
			I wish a happy new year to you,			
40	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi Chanain,	19548	1	Fed(1) <> Empire(8)
			Is it possible to get TW (Frigate) and at least disruptors and Mark8 torps?			
			Thanks!			
			GW			
40	8) The Evil Empire (greywolf)	1) The Feds (chanain)	On both I should have clarified.	19549	1	Fed(1) <> Empire(8)
40	1) The Feds (chanain)	8) The Evil Empire (greywolf)	That's not a problem. When you say "at least"...	19550	1	Fed(1) <> Empire(8)
			...if I sell enough supplies, I can equip them with any beams up to Heavy Disruptors, though that would empty the molybdenum stores. Up to you as to what you prefer.			
40	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi mate,	19551	1	Fed(1) <> Empire(8)
			Do not sell supplies, I will bring over more cash.			
			Disruptors are fine. I have some Gorbies coming which will chew up the Moly.			
			GW			
40	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	To you as well, my friend.	19552	1	Lizard(2) <> Bird Man(3)
			Max			
40	9) The Robots (elvon)	4) The Fascists (mkkangas)	I have not heard back from you if my proposed route is optimal (i.e. me going for p156) or should i go further south to hide my involvement from prying eyes. Also, will you send cloaker to meet me halfway? It would make greatest impact if i dropped 2-3 max minefields at strategic places and caught maximum of Hiko ships by surprise. That of course would require you giving me required amount of D7 or other mine layers to do that (we can work out best way to coordinate once i reach you).	19553	1	Fascist(4) <> Robotic(9)
			Also i have enough PP in reserve to build several Golems in your space. I can't afford to gift them though and would require ships of more or less equal value in return.			
			I am interested in x-ray/gamma bomb Victorious for capturing and a lot of mk7 D7 for scouting and surprise			
40	4) The Fascists (mkkangas)	9) The Robots (elvon)	Sorry on ski holiday in zermatt and barely having time to do my turns. Will be back tomorrow. For now just go with your plan and ill send a cloaker	19554	1	Fascist(4) <> Robotic(9)
40	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	Hail,	19555	1	Empire(8) <> Colonial(11)
			the Lizzards gets strong ... whats your view on the aftermath of Lizzard-Fascist clash?			
			A Lizzard without challenge is a tough time for both of us.			
			Br Frostie			
40	11) The Colonies (frostriese)	2) The Lizards (hiko)	GrÃ¼Ãe,	19556	1	Lizard(2) <> Colonial(11)
			spontane Frage ... was hast du mit deinem FCC Netzwerk nach dem Fascisten vor und wie stehtst du zum EE / Robot?			
			Frostie			

40	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'm rethinking my assessment of what's going on in the northeast, and I wonder if we might put our heads together on this: I no longer think that the Birds are coordinating with the Robots. I have some reason to think that the Birds and Crystals, and *someone else* (Borg?) and the Crystals, have worked out terms of cooperation.	19557	1	Fed(1) <> Empire(8)
40	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	I can give you one Resolute over your HW this turn. Can you give me one of the FCC's over p465?	19558	1	Bird Man(3) <> Cyborg(6)
40	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>** Border / Crystals **</p> <p>It looks like we are getting very close on your western border around p341/265. I own the planets west of there. Let's talk in the next turn or two about establishing a border.</p> <p>Regarding the Crystals, I almost have my fleet ready to move on them. I needed some time to get fuel support in place as well.</p>	19559	1	Bird Man(3) <> Robotic(9)
40	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Yes, and this is what worries me. While i am dealing with crystal you are claiming planets that are much closer to my space, than to yours. And on top of that i see your freighters moving into crystal space without a fear and i don't see any minefields from crystals defending his northern border after your attempted attack. Which all is quite suspicious.</p> <p>Also, you still have not answered about trade possibilities with me, which makes me think you do not plan on doing it. No trade means you are much less attractive to me as a partner and allay. (I always deal fairly with my allies and trade would have secured your borders from my forces for sure).</p> <p>Either way, if you want to have peace with me you should stay out of p142 cluster. I in turn will leave p111 cluster in your hands (not negotiable). I will also continue moving west from p341 as i need a way to engage trio on the west. As for crystal home cluster .... we can talk about splitting it if i see you actually contributing to their destruction. So far all you have done is providing crystal with 2 Darkwings, that are actually complicating things a lot for me.</p>	19560	1	Bird Man(3) <> Robotic(9)
40	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi mate,</p> <p>I am not sure. If he wins, he will be your neighbour as well. I have a good relationship at the moment and I have traded a couple of Gorbies so he isn't weak.</p> <p>I do know how to defeat a Lizard as the EE, but I hate playing against the Bird, so I am personally more worried about the Bird player.</p> <p>You should be ok if you maintain minefield control, so economy would be key, but growth can be hard into a Lizard for obvious reasons.</p> <p>I thought he was nearly dead, but I keep seeing Fascist ships blowing up.</p> <p>What do you think?</p>	19561	1	Empire(8) <> Colonial(11)

40	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi mate,</p> <p>That is big news for me... I did see a Crystal probe heading to the Lizard area, but I thought that was for refuge, but I don't see how they can help each other.</p> <p>The Bird have me completely cut off from the middle and they have planets that now intersect the Lizards and Fascists (p276 seems to be the extremity I have seen with probes).</p> <p>My worry is the Borg working with the Bird which will mean my demise reasonably quickly, so I am working on that diplomatically and laying down defensive minefields.</p> <p>I really do not know how the Robot's caught that fleet in the open... It seems really poor play by the Crystals. There is no merging Ion storms to cause it and you don't sally out as the Crystal against the Bot...</p> <p>I did notice that the Bird lost to ships to the Crystals early. Perhaps it was a trade. I was going off your words that they were at war and the Crystal doesn't reply to my notes...</p> <p>I will see what I can find out.</p> <p>GW</p>	19562	1	Fed(1) <> Empire(8)
41	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	s401 sets gs4.	20552	1	Fascist(4) <> Colonial(11)
41	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Thanks for the money on your base. I ordered a LCC W9 Xray M8.</p> <p>P252: please fill my merlin and FCC471 with clans.</p> <p>Regards, Hiko</p>	20553	1	Lizard(2) <> Cyborg(6)
41	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Elvon has a pretty sizeable fleet in that area - at least 5 Golems, 2 Automas, plus Cat's Paws. I think his sweeping capability may be overpowering the Crystal economy to lay web mines.</p> <p>As to the Birds...A couple of Dark Wings got caught in Flaabes' web mines a while back. It was around the same time as the Robot advance, so I figured there was likely coordination.</p> <p>Since then, however, he hasn't been behaving as if he's watching for cloaklers on his northern border. So either he worked out a peace with the Bird after catching those Dark Wings, or the DWs themselves were caught accidentally in the course of a trade.</p>	20554	1	Fed(1) <> Empire(8)
41	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Just wanted to check on the status here: Are you still willing to help out with web mines on the Robot's southern front? And what kind of peace treaty would you be willing to agree to?</p> <p>Elvon's got a bunch of carriers on the move near my territory. Web mines would be helpful - I suspect that he sent his ships with high tech beams north, and he's probably poorly equipped to take on web mines in the</p>	20555	1	Fed(1) <> Crystalline(7)
41	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>Sure I am still wiling to support. There is only one limiting factor: my cooperation with another race which I don't want to reveal by now. As I see the situation it should not bother our peace agreement so far. I only can confirm you that I won't use the webs you provide torps for against you.</p> <p>I will not be able to support your base here for super refitting. I have to use all resources for torps. Give me your probe, and I'll hurry your way. Anyone who fights robots is my friend... He definitely has some golems equipped with hp, no idea how where they are located.</p>	20556	1	Fed(1) <> Crystalline(7)
41	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>I am bringing the probe in this turn. Can you make it doesn't get shot please?</p> <p>Chat later,</p> <p>GW</p>	20557	1	Cyborg(6) <> Empire(8)
41	1) The Feds (chanain)	7) The Crystal People (flaabes)	I'll GS the freighter and the probe. The probe is fully fuelled; you should be able to make it to p94.	20558	1	Fed(1) <> Crystalline(7)
41	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	thanks, finally back from my ski holidays and can focus on the game again. I thought everyone agreed to a game pause on the 24th and 31st :P	20559	1	Fascist(4) <> Colonial(11)

41	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Interesting.</p> <p>I doubt it is the probe with the Lizard. There are a few options.</p> <p>1) he has partnered with the Borg.</p> <p>2) partnered with the Bird.</p> <p>3) partnered with fellow German Hiko</p> <p>I doubt option 1. Mike seems to have limited English and coordination is difficult. I am trying at the moment and it is hard.</p> <p>Option 2 is possible and dangerous.</p> <p>I do not think Option 3, but maybe. I might reach out to the Lizard.</p> <p>GW</p>	20560	1	Fed(1) <> Empire(8)
41	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>yes - all, but not the Admins ^^</p> <p>p407 FC 444 SB mission Force to surrender ^^</p>	20561	1	Fascist(4) <> Colonial(11)
41	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>My ships is on p208 this turn. I can go to p156 and wait for you there or i can go to p320 and then further south (will go to p208 if i don't hear from you). Also bring one clan, i am about to drop all clans i have on board (let me know if you are already en route and with no clans aboard, i will cancel my action then)</p>	20563	1	Fascist(4) <> Robotic(9)
41	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Warte noch 1 Runde mit dem Bodenkampf ... ich verschleierte den SB Tausch doch.</p>	20564	1	Lizard(2) <> Colonial(11)
41	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Ok. Ich habe das Absetzen rÃ¼ckgÃ¤ngig gemacht.</p> <p>Fliege du mit deiner Probe nach P479, da baue ich eine Base fÃ¼r dich, die du nÃ¤chsten turn Ã¼bernehmen kannst. Dann haben wir unsere Verschleierung.</p>	20565	1	Lizard(2) <> Colonial(11)
41	4) The Fascists (mkkangas)	9) The Robots (elvon)	<p>p31 would make an ideal target I can reach with a cloaker in 3 turns and via my planet chains, puts you within reach of the lizards.</p> <p>I'm not seeing many better options as heading south will be pointless.</p>	20566	1	Fascist(4) <> Robotic(9)
41	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Ok setting 444</p>	20567	1	Fascist(4) <> Colonial(11)
41	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>To be candid, I negotiated a temporary NAP with the Crystals after he caught my Darkwings coming in. He was going to take my ships regardless, and I worked out an agreement that I would not attack him, and he would not cause me problems on my established planets in the area immediately south of me. That would have caused major problems with me getting to the middle and doing any meaningful expansion beyond my home cluster. I also needed to buy time to put together a proper fleet to take him out. I think at this point a good approach would be to FoF him by taking out weakly defended planets. I'm going to start sending ships this turn to different areas to strike all at once. This has greater urgency now as I believe he may also be working with the Lizards or EE via a recent probe moved to the west. I don't want the Lizards funding a Crystal vassal. I should be in position to make the first strikes in 3-4 turns. There is no deception in this, and you will see evidence in the planet count over the next several turns.</p> <p>Regarding the trade... Honestly, using carriers (especially large, fuel-consuming ones) has never been in my playbook, and I've not needed them to win in the past. Perhaps that may be different in this game where I need more anvils... Also, the idea of cloaking Robot Resolute minelayers is frankly scary in a zero-ally game. Your posture towards me has also been a bit brusque, which gives me pause to hand over cloaking technology. This is why I've been reluctant to continue that conversation to this point. Depending on how things develop between us, that could change.</p> <p>We may need to clarify on the p142 cluster and what you consider part of the cluster, as it is very large if you include all of the connected planets. In general, though, I see most of that as your area. I already have a few established planets there.</p> <p>To get down to brass tacks, we have a few different scenarios on how this can go:</p> <p>1) Come to an uneasy border agreement that will likely mean me giving up 7-10 planets. There would likely be no ship trades or support in this scenario.</p> <p>2) Us not coming to an agreement, likely leading to military engagements. I would take losses, but would then be incentivized to aid the Crystals as well as you would be so my destruction after destroying the Crystals. I'm</p>	20568	1	Bird Man(3) <> Robotic(9)

41	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>I am not native English speaker and might not grasp all nuances of word "brusque", but my understanding is it means abrupt &amp;€[ which to be honest surprises me. Since you approached me with offer of cooperation I have been nothing, but forthcoming and cooperative be it with intel, planning or granting safe passage when requested. All but the last message that is, which I fully feel justified to have made. So, these accusations coming from you seems to be a bit hypocritical, don't you think? If on the other hand what you meant is blunt, then yes, I prefer to be direct to avoid any misunderstandings and usually try not to deal with people who enjoy vague wordings to "outsmart" and fool their peers. I keep my agreements both to letter and in spirit and I expect the same from others I work with.</p> <p>Anyhow, let me elaborate on proposed border:</p> <p>1) topography - assuming your home world is on p242 closest planet to you in p142 cluster is a bit less than 400ly away. My HW is closer. Also planet count in p111 cluster which I think is fair to be yours has 22 planets and together with p160 and p129 cluster has 27 planets. Northern part of p142 cluster together with p144 and p282 cluster has 28 planets which is approximately equal. Southern part of cluster I actually have to fight with Feds to earn it.</p> <p>2) fairness - since you approached me (turn 22) I have swept around 132k crystal mines, which is worth about 3.7k in each minerals and around 48k in MC, I have destroyed 5 emeralds and 2 diamond flames (both combat and mines) and have over 20 battle ships involved in operation against crystals. On the other hand you during that time sent 2 ships to the frontline and lost them almost immediately and have in effect been working against me since then, by letting crystals concentrate their ships and resources on one front instead of 2. Instead of helping you were actually using me to landgrab. Also I don't know if you could have prevented that probe I warned you about leaving crystal space or not, but you did not even try. And if EE and Lizards are any good (and they are) we wouldn't be able to FoF crystal and will have to deal with webs till the end of game. Check this turn score, crystals have +55k and 2 unaccounted ships which very much looks like lizards transferring 2 fully loaded LCCs to crystal. And after all this you do think it is fair, that you keep those planets in p142 cluster?</p> <p>3) trust - I was approached by crystals with offer of peace at the same time you had. I refused, you on the other hand did not &amp;€[ and you kept it secret until it was too obvious to deny. If you want to partner with me I have to trust you and mine on what should not be secret in the first place will no longer see beyond that trust I don't know how far Lizards have gone, but wouldn't me moving to p31 be visible by them or EE?</p>	20569	1	Bird Man(3) <> Robotic(9)
41	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>Also, looking at score it seems that crystal has received 2 ships this turn. Most likely candidate seems to be Lizards, which could mean, that you might soon see some webs on your front line.</p> <p>Of course it also might be something targeted at me, since i am at war with crystal for last 20 turns.</p>	20570	1	Fascist(4) <> Robotic(9)
42	9) The Robots (elvon)	4) The Fascists (mkkangas)	FYI - ship en route to your space got destroyed by Lizards.	21572	1	Fascist(4) <> Robotic(9)
42	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Greetings!</p> <p>You have pests in your space. My ship en route to Fascists got destroyed by Lizards LCC (x-rays, 46 mk4 left). If we want to help Fascists in time you might consider lending me your cloaker to reach them (of course i will give it back afterwards).</p> <p>Also, feel free to take p208 and p186. I only took them from from Rebels to get free campaign resources and have no claim on those planets.</p> <p>Regards,</p>	21573	1	Robotic(9) <> Colonial(11)
42	4) The Fascists (mkkangas)	9) The Robots (elvon)	Looks like the crystals arrived via chunnel with a fully loaded LCC to escort the lizard gorbie :)	21574	1	Fascist(4) <> Robotic(9)
42	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Seems the crystals channeled in with a fully loaded LCC to escort the 2 lizard gorbies. Interesting times :) The robots meanwhile had their ship ambushed by the lizards.	21575	1	Fascist(4) <> Colonial(11)
42	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>I guess you should feel proud they need to stack so many advantages to take you out.</p> <p>Anyhow, if i actually manage to get a ship into your space i might build some cats paws with Heavy Phasers (free of charge) to help you out with sweeping. I know they are not optimal for that, but it is best i have for a price of 1 PP per beam.</p> <p>I am trying to see if i can persuade CoM to lend me their Deth Specula to reach you, but i am not holding high hopes of that. Therefore continue with your cloaker in my general direction and i will see if i can find a ship to</p>	21576	1	Fascist(4) <> Robotic(9)
42	4) The Fascists (mkkangas)	9) The Robots (elvon)	<p>I have some strongholds closer to the map center, i'm thinking to flee there and maybe evac some population towards you. Your minefields would keep me alive for a while. I of course can provide poppers, cloakers and setup nasty 2x beam starbases at your frontlines which would be covered in your own minefields.</p> <p>I've left my territory fairly devoid of fuel, metals and natives so its fairly scorched earth by the time the lizard/ee/borg/xtal horde takes over.</p>	21577	1	Fascist(4) <> Robotic(9)

42	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi Chanain,  The Crystal is working with the Bird as the Lizard has heard it.  Hiko believes the Bird is playing him. Those first losses were a ship swap.  mmmmmh,  GW	21578	1	Fed(1) <> Empire(8)
42	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	The webs are very bad ...	21579	1	Fascist(4) <> Colonial(11)
42	11) The Colonies (frostriese)	9) The Robots (elvon)	Sorry for the cloaker ... I had no notice of LCCs so far away / deep into Fascist influence.  I will start to protect my space!  Thanks for both planets.  Fascist is in deep trouble ... the Crystal has arrived.	21580	1	Robotic(9) <> Colonial(11)
42	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	Busy 24 hours.  more to come when not on my mobile.  fuel issues on the channel destination.  I will also forward the Borg comms. I think best to forward him the offer from me unless you feel strongly about it. I do not have a spare Gorbie, so I assume from you.  somehow we have to keep track of ships too as the refit could get messy. We can always time machine to last	21581	1	Lizard(2) <> Empire(8)
42	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Robotic mines could be the only way available to counter the smaller webs.	21582	1	Fascist(4) <> Colonial(11)
42	4) The Fascists (mkkangas)	9) The Robots (elvon)	The webs will be dangerous for the colonials as well - lets see if he becomes more helpful, as only your robotic mines can stop the horde.	21583	1	Fascist(4) <> Robotic(9)
42	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Thanks, that's interesting.  Another interesting tidbit for you: Spyglass was a Robotic Pawn Class Baseship. I'm not sure who killed it, though.  On your way in, were you close enough to DS p35? There's a Golem and LDSF there right now; based on mass,	21584	1	Fed(1) <> Empire(8)
42	9) The Robots (elvon)	11) The Colonies (frostriese)	That he is! I am trying to take out Crystals, but with EE probes hyping around it is impossible to contain them and I'm afraid we will have to deal with webs even after I take out their home cluster.  Looking at this turns score it seems, that I will have to deal with webs in Feds space as well. If you have spare Cobols to send my way now would be the time, as without sufficient fuel I have a good chance to be stuck on my home fronts for a long time and this is time Lizards and EE will have to push their own offensive with little opposition.  I have been talking with Fascists and I have impression they wouldn't be able to hold out for long, especially now, when Lizards brought Crystal webs to the table. Unless you have an arrangement with Lizards it is in your	21585	1	Robotic(9) <> Colonial(11)
42	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, I think you are likely to have some Robot fun.  I have no info on p35. If you lend me a probe, I am happy to jump out and back with a Dark Sense. You are after all doing refits for me.  If the war starts early, he has the issue of a two front war, but you need refits (Moly) for sweeping...  Timing will be everything...  GW	21586	1	Fed(1) <> Empire(8)
42	7) The Crystal People (flaabes)	1) The Feds (chanain)	Sorry for silly question: Hyperjump does not prevent from possible mine hit, correct?	21587	1	Fed(1) <> Crystalline(7)
42	1) The Feds (chanain)	7) The Crystal People (flaabes)	Yes it does. You can hyperjump through minefields without worrying about mine hits. (Star clusters are another matter, but that's not relevant in this sector.)	21588	1	Fed(1) <> Crystalline(7)

42	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Yep. My refits are going well, though. Good moly stores.</p> <p>He's brought a Golem and 2 Automats into the cluster to our west; I have a fleet capable of destroying them easily, but not efficiently. (Not enough fully loaded Kittyhawks yet.)</p> <p>I'm putting together a fairly solid war strategy. I have a pretty good idea as to how this will play out, but the biggest question is how long the Crystals can hold out.</p> <p>My real debate this turn is: Do I advance on the western front, risk sacrificing three battleships to destroy two carriers, but then have strong superiority in the cluster, and probably be able to take on the additional carrier(s) one or two at a time? Or do I hold back, wait until I can throw together a better battle order, and risk</p>	21589	1	Fed(1) <> Empire(8)
42	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	I am ready to tranfer both FCC.	21590	1	Bird Man(3) <> Cyborg(6)
42	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>I'm giving you one of the Resolutes over your HW this turn. You can give me one of the FCC's there. Keep s221 FCC in the south where it is at, and I will meet you there next turn. Then we can exchange the second Resolute next turn. I'll have the third Resolute to your HW in a few turns.</p>	21591	1	Bird Man(3) <> Cyborg(6)
42	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>First, your English is much better than many here in America... ;)</p> <p>Many of your criticisms are valid. Hopefully you can see my side a bit, as I'm a weaker race, and I didn't know if you were working with the Crystals in the beginning. Regarding the two ships that I lost, I saw an opportunity to strike his HW and help prevent further ships from working against you/us. If I was a turn or two earlier, it would have worked. I took all of the fuel I had available at the time, and unfortunately it didn't work out. It was risk/reward, since if I waited, there probably would have been web mines that would have lost me the initiative. Only now am I ready (and making) any meaningful offensive there with proper support.</p> <p>I'll cede my planets to you in the p142 cluster. If we are working together, we should coordinate on transferring my clans to you for 1-2 of the planets in that cluster so you don't have to bring more for those.</p> <p>Hopefully you see this and my current offensive against the Crystals as a sign of good faith. We can also work out planets towards the middle to give you a path to the west. Let me know what you see as the next step if you are still interested in working together. In the interest of full disclosure, my only other diplomatic relations are a NAP with the Borg and a bit of ship trading that's in progress (3 weak Resolutes for 3 FCC's). However, I expect that NAP to break down in the near to mid future, as the Borg has nowhere to go but into the EE or into me, and it's obvious where he would go if he's working with the EE. I also have a somewhat tense border agreement with the EE on my western border.</p> <p>Lastly, I'll own any missteps in diplomacy in this game, and could have done better. I don't function as well in zero ally games, as the nature of it somewhat requires deceit against those who you work with. At this point, I've not handled the early game diplomacy well, so I'm content with working together with someone to attack the biggest threat. If we would be successful in that, I'll be happy regardless of planet count. That's more in line of how I usually play the game.</p>	21592	1	Bird Man(3) <> Robotic(9)
42	3) The Bird Men (maximus1776)	7) The Crystal People (flaabes)	<p>Commander Flaabes,</p> <p>Until this point I've honored my commitment to not move my forces towards your area. However, the Robots are being aggressive towards me, and if I let them continue into your cluster, they will be on my doorstep. Unfortunately, our peace cannot last. You have a few turns, and in good faith I wanted to give you fair warning.</p> <p>May our battle be well-fought.</p> <p>Regards,</p>	21593	1	Bird Man(3) <> Crystalline(7)
42	4) The Fascists (mkkangas)	9) The Robots (elvon)	Do you suspect the colonials tipped off the lizards about your ship so it was intercepted?	21594	1	Fascist(4) <> Robotic(9)
42	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>It is a possibility.</p> <p>So far they have expressed an interested in helping me move (i.e. Cobols) towards EE/Borg to engage them, but it all has been in words only and with no actual actions to substantiate it. If they come through with Cobols i might trust them more, but so far they might as well be stalling till they are prepared to move on tier own.</p> <p>Don't want to jinx it, but i might be able to get help to reach you elsewhere. I'll keep you posted ...</p>	21595	1	Fascist(4) <> Robotic(9)



42	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>Fireclouds are extremely handy. Would you consider trading a Gorbie full of fighters for the same equivalent in PBP's of fireclouds?</p> <p>I am dumping the mc this turn.</p> <p>Chat later and have a great night!</p>	21596	1	Cyborg(6) <> Empire(8)
42	7) The Crystal People (flaabes)	3) The Bird Men (maximus1776)	<p>Thank you for your warning, Commander Maximus,</p> <p>I will face my fate.</p> <p>But, as you probably know, the more you help robots to finish me off, the sooner they will be on your doorstep. You could either support crystal abilities to hold them off. But now you've made your decision.</p> <p>I will not be able to return those DWs to you.</p> <p>Good luck!</p> <p>Flaabes</p>	21597	1	Bird Man(3) <> Crystalline(7)
42	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>I am glad we have worked it out and will be cooperating instead of fighting!</p> <p>Situation on my borders:  Feds (on my south) - officially at war, but it has not moved to active phase yet. Might be changing soon &amp;€  this turns score change might indicate Feds got Crystal mine layers in they camp too. Which actually is a good news for you, because of only 2 safe passage limit Crystals would be spending one on Feds and one on Lizards (i.e. none for EE or Borg). I'm not too worried about it though, unless of course they have managed to smuggle Borg Fireclaud there and I will have whole might of their alliance at my borders. Which is not that bad as well, as I wouldn't need to spend fuel to actually reach them on my own ;)  I could have worked out NAP with Feds, but since they have been working with EE early on and I have kicked their ass in Spaceball sector where they were allied as well, I estimated it was very unlikely NAP would have lasted for long.  CoM (next clockwise including former Rebel space) - no official NAP, but all communications have been friendly so far, with them offering help in form of Cobols for me to reach and engage EE/Borg. No actual help has come to substantiate their words though, so all this might as well be a stalling tactics. From what I gather from Fascists he is behaving similarly with them too i.e. speaks of help without actually doing anything.  Fascists (next clockwise) - not looking good for them. Lizards are pressing on and they have stacked a lot of advantages on their side (including Lizard MCBRs, Lizard Gorbies and Fireclauds (no info on race)). Also Crystal owned LCCs where spotted on Fascist border this turn. I tried to send my ship to aid Fascist with minefields, but it got intercepted by Lizard LCC this turn (explosion of Spyglass). CoM was aware of my route, so there is a possibility he tipped Lizards off.</p> <p>Your situation:  Fireclauds from Borg - Grats! This is an excellent trade &amp;€  not only will it help your economy, but Fireclauds are also perfect tools both for offense and defense.  EE/Borg - since Lizards have whole stack of traded tech I think it is safe to assume EE has it too. And with Birds having almost the same technology advantaged as Lizards I think it is much more likely EE and Borg will band together to attack you instead of EE offering you an alliance to take out Borg. Fortify your borders!</p>	21598	1	Bird Man(3) <> Robotic(9)
42	9) The Robots (elvon)	11) The Colonies (frostrieze)	<p>FYI - I'm revoking safe passage this turn. It is not an indication in a change of our stance towards you, but simply that with our limited diplomacy options it was needed elsewhere.</p>	21599	1	Robotic(9) <> Colonial(11)
42	4) The Fascists (mkkangas)	9) The Robots (elvon)	<p>Before i shared intel with the colonials, i was crushing the lizards. Afterwards, the lizards have been incredibly lucky with every single attack. As much as I'd like to claim paranoia...</p> <p>Secondly the lizards and colonials are sharing probes / clearly have an arrangement of some form.</p> <p>And thirdly, they just won a senior officers game together as allies.</p>	21600	1	Fascist(4) <> Robotic(9)
42	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>Sounds very suspicious!</p> <p>Maybe it is time to remove share intel from them or to try to feed some false into through them.</p>	21601	1	Fascist(4) <> Robotic(9)

42	4) The Fascists (mkkangas)	9) The Robots (elvon)	If i do that, they will attack me and it will be obvious.  I was thinking of retreating some ships through their space, and maybe accidentally attacking their homeworld. Can't quite decide yet.	21602	1	Fascist(4) <> Robotic(9)
42	4) The Fascists (mkkangas)	9) The Robots (elvon)	If the colonials are working with the lizards - who else can help us? Or are we *#&@ed?	21603	1	Fascist(4) <> Robotic(9)
43	9) The Robots (elvon)	3) The Bird Men (maximus1776)	The Robotic Imperium (elvon) has granted us safe passage through their space and minefields.	21610	1	Bird Man(3) <> Robotic(9)
43	4) The Fascists (mkkangas)	9) The Robots (elvon)	Apparently the lizards had a starbase next to the colonial homeworld - i destroyed it. Interesting...	22824	1	Fascist(4) <> Robotic(9)
43	9) The Robots (elvon)	4) The Fascists (mkkangas)	Huh? Do you mean you destroyed it this turn or is this some kind of "ancient" history?	22825	1	Fascist(4) <> Robotic(9)
43	4) The Fascists (mkkangas)	1) The Feds (chanain)	Do you have any plans to survive the Lizard/Empire/Xtal/Borg horde?	22826	1	Fed(1) <> Fascist(4)
43	4) The Fascists (mkkangas)	9) The Robots (elvon)	Just this turn - I realize how *#&@ed I am :)	22827	1	Fascist(4) <> Robotic(9)
43	4) The Fascists (mkkangas)	9) The Robots (elvon)	I was shocked how all my cloaked attacks - superbly organized - were suddenly thwarted after I befriended the	22828	1	Fascist(4) <> Robotic(9)
43	9) The Robots (elvon)	4) The Fascists (mkkangas)	Well, that definitely sucks and explains how my ship was intercepted.  I will have to rethink my strategy taking into account that CoM will become hostile soon enough.  I don't know in what shape your forces are, but in light of this development we might consider attacking CoM from two sides. I will have to figure out how to get enough of my forces to the middle though as i lack fuel to travel significant distances.  When you are removing share intel from CoM consider flashing it to me for a turn, so that i have better grasp of situation.	22829	1	Fascist(4) <> Robotic(9)
43	4) The Fascists (mkkangas)	9) The Robots (elvon)	I have further evidence of collusion:  Check out the senior officers game they just finished. Immediately on the first turn Frostriese shares intel with Hiko. Also both listed as in Germany. Hiko, a new player with minimal history, magically wins every game and is in the Emperor's game.	22830	1	Fascist(4) <> Robotic(9)
43	4) The Fascists (mkkangas)	9) The Robots (elvon)	Anyway I'm open to anything, I have 0 chance of victory but want some revenge. Guide me and i'll assist	22831	1	Fascist(4) <> Robotic(9)
43	9) The Robots (elvon)	4) The Fascists (mkkangas)	I think Lizard base in CoM space is proof enough ... even though you probably wouldn't be able to prove anything for sure, if their main communication channel is out of game.  Emperor games are supposed to be among the best of us and it is sad such despicable tactics are employed.  Anyhow, you have a reputation of formidable commander and i am sure even in your current state you can cause a lot of damage. Just remember, that revenge is best served cold and don't let despair and anger guide you ;)	22832	1	Fascist(4) <> Robotic(9)
43	4) The Fascists (mkkangas)	9) The Robots (elvon)	All good, I love a painful siege. Ironically I had ships on turn 8 in range to strike the headshot the colonial homeworld, but instead opted to take out the lizard's home instead :) Lesson learned.  Any news about the Feds? I'm guessing the colonials have them wrapped around their finger.	22833	1	Fascist(4) <> Robotic(9)
43	2) The Lizards (hiko)	11) The Colonies (frostriese)	Interessante Wendung.	22834	1	Lizard(2) <> Colonial(11)

43	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Maximus,</p> <p>I see you are gearing up quite nicely. It seems one or two high tech DW's per turn and I am hoping they are not heading my way.</p> <p>I have slowed down now after the pirate war and entered a phase of consolidation and peace on all my borders. I will be at peace for quite some time and it will give me time to properly research all the players. I notice from Dark Sense you have taken planets as low as p276 (from my p454), but with all the Lizard and Fascist ships I see flying around there, I am not sure you will be able to keep them being so far away from your core.</p> <p>What is happening on your side of the map? Looking at the explosions I would guess the Crystals are fighting the Robot's and not much else?</p> <p>On my side, the Lizards and Fascist are going for it and I am pretty much staying clear and trying to keep the balance. I do the odd dark sense for the Lizard and that is about it.</p> <p>Work is pretty busy at the moment, but I have been looking at some older games and notice there are a few players here that are from the same country and also some that have worked together for a win. I only have had that with Tomako who was unfortunately the pirate next to my EE, so I am a bit on my own here. Elvon is also a very strong tactical player, so I am not sure the Crystals will survive.</p> <p>How do you see it playing out diplomatically?</p> <p>Chat later and have a great day!</p> <p>GW</p>	22835	1	Bird Man(3) <-> Empire(8)
43	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>I'll respond more thoroughly tomorrow, but I am setting Share Intel this turn for you. This should help us coordinate on the Crystals. Note that I found a weak Fed starbase in the Crystal area at p64 that will be going away this turn. The Crystals are also attacking my planets in the middle now. However, they won't be able to hold the ground.</p>	22836	1	Bird Man(3) <-> Robotic(9)
43	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Also, I just noticed that the Borg have chunnelled 3 Biocides and 2 more FCC's to p359 on your western front. This was highly unexpected and he did not announce it to me. I'm going to try to fish for his intention, and suggest that he work towards either the Feds or the CoM. Let me know your thoughts on this. I'm certainly concerned that he is going to come after either me or you. He did complete a Resolute/FCC ship trade with me this turn, so perhaps he is just stringing me along until he gets into place... I have wanted to take him out, but he had a few cubes in his home cluster, which would have made it difficult.</p>	22837	1	Bird Man(3) <-> Robotic(9)
43	1) The Feds (chanain)	4) The Fascists (mkkangas)	<p>Um...yes?</p> <p>Honestly, while I could be convinced that the Lizards have received support from (or made deals with) each of the other three, I seriously doubt that there's a solid four-way alliance between them.</p> <p>As well, I happen to know that the Birds have made deals with at least a couple of them, and I've made my own exchanges. That doesn't mean I've picked a side - and I strongly expect some sort of military conflict in the north-east within the next couple dozen turns.</p> <p>If there are any deals that you'd like to propose, I'm all ears. I'm always on the lookout for ways to add cloaklers and poppers to my fleet, and I wouldn't mind helping to balance out your conflict against the Lizards a little. (I'm not prepared to get directly involved at this time, however.)</p> <p>Regards, Chanain</p>	22838	1	Fed(1) <-> Fascist(4)
43	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>I have the terraformers at p155. Do you want me to send them to you somewhere else?</p>	22839	1	Fed(1) <-> Colonial(11)

43	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Thanks for the info!</p> <p>There has been a development since my last message ... it is coming from Fascists, so i have no way to confirm it yet, but it does sound plausible and aligns with my own observations.</p> <p>It turns out Lizards had base in CoM space (stumbled upon and destroyed by Fascists by accident) and it seems CoM has been working with Lizards all along. That would explain how my ship sent to Fascist space got miraculously intercepted and also all the bad luck of Fascists on Lizards front since Fascists provided share intel to CoM.</p>	22840	1	Bird Man(3) <> Robotic(9)
43	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>I will start handing over some Gorbies soon to you in my area. The only thing I really need for now are TW drives and prefer disruptors or HB. I have the money over the planet, just with the wrong FC. The Lizard has also given me an LCC and TRex and they will need better torps and engines (TRex).</p> <p>Let me know if you want me to borrow a probe to jump out and discover what is happening north of you.</p> <p>GW</p>	22841	1	Fed(1) <> Empire(8)
43	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>I probably would have attempted double head shot myself ... it would had painted fat target on your back, but you did get one anyway ;)</p> <p>Feds - I'm at war with Feds. Not an active phase yet, but they are gathering forces on borders. I could have made NAP with them, but I don't believe it would have lasted long as they were working with EE early on. You have probably noticed Feds providing refit services to the other camp by looking at score. Of course you can try to communicate with Feds yourself and see if you can persuade them to go for CoM. If Feds are aligned with EE in particular, they might see a benefit in weakening Lizard/CoM camp. But it is much more likely they will want to keep CoM alive as an counter to my minefields.</p> <p>Any developments with CoM?</p> <p>Any ideas yourself? (well, except we are screwed ;)</p> <p>I have been thinking about our situation and at this point it seem our best chance is to take out CoM while trying to slow down Lizards on the other side. I have not received confirmation yet, but I hope Bird will be able to provide cloaker for me to reach you. If I get to you I can lay down mines and build couple Golems on your side, which should help you on both fronts. Meanwhile if you can get one of your ship to me I could definitely use some of your tech and could also provide you with fall back planets if needed.</p> <p>To the north I am in a process of taking out Crystals (attacking his home cluster now), but with webs it is going slow. Once done it should free up my northern fleet to protect center against EE/Cyborg. I have some ships stationed in the center, but right now they are working as a deterrent against Feds moving in that direction. Those are something I could get into position to attack CoM fairly fast, but I need to dig out enough fuel to actually move them. I have also fairly large fleet stationed to move against Feds, but I have fuel problems there as well. If I can push through Feds I can attack CoM from east. I have fought Chanain before though and I don't expect for it to be roll over, so little chance of that happening fast enough.</p>	22842	1	Fascist(4) <> Robotic(9)
43	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>I had time to think about your info:</p> <p>1) why did Crystal attack you? It makes no sense for him to antagonize you, if you had a NAP. Or did you break it before that or it expired?</p> <p>2) p64 - great! be mindful, that Rubies to south are likely to drop down webs to hinder my Golem 493. Btw, can you confirm, that Crystal home is on p446? I was going to hit home first, but I decided I don't want to risk all the pillaged fuel on board and will hit something else.</p> <p>3) Borg at p359 - lets see who he is after. If he is after me, don't jump in with guns blazing, we can use him being busy with me to our advantage. If he is after you do what Birds do best, play partisans and I will send ships to help as soon as I can. Most likely as soon as we kick Crystal ass or I scrape together enough fuel to move my other fleets.</p>	22843	1	Bird Man(3) <> Robotic(9)
43	11) The Colonies (frostriese)	1) The Feds (chanain)	Great - wait there ... my Cobol will be there next turn.	22844	1	Fed(1) <> Colonial(11)
43	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	p339 - I assume your D3 has done his mission and will be handover? Probe, too?	22845	1	Fascist(4) <> Colonial(11)

43	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>1) In the spirit of my NAP with the Crystals, I gave him a bit of warning that I was breaking it. Usually I don't tell my enemies when I'm going to be attacking, but in this case I felt it was the right thing to do. I should be OK with the amount of Heavy Phasers and fuel support I have going there.</p> <p>2) Crystal HW is p446, confirmed. He also has a SB on p195. Not sure beyond that.</p> <p>3) I have some DW's getting towards the area near the Borg in the south, but they will certainly be avoiding direct confrontation. Your partisan analogy is very appropriate (I'm going to use that in the future...!). Him keeping busy with cubes down there will not affect me in the short-term, although there is a 7.5M Bov Monarchy at p184 that would be nice to keep in the family. I want to get the second and third FCC from him before conflict begins on my side, however. To answer an earlier question, I don't have any Hyp ships on my roster. I'm missing that, as I usually have a fleet of Falcons by this point in the game, which obviously helps considerably with logistics.</p>	22846	1	Bird Man(3) <> Robotic(9)
43	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Greetings,</p> <p>I'm just building freighters, Merlins, and the occasional scout... :) I can say with confidence, however, that nothing is going into your space. Hopefully that sentiment is being reciprocated.</p> <p>As you've seen, the Robots are engaged with the Crystals, which will likely be fatal to the Crystals. I've recently joined that effort in order to help create a bit of a buffer zone between me and the Robots.</p> <p>I'm surprised to hear that you are somewhat solo. Rumor has it on this side of the map that you are working to some degree with the Borg and Lizards. That would make for a significant force, especially between you and Heiko. Other diplomatic developments seem to also have been made which you are no doubt aware of.</p> <p>Should be an interesting game...!</p> <p>Best, Max</p>	22847	1	Bird Man(3) <> Empire(8)
43	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Just a heads-up. The EE sent me a very nice message which was basically a fishing expedition on me and the state of play on the east side. He tried to characterize his coordination with the Lizards as mostly passive, letting them fight it out with the Fascists. He also did not say anything about his relation with the Borg. In my response, I confirmed your fight with the Crystals (which was obvious), and characterized it as though you and I are at odds with each other. I'd like to keep our coordination from the EE/Lizards/Borg for as long as we can. It will be to our advantage if they still see me as flexible diplomatically.</p>	22848	1	Bird Man(3) <> Robotic(9)
43	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>It looks like you brought some friends down to p359. What is the plan down there? Also, are we still on for the FCC transfer on p359, and the Resolute transfer on your HW this turn?</p> <p>Max</p>	22849	1	Bird Man(3) <> Cyborg(6)
43	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>I may send a probe there in a couple of turns. Just coming back from a credit run right now. I'm also working on getting you the minerals to queue up another Gorbie. (Actually, I might start beaming up some Duranium too on some of these run...and I'm thinking there's probably a ton piling up on the surface.)</p>	22850	1	Fed(1) <> Empire(8)
43	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	yes	22851	1	Bird Man(3) <> Cyborg(6)
43	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	I read the last line of your message sent the message yes	22852	1	Bird Man(3) <> Cyborg(6)
43	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>The cube went accidentally but the robots are just across the way?</p> <p>Any cloaklers in the center you can lend me to reach Fascists?</p> <p>Any comments on my other cooperation suggestions in earlier message?</p> <p>PS I have fought against Greywolf in couple games. He is very capable commander, but where he shines is diplomacy. If anyone has everyone wrapped around his finger it would be him.</p> <p>Elvon</p>	22853	1	Bird Man(3) <> Robotic(9)
43	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Correct the D3 eradicated a lizard infestation and is heading over for handover now. Interesting to see a Lizard starbase there - i'm trying to justify its existence but struggling to find an answer that makes any sense. The hull designs are sidegrades of fascist designs and its not required for hissing. With no other racial benefits worth leveraging it clearly must have been a military installation - but strangely located?</p>	22854	1	Fascist(4) <> Colonial(11)
43	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Yes, heaps of Dur. 2200 actually as I guess I mine it faster than you.</p>	22855	1	Fed(1) <> Empire(8)

43	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>I think it I am happier with you collecting a few of the Crystal planets than them all going to the Robot.</p> <p>You are I are likely reasonably high up in the probabilities of doing well and the question that is probably on your mind is... Where am I going to get 250 planets from. Giving 25 to the Robot does not make sense.</p> <p>The Lizard and I are aiding each other somewhat as my early war has left me way under powered than normal, but compensated with additional planets.</p> <p>FYI - Nothing is headed your way other than developing those 4 planets and I suspect I will have an extremely quiet 30 turns or so (well, I hope so) to repair the damaged economy. I am also laying down defensive minefields on the borders and starbases to solidify the 70 planets. I suspect I will be knocked off by someone at 80-100 planets in the next little while, but that is fine by me.</p> <p>I think the diplomatic situation is going to be vastly different in that time, so I am happy to see how it develops.</p> <p>So, unless there are any dramatic changes, not much will happen over here for a while.</p> <p>Have a great turn!</p> <p>GW</p>	22856	1	Bird Man(3) <> Empire(8)
44	3) The Bird Men (maximus1776)	9) The Robots (elvon)	The Empire of the Birds (maximus1776) has offered us an intelligence sharing agreement. Their central intelligence agency is giving us information about the location of their ships and enemies.	22865	1	Bird Man(3) <> Robotic(9)
44	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Setting share intel shis turn!	24271	1	Bird Man(3) <> Robotic(9)
44	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	The webs also get closer, you don't see to be bothered too much.	24272	1	Fascist(4) <> Colonial(11)
44	4) The Fascists (mkkangas)	9) The Robots (elvon)	Seems the infinite chain of meteor towed lcc's laying webfields has begun.... I'm going to flee with whatever hasn't been trapped in your general direction.	24273	1	Fascist(4) <> Robotic(9)
44	4) The Fascists (mkkangas)	7) The Crystal People (flaabes)	I'm not sure what you are getting from your alliance, but you seem to be losing planets as well.	24274	1	Fascist(4) <> Crystalline(7)
44	9) The Robots (elvon)	4) The Fascists (mkkangas)	Ok, does it mean you are abandoning defenses of your home area and there is no need for me to find a cloaker to try and reach you?	24275	1	Fascist(4) <> Robotic(9)
44	4) The Fascists (mkkangas)	9) The Robots (elvon)	Unfortunately so - multiple overlapping 21k sized minefields over my entire home area means i'm pretty much *#&@ed there. About 1/3 of my fleet is safely far away.	24276	1	Fascist(4) <> Robotic(9)
44	7) The Crystal People (flaabes)	1) The Feds (chanain)	I'm heading towards you - I also captured a lizard probe which could come in handy.	24277	1	Fed(1) <> Crystalline(7)
44	1) The Feds (chanain)	7) The Crystal People (flaabes)	Probe 367 incoming to p94 turn 45, 2 clans on board. You will have some turns left for web support; birds have joined the battle against me.	24278	1	Fed(1) <> Crystalline(7)
44	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>That would explain why the Birds hit p64 this turn...</p> <p>Are you able to set Safe Passage for me? Aside from the logistical difficulties of relying on friendly codes for web minefields, the possibility of the Birds overwriting an mfx code would create some serious risks for me.</p> <p>Sounds like the Lizard was right about the Bird playing the Crystal. (See my lost starbase this turn? Yeah, that's what that's about... And to confirm the point, Flaabes tells me the Birds have joined the fight against him.)</p> <p>You should also know that Mkkangas reached out to me recently, to feel out where I stand on what he claimed to be a Lizard/Empire/Borg/Crystal coalition.</p> <p>Can you find out if it was the Lizard who destroyed that Bot Pawn a couple turns back? I've received some intel suggesting that the Robots and Fascists were talking about cooperation, and while I'm very cognizant that I might be getting fed false intel on that point, a couple of things line up about it.</p>	24279	1	Fed(1) <> Empire(8)

44	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>I'll get back to you on the other coordination question. Travelling for work this week, and time is very tight.</p> <p>The Borg replied that the Biocide move was accidental. The Borg player does not seem that strong, so I can possibly buy that explanation. I give it 50/50 whether it was accidental or intentional. He's basically asked me if I think he should attack you while he's down there. I let you make that call, although he might find it suspicious if I try to redirect him elsewhere. It may also be a test to see if we are working together, if he is savvy. If you want him to attack you, that could possibly create a positive situation for us where he leaves his home cluster undefended and I could do a headshot on his key ship production starbases. It would take probably 10-15 turns to set up, but I think it's certainly possible. I'm just speculating here, but if we do it fast enough, the EE might have enough reason to let the Borg fall without support from the EE/Lizards, as it would be one less carrier race to deal with in the end game. Note that I got the second FCC this turn, and it's on p359 in the south where his fleet is currently. That will give me some portability from my home cluster in the near future, although most of my artillery is already engaged with Crystals or on their way south. The third FCC should be transferred in the next 4-5 turns.</p> <p>Let me know your thoughts on replying to the Borg about attacking you. I'll defer to what you want to do here, as it will open another front for you fairly quickly.</p>	24280	1	Bird Man(3) <> Robotic(9)
44	3) The Bird Men (maximus1776)	4) The Fascists (mkkangas)	<p>Commander Mkkangas,</p> <p>Greetings. It looks like I've started to reach your border. As you are a key factor in preventing the spread of the Lizard/EE/Borg (and CoM?) alliance, I have no interest in conflict with you, and would be open to supporting your cause against them. Let me know if you are interested in discussing further.</p> <p>Qapla'</p> <p>Maximus of the Birds</p>	24281	1	Bird Man(3) <> Fascist(4)
44	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Something along your ploy is what I meant when I said we could use Borg attack on me to our advantage. That being said I would rather we concentrate on FoFing crystal at this point. Crystal probe 367 is making its way to Feds territory and with Feds money it will be troublesome to fight webs on the Feds front as well. Also Fascists defenses seems to be crumbling due to webs and they are going down soon, which will probably mean Lizards horde attacking me in the center soon enough. Even if we only have a slight chance to FoF crystals we should go for that.</p> <p>If Borg makes up his mind on his own and attacks, so be it. Otherwise I would prefer you either stall him on pretense you need time to prepare to assist/prepare defenses in case of counter attack or let him decide on his own as you are too busy with Crystals. Once Crystals are gone I will be able to redirect my northern fleet to center and I should be able to handle anything Borg throws at me.</p> <p>Alternatively, when you are ready to move against Borg you can simply steal his Fireclouds and that would leave those 3 cubes in center stranded.</p>	24282	1	Bird Man(3) <> Robotic(9)
44	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>P252: please fill up my two merlins with clans.</p> <p>Please set a warp speed on your mediums. I will chunnel away from the orbit of P252.</p> <p>Heiko</p> <p>P.S: I have some ideas about further trades and maybe deeper cooperation which could be interesting for you. If you want to discuss these ideas, please tell!</p>	24283	1	Lizard(2) <> Cyborg(6)
44	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Yeah, my suggestions on the Robots were just building on your previous scenario with the explicit feature of attacking the Borg home cluster while he's tied-up in a quagmire with you in the south. I'll try to nudge him to stall for a while, and will let you know how it turns out.</p> <p>Bases in Each Other's Cluster - I'm open to this to help expedite ship trades, and agree to your clause about not using them for offense against each other in the future. I have a Swift around p144, but it's light on fuel. Let me know where you want it. I have a Resolute that I can bring over if needed, but he was scheduled to take Crystal planets (temporarily) to quicken FoF. I'll give you a planet ID for your future base, but that might require you coming to my area under cloak to avoid suspicion.</p> <p>Catching a plane, but will respond further later.</p> <p>Max</p>	24284	1	Bird Man(3) <> Robotic(9)
44	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Have a nice flight!</p>	24285	1	Bird Man(3) <> Robotic(9)

44	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Swift near p144 - if you can make it to p301 in 2 turns I will be able to meet up with you there Resolute - I would rather it works on FoFing Crystal or/and hunting down that Ruby. I have some ships in the area I will try to use to take down crystal planets as well, but I'm pretty sure I will be covered in webs next turn near p451. It was not too well developed, but it had insectoids on it and crystal should have enough resources to throw up some webs. Bases - yeah, reaching you cloaked would be best. Swift s41 is probably easiest option that I see right away. I will probably use one of former crystal planets as your base, but we need to evict crystal first.	24286	1	Bird Man(3) <> Robotic(9)
44	4) The Fascists (mkkangas)	3) The Bird Men (maximus1776)	The Lizard/EE/Borg alliance also includes the Xtals - the lizards are currently hitting me with channeled Lizard-owned Gorbies and using meteors to tow xtal LCCs to lay 21k webs all around my space.  The CoMs (who until now feigned friendship) are definitely acting suspicious and seem to be feeding intelligence to the Lizards (with whom they won a senior officers game just now).  Effectively I'm *#&@ed, but yes I am indeed the frontlines to armageddon. Currently parts of my fleet are trapped over planets underneath infinite webs.  The survivors are attempting to flee in the direction of the robots to avoid being webbed.  Qapla' !!!	24287	1	Bird Man(3) <> Fascist(4)
44	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	I'm interested what do you have in mind	24288	1	Lizard(2) <> Cyborg(6)
44	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	So I'm willing to trade the FCCs. for the Gorbie with fighters I would like to strengthen our peace agreement . I've held off trading with the birds as long as I can he has 1 FCC soon he will have 2 he will not get his third.	24289	1	Cyborg(6) <> Empire(8)
44	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	Yes, they are close - but the Crystal comes under attack ... will be difficult to maintain him as vassal -- not a short time help, but in the long run.  I have to build some sweeper Virgos to address the short fram risk.	24290	1	Fascist(4) <> Colonial(11)
44	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	p161 set ForceToSurrender and have a clan in the orbit, if you prefer gsb.	24291	1	Fascist(4) <> Colonial(11)
44	11) The Colonies (frostriese)	1) The Feds (chanain)	p155: please set gsb (STF has the clan onboard). Move both ships to p245.  Virgos are ready at p268 for Colonial minesweep. When and where to start?  Frostie	24292	1	Fed(1) <> Colonial(11)
44	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	The second Resolute is GS6'ing to you at your HW this turn. Didn't get the message in time last turn. The third Resolute should be on your HW in 2 more turns.  Regarding what to do with the Biocides, I'll leave it up to you. I won't have any support ships down there for a while yet. There are Robots who have quite a few carriers, and Feds a bit further down. CoM is below that. You can make the call whether to move on someone now, or hold-up until a more opportune time. I'm working on the Crystals right now.	24293	1	Bird Man(3) <> Cyborg(6)
44	1) The Feds (chanain)	11) The Colonies (frostriese)	FCs and courses set. Not a lot of fuel on either, but they both have transwarps.  For the sweeping...can you start at 2270, 1545? I'll have you move out toward 221 from there, but that should put you into range of the current bot field for next turn. (It's currently an 82LY field centered on 2329, 1706. I	24294	1	Fed(1) <> Colonial(11)
44	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Pretty sure I've got all the refit orders in properly. But the base is basically out of Duranium now.	24295	1	Fed(1) <> Empire(8)
44	3) The Bird Men (maximus1776)	9) The Robots (elvon)	The Swift near p144 is on its way to p301.  Resolute in the south is attempting to catch the Ruby. I would have expected webs already, since he knew my Swift was in the area and he had a vulnerable LDSF that I took down. If we're lucky, the Resolute will get him in 1-2 turns. If not, I have several DW's with Heavy Phasers making their way into the cluster, and will take care of him. To be clear, the planets that I'm taking from the Crystal in the area that we agreed would be yours will be handed over to you when you get there.	24296	1	Bird Man(3) <> Robotic(9)



44	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Ok, cool.</p> <p>I can send heaps of Dur shortly. Here is a bit of an update from what I have found.</p> <p>Found out about the Bot Pawn, it was the Lizards, so it is highly likely that the Fascists and Bots will work together especially after that incidence.</p> <p>The Crystals are clutching at straws helping the Lizards. He used a probe to get a Crystal clan over and has one ship laying webs. He will be crushed by the Bird and Bots, so I doubt he will live 30 turns. It may take a while for it happen, but given the situation, I cannot see it being slow, but just the web grind. Potentially you or the Borg may change the variables.</p> <p>The Borg has traded FC's, so that makes the Lizard more dangerous, but he is not active against the Fascist. I have captured and cloned a number MBR's from the war which also increases my strength.</p> <p>Anyway, Have a great turn!</p>	24297	1	Fed(1) <> Empire(8)
44	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>That sounds good. I can get the Gorbie up north in a few turns. How many FC's will work for you as part of the trade??? 5?</p> <p>On the peace agreement, I am willing to listen to anything and am most likely to agree with you. Please propose what you would like. I cannot accept a full game peace, but definitely can be for a long time.</p> <p>If you review my prior games, you will see I honour my agreements.</p> <p>I am not sure if you know, but this turn Bird attacked the Crystals.</p> <p>Chat later and let me know what terms you are looking for with the peace agreement.</p> <p>GW</p>	24298	1	Cyborg(6) <> Empire(8)
45	9) The Robots (elvon)	3) The Bird Men (maximus1776)	The Robotic Imperium (elvon) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.	24304	1	Bird Man(3) <> Robotic(9)
45	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Thanks for that. I agree that the Crystals will probably collapse fast. They were having a hard enough time keeping the Robot fleet at bay, and they left their flank totally exposed.</p> <p>The Fascists might end up dropping even sooner, though. I'm surprised and impressed by how well Hiko managed to come back from losing his HW.</p> <p>I have a deal with the Colonies to get a couple ships fighter-sweeping. (It's the best way I could think of to secure my own flank: Make Frosty and Elvon enemies, to reduce the odds of them forming a coalition.) But with the Lizards spreading, I'm pretty sure that Frostriese will want to limit his own engagement against the Bots - provide me with just enough support to ensure I don't collapse and leave him facing a fleet of Golems.</p>	25782	1	Fed(1) <> Empire(8)
45	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>FYI - Hiko came back after 'significant' support from me. I continue to get a considerable amount in return, but I also didn't expect the fascist to conduct unmeasured attacks which have failed leading to their weak core.</p> <p>I was trying to keep it balanced, but in my view the fascist will fall now reasonably quickly. I had all those explosions this turn from the Fascist homeworld and no Lizard... I did give him a number of Gorbies and pointed him in the right direction.</p> <p>It seems he has used them 'well'.</p> <p>It will be interesting from here as Frostriese and Hiko have worked together for allied victory in prior games and are both from Germany, but in my view Frostriese will need to support the Fascist otherwise Hiko will have uncontrolled expansion.</p>	25784	1	Fed(1) <> Empire(8)

45	1) The Feds (chanain)	8) The Evil Empire (greywolf)	That was my assessment as well. Hiko is likely to end up too powerful for Frostriese to not fight him. I've always figured that the winner of the Lizard/Fascist war was going to be a real threat to take the sector...though for a while I thought it would swing the other way.  Just checked on your refits. They all went as they were supposed to - Transwarps, Disruptors or HBs, and Mk8s (as applicable). (TBH, I wasn't sure I had everything right. I could barely see the screen when I was working on it last night, after my optometrist dilated my pupils. Thoroughly unpleasant experience.) They're all set to gs8. There's not a lot of fuel to go around, but if you want any of them to have movement orders, let	25785	1	Fed(1) <> Empire(8)
45	1) The Feds (chanain)	7) The Crystal People (flaabes)	I'm lending you a Nebula and sending it to 170. It doesn't have torps yet, but it has the cash, duranium, and tritanium for a hundred. I'll need you to bring it to 167, and I'll get you the molybdenum there.  You can leave the probe where it is for the moment.  I'd still like safe passage, if you can swing it.	25786	1	Fed(1) <> Crystalline(7)
45	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	The D3 will be away for a bit as its needed for critical operations of survival. Once your fleet of virgos is ready to sweep away all the mines, it will return.	25787	1	Fascist(4) <> Colonial(11)
45	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	That's not the deal we agreed on.  I had no problems to kill the Lizzards - taking the money is a total different story.  I will not forget it.	25788	1	Fascist(4) <> Colonial(11)
45	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Deals are subject to change when your homeworld blows up and there are 4 races at your doorstep. Clearly you seem to be fine with their encroachment, so feel free to pickup your virgo from your lizard friend's webfield. Then you end up with a netgain of ships and should be happy.	25789	1	Fascist(4) <> Colonial(11)
45	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	if announce a change ahead of the action ... I agree ... so it's not the best approach.  Lizzards - We are friendly but not that kind of friend.	25790	1	Fascist(4) <> Colonial(11)
45	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	If you move some ships to my southern planet cluster to sweep and block the invasion, I can stay alive in the area - else I'll have to vacate.	25791	1	Fascist(4) <> Colonial(11)
45	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi Mike,  The 250 fighters Gorbie (Heavy Blasters and Transwarp drives) will get to p352 this turn. Where do you want it delivered and how many FC's will you be trading for it?  GW	25792	1	Cyborg(6) <> Empire(8)
45	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Good luck with the eye work. Just went to glasses myself a few years ago and am struggling with it after perfect vision for a very long time.  Don't worry about moving the refit ships. I am not in any urgency (ie no wars), so let's do it the easy way and take an extra turn.	25793	1	Fed(1) <> Empire(8)
45	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Hi! Just to avoid any misunderstandings ... I'm not the type to keep in touch every turn, so don't get it wrong if I fall silent for a while. It simply means I have nothing important to talk about ;) If you do have anything you need, don't hesitate to let me know.  Also, yesterday it occurred to me you actually have a tool for our web problem i.e. ability to change friendly code of planet to affect web friendly codes. We might consider using it at critical moments.	25794	1	Bird Man(3) <> Robotic(9)
45	7) The Crystal People (flaabes)	1) The Feds (chanain)	Setting safe passage now, it should work I suppose, as it is included in intel share, so two settings should be ok.	25795	1	Fed(1) <> Crystalline(7)
45	7) The Crystal People (flaabes)	1) The Feds (chanain)	"You can have a maximum of 2 treaties, of which 1 can be share intel, of which 0 can be an alliance."  Should work.	25796	1	Fed(1) <> Crystalline(7)
45	2) The Lizzards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, sorry that I first offer to talk about further trades and then don't follow on. My original idea has been blown over already by some new information I got. And I have some more, but my wife had her birthday this weekend and therefore this turn is a hasty one. I hope I will find the time to think and formulate in the next days.	25797	1	Lizard(2) <> Cyborg(6)
45	3) The Bird Men (maximus1776)	9) The Robots (elvon)	No problem on the communication. Same for me.  You may want to keep Crystal p480 around for potential future global minefield FC changes. They will probably give him a higher ID planet once they figure out what we did, but we can leverage it while we can.  Max	25798	1	Bird Man(3) <> Robotic(9)

45	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	How about the same place you dropped off the MC. I should be able to get 3 FCC's there by the time you get there and two more three turns after that	25799	1	Cyborg(6) <> Empire(8)
45	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	ok, sounds good.  Are you interested in joining me against the Bird at some point?  You mentioned in the past you could get within 2 jumps of the homeworld.  GW	25800	1	Cyborg(6) <> Empire(8)
46	7) The Crystal People (flaabes)	1) The Feds (chanain)	The Crystal Confederation (flaabes) has granted us safe passage through their space and minefields.	25808	1	Fed(1) <> Crystalline(7)
46	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	The Missing Colonies of Man (frostriese) has revoked their intelligence information sharing. We can no longer see information from their ships and scans.	25809	1	Fascist(4) <> Colonial(11)
46	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Fairly obvious move on your end, though the only open question for my own sanity - did you agree to work with the lizards before we began sharing intel? The evidence i've collected is pretty massive pointing in that	27303	1	Fascist(4) <> Colonial(11)
46	4) The Fascists (mkkangas)	3) The Bird Men (maximus1776)	The colonials formally removed our intel sharing agreement and appear to be supporting the lizard/xtal/ee horde. I will be heading towards the center of the map to re-group and hoping the robots can lay some	27304	1	Bird Man(3) <> Fascist(4)
46	4) The Fascists (mkkangas)	9) The Robots (elvon)	So the colonies have ended our share intel agreement abruptly - clearly they had been feeding intel to the lizards since the beginning. In any case all my key planets have targets on their heads and the horde knows exactly what defenses I have.	27305	1	Fascist(4) <> Robotic(9)
46	4) The Fascists (mkkangas)	9) The Robots (elvon)	On the plus side, i'm setting share intel with you now - maybe my info can help you.	27306	1	Fascist(4) <> Robotic(9)
46	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Greywolf, I think I need to withdraw safe passage with you for the moment. (I'm about to get webmine support from the Crystals, and sweeping support from the Colonies. SP will make both a lot easier.)  It shouldn't be a problem, I think - we just need to be careful about mission selection.	27307	1	Fed(1) <> Empire(8)
46	1) The Feds (chanain)	7) The Crystal People (flaabes)	I'll reciprocate this turn. Can you move the Nebula to p167?	27308	1	Fed(1) <> Crystalline(7)
46	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Yes, thats ok.	27309	1	Fed(1) <> Empire(8)
46	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	FYI: P241: Neutronium:1584/7619 (52%)mining 166/turn Duranium:1534/4274 (34%)mining 109/turn Tritanium:1482/3 (60%)mining 3/turn Molybdenum:467/4 (74%)mining 4/turn  Supplies:1009(-32)Megacredits:0  this is all yours, feel free to drop by and take what you need.	27310	1	Lizard(2) <> Cyborg(6)
46	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	Would you be willing to spend a couple of PBP. and build me one or two LCC. I'm going to war soon.	27311	1	Lizard(2) <> Cyborg(6)
46	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	Yes I'll join you. I can still get you within two turns How soon?	27312	1	Cyborg(6) <> Empire(8)
46	8) The Evil Empire (greywolf)	1) The Feds (chanain)	ok, got those ships back and handing more over now.  I get the feeling that the Crystals won't last long....  GW	27313	1	Fed(1) <> Empire(8)
46	8) The Evil Empire (greywolf)	1) The Feds (chanain)	What coordinates do you want the probe to go to?	27314	1	Fed(1) <> Empire(8)
46	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	What would work for you?	27315	1	Cyborg(6) <> Empire(8)
46	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Yes, I would probably do that. Maybe I would prefer to build them in my area so they can be W9,HP,M8 or, if you don't intend to use them for sweeping, HB. We could chunnel them up to you.  I don't care about the money or mins, only the PPs are of some concern. Maybe you could build 2 FCCs in exchange for 2 LCCs? If you could do that, I would even see if I can put some torps on them. If I can fill them up completely I am not sure, I have to see how much I need on the Fasc front. 580 M8 is something even a Lizard cannot build on a whim.  May I ask against whom you want to fight?	27316	1	Lizard(2) <> Cyborg(6)
46	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I'm thinking north of p406.	27317	1	Fed(1) <> Empire(8)

46	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please set 'gs9' on swift 270 and send it to p265. Do you have enough fuel for that?</p> <p>I can reach and take out p100 this turn with s228. Take p287 with resolute?</p> <p>Also It might be good idea to send one or two of your ships to take out p332 and p251 cluster. Those are yours to claim if you want them.</p> <p>I agree on p480. You will need to clean it from crystal ships tho.</p> <p>I will set up a base on p110 for you. It will take some 6-8 turns to bring money and resources for actual builds.</p> <p>PS I will sweep 1200 mines from minefield 150 this turn.</p> <p>Elvon</p>	27318	1	Bird Man(3) <> Robotic(9)
46	9) The Robots (elvon)	11) The Colonies (frostriese)	Is there any particular reason you are sending your virgos to my borders?	27319	1	Robotic(9) <> Colonial(11)
46	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>ack</p> <p>***** if you prefer to communicate this way</p>	27320	1	Fed(1) <> Crystalline(7)
46	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>-Swift 270 set to give ship, and moving to p265</p> <p>-Taking p287 with a Resolute</p> <p>-A ship is on its way to p332 and will work the edge. I had a ship going over there, but pulled it into the main cluster for sweeping. How far down does the Crystal have planets on the edge?</p> <p>-p480 - I'll get down there in a bit to clear ships.</p> <p>-Can you take out DW 335? It would be nice to see them go away.</p> <p>-Base - OK</p> <p>-I'm not seeing mf150. I have ships moving into mf159 this turn, including 30 Heavy Phasers.</p> <p>Max</p>	27321	1	Bird Man(3) <> Robotic(9)
46	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p162 is last of my planets in that cluster all planets to N and p132, p421 belong to crystals at the moment. I have some trapped ships in webs there and situation is pretty slippery. Both crystals and me are trying to move in reinforcements from center. All the ships in space is all that crystal has in the region at the moment.</p> <p>You are right, it is mf159.</p> <p>I will try to get rid of DW, but I am very low on the fuel in that fleet. Moving in freighter with fuel this turn, there is a chance crystal will chose to sacrifice DW to deny me that.</p> <p>Elvon</p>	27322	1	Bird Man(3) <> Robotic(9)
46	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>I should be receiving a swift heart from birds this turn and i will be moving in direction of your evacuating fleet. If any of your ships has torps on board we can arrange a minefield to cover your retreat.</p> <p>My share intel is spent on the birds at the moment (we are working on taking out crystal) and i wouldn't be able to set one back. If there is a need i can try to juggle share intel between both of you.</p>	27323	1	Fascist(4) <> Robotic(9)
46	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Just an exercise ... in my core they have no more duties ^^</p> <p>Don't worry ... they will not fight the tough Robots.</p>	27324	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
46	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>I played as all Supreme Commanders play ... I talk to a lot of commander and arrange agreements.</p> <p>I start talking to the Lizzard after you took out his HW.</p> <p>Your blatantly cancelation of the trade causing the end of our relationship. Yes - obviously, but caused by your action and not planed by me. I just re-arrange my plans after surprising events.</p> <p>Good luck.</p>	27325	1	Fascist(4) <> Colonial(11)

46	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>So as I guessed, you have colluded with the Lizards since we started sharing intel...</p> <p>My "blatant cancellation" was a delay (exactly what I said, not cancellation) and only after realizing I need the ship immediately after my homeworld blew up.</p> <p>Sounds like a lame and convenient excuse so you can diplomatically pretend whatever you want.</p> <p>The reality is, you have been actively working with your lizard friend (co-winner of the senior officers game). Just say it as it is.</p>	27326	1	Fascist(4) <> Colonial(11)
46	4) The Fascists (mkkangas)	9) The Robots (elvon)	<p>Thats fine, reciprocate what you can, i'll set friends with birds too. Colonials have basically admitted befriending the lizards the same turn I started sharing intel with them. Total bullshit...</p>	27327	1	Fascist(4) <> Robotic(9)
46	4) The Fascists (mkkangas)	3) The Bird Men (maximus1776) 9) The Robots (elvon)	<p>Setting non aggression pact with you and share intel with robots.</p> <p>I am fully at both your disposal provided I can find a safe home behind some minefields :)</p> <p>Btw, the colonials will be chasing me down too - they have admitted to befriending the lizards the same turn I started sharing intel. No wonder all my attacks were so easily stopped by the "all knowing" lizards.</p>	27328	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
46	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>Your assumption are wrong.</p> <p>I played 97 games at NU. I meet 350 players already. Most of them multiple times ... do your homework.</p> <p>I battle Hiko three times and play one game with him.</p> <p>Your delay was without notice in advance ... for me it was a total surprise ... and stealing my money ... is still stealing.</p> <p>The Lizzard should build Lokis for me - no big deal for you - just ask whats going on _ i had answered the question.</p> <p>We had an arrangement until game end - thats gone.</p>	27330	1	Fascist(4) <> Colonial(11)
46	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	<p>Lokis to be used against which cloaking neighbor exactly?</p> <p>That probe and starbase belonged to the lizards - the same I actively fight. Also seems convenient the lizards were guided how to intercept the robot relief ship. No coincidence there. I also assume some æœluckâ€ on the lizards defending planets against my cloakers was provided.</p>	27331	1	Fascist(4) <> Colonial(11)
46	11) The Colonies (frostriese)	4) The Fascists (mkkangas)	<p>A champ game lasts about 200 turns ... and ends up with cloakers in everybodys hand.</p> <p>You see smoke and assume fire ... doesn't work here.</p> <p>We agreed on a race to victory. As long as you fights the Lizzards, I have time to prepare myself and grab more planets in the center ... I never planed to attack you nor ask ask I for ShareIntel ... nor trade I informations about you.</p>	27332	1	Fascist(4) <> Colonial(11)
46	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	Strangely I understand though my doubts remain - good luck but dont prove me wrong	27333	1	Fascist(4) <> Colonial(11)
47	1) The Feds (chanain)	8) The Evil Empire (greywolf) 7) The Crystal People (flaabes)	The Solar Federation (chanain) is no longer granting us safe passage through their empire.	27339	1	Fed(1) <> Empire(8)
47	4) The Fascists (mkkangas)	11) The Colonies (frostriese)	The Fascist Empire (mkkangas) has revoked their intelligence information sharing. We can no longer see information from their ships and scans.	27342	1	Fascist(4) <> Colonial(11)
47	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Here they come...	28936	1	Fed(1) <> Empire(8)

47	8) The Evil Empire (greywolf)	4) The Fascists (mkkangas)	<p>Hi MKKangas,</p> <p>p454 is well inside my space and unfortunately you have run into my minefield. Since the war with the pirate, my space is littered in minefields. It isn't your fault, I didn't tell you where the border is as I just didn't think you could get anywhere near it.</p> <p>This is just a short note to let you know I will intercept the Deth Spec. Whether it is killed or your prefer to hand it over to me is your choice.</p> <p>I have been pretty much a spectator with your war apart from the odd Dark Sense info going to the Lizard and some early ship swaps where he got a couple of Gorbies. I would have thought it would more even than it has been, but it seems from the explosions, scoreboard and their locations success for you in the war may no longer be a reality.</p> <p>Good luck!</p> <p>GW</p>	28937	1	Fascist(4) <> Empire(8)
47	4) The Fascists (mkkangas)	8) The Evil Empire (greywolf)	<p>Unfortunately this battle is one sided and will continue to be. Infinite web mines, paid by hissing, laid by cloaking LCCs towed by meteors and fireclouds chunneling in gorbies will do that to you - especially in a low resource game. Most likely my fleet will end up captured and re-used against others.</p> <p>I guess it did not help my would be ally turned out to be working with his lizard friend since we started sharing intel - not the best thing if your victim is told where your cloakers are.</p> <p>As I said earlier, I had much preferred a race like EE wins so my other race can get a new ship design.</p>	28938	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
47	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Yep. Quite a fleet inbound. I don't think they're all fully stocked, but still...</p>	28939	1	Fed(1) <> Empire(8)
47	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Thanks. There's a large robot fleet inbound on my eastern flank. I'm loading 50 fuel onto the probe. Can you set a HYP jump to coordinates 2767, 1691? I'll lend you a Nova with a FULL load of Mk7 torps there.</p> <p>Also transferring moly to the Nebula, so that you can make torps.</p>	28940	1	Fed(1) <> Crystalline(7)
47	3) The Bird Men (maximus1776)	9) The Robots (elvon) 4) The Fascists (mkkangas)	<p>Yeah. I suspected as much... I'll be able to set Safe Passage in a few turns. I need to finish up a ship trade with the Borg before I break that off. I don't believe he is fully aware of who I'm working with and to what level, and I'd like to keep it that way for now. I believe he is working with the EE/Lizards to some degree, but he hasn't disclosed much about that to me. He's on my short list to go after once we've taken care of the Crystals (as much as we can).</p>	28943	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
47	8) The Evil Empire (greywolf)	4) The Fascists (mkkangas)	<p>Yes, the situation is concerning.</p> <p>Since he lost his homeworld early, it seems he has assistance from everywhere...</p> <p>I will be intercepting your Deth Spec with no PE set and will tow it back to the starbase (p454). I suspect you would rather not see it killed.</p> <p>I have been on your border for a while (DS informed me of such).</p> <p>GW</p>	28944	1	Fascist(4) <> Empire(8)

47	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Interesting email from MKKangas this turn.</p> <p>I have done some ship trades with the Lizard, but listen to the Fascist email.</p> <p>He ran into one of my mines in my space with a Deth Spec, so I am going to collect it.</p> <p>-----</p> <p>Unfortunately this battle is one sided and will continue to be. Infinite web mines, paid by hissing, laid by cloaking LCCs towed by meteors and fireclouds chunneling in gorbies will do that to you - especially in a low resource game. Most likely my fleet will end up captured and re-used against others.</p> <p>I guess it did not help my would be ally turned out to be working with his lizard friend since we started sharing intel - not the best thing if your victim is told where your cloaklers are.</p> <p>As I said earlier, I had much preferred a race like EE wins so my other race can get a new ship design.</p> <p>-----</p> <p>He has a point, I suspect that either I or Frostriese will be his next target as he will need to get 250 planets from somewhere. Sounds like Frostriese played both sides of the fence.</p>	28945	1	Fed(1) <> Empire(8)
47	4) The Fascists (mkkangas)	8) The Evil Empire (greywolf)	<p>Any ships I have are probably limited edition for a while to come, so the less ships blown up the better.</p> <p>My only goal is to survive as long as possible with the added benefit of revenge if I am so fortunate.</p>	28946	1	Fascist(4) <> Empire(8)
47	9) The Robots (elvon)	4) The Fascists (mkkangas)	I have swift heart on p265 now. Where would be the best place to send it to meet up for a surprise minefield	28947	1	Fascist(4) <> Robotic(9)
47	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FYI: I will hit p194, p219 and p195 this turn.</p> <p>Elvon</p>	28948	1	Bird Man(3) <> Robotic(9)
47	4) The Fascists (mkkangas)	9) The Robots (elvon)	Head in direction of p325 for now - lets see how things develop	28949	1	Fascist(4) <> Robotic(9)
47	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>2767,1691 on the probe set</p> <p>nebula set to mkt, 138 free cargo</p>	28950	1	Fed(1) <> Crystalline(7)
47	11) The Colonies (frostriese)	2) The Lizards (hiko)	Wie wÄxre es mit SP ... nur so auf Vorrat, wenn die Virgos anfliegen und deine Geminis Schaden nehmen, ist das doch doof.	28951	1	Lizard(2) <> Colonial(11)
47	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Prinzipiell eine gute Idee, habe aber momentan nichts frei. Man hat ja nur zwei. Aber das mit dem Minenfeld war blÄ¶d von mir. Da verbringe ich so viel Zeit mit meinem Zug und dann vergesse ich doch noch so etwas essentielles.</p> <p>Ich setze jetzt einfach mal mFP auf einem Planeten.</p> <p>Und weiter unten werde ich vermutlich kein Minenfeld legen, das lasse ich den Crystal machen. Du kannst also ohne Bedenken sweepen.</p>	28952	1	Lizard(2) <> Colonial(11)
47	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ich habe auf dem Planeten bbb eingestellt. Mach mal mit einem Gemini beam up fuel und mit dem BeschÄ¶digten beam up supplies.	28953	1	Lizard(2) <> Colonial(11)
47	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>That's interesting. If true. I think Hiko benefitted a lot, diplomatically, by losing his homeworld. He's gotten a lot of help from a lot of places.</p> <p>But yes, that should probably put you on guard, if Frostriese and Hiko have been working together. Unless we can convince Hiko to move through the center against the Birds and Bots, one of the two of you is definitely looking at a Lizard invasion.</p> <p>What's your priority for refits? That's a lot of engines necessary, and I don't have nearly enough credits.</p>	28954	1	Fed(1) <> Empire(8)
47	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>I'm ready to make the trade with the FCC at your HW with the Resolute. Are you good to go with this?</p> <p>What's the plan with FCC 221? My planets are in the direction you are heading (north), with the EE further west.</p>	28955	1	Bird Man(3) <> Cyborg(6)
47	3) The Bird Men (maximus1776)	9) The Robots (elvon)	The Borg moved his southern clusters of Biocides up one planet to p408, and sent one of the FCC's north. I can't see a good reason for him to do this other than to get into a better position to attack me, perhaps coordinating with the EE in the west. I'm trying to get information out of him, but you may want to start bringing some carriers up if you can spare them. I can put the initial dent in the Biocides, and you can finish them off. It will be positive PBP for you, and would remove an existential threat to my middle region. I'm moving DW's over there now to prepare.	28956	1	Bird Man(3) <> Robotic(9)

47	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi FC at 321 is back to xms. Unfortunately the planetary management plugin for random FC's was clicked last turn....	28957	1	Fed(1) <> Empire(8)
47	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Bringing 5000mc.	28958	1	Fed(1) <> Empire(8)
47	9) The Robots (elvon)	3) The Bird Men (maximus1776)	I will start moving golem 321 right away and I have 3 armed golems stationed in p293 cluster, but those will take longer as I will need to get tugboats and fuel in position first. Let me know if there are any planets with significant amount of fuel mined on planets of p142 cluster you currently hold. I will also see if I can get enough torps to the border to move in and put down some minefields on your mark.  Elvon	28959	1	Bird Man(3) <> Robotic(9)
47	11) The Colonies (frostriese)	2) The Lizards (hiko)	Roger.  Wenn die Webs nahe an meine Virgos kommen, sollten wir nochmal einen FC abstimmen.	28960	1	Lizard(2) <> Colonial(11)
48	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, are you not answering because you forgot or because my price is to high or because you intend to attack me or ...?  About a price we can talk. About attacking me ... maybe not.	30650	1	Lizard(2) <> Cyborg(6)
48	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ah, er haut ab Richtung Robot. Kannst du teilen seiner Flotte den Weg verstellen?  Auf jeden Fall eine gute Nachricht, was unseren Schiffsverbrauch angeht.  Wir sollten nur verhindern, dass er beim Robot 10 Planeten bekommt. Sprich, wir mÃ¼ssen ihn unter FoF drÃ¼cken bevor er sie hat.	30651	1	Lizard(2) <> Colonial(11)
48	3) The Bird Men (maximus1776)	9) The Robots (elvon)	There is about 1700 fuel on p184 right now, and 230 coming out a turn. That would be a good fueling spot if you can make it. I may also be able to bring another FCC down there to shorten your route to the Biocides, and cloak your movement. I'm keeping an FCC close to his ships.  Thanks, Max	30652	1	Bird Man(3) <> Robotic(9)
48	1) The Feds (chanain)	7) The Crystal People (flaabes)	Can you lay a web field that extends just short of 346?  I'm gsing one of the Novas to you, and towing the probe in along with my fleet. I'll probably be asking you to lay a massive web mine field with it next turn.	30653	1	Fed(1) <> Crystalline(7)
48	1) The Feds (chanain)	7) The Crystal People (flaabes)	On second thought, can you just have the nebula lay as many web mines as possible, and move it to p9?	30654	1	Fed(1) <> Crystalline(7)
48	7) The Crystal People (flaabes)	1) The Feds (chanain)	s115 lays 810 web mine 87 ly and moves to p9  orders for s367?  soon my fof planet limit will be reached ...	30655	1	Fed(1) <> Crystalline(7)
48	1) The Feds (chanain)	7) The Crystal People (flaabes)	Don't worry about s367 right now. I'm towing it away.  Yes, I've been watching your planet count. I appreciate you sticking with the fight, and I'm hoping that you have at least a couple more turns...	30656	1	Fed(1) <> Crystalline(7)
48	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi Mike,  Just heading some clans through p308.  Thanks for the open passage on that planet.  What are all your fireclouds doing in the middle of Bird space?  GW	30657	1	Cyborg(6) <> Empire(8)
48	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hi Chanain,  Not much of note <a href="https://imgur.com/Ubhfg7o">https://imgur.com/Ubhfg7o</a>  Lots of money on p112 but 0 on all others. He isn't colonising, but just claiming.  As there are minefields around, I will just sit the probe here for you to come back and take.  GW	30658	1	Fed(1) <> Empire(8)



48	8) The Evil Empire (greywolf)	1) The Feds (chanain)	PS still 1600 Dur on the planet.	30659	1	Fed(1) <> Empire(8)
48	8) The Evil Empire (greywolf)	1) The Feds (chanain)	pps. We are up to 50 fighters again, so send a kitty.	30660	1	Fed(1) <> Empire(8)
48	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Thanks. 112 has Siliconoid natives. Probably where he's building his minelayers.	30661	1	Fed(1) <> Empire(8)
			Seems like he's not really focusing much attention on the west flank. My fleet's in position to start cutting through it pretty handily now. And I have some interesting plans shaping up on the east flank. That's a pretty daunting fleet for a non-carrier race, but I've got some ideas.			
			I'll send a Kitty for fighters, and another LDSF for another load of Duranium.			
48	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Getting FCC for transportation would save a lot of fuel. If you can manage, I am all for it.	30662	1	Bird Man(3) <> Robotic(9)
			If I count it right crystal still has 19 out of 23 planets on our side and we have a good chance to FoF him if we act fast enough. Check out my plan and let me know what you think.			
			FoF in 4+ turns: 1) DW 451 hits p332, p382, p306, p255. Drop mines in a way of ruby 322 for a good chance to stall it. (-4 planets) 2) Resolute 229 (or any other ship that can start moving this turn) go for p251 and p215 (-2 planets) 3) Automa 205 takes back p445 (-1 planet) 4) Rest of our Crystal home cluster fleet can take p316 and p446 and camp p480 in 3 turns. Goal is to change minefield friendly on fourth. (-2 planets) 5) Automa 191 takes out p132 and p421 (-2 planets) might hit more if situation allows 6) Automa 334 goes for p344 and p76 (-2 planets) might hit more if situation allows 7) Golem 71 goes for p403 and p281 but it will probably fail to reach those due to web (tentative -1 planet)			
			This all should reduce crystal by 13-14 planets which is very close to FoF. And if you manage to change minefield friendly on fourth turn I can hit remaining 4-5 planets through the web and we might surprise crystals enough to FoF him.			
48	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	Are we making the Resolute/FCC trade at your HW this turn (T48)?	30663	1	Bird Man(3) <> Cyborg(6)
			Please advise.			
			Max			
48	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Oh, and I'll need a few hundred more credits to finish this round of refits. I have one of the Gorbies and the Meteor going back to you next turn.	30664	1	Fed(1) <> Empire(8)
48	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Correction, more like a thousand more credits.	30665	1	Fed(1) <> Empire(8)
48	3) The Bird Men (maximus1776)	9) The Robots (elvon)	We are set on the plan. I'm SS'ing over p316/446 next turn to get a view of the ships and SB strength, and we can attack the following turn. I have extra ships in motion to get over s480 as well in a few turns to change the FC. Sweep the mines there in the next 2-3 turns if possible.	30666	1	Bird Man(3) <> Robotic(9)
			I think my NAP with the Borg is about to come to an abrupt end in the next 1-2 turns... I suspect a leak, or just timing, but he went 200/60 on his HW two turns ago, and his FCC movements are very suspect. He's also gone silent on the last trade. I'm taking some mitigating steps, but depending on what he brings in, I may need reinforcements.			
			Lastly, I have your X-ray/Gamma DW built. Just waiting for an effective way to get it down to you.			
48	8) The Evil Empire (greywolf)	1) The Feds (chanain)	ok, money on its way.	30667	1	Fed(1) <> Empire(8)
48	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Let me know, if you plan on getting your FC 331 to crystal HW area. Then I will move Golems designated for your reinforcements there instead of towards p111 cluster.	30668	1	Bird Man(3) <> Robotic(9)
			I expected you will build DW on p110, but this works for me as well (as long as DW has transwarps ;). Let me know if you want Golem to be built on your base or you want to handle logistics of getting already built golem to your area. I can hand over Golem 432 to you (TW, HPh) when we are done with Crystal HW and we can use FC to move it with rest of my reinforcements.			
			Just in case you are thinking about building Resolutes as well, I want max bang for PP spent (TW, HPh, mk7). But as I said I will have needed minerals and money on p110 soon enough and I can wait for that.			
			Leak - did anyone else except you and me knew about our plans to ambush Borg? I have not told anyone about it for sure and I suspect you did not either. More likely it is an effect of us working together to get rid of Crystal.			

49	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Oops, I guess the gs reset the tow mission. And I forgot to drop my tow mission off of s115. Oh well.</p> <p>Can you try to move s367 away from the middle of the robot minefield?</p> <p>s212 should lay all mines.</p> <p>And leave s115 where it is.</p> <p>Thanks.</p>	32349	1	Fed(1) <> Crystalline(7)
49	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	A family member of mine became ill last week and died yesterday sorry I haven't had time to concentrate on	32350	1	Bird Man(3) <> Cyborg(6)
49	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	I'm very sorry to hear that... My thoughts are with your family...	32351	1	Bird Man(3) <> Cyborg(6)
49	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	A family member of mine became ill last week and died yesterday sorry I haven't had time to concentrate on	32352	1	Lizard(2) <> Cyborg(6)
49	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Oh. I am very sorry to hear. My condolences.</p> <p>Of course there are things more important than planets. Just take your time and tell me when you feel like talking planets again.</p>	32353	1	Lizard(2) <> Cyborg(6)
49	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>FC 331 - I was going to use that for a one-way trip south to the other one, and would move it down to your Golem 321. I was going to bring clans and the capture DW down in that move as well. We need to get a Golem over to that cluster of 3 Biocides. That is the focus for me.</p> <p>DW Build - A build on p110 is fine as long as there are materials there. I'm generally short on cash, so hopefully you have that down there.</p> <p>Leak - The only other party who I told was the Fascists by briefly mentioning it in our 3 way conversation. It's probably low likelihood, but a shrewd player could do that to help better position themselves for the long game by tying me up with another enemy. It's probably just coincidental timing.</p> <p>Borg - I'm highly suspicious of the Borg ship movements, especially with the lack of answers to my questions the last several turns. He finally got back to me today saying that he hasn't had a chance to respond because of a death in the family. I certainly sympathize with him, but he's been playing his turns, and all I needed were yes/no answers. I'm likely going to strike a number of areas, including several FCC's this turn to prevent his ship advancement. This would create an immediate conflict in much of my area. Please keep moving Golem 321 north towards p184 to refuel and get in position to take out a cube. Let me know if you need anything for fighters.</p>	32354	1	Bird Man(3) <> Robotic(9)
49	4) The Fascists (mkkangas)	9) The Robots (elvon)	<p>The webs are moving in quickly, not sure how many turns my ships can move before they are all stopped. Please send whatever you can west to lay mines or sweep - else i'll be dead in a few turns.</p>	32355	1	Fascist(4) <> Robotic(9)
49	8) The Evil Empire (greywolf)	4) The Fascists (mkkangas)	<p>Hi MKKangas,</p> <p>Do you have any interest in passing me over the Deth Spec? If not, I might just kill it off.</p> <p>Chat later!</p> <p>GW</p>	32356	1	Fascist(4) <> Empire(8)
49	4) The Fascists (mkkangas)	8) The Evil Empire (greywolf)	If you find a way to prolong my life, happy to hand it over.	32357	1	Fascist(4) <> Empire(8)
49	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>My swift heart is 1 turn away from p361, p325 or p353. I can move to any planet you specify. I am afraid I don't have anything in immediate area, that could be useful. My other closest ships are on p265 (w5 automa) and p22 (automa + golem), but neither of those have beams to sweep. My sweepers are at least 3-4 turns away from my border planets and those are cats paws that are not really good at sweeping even with heavy phasers.</p> <p>If your ships can make it, go towards p72 and then further NE. Most of those planets are under Birds control right now, but I'm scheduled to take them over. I can give them to you to keep you alive while we move your ships to take over planets deeper in my space.</p> <p>Also, if your probe can make to my borders I can hyper back to you provided you still have ships with significant amount of torps aboard.</p> <p>PS We are working hard to take out Crystal, but unfortunately it does not look like we will be able to eliminate</p>	32358	1	Fascist(4) <> Robotic(9)

49	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FC 331 - your FC is approximately 4-5 turns away from center of crystal HW cluster. If we put our mind to it we can get 3 of my w5 Golems (s133, s424, s493) and w9 Golem (s432) meant for a hand over to you next to cubes in 5-6 turns. And by then I can also position Golem 321 on p39.</p> <p>Alternatively if you chunnel to FC 118 right away you can get my Golem 321 next to cubes in 3 - 4 turns, But it will delay rest of my ships for significant time.</p> <p>One more alternative, chunnel to FC 118 and then move right toward Crystal HW, that should give you an option to transport whatever you need to center and then get all the ships from alternative 1, but will take around 7 turns. I myself would chose either alternative 1 or 3 as it will put enough Golems into position to handle those 3 cubes and it would give you an anvil of your own, to get back some of lost PP.</p> <p>Please confirm what you would like to do, because I want to start moving Golem 424 in right direction this turn.</p> <p>p110 - moving cash there as we speak, first 10k will arrive in 4 turns.</p> <p>Borg - I thought you still have one FC to trade, no? I assumed s43 moving into your space is for that.</p> <p>Golem 321 is going to p184 this turn, but I wouldn't be able to tow if much further until I get fuel from planet.</p>	32359	1	Bird Man(3) <> Robotic(9)
49	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>I would appreciate if you Virgos did not sweep my mines, They are nowhere near your space. At first i though it to be a honest mistake on your part, but you have been doing it for several straight turns now. If you continue on this path i will have to assume a hostile intent and i will be forced to act to defend my borders.</p> <p>Elvon</p>	32360	1	Robotic(9) <> Colonial(11)
49	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>s367 waypoint 2767,1676</p> <p>as far as I understand, gs does not reset any mission?</p> <p>s212 confirmed</p>	32361	1	Fed(1) <> Crystalline(7)
49	8) The Evil Empire (greywolf)	4) The Fascists (mkkangas)	<p>ha ha....</p> <p>Given what you have explained to me earlier, I don't think even a code change is going to save you.</p> <p>GW</p>	32362	1	Fascist(4) <> Empire(8)
49	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>That Gorbie is completely full of fighters, so it doesn't have a clan onboard to accept the fireclouds. I will bring a probe over.</p> <p>I hope everything is going well!</p>	32363	1	Cyborg(6) <> Empire(8)
49	4) The Fascists (mkkangas)	8) The Evil Empire (greywolf)	Thanks for the support... or lack thereof	32364	1	Fascist(4) <> Empire(8)
49	4) The Fascists (mkkangas)	9) The Robots (elvon)	Not enough fuel to make p72 - will do what I can. In the words of Ivan Drago - If I die.... I die.	32365	1	Fascist(4) <> Robotic(9)
49	4) The Fascists (mkkangas)	7) The Crystal People (flaabes)	As you are clearly going to die as well, just curious what was motivating you to destroy me.	32366	1	Fascist(4) <> Crystalline(7)
49	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>I had a death in my family on sunday I'm coping</p> <p>I've sent the FCC</p>	32367	1	Cyborg(6) <> Empire(8)
49	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Oh my gosh. That's terrible.</p> <p>My thoughts and prayers are with your family.</p> <p>Take care.</p> <p>GW</p>	32368	1	Cyborg(6) <> Empire(8)
49	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Sorry to hear that my Virgos sweeping your minefields to much.</p> <p>We change the mission of the Virgos.</p> <p>Thanks for the head up!</p>	32369	1	Robotic(9) <> Colonial(11)

49	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Hail,</p> <p>I have some kind of Fascist outbreak ... they flee towards the Robots. I assume it's in your interest to keep them away from the Robots.</p> <p>That will slow down the minefield sweeping progress.</p> <p>BTW - nice purpel drawing ... hope your pet is doing well ^^</p> <p>Frostie</p>	32370	1	Fed(1) <> Colonial(11)
49	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>I have never been plotting to attack you. I can't afford to trade away any FCC right now. I dropped MC at my starbase hopefully you can build a ship there. I see you're working with the crystals.</p> <p>PS. thank you for your condolences</p>	32371	1	Lizard(2) <> Cyborg(6)
49	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	<p>I'm sending you FCC43 please GS the resolute</p> <p>PS Thank you for your thought it's appreciated</p>	32372	1	Bird Man(3) <> Cyborg(6)
49	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>The Resolute is set to give ship on your HW this turn. Please set your FCC43 friendly code to "gs3" (case-sensitive) so that you surrender to the starbase at p34 this turn.</p> <p>Max</p>	32373	1	Bird Man(3) <> Cyborg(6)
49	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>I have only a minute to respond. The Borg got back to me just now and confirmed that the ship transfer is on. Hold-off on any moves that would look overt to the Borg. I'm not attacking him this turn. I'll respond more on the rest later.</p>	32374	1	Bird Man(3) <> Robotic(9)
49	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>FCC 331 - I'm taking him directly to the Crystal cluster now, towards the Crystal HW unless there is a better rally point. We can adjust if needed next turn, but he is on his way. ETA 6 turns. Hopefully we have a few turns to get things in place for the Borg.</p>	32375	1	Bird Man(3) <> Robotic(9)
49	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>Thanks for the heads up.</p> <p>Seems that Mkkangas is not pleased with how this sector shaped up - sounds like nearly everyone came to Hiko's aid after his homeworld fell, and tipped the scales very strongly the other way. Wouldn't surprise me if Mkkangas has decided to give his fleet away to change the balance.</p> <p>Elvon's focused the brunt of his assault on my other flank, and it's a daunting fleet, but I've put the pieces in play to put up a fight. In the mean time, my presence on the western front pretty significantly outguns Elvon's.</p> <p>Flaabes knows he doesn't have much time left, but he's still sticking with it to honour his deals. Or stick it to</p>	32376	1	Fed(1) <> Colonial(11)
49	9) The Robots (elvon)	4) The Fascists (mkkangas)	<p>s449 - go to 2105, 1895, I will refuel you from s228</p>	32377	1	Fascist(4) <> Robotic(9)
49	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>I guess you are dropping the MC this turn. At least there is no money on the planet.</p> <p>If you want me to build now, I will build a LCC W9 Xray M8.</p> <p>If you are beaming money right now and want me to wait for one turn, I will build one with better beams next turn.</p> <p>If I don't hear from you, I will wait one turn.</p> <p>Would you tell me whom you want to attack? Depending on your target I could maybe join in your attack. But I fully understand if you don't want to tell.</p> <p>And talking about you attacking me was more to show you how "not talking" could be viewed, by someone not as trusting as me. You have been a good ally in the past and I didn't expect you to backstab me now. Which is, by the way, the reason why I will build one LCC for free. About more LCCs we have to talk later, after we have decided if we attack together. PPs are very valuable in this phase of the game.</p> <p>Or as an alternative to building one LCC for free: If I build two LCCs that costs me 10PPs. One FCC costs you 4PPs. So maybe a deal that you build one FCC with W9, decent beams and M8 in exchange for two good LCCs? I would send the money and mins to your base in my area. You give me all I need in your area.</p>	32378	1	Lizard(2) <> Cyborg(6)

49	11) The Colonies (frostriese)	1) The Feds (chanain)	Mkgankas hit a surprise attack, but Hiko didn't surrender like it would be in normal sectors ... campaigning against a well played Lizzards is extrem difficult.  I am not resentful about the support of Flaabes or Greywolve ... it's more about grudging that you get it and I am not ^^  Flaabes had a bad start and comes under pressure now ... Borg will follow.	32379	1	Fed(1) <> Colonial(11)
49	4) The Fascists (mkkangas)	9) The Robots (elvon)	Can you make it to p282? That is where my last stand is.	32380	1	Fascist(4) <> Robotic(9)
49	4) The Fascists (mkkangas)	9) The Robots (elvon)	S449 is heading to 2105, 1895	32381	1	Fascist(4) <> Robotic(9)
50	7) The Crystal People (flaabes)	1) The Feds (chanain)	No web mine hits or fuelless ships by now	34197	1	Fed(1) <> Crystalline(7)
50	9) The Robots (elvon)	4) The Fascists (mkkangas)	FYI - there is a Virgo 495 on p325. Distruptors, 159 fighters. My and Birds Swift is there as well.	34198	1	Fascist(4) <> Robotic(9)
50	1) The Feds (chanain)	7) The Crystal People (flaabes)	How much fuel do you need transferred to s449? If I remember correctly you need to disable cloak for the Thanks. I'm going to load up s212 with about 300 cargo; could you set it to minescoop?	34199	1	Fed(1) <> Crystalline(7)
50	9) The Robots (elvon)	3) The Bird Men (maximus1776)	I am sweeping 3000 mines around p480, but this can not guaranty there wouldn't be more mines than I can sweep. My estimate is Crystal still has 2 ships on p480 (ruby 387 and cats paw 37) unless one of them died on your mines. Please send 1 or 2 of your sweepers as close to p480 as you can manage. This and next turn are last I will be able to sweep before drained of all fuel.	34200	1	Bird Man(3) <> Robotic(9)
50	9) The Robots (elvon)	3) The Bird Men (maximus1776)	In addition to previous message - can your resolute 516 transfer all spare fuel into golem? There is space for 1920 units.  Also, if you have any spare ship there is a Loki sitting on p68. It is not in a hurry tho, as I would prefer to capture it instead of destroying, hence we need to wait on capturer DW to arrive.	34201	1	Bird Man(3) <> Robotic(9)
50	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi Mike,  My ship number is the highest, so make sure you hold onto one of the FC's with the clan onboard or the Gorbie won't make it over to you. In other words, only give me 4 and leave the last one till next turn, but it is the one that needs to have the clan onboard.	34202	1	Cyborg(6) <> Empire(8)
50	2) The Lizzards (hiko)	6) The Cyborg (mike dowell)	Hi Mike, I got no answer till now. I will order a LCC W9 Xray M8 on the base in your area if I don't hear from you till the host run. I hope this is ok. Hiko	34203	1	Lizard(2) <> Cyborg(6)
50	7) The Crystal People (flaabes)	1) The Feds (chanain)	Done.	34204	1	Fed(1) <> Crystalline(7)
50	3) The Bird Men (maximus1776)	9) The Robots (elvon)	p480 Webs - I'm towing a HP DW just outside of the p480 WW this turn. If we're lucky, it get there, or be close. I'll try to get to you with fuel the turn immediately after, while still sweeping with the DW. The turn after that I'll go into p480 hot on cloak to destroy the ships (unless they move into the WW...) and not the planet. More ships will be moving that way from his HW shortly.  Resolute 516 Fuel - I have 8kt of fuel on that ship... I gave the Golem 1kt in case it was bone dry.  p68 Loki - I'm quite far from there, but I'll see what I can do.  You've probably noticed that the Horde is giving the Crystals the Fascist planets. We'll likely not be able to FoF them any time soon.	34205	1	Bird Man(3) <> Robotic(9)
50	3) The Bird Men (maximus1776)	9) The Robots (elvon)	CORRECTION: I transferred 1441kt to Golem 321 from Resolute 516. I neglected to realize that I was on the planet with fuel...  Any chance I could take ownership of the Golem until the Biocides are removed (only 2 left). That would help me be positive PBP after losing a DW to each Biocide. I have the capture DW working south, and should be transferred to you in the next 6-7 turns.  I also have a Swift coming over to you next turn at p367. Was I going to transfer that to you, or were you providing a base down there? Or, was it just to start scouting the Fed area? Can't remember and didn't set a	34206	1	Bird Man(3) <> Robotic(9)

50	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p480 - yeah, I don't think we will be able to FoF crystal either, not with all the planets he is taking from Fascists. Still, it would really help me if we controlled friendly code of webs for turn or two. That would let me catch Feds with their pants down in south and also finish crystal fast enough in north to start moving sweepers to Feds front. With Feds economy I'm at risk of getting overwhelmed by webs otherwise.</p> <p>Golem 321 - sure, I can lend it to you, but you know, you break it, you buy it ;) In fact, if you want to keep it I can sell it to you for a price of 2 Resolutes, since it is only w5 and with x-rays. With crystals surviving, I'm really in need of any capable sweepers I can get. Either way, it has only 121 fighters on board and you will need more than that. I'm setting friendly code to 'lfm', transfer minerals and supplies to build more fighters. This turn, there is a space for 51T, 34M, 85S. Also, feel free to transfer clans to s225 (space for 290)</p> <p>Swift 210 - not sure, what your intentions were. I got the swift I wanted to help Fascists (doesn't look like it will be of any real use tho, as Fascists are crumbling too fast). In either case I don't mind if you scout out Feds with it, but it probably wouldn't be easy or safe due to webs.</p> <p>p110 - if all goes well I will have a base ready to build resolutives in 4 turns.</p> <p>Elvon</p>	34207	1	Bird Man(3) <> Robotic(9)
50	9) The Robots (elvon)	4) The Fascists (mkkangas)	Just a reminder to make sure you remove cloak from s449.	34208	1	Fascist(4) <> Robotic(9)
51	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>P276: I will not drop clans, just looking for the Fasc.</p> <p>Heiko</p>	35912	1	Lizard(2) <> Bird Man(3)
51	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks. I'm beaming up credits. Could you lay those mines again and set FC to mkt?	35913	1	Fed(1) <> Crystalline(7)
51	1) The Feds (chanain)	7) The Crystal People (flaabes)	Actually, correction, *don't* lay the web mines yet; just set the FC to mkt.	35914	1	Fed(1) <> Crystalline(7)
51	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>With 4 sweepers camping p480 we should be able to sweep anything crystal can throw there. Please send 5 ships to p480 to be able to control web friendly next turn. Just don't take them out by accident ;)</p> <p>Elvon</p>	35915	1	Bird Man(3) <> Robotic(9)
51	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>USS212 15 % damage, needs mc for mkt</p> <p>Tomcat XIV ID#481 is out of fuel and energy. They can no longer attack us.</p> <p>Legion X ID#379 is out of fuel and energy. They can no longer attack us.</p>	35916	1	Fed(1) <> Crystalline(7)
51	7) The Crystal People (flaabes)	4) The Fascists (mkkangas)	<p>Greetings Mkkangas,</p> <p>sorry for late response due to rl issues.</p> <p>It's nothing personal with you. Yes, I was early target for robots and bird who wanted to kill me early. Because of their attacks I have not been able to build up a solid economy. In this situation I received an offer which I couldn't reject. So it is not my active decision to destroy you and that my support services are used against you.</p> <p>Regards</p>	35917	1	Fascist(4) <> Crystalline(7)
51	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Do you have what you would need to queue up a Gorbie? How much would you need now?</p> <p>Also, FYI, I'm putting one of those Gorbies into the field momentarily. I've been holding them back as a surprise for Elvon, but there are a bunch of isolated enemy carriers stuck in web mines on the eastern front, hiding in warp wells, calling for a Fed Gorbie to help with clean-up, so I think it's time. Figured I'd let you know,</p>	35918	1	Fed(1) <> Empire(8)
51	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>No, I am a bit short.</p> <p><a href="https://imgur.com/a/ilgsyzV">https://imgur.com/a/ilgsyzV</a></p> <p>All good to use the Gorbies, that is what they are for!</p>	35919	1	Fed(1) <> Empire(8)
51	9) The Robots (elvon)	4) The Fascists (mkkangas)	I still have swift on p325. Not sure if it help any though.	35920	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
51	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	<p>Hi,</p> <p>just a head up ... the Lizzards finishing the Fascist soon. My intelligence collecting your empire could be the next one (keep in mind - he has Fireclouds at his hand).</p> <p>Br Frostie</p>	35921	1	Bird Man(3) <> Colonial(11)

51	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>The Fascist is failing ... the Lizzard wins his feud ... with webs and Fireclouds a Lizzard becomes unpleasant the worst possible enemy.</p> <p>Any idea how to make him the next big target for all of us ... may be lead by the EE or Bird?</p>	35922	1	Robotic(9) <> Colonial(11)
51	11) The Colonies (frostriese)	1) The Feds (chanain)	<p>Seems the Crystal got a 2nd home to survive the FoF ... unpleasant.</p> <p>Any idea how to deal with a Lizzard with Web- and Firecloud-Support?</p>	35923	1	Fed(1) <> Colonial(11)
51	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Seems the green ones will try to make the first rush to the thrown. I assume that you expected this and smiles while you have a nice solution to stop him prepared already.</p> <p>He has Fireclouds and Webs ... thats even for a uprising EE a tough combination, right?</p> <p>Best wishes Frostie</p>	35924	1	Empire(8) <> Colonial(11)
51	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostie,</p> <p>It is an interesting situation. Literally everyone helped the poor Lizard who lost his homeworld. I traded a couple of Gorbies for stuff, same with the Borg and it seems the Crystal has found refuge there as well.</p> <p>In my research I found that you and he had allied and worked well with each other in the past and are also from the same country I believe, so I am very careful what information I pass onto you.</p> <p>However in order to win, he does need 250 planets that have to come from somewhere and I suspect both of us will be in the firing line at some point.</p> <p>Well done on finishing off the Rebel so quickly!</p> <p>GW</p>	35925	1	Empire(8) <> Colonial(11)
51	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Yes, Hiko and me are from the same country ... but don't follow Mkgangas path ... I played four games with Hiko already (one as ally, and three as enemy).</p> <p>I don't request informations nor would I try to push you in one direction.</p> <p>I would give you a head up - and show you that I get a wake up call, already.</p> <p>Not more not less ... I know very well that after Mkgangas tears I have to rebuild trust first.</p> <p>Frostie</p>	35926	1	Empire(8) <> Colonial(11)
51	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>FoF makes it more interesting in my view.</p> <p>To remove a lot of Hiko's power we need to remove his webs. He will want to preserve them.</p> <p>I find that whilst the Bird is getting stronger and stronger with each passing turn. I need the Crystal to collapse.</p> <p>The only other alternative is you collecting the remaining Crystal planets in Fascist space.</p> <p>Anyway, either way my best strategy is tactically pausing at the moment.</p> <p>GW</p>	35927	1	Empire(8) <> Colonial(11)
51	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	<p>I appreciate the information.</p> <p>Best, Max</p>	35928	1	Bird Man(3) <> Colonial(11)
51	3) The Bird Men (maximus1776)	9) The Robots (elvon) 4) The Fascists (mkkangas)	<p>Mkkangas - Did the Crystals take any of these planets from you?</p> <p>497 492 481</p> <p>Thanks, Max</p>	35931	1	Bird Man(3) <> Fascist(4) <> Robotic(9)

51	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>I wish I did. Lizard/Crystal is a tough combo to crack, which I'll admit I learned the hard way. The Lizard economy and mining boost allow them to field a whole lot of web mines.</p> <p>For what it's worth, if I were in your shoes, I'd probably start with a defensive posture. The Crystal is getting eaten at home by the Bots and Birds; the Lizards can only keep him alive for so long. In the mean time, you should be able to maintain conventional minefield supremacy to decloak LCCs, and you shouldn't have a problem going head to head with T-Rexes and Zillas. Keep your cobols working, and lots of sweepers at the front - I could help you refit beams...at a price, of course. :)</p> <p>The other issue you may have...you'd know better than I do, but I suspect that the Lizard has some heavy carriers. I could trade you Missouri as carrier fodder. And if you'd like to make use of my crew bonus to</p>	35932	1	Fed(1) <> Colonial(11)
51	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p480 - 5 ships moving there this turn. I won't be able to change the FC until the following turn, as it happens before movement. Keep up your sweeping, as I'm taking a HP DW into the planet for Superspy for now. Once I get another ship down there, I'll move the HP DW into the WW for sweeping until we take out the ship there.</p> <p>Golem 321 - Keep loading to build fighters. I'll likely take ownership in a few turns in exchange for some Resolutes.</p> <p>Biocides on p408 - If it's good by you, I'd like to sneak 1-2 Golems from the Crystal area right next to p408 with a FCC, take ownership of the Golems for a few turns, and take out the Biocides in one shot. I would give the Golems back to you, and we can discuss where to move them, likely through chunnel. The break-it/buy-in policy applies. However, I can take out a Biocide with 1 DW and a Golem every time, losing around 50-80 fighters.</p>	35933	1	Bird Man(3) <> Robotic(9)
51	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p480 - sweeping 4200 webs this turn.</p> <p>Golem 321 - I don't remember if I will be able to load minerals from planet if you set its friendly code to match that of Golem i.e. 'lfm'. I think it should work. If not, you will have to transfer minerals manually from your resolute.</p> <p>Biocides on p408 - sounds ok with me. As per our earlier plan you can count on 3 w5 Golems and Fearsome to be available for you.</p>	35934	1	Bird Man(3) <> Robotic(9)
52	3) The Bird Men (maximus1776)	9) The Robots (elvon) 4) The Fascists (mkkangas)	<p>Mkkangas - Can you get back to us on the message above on the list of planets the Crystals may have taken? We may be able to do a global minefield FC change this turn.</p> <p>Thanks, Max</p>	37625	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
52	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Does s212 have torps now? Can you lay web mines again?</p> <p>Also, can you set s367's fc to FED?</p> <p>I'm transferring a clan onto the Nebula, and gsing you a Nova there to lay more mines.</p>	37626	1	Fed(1) <> Crystalline(7)
52	3) The Bird Men (maximus1776)	9) The Robots (elvon) 4) The Fascists (mkkangas)	<p>Mkkangas/Elvon: If we are lucky and p480 is the highest-ID Crystal planet, I'm changing the FC to "MF3" this turn. I have 5 ships there, so it should be 100%. Good luck getting through the webs...</p> <p>Max</p>	37629	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
52	9) The Robots (elvon)	3) The Bird Men (maximus1776) 4) The Fascists (mkkangas)	<p>I have no info on p497, but rest were hit by Lizard first. No saying if crystal took it over later.</p> <p>I have not done friendly code change myself and you probably know much better how it works ... i'm reminding just in case. Don't forget about Ion Pulse i.e. if you have cloak + PE after ion pulse it might result in attack on planet.</p>	37631	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
52	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Due to Feds pushing forward around p22 i'm considering moving golem 321 south to reinforce that front line.</p> <p>Do you think you can manage till the fleet from Crystal HW arrives to reinforce you (should be there in 3-4 turns)?</p>	37633	1	Bird Man(3) <> Robotic(9)
52	4) The Fascists (mkkangas)	3) The Bird Men (maximus1776) 9) The Robots (elvon)	<p>492 and 481 are Lizard owned 497 i have no info</p>	37635	1	Bird Man(3) <> Fascist(4) <> Robotic(9)
52	3) The Bird Men (maximus1776)	9) The Robots (elvon) 4) The Fascists (mkkangas)	<p>Elvon - Correct. I have no PE set on any ships there. If the ion pulse hits, it will decloak the ships, but nothing will attack (and the planet FC will be something other than NUK/ATT). The only wrinkle would be if he brings a capital ship onto the planet, it may attack something. That's an acceptable risk.</p> <p>Max</p>	37639	1	Bird Man(3) <> Fascist(4) <> Robotic(9)



52	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>as you can see, one LCC has surrendered to you. I have ordered another one, but set no pbx on the base. But in two turns the fasc will be gone and some normal builds will come along. Maybe you are lucky.</p> <p>On P252: I guess that you have quite a lot of supplies there. Would you please tell me how many? And set the fc to alm, so I can beam up some supplies with my merlin?</p> <p>There is an ion storm coming along, I will chunnel us out of the way before it hits.</p> <p>About your statement of a likely attack on someone. I accept that you will not tell whom you want to attack. But let me tell some of my thoughts: there are only 2 likely candidates: EE and Bird. If I were in your position, I would probably go for the bird, knowing that he will surprise attack you if you don't. But this is only under the premise that there are no diplomatics going on. If I had a long term agreement with the bird I would look for a different target.</p> <p>To come to the point: If you want to attack the bird, I could imagine a cooperation. If you want to attack the EE, this is more unlikely. If you want to attack a third target and you think that some Lizard and Web support would be nice, please don't be shy and ask me! The least I can promise is that I will not disclose your target to anyone!</p>	37640	1	Lizard(2) <> Cyborg(6)
52	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>s367's fc is FED</p> <p>s212 laying 8181 mines</p> <p>s65, 379, 481 are out of fuel</p>	37641	1	Fed(1) <> Crystalline(7)
52	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>You can pull Golem 321 for the south. I can likely wait a few turns until we move the ships out of the Crystal area. As soon as we secure the Crystal area a bit better from the remaining few ships, I can move my sweepers to the south. You should start to think about where I can refuel. Darkwings need frequent fill-ups...</p> <p>Max</p>	37642	1	Bird Man(3) <> Robotic(9)
52	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks, that's great. Elvon's about to get a couple nasty surprises.	37643	1	Fed(1) <> Crystalline(7)
52	9) The Robots (elvon)	11) The Colonies (frostriese)	I think Bird is too far from Lizard for him to be involved at this point and I have no opinion about EE as I have not really communicated with him. My assumption is EE is actually helping Lizard, but of course I wouldn't mind if they turned on each other.	37644	1	Robotic(9) <> Colonial(11)
52	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>EE is way too passive ... Lizzards must be challenged now - at first he has to loose his Web Support.</p> <p>May be Birds have Fireclouds, too ^^</p> <p>BTW nice fireworks ... how it's going with the Fed?</p>	37645	1	Robotic(9) <> Colonial(11)
52	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	<p>I am curious ... Do you get hands on a pair of Fireclouds?</p> <p>Be aggressive is always the best defense ^^</p>	37646	1	Bird Man(3) <> Colonial(11)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	Did the Birds change one of your FCs to an MF code?	39191	1	Fed(1) <> Crystalline(7)
53	7) The Crystal People (flaabes)	1) The Feds (chanain)	Obviously yes, thanks for info and sorry that I have not been attentive. I thought that p480 would have been taken earlier, so I set one myself at 476. Will now pay more attention.	39192	1	Fed(1) <> Crystalline(7)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Hmm. That will make things difficult. Will you be able to prevent the Bird from doing so again?</p> <p>Also, how many fighters does s106 have left (after destroying s212)?</p>	39193	1	Fed(1) <> Crystalline(7)
53	7) The Crystal People (flaabes)	1) The Feds (chanain)	93 fighters left	39194	1	Fed(1) <> Crystalline(7)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	I am not sure whether my mfx code will be overwritten as Client Actions take place before super spy fc change	39195	1	Fed(1) <> Crystalline(7)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	Is 480 your highest planet ID?	39196	1	Fed(1) <> Crystalline(7)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	Also, how much fuel does s115 have?	39197	1	Fed(1) <> Crystalline(7)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	Let me rephrase: Are you able to lay web mines with s110, transfer 15 fuel to s323, and move both s110 and 115 to p253? Do 110 and 115 have enough fuel between them for that?	39197	1	Fed(1) <> Crystalline(7)
53	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Crystals wouldn't be going anywhere anytime soon. Most of their remaining planets are out of the reach in Lizzards space, because i count only 8 planets at most in Crystal HW area.</p> <p>Feds - Chanain is playing very tight and with webs and Gorbies on his side I expect to be tied down in Feds area for quite some time.</p> <p>To sum it up, unless you can convince EE to move on Lizzards i don't think anyone else except you will be in</p>	39198	1	Robotic(9) <> Colonial(11)

53	7) The Crystal People (flaabes)	1) The Feds (chanain)	480 is my highest id, followed by 476; both in my former area. 463 far away may be safe. Trying to get rid of them.  s115 has 98 fuel.1,400 mc, no torps. Transferring 15 fuel to s323. Laying 9153 mines from 117 mk7 on s110; both moving to p253.	39199	1	Fed(1) <> Crystalline(7)
53	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Minefield friendly change worked out, thanks! Please keep it up while it works. Unfortunately I did not catch any Feds on p18, but I did surprise Crystal nova instead (consolation prize). In any case it let me regroup and made my position much better. Too bad Fascist had given up already and did not even try to use this to his advantage.  I'm sending Golems s133, s424 and s432 to 2706, 2333. By my estimate you should be able to get your Firecloud close enough for us to chunnel out on next turn.  FYI - s37 hit a mine couple turn ago and wouldn't be able to move any significant distance and cause trouble.  Your offer to send Darkwings to help with mine sweeping is generous and it would really help, but we should consider if sending them to center together with my Golems would be more beneficial. There are several reasons for that: 1) there is a good chance now, that Fascist is dead Lizard will try to push through the center and he will definitely use webs 2) there is a good chance EE will move against you once you attack Borg and he is quite likely to have webs of his own 3) if nothing else by going south from center you will be able to aid me with webs around p22  Besides, I plan to send Resolutes I'm trading from you to web sweeping duty and together with my own sweeper fleet now in Crystal space I do hope it will be enough to start taking Feds out.  I am building base on p110 this turn and if I counted it right it can start building Resolutes right away. Please send a ship for takeover when available.  On unrelated note I was contacted by CoM last turn inquiring me if I think EE or you will be willing to challenge Lizard. I replied I have no contact with EE to have an opinion and I think you are too far away to have any	39200	1	Bird Man(3) <> Robotic(9)
53	11) The Colonies (frostriese)	2) The Lizards (hiko)	Das wars dann mit Double Beams und Popern ... wie teilen wir auf :)	39201	1	Lizard(2) <> Colonial(11)
53	11) The Colonies (frostriese)	9) The Robots (elvon)	Keeping the Crystal alive will be difficult for Lizzard / Fed ... if these 8 planets are gone ... he is just 5 planets above FoF - neither Fed or Lizzard can spare a bigger part of their empire for him.  there will be a chance for a FoF attack soon ^^	39202	1	Robotic(9) <> Colonial(11)
53	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Ah, you have to switch off unload on P252. I beamed up supplies, but they were unloaded again.	39203	1	Lizard(2) <> Cyborg(6)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	Okay, thanks. I have another idea: I'll set you up to take 482. We'll have to do some work next turn to accelerate it, but I think we can make this effective pretty quickly.	39204	1	Fed(1) <> Crystalline(7)
53	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	I generally agree, my friend...!  It seems that I'm on the short-end of Firecloud distribution in this game...  Best, Max	39205	1	Bird Man(3) <> Colonial(11)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	One more thing: For the webs s110 is laying this turn, could you set it to mi1?	39206	1	Fed(1) <> Crystalline(7)
53	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	not you alone ... we will see what comes next here on this stage :)	39207	1	Bird Man(3) <> Colonial(11)
53	9) The Robots (elvon)	3) The Bird Men (maximus1776)	In addition to previous message:  It would be good idea if you changed MFx friendly code each turn to avoid opponents exploiting matching friendly codes in ship battles and force surrender of bases. (i have 2 ships over Feds base this turn).  Please let me know new friendly code of webs for this turn.  Elvon	39208	1	Bird Man(3) <> Robotic(9)
53	7) The Crystal People (flaabes)	1) The Feds (chanain)	Yes, set, but that doesn't drain, only in case of direct mine hit, but not if a ship is in a web field.  Unless I don't receive another order mi1 is set.	39209	1	Fed(1) <> Crystalline(7)
53	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks, that's great.  I realize that it won't drain, but my concern is that the Birds are likely to maintain FC control of yours for at least a couple turns. Until we can get you back in FC control, having web mines under my ID will at least limit	39210	1	Fed(1) <> Crystalline(7)

53	3) The Bird Men (maximus1776)	9) The Robots (elvon)	New Crystal Web FC T53 - "MFJ"  I'll respond to the rest shortly.  Max	39211	1	Bird Man(3) <> Robotic(9)
53	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Just to clarify, that is a lower-case "j". The textbox for writing messages and the resulting post have different fonts, and it's harder to read in the post....	39212	1	Bird Man(3) <> Robotic(9)
53	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Crystal Web FC - As discussed, the T53 code is "MFJ" - lower-case "j".  Golems in Crystal Area - I'll be at 2706, 2333 in 2 turns (T55) with the FCC.  Darkwing Sweeping - I get it about the middle. On the flip-side, having you overrun or tied-up in your south with a lot of ships is also a problem. If you feel you can maintain your southern front (including with a Fed Gorbie), I'll work on moving stuff to the middle. I have another full-service DW SB now in production on p397, which will save a little travel time. We also need to plan for fuel in the middle, both for you and for webs.  Borg - I'm getting several DW's in place in his cluster to blitz him quickly when the time is right (4-5 turns). Taking out his FCC's, and Biocides in the south, is key. With a well-orchestrated attack, I think he will fold after a few turns. After the strike, I'll work on politiking with the EE to hopefully keep him contained for now. If I can take the Borg out very quickly, hopefully I can remove the pretext the EE would use for joining the conflict.  p110 Base - I'll have a ship there with clans in 2 turns (T55).  CoM - They have also been sending me fishing messages, and also a recent cryptic message that basically said "the best defense is a good offense". I'm not sure if it was a subtle warning, or possibly an incentive for me to start the engagement with the Lizards. Heiko and Frostie have worked together in the past, so I wouldn't put it past them to coordinate something. Candidly, we have our work cut out for us if it's just the two of us against the rest. Should we be looking at trying to get another partner, perhaps the Feds? The Borg are a non-factor, and would likely not be a good partner. Lizards/EE are likely pretty tight, although the EE messaged me several turns ago with a fishing message, and then said something along the lines of "alliances change over time". However, I would be suspect of them as a partner. CoM is likely in tight with the Lizards, and I would also be suspect of them. The Feds are the only unknown for me, and you would likely have a better feel for the texture of their diplomacy with other races. Let me know what you think, but looking at it from here, it's a tough road ahead. At some point their alliance will need to fall apart for someone to win, but we are almost certainly their next group target.	39213	1	Bird Man(3) <> Robotic(9)
53	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	The supplies you picked up turned into moly.	39214	1	Lizard(2) <> Cyborg(6)
53	7) The Crystal People (flaabes)	1) The Feds (chanain)	In three turns I will take p497	39215	1	Fed(1) <> Crystalline(7)
54	7) The Crystal People (flaabes)	1) The Feds (chanain)	And this turn I will pull off all clans from p480.	40703	1	Fed(1) <> Crystalline(7)
54	1) The Feds (chanain)	7) The Crystal People (flaabes)	Great. Are you using a cloaker for that? (Will they know that you're doing it, or do we get to surprise them?)  Want to send s115 to p482? I'm going to temporarily pull your safe passage and set 482 to nuk, so you'll take it next turn. (You'll win. Don't worry.) Also, set 115's FC to mF7, to ensure no mine hits.	40704	1	Fed(1) <> Crystalline(7)
54	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	Thanks. I will chunnel away from P252 this turn to avoid the ion storm. Please set those mediums to W0 so they chunnel along.  And would you please give 1800 clans to my merlin?	40707	1	Lizard(2) <> Cyborg(6)
54	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Web FC for T54 - "MFs"  While trying to set the exact waypoint in space for the FCC, I neglected to realize that it was moving through the edge of the web mines... I should be able to get out of there this turn, and should be at the waypoint on T56.  p480 - There is a Ruby and a Paw there now. He could tow with one or both of the ships, as the ion pulse hit this turn and I am uncloaked. The only ship that would be vulnerable is the Swift if the ion pulse goes off again. I may tow the Ruby with one of the DW's, and have a lower percent of changing the FC this turn. I may try to tow the Paw as well to see if I can get lucky. It would be nice to see those ships go away.	40708	1	Bird Man(3) <> Robotic(9)

54	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Gorbie hat 300kt fuel erhalten.</p> <p>Geminis sind vollgeladen ... kein Transfer in Storage möglich.</p> <p>ID 197 76 fighter -- 320 fÄ¼r Fighter - 96/64/160 ID 525 50 fighter -- 350 fÄ¼r fighter - 105/70/175</p> <p>Jetzt wäre doch ein passender Zeitpunkt die versprochenen Schiffe zu produzieren und an mich zu senden ^^</p>	40709	1	Lizard(2) <-> Colonial(11)
54	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p480 - If this is to be believed (<a href="http://planets.nu/documentation/super-spy">http://planets.nu/documentation/super-spy</a>) only 1 ship has to actually have super spy mission enabled. This means you should have 100% chance to control minefield this turn. Also please check of there are more than 670 clans on planet. If I were a Crystal player I would try to self destruct planet either by taking all the clans and/or taxing planet into riot.</p> <p>FC 331 - get Fireclaud as close as you can and we can chunnel out next turn (if you have fuel for chunnel left). Even my moving ships can chunnel if they match friendly code of FC.</p> <p>Feds - I have a history with Chanain and Greywolf from Spaceball sector where both of them banded together from 2 sides to take me out (failed). We did not have any formal agreement with Chanain, but I traded with him and offered NAP which he ignored. That is why when I saw GW probes in Feds space again, I did not feel I can trust Feds to be good neighbors and refused any NAPs. I am used to fighting everyone alone or in rare situations with a trusted ally. Granted this time opponents are of different caliber I still think we have a good chance to pull it through. But if you want you can try to speak with Feds and see if you can pull him to our side. If terms are reasonable I might agree even though I do need a space to expand and Feds space is next logical direction.</p> <p>Your ships at Feds front - actually if I had some of your ships at Feds front it would help with Feds Lokis. Maybe the right move is to send some Resolutes my way as they can operate longer with their extended fuel tanks and if they have decent beams they can step in as sweepers.</p> <p>Crystal - we wouldn't be able to FoF crystal, but we might consider a raid of the Crystal planets in center to see if we can FoF him this way. I have location of 11 crystal planets outside their home cluster (courtesy of</p>	40710	1	Bird Man(3) <-> Robotic(9)
54	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p480 - Superspy - Each ship with Superspy on increases the chance of changing it by 20%. <a href="http://www.donovansvgap.com/help/superspy.htm">http://www.donovansvgap.com/help/superspy.htm</a></p> <p>He also only has 526 clans this turn, so if he is smart, he will void the planet... Hopefully we get lucky...</p> <p>FCC 331 - I'm moving him to p446. Can you make it there? That seems to be the best balance of getting close enough to you, and steering clear of web mine in case I don't change the friendly code of p480.</p> <p>Feds/Partners - I like your optimism... It sounds like trying to ally with the Feds would likely not be in our interest given your history with them. I also like the idea of two of the weaker races taking on a larger and generally more resource-rich group. That would make for some good championship game lore, regardless of who ended up on top... Let's make it work. If I read "between the lines" in some of the public comments from our enemies, I believe they may think more of our position than is reality. That is good for us, and we should capitalize on that. Something from Miyamoto Musashi that I was reading today that is relevant to our current situation:</p> <p>***** To Become the Enemy</p> <p>"To become the enemy" means to think yourself into the enemy's position. In the world people tend to think of a robber trapped in a house as a fortified enemy. However, if we think of "becoming the enemy", we feel that the whole world is against us and that there is no escape. He who is shut inside is a pheasant. He who enters to arrest is a hawk. You must appreciate this.</p> <p>In large-scale strategy, people are always under the impression that the enemy is strong, and so tend to become cautious. But if you have good soldiers, and if you understand the principles of strategy, and if you know how to beat the enemy, there is nothing to worry about.</p>	40711	1	Bird Man(3) <-> Robotic(9)
54	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Okay, I'm going to tow s115 in instead. I don't *think* I need to worry about the planet attacking my ship after you take it, but I'm changing the planet's FC to att, and draining my ship of fuel, just to be on the safe</p>	40712	1	Fed(1) <-> Crystalline(7)

54	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p480 - if crystal can beam up all the clans lets assume he will. That makes super spy secondary, make sure you take out those ships as primary objective.</p> <p>FC 331 - yeah, I should be able to get to p446.</p> <p>Crystal - p420, p424, p54, p395, p334 are closest 5 I see. Going after crystal planets will be suicide mission, but we should keep a possibility in mind if we see an opportunity for it. Crystals are their main advantage right now.</p>	40713	1	Bird Man(3) <> Robotic(9)
54	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Hail mighty Cylon commander,</p> <p>I am curious what do you think ... I got a request by the Fed to sweep your minefields for him ... but I prefer to talk to the potential winner first.</p> <p>Do you like the sweeping idea or do you prefer a different way - may be you suggest a different deal for me.</p> <p>Let me know.</p> <p>Frostie</p>	40714	1	Robotic(9) <> Colonial(11)
54	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>So I've only set mF7 on s115.</p> <p>It'll be no surprise for bird/robots as those ships aren't cloakers.</p>	40715	1	Fed(1) <> Crystalline(7)
54	3) The Bird Men (maximus1776)	9) The Robots (elvon)	I see you still haven't hit End Turn. We're all set on p480.	40716	1	Bird Man(3) <> Robotic(9)
55	1) The Feds (chanain)	7) The Crystal People (flaabes)	Hmm, that didn't work. You have one or more clans on s115, right? I can pull my clan off p482.	42091	1	Fed(1) <> Crystalline(7)
55	7) The Crystal People (flaabes)	1) The Feds (chanain)	Yes, 1 clan onboard. My highest id is now 463 far off from birds (hopefully). Next turn I'll get 497.	42092	1	Fed(1) <> Crystalline(7)
55	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>status report:</p> <p>s110: 24 fuel, 0 torps, 0 mins, 0 mc</p> <p>s115: 15 fuel, 1 clan, 4 moly, 1,400 mc</p> <p>Large III ID#65 has struck a WEB mine! Damage is at: 8</p> <p>Large III ID#65 is out of fuel and energy.</p> <p>Tomcat XIV ID#481 is out of fuel and energy.</p> <p>Legion V ID#304 is out of fuel and energy.</p> <p>Janitor XII ID#61 is out of fuel and energy.</p> <p>all at p18</p> <p>tomcat and janitor seem to be cat's paws</p> <p>legion in general are automas</p>	42093	1	Fed(1) <> Crystalline(7)
55	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>What are the current resources on p8, I am still drip feeding some ships into there, but I have no idea on the resources or minerals on the planet at the moment.</p> <p>Also, with the drop in the Fascist, we might get the odd freebuild if you want to put some more minerals on p321 for me to queue up a Gorbie.</p> <p>Anyway, good luck, I see the Robot is getting bolder with his advance...</p> <p>GW</p>	42094	1	Fed(1) <> Empire(8)
55	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>p8 has 630 credits, 704 duranium, 485 tritanium, 462 molybdenum.</p> <p>I'll get you more minerals on 321.</p> <p>Yeah, Elvon is pushing pretty hard. The Bird established FC control over the Crystals for a couple turns, but I think that's done now. I'll have to give some ground, but as long as the Lizard keeps the Crystal above FoF, I</p>	42095	1	Fed(1) <> Empire(8)
55	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Okay, thanks. I'm pulling my clan off 482. You can take it for now, and move 115 back to p253.</p> <p>I'm transferring a clan to s110, and giving you the probe. I'm going to want you to jump it to p75 next turn.</p>	42096	1	Fed(1) <> Crystalline(7)
55	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Well, since you are the one attempting extortion so blatantly you might as well go on and tell me what you want. Once I hear it I will let you know what I think of it.</p> <p>Elvon</p>	42097	1	Robotic(9) <> Colonial(11)

55	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Blackmail sounds too hard ... force a decision would be my choice of words :)</p> <p>I would like to take the planets south of p279 in due time without encountering your ships. nothing more ;-)</p> <p>Frostie</p>	42099	1	Robotic(9) <> Colonial(11)
55	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FC 331 - all the ships at p446 have their warp set to 0. All Carnage w5 Golems have 100 fighters aboard, and Fearsome has 122. All golems friendly set to 'lfm'. If planet is set to 'lfm' as well I think they should be able to beam up resources and built additional fighters. Only 38 torps between both Cats paws, it is probably good idea to build more, but you will have to provide resources and mc for that. Around 1100 fuel among all my ships. Let me know when and how many Golems you want to be transferred to your ownership.</p> <p>p110 - beaming up all but 1 clan from planet (1 defense). I assume your freighter has enough clans to take over? Planet right now has enough MC and resources for 2 w9, HPh, mk7 Resolutes. I will bring more later, but it will be helpful if you let me know if you expect to trade for Resolutes more than 1 Golem we agreed earlier. Right now I assume we have agreed to trade one HPh Golem for 3 Resolutes.</p> <p>p184 - I would like to take over planet, but it does not look like you have enough space to beam up all the clans. How do you want to play it?</p> <p>Gamma bomb Darkwing - how far is it? I was contacted by CoM previous turn with an attempt of extortion letting me know he will be sweeping for Feds unless I offer him something in return. I will find out what exactly he want, but my estimate is there is a good chance he will go through with his threat. If he does his Cobols will be my first target for a DW.</p> <p>Anything I am forgetting?</p>	42100	1	Bird Man(3) <> Robotic(9)
55	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>FCC 331 - I order to save us a turn on attacking the Borg, can you set "gs3" on 3 of the Golems this turn? That will transfer them to me this turn prior to the chunnel. Then next turn, I will bring the Biocides to the Golems (multiple locations to keep the DW/Golem stack correct). After taking out the Biocides, I'll give 2 Golems back to you, and would like to keep the 1 weaker Golem related to the 2-for-1 trade. If you want to move any ships to the chunnel point this turn can use FC "118" to make it through the chunnel without W0. I'll look at how to fund more torps, but even with all my planets, cash is tight, and I don't have HYP ships to move what little I do have.</p> <p>p110 - The LDSF will drop this turn, and I will build Resolutes as spec'd ASAP. The 3 for 1 deal as stated will work.</p> <p>p184 - That will be a key planet, as it has a lot of good Bovinoids and fuel... Do you have any more room in your LDSF for more clans? I can fill you up, and then remove clans from the planet.</p> <p>Gamma DW - He's moving south and will be on p69 next turn (T56). If you want to keep the LDSF on p184, I can hand the DW off there on T57. I also have a HP/Mk7 Resolute with 93 torps that will be handed-over as well at the same time.</p> <p>Borg - If you give me Golems this turn along with the chunnel, I will attack across all Borg locations next turn. In his home cluster, I'll be destroying support ships and taking planets and a few SB's that are not 200/60. I'll be taking my new Golem up there to take care of the remaining 1-2 Biocides and 200/60 SB's. I could use some minelaying support up there, as he has 3 weaker Resolutes that I traded for the FCC's. I'll look at giving you a Swift in the middle that you can chunnel up when I take ships north. The Borg seems to just be treading water at this point, so I'm hoping that he doesn't put up a fight (and that the EE doesn't come in).</p> <p>Southern Campaign - What is our overall plan for the south? Contain the Feds, mine the middle, and focus on the CoM to reduce minesweeping capability? I don't like the idea of only playing defense. There could be several other scenarios as well, but I'd like to get an idea of the next phase so we can better coordinate</p>	42101	1	Bird Man(3) <> Robotic(9)

55	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Trade - just so that we are on the same page. Right now I am counting 3 transactions in progress:</p> <p>1) Gamma DW for w9 HPh Golem (DW on its way and Golem transferred to you this turn)</p> <p>2) 3 w9 HPh mk7 Resolutes for w9 HPh Golem (Resolutes to be built on p110, Golem to be built on your base once Swift gets there)</p> <p>3) 2 W9 HPh mk7 Resolutes for w5 x-ray Golem (Resolutes to be built on p110, Golem transferred to you this turn)</p> <p>I'm not sure where do you want to factor in Resolute escorting DW. Either as one for trades or temporary hand over for purpose of minefields. Works both ways for me, so up to you.</p> <p>FC 331 - ok, I'm transferring s424, s432, s493 to you this turn and I'm upping fighter count in those Golem to 120 (best chance to win). Please transfer 69T, 46M and 115S to Golem s133 to rebuild some fighters. Let me know if I misinterpreted your request and you actually want 3 w5 Golem + w9 Golem transferred to you. I can do it as well, but you need to keep in mind, that at least 120 fighters are optimal loadout to take out Cube with lead DW. Only 100 fighters increase failure rate from ~2% to ~4%.</p> <p>Money - the same here, I have enough in my core, but without probes it takes time to get it where it is needed.</p> <p>p110 - If I red you right I need to bring additional resources/MC for 3 more Resolutes. Five in total, one 3 for 1 and one 2 for 1 trade.</p> <p>Gamma DW - please redirect it towards p408 area and capture Fireclaud instead of destroying it. We should use any opportunity to get more Fireclauds, especially if Borg is supposed to go down soon. If it does not have any torps, put some down with Resolute and scoop up with DW (50 gammas should be enough to capture one Fireclaud).</p> <p>p148 - no, my freighter is full of clans, I kind of expected you resolute 516 and freighter will take care of this particular problem. This will waste some turn, but I will have to move to p461 to unload, then move back and then we can transfer clan from your ship to mine.</p>	42102	1	Bird Man(3) <> Robotic(9)
55	11) The Colonies (frostriese)	2) The Lizards (hiko)	s197 400kt csrgo frei s525 126 belegt - 374 frei - 111/74/185	42103	1	Lizard(2) <> Colonial(11)
55	11) The Colonies (frostriese)	2) The Lizards (hiko)	s197 400kt csrgo frei s525 126 belegt - 274 frei - 81/54/135	42104	1	Lizard(2) <> Colonial(11)
55	2) The Lizards (hiko)	11) The Colonies (frostriese)	:-) :-)	42105	1	Lizard(2) <> Colonial(11)
55	7) The Crystal People (flaabes)	1) The Feds (chanain)	ok	42106	1	Fed(1) <> Crystalline(7)
55	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Trades - Agreed on the trades. Note that Resolute s376 coming down with the Gamma DW is part of the trade, as I want to get this in your hands earlier.</p> <p>FCC 331 - Good on the 3 Golems. I do not need the 4th. I don't have resources (moly) at p446, but I have plenty where we are chunneling. I'll supply you there.</p> <p>p110 - Correct, I'll need whatever resources there for building Resolutes. Since I have one Resolute in flight that I'm giving you, I need resources for 4 Resolutes on p110.</p> <p>DW Gamma - I'm moving him to p408. I have a plan to likely pick off two of the FCC's.</p> <p>p148 - Yeah, I dropped the ball on taking clans with the Resolute. Your plan is likely the most efficient at this point. There will be about 500 clans remaining on the planet. I can likely hand you more clans after you drop to the planet when the time comes.</p> <p>Borg - Hopefully the Borg isn't paying that close attention... I'm going to refrain from building this turn to help keep the numbers down.</p> <p>Southern Front - We'll see how it develops. It will feel better once we have force projected in that direction...</p>	42107	1	Bird Man(3) <> Robotic(9)
55	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks. Also, I'm transferring torps to s110 and towing it back north. And reinstating your Safe Passage. If you log in again before host runs, can you set it to Minesweep, make sure it doesn't have a PE set, and doesn't warp 0 set ... zeig mir die tiefen des Echo Clusters ^^	42108	1	Fed(1) <> Crystalline(7)
55	11) The Colonies (frostriese)	2) The Lizards (hiko)		42109	1	Lizard(2) <> Colonial(11)
55	9) The Robots (elvon)	11) The Colonies (frostriese)	This is acceptable with one clarification. Unless you want to take a part in taking those planets from Fed yourself, I reserve rights to move in and attack Feds planets south of p279. In such case ownership of those planets will be transferred to you as soon as Feds are eliminated from this part of sector.	42110	1	Robotic(9) <> Colonial(11)
Elvon						

55	11) The Colonies (frostriese)	9) The Robots (elvon)	Good clarification - that was my assumption and so we do it.  Good hunting!  Frostie	42111	1	Robotic(9) <> Colonial(11)
55	7) The Crystal People (flaabes)	1) The Feds (chanain)	Done. Or did you want FC "msc"?	42112	1	Fed(1) <> Crystalline(7)
56	9) The Robots (elvon)	3) The Bird Men (maximus1776)	gs3' did not work out, did you have at least 1 clan on one of your ships?  Elvon	43515	1	Bird Man(3) <> Robotic(9)
56	7) The Crystal People (flaabes)	1) The Feds (chanain)	Carnage VI ID#106 is out of fuel and energy. Large III ID#65 is out of fuel and energy. ((both p18))	43516	1	Fed(1) <> Crystalline(7)
56	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Hi Maximus,  Could you beam down my money back down at p160 please?  Thanks,  GW	43517	1	Bird Man(3) <> Empire(8)
56	11) The Colonies (frostriese)	2) The Lizards (hiko)	s525 -- 153 belegt 247 frei 72/48/120 s197 -- 40 belegt 108/72/180  Wie steht es mit den drei vereinbarten Schiffen?	43518	1	Lizard(2) <> Colonial(11)
56	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	Sure... Just saying "hi" coming up from the southeast on my way home... I need a turn to move back there. You can take "bum" off next turn.  Max	43519	1	Bird Man(3) <> Empire(8)
56	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Crap... He just warped everything way up north to p258... Let me give this some more thought. I'm travelling this week for work, and my play time is spotty.  Max	43520	1	Bird Man(3) <> Robotic(9)
56	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks. Can you lay 40 torps as web mines with s110, transfer 2k credits to s115, set s115 to mkt, and jump	43521	1	Fed(1) <> Crystalline(7)
56	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Borg/Armada - Let's go through with 2 Golem transfers now and 1 next turn to spread it out. I'm moving a FCC in the north into position to move the fleet in 3-4 turns. He has 5 Biocides split up into 2 groups there, and we should be able to pick him off. Let me know your thoughts. The Lizards camped opening over one of my planets in the SW. We'll see their intentions, but that may change the plan.  More to come.  Max	43522	1	Bird Man(3) <> Robotic(9)
56	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Ok. Leaving 'gs3' on s432 and s493. Setting 'lfrm' on s133 and s424. Lets try if matching friendly codes with planet work for fighter production â€¦ I think they should.  I count 6 cubes total, 1 on p415.  Did you figure out why 'gs3' failed?	43523	1	Bird Man(3) <> Robotic(9)
56	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Elvon In addition to previous message â€¦ Borg - there are some abnormalities in this turns data, that might indicate Borg is getting assaulted or expecting trouble in the west. Firstly two of his freighters are gone and there are neither explosion, nor positive balance for someone else to indicate trade. This could mean minefield kills. Secondly, I see Borg Loki being redeployed further SW, which could indicate he is expecting trouble from the EE.  Of course this could be something else completely.  Elvon	43524	1	Bird Man(3) <> Robotic(9)



56	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Giving Ships - Good. I have a Resolute building at p110 with a priority build code, and will hand you another one at p184 next turn.</p> <p>Previous gs3 Fail - Operator error... didn't have a clan with the ships on the planet. It may have worked out, as the Borg vacated, and now you can lfm on the planet. FC set. I have one of the FCC's there moving to p129 to give us movement options.</p> <p>Borg - Yeah, something seems a bit odd now that I look at the board. Let's see what next turn brings. I'm considering a few scenarios, and will pick one either next turn or the turn after.</p>	43525	1	Bird Man(3) <> Robotic(9)
56	7) The Crystal People (flaabes)	1) The Feds (chanain)	ok	43526	1	Fed(1) <> Crystalline(7)
57	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Das war was mit dem Ionensturm. Ich habe uns eigentlich einen turn fr�her raus gehunnelt, als n�tig gewesen w�re. Hat nur Zeitlich besser gepasst. Und dann hat er von W6 auf W8 beschleunigt. Das h�tte mich mal locker alle hisser kosten k�nnen.</p>	44781	1	Lizard(2) <> Colonial(11)
57	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Does s7 still have fuel?</p> <p>I'd like another 10 torps laid as mines there. I'm giving you a Missouri at p75. (S367 has a clan, right?) And can you jump s367 to p270?</p>	44782	1	Fed(1) <> Crystalline(7)
57	1) The Feds (chanain)	11) The Colonies (frostriese)	<p>Hi Frostriese, I'm wondering when I'm going to see those sweepers you agreed to provide. I'm largely holding off the Robot fleet for the moment, but we're starting into something of a battle of economic attrition, and I need to make it harder for him to keep his minefields up.</p>	44783	1	Fed(1) <> Colonial(11)
57	2) The Lizards (hiko)	1) The Feds (chanain)	<p>Hello Chanain,</p> <p>in the past we talked loosely about a possible cooperation. Now that I have defeated the Fasc and have taken a short rest from playing I feel like playing earnestly again.</p> <p>I would be interested in some refits of ex-Fasc ships and of some of mine. And I thought hard what I could offer in return. My foremost FCC is getting closer to you and maybe I could get it through to you. In that case I could offer help against the bot/bird, who seem to cooperate. If you agree to refit my ships (on a base in my area at my expenses, of course), that would free a lot of resources for me since I need only hull techs on my bases. So my offer would be something like sending in my battle fleet and huge amounts of torps for webs. Of course after we agreed on some kind of non aggression agreement. Maybe I can mobilize even more help.</p> <p>Would you be interested in cooperation? If yes, lets start talking in earnest. The above is just a rough outline of what I could imagine. Maybe you have better ideas.</p> <p>Regards, Hiko</p>	44784	1	Fed(1) <> Lizard(2)
57	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>s7 is out of fuel, no other messages so far.</p> <p>s110 is laying another 10 mk7.</p> <p>yes, 1 clan on s367, waypoint p270 is set.</p> <p>s115 idle.</p>	44785	1	Fed(1) <> Crystalline(7)

57	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p110 - additional money and resources should be on planet after 3 turns</p> <p>s451 - not sure about intentions, but if you are planning on going further south to assist with Feds, then there is a fuel on p403 and then on p132.</p> <p>Resolute 376 - I assume it still has 90+ torps on board? If yes, please load it with fuel, put 60 supplies on board (2 web hits worth) and fill rest of space with clans. Set 'gs9', cloak mission and send it to p100.</p> <p>p184 - I'm dropping 9 clans and I assume you will transfer full load of clans from your freighter to mine.</p> <p>DW 524 - if I understand correctly your action against cyborg is going to happen in around 3 turns. Please send DW to p465 for handover, so that I can start capturing Fireclauds before that.</p> <p>p465 - 'lrm' on my carriers did not work out, was the correct friendly set on planet? As agreed before I'm transferring ownership of Golem 424 to you this turn.</p> <p>Lizard - Even though it seems Lizard is avoiding confronting you right now try not to send your FC alone unescorted. It is prime target for cloaklers to take out.</p> <p>Both FC and Trex are on p282 this turn. It would be good if you sent some of your sweepers towards that area, either to contain webs or to take out Lizards Fireclaud. If you don't want to tackle with Lizard yet we can think about you loaning me couple ships to take care of that incursion. Of course I will try to send my own DW and Resolute that way as soon as Borg is taken care in center.</p>	44786	1	Bird Man(3) <> Robotic(9)
57	1) The Feds (chanain)	2) The Lizards (hiko)	<p>Hiko,</p> <p>Thank you for your message. I have given some thought to your proposal, and I have my reservations. Bluntly, significantly strengthening the fleet of arguably the strongest empire in the sector, in exchange for his help to eliminate his own biggest rival, seems a little lopsided. Itâ€™s a deal that would significantly strengthen you....and in the long term, leave me pretty vulnerable.</p> <p>If I may be frank about my tactical assessment here:</p> <p>Right now, you and Elvon are the two favourites to win the sector. If the Bots and Birds (and yes, they are working together; when the Birds established FC control over Flaabes, the Bots moved through his webs with impunity) were to defeat me, that would up-end the balance, and Elvon would be pretty hard to stop.</p> <p>On the other hand, if you come into this war, and we win (as we almost certainly will, combinedâ€¦) I canâ€™t say how Frosty will react when Elvon inevitably reaches out to him for help, but Iâ€™m pretty confident that Elvon wonâ€™t work with GW), then youâ€™ll probably be unstoppable afterward.</p> <p>Even so, I think it makes sense for us to work together. You have the choice of either letting me bear the brunt of the Bot offensive and hoping that I can survive it long enough for you to secure a winning position by invading one of your other neighbours, OR joining the fight and trying to take some of that exposed Bird territory through the centre. Either way, it puts us in a position of having some synergy. But if Iâ€™m going to give you refits and permanently strengthen your fleet, Iâ€™ll need something in return that will be of value to me even past the conflict with the Robots. My initial thought would be LCCs, but I know that youâ€™ve acquired a lot of non-native tech, and donâ€™t know what other items of value you might be prepared to throw into the bargain.</p> <p>So, long story short, to make your deal work, I'd need you to sweeten the pot with ships - though I'm open to dialogue about specifically what ships. Let me know your thoughts.</p>	44787	1	Fed(1) <> Lizard(2)
57	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>ok, I have queued up a new Gorbie for you.</p> <p>I notice that the Robot is giving the Bird carriers. That will be quite dangerous for us into the future.</p> <p>Not for you of course!</p> <p>GW.</p>	44788	1	Fed(1) <> Empire(8)

57	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Kind of good news for me, really... He sent most of his Golems with good beams north. I'd rather face Bot cloaklers than Golems with HPs. (Note to self: More Lokis. If they're smart, they'll leave the cloaklers in Bird hands...but this is a "There Can Only Be One" sector, and so Elvon's probably going to want to have some of those cloaklers for himself.)  Do you know where the Borg stand?  With the length of my front, some Firecloud support could be a game-changer. The other issue is that I have a lone planet a long way from the front with 7 million Unity Bovinoids... I'm tempted to station a Merlin there, p110 - Acknowledged	44789	1	Fed(1) <> Empire(8)
57	3) The Bird Men (maximus1776)	9) The Robots (elvon)	DW 451 - I had planned to use it to help you tow out the Crystal DW and Diamond Flame to one of your Golems, before continuing south. Any issues?  Resolute 376 - I only have 73 torps since I tranfered some to the Gamma DW. 60 supplies loaded, and rest with clans, and fueled. The give ship FC resets the mission, so I'm not sure if it will remain cloaked. Therefore, I'm taking it to p461, but it will be yours next turn.  p184 - Should be all set.  DW 524 - I have an opportunity to pick off two FCC's on p359. I'd like to hand it over to you after that.  p465 - The FC was set correctly, so I'm not sure what happened. If you give me cargo specs on the Golems, I can manually transfer.  Lizards - The FCC 331 should be OK. Landing fuelless, checking for cloaked squatters with "bum", and overlaying mines in your ID this turn. Also bringing my second DW to the planet with PE Lizards. Feel free to get a ship over there so we have options on who attacks. I have a HP DW heading to p72 from p311. I think there is a high probability of me engaging the Lizards in the next several turns.  Borg - The 3 Borg Biocides went way up north, so their only presence in the middle is the two FCC's on p359. I'm likely going to move a FCC to p11 (will be there T59) and then warp in the fleet. I would tow two Biocides to them the following turn, and would move on from there. I need to look at fighter resupply, though.	44790	1	Bird Man(3) <> Robotic(9)
57	2) The Lizards (hiko)	1) The Feds (chanain)	I will write an answer to your message. I fully understand your concerns. Tonight my son got ill. Nothing serious, but it cost me some hours. And I have some work to do. So I guess I will get to write another day. If I come around to doing that tomorrow depends on work and health.  I really don't like this messenger. If you would like to communicate by email: *****  Hiko	44791	1	Fed(1) <> Lizard(2)
57	11) The Colonies (frostriese)	9) The Robots (elvon)	I set SP to avoid sweeping mines by mistake.	44792	1	Robotic(9) <> Colonial(11)
57	9) The Robots (elvon)	3) The Bird Men (maximus1776)	DW 451 - no issues, it would be appreciated Resolute 376 - cloak happens before 'gsx' and should not be affected. Also you can check <a href="http://play.planets.nu/#/sector/158674">http://play.planets.nu/#/sector/158674</a> my turn 7 and 8 ship 52 where it worked. If possible add minerals and mc (on expense of clans) for me to 'mkt' it up to 90 torps on next turn. Full minefield takes 70 and I would like to have some in reserve. DW 524 - I was going to try the same only with benefit of doing it right away before you are starting your attack on Borg. Anyhow, it works both ways for me as long as at least one of those FC are slated for my fleet ;) Golem 133 - space for 69T, 46M and 115S Golem 424 - if you want to increase fighters built it has space for 54T, 36M, 90S. Let me know if you do this and I will change friendly back to 'lfm'. It will take 2 turns to build tho (this turn cargo transfer, next turn build).	44793	1	Bird Man(3) <> Robotic(9)
58	1) The Feds (chanain)	7) The Crystal People (flaabes)	Can 110 drop the rest of its torps as webs? (How many is that now?)  Pls move s367 to p389.	46076	1	Fed(1) <> Crystalline(7)
58	7) The Crystal People (flaabes)	1) The Feds (chanain)	S110 ok, laying 70 mk7, none left then, but the web may be swept. Another possibility is to slow down bot's approach by reducing the web in size as s100 is the lowest id sweeper. For this I'd need a full cargo hold.  s367 ok.	46077	1	Fed(1) <> Crystalline(7)
58	1) The Feds (chanain)	7) The Crystal People (flaabes)	Yeah, I was thinking about that. Let's do it instead. I'm transferring 243 cargo to your hold - that should leave you with enough to pull it back, right?	46078	1	Fed(1) <> Crystalline(7)

58	7) The Crystal People (flaabes)	1) The Feds (chanain)	S110 now has 1 clan, 70 mk7 torps, makes 249 free cargo. Problem is, that this works only next turn, and Elvon may be sweeping those 2609 mines with his golems. I could try to sweep the web field completely now (+32 torps), assuming he will not approach much further in case he fears a larger web. Then next turn (perhaps with assistance of s115) I could lay a new web field adjusted in size just to hold him off. Tricky, your choice. He is	46079	1	Fed(1) <> Crystalline(7)
58	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Thanks.  I have very few defenses against the Bird capabilities, but at least I know where you are if I put all my planets on bum orders!	46080	1	Bird Man(3) <> Empire(8)
58	1) The Feds (chanain)	7) The Crystal People (flaabes)	I can't check right now, but I think foreign cargo transfers happen before scooping - so if I transfer cargo to you, that reduces the amount you scoop. Again, can't really do the math at the moment, but I don't think you need to scoop much to pull the field out of their range. So with my cargo transfer - I may tweak the exact	46081	1	Fed(1) <> Crystalline(7)
58	9) The Robots (elvon)	11) The Colonies (frostriese)	Thanks! It is appreciated.	46082	1	Robotic(9) <> Colonial(11)
58	9) The Robots (elvon)	3) The Bird Men (maximus1776)	DW 179 - I will drop max minefield around p100 next turn. You might want to alter trajectory of DW to be able to reach p282 on next turn if no webs are thrown this turn Golem 133 - still no fighters built. No idea why 'lfm' friendly is not working. Space for the same 69T, 46M and 115S	46083	1	Bird Man(3) <> Robotic(9)
58	11) The Colonies (frostriese)	1) The Feds (chanain)	Sorry - Fascist took out too much fighters ... the relocation needs much longer than expected.	46084	1	Fed(1) <> Colonial(11)
58	7) The Crystal People (flaabes)	1) The Feds (chanain)	ok, s110 set to msc. If you want, bring s115 in, so I will be able to resize per one torp	46085	1	Fed(1) <> Crystalline(7)
58	2) The Lizards (hiko)	1) The Feds (chanain)	Hello Chanain,  thank you for your openness. My strategic assessment of the sector is a bit different from yours. Neither Elvon nor myself are my favorites, but Maximus and Greywolf. Simply from a military point of view my money would be on Maximus. He had a long phase of peaceful expansion and could build something like 30DW with his PPs. Including diplomatics, I would probably place Greywolf first. He will grow much stronger in the long run. The Robots are too one-sided in their strength, only military power is not enough to win. I have been damaged too much by Mkkangas. I did survive, but an early loss of HW is very damaging. And right now my military might is not big enough, by far. I am number 6 in military, only Flaabes is below me. But of course I am trying to improve my position.  I would divide an agreement in two parts. One for coop in military term against Bot and Bird and one for refitting. Refitting: I would have asked for some ships in your position, too. And I guess I can agree with that. My offer would be something like one ship for every ten ships you refit. Right now that would be mostly Fasc-ships like a few ships from M7 to M8, some freighters to W9 drives. And I will search some of my earlier ships which could probably use an upgrade. I the longer run I would like to have Trexes refitted, which would allow me to save money on my bases since I would have to raise only one tech level. As a payment I would offer 1 ship given to you for every 10 refits. I would pay you after 5 ships are refitted. For transportation I guess I would have to send a FCC to your area. For freighters/neutronics I would like to pay a little less, lets say 1 for 15 refits. I don't know what I can offer besides LCCs. FCCs are out of the question, I do not have enough to spare 3 or 4, which is the minimum for proper use. Have you considered Madonzillas? If I remember correctly the main problem with Kittys in fed hands is their cargo and mass. Perhaps you can run a few sims and see if a Fed Missouri/Madonzilla combo can kill a Golem. I have a few Death speculas to offer, but I guess you prefer LCCs (at least I would). I didn't get any Pops.  Cooperation against Bird and Bot: If I were to get a FCC to your area I could chunnel in a fleet which could mostly lay some large webs. Usually, a Robot has a big problem with that because of his combination of fuel	46086	1	Fed(1) <> Lizard(2)
58	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks. I'm towing s115 on a slight detour first to rendezvous with s7 in deep space just outside p22; I assume you won't mind tow-capturing him for me next turn?	46087	1	Fed(1) <> Crystalline(7)
58	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Hi Mike,  I have now outfitted my Gorbies and can start to look at doing something. What is your plan?  GW	46088	1	Cyborg(6) <> Empire(8)

58	3) The Bird Men (maximus1776)	9) The Robots (elvon)	DW 179 - I've redirected him so he can strike p282 and p72 the following turn if needed. If I find his FCC, I'm strongly considering a C+H attack on it (and maybe all of the ships there). I don't like the idea of him being able to chunnel that far in. Let me know if you have any reservations on turning that front hot with the Lizards. I would also take out two FCC's and a Lizard SB in the Borg area in the north (p241).	46089	1	Bird Man(3) <> Robotic(9)
			Golems 133 - I've manually loaded him with materials. Not sure what happened last turn, although I used the new mobile client at the last minute to load materials. Maybe it was operator error. I haven't used the new client much.			
			Golems 242/432 - I'm loading up with fighter materials and giving these back to you this turn. Please give them back to me on turn 59 (immediately following this turn), as they will be going through the chunnel that turn, and will be fighting the following turn. This will produce an additional 54 fighters. I've moved fighters over to s493 to make space. I have another 220 fighters ready where we are going in the Borg area, along with 250 Mk7's for you.			
58	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I'm ready to move against the birds I can still jump you within two turns from HW what are your thoughts	46090	1	Cyborg(6) <> Empire(8)
58	1) The Feds (chanain)	2) The Lizards (hiko)	Interesting proposals. I'll have to take some time to look at them, and I'll get back to you.	46091	1	Fed(1) <> Lizard(2)
58	9) The Robots (elvon)	3) The Bird Men (maximus1776)	DW 179 - I would prefer we get rid of that FC in the center, so no, no reservations.	46092	1	Bird Man(3) <> Robotic(9)
			Golems - ok. I also freed 300 cargo space on cats paw 473. You can transfer fighter materials there and I can feed them to Golem 133 later.			
			Elvon			
58	7) The Crystal People (flaabes)	1) The Feds (chanain)	Sure.	46093	1	Fed(1) <> Crystalline(7)
			s208 laying surprise web field against cloaklers, will scoop it again next turn, if you have no different orders?			
59	3) The Bird Men (maximus1776)	9) The Robots (elvon)	The Borg moved a FCC over p465 with all of our ships. It's unfortunate that we didn't have 1 more turn to move the ships, but that's what we have. I'm going to attack the Borg this turn and move all of the ships to p11. I'll tow the FCC on p465 to the Gamma DW, which will eliminate the Borg FCC presence in the middle. I'll also eliminate a lot of other Borg supporting ships in his area, largely preempting his ability to move cubes around. After chunneling the ships north, I'll tow two Biocides to the fleet, and then go after the other three Biocides in the far north. Again, please give me back those two Golems this turn, as I'll be attacking the following turn.	47417	1	Bird Man(3) <> Robotic(9)
			Let me know if you have any issues/comments. A bit earlier than expected, but the result should be the same.			
59	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	Any chance that there is an information leak where the Crystal has his last planets?	47418	1	Empire(8) <> Colonial(11)
			Frostie			
59	1) The Feds (chanain)	8) The Evil Empire (greywolf)	Hey, you'll want to make sure that s174 is fuelless. (Flaabes and I hadn't really discussed him dropping those mines quite yet; I'd have warned you otherwise.) How many fighters does 321 have? I might drop all the fuel from the Kittyhawk, and you can force surrender.	47419	1	Fed(1) <> Empire(8)
59	1) The Feds (chanain)	7) The Crystal People (flaabes)	Don't worry about scooping it right now. But make sure the mission is *not* minelaying for this turn; I'm transferring torps to you and towing you to another point to lay another field.	47420	1	Fed(1) <> Crystalline(7)
			Can s110 lay another 10 mines (that would leave it short of p55, right?), and s115 tow s7 into p22?			
59	1) The Feds (chanain)	7) The Crystal People (flaabes)	Also, can you move 362 and 367 to p49, and turn all of those minerals into torps?	47421	1	Fed(1) <> Crystalline(7)
59	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Gamma DW - you can try to capture both FC 221 and FC 37, but it is risky to do it in the same turn. My suggestion would be: 1) capture FC 221 by towing with Gamma DW to prevent it to chunnel out/in. Load all the free space of DW with supplies to repair battle damage 2) tow FC 37 to prevent chunnel out/in. This can be quite tricky if you want to do it as safe as possible, because he can either blow up in combat or tow break. Or even attempt to tow your own FC to prevent you from chunneling out. I'd say tow him with your Large 31 to an endpoint of +81 and run out of the fuel in the process. Position cloaked DW at the same spot to tow it to Gamma DW on next turn. This is not 100% fool proof as he can do tow break of his own and even tow one of your ships in the process 3) I will drop all the mines I have to blow up his fields if he drops some, but you should do mine sweep where you can	47422	1	Bird Man(3) <> Robotic(9)
59	8) The Evil Empire (greywolf)	1) The Feds (chanain)	ok, no worries. There are 45 fighters this turn, so 50 when I get it. I have queued up a low tech Gorbie.	47423	1	Fed(1) <> Empire(8)
			Chat later,			
			GW			

59	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi mate,</p> <p>If you can refit the Gorbies as a priority, that would be great! I am unsure how much more money you need, but I suspect a lot!</p>	47424	1	Fed(1) <> Empire(8)
59	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>ok cool.</p> <p>I should get my Gorbies to wherever the launch point chunnel out point is from your side.</p> <p>How many Cubes will you send with my Gorbies? Do you have good beams or not?</p> <p>What planet will we land at?</p> <p>I don't have great mine layers (cargo hold of 80), can you bring large minefields to dump when we get there I will bring a couple, but without good resupply they will quickly run out. The only defensive weapon we have to stop them targeting your fireclouds is lots of very large minefields.</p> <p>GW</p>	47425	1	Cyborg(6) <> Empire(8)
59	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message â€¦</p> <p>DW 179 - dropping max minefield around p100, this should eliminate mines around p282</p> <p>DW 451 - try to go after s279. It is the only one with cloaking ability. s335 is damaged and I should be able to trap it in one, max 2 turns.</p> <p>Borg - see if you can capture any probes. I could really use one to shuffle money around. You probably noticed, but better safe than sorry â€¦ cube was transported to p363 this turn. Make sure you have proper battle order in case it decides to hit p11. All shields on channeled fleet will be down! Transferring Golem 424 and 432 back to you (no PE set). Mission set to build fighters and according to host order it should be happening before 'gs3'.</p> <p>Elvon</p>	47426	1	Bird Man(3) <> Robotic(9)
59	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>We should channel out of P314 we will land on P30 I will be sending six cubes and laying mines as fast as I can</p> <p>Web mines would make a difference</p>	47427	1	Cyborg(6) <> Empire(8)
59	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>I am doing my turn now, so good timing on the email so I can send the Gorbies.</p> <p>I will send 4 Gorbies with you from 314, so 10 will be enough against a bird and send a few more towards his front line.</p> <p>I don't have any webs. The Lizard has that, but I will ask him to start pressing forward with Web's.</p> <p>Awesome, this will be great!</p>	47428	1	Cyborg(6) <> Empire(8)
59	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>If I used PP to build a FCC at your star base would you be willing to send ships to my area to fight the birds and how fast could you respond</p> <p>do you think the crystals would be interested</p>	47429	1	Lizard(2) <> Cyborg(6)
59	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Short answer: I am interested and I believe that the crystal is, too. I will do some talking and planing and tell you when I can be ready. I guess 3 to 5 turns for a significant part of my fleet. So, if my answer would be yes to a joint attack, I could have a fleet up nearly immediately.</p> <p>I will get back to you as soon as I have decided.</p> <p>Hiko</p> <p>Btw: that was basically what all my questions in the past were about. Bird or EE were your two choices. And Bird is the nastiest threat, who at the same time is the most vulnerable to an attack. Right now we are already a little late since he recieved some Golems, so we have to be a bit more cautious.</p>	47430	1	Lizard(2) <> Cyborg(6)

59	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>FCC 221/37 - I had pretty much that plan put together last night. We should be OK. I don't believe he expects me to go on the offensive right now. However, the unexpected happens sometimes... I ran some more sims, and although I think he only has Mk4's on the FCC's, if he has Mk7's it will get dicey. I'll split it up, but it could become challenging to get the second one if he has Mk7's and a lot of torps to lay minefields.</p> <p>FCC's - I'm not tooled-up for capturing FCC's except for that one DW. I expected to need more HP's for mine/web clearing rather than capturing. To a large degree, we'll need to blow up most of them.</p> <p>DW 179 - Acknowledged. I'll be heading to p282 this turn. Hopefully no webs show up.</p> <p>DW 451 - Already heading to s279. We'll coordinate when I'm able to tow.</p> <p>Borg Probes - Acknowledged, but my beams are setup more for destroying.</p> <p>Cube on p363 - Yeah, I saw that last night. Complicates things a bit, but I'm towing with the DW there into space far enough so that it can't hit p11 (going fuelless), C+l'ing with another ship to refuel, and will hopefully tow it to its doom the following turn. I'm taking another DW to p363 to clear out the FCC's (assuming they are still there). Hopefully he doesn't chunnel them to a cube... Always seem to be 1 turn behind some of his key ship moves...</p> <p>Golems - Acknowledged</p> <p>FYI - Safe Passage removed from the Borg... Important step for all of this... ;)</p>	47431	1	Bird Man(3) <> Robotic(9)
59	1) The Feds (chanain)	8) The Evil Empire (greywolf)	I think I've got enough to refit everything now. Just barely.	47432	1	Fed(1) <> Empire(8)
59	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>s110 ok, congrats</p> <p>s115 ok</p> <p>s362 to p49, mkt 116 mk7</p> <p>s367 to p49</p>	47433	1	Fed(1) <> Crystalline(7)
60	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	The Empire of the Birds (maximus1776) is no longer granting us safe passage through their empire.	47441	1	Bird Man(3) <> Cyborg(6)
60	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Thanks. What equipment does s7 have?</p> <p>How far can s362 extend that field? I'd like to stop it *just short* of s10. (I figure his ships at p18 will sweep it, but most of them have X-Rays.)</p>	48977	1	Fed(1) <> Crystalline(7)
60	3) The Bird Men (maximus1776)	6) The Cyborg (mike dowell)	<p>As you've seen by now, I've gone on the offensive against you. It's certainly nothing personal, and the reasons are below, in no specific order:</p> <p>- Your ship movements and SB activities the last several turns have been very concerning, and suggest that you were going to mount an offensive against me. My ability to repel your attack is minimal, so I felt it was important to take the initiative based on this information.</p> <p>- You are working with the Lizards/EE, the former of which will likely be a mortal threat to me soon.</p> <p>- I need planet count in this no-ally game.</p> <p>- You have not answered multiple questions from me in the past about your future goals and relationship with the EE. This again is concerning.</p> <p>May our battle be well-fought.</p> <p>Maximus</p>	48978	1	Bird Man(3) <> Cyborg(6)
60	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Well.</p> <p>This turn was an interesting development with the Bird surprise attack against the Borg...</p> <p>On the refits, I forgot to have 1 clan to get them back this turn on board the ships. Would you be able to transfer one please?</p> <p>The Kittyhawk now has 50 fighters, but I have no way of giving it back to you.</p> <p>Thanks!</p>	48979	1	Fed(1) <> Empire(8)

60	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>ok... Looks like he moved first... That is not good as a defensive war against the Bird is hard.</p> <p>Do you still have your chunnel location on the right for us to get to? There was one FC explosion over there.</p> <p>I will see if I can get the Lizard to join in as well with webs.</p> <p>GW</p>	48980	1	Cyborg(6) <> Empire(8)
60	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Lots happening it seems. The Bird is getting bold going after the Borg whilst finishing off the Crystal.</p> <p>On the Crystal planets, I know that Hiko told me he saved some planets in the Fascist space. I don't think it is a good strategy of Hiko as with FoF, vassal empires don't work very well.</p> <p>With the Borg assault by the Bird, I assume the Crystal planets are close to being finished in the home base if not finished already.</p>	48981	1	Empire(8) <> Colonial(11)
60	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>I hate this messenger! My earlier message (right after the host run) is not shown here.</p> <p>What has happened? Did you forget to unset kill?</p> <p>Did you already build a FCC in my area? I will see that I can get help to you soon. One good news is that the crystal has agreed to help. I will tell when I have a chunnel plan ready. Should be some time this weekend.</p>	48982	1	Lizard(2) <> Cyborg(6)
60	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hey mate.</p> <p>Interesting situation now with the Bird launching what seems to be successful surprise attack against the Borg.</p> <p>I think I need to enter the war. The Lizard is willing to trade me two LCC's for a BR4 I captured, but they are lower torp tech apparently. I have one at the moment and also a couple of useless Loki's for my Gorbie trade.</p> <p>I will probably send them to you shortly after I get them.</p> <p>GW</p>	48983	1	Fed(1) <> Empire(8)
60	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hey mate,</p> <p>Just in case you had any queries or concerns, I will come and help immediately in the war against the Bird. Please do not tell anyone as they may pass it on.</p> <p>I will be moving one of the chunnel ships you gave me into the centre cluster in a couple of turns, but in order to make sure he doesn't see it coming, I will be going via p308. Can you please put the Friendly Code BUM onto p308 and have at least 1 MC on the planet every turn. I will remind you anyway as it is critical if I am going to smash him in the middle that he doesn't see me coming. It is the only way to know if he is there. If he does have a ship there, I will have to rethink.</p> <p>Make sure you dump lots and lots of minefields. I am putting a few minefields down this turn on our border, so try not to overlap my planets otherwise our minefields will eliminate each other. I don't know how he got a Dark Wing so high up, but I am worried that they can make it to my planets as well.</p> <p>Good luck!</p>	48984	1	Cyborg(6) <> Empire(8)
60	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>I've set the FC. I'm going to illuminate his channeling capability this turn</p> <p>I can still channel to P.30 area but it has to be soon</p>	48985	1	Cyborg(6) <> Empire(8)
60	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>I'm not sure what happen with the gorbie I'm going to build that FCC. at your star base and channel in some resources if that's ok with you</p>	48986	1	Lizard(2) <> Cyborg(6)
60	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>ok, I will jump 3 Gorbies to fuel this turn and then to p419 to go over to p314. The other Gorbies are out of</p>	48987	1	Cyborg(6) <> Empire(8)
60	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>That is ok with me, as long as you make sure that no Bird will chunnel along! But why do you want to chunnel resources to my area? If you need any, you need only to tell me which and I can probably provide them. So, if you only need resources for another FCC build or Bio, please tell and I will bring them.</p> <p>I have nearly finished my planing: I will collect ships this turn and the next and we can chunnel out to your area in turn 62. I guess something like 3 Gorbies, some Trexes and some LCCs and a lot of webs. I havn't counted yet, but I hope to get more than 1000 M8.</p> <p>Could you please check with your Gorbie if it had PE Lizard or Kill set? If not, it would mean that the bird was in orbit and did change my fc! I did not get a message, but I am not sure if I am supposed to get one. But you</p>	48988	1	Lizard(2) <> Cyborg(6)



60	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Fireclauds - I have a proposal, let me know what you think. Basically I want to get my hands on my own fleet of 48989</p> <p>Fireclauds. Since I have the only ship purposely built for capturing and you have a target rich environment I was thinking we could use my DW to capture as much Fireclauds as possible and split the profits. What I would like to do is to take ownership of FC 221 and FC 37 to get my fleet started and after that every next captured FC alternates one for you and one for me, first one going to you. You would keep ownership of DW for a duration of operation to remove need for coordination between us. The plan would be for FC 221 to start moving toward my core area and to use FC 37 to chunnel DW back to your front (FC 221 working as backup ticket to Borg front in case capture of FC 37 fails).</p> <p>Golem 133 - space for 63T, 42M, 105S</p> <p>Cats paws 430, 473 - 225 free space on both of them. You can use 'btt' friendly to transfer torps. I will leave one of them on lay mines mission and you should see minefield popping up the same turn torps are transferred</p> <p>Anything else you need from my ships in the area?</p>	48989	1	Bird Man(3) <> Robotic(9)
60	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>p110 - by my calculations you should have enough resources for 2 more Resolutes on the planet. Right?</p> <p>s7 has 4 hp, 2 mk7, 14 torps, 24 damage and had gs1 already set!? id7 is good for low-id msc</p> <p>s362 can extend the web to 100 ly, this is 14 ly from s10, laying all mines in web if you don't give other orders.</p> <p>probe367 is idle</p> <p>s208 idle, needs fuel</p> <p>s110 is slightly expanding web, or do you want to cover p55?</p>	48990	1	Fed(1) <> Crystalline(7)
60	6) The Cyborg (mike dowell)	2) The Lizards (hiko)	<p>I need Duranium to build a FCC and all three minerals for a bio.</p> <p>The Gorbie had PE birds and kill :(</p>	48991	1	Lizard(2) <> Cyborg(6)
60	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I think we should move to safe passage	48992	1	Cyborg(6) <> Empire(8)
60	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Yes, I agree.	48993	1	Cyborg(6) <> Empire(8)
60	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>I will have to remove safe passage as well as I am going safe passage with the Borg.</p> <p>We are dumping large overlapping minefields up the top.</p> <p>GW</p>	48994	1	Fed(1) <> Empire(8)
60	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	ok, safe passage set.	48995	1	Cyborg(6) <> Empire(8)
60	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>But you are building a FCC this turn, or do you need the mins for that order, too?</p> <p>Could you please send me a screenshot of P252 or at least a list of all mins/MC/Supplies so I can plan what to bring over?</p> <p>Like I said some time ago, I really don't like this messenger. This turn it happened again that a message was not sent and I had to rewrite it a day later when I noticed. If you don't mind email, please write to ***** . If you have only one private adress and don't want to disclose it, I created a new one only for my planets messages which reduces the risk. If I come under a spam attack, I can simply delete the adress and create a new one.</p> <p>Hiko</p>	48996	1	Lizard(2) <> Cyborg(6)
60	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>Hold onto s7 for the moment. I'll transfer some supplies for the sake of repairs.</p> <p>I'm towing s208. I think I just transferred torps to it; can you lay web mines where it is?</p>	48997	1	Fed(1) <> Crystalline(7)

60	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Fireclouds - That plan is agreeable. I'm chunneling FCC 221 out of the area for now, as there is a Borg Resolute on p467. He will need to repair this turn, which gives me just this turn to get the FCC out of the area. With any luck, I'll get FCC 37, but all he needs to do is go to a 81+ waypoint away from the DW, and he'll be more difficult to catch (unless he hits a mine). The Borg Resolute could make for problems as well. We'll see. I'll get FCC 221 to you (hopefully with FCC 37) in a few turns.  Golem 133 - He now has more materials. The planet is also set to "Ifm" if you want to try that again. Can you set him to PE Borg? I think I have all the bases covered, but in the unlikely event that a Biocide makes it to the planet, I want to make sure it's destroyed without taking out ships. My DW would attack first to soften it up. Again, if it breaks, I buy it.  Using BTT to transfer torps. I'll have a lot more there in another turn or two.  p110 - Building a Resolute this turn and next.	48998	1	Bird Man(3) <> Robotic(9)
60	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Golem 133 - PE set to Borg	48999	1	Bird Man(3) <> Robotic(9)
60	7) The Crystal People (flaabes)	1) The Feds (chanain)	ok, laying 130 torps	49000	1	Fed(1) <> Crystalline(7)
61	8) The Evil Empire (greywolf)	1) The Feds (chanain) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	The Evil Empire (greywolf) is no longer granting us safe passage through their empire.	49010	1	Fed(1) <> Empire(8)
61	9) The Robots (elvon)	3) The Bird Men (maximus1776)	FYI - FC 37 blew up on the mine	50597	1	Bird Man(3) <> Robotic(9)
61	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Well, He towed the one ship that was sent to intercept that biocide before the Golem that blew up. That makes me sick. I believe he also towed himself with the other two biocides, preempting my tow.... Hopefully	50598	1	Bird Man(3) <> Robotic(9)
61	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Cat 473 dropped all 41 mines, that got transferred. All of them blew up on borg mines. This turn dropping 41 i have from cat 430. I will leave Cat 473 on lay mines and it will drop any additional torps that get transferred	50599	1	Bird Man(3) <> Robotic(9)
61	7) The Crystal People (flaabes)	1) The Feds (chanain)	KITTYHAWK CLASS CARRIER ID#391 is out of fuel and energy. USS Iqaluit ID#174 is out of fuel and energy. all at p321  your own ones?	50600	1	Fed(1) <> Crystalline(7)
61	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I didn't get back to the game before it ran to set SP. but I've done it now	50601	1	Cyborg(6) <> Empire(8)
61	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Anything you need from me this turn?  Since my ships are in your space you should let me know which base you want me to take over to build another Golem for you.  There are several requests from my side: 1) please scout out p361. If Lizard has left that base it might be best for me to just drop a minefield around that area instead of attacking him 2) Swift 210 - any particular plans for that ship? If not please send it towards p18/p20. After that we could use it to either move around webs and scout out Feds backyard or to scout ahead once I have enough sweepers in the area to press ahead.	50602	1	Bird Man(3) <> Robotic(9)
61	7) The Crystal People (flaabes)	1) The Feds (chanain)	all ships idle, waiting for your plans	50603	1	Fed(1) <> Crystalline(7)
61	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	You didn't answer my questions.	50604	1	Lizard(2) <> Cyborg(6)
61	1) The Feds (chanain)	7) The Crystal People (flaabes)	What are your plans? Thanks. Sorry, I've been busy the last few days. Those ships are on loan to someone else who has been helping me out. Nothing to worry about.  I'm transferring torps to 362, but don't lay any new mines this turn. They're going to sweep these ones past the planet, and we'll work from there.  Can you give me s110 back?	50605	1	Fed(1) <> Crystalline(7)

61	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Not much this turn. Trying to limit damage in the north and hopefully take out the cubes. I found my execution error with the one Biocide that destroy the Golem. The DW that I was using to soften him up was still set at W0 from a prior tow to fuelless... Didn't catch it, and it didn't show up on my "What's interesting" list either... Makes me sick...</p> <p>p361 - Need to get fuel down there. I should have it scouted in about 4 turns. I could do it a bit sooner if needed, but it would be extending a DW in the area, and if webs showed up, I'd be in trouble.</p> <p>Swift 210 - Need fuel. I have about 19 onboard. Ideas?</p> <p>p126 - I could use some mine support in the area.</p> <p>Cat 430 - I'm towing towards my cluster to lay mines. I'm concerned with the cloakers the Borg has.</p> <p>Golem 133 - Another rookie error with having force surrender on the SB with matching friendly codes... I need to get these turns done when I'm still awake... I'll give it back to you in 1-2 turns after the threat is over. I've given it 70 extra fighters to make sure it can hold its own. I also have the other DW's and Golems going after the other cubes in the immediate area. Hoping for a roll this turn...</p> <p>Max</p>	50606	1	Bird Man(3) <> Robotic(9)
61	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Borg - errors happen to everyone, I usually double and triple check everything if more than one of my ships is involved in operation and even then I get silly errors from time to time. Important thing is not to get carried away by self chastising and to continue to play smart.</p> <p>Swift 210 - 35 fuel on p35. Friendly 'aaa'. 67+ fuel on p68, will have the same friendly when you reach it.</p> <p>p126 - I will send cats 282 that way, but it will take time to build torps. Should be there in about 6-7 turns</p> <p>Golem 133 - no problem, have done that myself as well ;) With one Golem down you are free to use it as long as you need to stabilize situation in your area.</p> <p>Elvon</p>	50607	1	Bird Man(3) <> Robotic(9)
61	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Thanks...</p> <p>Swift 210 - Loading this turn (T61)</p> <p>p126 - Only 1 Cat is needed. I have other ships and torps there.</p> <p>Golem 133 - Thanks.</p> <p>Max</p>	50608	1	Bird Man(3) <> Robotic(9)
61	7) The Crystal People (flaabes)	1) The Feds (chanain)	ok	50609	1	Fed(1) <> Crystalline(7)
62	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776) 2) The Lizards (hiko)	The Cyborg (mike dowell) is no longer granting us safe passage through their empire.	50621	1	Bird Man(3) <> Cyborg(6)
62	6) The Cyborg (mike dowell)	3) The Bird Men (maximus1776)	The Cyborg (mike dowell) has blocked all communication from our empire! They have executed our ambassador!!	50622	1	Bird Man(3) <> Cyborg(6)
62	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>Can you tell me what the losses were? He is obviously calling his ships BIO's, but he also lost 4 freighters.</p> <p>I have 3 Gorbies at 419 that can move over to your chunnel ship this turn. Do you still have one over the other side?</p> <p>Also, does he have a ship over p308?</p>	52324	1	Cyborg(6) <> Empire(8)
62	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	<p>As of last turn no ship over P.308</p> <p>A turn ago I killed a SB. at left me with a wounded Bio I also killed a golem</p> <p>This turn attack nother SB. killed 3 dark wings and wound anther golem</p> <p>Lost 3 low-tech bios two of them were wouled</p> <p>Laid minefield killed 4 M.freighter wounded 2 dark wings</p> <p>Built top-of-the-line Bio.</p>	52325	1	Cyborg(6) <> Empire(8)

62	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>This was much better ;)</p> <p>Cat 282 - starting to move towards p129 this turn. I will replenish both minefields 285 and 187 on my way.</p> <p>p110 - do you expect you will require any additional trades? If not please load extra clans into resolute before handover. If you do please let me know how much resources are needed for additional ships.</p> <p>Cat 473 and 430 - both are out of torps this turn.</p> <p>Elvon</p>	52326	1	Bird Man(3) <> Robotic(9)
62	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I've set BUM on P.30 it appears to stell be safe. I think we should channel there this turn the FCC code is 523 I have a FCC ready to leave from P.314. Let me know if is ago	52327	1	Cyborg(6) <> Empire(8)
62	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	ok, I will set the FC's to 523.	52328	1	Cyborg(6) <> Empire(8)
62	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Lets go.</p> <p>I will go this turn and set 523, but I will need to get my FCC in place on my front line before joining in because he will target that area once he knows I am hostile.</p> <p>I need to get my FCC in place on his front line with me. I currently have no forces on my border with him (they are full starbases though).</p> <p>GW</p>	52329	1	Cyborg(6) <> Empire(8)
62	3) The Bird Men (maximus1776)	9) The Robots (elvon)	p110 - Loaded clans onto Resolute. I would need some more cash for an additional Resolute in the future. I'll look at future trades next turn.	52330	1	Bird Man(3) <> Robotic(9)
63	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Max</p> <p>That's just awesome... I just lost a HP/Mk7 DW with 145 torps to the Gorbie because of a minehit while moving 1 ly into the WW vertically under cloak, in a minefield he just laid. 0.5% chance...</p>	54031	1	Bird Man(3) <> Robotic(9)
63	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	The MC. has disappeared from P.308	54032	1	Cyborg(6) <> Empire(8)
63	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>I agree ... but you have not more details where these Crystal planets are?</p> <p>The Fed is herding the same animal ... intresting approach by Flaabes to stay "in game".</p> <p>Good luck in the North</p> <p>Frostie</p>	54033	1	Empire(8) <> Colonial(11)
63	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>And here I thought I am the only who routinely gets screwed over by RNG. This really sucks when it happens. Both of my cats in your space are still on lay mines mission and will put down minefields as soon as you 'btt' torps. What is really worrisome though, is that it was Greywolf owned Gorbie who took you out.</p>	54034	1	Bird Man(3) <> Robotic(9)
63	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Damn. That means I cannot get into the middle unnoticed...</p> <p>Could I have one of those Fireclouds at p30 so that I can send more over?</p> <p>GW</p>	54035	1	Cyborg(6) <> Empire(8)
63	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	Yes just give it back when you can I will GS 523	54036	1	Cyborg(6) <> Empire(8)
63	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Yes, I do know where they are, but they are heavily protected by the Lizard.</p> <p>He has shared intel with me in the past and they are in his back areas.</p> <p>Nowhere close, only FoF will remove them.</p> <p>Thanks for the good luck. It seems I accidentally got into a war with the Bird this turn... Kill orders does have that downside.</p> <p>I went peace with the Borg and wanted to see if I could carve a patch out in the middle of a war zone... A DW found me. I am not sure if he was on Kill orders or I was that started the shooting....</p>	54037	1	Empire(8) <> Colonial(11)

63	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Oh....  I don't know if your kill orders or my kill orders started that, but the Borg said there was some Golem's over this side of the map, so I came to kill them and carve out a little land.  It seems your DW decided to attack. Perhaps you hit a mine and my kill orders did it. No idea really....  I am not at all prepared for a war, well, not for a serious one.... :)	54038	1	Bird Man(3) <> Empire(8)
63	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	GW ok, sounds good. I will try to get the Lizard to chunnel over here as well. If we can do that and have a few Webmines, that will secure this as an amazing beach head where we can attack the critical areas of the bird.  I notice you have an FCC at p252. Perhaps you could use that? I will message the Lizard to suggest it.  GW	54039	1	Cyborg(6) <> Empire(8)
63	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Who owns p37?  I need a planet to base myself, dump clans and supplies etc.	54040	1	Cyborg(6) <> Empire(8)
63	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	I do the birds own P.217 and they have a SB.at P.11 and most of the planets south of P.30 are SB.	54041	1	Cyborg(6) <> Empire(8)
63	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	Thanks,  I assume that Hiko is protecting him well ... he knows what kind of guys is sitting next to him :)  So we have the fights ongoing we try to start ... lets see whats remaining after the fireworks is done.  DWs are tough fighter ... but a Bird is a fragile creature.  Good luck to withstand the feeling to roll out a full blown attack on them :)  Frostie	54042	1	Empire(8) <> Colonial(11)
63	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	Hi Flaabes,  I hear you are onboard about joining me in an attack against the Birds? I believe the Lizard has equipped you with a couple of LCC's. I currently have a base at the back of the Bird space that we will be chunnelling to.  I look forward to working with you.  GW	54043	1	Crystalline(7) <> Empire(8)
63	7) The Crystal People (flaabes)	8) The Evil Empire (greywolf)	Greetings Greywolf,  thank you, everyone who wants to kick birds in the a** is welcome. Let's see how things develop.  Birds may have a couple of heavy sweepers...  Regards  Flaabes	54044	1	Crystalline(7) <> Empire(8)
63	9) The Robots (elvon)	3) The Bird Men (maximus1776)	I noticed you have built 6th Resolute this turn. So far we have agreed on trade of 5 Resolutes and 1 Darkwing for 2 w9 Golems and 1 w5 Golem. I assume 6th Resolute is meant as a compensation for a Golem blown up (correct me if I am wrong) and I really can use all the Resolutes you are willing to build, but I also don't mind if you want to shuffle already agreed trades around. For example if you don't care about engines on Golems one way this could work out would be you receiving 1 w9 Golem and 3 w5 Golems (all in your space already, scratch one that blew up), which would amount to exactly already built 1 DW and 6 Resolutes. Of course old agreements works for me as well if you prefer to keep to that. Also in addition to whichever you decide I would be interested to trade w9 Golem for fully kitted Darkwing with mk7 or even mk8. That would give me an option to attempt to raid Crystal planets and with some luck finally FoF him.	54045	1	Bird Man(3) <> Robotic(9)
63	6) The Cyborg (mike dowell)	8) The Evil Empire (greywolf)	Channeling in lizards and crytals	54046	1	Cyborg(6) <> Empire(8)
63	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	Awesome.	54047	1	Cyborg(6) <> Empire(8)
63	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	Thanks!	54048	1	Crystalline(7) <> Empire(8)

63	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	Well, to be clear, the DW was not set for PE or Kill... I usually don't go into a planet where I think there is a carrier with a lone DW, with 145 torps... As you can see from the damage, it hit a mine moving 1 ly into the WW on Superspy...	54049	1	Bird Man(3) <> Empire(8)
			Borg Gorbies, ostensibly part of some trade, are one thing. Having your carrier on the doorstep to my home cluster is another, and is unacceptable. I will be eliminating the Borg. You can either remain neutral, help me, or be an enemy. If you want the 3-4 Borg planets around there, and aid against the Borg, we can likely work things out. If you can talk the Borg into chunneling you out of there back to your area, fine. I can also assist in walking your carrier back to your area and remove it from the action. Short of those options, or something similar, is unacceptable for keeping the peace.			
			Let me know how you'd like to proceed.			
63	6) The Cyborg (mike dowell)	7) The Crystal People (flaabes)	Thank you for coming to my aid. After you've channeled in and help establish the beach head I would like to jump around with one of your minelayer and hunt down dark wing in my area.	54050	1	Cyborg(6) <> Crystalline(7)
63	1) The Feds (chanain)	7) The Crystal People (flaabes)	Sorry about the late notice - can you drop as many web mines as possible at p22?	54051	1	Fed(1) <> Crystalline(7)
63	3) The Bird Men (maximus1776)	9) The Robots (elvon)	I'll reply on that next turn after giving it some thought.	54052	1	Bird Man(3) <> Robotic(9)
			Max			
63	7) The Crystal People (flaabes)	1) The Feds (chanain)	ok, both ships are laying for 150 ly radius	54053	1	Fed(1) <> Crystalline(7)
64	1) The Feds (chanain)	7) The Crystal People (flaabes)	How much cargo would I need to transfer for s7 to pull back the field by about 6 LY?	55791	1	Fed(1) <> Crystalline(7)
64	9) The Robots (elvon)	3) The Bird Men (maximus1776)	You seem to be distracted for last couple turns ... everything ok?	55792	1	Bird Man(3) <> Robotic(9)
			Elvon			
64	7) The Crystal People (flaabes)	1) The Feds (chanain)	Puh, you're asking me questions... I'm not good at doing the nu-math. Tried to figure out in another game of mine. Assuming: reducing from 130 ly to 120 ly makes 20 torps. I have 216 free cargo, minus 20 makes roughly 196 cargo to be transferred, correct? msc set on s7.	55793	1	Fed(1) <> Crystalline(7)
			Is it possible to maintain my planet score before fof hits by giving me another planet?			
			And some intelligence: Janitor VII ID#18 has struck a WEB mine! Damage is at: 8			
			Tomcat IV ID#225 is out of fuel and energy. (p265) USS Iqaluit ID#174 is out of fuel and energy. (p321)			
64	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	Hi Flaabes,	55794	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
			I am not sure if you will enjoy this, but I suspect you will. It is time to plan the assault on the Bird homeworld area from p30.			
			My Gorbies are purely to create focus and for minesweeping, I will be taking the planets/starbases with cloaked LCC's to refuel and fueless SSD's.			
			The plan is for me to advance the Gorbies first and take any minehits etc, go on sweeping and then the following turn you move with LCC to roughly the same location. I will move my fleet to roughly the same location (including the LCC and SSD) when you move. I don't want your ships hitting minefields.			
			You dump down a webfield to protect the SSD/fleet from Cloak / intercept. I move to the planet with the SSD, I fuel up the SSD, take the planet and then jump back 82 LY through the webs to break potential tows.			
			So, I need lots of little webmines on the path towards his homeworld, springing up from cloaked LCC's, so he doesn't know they are coming in that location.			
			Firstly though, we need a webminefield at least 30 LY across at p30 to protect our beach head and FCC's.			
			What friendly code are you going to put on the field so I can move through it this turn with my Gorbies?			

64	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Two reasons...</p> <p>1) Life is very busy for me right now. Will get a bit better in 2-3 weeks, and a bit better yet starting late summer. The game is taking a disproportionate amount of my little free time.</p> <p>2) I'm still a bit disgusted on my lack of anticipation and (especially) execution the last few turns. Squandered a lot of scarce resources.</p> <p>Mostly #1 though...</p> <p>Max</p>	55795	1	Bird Man(3) <> Robotic(9)
64	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Well, I didn't get your mail in time, so I sat still for a turn as your cloaked ship would probably be able to determine.</p> <p>RL has been tough for time for me over the last 2 months due to a large uplift in work so I have deliberately avoided wars.</p> <p>Also, I did a dark sense of the region and the Borg really doesn't own much in the area (4 planets with 2 starbases)</p> <p>You are pretty solid underneath there with all starbases.</p> <p>Give me a few hours to contemplate it (currently between meetings), but I do undertake to give you plenty of time before the next turn to change your orders if you want.</p> <p>GW</p>	55796	1	Bird Man(3) <> Empire(8)
64	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>PS. You are correct. I traded one full Gorbie for a couple of FCC and a lift to the other side of the map.</p> <p>GW</p>	55797	1	Bird Man(3) <> Empire(8)
64	6) The Cyborg (mike dowell)	2) The Lizards (hiko) 8) The Evil Empire (greywolf) 7) The Crystal People (flaabes)	<p>Hi everyone I am moving FCC.385 one light year off planet. I would like to take one of Flaabes LCC. to my SB. at P.432 I will reload it there. If Greywolf can share the dark sense info. of this area that would be great. I will be attacking the enemy north of P.30 to start with. The enemy has a decent fleet north of P.30 and a SB. at P.11. His home cluster is directly south of P.30. What are your plans?</p>	55798	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>How precarious are you? FoF is about to be 13, I think.</p> <p>I could lend you p346. I'll transfer 10 clans to s115 - how much fuel would you need to get there and back?</p> <p>Also, s362 has a bunch of torps now, right? Can it max out the field? I'd like to see what his full sweeping capacity is.</p>	55801	1	Fed(1) <> Crystalline(7)
64	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>#2 No plan survives contact with the enemy. Especially true for championship games!</p> <p>#1 I'll keep it as succinct as possible</p> <p>1) try to transfer mines into my cats in your space. There really is no reason for Borg to run amok in your space</p> <p>2) I will try to put down mines on my borders to discourage Borg/Greywolf cloaklers causing trouble there. I can gladly do it in your space as well, but you will need to temporary hand me some of your mine layers with torps on board to do that</p> <p>3) Gamma DW I would really like if it got put to good use. If you don't have a time for that it might be better for you to hand it to me and I will try to do hunting of my own</p> <p>4) Swift 210 - please send it to p18</p> <p>5) FC 331 - don't know what your plan is, but if you need fuel friendly is 'aaa'</p> <p>Elvon</p>	55802	1	Bird Man(3) <> Robotic(9)

64	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	<p>Hi Mike,</p> <p>I think the LCC's are already full. However, if you are willing for a quick refill, we could dump one huge web minefield this turn to overwhelm perhaps. DW's have small tanks, so we might catch a couple. We then have the second to use on a progress.</p> <p>Over to Flaabes really. If you dump a large one thats ok by me.</p> <p>Dark Sense - They pretty much are all starbases.</p> <p>Coordinating 4 people is going to be challenging, does anyone have plenty of time and want the lead role?</p> <p>GW</p>	55806	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Maximus,</p> <p>I have thought about it overnight and given the situation so far, I have no doubts that your statement about defeating the Borg are accurate. I think you will.</p> <p>Consider then that I have no defenses against you and you have worked well with your lower neighbour (swapping ships etc), it seems likely that I would be the natural progression after your defeat of the Borg and that it is likely that I would be the victim of a surprise attack as well.</p> <p>Therefore, I will declare war. No surprise attack here. However, I actually don't have much near your planets, so it will be a bit of a phoney war for a while. Feel free to take advantage of that as I will move defense into place.</p> <p>You now have over 70 extra planets you can capture.</p> <p>Enjoy your day!</p> <p>GW</p>	55807	1	Bird Man(3) <> Empire(8)
64	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 7) The Crystal People (flaabes)	<p>Hi guys,</p> <p>I am chunnelling out of p402 and going to p30.</p> <p>For those coming set your FC to 523. Hiko, I believe you will be chunnelling out as well, so best you do not set warp to 0 as mine is the lowest FCC number.</p> <p>Flaabes, if you can drop a reasonable webmine around p30 at least 30 LY, but if you want the borg to refill (good suggestion), then dump one whole load. That should give us some freedom for a couple of turns.</p> <p>Good hunting gentlemen!</p> <p>GW</p>	55808	1	Lizard(2) <> Crystalline(7) <> Empire(8)
64	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	<p>Hi Flaabes,</p> <p>I will need the friendly code of the webfield around p30.</p> <p>GW</p>	55810	1	Crystalline(7) <> Empire(8)
64	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>&gt; How precarious are you? FoF is about to be 13, I think.</p> <p>There is about 20 turns time, I am just asking in advance all races which may need crystal support...</p> <p>&gt; I could lend you p346. I'll transfer 10 clans to s115 - how much fuel would you need to get there and back? approx. 15-20.</p> <p>Also, s362 has a bunch of torps now, right? Can it max out the field? I'd like to see what his full sweeping capacity is.</p> <p>&gt; 230 mk7, laying all</p>	55811	1	Fed(1) <> Crystalline(7)



64	7) The Crystal People (flaabes)	8) The Evil Empire (greywolf)	<p>Hi Galadan,</p> <p>as I am seeking for harmony I'll not enjoy like this indeed. But I will try, perhaps it might be a lot of fun...</p> <p>Laying 43 ly web around p30. FC mf3.</p> <p>Flaabes</p>	55812	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	<p>Gentlemen,</p> <p>thank you for letting me join you.</p> <p>First some logistics, I hope I've understood:</p> <p>LCC215: 280 mk8, laying 20 this turn, 231 fuel, 10 clans LCC449: 280 mk8, 242 fuel, 10 clans</p> <p>LCC212: 280 mk8, 325 fuel, 10 clans LCC354: 282 mk8, 330 fuel, 8 clans, laying max web field, chunnel it to 432</p> <p>additional fc of web fields: mf3</p> <p>I'll be back after a short break.</p> <p>Flaabes</p>	55817	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	<p>Honorable Gentlemen,</p> <p>&gt; Coordinating 4 people is going to be challenging, does anyone have plenty of time and want the lead role? As for me I just want to express my thoughts:</p> <p>1. My main motivation now in this game is to witness the fall of birds and robots. If you want to put it like this: kind of revenge that they wanted to kill crystals off early. They shall not succeed with it.</p> <p>2. We all know who made it possible that crystal services still are available.</p> <p>3. You do the logistics, intelligence and tactics. I will contribute my opinion if it suits.</p> <p>4. In general I should be able to react and set orders within three hours before host run.</p> <p>I am looking forward to see how things develop.</p> <p>Regards</p> <p>Flaabes</p>	55821	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	2) The Lizards (hiko)	8) The Evil Empire (greywolf) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	<p>@Greywolf,</p> <p>for the coordination: I would suggest that you attack south with two crystal LCCs for support.</p> <p>I will concentrate on supporting Mike. I would help him get rid of the ships in his HW area and in the north of P30.</p> <p>This setup should minimize the need for close cooperation.</p> <p>Please keep all in mind that you loose the ability to set the battle order of your ships when operating inside a web since flaabes has no safe passages left.</p> <p>For communication I would suggest to change to email. If you are all for it, please write a short "me too" and I will open the conversation. If one of you is against it I fully understand that, too. So please state your oppinion freely.</p> <p>Heiko</p>	55824	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)

64	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	<p>Yes, that makes good sense.</p> <p>Crystal and I south of P30 and you three north.</p> <p>PE only for battle order ahead of non front of the line ships.</p> <p>Hiko - yes, if you want to connect us up via email.</p> <p>GW</p>	55829	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Hi Greywolf,</p> <p>I understand what you mean about RL... This game is taking a disproportionate amount of my already scarce free time...</p> <p>To give you some context on my strike against the Borg, his ship movements and SB buildup gave every indication that he was planning to attack me. I also asked him several times what his plan was for the game, especially on the expansion front. He never answered, which gave me reason for concern. He has actually been very uncommunicative for a few dozen turns. It was pretty clear to me that he was planning a strike, as he was working with you and the Lizards in some fashion, and moving ships into position. My race is at a much greater disadvantage playing defense, so I took the initiative. With more communication, it may have been avoidable, although that may have been his plan for a while. Note also that I didn't have a NAP with the Borg, and only a very loose agreement on a border, some ship trades, and some unfruitful/limited discussions on potentially working together which didn't last more than a few turns.</p> <p>If your mind is (or was) set on war, I understand and appreciate that. It probably makes sense for you to let me take losses against the Borg and come after me when I'm weakened. You also only have two ways to go, either into me or the Lizards. With the Lizards no longer facing an immediate threat and gaining strength, that would likely be a bit more difficult.</p> <p>However, if you are basing your decision on what you think my next move will be after the Borg, consider this... I would much rather focus on the southern/southeastern part of the board for a variety of reasons. I have Fireclouds and can move the fleet as needed to achieve this. I would also be open to establishing a border and a formal NAP that is mutually agreeable.</p> <p>Given the above, I'd appreciate it if you would let me know whether or not you are reconsidering your declaration of war. In good faith, I'll not move any ships toward your area or the Gorbie until T66 to give you time for a response.</p>	55830	1	Bird Man(3) <> Empire(8)
64	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Yeah, Moltke was right on that one...</p> <p>1) I don't have much for mine material at the moment there. There was a Resolute and now deceased DW that was supposed to give you torps. Give me a few turns...</p> <p>2) I'll be giving you some ships to lay mines. Stay tuned...</p> <p>3) I'm bringing the Gamma DW to p461 (or a planet of your choice). We can do a hand-off, or you can direct me where to take him from there. I was trying to catch the Borg Resolute while in the area...</p> <p>4) Moving Swift 210 to p18</p> <p>5) FCC 331 was to either give to you or give us options of moving ships to/from your area. I have fuel on it, but we need to put together a better plan for it. Let me know what you think. I was hoping to have 1-2 more FCC's by now to give to you, but that didn't materialize yet.</p> <p>6) The EE just let me know that he's preemptively declaring war on me, as he doesn't want to be the next race to get a surprise attack. I'm not sure if it's genuine, or a pretext for going to war with me. I've countered with a write-up that basically says that I'd rather focus on the south/Lizards after the Borg and set up a NAP/border with him, but if he wants war, it will make the decision for me. We'll see what he comes back with. He makes assertions that he's not that strong, but I don't really buy that...</p> <p>Max</p>	55831	1	Bird Man(3) <> Robotic(9)

64	6) The Cyborg (mike dowell)	2) The Lizards (hiko) 8) The Evil Empire (greywolf) 7) The Crystal People (flaabes)	My minefield around P.30 fc is 2jv	55835	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
64	9) The Robots (elvon)	3) The Bird Men (maximus1776)	FCC 331     Gamma DW - lets try to make a defect into an effect. Move both towards p293 (should take 5 turns). This is my maxed Bovi planet and by time you reach it I should be able to make at least 300 mk7 torps there. Once you do we can transfer both Gamma DW and any additional mine layers (resolute 300?) we can come up with to your front line.  Elvon	55836	1	Bird Man(3) <> Robotic(9)
65	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	Hm - did I mess up something?	57827	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	9) The Robots (elvon)	3) The Bird Men (maximus1776)	FYI Cube 158 is back to p415 Gorbie 168 hit mine, 10 damage, but I bet he has it repaired with supplies  Also don't forget EE has cloaklers and those Gorbies are probably towing some	57828	1	Bird Man(3) <> Robotic(9)
65	7) The Crystal People (flaabes)	1) The Feds (chanain)	Janitor VII ID#18 has struck a WEB mine! Damage is at: 8 ( 2304, 1793 ) Janitor VII ID#18 is out of fuel and energy. Tomcat X ID#404 is out of fuel and energy. Legion X ID#379 is out of fuel and energy. (p18) Legion V ID#304 is out of fuel and energy. (p18) USS Iqaluit ID#174 is out of fuel and energy. (p321) Janitor XIV ID#107 is out of fuel and energy. (p18) Janitor XII ID#61 is out of fuel and energy. (p18)	57829	1	Fed(1) <> Crystalline(7)
65	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	SUPER STAR FRIGATE ID#235 is out of fuel and energy. (p402) PL21 Probe ID#131 is out of fuel and energy. (p114) LARGE DEEP SPACE FREIGHTER ID#69 is out of fuel and energy. (p484) Scout ID#41 is out of fuel and energy. (ww p37) Medium Deep Space Freighter ID#8 is out of fuel and energy. (p8)  METEOR CLASS BLOCKADE RUNNER ID#420 has struck a WEB mine! Damage is at: 11 ( 1697, 2462 ) GORBIE CLASS BATTLECARRIER ID#342 has struck a WEB mine! Damage is at: 1 ( 1667, 2481 ) METEOR CLASS BLOCKADE RUNNER ID#440 has struck a WEB mine! Damage is at: 11 ( 1666, 2467 ) METEOR CLASS BLOCKADE RUNNER ID#381 has struck a WEB mine! Damage is at: 11 ( 1669, 2481 )	57833	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	Yes.....  You laid a huge field over my space.	57837	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	Maybe I can use it as a defensive web and not sweep it.  However, it means no FC use including alchemy.	57841	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	OK, sorry, obviously I confused p30 and p402, I apologize for that. If it is ok for Hiko and you provide fuel I could be there within 3 turns and sweep it.	57845	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	Maybe I use it as a defensive field. It will make using FC's tricky...	57849	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	7) The Crystal People (flaabes)	Any chance you can set safe passage?  I cannot get a Gorbie over to a chunnel for the Lizard as I cannot set both friendly codes. I could try and tow it and have the towing ship have mf3 and the Gorbie 445.  I know you have set safe passage with the Fed helping them, in the same way I gave him a number of Gorbies to offset Elvon's aggression, but this is quite painful.  Are you working this closely with the Fed with intermingled fleets?  GW	57850	1	Crystalline(7) <> Empire(8)

65	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	<p>Hi Mike, Hiko and Flaabes.</p> <p>We didn't think this out properly. I need to sweep robot minefields and have our beachhead protected in a webfield. So, I need to set safe passage to the Crystal.</p> <p>I think I am going to sweep your minefield around p30 as I am sweeping the Robots....</p> <p>I will have to drop safe passage with the Borg and set it to the Crystal. It will mean the loss of some of our overlapping minefields unfortunately.</p> <p>Any other suggestions?</p> <p>GW</p>	57851	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	7) The Crystal People (flaabes)	1) The Feds (chanain)	I have to revoke safe passage for a couple of turns in order to give it to another cooperation partner. Would this be ok for you? You have to work with the additional FCs then.	57854	1	Fed(1) <> Crystalline(7)
65	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	I have asked feds to work with the additional FCs so I can give safe passage to you. What do you mean with intermingled fields?	57858	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	<p>The Borg and I have overlapping fields so without the safe passage I set for him, they will explode and open some holes we will have to fill.</p> <p>That is a lot better however than dealing with no FC's and not having web defense on our beachhead.</p>	57862	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>The Crystal is going to give me safe passage, so I need to set safe passage otherwise I will sweep his webs when trying to sweep robot mines. We need the webs to keep our beachhead safe at p30.</p> <p>That means I have to remove safe passage from you. I can scoop up minefield 308, but not minefield 294, so we will have a few explosions. Not too much luckily.</p> <p>GW</p>	57863	1	Cyborg(6) <> Empire(8)
65	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Maximus,</p> <p>Yes, the Lizards to worry me, but I am 'working' with them at the moment. They are too strong right on my border.</p> <p>Again, I didn't get to my orders and had previously moved some sweeping Gorbies out. They will hardly move this turn. Minehits do not bother them. I live in Australia and can usually get an hour to look first thing in the morning.</p> <p>I personally think you will kill off the borg and I need to get my planet count up otherwise I become irrelevant in the game. It is the only way I can be a long term threat to the Lizard Crystal Alliance, lots of starbases with Gorbie's queued up. He gets a TRex, I get a Gorbie etc.</p> <p>As you can tell from the webmine, they came as well to P30, but sat in place last turn.</p> <p>For you this will be a full on war with the people who you want to fight, for me, it is a situation of opportunity, so my apologies on that. You may focus on me, or you may focus on the Lizard and Crystal.</p> <p>I sit and consider... If your attack on the Borg had been poor and the war was going to drag on, I probably would not have done anything.</p> <p>Anyway, I have to get to work. Chat later,</p> <p>GW</p>	57865	1	Bird Man(3) <> Empire(8)

65	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Hi Greywolf,</p> <p>I appreciate your message. Perhaps I'm missing something, but I didn't quite understand whether you are saying that you're open to exploring peace, or are continuing to go to war with me. One one hand, it seems that you would have stopped your Gorbies if you saw my message prior to the turn. On the other hand, it sounds like you have the opportunity to attack and get planet count, and are taking it.</p> <p>Can you clarify your intentions so there is no misunderstanding? It seems odd to ask that in war... I'll assume that if you don't answer, it means war, and you'll continue your Gorbies' march south. If you are looking for planet count, we can discuss splitting up the Borg territory.</p> <p>Best, Max</p>	57866	1	Bird Man(3) <> Empire(8)
65	1) The Feds (chanain)	7) The Crystal People (flaabes)	That would make things difficult - not being able to use specialty FCs, including mkt or btt, will be tough. Is that something you have to do right away?	57867	1	Fed(1) <> Crystalline(7)
65	6) The Cyborg (mike dowell)	2) The Lizards (hiko) 8) The Evil Empire (greywolf) 7) The Crystal People (flaabes)	<p>Ok we have to figure out how we can all function in the web at least around P.30</p> <p>So I leave Hiko and GW. with safe passage Flaabes gives safe passage to GW. so P.402 isn't a problem Flaabes lays the minefield usind my race ID.</p> <p>I'm open to other suggestions</p>	57871	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	2) The Lizards (hiko)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>as you can imagine I have long withdrawn my forward FCC, so me getting to your area fast is no longer an option. And I fully understand your issues with me fighting in your area.</p> <p>But please consider the refit option. Right now I have about 10 more or less useless ships from my Fasc loot and one W5 Trex. If you say you could imagine refitting them I would compile a list and name an offer for a price.</p> <p>Hiko</p>	57872	1	Fed(1) <> Lizard(2)
65	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	Well, that works for me....	57876	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Well, I have gone to war against the Birds which will make you happy I am sure!</p> <p>One bonus is Flaabes is going to help out. The only problem is he laid the first minefield in the wrong place over my homeworld area....</p> <p>Oh well.</p> <p>I hope you are having a great day!</p> <p>GW</p>	57877	1	Fed(1) <> Empire(8)
65	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>Sorry for being unclear. The reason for the apology was that you gave a peace deadline and I moved the Gorbies. I would have normally honored that and stood still another turn.</p> <p>Yes, you are correct, I am taking the opportunity. The main reason are you appear to be an extremely capable player, so I am taking the opportunity of potentially picking up some scraps! If I want to have any chance of getting to 250, there may not be a better opportunity.</p> <p>You may get annoyed at this approach and abandon the Borg and focus completely on me. That is ok. That is the gamble I am taking.</p> <p>I used to love a game called Empire in Arms and subscribe to the war theory of the 1800's. At some point we may come to peace. Someone will cede some territory and everyone moves on in new diplomatic territory.</p> <p>I am not saying it is forever, you might think so, but it is something we can talk about again in 30 turns perhaps?</p> <p>GW</p>	57878	1	Bird Man(3) <> Empire(8)

65	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous messages:</p> <p>Swift 161 - if you don't have any plans for it, then I would appreciate if it helped me scout out Feds. I would prefer to keep my Resolutes secret as long as possible and your scouts could check out planets for the presence of Lokis for me. If you need any fuel let me know how much and I will transfer it this turn or drop it on planet (whichever you prefer).</p> <p>p110 - have you decided if you will need any additional trades? I'm asking because in case you don't I would like to reclaim p110 and queue a Golem there.</p> <p>Crystal - it seems webs are starting to pop up in your space as well. We should really look into ways to FoF Crystal because I don't think your chances of coming out on top are good if you don't control battlefield. There are two things, that you could do:  1) scout out p361 and on turn after that mine sweep and move to your p125. p54, p395 and p334 (all crystal owned) are currently showing as unprotected by webs, but they probably are out of mine sweep range. If they are indeed unprotected it could be our way in.  s420, s505 and s440 all look like they have hit web this turn. Gorbies in your space did not and this could mean they are using global minefield code for EE (i.e. no safe passage). It might be, that CoM are also kept in loop on the current minefield code. I don't think they would tell me even if they knew, because I'm too close to them, but they might tell you to deny an advantage to EE.</p> <p>Elvon</p>	57879	1	Bird Man(3) <> Robotic(9)
65	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	Not sure whether I understand this correctly. There is a crystal field over p402 already.	57883	1	Lizard(2) <> Cyborg(6) <> Crystalline(7) <> Empire(8)
65	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>Well, I am afraid yes. Sorry for any inconveniences, but I would very much appreciate if this works for you; maybe I can switch back after some turns.</p> <p>Things are getting complicated, and I don't know how to resolve the situation.  Or I could sweep those webs and relay with your identity.</p>	57884	1	Fed(1) <> Crystalline(7)
65	7) The Crystal People (flaabes)	1) The Feds (chanain)	Or I could sweep those webs and relay with your identity.	57885	1	Fed(1) <> Crystalline(7)
65	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Swift 161 - Need up to 92 fuel.</p> <p>p110 - Feel free to take it back. I'll likely need my PBP's for emergency action in my home cluster.</p> <p>Crystals - Moving ahead with the suggested plan.</p> <p>Gorbies - I'm a bit weak on fighters on the SB's in my home cluster. I'll likely take some significant losses, but unless he reinforces, I should be able to eventually eliminate the Gorbies. He's going to take this opportunity to put a dent in me, and the parlay for a truce was unsuccessful. Hopefully he doesn't lay more webs in the area in the near-term. I could handle 1-2 Gorbies, but 3 plus cloaklers will be painful.</p> <p>Max</p>	57886	1	Bird Man(3) <> Robotic(9)
65	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	<p>Greetings Frostie,</p> <p>Hope you are well, and I trust things are good in the south... The EE is bringing a few Gorbies plus webs in my area via a Borg FCC. The evidence points to global web friendly codes being used, and I would suspect that you may be using the global friendly codes as well. If you have an interest in slowing the EE expansion, it would be appreciated if you could share those friendly codes with me (at least for a time) so that I can more easily sort out issues in my home cluster. The gesture would not go unrewarded.</p> <p>If you either don't have the codes, or are unwilling to share them, there are certainly no hard feelings.</p> <p>Best, Max</p>	57887	1	Bird Man(3) <> Colonial(11)
65	1) The Feds (chanain)	7) The Crystal People (flaabes)	I guess. That's not going to totally solve it, though. Can you pull back all the web mines you can, relay in my ID where you can, and set a universal mf code of MF9?	57888	1	Fed(1) <> Crystalline(7)
65	1) The Feds (chanain)	8) The Evil Empire (greywolf)	So that's why he wants to pull his safe passage from me...he's not giving me a lot of notice to figure out the logistics on that...	57889	1	Fed(1) <> Empire(8)
65	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Swift 161 - transferring 92 fuel	57890	1	Bird Man(3) <> Robotic(9)
65	11) The Colonies (frostriese)	3) The Bird Men (maximus1776)	<p>Thats bad ... even the EE has Web support .. seems Robot and me didn't get some.</p> <p>I would provide one FC, if I had access to it or could guess it.</p> <p>Semper fil</p>	57891	1	Bird Man(3) <> Colonial(11)

65	7) The Crystal People (flaabes)	1) The Feds (chanain)	Universal Code is "mf3"! Sweeping this turn.	57892	1	Fed(1) <> Crystalline(7)
65	7) The Crystal People (flaabes)	1) The Feds (chanain)	fields #211, #257 s208 has btt set in order to transfer torps first	57893	1	Fed(1) <> Crystalline(7)
66	7) The Crystal People (flaabes)	1) The Feds (chanain)	The Crystal Confederation (flaabes) is no longer granting us safe passage through their empire.	57902	1	Fed(1) <> Crystalline(7)
66	9) The Robots (elvon)	3) The Bird Men (maximus1776)	No mine hits this turn.  What was the plan with FC 331 chunneling to your space?  I guess you missed my suggestion 3 messages ago for FC to move towards my space and me preparing torps to help you out with minefield.  I see Lizards joining the fray in your space as well. If you can get one of your FC towards my forces near Feds i might scrape together a task force of Golems to help you out.  PS Crystal Safe passage was removed from Feds this turn, so i assume it was given to EE. Does not impact you directly, just FYI.  Elvon	59720	1	Bird Man(3) <> Robotic(9)
66	1) The Feds (chanain)	7) The Crystal People (flaabes)	I'm quite upset by your management of this, setting an FC other than the one I'd asked for, and giving me only a couple hours notice of it.  The reason I'd asked for Mf9 was because I had to get my turn in, and wouldn't have another opportunity to set it. Why didn't you set it to the one I asked? And why did 208 transfer the torps instead of laying them in my ID?  Do you have any idea how disastrous this turn is for my war against the robots? If anything like that happens again, you might as well just crown Elvon emperor.	59721	1	Fed(1) <> Crystalline(7)
66	9) The Robots (elvon)	3) The Bird Men (maximus1776)	In addition to previous messages:  Cat 282 - 36 torps on board. If you can load more torps I can continue cowering your space, by moving North. It is up to you though, to decide which way exactly. Swift 210 - continue towards p18 Swift 491 - move towards p270 Gamma DW - meet up with freighter 28 on p184 for a handover.  Minefield 314 - all the missing mines got swept. Do you want me to continue putting down full minefield (most likely will be swept again) or to conserve torps? Also, my ships can move under their own power if needed and you send movement instructions in advance.	59722	1	Bird Man(3) <> Robotic(9)
66	7) The Crystal People (flaabes)	1) The Feds (chanain)	Greetings Chanain,  I think I completely understand your anger, albeit that won't help, I assume. I just want to state that it is not my intention at all to do you any harm.  Diplomatic relations in this game are getting more complicated and I have other obligations, too. That's the reason for the universal code setting. If you want to continue to try getting advantage just let me know; of course we then have to communicate more precisely. I suggest email: ***** would make this easier. In general I am able to react within 2-3 hours before host run.  s208 has transferred it's torps in order to sweep the web field now: otherwise it would not have had any cargo free. I am going to sweep it this turn, if you don't give other orders.  s7 will lay a web mi1, as well as s362.  If you think it's better to end crystal support, we'll find an exit strategy.  Regards  Flaabes	59723	1	Fed(1) <> Crystalline(7)

66	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>The idea with moving the FCC north was to give me a way back up there once I defended my territory. With this latest turn, the situation has grown worse, and going back to the Borg area is secondary to me surviving. Working to get the southern FCC over to your area. It will take several turns, though.</p> <p>Cat 282 - Keep him there one more turn. I'm giving you 100 of each mineral plus 4K money. I'm also giving you a Resolute with 150 Mk7's this turn. I'll figure out where to go with the paw, but the Resolute may be best served going south and laying mines once we strike a few of the Crystal planets. I have a few ships moving that direction right now.</p> <p>Swifts / Gamma DW - Check</p> <p>Minefield 314 - Stop adding. Please move Paw 473 to FCC 331 with friendly code 118. Hopefully I'm sweeping enough webmines that will be laid by that Crystal LCC...</p> <p>My situation in my home cluster is getting somewhat dire. I keep running the math, and will have trouble with the carriers. The SSD doesn't help either, as he is taking a 200/60 cash-producing planet this turn. The web mines are the killer, though, as I would normally be able to dig myself in otherwise. With some considerable luck, hopefully we can knock the Crystals out. However, with a coordinated attack from the EE, Crystals, Lizards, and Borg, surviving will be mildly challenging...</p> <p>Max</p>	59724	1	Bird Man(3) <> Robotic(9)
66	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	<p>Thanks anyways...</p> <p>Best, Max</p>	59725	1	Bird Man(3) <> Colonial(11)
66	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Certainly not annoyed at the approach, although the SSD and now the Lizards/Crystals joining the fun gets close... ;)</p> <p>Best, Max</p>	59726	1	Bird Man(3) <> Empire(8)
66	1) The Feds (chanain)	7) The Crystal People (flaabes)	<p>"s208 has transferred it's torps in order to sweep the web field now: otherwise it would not have had any cargo free."</p> <p>Had it laid in mi1 first, it would have freed its cargo space...</p> <p>You have me in a bind. I would really like to continue our cooperation. Frankly, I don't know how long I can hold the Robots back without your help. Elvon has an overwhelming fleet.</p> <p>But you literally left me in a position where I had ZERO opportunity to avoid crashing a bunch of ships into web mines, draining a lot of ships of vital fuel...I can't even calculate the damage you've done. And if I can't trust you not to do that again, then your continued 'help' will only kill me faster.</p>	59727	1	Fed(1) <> Crystalline(7)
66	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Reinforcements - in a short term I can detach at most 2 5w Golems from p22 frontline, but if you make it to p90 area I can send at least 4 w5 Golems your way. It will take time to get FC in position though. Also, FC can be used to strip enemy shield and if one of your FCs lingers near my fleet I can take out any enemy carriers you chunnel in.</p> <p>Cat 282 - waiting â€¦ no space for 100 of each mineral (36 torps on board). You can use Resolute to pack away additional minerals if they are staying together.</p> <p>Cat 473 - moving to FC 331, friendly 118</p> <p>Crystal - ideally you should plan to take out Crystals in 2 turns max. Any longer and they will have time to transfer over more planets to Crystal. This is also the reason it wouldn't be a good idea to send my Golems to Crystal area. Too overt.</p> <p>Your situation - my thoughts exactly. Take out Crystals from equation and we have a chance to stop incursion. With Crystals in the play it is not hopeless, but it will be much harder.</p> <p>Any luck getting Crystal minefield codes out of CoM?</p> <p>Elvon</p>	59728	1	Bird Man(3) <> Robotic(9)
66	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Forgot to mention:</p> <p>Cat 282 - no clans on board. Transfer 1 for handover to work</p>	59729	1	Bird Man(3) <> Robotic(9)



67	7) The Crystal People (flaabes)	1) The Feds (chanain)	Well, look at my fate encountering Elvon's fleet...	61758	1	Fed(1) <> Crystalline(7)
			As I said, it is not my intention to sabotage you. If you can handle FC management, you might make use of my services, but you have to do the logistics and plannings. I'll do my best to make no mistakes.			
			Turn 67: DARK WING CLASS BATTLESHIP ID#37 has struck a WEB mine! Damage is at: 2 ( 2300, 2803 ) Carnac the Magnificent ID#506 has struck a WEB mine! Damage is at: 2 ( 2149, 2978 ) Tomcat XIII ID#473 has struck a WEB mine! Damage is at: 8 ( 2226, 2962 ) RESOLUTE CLASS BATTLECRUISER ID#306 has struck a WEB mine! Damage is at: 2 ( 2216, 2974 ) Scout ID#22 has struck a WEB mine! Damage is at: 6 ( 2234, 2953 ) RESOLUTE CLASS BATTLECRUISER ID#510 has struck a WEB mine! Damage is at: 6 ( 2184, 3004 ) MEDIUM DEEP SPACE FREIGHTER ID#508 has struck a WEB mine! Damage is at: 8 ( 2213, 2977 ) Carnage VIII ID#424 has struck a WEB mine! Damage is at: 1 ( 2188, 2986 )			
			Scout ID#41 is out of fuel and energy. They can no longer attack us.			
67	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Yes.... I am definitely not the big concern.	61759	1	Bird Man(3) <> Empire(8)
67	9) The Robots (elvon)	3) The Bird Men (maximus1776)	FYI Gorbie 342 - 2 mine hits, Gorbie 93 - 1 mine hit. 10 damage per hit. Cat 282 - 100mk7 torps, 36T and 36M, 1711MC. Transfer additional 36D for more torps. Also need 1 clan if you plan to give over Resolute. Swift 161 - move it straight to p270. By the time you reach it, it should be out of webs. Swift 210 - I assume it is out of fuel? Move it out of intercept range from p104  I'm planning on moving one Cat NW from p281 and one N/NW from p110 area putting down mines on its way. I will have torps for one, maybe two large minefields on board. Let me know if there are any good planets on your side where I can restock on minerals and money. Will start moving in about 3-4 turns, need to build torps first.  Elvon	61760	1	Bird Man(3) <> Robotic(9)
67	7) The Crystal People (flaabes)	1) The Feds (chanain)	s208 laying web M11?	61761	1	Fed(1) <> Crystalline(7)
67	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Thanks for the intel.  Cat 282 - Loading up with more minerals/money.  Swifts - Check  p429 has some resources. Hopefully it's still around by then. With that armada of Lizard Gorbies and T-Rexes, it looks like they are pulling out all the stops... I'm trying to think through scenarios.  Max	61762	1	Bird Man(3) <> Robotic(9)
67	1) The Feds (chanain)	7) The Crystal People (flaabes)	Yes, please.	61763	1	Fed(1) <> Crystalline(7)
68	7) The Crystal People (flaabes)	1) The Feds (chanain)	DARK WING CLASS BATTLESHIP ID#37 has struck a WEB mine! Damage is at: 2 ( 2300, 2804 ) Carnac the Magnificent ID#506 has struck a WEB mine! Damage is at: 4 ( 2196, 2998 ) Tomcat XIII ID#473 has struck a WEB mine! Damage is at: 8 ( 2217, 2973 ) RESOLUTE CLASS BATTLECRUISER ID#306 has struck a WEB mine! Damage is at: 2 ( 2213, 2977 ) Scout ID#22 has struck a WEB mine! Damage is at: 6 ( 2228, 2960 ) Carnage VIII ID#424 has struck a WEB mine! Damage is at: 2 ( 2191, 2990 )  SMALL DEEP SPACE FREIGHTER ID#244 is out of fuel and energy. Scout ID#41 is out of fuel and energy. They can no longer attack us.	63690	1	Fed(1) <> Crystalline(7)

68	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>You need to change your strategy, you can't afford to fight them on their terms. Lizard is feeding Crystal planets, it does not look like you will be able to FoF them anytime soon. This means you need to regroup and put enough beams in one place to be able to out sweep anything they throw at you. North is lost, cut your losses and chunnel out to fortify your home. And we need to put as much minefields in your space as you can manage. I will send cats your way as soon as I have torps on them, but you need to feed me some torps on your own to stabilize your frontline.</p> <p>s441/s471 - I think it is very likely this pair is going to move to p282. you should move your closest DW and Resolute there. If any of your DW nearby has disruptors you might even be able to capture MCBR (if it stays out of cloak turn after tow). And with your ability to cloak and intercept you can actually move FC around long enough for Gamma DW to arrive for a capture. If you don't have any disruptor DW I can get x-ray Golem in position to capture MCBR.</p> <p>Elvon</p>	63691	1	Bird Man(3) <> Robotic(9)
68	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>To be clear, I've been trying to exit the north. Unlimited webs makes it difficult... Again, I was 1 turn too late... I have relatively little to defend my home cluster. Start thinking about what retreat/retrrenchment would look like for me, and I'll do the same. I don't believe I can hold above p226, and perhaps not even that central cluster.</p> <p>I'll reply on the rest tomorrow.</p> <p>Max</p>	63692	1	Bird Man(3) <> Robotic(9)
68	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>This is going to be a long one, therefore I am going to split it in two parts:</p> <p>1) this turn specific 2) general strategy and tactics</p> <p>This turn:</p> <p>s441/s471 - In addition to previous message â€¦ I am always forgetting you have this wonderful cloaked intercept ability. Do cloaked intercept with s229 and s38 instead of moving to p282 directly. And there is no reason for s179 and s243 to continue on its way â€¦ you wouldn't be able to take out Crystal planets fast enough anyway. Not with this force.</p> <p>Resolute 516 - I am moving it in SW direction, unless you want something else</p> <p>Cat 282 - I am moving it N, unless you want something else.</p> <p>Swift 210 - move out of s338 intercept range â€¦ just in case. I'm going to send a ship to pick you up next turn.</p> <p>Swift 161 - continue on course</p>	63693	1	Bird Man(3) <> Robotic(9)

68	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>General strategy and tactics.</p> <p>Threats: Out of EE and Lizards your main threat is Lizards. As you can see Greywolf is playing much more carefully and therefor slower. Hiko on the other hand is very aggressive and can overwhelm you by sheer speed.</p> <p>Tools: Your race has best tools to deal with Hiko. You have high beam ships to counter webs, you are Loki immune and don't consume fuel while in cloak. And of course your brand new cloaked intercept can counter most of rush tactics Hiko is employing.</p> <p>Strategy: Your main goal is to stop Hikos blitz and move this into trench war phase. I mentioned this already, but there are two main things to accomplish that. 1) recall all your sweepers to defense and make large enough packs to sweep at least half of full web field per pack. The more the better. Build Resolutes for sweeping instead of DW. Don't sacrifice any Heavy Phaser ship, always have them carry at least 2 web hits worth of supplies and max fuel you can manage. Contrary to what people think Lizard does not have unlimited resources and even if he has enough money for that he still needs 225 of each mineral for full field (mk8) and logistics to get those torps where they are needed. 2) mine your space as much as possible (I will help with that). Greywolf will be much more careful if he has to traverse mines, you wouldn't get cloakers sneaking around and even Lizard will think twice if he has to move into mines without web support</p> <p>Tactics: Assuming you get webs under control and minefields up you actually have a lot of options to counter their advance Sweeping - always move sweepers in large enough packs. Only risks moving singles if you have a pack to cover retreat. Don't move at all unless you really have to. You can always just cloak. Camp warp wells if under a threat.</p>	63694	1	Bird Man(3) <> Robotic(9)
68	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>s229/38 - Already in motion with C+I. Hopefully we get lucky...</p> <p>s179/243 - Already pulling back. Can't take enough planets now.</p> <p>Resolute 516 / Cat 282 / Swifts - All fine.</p> <p>Tools - I have about 15 DW's with HP's yet. However, some of them are stuck in Borg territory and will likely never return due to fuel shortages there.</p> <p>Strategy - I'm pooling what ships I have left. One of my problems is that I don't have much cash in my home cluster (never did). I have about 8K around my HW, and another 10K that I'm trying to sneak in with a MDSF. After that, it's going to be slim for any torp building. I can build 2-3 more Resolutes tops, and then I'm probably done.</p> <p>Tactics - I like your optimism about getting webs under control... ;) I'd be surprised if I get much of a shot at the Crystal torp ships. Plus, I fully expect them to have or bring in cloaked web ships soon as well. I'm also at risk of losing a HP/Mk7 Resolute in the north to webs. We'll find out this turn, and I'm trying to make it back to the planet so I can scuttle the ship. I like the tow to Firecloud tactic... I don't believe I've had FCC's in decades, so that is a nice move. No Red Wind's in fleet.</p> <p>I'm used to the trench warfare tactics with the Birds, and I appreciate your tips. I'll give that some thought over the weekend. I need to figure out quickly whether to abandon the home cluster (other than some harrasment ships that are properly fueled).</p> <p>Also be thinking about what you would need to win the end game. The Fates (or my poor planning/execution) have put me on the front-line of the primary assault. If there is a choice of me supporting you to give you a better chance to win, versus them grinding me down and then moving on to you, I'd rather the former.</p>	63695	1	Bird Man(3) <> Robotic(9)

69	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>Here is your planet details  <a href="https://imgur.com/a/YDKfgze">https://imgur.com/a/YDKfgze</a></p> <p>We might need some more Tri for fighters in a turn or two. Up to 40 fighters at the moment.</p> <p>The Lizard has also given me two low tech LCC's to fight the bird with, I will have to try to get them back from the front to refit them.</p> <p>GW</p>	65586	1	Fed(1) <> Empire(8)
69	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Just some thought and info, to give us both time to mull it over â€¦</p> <p>FC 43 battle group - I assume you did not chunnel out because you got drained. If you can afford it fuel wise I think it is best if you play it safe and move your ships into warp well this turn. Do it by towing with low id ships and take into account you will get drained again. If I were Lizard you would have cloaked ship sitting under you (s449) and it would be towing your FC away.</p> <p>p282 - It did not work out, but I still think it is very tempting destination for FC. Please park one of 3 ships in range there. Gamma DW is moving that way as well and will be able to relieve you in 4 turns. Please let me know what beams each of your ships have in the area. I myself only have 2 Golems and 3 Cats which makes it only 24 HPh, plus 3 of your built Resolutes, but 2 of them are still in transit. I will build another HPh Golem on p265 in 3 turns and will try to produce at least 5 more HPh cats after that (waiting for money to arrive). I will see if I can send at least 2 Resolutes your way to help with sweeping.</p> <p>FC 221 - we need to get one FC to my home/SE Feds front. This way I will be able to send torps and Golems to reinforce you. We also need your FC back at p129 area. I think best option is to chunnel one of your FCs at your home to FC 221 and then send each on their own way. p461 has over 1k fuel if you need to refuel.</p> <p>Freighters 188 and 251 - anything useful on those I should know about?</p> <p>Keeping webs under control - I only have 86 HPh (not counting 6 Resolutes) among all my ships and big chunk of those are only now getting into position. Granted Feds are much less aggressive and don't have all the tools Lizards have, but so do you have almost twice as many beams and more tools of your own. All in all it is doable, especially on a defense where you don't have to move much.</p> <p>Winning - I have best chance of winning if you are alive and kicking â€¦. your C    I alone is able to counter so many tactics it is priceless. On the other hand I do realize it is not much fun to go on if you can't win yourself, so if at one point you do decide you want to quit we will have FC 221 deep in my area and can use it to get as much of your ships evacuated as possible. Any cloaked swapper I can get will improve my chances.</p>	65587	1	Bird Man(3) <> Robotic(9)
69	7) The Crystal People (flaabes)	1) The Feds (chanain)	How do you want to proceed now? Any orders?	65588	1	Fed(1) <> Crystalline(7)
69	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message:</p> <p>swift 210 - by my calculations you should be able to make ~19ly without a fuel. Please move to 2715,1770 (confirm you can reach it).</p> <p>FCC 43 - I'm towing with the FCC, as my next lowest ship is in the 200's, and if he has a cloaker, it probably is lower than that.</p> <p>p282 - Moving there this turn (cloaked).</p> <p>Winning - While I see my odds of winning as exceedingly low, that does not mean that I'm ready to hang it up. That would be bad form, especially in a championship game (and especially when I've been in 1st/2nd). I'll continue fighting it out (or atleast slowing their progress) until I'm done, or until we determine that it makes sense for me to transfer the rest of my assets (likely in preparation for FoF). I agree that my race abilities around C+I will certainly help the effort.</p> <p>Tactics - Yeah, I've used the W0 C+I quite a bit since it was introduced. It's fun when you have a cluster of enemy planets covered (even with Swifts), and makes it difficult for the enemy to move freighters there. Not unbeatable, but creates a lot of disruption. Also, lower than W9 C+I is good when working within or close to minefields to limit the range/risk. C+I'ing your own ships has a lot of uses as well.</p> <p>Swift 210 - All set for that waypoint.</p> <p>Max</p>	65589	1	Bird Man(3) <> Robotic(9)
69	3) The Bird Men (maximus1776)	9) The Robots (elvon)		65590	1	Bird Man(3) <> Robotic(9)

69	1) The Feds (chanain)	7) The Crystal People (flaabes)	Just leave them laying webs in my ID. I'll let you know when I want something different.	65591	1	Fed(1) <> Crystalline(7)
70	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FYI</p> <p>Gorbies 4, 182, 316 - 1 mine hit each</p> <p>s220 - did mass calculations and it has mk8, so you should expect full web field this turn</p> <p>Gorbie 39 and 159 - both have warp 0, this means they are out of fuel (or at least one of them if one towed second one). Which means they were ok with chunnelling along with you, which in turn means they have cloaked ship underneath to refuel next turn. We should think if it is possible to abuse it, if they try this kind of stunt this turn.</p> <p>p282 - we have to decide if we are in position to capture those ships or you should just destroy them. It depends on how much you can sweep from webs coming up from s220 and whether any of your ships on p282 have disruptor.</p> <p>Elvon</p>	67496	1	Bird Man(3) <> Robotic(9)
70	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message:</p> <p>FC 43 battle group - after looking at the situation more I realized I might be hasty with my original conclusion. The scenario I described is possible and you should take it into account, but it is more likely, that you actually avoided tow by s449 and Gorbies 39 and 159 were meant to tow away your Golems this turn. This still means, that there is cloaked ship under them and it is very likely it will tag along in your chunnel.</p>	67497	1	Bird Man(3) <> Robotic(9)
70	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>I really hope you have not chosen this turn to go AWOL ;)</p> <p>Since you have not even looked at your turn yet I assume you don't have much time for it. While at this point everything in your empire is important there are couple things we really can't afford to miss:</p> <p>1) FC 43 battlegroup - you should chunnel out, but be ready that some of lizard ships might tag along. Cloaker - very likely, fueled Gorbie - possible, 2 fueled Gorbies - possible, but very unlikely (would require 2 cloaklers under Gorbies to tow them). Also don't forget, that your FC will have numeric friendly code and will fight first. I usually plan for it to be out of fuel after chunnel to avoid accidents. This would require 75 fuel exactly on FC 43 (25 drained by web + 50 chunnel). Of course there is a risk to be drained more than once if crystal drops overlapping web, but it seems unlikely.</p> <p>2) p282 - first priority, put tow lock un FC 396 to block chunnel. If you have disruptors on DW, try to capture MCBR, if not try to destroy it (it will probably cloak anyway). My gamma DW is too far for capture of FC, so I'd say take it out too. If you do decide to tow it around, move it as far away from rest of Lizard fleet as possible and let me know where to. I'll bring gamma DW as close as I can.</p> <p>Rest is not as important, but still:</p> <p>your SW front - expect max web field around s220. warp well is your friend!</p> <p>swift 210 - transferring fuel and 20 supplies, I think you should be able to make it to p18</p> <p>swift 270 - stay where you are</p> <p>PS I wrote another 2 messages before, check them out too, if you have time.</p>	67498	1	Bird Man(3) <> Robotic(9)
70	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>No, I'm still hanging around.. :) Haven't quite got to my turn. I'll check out your messages when I get home tonight.</p> <p>Real quick though, I've been giving thought to the FCC 43 group situation. What about this... I leave the 2 Resolutes (disruptors only) sit where they are, and move the rest of the fleet 1 ly towards the planet, still in the WW. Next turn, the bad guys should be over the Resolutes, chasing the battlegroup. Then I tow out one or both Gorbies, likely attacking to scuttle the Resolutes before they are captured? Then, all I will hopefully have to deal with is the cloaklers eventually. Let me know what you think.</p> <p>Max</p>	67499	1	Bird Man(3) <> Robotic(9)
70	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Good with the rest of your messages. I'm trying my plan with the FCC 43 battle group. I'll check my email shortly before host to see if you have a reply.</p> <p>No disruptors around p282. Attacking/towing.</p> <p>Max</p>	67500	1	Bird Man(3) <> Robotic(9)

70	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FC 43 battle group - there are severe risks associated with your plan. Each turn you stay you risk of having overlapping webs and that in turn means you have more chances to lose either all the fleet or FC. Second, each turn gives Lizard more time to box you in and you might eventually get more Gorbies and cloaklers to tag along through the chunnel than you can hope to handle. If we had welcoming party of several Golems on the other end of chunnel I would say risk is worth it, but unfortunately we don't and we can't set it up in a short time either. My opinion - get out while you can do it in controlled fashion. But of course ultimately decision is up to you.</p> <p>Elvon</p>	67501	1	Bird Man(3) <> Robotic(9)
70	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>FCC 43 - Deferring to your plan, but there will be a loss of a DW.</p> <p>p270 - 59 defense, no SB</p> <p>Max</p>	67502	1	Bird Man(3) <> Robotic(9)
70	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>If I was playing Lizards i wouldn't send Gorbie through as there is no way of telling what is waiting on other side. Hiko is much more aggressive, he might take a risk ... i'd say 50/50.</p> <p>Elvon</p>	67503	1	Bird Man(3) <> Robotic(9)
71	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike</p> <p>S54: the planet next to you is mine now. There is fuel that you can beam up.</p> <p>Heiko</p>	69507	1	Lizard(2) <> Cyborg(6)
71	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FYI - Large 209 and LCC 220 1 mine hit (76 and 62 damage). Gorbie 316 3 mine hits (30 damage).</p> <p>Gorbie 316 - only reason I can think of to move so deep would be to tow LCC. I would expect webs around it. I assume your DW 520 will sweep 3000? Also when you traverse webs in pairs use one ship to tow another to conserve fuel in case of a wen hit.</p> <p>FC 43 - don't forget you might have cloaker underneath. Make sure your FCs survive and take into account possible web mines if cloaker is crystal.</p> <p>Resolutes 347 and 412 - I have not decided 100% but most likely I will transfer those to you this turn. I need something with Loki immunity and 2 engines in the area. Also I will temporarily give you one Automa, so that we can flip and repair swift.</p> <p>Swift 171 - transferring 170 fuel.</p> <p>Swift 161 - stay where you are this turn (cloaked), you will use resolute to refuel next turn and then we decide what to do next</p> <p>Cat 430 - putting down mines and moving back to p242.</p> <p>Cat 282 - any fuel nearby? Only 29 on board.</p> <p>Elvon</p>	69508	1	Bird Man(3) <> Robotic(9)
71	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message:</p> <p>Swift 161 - do you have clan on board?</p> <p>If you do, stay where you are cloaked.</p> <p>If you don't, move 1ly SW into warp well and get out of cloak, i will transfer clan.</p> <p>Let me know, I plan on leaving Resolute on planet under your flag and I need to be sure it actually gets transferred to you or I risk loosing it to Loki.</p> <p>Elvon</p>	69509	1	Bird Man(3) <> Robotic(9)

71	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Gorbie 316 - Yes, DW 520 will sweep 3000. Already do the tow tactic whenever able. Thanks.</p> <p>FCC 43 - Yeah, working through that. I should be OK barring a very low ID cloaker or a max web minefield.</p> <p>Resolutes 347/412 - Acknowledged</p> <p>Swift 161/171 - Acknowledged. Swift 161 has a clan onboard. I will stay put with him and will stay cloaked.</p> <p>Cat 282 - Meet me at waypoint 2147,2234 and I'll deliver you some fuel from an LDSF. The planets around there have next to nothing.</p> <p>Max</p>	69510	1	Bird Man(3) <> Robotic(9)
71	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Cat 282 - not a good idea. If there is going to be a web field at location of s316 I will get deeper into it and you will have to traverse more of it for nothing. I'm moving cat to p359 and i suggest you try to get your freighters out of probable web field as well.</p> <p>Elvon</p>	69511	1	Bird Man(3) <> Robotic(9)
72	7) The Crystal People (flaabes)	1) The Feds (chanain)	<p>s362 beaming down 5000 mc</p> <p>s367 beaming down 1800 mc</p>	71735	1	Fed(1) <> Crystalline(7)
72	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Swift 171 - if you don't have other plans move it cloaked to p301</p> <p>Swift 210 - hand it over for repairs</p> <p>Resolute 347 - stay put with mine sweep on</p> <p>Swift 161 - go south towards p58, but put it in range of p389, p44, p500. Somewhere around 2957, 1683 should do.</p> <p>Resolute 412 - try to make it to p389. If we are lucky eastern edge of warp well should be out of webs.</p> <p>Resolute 516 - my understanding is there is a lot of fuel on p282. Please top me up (space for 439 fuel). Also transfer at least 60 supplies, preferably 90.</p> <p>Cat 282 - waiting for refuel on p359 or any other destination you specify.</p> <p>Send one of FC towards my home cluster. p310, p394, p451, p478 all have fuel if needed. If you make it towards SE Feds front line I will be able to chunnel Golems to help you and we will also be able to use it as an endpoint for shield stripped Gorbies. My advice would be to keep second FC around your two Golems for the same purpose.</p> <p>Elvon</p>	71736	1	Bird Man(3) <> Robotic(9)
72	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Swifts/Resolutes - Done</p> <p>Resolute on p282 - Topped-off with fuel and 90 supplies. There is about 5K fuel on that planet...</p> <p>Cat 282 - Will be there next turn with fuel.</p> <p>FCC - I'll have plenty of fuel on the southern FCC's next turn. Let me know a specific planet to move toward in your cluster if you can. I'll keep one with my carrier group in the south.</p> <p>Max</p>	71737	1	Bird Man(3) <> Robotic(9)
72	9) The Robots (elvon)	3) The Bird Men (maximus1776)	FCC - send it towards p112.	71738	1	Bird Man(3) <> Robotic(9)
72	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Will do	71739	1	Bird Man(3) <> Robotic(9)
73	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Hi Maximus,</p> <p>I am really sorry for attacking you. I would have much preferred to work with you. But a few turns ago this collaboration fell into place and I couldn't not attack. In terms of player strength, you were on No. 1 for my internal bookie. And in terms of lucky starting conditions and making the most of it, too.</p> <p>Btw, did you like my planet? So much fuel provided before you enter enemy territory is something nice, isn't it? Your timing was perfect. One turn later and the base would have had 200 Defence and 60 fighters, and the fuel would have been aboard my ships. Probably you could have caught 2 FCCs, but you would have been inside a web with Gorbies to hunt you.</p> <p>Greetings, Heiko</p>	74182	1	Lizard(2) <> Bird Man(3)

73	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	<p>Hi Heiko,</p> <p>There is certainly no apology necessary, but I appreciate your sentiment. That is how Fate worked this time around. I generally expected the alliances to form the way they did because of geography, collective self-interest, and how the early game worked out. For you to not attack me would have been a mistake. I tried to bite off too much in the very early game by setting up to take out both the Borg and Crystals at the same time. I was 1-2 turns too late, and in hindsight should have committed to destroying just one (the Crystals). My current situation is largely the consequence of my early game hubris.</p> <p>I certainly appreciate the fuel. For some reason, it's hard to come by (and keep) these days... ;)</p> <p>May our battle be well-fought, my friend...!</p> <p>Best, Max</p>	74183	1	Lizard(2) <> Bird Man(3)
73	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Thank you for your understanding. And I agree that it would have been a mistake. You were too strong and getting much stronger by the minute. A Bird 500k military is certainly worth a lot more than a Lizard 500k.</p> <p>I expect nothing less than well fought battles by you. Me, I am still making too many tactical errors. But I try to compensate ;-)</p> <p>Regards, Heiko</p>	74184	1	Lizard(2) <> Bird Man(3)
73	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>Heaps of Dur and supplies on p321.</p> <p>GW</p>	74185	1	Fed(1) <> Empire(8)
73	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p282 - put small minefield around planet if you can afford it, that MCBR is still lurking around and each layer of mines increases the chance it hits one. I have 175 mk7 worth of mc on resolute 516 â€¦ do you have enough minerals on planet for me to build torps? Also what kind of beams do you have on s179 and s243?</p> <p>cat 282 - 185 free space and 7k mc. Load minerals to build more torps. 22 fuel on board, confirm you are loading fuel this turn.</p> <p>swift 171 - stay put, do you have clan on board? If no, please come out of cloak, I am planning to transfer swift 270 to you.</p> <p>resolute 347 - stay on mine sweep swift 161 - go for p44 resolute 412 - go for p500</p> <p>Elvon</p>	74186	1	Bird Man(3) <> Robotic(9)
73	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p282 - Small minefield going up. The planet has 238D/441T/58M/82S with 93 factories. HP on the DW (s179) and Blasters on the Resolute (s243).</p> <p>Cat 282 - Topping-off with fuel. Loading with 61 of each mineral. Beaming-up about 900 MC.</p> <p>Swift 171 - No clans. Coming out of cloak and remaining at that position.</p> <p>Resolute 347 - Staying on minesweep.</p> <p>Swift 161 - Going to p44</p> <p>Resolute 412 - Going to p500 under cloak (no minesweep). I'm assuming you are sweeping enough to reduce the minefield so I can move to p500 without crossing webs.</p> <p>Max</p>	74187	1	Bird Man(3) <> Robotic(9)



73	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Resolute 412 - if he does nothing or drops max minefield it should be safe to reach. If he plays smart and scoops up some before I sweep (go for rightmost warp well point, that should minimize web exposure even if he scoops up) or drops webs around p500 it wouldn't. That is the risk I am willing to take to attempt to box Feds forces in. If all goes well I'm hitting p389 this turn and going for p500 next one.</p> <p>Elvon</p>	74188	1	Bird Man(3) <> Robotic(9)
74	2) The Lizards (hiko)	7) The Crystal People (flaabes)	The Lizard Alliance (hiko) is no longer granting us safe passage through their empire.	74198	1	Lizard(2) <> Crystalline(7)
74	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>That is an interesting friendly code on p500 ;)</p> <p>Resolute 412, Swift 161 - stay where you are. Don't change the friendly codes or get force surrendered by accident! (just a reminder, have done it myself on multiple occasions both on receiving and delivering end)</p> <p>Resolute 347 - cloak, friendly code 'Mf2' and move to p49</p> <p>Swift 171 and 270 - cloak, friendly code 'Mf2' and move to p60 and p22</p> <p>Resolute 516 - moving cloaked away from planet (81ly SE), don't want to get trapped there</p> <p>Cat 328 - dropping max minefield and then I am out of torps. If you have minerals and money nearby, let me know</p> <p>Cat 430 - only 13 torps left</p> <p>Elvon</p>	76788	1	Bird Man(3) <> Robotic(9)
74	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Yeah, it is interesting... Hopefully it sticks.</p> <p>Resolute 412 / Swift 161 - Done. Still on Super Spy with an X friendly code.</p> <p>Resolute 347 and Swifts 171/270 - On their way, with FC set. Note that I'm using the Super Spy mission on them to help me not surrender the following turn if the planets have SB's and happen to have the same FC for some reason. I'll reset to an X FC with Super Spy after I get to the planet. Note that FC changes due to Super Spy happen before movement, so I won't be attempting to change the planet FC to Mf2 this turn.</p> <p>p282 - I'm moving my ships SE from there as well. I won't be able to hold the planet with only 10 HP's, and a Gorbie will eventually prevent me from refueling. I need to gather minesweeping capability to be more effective.</p> <p>Cat 328 - Stay there this turn. Beaming up around 2500 MC, and there are minerals on the planet. I'll load you next turn.</p> <p>Cat 430 - Loading you with material/cash this turn. Note that with the Gorbies and SSD coming in (along with webs), I don't see how I can defend that area more than a few more turns without getting boxed in. I have FCC's ready to jump out if needed, but I feel that I need to make a decision in the next 1-2 turns on if it makes sense to defend that area.</p> <p>Max</p>	76789	1	Bird Man(3) <> Robotic(9)
74	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Thanks. I'm going to lend you a Merlin, and then make some trips with an LDSF.</p> <p>Things are about to go south for me. I'm barely holding on against the Robots, and the Colonies are likely to attack shortly. He reneged on a deal to provide minesweeping support, and I think he's going to hit me as soon as our peace treaty expires.</p>	76790	1	Fed(1) <> Empire(8)
74	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Oh dear. That doesn't sound very good. I would have thought Frostriese would attack the Lizard...</p> <p>No problem on the Merlin. From a completely selfish point of view, I might pull back my 3x disruptor Gorbies and get them refit into HP....</p> <p>I also have 2 xray, mark4 LCC's as well.</p> <p>There isn't much I can do to assist I don't think, I will keep advancing on the Bird. Perhaps the Lizard could start a Robot front???</p> <p>GW</p>	76791	1	Fed(1) <> Empire(8)

75	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>I am going to pull back my 3 disruptor Gorbies and refit to HP and those LCC's. I am also giving you those 2 Frigates this turn. I am bringing over 1700 Moly and some Dur and money.</p> <p>What is the state of p8?</p> <p>Also your planet has 6500 supplies, 3500 Dur. What do you need? Moly???</p> <p>GW</p>	79695	1	Fed(1) <> Empire(8)
75	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Just a couple questions before I actually start doing my turn:</p> <p>1) what did this turn show? Is Fed into habit of changing planet friendly codes every turn?</p> <p>2) it seems I receive current info from share intel on planets you scout only on first turn and if I have not been there before. Can you send me info about FC and clans on p60, p22, p49 and FC on p44 and p500 if it changed?</p> <p>Elvon</p>	79696	1	Bird Man(3) <> Robotic(9)
75	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message and assuming Fed was not changing friendly codes &amp;€{</p> <p>Swift 171 and 270 - stay where you are.</p> <p>Resolute 376 - cloak, friendly 'Mf2' and move to p22</p> <p>Swift 210 - move SE so that you can reach either p398 or p196 next turn</p> <p>Resolute 347 - move to p90</p> <p>Swift 161 and Resolute 412 - stay where you are</p> <p>Cat 328 - 190 free space on board, let me know if I can move to p304 this turn</p> <p>Cat 430 - had only 210 free space, and right now have 22D, 95T/M on board. Building 22 torps.</p> <p>cat 282 - dropping full minefield, planning to move to p240 this turn (unless you have something better in mind)</p> <p>I will be building 2 HPh golems on p184 in 3-4 turns. More if I can exchange more of w5 Golems for PP, so I hope we will have enough forces in center to stop Lizard advance.</p> <p>As for your home world area you should play for time and be a little more active in your defense. Put minefields around your planets, he is definitely scouting your planets out before he moves SSD there. If you have Resolute, with poor beams we should consider you giving it to move to lay some surprise minefields. Try to lay a trap for one of Gorbies. EE is much more conservative with wasting webs and I assume you do have enough sweepers in area to lay in wait and remove enough webs so that his forward Gorbies are uncovered. Also it would be really great if you got DW 103 and 356 home. Send resolute with fuel their way if they are out of fuel. Don't want to jinx it, but if our luck holds and I can take out more of the Feds fleet fast enough I might break their resistance by the time your FC arrive and send your way bigger force than I originally expected.</p> <p>Elvon</p>	79697	1	Bird Man(3) <> Robotic(9)

75	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p60 - 7Ae - 163 clans - 0 def  p22 - 091 - 870 clans - 77 def  p49 - md4 - 533 clans - 0 def  p44 - 372 - 467 clans - 69 def  p500 - Mf2 - 3359 clan - 106 def :: 13 fighters</p> <p>It doesn't look like the Fed is changing FC's. When look at the last few turns.</p> <p>Resolute 347 - I don't know the FC of p90. If I set Superspy with a non-"X" FC and move there, I will likely hit a webmine. If I set FC "Mf2" and move under the Cloak mission, I may possibly surrender if the SB is also set for Force Surrender with the same FC. If I set Superspy with the "Mf2" FC, it may try to change p49's FC. Just want to make you aware that if I move there with Cloak and Mf2, there is a slight chance I will surrender.</p> <p>Cat 328 - I loaded you with minerals. How much MC did you receive this turn? How about you tow me to p304? You are a lower ID than the ship we are tracking, and it would prevent you getting towed. I just gave you 150 fuel, and I am loaded.</p> <p>Cat 430 - Loading more Dur</p> <p>Cat 282 - Sounds good</p> <p>DW 103 / 356 - Yeah, that was the plan. Needed to time it right to get fuel for the trip home. Should be OK now with the fuel I got this turn.</p> <p>Home Cluster - I'll see what I can do.</p> <p>Max</p>	79698	1	Bird Man(3) <> Robotic(9)
75	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Resolute 347 - p49 does not show to me as having base, does it? Force surrender happens before move, so if you are worried about base on p90 I think you are safe.</p> <p>p500 - did not know you can see def and fighters on SB. I checked my old Birds game and I could not. Any info regarding bases on p22 and p44?</p> <p>Cat 328 - 2603 MC, enough for 72 mk7</p> <p>Cat 430 - probably wouldn't work right away as cargo load happens before mkt. I dropped 25 supplies, so should have space for 25 dur this turn.</p> <p>Elvon</p>	79699	1	Bird Man(3) <> Robotic(9)
75	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Resolute 347 - Thanks for the reminder on when force surrender happens... I think I even told you that a few turns ago... :) We're good.</p> <p>p500 - Yep, I think that was introduced a while ago. It also shows tech levels and next ship to queued to be built. Both p22/44 have 0 defense and 0 fighters on the SB.</p> <p>Cats - Thanks for the update. I wanted to make sure that Cat 328 had that MC amount. Otherwise, that would have meant that there was a cloaked enemy ship in orbit.</p> <p>Max</p>	79700	1	Bird Man(3) <> Robotic(9)
75	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>p8 has a few thousand credits, 5k supplies, 657 duranium, and less than 500 tritanium and moly.</p> <p>When you take the Merlin, make 900 tritanium, then the rest molybenum, I think.</p>	79701	1	Fed(1) <> Empire(8)
76	2) The Lizards (hiko)	7) The Crystal People (flaabes)	The Lizard Alliance (hiko) has granted us safe passage through their space and minefields.	79709	1	Lizard(2) <> Crystalline(7)
76	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Resolute 376 - what happened? Did he change global minefield code?	82278	1	Bird Man(3) <> Robotic(9)
76	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Yep, he changed p500 to FC "pb1"...	82279	1	Bird Man(3) <> Robotic(9)
76	9) The Robots (elvon)	3) The Bird Men (maximus1776)	I guess just a bad luck he decided to build on that base. Did he change it on rest of the planets (that did not build)?	82280	1	Bird Man(3) <> Robotic(9)
76	3) The Bird Men (maximus1776)	9) The Robots (elvon)	He did not change any other FC's.	82281	1	Bird Man(3) <> Robotic(9)

76	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FYI - Resolute 194 blew up on mines this turn</p> <p>Swift 161, 171, 270 and Resolute 347, 376 (cloak of course), 412 - stay where you are. Spy on p90, I expect this one to be fully fortified. I want to be careful this turn to see if our web hit did spook Feds.</p> <p>Swift 210 - scout p196, you can use FC of p44 just in case</p> <p>Cat 282 - moving towards p24, 140 free space, 15T, 25M, 4829MC on board</p> <p>Cat 328 - moving to p304, 82 mk7 on board. 335mc and 120 free space.</p> <p>Cat 434 - dropping mines, is it worth moving towards p272?</p> <p>Cat 430 - 107 free space, 48T/M and 4497MC on board</p>	82282	1	Bird Man(3) <> Robotic(9)
76	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>ok, will do.</p> <p>I will send the 3 Gorbies to p8. They need HP to sweep robot mines.</p> <p>GW</p>	82283	1	Fed(1) <> Empire(8)
76	1) The Feds (chanain)	8) The Evil Empire (greywolf)	What's the current FC for 321? I'm going to beam up Duranium.	82284	1	Fed(1) <> Empire(8)
76	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Swifts/Resolutes - Done</p> <p>Cat 282 - Sounds good</p> <p>Cat 328 - How about you tow me and move towards p130?</p> <p>Cat 434 - There is about 9000 MC, fuel, and enough minerals for 90 torps there. If your minefield can cover some of the area between the planet and the LCC, perhaps make a run at it. All my cloaklers in that area are on sweeping duty.</p> <p>Cat 430 - Topping off with minerals. Bringing in another Mk7 ship to build torps more efficiently.</p> <p>287 Battlegroup - I'm going to pull the ships back to p451 via chunnel. I only have 16 HP's there to sweep, and the Gorbie/T-Rex are getting close. Also, nearly all of his ship movements have been under cover of webs, or briefly leaving webs in order to draw me into them by moving back into them the following turn.</p> <p>Home Cluster - Shrinking some of the minefields a bit to avoid sweeping by the Gorbie.</p> <p>Max</p>	82285	1	Bird Man(3) <> Robotic(9)
77	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Sorry, it is still xms, just got back from work.	84913	1	Fed(1) <> Empire(8)
77	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Ok, looks like we got the fc's aligned, but I did not notice there was a force surrender on.</p> <p>Its all ok, you have a ship there, so I will GS1 the freighter and fuel it up as well (I have 450 fuel on the planet). Where do you want it sent. Also does s89 have a clan onboard.</p> <p>FYI - Merlin doing Tri this turn.</p>	84914	1	Fed(1) <> Empire(8)
77	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send me Intel on Fed planets you are camping, i'm particularly interested in friendly codes and base defenses.</p> <p>Elvon</p>	84915	1	Bird Man(3) <> Robotic(9)
77	2) The Lizards (hiko)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>as you can see I am approaching your border from the NW. I just want to say that I have no hostile intentions to you. I am currently fighting the bird and bot coalition. Which is more than enough. I am on the way forward right now, but soon I will find bot forces and then the real fight starts. He has double my military, so without webs I would be probably lost against him.</p> <p>If you want a formal agreement or a border, please tell.</p> <p>I guess you have the web fc from Flaabes. And I will tell in advance if a large web is about to pop up that could affect you so you can set the fcs on your affected ships.</p> <p>I see you have caught some ships in webs under your name. Nice one :-)</p> <p>FYI: I will try to prevent the bird DW and Resolute from escaping south. Maybe I will get lucky.</p> <p>Regards, Heiko</p>	84916	1	Fed(1) <> Lizard(2)

77	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p60 - 7Ae - 0 Defense  p22 - unQ - 77 Defense - SB 0/0  p90 - pb1 - 116 Defense - SB 200/60/HP  p44 - 372 - 70 Defense - SB 0/0  p500 - pb1 - 108 Defense - SB 0/15  p196 - 114 - 20 Defense</p> <p>Max</p>	84917	1	Bird Man(3) <> Robotic(9)
77	1) The Feds (chanain)	7) The Crystal People (flaabes)	Can you jump s367 to p315? Do you have enough fuel?	84918	1	Fed(1) <> Crystalline(7)
77	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>I'm planning a lot to happen this turn, those I will start with things I need your input with:</p> <p>1) Cat 328/DW 451 - how do you want to play it? I don't mind playing bait, but I have 94 torps on board and it would be better if I can put them down first ;)</p> <p>2) Cat 282 - putting down mines, still 4k on board. Where to? p113 or p24?</p> <p>3) DW 179/Resolute 243 - what is your plan? Crystal will most likely refresh webs to full and you wouldn't have clean getaway. If you are good on fuel and Resolute is undamaged you can try to sweep with DW with 1 fuel on board and Resolute backing it up in cloak. If you want to try to get away, I can put Resolute 300 on sweep to increase your chance (will sit on planet in ambush otherwise). Let me know.</p> <p>Another important matter is, that I need a help from your p451 battle fleet. I am building 2 Golems on p184 (money arrived this turn), but I wouldn't have enough fighters to defend for 2-3 turn afterwards. Please move your fleet to p433 and proceed to p184 from there. 250 fuel and FC 'aaa' on p451, 300 more fuel on p433. Be mindful of incoming Ion storm to your right.</p> <p>Automa 379 - set PE Feds and transfer it back to me.  Resolute 347 - tow Bohemian 129 to p104  Resolute 412 - CI Crystal Nebula 362. I am 99% sure it will have 0 torps on board. Mass of Crystal ships in Feds space does not change and I'm fairly certain they are just sitting there with lay web mines and FC ml1, expending the same turn everything that gets 'btt' into them. It is very likely, that s281 is out of torps as well and there wouldn't be any new webs this turn, but you can set FC to match p44 just in case.  Swift 161 - move to p500  Swift 210 - move to p410  Swift 171 - stay put  Swift 270 - CI Probe 383, use warp 0 æ€] it probably wouldn't HYP this turn, but lets try anyway  Resolute 376 - mines sweep, move 1ly in random direction</p> <p>Elvon</p>	84919	1	Bird Man(3) <> Robotic(9)
77	7) The Crystal People (flaabes)	1) The Feds (chanain)	Yes, 60 fuel, waypoint set.	84920	1	Fed(1) <> Crystalline(7)
77	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>*** Big Question: For Resolute 412, should I set PE Crystals, or just C+I with no PE on Nebula 362? I want to make sure we are on the same page. It seems like you are indicating that I should attack, but I want to make sure. Transferring 1 kt of fuel to the Nebula just to make sure it can be attacked. Setting FC to 372 (p44's FC) to avoid potential webs, but I need to make sure I reset it next turn to avoid Force Surrender.</p> <p>Cat 328 - Go to 2690,2759. I'll move the DW to the same position. We'll lay there and re-evaluate. It will keep us out of range (barely) of the planets, where the LCC likely is.</p> <p>Cat 282 - Let's do p123. I'll go there as well to help resupply.</p> <p>DW 179/Res 243 - Sweeping with the DW and 1 fuel. I have 270 kt on the Resolute. You can help by sweeping this turn, and I'll try to make a run for it next turn. If we're lucky, we may be able to catch them when the Crystal ship is low on torps...</p> <p>p451 Battle Fleet - Moving as requested. Note that it will take 3 turns to get to p184, with one of them being out in the open.</p> <p>Automa 379 - Done</p> <p>Resolute 347 - Done. No PE set, though. Assuming you will deal with it at p104.</p> <p>Swift 270 - Should I PE Fed for the probe? I assume so, as you can do a W0 intercept track of enemy ships with anything you don't have moving right now. Just want to make sure we're good.</p> <p>Max</p>	84921	1	Bird Man(3) <> Robotic(9)

77	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Resolute 412, Swift 270 - yes, PE set for both. For Swift I assume it will take out probe if it hyps this turn and will do nothing if it does not (i.e. it will not attack anything else). Don't set PE on swift if it does not work this way. My goal is to take out probe if possible to avoid Fed to deliver more MC to area.</p> <p>Resolute 347 - yeah, will try to capture with x-ray Golem.</p> <p>Cat 328 - done</p> <p>Elvon</p>	84922	1	Bird Man(3) <> Robotic(9)
77	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message, please confirm Resolute 376 is sweeping. I will attempt to hit fleet on p60. The less webs around, the more chance I will get all the strike force into position.</p> <p>Elvon</p>	84923	1	Bird Man(3) <> Robotic(9)
77	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Good on 412/270. If the PL21 probe has a HP, there is a 17% chance I'll be destroyed. Unlikely.</p> <p>Resolute 376 is sweeping and moving 1 ly.</p> <p>Making turn...</p> <p>Max</p>	84924	1	Bird Man(3) <> Robotic(9)
77	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>My bad, i forgot to take into account Fed 50kt mass bonus. And looking at probe mass it can have up to positron beams, which is enough to take you out.</p> <p>If you can see this in time go back to super spy. No need to risk if it is not sure thing.</p> <p>Elvon</p>	84925	1	Bird Man(3) <> Robotic(9)
78	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Good guys win (or get lucky)... 8000 MC on probe. I forgot about the Fed mass bonus as well, and didn't select them in the VCR sims...</p>	87589	1	Bird Man(3) <> Robotic(9)
78	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p60 - Just my luck hitting webs on first ly ;) Anything good on that probe?</p>	87590	1	Bird Man(3) <> Robotic(9)
78	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Friendly code 'MF9' on captured Bohemian. You should test if this is current code of crystal webs if you have a chance. You can probably test it with Resolute 243. It should not get drained if FC matches.</p> <p>PS My ships will sweep 3600 mines from minefield 466 (Resolute 300 + Cat 136)</p> <p>Elvon</p>	87591	1	Bird Man(3) <> Robotic(9)
78	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>The Lizard has started pushing into Robot territory, so that might provide some relief.</p> <p>Also, I really don't know what Frostriese is doing. I have no visibility. I could ask the Lizard. He seems patient at the moment. Not sure if he is waiting for your fall or waiting for the Lizard to get more involved with the robot?</p> <p>At p8, the Gorbies need HP if I am going to sweep robot mines. Also, I am not sure of what you want to do, but with the merlin doing Tri last turn and Moly this turn. I could queue up a better Gorbie if you want with a little cash? The planet has 4k mc on it and has tech of 10,1,1,1</p> <p>Good luck!</p> <p>GW</p>	87592	1	Fed(1) <> Empire(8)
78	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send me intel on p500 and p410. In additional to usual I would like to know how much supplies and MC are on p500. I'm trying to estimate if Fed has enough resources to fill base and keep Kitty stocked at the same time.</p> <p>Elvon</p>	87593	1	Bird Man(3) <> Robotic(9)

78	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Ok, this is going to be another long one.</p> <p>FC 'Mf9' - we should test this out this turn and if it works it gives us great opportunity to take out crystal. There are several ways to do it, one would be to use code on Resolute 243 and see if it gets drained. Also, remember, that for matching FC your ships wouldn't sweep, this is another way to test it or to keep it in mind if you do want to sweep mines. Let me know how you are going to do it. My Resolute 300 can test it as well, but I would prefer to either sweep or lay mines instead.</p> <p>DW 179 - first you should know Cat 136 wouldn't be on sweep, only Resolute 300. Second I think it is very much possible you will get second web field over DW position this turn. It would be very easy for LCC to sneak SW of Gorbies 4 position.</p> <p>DW 506, R 204 and 510 - please set one of Resolute to CI Trex 488, second to CI Trex 318. DW up to you, but ultimate target is p184. Your DW is fully capable to safely take out Trex before carrier battle and strip Gorbie of the sacrificial lamb advantage. Might be good idea to set 'Mf9' on both Resolute in case it works.</p> <p>p433 - FC 'aaa' on planet. close to 400 fuel there.</p> <p>Cat 328 - dropping minefield and moving to p304 unless you have other plans.</p> <p>Cat 434 - 53 mk7, 212 free space. 0 MC, only 28 fuel. If you can refuel me I will move NE to put down another minefield.</p> <p>Cat 430 - 2085MC, 183 free space.</p> <p>Cat 282 - 6T, 18M, 4073MC and 178 free space. 95 fuel. Moving N/NW to put down another minefield.</p> <p>Resolute 347 - move S, your target is p398, but chose trajectory to minimize exposure to web field around p444 if it grows back to 142ly</p> <p>Resolute 412 - CI Kitty, but set PE to crystal. I want you to take out probe 367 if it gets back from Feds core.</p> <p>Swift 161 - move to p210, see if you need to refuel it from Resolute</p> <p>Swift 210 - scout p58</p> <p>Resolute 376 - mine sweep and move to p55. I don't think Fed has enough torps left in the area to put down something that 2 Golems and Resolute can't take out.</p> <p>Swift 171 - move to p72.</p>	87594	1	Bird Man(3) <> Robotic(9)
78	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p500 - GVO - 110 Defense, 3460S, 5007 MC - SB 137/60</p> <p>p410 - 842 - 20 Defense, 2656S, 0 MC, - SB 0/0</p> <p>p60 - 7Ae - 0 Defense, 108S, 2616 MC</p> <p>p22 - unQ - 77 Defense - 1968S, 24K (24000) MC - SB 0/0 *** NOTE: Data is dates by 1-2 turns, as I used C+I last turn. Base may be stronger. However, it would only likely have a max of 15 fighters because of limited Trit.</p> <p>FC Mf9 - Testing with Resolute 243 and DW 179, trying to make it to p301. DW is sweeping, Resolute is towing. Hoping for the best.</p> <p>R204/510 and DW 506 - Done. DW will generally stay in place to receive a possible tow of a T-Rex.</p> <p>p433 Battlegroup - Moving both Golems and 1 FCC towards p184. Moving the the other FCC to p459. There may be a shield stripping maneuver we can set up, but even a zero shield Lizard Gorbie has a 25% chance against a sufficiently stocked Golem...</p> <p>Cat 328 - Good</p> <p>Cat 434 - Loaded with fuel/minerals and getting 6700 MC. After going NE to lay again, move back p429 for more minerals/cash.</p> <p>Cat 430 - Will reload next turn. Out of duranium.</p> <p>Cat 282 - Loaded up. Getting more materials/MC from surrounding planets for reload.</p> <p>R 247 - Going south, but Lark have 311 fuel onboard. May want to add a bit if you have it.</p>	87595	1	Bird Man(3) <> Robotic(9)
78	1) The Feds (chanain)	7) The Crystal People (flaabes)	Thanks. Now you can beam up fuel, FC 916	87596	1	Fed(1) <> Crystalline(7)
78	1) The Feds (chanain)	7) The Crystal People (flaabes)	Also, are you able to move s7 and s115 to p22 on their own power? FC 9AF.	87597	1	Fed(1) <> Crystalline(7)
78	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>R 347 - transferring 30 fuel, but i expect it to fail due to your cloak</p> <p>Swift 161 - you are right, typo. Intended target is p410</p> <p>Cat 225 - tow breaking N/NE</p> <p>Elvon</p>	87598	1	Bird Man(3) <> Robotic(9)

78	7) The Crystal People (flaabes)	1) The Feds (chanain)	both ok	87599	1	Fed(1) <> Crystalline(7)
79	8) The Evil Empire (greywolf)	1) The Feds (chanain)	Hey good news!	90553	1	Fed(1) <> Empire(8)
			You got a Gorbie in random builds!			
			I will queue up another 10,1,1 and GS the Gorbie this turn.			
			The last of the supplies will be consumed this turn, so I will fill up the merlin with minerals next turn and GS1 it as well or you can have it back this turn?			
			GW			
79	11) The Colonies (frostriese)	9) The Robots (elvon)	The scoreboard tells me that you do very well with the Fed and all the other ships rushing into your area.	90554	1	Robotic(9) <> Colonial(11)
			I will start my attack on the Fed in south ... I expected big webs. We will meet there.			
			Good luck for the next round of VCRs			
			Frostie			
79	9) The Robots (elvon)	11) The Colonies (frostriese)	You moving in from the south will definitely speed things up, just make sure you have your west border covered in case Hiko decides you are fighting for the wrong camp.	90555	1	Robotic(9) <> Colonial(11)
			I have broken Feds forces in center and east, but they still have large battle group (5 Kitties, Gorbie and sacrificial Missories and Novas for all of them) in North. I don't think that he has enough fuel to move them around much though.			
			Elvon			
79	2) The Lizards (hiko)	1) The Feds (chanain)	Ping	90556	1	Fed(1) <> Lizard(2)
79	9) The Robots (elvon)	3) The Bird Men (maximus1776)	FYI - mine hit on LCC 408 (62 damage).	90557	1	Bird Man(3) <> Robotic(9)
			Cat 328 - 28 of each mineral on board, 8 MC, 24 torps. Where to?			
			Cat 434 - putting down 53 mk7, moving back to p272			
			Cat 430 - 2085 MC on board.			
			Cat 282 - dropping full minefield, hanging around out of Cube and planet reach to replenish field next turn			
			Your Golems - it seems p184 is not in immediate danger anymore, you can send your Golems to p461, 1.2k fuel there. I suggest you try to trap T-Rex 488 with your Resolutes and DW, just don't use max warp on Resolutes if you do CI. DW should be ok with w9. And keep in mind there will be invisible webs, once that ion storms reaches their positions.			
			Cat 481 - 300 mk7 torps and 10k on board. Moving to p74. Plan on sending one of your home fleet FC there, to fetch it to reinforce your home defenses.			
			Probe 383 - unless you have something else in mind I want to use it to deliver money to both our front lines. First task would be to get those 8k you captured to p184 (then I can build 2 more golems there). Unfortunately it is couple ly too far to make in one jump. Optimal course would be for you to move north to the edge of warp well of p55, while transferring probe to me and then I can HYP to p184 next turn. Do you have enough fuel on board for that?			
			R 347 - scout p398			
			R 412 - CI Nova 106, PE Crystal			
			Swift 161 - scout p254, let me know if defenses on p410 have changed			
			Swift 210 - scout p477			
			R 376 - CI Missouri 390, warp 1. I will intercept with Golem 187 with warp 5. I believe it only has 1 fuel on board.			
			Swift 171 - scout p252			



79	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>DW 179 / R243 - I have 47 fuel between them. I'm not sure if I can get away in time. I'm considering attacking the Gorbie this turn to scuttle the ships instead of surrendering them. Thoughts? You can try to meet me at 2099,1854 in the off chance that I sweep and they done refill the minefield.</p> <p>Cat 328 - Go toward p173  Cat 434 - Go to p429. More resources there.  Cat 430 - Loading with 165 Mk7's. This will likely be the last load. You can move to p365 for possibly one more load.  Cat 282 - OK</p> <p>HW p242 - The Gorbie is within 1 turn of my HW. While it's probably unlikely that he is moving there this turn, I'm moving the rest of the ships off to p365 for a chunnel out the turn after. I'll leave one FCC in the HW area (p124) to provide an exit for the sweepers if/when needed.</p> <p>Golems - Done</p> <p>R204/510 and DW 506 - Working the Resolutes in. Taking DW 506 to p310 for fuel first.</p> <p>Cat 481 - Roger. Will have an FCC on p74 in 2 turns.</p> <p>Probe 383 - Moving 5 ly north, and giving ship. 55 fuel, so it will be enough.</p> <p>R347/412 - Done</p> <p>p410 - 842 - 20 Defense, 2790S/OMC - SB 0/0  p58 - 888 - 78 Defense, 5132S/OMC - No SB</p> <p>Swift 161/210 - Done</p>	90558	1	Bird Man(3) <> Robotic(9)
79	1) The Feds (chanain)	2) The Lizards (hiko)	<p>Hey, sorry I haven't been more responsive. Pretty busy lately.</p> <p>As you might be able to tell, I'm slowly losing against the Bots. My centre is still pretty strong, but my fleet on both the flanks has been basically eliminated. I have, however, significantly reduced his own forces along the front. If you're quick to close in the western territory he just seized, you might be able to take it before he can reinforce it.</p>	90559	1	Fed(1) <> Lizard(2)
79	1) The Feds (chanain)	8) The Evil Empire (greywolf)	<p>Minor miracle, considering how this turn went for me otherwise.</p> <p>I'm going to tow the Gorbie in right away - and I'm beaming up Duranium again with xms. I'll come back for the Merlin.</p>	90560	1	Fed(1) <> Empire(8)
79	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Granting you safe passage, to avoid minefield annihilation. My expectation is, that your cloaklers will be polite and wouldn't scout my space, the same way mine did not.</p> <p>Elvon</p>	90561	1	Robotic(9) <> Colonial(11)
79	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>DW 179 / R243 - There is not any good options left. If he drops second web over you, they are lost whatever you do. Anyhow, I would probably cloak with both of them this turn (if they are not damaged) and move outwards as far as DW can go with 0 fuel. And next turn sweep with both of them and try to meat up with my Resolute. You can try to suicide, but at this point if I would be them I would just let you run out of fuel.</p> <p>Let me know what you decide.</p> <p>Elvon</p>	90562	1	Bird Man(3) <> Robotic(9)
79	11) The Colonies (frostriese)	9) The Robots (elvon)	Promised!	90563	1	Robotic(9) <> Colonial(11)
79	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>The Lizards switched positions on Gorbies 4 and 316 this turn after "showing" that he was coming after me with 316. My guess is that Gorbie 4 is just bait to try to get me to intercept, and he will just move a long distance to run me into a mine. Moving 3 ly south to 2099,1853. I don't see the value in cloaking this turn. If he intercepts me, I attack and hopefully scuttle the ship(s). If he doesn't, my minesweep has a very slim chance of helping, although the two Crystal LCC's probably will continue to lay into the minefield. If I don't hit any mines, I'll have 20 fuel left on the Resolute next turn and that's it.</p> <p>Max</p>	90564	1	Bird Man(3) <> Robotic(9)

80	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>I see your ships have hit webs intended for me. Well, if you happen to come across global minefield code for Crystal webs, you might consider passing them on to me ;) I think it would be to both of our benefit if Crystals would go and with that particular information it could be done sooner rather than later.</p> <p>Elvon</p>	93231	1	Robotic(9) <> Colonial(11)
80	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>If I get one, I will forward it ... but I am pretty sure thats the reason why I got no one ;-)</p> <p>BTW I didn't understand why the EE is all the way along so friendly to Lizzard and Feds ... soon he has to split, if he want to have a chance for a win as EE.</p> <p>Pesky webs ... I ask the EE, if he can provide some locations of the Crystal, but no comment.</p> <p>While I moving into Fed south, I am pretty sure to hit some of them. Hopefully he will loose his fight with FoF limit :)</p> <p>Good luck Frostie</p>	93232	1	Robotic(9) <> Colonial(11)
80	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send me intel on p174, p253, p398 and p254.</p> <p>p426 - I don't think it is worth intercepting or towing SSD. Greywolf is careful and has always employed tow break into webs. I don't see if there is a base on planet, but if there is what you can try is to load both Resolutes with clans and strip planet of any money and supplies. Imperial assault destroys all defenses and unless he bring in money to rebuild right away that planet will be susceptible to ground attack next turn.</p> <p>Cat 328 - moving to p173 as agreed last turn Cat 434 - moving to p429</p> <p>LCC 198 - there is a good chance it will drop a web field (another option would be for it to move closer to ion storm). We should stay put and sweep just in case. 2 of my Golems on p184 will be in range to sweep as well as R 300. Set your Golems and DW on sweep as well.</p> <p>p461 and p310 - FC 'aaa' and around 1k fuel on both.</p> <p>DW 179/R 243 - unless CoM gives me Crystal web friendly code this turn those ships are lost. This is unlikely, but do check back before turn ends to see if miracles happen ;)</p> <p>Swift 171 - scout p482 Swift 270 - scout p167 R 376 - CI s390</p> <p>Swift 210 - scout p42 Swift 161 - scout p145 R 412 - move to p405 R 347 - stay put</p>	93233	1	Bird Man(3) <> Robotic(9)
80	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Elvon Sorry. I have now taken off force a surrender... Things have been hectic here, so I haven't paid extremely close attention to my orders.</p> <p>I will beam up the Dur, but I don't have a ship to give it to this turn. I will wait one turn.</p> <p>My apologies again.</p> <p>GW.</p>	93234	1	Fed(1) <> Empire(8)

80	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p174 - 681 - 22 Defense, 1456S - SB 0/0</p> <p>p253 - 252 - 20 Defense, 293S/97MC</p> <p>p398 - pb1 - 166 Defense, 3266S/30379MC - SB 200/60</p> <p>p254 - nuk - 70 Defense, 586S - SB 0/26</p> <p>p426 - Agreed</p> <p>Cat 328 - OK</p> <p>Cat 434 - OK</p> <p>LCC 198 - Done</p> <p>p461 - Beaming fuel with the FCC. Hopefully no Force Surrender</p> <p>p310 - I'll sweep mines this turn with DW 506 and will likely beam up fuel next turn.</p> <p>DW 179 / R 243 - Yeah, they are probably lost... I'll check back before the turn ends.</p> <p>S 171/270/210/161 - Done. Will need fuel soon on some of the Swifts.</p> <p>R 376 - Done</p> <p>R 412 - Moving to p405, but I will only have 118 fuel once I get there.</p> <p>R 347 - OK</p>	93235	1	Bird Man(3) <> Robotic(9)
81	2) The Lizards (hiko)	1) The Feds (chanain)	<p>No problem. I have been busy enough with Elvon and Maximus :-)</p> <p>I will see if I can hurt Elvon enough to let go off you.</p> <p>Regards, Heiko</p>	95856	1	Fed(1) <> Lizard(2)
81	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>There are 50 fighters on p321 as well. I am going to load up the Large Deep with Dur and send to your homeworld with GS1 and give you a clan just in case.</p> <p>GW</p>	95857	1	Fed(1) <> Empire(8)
81	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>I have loaded up the Merlin. Roughly 1200 Dur 400 Tri and 950 Moly.</p> <p>With its mass, it is going to be huge weight for you to tow. I will gs1 it this turn with all the items onboard and I will also move some fuel on as well.</p> <p>GW</p>	95858	1	Fed(1) <> Empire(8)
81	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Actually to save you a lot of fuel calculations on your part, I have towed the Merlin with the large deep to p444. Not much fuel left on the planet, but all ok.</p> <p>So, they are both gs1 with stacks of minerals and will turn up at p444 next turn.</p> <p>GW</p>	95859	1	Fed(1) <> Empire(8)

81	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>p398 - please send me update on base. Can you confirm from minerals/mc change, that both base and kitty are fully stocked with fighters?</p> <p>p482 - pretty low id on planet ... how much clans there, any useful FC? we might consider controlling FC if there are enough clans to live through some riots</p> <p>p310 - FC 'bum'. It seems there are mk8 on LCC 198, which means field 504 has potential to grow back. This is last turn we can sweep field 504, it will be concealed by ion storm turn after that.</p> <p>Cat 328 - 35 fuel, 28 of each mineral, 101 free space â€¦ where to?</p> <p>Cat 434 - 195 free space, 4220mc on board</p> <p>Cat 430 - dropping 40 mines, if you can, drop another 10 in my name. Hopefully this should leave p214 and p48 in mines and if we are fortunate incoming SSD will hit one</p> <p>Cat 282 - moving to p418</p> <p>Cat 481/FC 221 - chunnel in one of your free FC to pick up Cat ~230mk7/10k on board</p> <p>Swift 161 - stay and beam up fuel (you know FC), I will hit planet this turn</p> <p>Swift 210 - stay where you are for a refuel next turn</p> <p>R 347 - tow Missouri 487 to 2757, 1588 (3lyN,2lyE)</p> <p>R 412 - continue to p405</p> <p>R 376 - tow Missouri to p60, let me know if you don't have fuel for that</p> <p>Swift 171 - move to p174</p> <p>Swift 270 - scout p221</p> <p>Elvon</p>	95860	1	Bird Man(3) <> Robotic(9)
81	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>HW Area - I'm moving all of my support ships from p365 to your p74. Enemy is getting close, and they are not doing anything there. Keep your Cat warp above zero to avoid chunnel. I'm keeping FCC 331 in the HW area to evac later (hopefully).</p> <p>p398 - nuk - 169 Defense, 98D/214T/14M/3479S/28824MC - SB 200/60</p> <p>Last turn - 95D/405T/141M/3266S/30379MC - SB 200/60</p> <p>Looks like he made fighters. Likely stocked on the Kitty unless he ran out of moly last turn.</p> <p>p482 - IEp - 0 Defense - 1 clan (Crystal)</p> <p>p310 - Going to sweep with DW 506 this turn and stay on the planet. Will beam up fuel next turn. PE is set, as I'm worried about giving over another ship. I don't believe I can get out of the webs this turn if I try to retreat to the northeast. I have 96 fuel, and either I beam up fuel and don't sweep, or stay put and sweep, beaming up next turn.</p> <p>Cat 328 - There is no fuel east of there, and I am getting low. There is also a Crystal FCC to the northwest. Give me all but 1 of your fuel, and I will tow towards p429 and will rendezvous with some more fuel.</p> <p>Cat 434 - Stay put and mkt. Reloaded with minerals, and bum'ing up more cash. Will do the same next turn.</p> <p>Cat 430 - Done (dropping 10 Mk7's in your ID). Note that I have about 260 Mk7's on the Resolutes there. Do you want any more?</p> <p>Cat 282 - OK</p> <p>Cat 481 - Will be there next turn.</p> <p>Swifts / Resolutes - Done. All good.</p>	95861	1	Bird Man(3) <> Robotic(9)
82	7) The Crystal People (flaabes)	1) The Feds (chanain)	Tomcat II ID#228 has struck a WEB mine! Damage is at: 16 ( 2235, 1977 )	98464	1	Fed(1) <> Crystalline(7)
82	9) The Robots (elvon)	11) The Colonies (frostries)	<p>Do you have any estimate on when and how much of Fed planets you will be taking out? It would be good if we could take out big chunk of planets at the same time to ensure FoF before Fed transfers his fleet to Crystal or EE.</p> <p>Elvon</p>	98465	1	Robotic(9) <> Colonial(11)

82	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>4 planets within 2 turns.</p> <p>4 additional planets within 2 turns.</p> <p>Fed transfers ships to Crystal already ... may be I have to fight webs first before fighting ships and planets :o</p>	98466	1	Robotic(9) <> Colonial(11)
82	11) The Colonies (frostriese)	2) The Lizards (hiko)	Ich habe nichts mehr gehÃ¶rt -- noch am grÃ¼beln -- oder schlimmer fertig und ich muss das Ergebnis nicht wissen :o	98467	1	Lizard(2) <> Colonial(11)
82	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send me info on p405</p> <p>Cat 282 - 8 T/M, 1841MC, 273 free space Cat 430 - moving to p124 Cat 481 - moving back to p74, let me know friendly code for chunnel target. My original plan was to chunnel to your HW sector to help with defensive minefields (I still think it is a best course of action), but since you have evacuated part of your fleet it is up to you where to go.</p> <p>p461 - friendly 'aaa', 200 fuel if you need it. Moving Golem 289 back to p184. p310 - friendly 'bum', DW 38 hit 3 mines, damage 60%. LCC 448 1 hit, damage 62%. Might be good idea to move your DW south into warp well, to make them sweat. Gorbie 389 - mass inconsistencies, which most likely means it is towing something. Good chance there will be webs around it.</p> <p>R 347 - move into warp well 1ly SW, mine sweep, transferring 100 fuel R 412 - scout p300 Swift 161 - scout p59 Swift 210 - move to p254, don't cloak, let me know how much fuel to transfer</p> <p>Swift 171 - move to p167, get out of cloak and let me know how much fuel to transfer Swift 270 - stay put R 376 - move cloaked to 2201, 1761</p> <p>Elvon</p>	98468	1	Bird Man(3) <> Robotic(9)
82	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p405 - 488 - 147 Defense, 8872S/7320MC, SB 0/0</p> <p>Cat 282 - BTT'ing w/ 200 torps, and topping off the rest with minerals and 200 fuel</p> <p>Cat 430 - OK</p> <p>Cat 481 - How about you stay where you are and I will come to you with the FCC? Otherwise, I'll need to show/move the rest of the ships on p74 so they don't chunnel back, wasting fuel and/or showing the enemy where they are. You can set W0 with the Cat, or set FC 331. The home cluster can wait an extra turn I think.</p> <p>p461 - OK. Should I do anything with my Golems or FCC?</p> <p>p310 / DW 506 - Done. Moving 1 ly south and beaming up fuel.</p> <p>Gorbie 389 - OK. R 347/412 - Done S 161 - Done S 210 - Done, no cloak set. Need 101 fuel.</p> <p>S 171 - Need 83 fuel. Will hold tight (uncloaked) on p174 this turn to receive fuel. If I move outside of cloak, I could be attacked at p167.</p> <p>S270 - Done R 376 - Done</p> <p>Max</p>	98469	1	Bird Man(3) <> Robotic(9)

82	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Cat 481 - ok, staying</p> <p>p461 - yeah, probably good idea to move FCC into warp well, sweep with Golems. Make sure your w5 Golem fights first. I will replace it with maxed Golem if you lose it. Both Gorbies have hit mine and probably will hit more if they press on â€¦ I don't expect them to attack planet without scouting it first, tho.</p> <p>Elvon</p>	98470	1	Bird Man(3) <> Robotic(9)
83	2) The Lizards (hiko)	1) The Feds (chanain)	<p>Hi,</p> <p>you have more experience with the Robot.</p> <p>Does the Robot have a system behind his Golem-naming? Carnage, Stupendous, etc. standing for a different equipment?</p> <p>And could you please tell me where your current western border is and maybe even which robot ships to expect.</p> <p>Regards, Hiko</p>	101067	1	Fed(1) <> Lizard(2)
83	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send intel on p300</p> <p>Your HW - Gorbie 388 is definitely deep enough behind your sweeper barrier to attempt chunnel trap. Get FC 118 back to your space and get Resolute 373 back as well. If you need advice setting trap up - let me know.</p> <p>What is your plan for R 326?</p> <p>FC 43 - move it into warp well, just in case</p> <p>Golem 424, 432 - up to you, but please do sweep with 432. LCC 198 hit mine and I think that screwed up his plan to replenish unsweepable minefield 504.</p> <p>SW 506 - sweep and move 1ly W</p> <p>R 204, 510 - don't forget they will be pulled out of warp well by ion storm</p> <p>R 347 - scout p398</p> <p>R 412 - stay on planet</p> <p>Swift 161 - continue to p59</p> <p>Swift 210 - go to p 300</p> <p>Swift 270 - stay on planet</p> <p>Swift 171 - move in range to reach p387 next turn, I'm moving Golem to sweep minefield 290</p> <p>R 376 - mine sweep</p> <p>PS Feeling sick today, let me know if i have forgotten anything of importance.</p> <p>Elvon</p>	101068	1	Bird Man(3) <> Robotic(9)

83	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p300 - 648 - 133 Defense, 2415 - SB 93/49</p> <p>HW Area - Moving DW 520 to try to intercept Gorbie 388. Will try to get FCC 331 into place after this turn to receive the towed Gorbie to chunnel to a Golem. Let me know if I'm missing anything.</p> <p>Chunneling FCC 118 back to FCC 331 this turn (set W0 or FC 331 on Cat 481). Unfortunately, R 373 only has W6 engines (PB/Mk7), and it would take a lot of fuel to move him at W9 to reach the FCC. It was a temporary utility ship I needed early in the game to pump out some minefields and cloak.</p> <p>R 326 - I was taking him south to support recon/etc. in Fed area. Mistakenly left him on minesweep and not cloak... Fixed now. Wasn't sure want else to do with him, and didn't want to leave him idle. You can give directions on where he goes.</p> <p>FC43     Golem 424/432 - Moving east into WW. Sweeping with Golems.</p> <p>DW 506 - Moving 1 ly west, but that will put me within striking distance of the enemy DW. Set to minesweep, PE Lizards. Note that I was uncloaked this turn since I beamed up fuel, so he knows I'm there.</p> <p>R 204/510 - Advanced Cloak protects against drag. <a href="https://planets.nu/#/howtoplay/abil-advanced-cloak">https://planets.nu/#/howtoplay/abil-advanced-cloak</a></p> <p>They have 205/233 fuel, so I need to watch that, especially if there are double webmines in play. I may need to scuttle them if it gets tight.</p> <p>R 347 - Done</p> <p>R 412 - OK - 89 fuel left</p> <p>S 161/210 - Done</p> <p>S 270 - OK - 59 fuel left. Note: I burn 5 fuel per turn to cloak.</p>	101069	1	Bird Man(3) <> Robotic(9)
83	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Was not aware of drag protection of advanced cloak, good to know!</p> <p>R 373 - you can use it as support for FC 118. For chunnel trap it is better if FC is not visible and sits on planet in range of tow. But that puts it under risk of attack. One way to somewhat mitigate it is to sit with 0 fuel and cloaked resolute underneath to refuel when needed.</p> <p>Elvon</p>	101070	1	Bird Man(3) <> Robotic(9)
84	11) The Colonies (frostriese)	1) The Feds (chanain) 9) The Robots (sudakan)	The Missing Colonies of Man (frostriese) is no longer granting us safe passage through their empire.	101073	1	Fed(1) <> Colonial(11)
84	11) The Colonies (frostriese)	2) The Lizards (hiko)	Immer noch nix ... der arme mÃ¼de Lizzard Supreme Commander ;-)	103724	1	Lizard(2) <> Colonial(11)
84	7) The Crystal People (flaabes)	1) The Feds (chanain) 2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	Setting universal code to mFP now.	103725	1	Public
84	2) The Lizards (hiko)	1) The Feds (chanain) 8) The Evil Empire (greywolf) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	Ok, thank you.	103733	1	Public
84	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Now this was crappy random, 2 web hits in 4ly. And Lizard just showed 2 more Gorbies, which brings him to 9 total. I wonder what EE is thinking giving so much hardware away. Does not look good for me as i don't have enough beams in the area to fully sweep webs away.</p> <p>R 347, 412 - stay where you are</p> <p>Swift 161, 210 - continue on your course</p> <p>R 376 - cloak</p> <p>Swift 171 - scout p94</p> <p>Swift 270 - scout p170</p> <p>LCC 479 - 1 mine hit, 62 damage</p> <p>Good chance minefield 504 will grow and it will be concealed by webs.</p> <p>Elvon</p>	103734	1	Bird Man(3) <> Robotic(9)

84	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p398 - nUk - 178 Defense, 4131S, 35207MC - SB 200/60</p> <p>p300 - 648 - 133 Defense, 409S, 1MC - SB 93/49</p> <p>p221 - 826 - 77 Defense, 3952S - No SB</p> <p>R 347/412 - OK S 161/210 - OK R 376 - Setting to Superspy - Not moving S 171 - Done - Hopefully you are sweeping enough webs... S 270 - Done - Same as above. Will have 42 fuel left after move.</p> <p>LCC 479 - Moving the Golems and FCC 1 ly east in the WW</p> <p>R 204/510 - They are in double webs now. I'm going to lay mines, attack the planet, and will Land/Disassemble the following turn in order to prevent their capture. If you have a better idea, let me know, but I doubt we'll be able to get in there anytime soon.</p> <p>Max</p>	103735	1	Bird Man(3) <> Robotic(9)
85	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>How much planets can you hit this turn? I can take out 2 and if you can do the same we could FoF Feds right away.</p> <p>PS Any luck obtaining web friendly code?</p>	106595	1	Robotic(9) <> Colonial(11)
85	11) The Colonies (frostriese)	9) The Robots (elvon)	I am sorry - this tun on one ... next turn 3-4 possible.	106596	1	Robotic(9) <> Colonial(11)
85	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>sorry typo</p> <p>I am sorry - this tun NO one ... next turn 3-4 possible.</p>	106597	1	Robotic(9) <> Colonial(11)
85	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send intel on p59, p94.</p> <p>Chunnel trap - there are couple things to take into account. First is to remember, that your chunneling FC will have numeric friendly code and that can affect battle order. To avoid that I try to chunnel with exactly 50 fuel to run out on the other end. Second one is that your Golems have to have at least PE set. That might put you on wrong side of battle, but stripped shield is still better advantage, than correct side.</p> <p>DW 506 - please sweep this turn, minefield 504 should be out of ion storm. As for Resolutes, if there are no significant amount of fuel on planet your plan might be the best course of action.</p> <p>Swift 161 - scout p138 R 347, Swift 210 - stay put R 412 - tow Missouri 487 to 2759, 1527 (1ly S of Golem 201)</p> <p>Swift 171, 270 - stay put R 376 - sweep and move to p55</p> <p>R 326 - Friendly 'aaa' on planet if you need fuel.</p> <p>Elvon</p>	106598	1	Bird Man(3) <> Robotic(9)



85	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p300 - 648 - 133 Defense, 5775 - SB 93/49  p59 - 310 - 102 Defense, 6136S - No SB  p94 - pb1 - 97 Defense, 1210S - SB 0/0 (H10, E10, B10, T8)  p398 - nUk - 181 Defense, 4356S/35168MC - SB 200/60</p> <p>Wonder what the CoM are doing south of p59? Are you in diplomacy with them? Hopefully they are helping our cause, as it looks like they are not staying neutral, at least with the Feds...</p> <p>Chunnel Trap - It's set up... Running the FCC initiator out of fuel. I have Golems 424/432 on PE EE, no Kill, and alpha FC. The W5/XRay Golem 424 should fight first because of ID. If I'm lucky, the EE will have a numeric FC and I'll get left side. I have 118 fighters on 424, which should just about maximize my chances of winning. However, the other Golem will only have 45 fighters left, so I'll probably need to jump out in a few turns. Hopefully he isn't sitting under the southern FCC cloaked and towing this turn...</p> <p>DW 506 - Done</p> <p>R 204/410 - Well, there is 800 fuel on the planet. With the Crystal LCC's coming in, and us without significant beams, I don't see them getting out of the webs. I can grab fuel and wait a while, but in the end I'll either need to attack a garrison over the planet (giving him PBP's), or scuttle the ships anyways. I'm going to grab fuel and make the decision next turn.</p> <p>S 161/210/171/270 - Done  R 347/412 - Done  R 376 - Done, but I can only make it to 1 ly west of the p55 WW this turn. Just barely too far out.  R 326 - Thanks. Next turn I'll need a vector to the front.</p> <p>Max</p>	106599	1	Bird Man(3) <> Robotic(9)
85	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>CoM is attacking Feds. We have agreed some time ago, that CoM will receive planets south of p279 as a reward for denying Feds fighter sweep advantage. Now he is moving in to collect. That probably wouldn't affect his standing with Lizards, but I hope he also wouldn't try to attack me after that. I will talk with him about it once Feds are down.</p> <p>Just noticed LCC 215 and 354 - I hope you have enough beams there to guaranty clean get away for chunnel trap.</p> <p>Elvon</p>	106600	1	Bird Man(3) <> Robotic(9)
85	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Iâ€™m traveling right now, and canâ€™t really work on a turn. However, if he lays max, I wonâ€™t be able to sweep them all and will likely get stuck. Iâ€™m going to roll the dice and hope that he doesnâ€™t lay this turn.</p>	106601	1	Bird Man(3) <> Robotic(9)
86	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Sorry about capture of resolute, it was an accident. I will return it to you as soon as possible.</p> <p>Please send me info on p94 and p138 and grats on your successful chunnel trap ;)</p>	109671	1	Bird Man(3) <> Robotic(9)
86	2) The Lizards (hiko)	9) The Robots (elvon)	<p>Aren't those little mistakes funny when they happen to others? I hope you had a good laugh or at least an understanding smile at my W1 LCC towing your resolute to it's death.</p> <p>Regards, Hiko</p>	109672	1	Lizard(2) <> Robotic(9)
86	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>FYI - i can potentially take 2 planets from Feds, depending on how defended those bases are (only 1 Golem per base), and I am most likely to lose 1 planet to rampaging Gorbie and also have second one in position to be hit. This means it will be mainly up to you to finish Fed of this turn.</p> <p>Elvon</p>	109673	1	Robotic(9) <> Colonial(11)
86	9) The Robots (elvon)	2) The Lizards (hiko)	<p>This one was not anything drastic as far as mistakes go. I once witnessed 3 attempts to trade away Loki between 2 of my enemies, each of Loki destroyed by receiving party base, now that was hilarious ;)</p> <p>Regards,  Elvon</p>	109674	1	Lizard(2) <> Robotic(9)
86	2) The Lizards (hiko)	9) The Robots (elvon)	<p>:-) I agree, I have made far more consequetial mistakes, even in this game. But it is the little things that make you smile :-)  Hiko</p>	109675	1	Lizard(2) <> Robotic(9)

86	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Please send me info on p94 and p138. Especially interested in any change on p94. Fed already made a trap once building up defenses right before my attack on base. If I can take those 2 planets and CoM hits 3-4 there is a good chance Fed will FoF this turn.</p> <p>Golem 424/432 - you can send those to p184, I will try to restock them on fighters as soon as possible. Also, if you can spare leave DW 520 in the area to assist with sweeping (assuming it has heavy phasers). I am trying to build enough beams in the area, but it takes time. Sweep with everything, that has decent beams.</p> <p>R 326 - sorry for capture, I will sent it W/SW and transfer it back to you as soon as I mean up with any of your ships.</p> <p>R 347 - please tow Missouri 304 to 2760, 1528 (1ly NE of Golem 71) R 412 - sweep and move into warp well, I will transfer some fuel to you. Swift 161, 210 - stay put</p> <p>Swift 270 - how much fuel do you need? decloak and move to p9. Swift 171 - stay put R 376 - sweep and move to p55</p> <p>PS don't forget to spend your PP on beams!</p> <p>Elvon</p>	109676	1	Bird Man(3) <> Robotic(9)
86	11) The Colonies (frostriese)	9) The Robots (elvon)	I attack four planets - all in - may be I loose a Virgo, but an early FoF is a good reward for the risk	109677	1	Robotic(9) <> Colonial(11)
86	11) The Colonies (frostriese)	2) The Lizards (hiko)	wenn du zufällig einen / zwei Fed Planeten abräumen kannst, jetzt wäre die Gelegenheit die Fed in den FoF zu stürzen ;-)	109678	1	Lizard(2) <> Colonial(11)
86	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p94 - pb1 - 98 Defense - SB 58/55 p138 - 984 - 161 Defense, 86605/53713MC - SB 200/40/HP, Building Missouri p300 - 648 - 142 Defense - SB 93/52 p398 - nUk - 181 Defense, 45875/35168MC - SB 200/60/HP</p> <p>Golems/FCC's - Moving all but the DW 520 to p184. I'll keep DW 520 for sweeping (has HP).</p> <p>R 326 - No problem. I'll meet up with you W/NW with MDSF 436.</p> <p>R 347/412 - Done</p> <p>S 161/210 - OK</p> <p>S 270 - Done. I can use up to 140 fuel.</p> <p>S 171 - Done</p> <p>R 376 - Done</p> <p>16 HP's building this turn.</p> <p>Max</p>	109679	1	Bird Man(3) <> Robotic(9)
86	8) The Evil Empire (greywolf)	1) The Feds (chanain)	<p>Hi Chanain,</p> <p>It looks like you are under a lot of pressure, but you have some Gorbies. Do you think you will survive? We are putting pressure on the Robot on another flank.</p> <p>GW</p>	109680	1	Fed(1) <> Empire(8)
86	1) The Feds (chanain)	8) The Evil Empire (greywolf)	No, I'm done. FoF within the next couple turns. Not much I can do about it, with those Virgos coming up the south.	109681	1	Fed(1) <> Empire(8)
87	11) The Colonies (frostriese)	9) The Robots (elvon)	Good job ... the Fed is gone.	112626	1	Robotic(9) <> Colonial(11)

87	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Yeah, thanks for assist! As per our agreement I am vacating planets south of p279 (namely p59 and p138). You might want to take over p138 sooner, than later ... there is over 40k in money and supplies and avian monarchy on planet.</p> <p>Have you considered your next steps? Can i count on peaceful border with you? I would rather concentrate on slowing down Lizards and helping out Birds against EE.</p> <p>PS Now would be a good time to send over those Cobols you promised early on ... will take a lot of fuel to get all my hardware to far away borders.</p> <p>Elvon</p>	112627	1	Robotic(9) <> Colonial(11)
87	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Thanks for vacating the planets!</p> <p>I checked my messages to you for the promise of Cobols ... but the message interface is a PITA.</p> <p>I can send two Cobols that generates fuel for you - I need them back to keep my fleet runing.</p> <p>Where do you need the pair of Cobols?</p>	112628	1	Robotic(9) <> Colonial(11)
87	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Most of my Golems are around p300 right now. If your Cobols move in that direction it would help.</p> <p>Also, you did not answer my main question â€¦ do you agree to a peaceful border so that I can concentrate on the main threat or should I expect new front line opening?</p> <p>If peace is what you want I can offer to cover your space in mines for the price of permanent ownership of those 2 Cobols. This should not impact your mobility at all as I expect you will get a lot more ships out of Feds fleet disappearing.</p> <p>PS Also I do expect you vacating Fed planets north of p279 (including).</p> <p>Elvon</p>	112629	1	Robotic(9) <> Colonial(11)
87	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>p300 confirmed - a pair of Cobols will be send.</p> <p>Vacating planets north of p279 will be done.</p> <p>I don't need Robotic minefields as protection.</p> <p>And right - I skip an answer on your main questions. I have several options to proceed. Right now I can declare this:</p> <p>I will not attack your colonies within the next 20 turns. I will not prepare a strike on your colonies - that means I will not strengthen my fleet in the Fed area in the next 30 turns.</p> <p>You have to decide, if this fulfill your "peaceful" border definition.</p>	112630	1	Robotic(9) <> Colonial(11)

87	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FYI Crystal LCC 214 - blew up on mines</p> <p>With Feds gone it is time to reevaluate our strategy. Let me know if you have any good ideas.</p> <p>CoM - he wouldn't attack right away, but there is a good chance he will back stab at opportune moment. I wouldn't keep my ships on his borders, but we will have to station one of the Fireclouds nearby, to be able to stop him, when he does.</p> <p>Lizards - most dangerous and I will have to dedicate most of my fleet to stabilize front line, but my main goal wouldn't be to push back, but just stop/slow him down instead. With Greywolf feeding so much Gorbies to Lizard (counted 9 already), it is not really worth fighting Lizard Gorbies, when EE will just replace those.</p> <p>EE - I think this should be our main target. Not the planets, but his ships. Goal would be to take out enough Gorbies for him to stop giving them away so freely. Secondary goal would be to capture SSD.</p> <p>Borg - we should take out cubes (good chunnel trap targets), but leave him around otherwise. Longer Borg lives, longer his planets are not under EE or Lizard control.</p> <p>Fireclouds - you should take one of them back to your home front to get ready for another chunnel trap. Also send FC 221 south towards p35. We will use it to send some of Golems to your HW area.</p> <p>Cat 481 - 123 free space and 10k MC on board.</p> <p>Cat 282 - 230 free space, 797 MC on board.</p> <p>Golem 424, 432 - I will 'btt' 112 fighters this turn. They will split in half between your Golems. Move Fireclouds deeper into my minefield.</p> <p>DW 506, 520 - sweep with both</p> <p>Swift 161 - 'bum'ing 10k money. Move to p59, get out of cloak. Will transfer 50 fuel.</p> <p>Swift 210 - stay put</p> <p>R 347, 412 - cloak, move in range to sweep minefield 370 next turn.</p>	112631	1	Bird Man(3) <> Robotic(9)
87	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Swift 370 - transfer 15 fuel to DW 524, move to p48?</p> <p>Breaking the Lizzard is breaking the Crystal ... I assumed Flaabes got some planets from the Fed - but in the Fed area there was nothing.</p> <p>Any clue where these planets are?</p>	112632	1	Empire(8) <> Colonial(11)
87	11) The Colonies (frostriese)	3) The Bird Men (maximus1776) 9) The Robots (elvon)	<p>Breaking the Lizzard is breaking the Crystal ... I assumed Flaabes got some planets from the Fed - but in the Fed area there was nothing.</p> <p>Any clue where these planets are?</p>	112634	1	Bird Man(3) <> Robotic(9) <> Colonial(11)
87	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostriese,</p> <p>Most of them are in the back areas of his home space, but there are a few near the Fascist home space.</p> <p>GW</p>	112635	1	Empire(8) <> Colonial(11)
87	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostriese,</p> <p>My personal email is *****</p> <p>GW</p>	112636	1	Empire(8) <> Colonial(11)
87	3) The Bird Men (maximus1776)	11) The Colonies (frostriese)	<p>There are several starting at p334 and going N/NW. My guess is there are more in the remainder of the former Fascist area. I don't have a good accounting of all of them...</p> <p>Best, Max</p>	112637	1	Bird Man(3) <> Colonial(11)

87	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Strategy - Yeah, I was thinking the EE as the primary focus plus stabilizing the front line in the middle. I'll give that some more thought. FYI - the CoM sent me the following message:</p> <p>"Breaking the Lizzard is breaking the Crystal ... I assumed Flaabes got some planets from the Fed - but in the Fed area there was nothing.</p> <p>Any clue where these planets are?"</p> <p>It seems Frosty has quite a bit of apathy towards the game, primarily because of the Lizard/EE/Borg/Crystal/Fed alliance. If that could be turned into support for us, it would certainly help the cause. I sent him some intel on some Crystal planets. We'll see what comes of it.</p> <p>FCC 43 - Moving into WW to chunnel back to HW area FCC 221 - Moving towards p35</p> <p>Support ships on p74 - I have a bunch of support ships on p74 sitting idle. Can you use any of them? I have a decent bit of minerals and clans on them from the home cluster.</p> <p>Cat 481 - Gave you some minerals, but that planet is tapped-out. Towing you to p197.</p> <p>Cat 282 - Hold tight this turn. Bringing torps and materials.</p> <p>Golems - Thanks</p> <p>FCC 331 - Moving NE to get out of harms way.</p> <p>DW 506/520 - Done</p>	112638	1	Bird Man(3) <> Robotic(9)
87	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Got the same message from CoM, but I don't think he will be supporting us. I offered him peace and all he could promise is that he wouldn't attack me for at least 20 turns. And with his history of betraying Fascists and as it turns out screwing Feds over as well there really is no guaranty he will keep his promise.</p> <p>p74 - I could use merlin and couple freighter is they are sitting idle. That would allow me to queue 2-3 more Golems faster.</p> <p>R 347/412 - I expect either Crystal or EE (or both) presence in Feds area. EE definitely has a base there and Crystal also built a ship this turn, which might mean Diamond flame and crystal webs this or next turn.</p> <p>Elvon</p>	112639	1	Bird Man(3) <> Robotic(9)
87	9) The Robots (elvon)	11) The Colonies (frostriese)	No it does not, but this will have to do for now.	112640	1	Robotic(9) <> Colonial(11)
87	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>I can't be 100% sure, but I can give you my best guesstimate based on intel provided by Fascists and my own observations.</p> <p>Some of planets captured from Fascists along your western border were - p150, p354, p85, p463, p244, p333, p236.</p> <p>Another big cluster of Crystal planets are all of the p334 cluster, p125 and some of planets in p276 cluster.</p>	112641	1	Robotic(9) <> Colonial(11)
88	9) The Robots (elvon)	3) The Bird Men (maximus1776)	Damn, I hate when this happens. 20 HPH Golems queued and I get 1 cat out of this. I hate when random screws it so much.	115396	1	Bird Man(3) <> Robotic(9)
88	2) The Lizards (hiko)	11) The Colonies (frostriese)	Da hatten wir beide ja richtig GlÃ¼ck beim Starbaselotto.	115397	1	Lizard(2) <> Colonial(11)
88	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Slot lottery war gut ... build lottery nicht so doll ... aber warum meckern ... viel Spielzeug ohne Kosten ... witer geht es ;-)</p> <p>psst ... willst du Hisser kaufen ;-)</p>	115398	1	Lizard(2) <> Colonial(11)
88	2) The Lizards (hiko)	11) The Colonies (frostriese)	Immer doch. Was mÃ¼chtest du dafür haben?	115399	1	Lizard(2) <> Colonial(11)

88	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>Well - if I said that border is secure, you move away your fleet and later on I has to attack ... will also help none of us, too.</p> <p>To be a bit more comitted. For the next 30 turns no attack and no reinforcements are send in former Fed area. I assume you promise the same to me.</p> <p>We can prolong that treaty, if that fits to our strategy :)</p> <p>Right now I have to figure out whats up in the center and which boy band is the top act here ;-)</p>	115400	1	Robotic(9) <> Colonial(11)
88	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Ich habe es mir nochmal angeschaut ... folgende Idee:</p> <p>Auf p269 gibt es ein Taurus geschenkt.</p> <p>Ich wÅ¼rde gerne auf p93 Hiss erhalten (Schiffe stelle ich) -- du bekommst s90 (via gs2) und hÅ¼pfst ungesehen nach p93.</p>	115401	1	Lizard(2) <> Colonial(11)
88	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Klingt gut. Schicke den Taurus einfach dahin, die Base macht Force a surrender.</p> <p>Hissen mache ich gerne.</p> <p>Heiko</p>	115402	1	Lizard(2) <> Colonial(11)
88	11) The Colonies (frostriese)	2) The Lizards (hiko)	Roger.	115403	1	Lizard(2) <> Colonial(11)
88	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>FYI - LCC 354 - mine hit, 62 damage</p> <p>Swift 161, 210 - stay where you are</p> <p>R 347, 412 - sweep with both, move closer</p> <p>Swift 171 - move to p279</p> <p>Swift 270 - continue to p482, lets see crystal remembers to change friendly code of planet</p> <p>R 376 - sweep and move 1ly SE</p> <p>Golem 424, 432 - sorry, it seems I did not enable 'btt' code somehow, doing it this turn.</p> <p>DW 520 - sweep</p> <p>DW 506 - go dark</p> <p>PS Let me know if i have forgotten anything.</p> <p>Elvon</p>	115404	1	Bird Man(3) <> Robotic(9)

88	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>LCC 354 - Went through double and triple minefields, and only took one hit... and we hit their fields at 1-4 ly (albeit webs)... Fantastic...</p> <p>S 161/210 - Done. Both are not set for cloak this turn to conserve fuel.</p> <p>R 347/412 - Odd... Looks like something swept mines this turn... It's noticeably smaller than it should have been... Getting close again.</p> <p>S 171/270 - Done</p> <p>R 376 - Done</p> <p>Golems - OK</p> <p>DW 520 - Done</p> <p>DW 506 - Setting to Super Spy - 165 fuel left right now. 140 after the turn (assuming 1X coverage)</p> <p>Support Ships on p74 - Where would you like them?</p> <p>Cat 328/434 - Need specs for cargo transfer. Will give you MDSF with cash, as the planet consumes small numbers of colonists since I spiked the natives before the EE got there.</p> <p>Cat 282 - BTT'ing 161 Mk7's to you this turn.</p> <p>R 365/390 - Moving HP Resolutes and NFC towards the web front around p359.</p> <p>No meaningful ship builds this turn...</p>	115405	1	Bird Man(3) <> Robotic(9)
89	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Yeah, they are way too lucky â€¦ nothing we can do about it.</p> <p>Cat 328 - 40D, 31T, 84 free space, 9350MC Cat 434 - 42 free space</p> <p>p74 - friendly 'aaa', force surrender on base. I could use most of the ships there, but make sure you leave at least one for yourself to be able to receive them back. Transfer resolute as well, I can use it to replenish minefield.</p> <p>FC 221 - does it have enough fuel to reach p134 area? FC 331 - friendly 'aaa' on p69, beam up fuel and move into warp well</p> <p>R 347 - sweep, I will make sure your ship sweeps first R 412 - move closer to sweep next turn Swift 210 - stay put Swift 161 - scout p297</p> <p>Swift 171 - scout p315 Swift 270 - let me know friendly code of planet R 376 - sweep and move 1ly N, Trex 322 is towing crystal LCC</p> <p>DW 506, 520 - sweep with both Golem 424, 432 - stay where you are and sweep, if LCC 448 drops minefield they will be in webs</p> <p>SSD 457 - if he lingers in warp well it might be a good opportunity for a capture. I will send Gamma DW towards FC 221, in case we get lucky.</p> <p>Elvon</p>	118002	1	Bird Man(3) <> Robotic(9)

89	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>p74 - Ships surrendering. Feel free to use whatever is onboard including clans and fuel. We can settle-up later if things go our way.</p> <p>FCC 221 - Yes, plenty of fuel Moving to p35 this turn, as it will not add any turns getting to p134.</p> <p>S 161 - Done. Note that I have 10K MC on that ship. Let me know if/where you want it.</p> <p>S 270 - p482 FC is "IEp" with a capital "i" as the first letter. 1 clan. Holding-tight with the ship.</p> <p>SSD 457 - Moving a ship outside the WW to C+I the SSD in a future turn. Getting a FCC in place as well. Keep Gamma DW on route to FCC 221.</p> <p>All other requests done.</p> <p>Max</p>	118003	1	Bird Man(3) <> Robotic(9)
89	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Sounds fine.</p> <p>Also, unless your endgame goal is to simply survive there might not be too much time left to pick sides. With RNG playing favorites and Lizard/EE already having all the advantages there wouldn't not be much i will be able to do on my own to hold them back.</p>	118004	1	Robotic(9) <> Colonial(11)
90	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Nice job taking out LCC right under Gorbies nose! :)</p> <p>Cat 328 - 20D, 42M, 56 free space, 8234MC Cat 481 - 6D, 114 free space, 9568MC</p> <p>p74 - thanks for ships, let me know when you need them back</p> <p>FC 221 - go towards p134</p> <p>R 347 - move closer to sweep next turn R 412 - sweep Swift 210 - scout p409 Swift 161 - scout p121</p> <p>Swift 171 - oops, did not realize CoM field is in the way, sorry Swift 270 - stay put, looks like Crystal is not changing friendly code of plan</p> <p>R 376 - CI Trex 422, w1</p> <p>DW 506 - sweep DW 520 - CI Trex 488</p> <p>Golem 424, 432 - move to p69, keep FC 1ly from planet to be able to move your Golems to receive Gorbie if needed. How much fighters on Golems?</p> <p>R 326 - waiting for s436 on p357</p> <p>Elvon</p>	120636	1	Bird Man(3) <> Robotic(9)
90	11) The Colonies (frostriese)	9) The Robots (elvon)	<p>What do you think about the EE ... is there any chance that they break away from the Lizzards?</p> <p>I have the stong feeling that my empire cannot put up a long fight with a Lizzard, who controls FCCs, Webs and big carrier - I am pretty sure that the crystal new heart land is well protected and FoFing him is not an easy fight.</p> <p>We need to open a multi front line battle to overwhelm his power combo.</p>	120637	1	Robotic(9) <> Colonial(11)



90	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>R 347 - Sweeping and moving in. Try to avoid sweeping, as I ended up in webs with both Resolutes and lost fuel because sweep didn't happen as expected. I'm low ID, so we should be ok.</p> <p>DW 520 - C+I T-REX 488 - Not attacking.</p> <p>Golems - 107 and 97 fighters on them.</p> <p>Can you tow Golem 424 to p69? I only have W5's on it, and the other Golem needs to minesweep this turn. If you don't tow, I'm set to W5 and will planet hop and will make it in 2 turns.</p> <p>Note that we have a quick view of all the ships on p244 before my ship surrenders.</p> <p>All else is done.</p> <p>Max</p>	120638	1	Bird Man(3) <-> Robotic(9)
91	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Now that was embarrassing, I screwed up mine sweep in Feds space 2 turns in a row, sorry! Good news is I finally got 2 Golems out of queue. It will take time to get them to front line tho.</p> <p>Cat 430 - 239 free space, 2085 MC. I'm moving into warp well. Be careful with FC 43. Pair it with cloaker and keep with 0 fuel to avoid surprise attack</p> <p>FC 221 - go to p134. My 2 Golems they can act as a receiving end of chunnel trap if your Golems are out of position.</p> <p>R 347, 412 - sweep with one, move to sweep next turn with another Swift 210 - stay where you are Swift 161 - move to p121, I'm hitting it with Golem 370</p> <p>R 326 - transferring it to you, do you have clans on board s436?</p> <p>Swift 270 - stay put</p> <p>R 376 - CI Trex 422, w1</p> <p>DW 506 - sweep DW 520 - sweep and move to p69, unless you are certain you can take out trex 488, then go to p33</p> <p>Golem 424 - towing to p69 Golem 432 - sweep and move to p69</p> <p>Anything I am forgetting?</p> <p>Elvon</p>	122897	1	Bird Man(3) <-> Robotic(9)
91	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>No idea what EE and everyone else is/were thinking ... everyone pilling up to resurrect Lizard, was neither smart nor he deserved it. Anyhow, only thing that makes sense to me is that EE and Lizards have an agreement to take out everyone else before they fight it out between themselves. And it only works if Crystal is supposed to stay neutral when they do it. Even so EE is taking big risks as Lizard has already claimed more planets than EE and will have hard time fighting Lizard one on one.</p> <p>As for you fighting Lizards, I agree that it is not going to be easy, but to be honest you actually have better tools to do it, than me. Unlimited fuel, 10 beam virgo and 8 beam iron ladies are much better at sweeping, than Golems and Cats paws ;)</p> <p>PS Can you refuel my Resolute located on p186? I barely got out of webs and have one 2 fuel left on board.</p>	122898	1	Robotic(9) <-> Colonial(11)

91	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Cat 430 - Towing you to p197. No more minerals on that planet.</p> <p>R 347/412 - I hit a mine, and the field is larger than it should have been... You must have swept before I did, or something is adding slightly to the field. Please let me finish sweeping. I'm going to need fuel on them after sweeping is finished.</p> <p>S 161 - Hit a webmine and is at 22% damage. It also has 10K MC onboard. Need a repair strategy. Moving to p121 since you are attacking.</p> <p>R 326 - Yes, I have clans on the MDSF 436.</p> <p>DW 506 - Sweeping. Will only have 90 fuel after this turn. Need a plan, or else I may need to attack/L  D the ship on the planet to avoid capture.</p> <p>DW 520 - Moving to p69. If the T-Rex is maxed-out, I still have a 97% chance of beating it. However, I'm also getting short on fuel.</p> <p>Everything else is done.</p> <p>Max</p>	122899	1	Bird Man(3) <> Robotic(9)
91	11) The Colonies (frostriese)	9) The Robots (elvon)	s516 got 450kt fuel ... don't cloak to abort the transmission ... fly 1 planet south and cloak then ^^	122900	1	Robotic(9) <> Colonial(11)
91	11) The Colonies (frostriese)	9) The Robots (elvon)	I will take time to think about my coming course of action.	122901	1	Robotic(9) <> Colonial(11)
91	11) The Colonies (frostriese)	9) The Robots (elvon)	Cobols are coming ... will produce enough fuel to mobilize your fleet or tow them a bit towards the center or north.	122902	1	Robotic(9) <> Colonial(11)
92	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Let me know, what they should do.</p> <p>Thanks for the save, it is appreciated!</p>	125348	1	Robotic(9) <> Colonial(11)
92	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Easiest for both of us would be if you temporarily transferred Cobols to me. It would avoid any need for coordination. I promise to return them to you in about 12-15 turns or upon your request. I have not broken a single promise yet and I don't plan on doing it in this sector either.</p> <p>Regardless of your decision, drop extra fuel from Cobol 308 to planet and move both Cobols to p409. That is where most of my fleet is stuck for now.</p>	125349	1	Robotic(9) <> Colonial(11)
92	11) The Colonies (frostriese)	9) The Robots (elvon)	mmh - I trust you - but I prefer to keep my ships and dropping fuel for you at your desired planets.	125350	1	Robotic(9) <> Colonial(11)
92	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>I will send a third Cobol to increase fuel production.</p> <p>We have interesting decision to make this turn. I was planning to chunnel one of your FC from home to FC 221 and bring back Golems next turn, but I am afraid it will be too tale. Right now I'm thinking we should chunnel FC 221 to your home right away. I will bring 4 Golems and Gamma DW with me. What do you think? If you agree, let me know friendly code of target FC.</p> <p>Another interesting opportunity is near p48. Since Gamma DW is not in position to capture SSD, you could take it out, but it wouldn't really be too useful. On the other hand if we could capture or kill all the EE FC in immediate area it would hamper his offensive. My suggestion would be to CI FC 462 and send another DW to p48 to see if there is another FC there.</p> <p>R 347, 412, Swift 210 - sweep with 347 and scout p444 and p228 with rest. I'm afraid one of remaining planets is EE base. Also might be safer to move R347 to p409 after sweep in case EE has ships in the area.</p> <p>Swift 161 - transferring 100 fuel, give it to me and move to p297. I'm building base there. Will repair and then meet up with Resolutes.</p> <p>Swift 270 - move to p253, I'm planning to give R 516 to you</p> <p>R 376 - tow Trex 422 to 2288, 1772 (1ly NE of Golem 187)</p> <p>R 326 - CI Gorbie 159, w1</p> <p>DW 506 - do you have enough supplies/fuel for web hit? If yes, move to 2288, 2103 (1ly SW from LCC 111), sweep otherwise</p> <p>DW 520 - CI Trex 488, I think there is good chance it will try to group up with incoming Gorbies. Friendly 'aaa' on planet (180 fuel, 325 supplies).</p> <p>Elvon</p>	125351	1	Bird Man(3) <> Robotic(9)

92	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>FCC - Set your FC to "118" and move to FCC 221.</p> <p>DW 426 / EE FCC/SSD - I'll C+I the EE FCC to attack. Moving another ship to p48. Hopefully the FCC doesn't chunnel me somewhere with webs...</p> <p>DW 506 - I have 90 fuel now. It will take me 27 fuel to get to that way point. If LCC 464 lays enough webs, I will likely hit a web and will be out of fuel the next turn. I can move this turn, but you'll need to have fuel ready. I really don't want to lose a HP/Mk7 DW to the Horde... I am sweeping and moving, so I will be uncloaked. If I don't sweep, it's almost certain I'll hit a mine. Sweeping gives me the chance to possibly get there without a minehit if we're lucky.</p> <p>p115 - I have another problem. I negligently left p467 in Borg hands. Apparently he likely built a FCC and channeled in a Biocide, and is attacking a soft area of mine. I'm going to lose planets in there... I'll pull some DW's off of p305, but I'm going to take losses... Building up some SB's in the area as well.</p> <p>S 161 - Done. Please take the cash while you're at it.</p> <p>R 376 - Towing T-Rex to coordinates (at W9)</p> <p>Everything else is done.</p> <p>Max</p>	125352	1	Bird Man(3) <> Robotic(9)
93	11) The Colonies (frostriese)	2) The Lizards (hiko)	s90 gsb?	127970	1	Lizard(2) <> Colonial(11)
93	2) The Lizards (hiko)	11) The Colonies (frostriese)	ok	127971	1	Lizard(2) <> Colonial(11)
93	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Quick question, do you have enough fuel to tow Gorbie 51 to p197? Do you have clans on board to ground assault p124?</p> <p>Elvon</p>	127972	1	Bird Man(3) <> Robotic(9)
93	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Ok, please drop extra fuel from all Cobols and move to maximize fuel production and end on p321 in 2 turns.</p>	127973	1	Robotic(9) <> Colonial(11)
93	11) The Colonies (frostriese)	9) The Robots (elvon)	done	127974	1	Robotic(9) <> Colonial(11)
93	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Assuming you have enough fuel to tow Gorbie 51 to p192:</p> <p>1) take Gorbie 51 to p192 and chunnel it to FC 331. Take Gorbie out with your Golems</p> <p>2) take out trex 488 with DW 520</p> <p>3) In this scenario I will move all 4 Golems to p124.</p> <p>If you don't have fuel:</p> <p>1) tow Gorbie 51 tp 2389, 2563 (3ly S, 1ly E), I will move my Golems there</p> <p>2) take out trex 488 with your Golems</p> <p>In both cases, intercept Golem 2 with second FC located on p192. It would also be good if you scouted p242 with R 58. Sweep with both Golems.</p> <p>Cat 328 - taking planet for a turn to get Dur/Tri for additional torps.</p> <p>DW 451 - does it have enough fuel to hunt down Gorbies? If not I have around 1.6k fuel on my Golems and I could spare some for you.</p> <p>R412, Swift 210 - scout p321 and p75 (let me know if you don't have fuel for that)</p> <p>R 347 - move cloaked to p228, I should be able to refuel you next turn</p> <p>R326 - sweep and move into warp well</p> <p>Swift 270 - sweep and move into warp well</p> <p>R 376 - sweep and move 1ly W</p> <p>DW 506 - if you have fuel and no damage, then cloak, that will give us 2 turns to figure something out.</p> <p>Otherwise move 1ly NE</p> <p>R 390 - might be good idea to cloak and move closer to minefield 570 to assist with mine sweep. It was in range on p465, but is couple ly out of range now</p> <p>Anything I am forgetting?</p>	127975	1	Bird Man(3) <> Robotic(9)
93	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Corrections about second FC on p192. Instead of intercepting Golem 2 move it to specified Golems position and end movement with 0 fuel. Even if all of my Golems die I will have cloaked DW underneath.</p>	127976	1	Bird Man(3) <> Robotic(9)

93	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>I do have enough fuel to tow Gorbie 51, but I think it's best to tow him to FCC 43 at p369 since it's a longer distance. It will prevent a tow break if he goes to that planet. I'll aim for the far side of the WW to get a longer distance to ensure the tow. Chunneling to FCC 331. You can move to p124. Let me know what you think.</p> <p>Moving FCC 221 to p124 and ending with 0 fuel. Leaving FCC 118 in the p197 WW.</p> <p>Gave Golem 337 about 1000 fuel and Golem 446 about 400 fuel.</p> <p>No clans to ground assault p124 this turn.</p> <p>TRex 448 - C+I at W4. Worried about him baiting me to intercept into webs. Debating on whether to use W1.</p> <p>Cat 328 - The natives may still be rioting, so I'm not sure if one clan will make it. I've been dropping a clan every few turns with no success.</p> <p>DW 451 - Yes, full fuel. C+I Gorbie 95.</p> <p>R 326 - Done. Will have 213 fuel after this turn. Only has Disruptors.</p> <p>S 270 - Done. Will only have 58 fuel after this turn.</p> <p>R 376 - Done. Will have 73 fuel after this turn (assuming single minefield)</p> <p>DW 506 - Zero fuel. Moving 1 ly NE. Looking for the calvary...</p> <p>R 390 - Moving into minefield 570.</p>	127977	1	Bird Man(3) <> Robotic(9)
93	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Let me know if you are good on the Gorbie 51 / FCC also. I'll be checking my turn before the next run in the Gorbie 51 - his tow break does not depend on your distance traveled, only on your warp. He has to have warp greater or equal than you to tow break. Now if it were a mutual tow situation (which it is not, because you are cloaked), then your distance would matter, but only as long as you have a long waypoint (longer than warp squared).</p> <p>Trex 488 - why do you want to CI? Simply tow and PE him with warp 9 (if he breaks, he breaks), preferably out of Gorbies reach. p141 might do, if you have supplies and fuel there.</p> <p>Elvon</p>	127978	1	Bird Man(3) <> Robotic(9)
93	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>In addition to previous message ...</p> <p>it occurred to me Gorbie 51 might be towing cloaked ship to avoid towing. Nothing we can do about it, but make sure your remaining FC is not in danger. Do move it to edge of warp well instead of into the well, though. We might need it for a chunnel next turn.</p> <p>Elvon</p>	127979	1	Bird Man(3) <> Robotic(9)
94	9) The Robots (elvon)	11) The Colonies (frostriese)	Move to p444 instead of p321. Three is a EE base on p321.	130763	1	Robotic(9) <> Colonial(11)
94	11) The Colonies (frostriese)	9) The Robots (elvon)	Roger. Destination changed to p444	130764	1	Robotic(9) <> Colonial(11)
94	11) The Colonies (frostriese)	2) The Lizards (hiko)	T105 hast du Colonial Sweeper im Einsatz fÄ¼r dich	130765	1	Lizard(2) <> Colonial(11)
94	9) The Robots (elvon)	11) The Colonies (frostriese)	It seems Lizard is throwing everything he has at me. If you are considering moving against Lizard, about now might be a good time. Just make sure you are attacking in force.	130766	1	Robotic(9) <> Colonial(11)
94	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>This is a pretty messed up game.</p> <p>I am fighting a bird (with cloak and intercept) hiding behind robot mines, that tows me to a firecloud to do a Fructus maneuver against a Golem.</p> <p>I am losing my passion for the game....</p>	130767	1	Empire(8) <> Colonial(11)

94	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Champ games are wicked ... or the commanders over use diplomacy.</p> <p>It's my third Champ game and the first one as original player - all games are twisted and the mid game was a big mess - most commanders has most technology at their hand and there a bigger groups of aligned commanders.</p> <p>Lizzard with webs, Crystals with cloaker, two or three player with a bunch of FCCs next to the Borg, of course. And most commanders have big carriers, too.</p> <p>No fun and hell of a big bunch of communication without any trust or confidence that the treaties last longer than 30 turns.</p> <p>As said I will stay away from these games in future. No fun and I spend my leisure time for it :/</p> <p>To be honest ... look on the other side ... they face a EE with Web and chunnel support and owns cloaking ships. As weird as your experience ^^</p>	130768	1	Empire(8) <-> Colonial(11)
94	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Don't get carried away with moving too deep sweeping webs in your HW area. Especially so with ion storm nearby. It is very easy to trap you in unsweepable webs.</p> <p>Lets try to take out Gorbie 95 this turn. Tow it to 2407, 2620. I will send Golems there. Move FC 221 to 2390, 2569 (3N,2E). Let me know how much fuel you need to reach it with 0 fuel left. I will send DW there. Please keep eyes on both p365 and p242.</p> <p>Please send me info on p321.</p> <p>Move all ships in the area to p75 for refuel.</p> <p>R 412, Swift 210 - move to p444 for refuel. Go cloaked, no need to provide extra intel to CoM. R 347 - how much fuel do you need? I will refuel and you can move to p75 (come out of cloak)</p> <p>R 326 - CI Trex 73, w1 Swift 270 - sweep and move 1ly S if you have fuel R 376 - how much fuel do you have left? I'm leaving whole fleet at the same spot</p> <p>Middle: it is not going well there. With all the ships in the area I don't think I will be able to save DW 506. Move DW 1ly NE and let me know how much R 204, R 390 and R 133 will sweep. I expect DW 520 and Golems to sweep as well and move it to edge of warp well.</p> <p>Elvon</p>	130769	1	Bird Man(3) <-> Robotic(9)
94	2) The Lizards (hiko)	11) The Colonies (frostriese)	Danke!	130770	1	Lizard(2) <-> Colonial(11)

94	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Gorbie 95 - Towing to specified coordinates. No PE set. Will only have 30 fuel after move. I'm worried a bit about STF 513, and that it may have a cloaked weblayer in tow, which could catch DW 451. We'll see...</p> <p>FCC 211 - Can get to coordinates with zero fuel at W9.</p> <p>p321 - nuk - 131 Defense - SB 200/60</p> <p>R 347 - Can take up to 380 fuel</p> <p>S 270 - I only have 58 fuel. I'm going to attack the planet this turn. With luck, I can defeat it and Land/Disassemble. If not, I either blow up or end in a stalemate, and will be in the same situation I am now.</p> <p>R 376 - 73 fuel left. On minesweep and staying put.</p> <p>DW 506 moving 1 ly NE.</p> <p>R 204 will sweep 1152 from the two minefields that it's in. It will be out of fuel the following turn.</p> <p>R 390 - Struck a webmine. Seems to be decloaked, but everything I thought and what I read in the docs (and the internet) doesn't say anything about a webmine hit taking the ship out of cloak as long as it can repair the damage. I'm at zero damage, on a cloak mission, and out of cloak (per the UI). My plan was to Superspy this turn and sweep next turn to be safe. It has HP's.</p> <p>R 133 will sweep 2400 webs from both fields that it's in.</p> <p>DW 520 sweeping and moving towards p184 WW.</p> <p>Max</p>	130771	1	Bird Man(3) <> Robotic(9)
94	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>It is tiring to play like this. I prefer natural advantages and the odd captured and cloned ship. The cloaking ships I captured and cloned, but webs and chunnel have been traded.</p> <p>GW</p>	130772	1	Empire(8) <> Colonial(11)
94	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>Agreed.</p> <p>I would like to play as Public Wolf or Lone Wolf game ... this kind is wasted time, if you would like to have some fun.</p>	130773	1	Empire(8) <> Colonial(11)
95	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Greetings!</p> <p>To be honest I can't really figure out what your end game strategy to winning this game is. With the amount of power you have given to Lizard and amount of planets he has been claiming I don't think you can stop him on your own. Even if as I suspect you have agreed to not use Crystal against each other. Well, of course it is assuming you plan to win and are not just working to support Hiko, which would be disappointing in its own right for a commander of your caliber.</p> <p>Anyhow, If you do feel Lizard is becoming largest threat I am open to truce for the purposes of eliminating this threat.</p> <p>Regards, Elvon</p>	133550	1	Empire(8) <> Robotic(9)

95	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Hi Elvon,</p> <p>It is nice to hear from you.</p> <p>Firstly, I expect you will not pass on any information contained in this message to others in the game. If any of this information gets passed on, trust will be broken between us in this game.</p> <p>Just to let you know, I am not working to support Hiko to win. I do want to win.</p> <p>This was the reason I was going so slowly against the Bird so that the Golem's didn't appear. The webs slowly reduced and I didn't reinforce webs in the area, but when I get tow/chunnel/killed, I sent in another 10 Gorbies over a couple of turns to go on a starbase killing rampage. In the end all I end up doing really is diverting your Golems to my front. Not my desired result.</p> <p>I was going slowly to give you both time on the other front. However, that seems to have failed. It seems that both of you are unable to stop him or push him back. I find that a surprising revelation. I rated you as an excellent calibre player. One highly likely to win.</p> <p>I am also would have thought you could have brought the CoM in on your side as well.</p> <p>The CoM is the key, all the Crystal planets are in the Lizard space not far from the CoM. The CoM needs to take them. I have the CoM oscillating, but he will not commit to an attack.</p> <p>I am unsure how close you are with the Bird, but my truce with the Borg ends with the dropping of the Bird. My apologies since the bird is your ally.</p> <p>The Lizard will not advance into Bird territory and I will not advance into Robot territory only the Lizard will. I own p321. Should I stop rioting it?</p>	133551	1	Empire(8) <-> Robotic(9)
95	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Actually considering, that until recently I have been catering to 3 fronts I think I am doing well enough. That being said it is not Lizard that is a problem, but all the shiny tools everyone have provided him. Crystal webs and instant resupply via Fireclouds combined with the fact, that Robots are literary worst race to fight Crystals with no ships to mount any significant amount of beams heavily restrict my battle mobility. And then you go and give away close to 10 Gorbies to Lizard enabling him just to waltz around battlefield as he please with his 150% damage tolerance. Please do stack so much advantages against yourself and see how you fare ;)</p> <p>Anyhow, I have a mutual protection agreement with Birds and I have no choice, but to defend his space. He is also my only source of any reasonable mine sweeping force, but due to your continuous presence in his space I can't really use it to combat Lizard.</p> <p>As for CoM, I don't think it is likely he will go against Lizard, not unless he sees he can take chunk out of him without too much risk. With his history of feeding Fascist share intel to Lizard I think it is more likely he will back stab me, than actually commit his forces to fight Lizard.</p> <p>Elvon</p>	133552	1	Empire(8) <-> Robotic(9)

95	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Hi,</p> <p>8 Gorbies over the course of the entire game didn't seem like a lot at the time for Loki's and cloakars as he could replace them and they are a consumable item.</p> <p>However, I managed to exit the pirates without using the Loki's which are now useless.</p> <p>Also, he hasn't lost many of those 8 and I am not replacing them. I would have thought he would lose 3-4 against the Fascist, but the Fascist collapsed with extremely high risk low reward moves.</p> <p>Sigh, yes, the CoM is present, but not really playing. I was counting on an active player given his experience.</p> <p>It seems like we are both a little stuck....</p> <p>Anyway, it is bed time, chat later.</p> <p>GW</p>	133553	1	Empire(8) <> Robotic(9)
95	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Morning!</p> <p>Yeah, Fascist crumbling so fast was a disappointment, but I can see how it was possible with all his operations miraculously failing due to CoM betrayal and then being on receiving end of MCBR/FC/Web assault. Should have hit his morale pretty hard. I actually tried to help him with mine fields, but my ship was intercepted by Lizard LCC in CoM space while planet hopping. Quite a coincidence, don't you think? :)</p> <p>I have been thinking about our odds in various scenarios and as it stands I would guarantee a win for the Lizard if I were in his shoes. Even if fighting at the same time against everyone. All he needs to do is to fortify all his secondary front lines with webs, which would considerably slow down any attacks there (Flaabes is good enough to be able to play minefield control game). This would let him concentrate on one enemy while slowly giving ground and picking off targets of opportunity on secondary fronts.</p> <p>Even if Crystal were gone I still would give Lizard about 80-90% chance to win. If played smart all he need is couple heavy carriers on each front line and it would let him play PP positive/neutral game slowly wearing us down (he has 8 Gorbies, 3 Golems and 1 Virgo right now, more than enough). MCBRs/FC gives him mobility to reinforce any front he screws up. Also your only advantage over him (SSD) wouldn't really work as he can as easily take back bases you capture with ground combat.</p> <p>So â€¦ we have several options:</p> <p>1) Go on as it is. In this case I will have to spend some of my Golems to combat your Gorbies to keep Bird alive and reduce amount of Gorbies, that can potentially end up in Lizard hands (yours are easier to kill after all). Most likely Lizard will consume me in the end, gaining close to 100 additional planets at which point all he needs is to cannibalize Crystal or take some from CoM to win. I of course will try to hold out, but I only give me about 10% chance to prevail. And only because Lizard is not using all the tricks there are â€¦ most likely not because of lack of skill, bet because of lack of need. With all the resources he is throwing at me (I'm sweeping about 15-25k worth of webs per turn) I simply can not out sweep him while keeping my forces mobile enough to avoid tow traps.</p> <p>2) We agree to truce, that includes Birds, without you actually moving against Lizard. That would let me move all my forces and part of Birds to Lizard front. Most likely we would still need keep some around to counter</p>	133554	1	Empire(8) <> Robotic(9)
95	9) The Robots (elvon)	11) The Colonies (frostriese)	<p>Please transfer all the extra fuel to Golem 267 and move for another fuel generation run targeting p75 on second turn.</p>	133555	1	Robotic(9) <> Colonial(11)



95	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Hi Elvon,</p> <p>This is where we are a bit stuck. Your proposal's are completely expected, rational and logical from your point of view, but none of them suit my position unfortunately...</p> <p>In each one, I am overstretched, I also have a minor Borg neighbour who turns into my enemy.</p> <p>This is the reason I didn't reach out, the only path I can see is for both you and I to let an ally go. You let the Bird die and I turn against the Borg and I didn't see you wanting to do that.</p> <p>In all of your proposals I stagnate at best. Collapse is expected due to overstretch and a angry Borg neighbour. I understand the largest threat is the Lizard, but to sacrifice myself at this stage for everyone doesn't makes sense to me. I have 17 HP Gorbies, but I also have a HP Gorbie queued up on all except 7 SB's (3 from new HP Gorbies last turn). I need a large change in available ship slots. I cloned a lot of captured MBR's.</p> <p>I also have a defense pact with the Lizards and the Borg. I am happy to turn on one of my allies after the Bird are gone and take out the Borg, but how do you (Robot's) survive long enough or even push back against the Lizard has been the problem I have been contemplating.</p> <p>Once those ships slots are freed, I will have the forces I require, but it will only be me, you, CoM and the Lizard/Crystal left.</p> <p>That is why I mentioned the CoM is the key. But how to trust him. I have reviewed that they have allied and played together for wins previously and they live in the same country and possibly have even met at a CON. I tried for a while on my own to have him attack, but could not get him to.</p> <p>I simply do not have the forces to attack him. When I started my attack against the bird, I only had 6 Gorbies in total. Review this after the game end. A disastrous start due to pirate MBR's all through my planets taking my freighters with no method of stopping them other than overstretching minefields. This is the second reason I want</p>	133556	1	Empire(8) <-> Robotic(9)
95	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Unfortunately I don't have too much time to make a meaningful answer at the moment, but there is one thing you should know right away. I have made a commitment to Birds and there is no way I will back out of it. I will rather go out fighting, than break my word. I have not done it in any of my games yet and I am not going to do it in championship game either.</p> <p>As for the rest, I really don't see how Borg would be any threat to you. With only 6 carriers and no way to safely take out your fortified bases he can be simply ignored and he is only threat to Birds, not you or me.</p> <p>Anyhow, I will read your message more thoroughly tomorrow (going to bed myself), but we might start with you backing off your Gorbies from Bird space, which would let me relocate Golems to fight Lizard. That was your plan anyway. As i said i don't think it will be enough, but it would be a start.</p> <p>Elvon</p>	133557	1	Empire(8) <-> Robotic(9)

95	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Sorry, I don't have enough time to thoroughly plan everything at this moment. If possible please check back tomorrow before turn to make final adjustments.</p> <p>Your HW area:  DW 451 - transferring 250 fuel , don't cloak  FC 221 - transferring 100 fuel, move into warp well  Moving Golems back to p124</p> <p>R 412, Swift 210 - let me know how much fuel you need. Uncloak and move to p75.  R 347 - cloak and move in general direction of p346  Swift 161 - sit on the base</p> <p>Swift 270 - move to p174  R 376 - sweep, move 1ly N, there is a chance I will change waypoint or tow you once I calculate how much we are able to sweep  R 326 - sweep and move into warp well</p> <p>DW 520 - sweep and move into warp well  p69 fleet - sweep where possible</p> <p>PS Spend your PP on sweepers, if possible. If not we might need to see if you can build ships in my space.</p> <p>Elvon</p>	133558	1	Bird Man(3) <> Robotic(9)
95	11) The Colonies (frostriese)	9) The Robots (elvon)	done and set.	133559	1	Robotic(9) <> Colonial(11)
95	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>I have turned my end turn off. Current orders are my Gorbies are continuing their rampage this turn. So I do need clear direction as I have to head off to work now. I will get a chance to review and alter prior to processing this evening.</p> <p>Please look at it from my point of view. I need the ships slots before I can be a force in the game.</p> <p>GW</p>	133560	1	Empire(8) <> Robotic(9)
95	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Travelling for work, so not a lot of time for turn. However, I'll get it done shortly before host.</p> <p>S 210 - Needs 115 fuel</p> <p>R 412 - Nees 380 fuel</p> <p>I couldn't build last turn because of not having the required cash on one of my remaining decent bases. Building a stocked Resolute this turn and next.</p> <p>Will finish the rest before host.</p> <p>Max</p>	133561	1	Bird Man(3) <> Robotic(9)
95	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Fuel transferred. No additional request from my side.</p> <p>Elvon</p>	133562	1	Bird Man(3) <> Robotic(9)

95	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Nah, you are just being greedy ;) Let me show you ...</p> <p>First, you expressed surprise at my performance fighting on several fronts and then you claim you will be spread thin fighting less than half the force I am facing with the fleet and economy that is better suited to fight Lizard than mine. With 17 HPh Gorbie you have comparable amount of heavy carriers, that are much better than mine one on one and about the same amount of beams on much sturdier platform. More than half of my beams are on Cats Paws. On top of that you have more than double of max build bases compared to me, which is not a surprise considering you have MCBR/FC fueled economy. Say what you want, but Priv was way out of its depth and was a blessing as a neighbor. Besides having Fireclauds gives you distinctive advantage compared to me as you can reinforce your fleet easily.</p> <p>Second, you wouldn't get any considerable amount of ship slots out of Birds as he will transfer most of his ships to me if he is about to fail. Take out Borg, that will give you more slots and will cost you less.</p> <p>Third, I don't really think you have any choice. Lizard has virtually all the advantages you can get. Inherently top tier economy, ground combat to take bases, Loki immunity to go wherever he want, mobility/logistics of MCBRs and Fireclauds, total battlefield control with webs, his own sacrificial lambs and enough anvils to take out whatever fleet he wants. At this point he does not really need crystal, it just makes everything so much simpler for him. I don't know if he has patience and cool to play smart game, but if he does he will just trex+carrier combo out of anything you throw at him and then ground combat your bases at his leisure. That assuming he will even bother taking your planets, as I said he has plenty of possibilities elsewhere.</p> <p>To be honest I have half the mind to just take the break from planets as I'm feeling burnout approaching fast. Turns are taking exceedingly long time to plan with little fun factor in return. Championship game has been a disappointment, with so much sub par commanders who either lacked skill to even fight properly or will to win and are just playing to survive. Unfortunately most likely outcome will be that we will have an emperor who barely deserves to win (he let a head shot through) and was just given all the possible advantages. You have to <del>have more to win and Hiko is not one</del></p>	133563	1	Empire(8) <> Robotic(9)
95	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Hi Elvon,</p> <p>Don't mistake me, my forces are ok, but not sufficient. This game hasn't worn me out, but in RL, my businesses are booming and the combination of so much juggling is burning me out as well. I fly overseas once a month for a week and each flight is a minimum of 16 hours and a 6 or 14 hour timezone change.</p> <p>My surprise comes from an expectation that your forces would be significantly more than mine. I have something like 5000 fighters generating a lot of my military score sitting in starbases that are not mobile.</p> <p>I figured you had 25 Golem / Automa's + supporting fleet given your military score. You have a pact with CoM, so most of the forces should be able to head towards the Lizard. Most likely out of position, but headed that way.</p> <p>I didn't intend to offend by saying I was surprised as I viewed you as a skilled player.</p> <p>The big problem is. I don't break my word in a game or in life and you don't either. I was always a Borg player and virtually never lost in 20 years, but breaking my word for a victory in a game... I don't think that is going to be personally possible with this many people in the game. I am on multiple boards on a number of companies and my word and integrity is everything. I cannot change who I am in order to win a game... I would be useless at a game like Survivor on TV.</p> <p>In reality, I do not want to fight you. My plan is the top half of the board over the next 80 turns and see where we are then.</p> <p>I realise this is an impasse.</p> <p>The part I find frustrating is I usually team up with one person who is losing (ie Lizard lost their homeworld) and they ride my coat tails to second with me first. The Lizard makes friends with everyone??? I don't understand it.</p>	133564	1	Empire(8) <> Robotic(9)

95	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Yeah, with how much fighters you generate in bases and amount of Gorbies you have traded away I expected you have less Gorbies on hand. I do have about 19 Golems and 5 Automas left, but i don't have a luxury of Fireclauds to move my ships where needed. And as already stated Golems are not really suited to fighting webs or facing Lizard Gorbies led by T-rex. And queue has not been kind to me as well. I think I have got somewhere around 4 or 5 Golems out of it total. No easy battles to come out PP positive either. If i have to guess, then part of my score is bloated because of all the Cats Paws I am forced to built and then minefield do generate score as well.</p> <p>CoM is all about talking without doing anything. Only reason he is generating fuel for me at the moment is to get my Golems out of the way before he attack. I know it, but i can't do anything about it.</p> <p>Anyhow, you might not agree, but I am sure we both have lost already. If we teamed up we might have a slight chance to suppress Lizard on the hope that he would run short of resources or we can take out enough Fireclauds to remove his mobility, but it is slight chance at best.</p> <p>Good luck, Elvon</p>	133565	1	Empire(8) <> Robotic(9)
95	3) The Bird Men (maximus1776)	9) The Robots (elvon)	Done	133566	1	Bird Man(3) <> Robotic(9)
96	11) The Colonies (frostriese)	2) The Lizards (hiko)	s418 kannst du abziehen, wenn du Sie woander gebrauchen kannst.	136640	1	Lizard(2) <> Colonial(11)
96	11) The Colonies (frostriese)	2) The Lizards (hiko)	110kt transferiert.	136641	1	Lizard(2) <> Colonial(11)
96	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Hi Elvon,</p> <p>One thing I did want to correct you on. I didn't give any Gorbies to the Lizard. It was a starbase in his space with his resources and his money for fighters. Once those ones are gone, they are gone and they are mostly mid tech beams.</p> <p>In your closing paragraph, you mention we have lost already. I would say 95% likely. I personally think the only chance we have is if the borg and bird are eliminated quickly and the Lizard is slowed leaving the 4 strong races.</p> <p>If I flip now, I definitely will lose. I have been playing multiplayer and social dynamic games for over 30 years.</p> <p>I don't know how to strengthen you either???</p> <p>GW</p>	136642	1	Empire(8) <> Robotic(9)
96	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>Sigh.....</p> <p>Well, I just had time to look at the turn a little better with the kids sleeping.</p> <p>We cannot count on the CoM...</p> <p>I have share intel with the Lizard both ways and those ships that were handed over to the Lizard were CoM ships. The Lizard has now started doing hissing for the CoM...</p> <p>I cannot believe it, he has deals going with everyone.</p> <p>I do have an offer. You are not likely to accept it, but once the Bird and Borg are gone, I will flip. It probably isn't for 50 turns. The Bird is likely to not survive anyway. The only reason the Lizard isn't taking his territory is I asked him not to.</p> <p>For me to flip now is my own death.</p> <p>GW</p>	136643	1	Empire(8) <> Robotic(9)
96	2) The Lizards (hiko)	11) The Colonies (frostriese)	Danke	136644	1	Lizard(2) <> Colonial(11)

96	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>CoM - not really a surprise. CoM can't attack Lizard, he will be just rolled over with half the force (I have not seen anything that would suggest CoM is any decent at actual combat). Those his best play right now is to let Lizard deal with me while preparing to attack me as soon as all my forces are tied down on Lizard front. I had a backup plan, but your rampage forced us to relocate our only Fireclaud in the area to Bird space.</p> <p>Birds - your offer is a dead end. There are only 2 things that keep my front line from collapsing right now and if I collapse you are dead as well. One is that Lizard prefers to capture where possible, which slows him down. And the second one is presence of occasional Birds ship. Birds are the only meaningful advantage that we have left over Lizard. I don't have enough beams to sweep webs, Bird ships do, Loki immunity and super spy helps too. But above all Cloak Intercept. It is of limited use in webs, but at least it gives some advantage in warp well warfare.</p> <p>So your offer is to strip me of all the beams that can sweep webs and take away our only advantage we have over Lizard on the off chance that you will get some ship slots out of it. Does it even make sense?</p> <p>As I said before, at this point I am close to just bowing out of game (I'm sure Bird is tired of it as well) and letting you deal with consequences of freely disseminating your tech. At least I can claim I did everything to stop this scenario (I was 2-3 turns away from FoFing Crystal, but as you know he was saved by PI21 Probe). You did good job of bogging me down, but you made a mistake of giving away too much of power in skilled enough hands.</p> <p>PS You don't change anything, you are dead. You do flip, you at least have a chance.</p> <p>Elvon</p>	136645	1	Empire(8) <-> Robotic(9)
96	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>I will concede and agree with you the following:</p> <ol style="list-style-type: none"> <li>1) Most likely the 3 of us have lost.</li> <li>2) All three of us are quite fatigued.</li> <li>3) You do need the Bird ships for sweeping.</li> <li>4) Cloak intercept with PE or without is the most powerful ability in the game.</li> <li>5) Webs significantly hinder cloak intercept.</li> <li>6) There doesn't seem to be a situation where the Bird survives.</li> <li>7) CoM is not going to be any help.</li> <li>8) Buying you time or giving you a lot more sweepers is the real problem.</li> </ol> <p>Despite it being a champ match, Maximus might be fatigued enough and want to push all his forces to you?</p> <p>If so, I would create a fair border immediately and assist in the process and look for ship slots in Borg land eliminating more enemy fireclouds and 2 Crystal planets which are up there. You would have the most impressive of fleets and be in with a reasonable chance.</p> <p>I have better builds and hope to catch up.</p> <p>I am sure if Maximus cannot win, he would rather you have a decent shot. I haven't spoken to him at all except at the start of the game and a few messages after he attacked the Borg.</p> <p>I am happy to suggest it to him if you like. Bowing out gracefully.</p> <p>GW</p>	136646	1	Empire(8) <-> Robotic(9)

96	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>Me getting all the Maximus fleet is not the problem. In fact he already offered it to me shortly after he botched his attack on Borg. I actually gave 2/3 of the ships I traded from him back to him because they are so much more useful in his hands. That being said do talk to him, if you want. He is not my vassal or something, we have equal partnership agreement and he is simply honoring it.</p> <p>Lets talk about something we have not discussed in details yet. You already know I play to win, the same way you do. I have no interest to simply take out Lizard, in fact if I had to chose I would let Hiko win instead of you. Nothing personal, you are actually sensible person once you stop pretending to be a jerk, but as I said already I consider this mess to be partly of your own doing. Lizard does not really deserve to win, but at least he is just simply using all the gifts everyone chose to give him â€¦ I would do the same in his stead. We are talking because this is the only way I see that gives me any chance to pull through. Slim chance, much worse than yours actually, but a chance nevertheless.</p> <p>Back to Birds â€¦ me having his sweepers would help against Lizards, but it wouldn't be enough. All it gives me is several strong points in warp wells which can be either killed off by towing, Lokis, trex+carriers or simply bypassed by couple Gorbies towing Crystal LCC+FC deeper into my space. Birds ownership and Cloak Intercept does not guaranty counters to most of those tactics, but it at least gives some chance. If it was only webs I have to worry about I could deal with it, but Lizard simply has too much options on his hands.</p> <p>Birds participating (assuming he even want to do it) is the only thing that gives us slight chance to pull through. If you have any tactics on your mind that you think would be enough, let me know, but I am sure I can give you a counter for each of those.</p> <p>Does it later makes me a threat to you? Sure it does, but at this point you can not afford to play it safe. I know playing "politics" is your specialty, but this has backfired once again and you will have to rely on your excellent combat skills instead. Besides, if you stop to think about possible scenarios in case we do suppress Lizard, you will see that you come out much stronger than me, even when counting Birds on my side. Lets see:</p> <p>1) thinking inertia - it is much more likely Lizard will concentrate on me because he is already there  2) LCCD - you will end up with most of Lizard's ships, and wouldn't have to sacrifice as many ships to get them</p>	136647	1	Empire(8) <> Robotic(9)
96	9) The Robots (elvon)	8) The Evil Empire (greywolf)	PS I am taking a break from the talks for a day. This is really not the part I enjoy doing and I need a break ;)	136648	1	Empire(8) <> Robotic(9)
96	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Maximus,</p> <p>It is a bit early in the morning here, so forgive the brief nature of the email. We haven't spoken much, but Elvon and I have traded a lot of emails over the last few days. Leading to a little email fatigue!</p> <p>He agreed that I should email you this proposal.</p> <p>We have agreed that</p> <p>1) Your future doesn't look bright in any scenario we could come up with.  2) The robot's need your sweeping capability against the Lizards  3) The robot's future doesn't look good either and mine is heading towards a losing situation.  4) The robot's need more time and as yours and my war goes on, the Lizard victory becomes more certain. I slowed down and allowed the webs to drop to allow focus elsewhere, but it didn't make a difference.</p> <p>I offered Elvon a deal that I would flip sides after your passing and attack the Borg, but he needs your fleet or he is toast as well.</p> <p>I am not sure how fatigued you are, but would you be willing to give him your fleet and effectively have a controlled exit from the game? I would assist in any means possible.</p> <p>This way he has a chance.</p> <p>GW</p>	136649	1	Bird Man(3) <> Empire(8)
96	8) The Evil Empire (greywolf)	9) The Robots (elvon)	<p>I am flying to the UAE tomorrow for the week, so communication will be limited in the near future.</p> <p>I agree my position will be slightly stronger than yours afterwards in fleet composition, but not size. Most of my advantages you see have counters for them with his fleet composition.</p> <p>But... I have played and won a game against the EE as the Lizard and know the weaknesses, but that can only be countered with planets and build queue. Which is why I need planets.</p> <p>GW</p>	136650	1	Empire(8) <> Robotic(9)

96	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>Potential Game Exit - Elvon: I received the message below from GW. Can you confirm that you have the same understanding of what you and he agreed to?</p> <p>*****</p> <p>We have agreed that</p> <ol style="list-style-type: none"> <li>1) Your future doesn't look bright in any scenario we could come up with.</li> <li>2) The robot's need your sweeping capability against the Lizards</li> <li>3) The robot's future doesn't look good either and mine is heading towards a losing situation.</li> <li>4) The robot's need more time and as yours and my war goes on, the Lizard victory becomes more certain. I slowed down and allowed the webs to drop to allow focus elsewhere, but it didn't make a difference.</li> </ol> <p>I offered Elvon a deal that I would flip sides after your passing and attack the Borg, but he needs your fleet or he is toast as well.</p> <p>I am not sure how fatigued you are, but would you be willing to give him your fleet and effectively have a controlled exit from the game? I would assist in any means possible.</p> <p>This way he has a chance.</p> <p>*****</p> <p>I'm generally open to the idea. My odds of winning this game are very small at this point, and my only meaningful function is to support someone else. I have a lot going on this summer in RL, so the thought of an earlier exit is tempting. However, giving my ships to you would remove the benefit of C+I (but would ease your coordination time between us). Therefore, I'll leave the decision to you. I'll exit if that is the best alternative for you. If me staying in will help you more for a period of time, I'm fine with that as well. If you and GW have brokered a truce, I will honor and support that if I stay in.</p> <p>Let me know how you want to roll with it. Personally, I would be much happier with a Robot or EE victory at this point as they are underdog cases. My exit and support of this plan would make the rest of the</p>	136651	1	Bird Man(3) <> Robotic(9)
96	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Greetings,</p> <p>I generally agree with your assessment of the game situation. I'm discussing with Elvon and will get back to you. As a gesture of good faith, I'll refrain from any further offensive/defensive moves this turn.</p> <p>Max</p>	136652	1	Bird Man(3) <> Empire(8)
96	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Thanks Max,</p> <p>I will also refrain from attacking planets. Please no cloak intercept, but I will be moving.</p> <p>GW</p>	136653	1	Bird Man(3) <> Empire(8)

96	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Sorry, i don't have too much time at the moment to expand on GW proposal, but basically what he wrote you is what he wants to get out of it. My standing from the very start is that we (you and me) go as a package deal. Either we both stay and fight and in doing so have a slight chance to pull through or I am ready to bow out, which would guaranty Lizards victory. I will past you my last 2 messages to GW offer. We have had 4-5 messages going back and forth for coupe days, but it all boils down to him wanting you dead and me saying that we only have chance if your abilities are in play. From my side I can add, that i fully intend to honor our agreement and will be working in rebuilding your strength and giving you a shot at final showdown if we pull through and you are up for it.</p> <p>PS Me surrendering is not a bluff, I was going to see what you think about it if negotiations with GW fail. That is not something I have ever done as I usually see at least some way to turn the tables. Unfortunately this is the case where I don't. If I were in Lizards place I would win this game 100 out of 100 even if I had to fight all of remaining players at the same time.</p> <p>*****</p> <p>CoM - not really a surprise. CoM can't attack Lizard, he will be just rolled over with half the force (I have not seen anything that would suggest CoM is any decent at actual combat). Those his best play right now is to let Lizard deal with me while preparing to attack me as soon as all my forces are tied down on Lizard front. I had a backup plan, but your rampage forced us to relocate our only Fireclaud in the area to Bird space.</p> <p>Birds - your offer is a dead end. There are only 2 things that keep my front line from collapsing right now and if I collapse you are dead as well. One is that Lizard prefers to capture where possible, which slows him down. And the second one is presence of occasional Birds ship. Birds are the only meaningful advantage that we have left over Lizard. I don't have enough beams to sweep webs, Bird ships do, Loki immunity and super spy helps too. But above all Cloak Intercept. It is of limited use in webs, but at least it gives some advantage in warp well warfare.</p> <p><del>Ca your offer is to strip me of all the beams that can sweep webs and take away our only advantage we have</del></p>	136654	1	Bird Man(3) <> Robotic(9)
96	9) The Robots (elvon)	8) The Evil Empire (greywolf)	<p>And I have even more weaknesses compared to you when fighting against Lizard and much worse base composition at comparable planet count.</p> <p>I'm really growing tired of this. Do realize, there is no sure way to win for either of us. There is not even a good or average way to win for either of us. I have fought with every race against every race, routinely on 2-3 fronts at the same time and I almost always win. I can give you fool proof strategy for Lizard to win even double your planet count and fleet. Only way we can hope to achieve anything is if we go all in using every scrap of advantage we have left. And we will only succeed if we get lucky on multiple occasions.</p> <p>Elvon</p>	136655	1	Empire(8) <> Robotic(9)
96	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776) 9) The Robots (elvon)	<p>Hi guys,</p> <p>I am on a plane to the UAE shortly so out of action for quite a while. The Gorbies I have rerouted to not attack planets, but the SSD has to IA otherwise that would be a bit obvious. I will however run it away rather than the planned 82LY jump to the next planet.</p> <p>Enjoy your day!</p> <p>GW</p>	136656	1	Bird Man(3) <> Empire(8) <> Robotic(9)



96	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Ok, while we wait to see if GW comes to his senses â€¦</p> <p>FC 221 - I think it is safe to move it to p124 this turn. I'm leaving Golems in place for now.</p> <p>R 347, R 412, Swift 210 - go in the same general direction of p346</p> <p>Swift 161 - do you see any population changes on p321? GW was claiming he is burning planet down</p> <p>Swift 270 - stay put</p> <p>R 376 - do you have any fuel left? I have lost this group â€¦ moving 1ly E on the off chance I can get my Golems there.</p> <p>R 390 - I think it is safe to go on sweeping. Cube 335 hit mine between p120 and p467. If I had to guess it moved to p120</p> <p>DW 520 - continue sweeping</p> <p>Anything important i'm forgetting?</p> <p>Elvon</p>	136658	1	Bird Man(3) <> Robotic(9)
96	3) The Bird Men (maximus1776)	9) The Robots (elvon)	<p>EE Situation - Thanks for the background. I like the option of putting pressure on him to work with both of us. While it means that I'll play longer in a role that will very likely not win, it would provide the more capable force against the Lizards. Interestingly, if we come to a truce, the Crystals will need to start choosing who they work with (likely the Lizards). I'm fine holding-out for this option (EE working with both of us instead of me giving ships to you).</p> <p>If he doesn't acquiesce, we could put additional pressure on him by stating that we could choose to give support/ships to the Lizards to expedite his victory (and punish the EE for not being reasonable), or redirect all of our forces towards weakening the EE, possibly with Lizard support to extract some of our ships from the center frontline. While it doesn't feel to me like it's quite time to apply that level of pressure, we have some of those options.</p> <p>I'll let you continue to drive that conversation with the EE.</p> <p>Regarding the rest:</p> <p>S 161 / p321 - Yes, there has been a significant drop in population the last few turns. Currently at 1469 clans. SB is 200/60, defense 125.</p> <p>S 270 - OK, but I'll be at 42 fuel after this turn, and I burn 5 fuel per turn to cloak. Zero fuel on the planet, although oddly it is showing mines and good fuel in-ground. We'll see what it shows next turn. Unowned for now with amorphs.</p> <p>S 376 - 23 fuel left. Sweeping this last turn for what it's worth. Moving with you.</p> <p>All else done.</p> <p>Max</p>	136659	1	Bird Man(3) <> Robotic(9)
96	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Agreed on no C+I this turn. Elvon and I are in discussions.</p> <p>Safe travels, in RL at least...;)</p> <p>Max</p>	136660	1	Bird Man(3) <> Empire(8)
97	9) The Robots (elvon)	3) The Bird Men (maximus1776)	<p>Btw, I just noticed Crystal is laying minefields in Cyborgs name. You might want to check if Borg is changing friendly codes of his planets.</p> <p>I'm contemplating if it might be good idea to temporarily transfer Golems at your home to p69 and then hit Borg on north or use them against Lizard.</p> <p>Continue what you are doing with rest of ships in my space.</p> <p>PS No answer from GW yet.</p> <p>Elvon</p>	139788	1	Bird Man(3) <> Robotic(9)

97	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776) 9) The Robots (elvon)	Hi guys,  I have a chance now to do some orders at the moment and the next couple of hours.  Have you had any resolutions that you want to pass on?  Thanks,  GW	139789	1	Bird Man(3) <> Empire(8) <> Robotic(9)
97	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	Just a heads-up that I am attacking you at p338 in order to scuttle a ship there before you run me out of fuel and capture the ship. You will not take a loss if you keep the Gorbie there and keep it on PE (and will gain PBP's). I'm not going to have a ship captured because of a truce to parley...	139791	1	Bird Man(3) <> Empire(8)
97	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Max Yes, no worries.	139792	1	Bird Man(3) <> Empire(8)
97	3) The Bird Men (maximus1776)	9) The Robots (elvon)	FYI - I will run the SSD away as well which would seem logical to an observer. Turn is done.  On the one Borg planet that I'm over, he is changing FC's every turn.  I'll let you respond to GW. However, if negotiation is not successful, and if we want to turn our forces against him somehow, let's try to figure that out soon. I can likely talk Hiko into stopping his attack on us if we commit to expediting his victory. It would just be a matter of if we wanted to bow out and let EE/Lizards battle it out, or take an active role in helping to eliminate the EE.  To be clear, I've had no meaningful diplomacy with Hiko this game, but there is trust built prior to this game that we could utilize.  Max	139793	1	Bird Man(3) <> Robotic(9)
97	9) The Robots (elvon)	3) The Bird Men (maximus1776) 8) The Evil Empire (greywolf)	Hi, we are actually waiting for your final decision. Do you want to attempt to turn tables on Lizard with all 3 of us participating or is this still a no go for you?  After we know where you stand we will decide on what to do ourselves.  Elvon	139794	1	Bird Man(3) <> Empire(8) <> Robotic(9)
97	9) The Robots (elvon)	3) The Bird Men (maximus1776)	I myself am leaning more for just bowing out, if our negotiations do not work out. I am sure Lizard has all he needs for a win and with us gone he will get most of my planets for "free".  We could go against EE, but one of points I want to drive is for people to think in the future games, before giving all the advantages away. My point would be reinforced if Lizard won without additional help from us.  Elvon	139797	1	Bird Man(3) <> Robotic(9)
97	9) The Robots (elvon)	11) The Colonies (frostriese)	Sorry, forgot to coordinate with you. Please transfer extra fuel to Golem. I will be moving out. It is up to you if you want to make another fuel run or to leave.	139798	1	Robotic(9) <> Colonial(11)
97	11) The Colonies (frostriese)	9) The Robots (elvon)	no probs. two transfer to one Golem and the last one to the other Golem.  The Three Stooges will do another two turn fuel generation trip for you and leave then.  ETA two turns same location or different?	139799	1	Robotic(9) <> Colonial(11)

98	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776) 9) The Robots (open)	<p>Sorry Elvon for the delay in responding I was unavailable until now.</p> <p>The answer is no change to my view as to my view of the best approach. You have a different view.</p> <p>I believe our best chance is to do it with just us after removing 2 players (one each side) and consolidating Bird strength into your hands. The Bird bowing out gracefully.</p> <p>The longer we wait, the harder it will be, but I am happy to keep the conversation going and operating under truce.</p> <p>GW.</p>	142727	1	Bird Man(3) <> Empire(8) <> Robotic(9)
98	9) The Robots (open)	3) The Bird Men (maximus1776) 8) The Evil Empire (greywolf)	<p>You believe our best chance is for you to get about 20 additional planets at cost of stripping our side of Loki immunity, Super Spy and Cloak Intercept advantage? That really makes sense!</p> <p>Only thing that does makes sense to me is that you honestly believe you have a good chance of winning on your own.</p> <p>Anyhow, since our negotiations have failed only thing that remains is for me and Max to decide how to move forward. Several options we have discussed is:</p> <ol style="list-style-type: none"> <li>1) simply resign</li> <li>2) transfer Birds ships to me and then resign. That would simulate eventual outcome closest if i would continue to play</li> <li>3) move all our forces to your front and do as much damage as possible before Lizard takes me out</li> <li>4) the same as 3, but we negotiate peace with Hiko.</li> </ol> <p>Personally I think it does not really matter, Lizard will win in either of those scenarios. Those i might just cut my losses and stop wasting my time on this game right away (option 1).</p> <p>Max, what do you think?</p> <p>Elvon</p>	142730	1	Bird Man(3) <> Empire(8) <> Robotic(9)
98	3) The Bird Men (maximus1776)	9) The Robots (open) 8) The Evil Empire (greywolf)	<p>Very quick update as I don't have much time. At this point, I feel it's good form for me to continue playing until the end. That may be a quick end defending against the EE/Borg, or a longer end in some sort of group effort (being allied with the Robots/EE) against the Lizards/Borg.</p> <p>I'll let you guys choose what end is most fitting for you, but I think it all boils down to whether GW wants to work with me or not.</p> <p>GW: Your choice? I'm good either way.</p> <p>Max</p>	142735	1	Bird Man(3) <> Empire(8) <> Robotic(9)
98	3) The Bird Men (maximus1776)	9) The Robots (open) 8) The Evil Empire (greywolf)	<p>I didn't fully read GW's earlier response that his mind was made up. Unless there is a very recent change of heart from GW, I'd like to take the discussion on next steps for Elvon and myself to private conference...</p> <p>Max</p>	142738	1	Bird Man(3) <> Empire(8) <> Robotic(9)
98	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776) 9) The Robots (open)	<p>Yes, all good.</p> <p>The only thing I would add is I have no issue in other circumstances working with you Max. I have found you honorable and trustworthy. It is just this situation. I will leave it to you guys now.</p> <p>As for orders, I am off to sleep now then a 16 hour flight. My ship orders are non confrontational, moving into warpwells etc.</p> <p>If you decide to attack, that's ok. You can submit those orders, I just won't have time to change anything. My circumstance shouldn't affect you.</p> <p>GW</p>	142739	1	Bird Man(3) <> Empire(8) <> Robotic(9)

98	9) The Robots (open)	3) The Bird Men (maximus1776)	<p>Hi! With GW mind made I am ready to resign. Anything you need/want from me before i leave? I can set ships at your home on 'gs3' if you want to have some more muscle.</p> <p>Elvon</p>	142742	1	Bird Man(3) <> Robotic(9)
98	3) The Bird Men (maximus1776)	9) The Robots (open)	<p>Just to clarify, are you resigning from the game, or sitting out the rest of the turns? If you resign, there is a chance that another player will join. It likely doesn't change anything, but it would be good to know your plans.</p> <p>You can give me ships in my home area.</p> <p>You'll need to give me a clan on s221 to take the transfer. With the rest, scuttle them as you see fit.</p> <p>It's unfortunate that I kept you at arms-length too long when going after the Crystals. A different decision would have significantly altered the direction of the game...</p> <p>It's been good working with you. Hopefully we'll see each other in a future game.</p> <p>Best regards, Max</p>	142743	1	Bird Man(3) <> Robotic(9)
98	9) The Robots (open)	3) The Bird Men (maximus1776)	<p>I am resigning and yes, there is a slight chance, that Crystal behavior is personal and he will leave once we both are gone.</p> <p>Should not matter much for endgame though, as Lizard at this point has everything to win even without webs. He will just have to work harder for that.</p> <p>And yes, Crystal was my primary target exactly for his inherent ability to completely change battlefield landscape if he chooses to be a jerk. Nothing really I could have done differently, he got lucky at vital points (no mine hits for his merchant fleet) and I on contrary hit webs a lot.</p> <p>I have not decided yet if this is a time to take a break from planets altogether, but I'm sure I will be back at some point we will have a chance to meet in other games.</p> <p>Regards, Elvon</p>	142744	1	Bird Man(3) <> Robotic(9)
99	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Nice ship name :-)</p> <p>Sorry to see Elvon go. But I fully understand him. Even my turns are no fun, and I am in a position where I am able to make some progress. I talked to Mentar, Emork and SMN in the past and it seems a common problem for championship games that they drain away the fun, at least at some times. I don't understand how Emork could play a second one and even consider a third.</p> <p>Regards, Hiko</p>	145596	1	Lizard(2) <> Bird Man(3)
99	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>Well, that was disappointing. I guess he did not want to continue.</p> <p>Chat later,</p> <p>GW</p>	145597	1	Bird Man(3) <> Empire(8)
99	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi mate,</p> <p>What do you think about this all?</p> <p>GW</p>	145598	1	Empire(8) <> Colonial(11)

99	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	<p>I can understand Elvon - It was a surprise that he resigns, but the reasons are valid from his perspective.</p> <p>I learnt the hard way - when I asses that I am lost, means it not that my enemies have the same insight.</p> <p>Lets check who will be the replacement for Elvon ...</p> <p>but honestly as long as you stick with Hiko - there is no real opportunity to shatter Hiko.</p> <p>I try to design a plan to FoF the Crystal ... it's risky and put my whole empire on the table. Without distraction for Hiko it's not possible to remove the Crystal.</p> <p>Who controls the webs will control the battlefield.</p> <p>Whats your opionion ... is there any chance that you break your SI deal with him?</p> <p>kind regards Frostie</p>	145599	1	Empire(8) <> Colonial(11)
99	9) The Robots (sudakan)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	<p>Guys any serious intention to overcome Hiko?</p> <p>I am here to help!!!</p>	145600	1	Empire(8) <> Robotic(9) <> Colonial(11)
99	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>Hi Frostie,</p> <p>I am about to head out with the family after just landing back in AU after being the UAE all week.</p> <p>The short answer is yes, I will give you the longer answer later today or tomorrow, but I need the Bird to drop, then I can turn on the Borg who are closely allied to the Lizard and providing as many FCC as he requires.</p> <p>There are also at least 3 Crystal planets in borg space.</p> <p>Elvon did not accept that plan and refused to allow the Bird to drop. The result of many weeks of discussion was his dropping.</p> <p>Max was more relaxed and happy to give his fleet to the Bot and bow out gracefully as there was no solution to his dropping.</p> <p>GW</p>	145602	1	Empire(8) <> Colonial(11)
99	11) The Colonies (frostriese)	9) The Robots (sudakan)	<p>Hi,</p> <p>thanks for jumping in ... I did that twice before Libra. Welcome to this special game. Enjoy the show and the discussions.</p> <p>From my side it's essential that Hiko loose his pet with the webs and that tight cooperation between EE and Lizzard comes to an end.</p> <p>I am sitting in the south of Hiko ... guarding a 900 ly long border ... and he could use his MBR + FCC combo to attack at any point of it or counter any attack with most of his fleet.</p> <p>Your enemy is extremly strong as long as he has only one front line ... we need three active fighting empires to bring him trouble.</p> <p>just my 2ct Frostie</p>	145603	1	Robotic(9) <> Colonial(11)
99	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	<p>ps.</p> <p>I am not particularly happy that a new player can come in and just review all the private communications between Elvon and I. That is a bit of an oversight.</p> <p>As long as he doesn't share it when the new player takes over it doesn't matter.</p> <p>GW</p>	145604	1	Empire(8) <> Colonial(11)

99	8) The Evil Empire (greywolf)	9) The Robots (sudakan)	<p>Hi Sudakan,</p> <p>Welcome. Plenty to talk about. We have played in a game together in the past haven't we?</p> <p>I just flew back into the country and am heading out.</p> <p>Chat later.</p> <p>GW</p>	145605	1	Empire(8) <> Robotic(9)
99	8) The Evil Empire (greywolf)	9) The Robots (sudakan)	<p>PS.</p> <p>Review all the messages between the Robot and I over the last 6 turns.</p> <p>That will give you a pretty good idea where I am at to start with.</p> <p>Max was happy to bow out gracefully and give the Bot his fleet, but Elvon refused to let him go. The Borg is a big ally of the Lizard so after the Birds collapse, I was heading north against the Borg. My alliance with the Borg ends with the death of the Bird.</p> <p>GW</p>	145606	1	Empire(8) <> Robotic(9)
99	9) The Robots (sudakan)	8) The Evil Empire (greywolf)	<p>Hi Graywolf, YES we play together and won together a game (I was Fed you Robot)</p> <p>If Max like to give me the fleet I will full accept that</p> <p>I can not find old messages between elvon and other player (private message at least) can you copy and paste those?</p> <p>SDK</p>	145607	1	Empire(8) <> Robotic(9)
99	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>Hi Max how are you doing?</p> <p>Greywolf told me you like to give your fleet again before resign? is that true? why you like to resign? is your situation really doomed?</p> <p>I will like to maximize chances for the robots</p>	145608	1	Bird Man(3) <> Robotic(9)
99	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>I am back at the wheel now.</p> <p>By your public statements, I guess all bets are off and it is game on again or should I hold fire?</p> <p>GW</p>	145609	1	Bird Man(3) <> Empire(8)
99	8) The Evil Empire (greywolf)	9) The Robots (sudakan)	<p>Hi,</p> <p>My offer will still stand if Max doesn't give you the fleet. I just hope he does as it will make our progress much quicker.</p> <p>GW.</p>	145610	1	Empire(8) <> Robotic(9)
99	11) The Colonies (frostriese)	8) The Evil Empire (greywolf) 9) The Robots (sudakan)	<p>Hi,</p> <p>I am listen - and I assume GW also.</p> <p>Re-read the diplomatic knots in your message archive, design a solution how you get EE involved - I will be ready when GW is joining the attack.</p> <p>Frostie</p>	145613	1	Empire(8) <> Robotic(9) <> Colonial(11)
99	8) The Evil Empire (greywolf)	11) The Colonies (frostriese) 9) The Robots (sudakan)	<p>Agreed.</p> <p>GW</p>	145615	1	Empire(8) <> Robotic(9) <> Colonial(11)

99	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>Hi Maximus</p> <p>I am not sure how was the relation with elvon, but ti seems was good and you both were sharing intel. I notice that you are near to go below the FoF. Men I wish you can stay, your abiities were key for these game. Cloak intercetpt and loky immunity? o my good, I can believe we are losing that. But giving you leaving the game is a quasi-reality I have questions:</p> <p>1-Do you like that I attempt diplomacy to keeping you above the FoF?</p> <p>2-Do you rather prefer go over these game? in that case...Are you willing to transfer ships before you are gone?</p> <p>I suggest that if your answer to question one is "yes", still will be good idea to tranfer ships, and if the dyplomacy took effect I can pass those back to you at any time</p> <p>If not ,if you do not to be in this game any longer, then please please give ma a chance with your fleet, we have probably 2 turns to transfer..</p> <p>This turn you can transfer a bunch of shps including fireclouds but you will be probably below the FOF but still you have one more host run to tranfer stuff</p> <p>the kill race is executed after the ships transfer to other races with gsX friendly codes</p> <p>please let me know</p> <p>also...what about those ships on top of EE planet?</p>	145617	1	Bird Man(3) <> Robotic(9)
99	2) The Lizards (hiko)	9) The Robots (sudakan)	<p>Hello Sudakan,</p> <p>welcome to this game and thank you for taking the open spot so quickly. If no one had taken it, it would have meant a very fast and unbalanced end to this game.</p> <p>As to past relations between Elvon and me: nearly nil. We were on opposite sides of the universe and he was not the most communicative, anyway. I attacked him simply for the reason that I had to attack someone and he was the next target.</p> <p>My assessment of his situation was that he had only one alliance (sort of), with Max, and even that seemed shaky before GW and I attacked. At least there was not much visible cooperation. And of course he was one of the most dangerous, which is how I choose my targets. If he had 50 more turns to consolidate and eliminate Frostie he would have been the next emperor.</p> <p>If you want to talk or have questions, feel free to ask and I will answer. But for now I will not stop fighting.</p> <p>Regards, Heiko</p>	145618	1	Lizard(2) <> Robotic(9)
99	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>Hi Hiko, thank you very much for contact me. I really appreciate that. I am now accessing the situation which seems complicated.</p> <p>I am wandering if there is a room for diplomacy with you or wether you have passed a not turning point in this war.</p> <p>Sincerely SDK</p>	145619	1	Lizard(2) <> Robotic(9)
99	9) The Robots (sudakan)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	Are those Birdman ships on the orbt of your planets waiting for surrender?	145622	1	Empire(8) <> Robotic(9) <> Colonial(11)
99	2) The Lizards (hiko)	9) The Robots (sudakan)	<p>Depends a bit of what you understand under diplomacy. If it includes "give me half your planets", then we have not passed the point of no return :-). Otherwise... I have agreements which basically prevent me from attacking all other targets. And not attacking means loosing. Therefore, the Robot is my target! Sorry to say so, but the situation developed this way. And of course you are, in terms of firepower, still stronger than I am. Loosing a HW in turn 17 has drawbacks that last till now. Which is why I was so active on the diplomacy front.</p> <p>Regards, Hiko</p>	145623	1	Lizard(2) <> Robotic(9)
99	8) The Evil Empire (greywolf)	11) The Colonies (frostriese) 9) The Robots (sudakan)	<p>No, we still haven't resolved it. I had been doing a Gorbie rampage.</p> <p>It seems likely we will go back to war this turn for me with the goal of quickly pushing him under FoF.</p> <p>I was hoping he would pass ships onto you first before going FoF which is why I was holding off taking more planets for a couple of turns.</p> <p>I haven't heard from Max for a couple of days, so I thought he was talking to you about it.</p> <p>GW</p>	145625	1	Empire(8) <> Robotic(9) <> Colonial(11)

99	3) The Bird Men (maximus1776)	9) The Robots (sudakan)	<p>Hi Sudakan,</p> <p>I should have a few turns left yet. I'll be taking back a few planets in the north from the EE.</p> <p>Please help me understand your diplomatic position with the EE and Lizards. That will somewhat guide my decision. Right now, I'm planning to destroy what EE/Borg ships I can before FoF.</p> <p>Best, Max</p>	145627	1	Bird Man(3) <> Robotic(9)
99	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	<p>Hi GW,</p> <p>You can expect that I'll be aggressive from here on out. It's unlikely that I'll change that position at this point. Again, no hard feelings.</p> <p>Good luck my friend.</p> <p>Max</p>	145628	1	Bird Man(3) <> Empire(8)
99	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>Yes you right, I took the wrong look at the score. You have 37 planets</p> <p>I have not diplomatic arrangement with them yet. But with you out the only chance is to combine with them against the lizard Do we need to fight EE? Can we try to play together for a while It may be some chance to keep you alive also</p>	145629	1	Bird Man(3) <> Robotic(9)
99	9) The Robots (sudakan)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	<p>He just responded today, but he had loky immunity and cloak intercept, not to mention 3 fireclouds</p> <p>it will be crazy to risk to lose all those resources, why not to play with him for a little while?</p> <p>where is the core crystal zone?</p>	145632	1	Empire(8) <> Robotic(9) <> Colonial(11)
99	3) The Bird Men (maximus1776)	9) The Robots (sudakan)	<p>Elvon (Robots) and I tried to talk the EE into allying against the Lizards. The EE would only agree to working with the Robots, and wanted me to give the Robots all of my ships, and then I would exit the game. This was unacceptable to Elvon and I, and there was no deal. Elvon then exited the game. You should be able to see this conversation in the message history. Therefore, it seems that the only options the EE is open to are ones that have me exiting the game. Therefore, I plan to attack him and the Borg for as long as I can.</p> <p>If I give my ships to you and exit the game, that will go against the position I previously took with the EE. Therefore, the only option I can see is for you to talk the EE into the plan of working with both you and I. Again, we failed in this effort recently. However, the Borg is also working with the EE, and because of a surprise attack early in the game, would likely not work with me and would continue attacking.</p> <p>Max</p>	145633	1	Bird Man(3) <> Robotic(9)
99	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	<p>Yeah, I understand it, but it would not be the choice I would have made. I believe the message he's trying to send is going to be lost or not accepted by most of the community. You turned a challenging start into a formidable position in a relatively short amount of time, first through tactical prowess, and then through effective diplomacy. That's the mark of a champion, and highlights areas where I failed. At this level, the other players either understood or should have realized the trade-offs/risks they were taking when giving you tech, and letting the Crystals escape was our (my) failure. Now we deal with the consequences of our action/inaction.</p> <p>I feel your pain on the impact of coordination on RL and enjoyment of the game. Such is the burden of command (and success)... ;)</p> <p>Best regards, Max</p>	145634	1	Lizard(2) <> Bird Man(3)



99	8) The Evil Empire (greywolf)	11) The Colonies (frostriese) 9) The Robots (sudakan)	<p>Hi Sudakan,</p> <p>The Crystal has 3 planets in Borg territory that I could reach in 10 turns and the rest inside Lizard closest to the CoM.</p> <p>On your point why do I not change now?</p> <p>The answer is that I am too weak. The Lizard (who I have SI with) has a massive reserve fleet on my border.</p> <p>I need more fleet to face off the Borg and Lizards.</p> <p>Have a review of all my emails to Elvon, I cannot change sides until a lot of ships are released from the queue. The only way that can happen is the fall of the Bird and then the Borg. I have a HP Gorbie queued up on 95% of my starbases. 100% of starbases within 500LY of the Lizard.</p> <p>Cloak intercept is useless against the Crystals. However, we will miss all his heavy phasers.</p> <p>Anyway, the war will continue against the bird this turn.</p> <p>GW</p>	145636	1	Empire(8) <> Robotic(9) <> Colonial(11)
99	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Hi Max,</p> <p>Thanks for letting me know. Lots on tomorrow, so can finalise orders now, so thank you for not leaving it to the last minute.</p> <p>No hard feelings here either. Just the situation I am in. I know it is going to hurt and the Lizard will just be smiling, but that is ok.</p> <p>Good luck to you too.</p> <p>GW</p>	145638	1	Bird Man(3) <> Empire(8)
99	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Thanks for your understanding. This eases some of my pain, which is the feeling that I took away the fun from a fellow player.</p> <p>You are right, of course, about the burden. Now, back to work, ahem... planets. Researching sudokan.</p> <p>Regards, Hiko</p>	145639	1	Lizard(2) <> Bird Man(3)
99	11) The Colonies (frostriese)	8) The Evil Empire (greywolf) 9) The Robots (sudakan)	<p>Right now the Crystal worlds inside the Lizzards was protected by a class 4 ion storm.</p> <p>I have to fly through open space for 3-4 turns without cloaking - heading to a Lizzard with MBRs and FCCs. Wherever I arrive, I will run into tons of Webs and the whole backup fleet of the Lizzards. Easy thing to kill 3-4 worlds to FOF the Crystal.</p> <p>I evaluate my chances / operation every second turn.</p> <p>I am still listening whats your idea to engage the Lizzard. When he is force to fight on two front lines - we can catch him flat footed in his backyard ... without that - it will end like Dunkirchen.</p> <p>just my 2ct</p> <p>br Frostie</p>	145642	1	Empire(8) <> Robotic(9) <> Colonial(11)

99	11) The Colonies (frostriese)	8) The Evil Empire (greywolf) 9) The Robots (sudakan)	<p>Right now the Crystal worlds inside the Lizzards was protected by a class 4 ion storm.</p> <p>I have to fly through open space for 3-4 turns without cloaking - heading to a Lizzard with MBRs and FCCs. Wherever I arrive, I will run into tons of Webs and the whole backup fleet of the Lizzards. Easy thing to kill 3-4 worlds to FOF the Crystal.</p> <p><a href="http://play.planets.nu/#/sector/294663">http://play.planets.nu/#/sector/294663</a></p> <p>I evaluate my chances / operation every second turn.</p> <p>I am still listening whats your idea to engage the Lizzard. When he is force to fight on two front lines - we can catch him flat footed in his backyard ... without that - it will end like Dunkirchen.</p> <p>just my 2ct</p> <p>br</p> <p>Frostie</p>	145645	1	Empire(8) <> Robotic(9) <> Colonial(11)
99	9) The Robots (sudakan)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	<p>These is the only way, to create him many front. Separately we are all prey for the lizzard, but once we start pressing him in many front the history can change</p> <p>Still at this point the battle front is a mess, there are many ships than can be lost in webs and I will attempt to rescue them</p> <p>SDK</p>	145648	1	Empire(8) <> Robotic(9) <> Colonial(11)
100	11) The Colonies (frostriese)	9) The Robots (sudakan)	<p>head up - I will retreat my Cobols home.</p> <p>Our joint operation against the Fed is done.</p> <p>I will drop Safe Passage in next turn - will be effective when the client states T 102.</p> <p>I am open to further cooperation / treaties.</p> <p>Frostie</p>	148812	1	Robotic(9) <> Colonial(11)
100	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>how many planets did you say to start negotiations :) Half is a lot, but we can agree in a good amount if the treaty includes some other points</p>	148813	1	Lizard(2) <> Robotic(9)
100	2) The Lizards (hiko)	9) The Robots (sudakan)	<p>Sorry, I said "half your planets" mostly to show you how bad the diplomatic situation is that Elvon has left behind. 10 turns ago we could probably have talked about half your planets and you could have tried to gain space by attacking Frostie. But now this option is gone, too. The conditions which would be acceptable to me now are nothing short of surrender, including giving up your Golems. And that is something we shouldn't talk about in a championship game, even though it would save me a lot of RL-time :-).</p> <p>Long talk short: let's fight. Sorry to say so, but everything else (except for your surrender) would mean for me either giving up all chances on victory or breaking my word given to another player.</p> <p>Regards, Heiko</p>	148814	1	Lizard(2) <> Robotic(9)

100	8) The Evil Empire (greywolf)	9) The Robots (sudakan)	<p>Hi Sudakan,</p> <p>Despite your public admission that due to the diplomatic situation you see no path to victory, there is a way, but as each turn moves on it gets smaller. I assume your public admission was a mistake and that you thought you were mentioning it to Frostriese and I.</p> <p>The only path I can see towards you having a chance of victory (same for me), is the quick death of the Bird. Elvon refused to do this for the championship and hence he left. As I said, I will swap sides and attack the Borg immediately this happens.</p> <p>On the Borg collapse we join Frostriese. 4 left then with you, me and Frostriese on the same side. The Lizard will not survive.</p> <p>After that, there will be 3 left, so perhaps you and Frostriese will join against me... I don't know, you and I against CoM. That depends on how well we work together against the Lizard.</p> <p>Every turn that passes you die a little more and the Bird dies a little more with my rampaging Gorbies. Time is not on yours or my side.</p> <p>You can assist with the quick death of the Birds. We need 18 more planets, you could take a few on your border and stop laying minefields. We were close to a deal where the Bird would give its fleet to the Robot, but that seems not likely now.</p> <p>Anyway, that is my summary of the situation.</p> <p>Let me know what you think.</p> <p>GW</p>	148815	1	Empire(8) <> Robotic(9)
101	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>Nice ship names. But the one with the greek letters gives me a problem. Mog.. Gabe is what I read. But I thought maybe a curse or swearword in disguise. Could you please plain text it for me :-)</p> <p>Heiko</p>	151913	1	Lizard(2) <> Bird Man(3)
101	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	<p>I'm working through a 120 hour podcast on ancient Greek history. The name is Greek, "ἵνα ἔλθῃς καὶ αὐτοὺς ἡγήσῃς" means "Come and take them"... ;)</p> <p>Best, Max</p>	151914	1	Lizard(2) <> Bird Man(3)
101	2) The Lizards (hiko)	3) The Bird Men (maximus1776)	<p>:-) Thanks.</p> <p>Are you going through that out of interest or job reasons?</p> <p>Heiko</p>	151915	1	Lizard(2) <> Bird Man(3)
101	3) The Bird Men (maximus1776)	2) The Lizards (hiko)	<p>Just personal interest. I enjoy history, and have 2 hours of driving each day.</p> <p>Max</p>	151916	1	Lizard(2) <> Bird Man(3)
101	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>&gt;&gt; I will drop Safe Passage in next turn - will be effective when the client states T 102.</p> <p>Colonial Mine Sweep wird aktiv.</p>	151917	1	Lizard(2) <> Colonial(11)
102	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>so ein FC fÄ¼r die Webs wÄ¼re praktisch gewesen ... sonst sind meine Virgos nicht so richtig nah dran fÄ¼r dich ^^</p>	155071	1	Lizard(2) <> Colonial(11)
102	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>Ofering 40 planets! and I will help you to end the game pretty soon!</p> <p>If youlike the idea we just need to discuss couple of caviats</p>	155072	1	Lizard(2) <> Robotic(9)
102	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>Ok this is my new plan, I like trying that you and me survive this game!</p> <p>Unfortunetly Greywolf and frostriese are stuck in their greedy position if hiko and company agrees I can help you to attack borg and EE</p>	155073	1	Bird Man(3) <> Robotic(9)
102	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>I can empty a bunch o planets to you so you can take them with almost no effort. This is my last offer, if not I will accept the offer of frestriese and graywolf which I do not like at all, but will be my only chance in case you do not accept my offer</p> <p>SDK</p>	155074	1	Lizard(2) <> Robotic(9)
102	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>stimmt. Allerdings dachte ich, dass du fragst, bevor du rein fliegst :-)</p> <p>Und ehrlich gesagt war ich davon ausgegangen, dass du weiter im SÄ¼den operieren wÄ¼rdest. Ich finde die Zahl deiner Virgos in der Gegend recht klein, dafÄ¼r dass du vor hattest, Elvon heraus zu fordern.</p> <p>Ah, mein kleiner ist aufgestanden. Mehr spÄ¼ter.</p>	155075	1	Lizard(2) <> Colonial(11)

102	2) The Lizards (hiko)	9) The Robots (sudakan)	<p>Hi Sudakan, sorry for my late answer. RL issues. Of course I am always interested in ways to end the game soon (by winning, obviously, not by my death :-). Which kind of help do you have in mind? May I ask what this offer by GW and Frostie is?</p> <p>Regards, Heiko</p> <p>P.S: while we talk, I will continue my fights. There is simply no time for a temporary truce.</p>	155076	1	Lizard(2) <> Robotic(9)
102	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>well, is clear men. GW and Frost are here to win the game and their are not under attack so is clear they like to help me as much as possible to delay you, is also clear they are conspiring, however I will not give away their plains at least there are a strong reason for that. I am offering you 40 planets, offering you to take planets each turn that passes. In exchange I like you and your allie the crystal give me safe passage stop the attack to targets that are not the one I am given away. I like that you also do not attack the birdman. Then I will play with birdman to attack either GW or Frost, I can coordinate with you about that</p>	155077	1	Lizard(2) <> Robotic(9)
103	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>ok , you are not interested in negotiations, then I will try to give away as much of my resources to your enemies is the only think I can do that may be will hurt you at this time you seems unstoppable I hope you have to regret of not accept my proposal :)) SDK</p>	158147	1	Lizard(2) <> Robotic(9)
103	2) The Lizards (hiko)	9) The Robots (sudakan)	<p>I am always interested in real negotiations. It's just that your "offer" consisted of a bluff plus some sort of blackmail. And no substantial bidding except 40 planets, which means I get 40 instead of 90. Not a good deal. And now, after playing 4 turns, you decide to simply give away your fleet instead of fighting? How shall I put it... I cannot stop you from doing that, if that is your solution for this situation.</p> <p>Maybe consider giving some resources to the bird, the only player allied to you. Frostie and GW are attacking you, too, if you havn't noticed. You mostly fight with me because my front has the most contact points with yours.</p> <p>And maybe next time think a bit longer before accepting a replacement offer? This is a championship game, and it is played hard and fast. 4 turns is a really short time span to get this frustrated.</p> <p>Regards, Hiko</p>	158148	1	Lizard(2) <> Robotic(9)
103	9) The Robots (sudakan)	2) The Lizards (hiko)	<p>GUAGUAGUAG stop it there my friend! I did not need your MORALINA</p> <p>I am playing as I normally play. I am miking my point here, and using the almost inexistent strength of the robot.</p> <p>Of course you can take the 90 planets of my thanks to your crystal vasall.</p> <p>BTW, the fact that at turn 103 you have basically the whole menu of ships in your repertoire, including abilities like lay web show that this is kind of lose championship!</p> <p>Birdman is on his way to extintion, before that he will transfer to me his ships, I will have 3 fireclouds and the ability to transfer SSD to my eastern zone. I can give away my fleet in the south to the CoM as well. There is not purpose for me to waste time making turns when you have tremendous tactical and tenchnolgical and dyplomatic advantage. What do you want, I play tough so you look smart ? come on men? come we can back to negotiations?</p> <p>I was not trying to black mail you or bluff you, it is my only and only chance to survive and get some fun in the game. can you see that? there is not way I can stop you,, so my only way to negotiate with you is by make your life difficult by given away my stuff to your future adversaries.. Hope you understand that and re evaluate with more calm my proposal respectfully SDK</p>	158149	1	Lizard(2) <> Robotic(9)

103	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>please follow my attemp of negotiation with hiko</p> <p>Sudakan (The Robots) TURN 102  2 DAYS AGO  LIKE well, is clear men. GW and Frost are here to win the game and their are not under attack so is clear they like to help me as much as possible to delay you, is also clear they are conspiring, however I will not give away their plains at least there are a strong reason for that. I am offering you 40 planets, offering you to take planets each turn that passes. In exchange I like you and your allie the crystal give me safe passage stop the attack to targets that are not the one I am given away. I like that you also do not attack the birdman. Then I will play with birdman to attack either GW or Frost, I can coordinate with you about that</p>	158150	1	Bird Man(3) <> Robotic(9)
103	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>Hiko (The Lizards) TURN 103  ABOUT 2 HOURS AGO  LIKE I am always interested in real negotiations. It's just that your "offer" consisted of a bluff plus some sort of blackmail. And no substantial bidding except 40 planets, which means I get 40 instead of 90. Not a good deal. And now, after playing 4 turns, you decide to simply give away your fleet instead of fighting? How shall I put it... I cannot stop you from doing that, if that is your solution for this situation.</p> <p>Maybe consider giving some resources to the bird, the only player allied to you. Frostie and GW are attacking you, too, if you havn't noticed. You mostly fight with me because my front has the most contact points with yours.</p> <p>And maybe next time think a bit longer before accepting a replacement offer? This is a championship game, and it is played hard and fast. 4 turns is a really short time span to get this frustrated.</p> <p>Regards, Hiko Sudakan (The Robots) TURN 103  3 MINUTES AGO  LIKE GUAGUAGUAG stop it there my friend! I did not need your MORALINA</p> <p>I am playing as I normally play. I am miking my point here, and using the almost inexistent strength of the robot.</p> <p>Of course you can take the 90 planets of my thanks to your crystal vasall.</p> <p>BTW, the fact that at turn 103 you have basically the whole menu of ships in your repertoire, including abilities like lay web show that this is kind of lose championship!</p> <p>Birdman is on his way to extintion, before that he will transfer to me his ships, I will have 3 firelouds and the ability to transfer SSD to my eastern zone</p>	158151	1	Bird Man(3) <> Robotic(9)
103	9) The Robots (sudakan)	3) The Bird Men (maximus1776)	<p>so the idea was that if Hiko stop to attack I can send all my ships to the north to help you survive but it looks is not going to happens may be you like to have some input in this negotiation?</p>	158152	1	Bird Man(3) <> Robotic(9)
103	3) The Bird Men (maximus1776)	9) The Robots (sudakan)	<p>Sudakan,</p> <p>I appreciate your attempts at negotiation. However, I don't see what real leverage you or I have over Hiko. We have tried (before you entering the game) to ally with the EE, which was unsuccessful. The CoM are also not in a position to support an alliance. We do not have the strength between you and I to fend off the Lizards/EE/Borg/Crystals/CoM. The best we could do is possibly transfer ships to one of the remaining races to "spite" another race. However, I don't like that course of action. I am basically fighting the EE/Borg as they are my geographical enemies, and to somewhat "punish" the EE for not negotiating by taking out (or tying-up) his forces to give the Lizards an advantage. I use "punish" loosely, as it is really a meta-game action where I am trying to encourage players in future games to negotiate/ally with me, and to realize that I won't "lay down" if they don't.</p> <p>My meta-game goal is largely to weaken the EE a bit and give the Lizards a greater opportunity to win, thereby reinforcing for future championships that oversharing of tech to competent players in a solo-win game is a bad idea.</p> <p>Hopefully that makes sense... If you have better alternatives, let me know.</p> <p>Best, Max</p>	158153	1	Bird Man(3) <> Robotic(9)

103	7) The Crystal People (flaabes)	11) The Colonies (frostriese)	<p>Hallo Frostie,</p> <p>danke f��r Safe Passage, kann ich leider aus diplomatischen Gr��nden nicht erwidern, bin aber trotzdem friedlich!</p> <p>Viele Gr���e</p> <p>Flaabes</p>	158154	1	Crystalline(7) <> Colonial(11)
104	11) The Colonies (frostriese)	7) The Crystal People (flaabes)	<p>Moin.</p> <p>Ich w��rde dich liebend gerne von der Karte tilgen ... aber dein gro��er Bruder passt sehr gut auf dich auf ;-)</p> <p>SP ist reine Zweckehe um die Webs nicht zu sweepen aber die Robot Mines zu killen.</p> <p>Nimms nicht zu pers��nlich.</p> <p>Frostie</p>	160668	1	Crystalline(7) <> Colonial(11)
104	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>FYI -- meine Fighter haben alles gepustet ... viel Spass beim St��rmen der Bude</p> <p>Private message from: flaabes (The Crystal People) to: frostriese (The Colonies) Turn 103 ��c a day ago ��c Like</p> <p>Hallo Frostie,</p> <p>danke f��r Safe Passage, kann ich leider aus diplomatischen Gr��nden nicht erwidern, bin aber trotzdem friedlich!</p> <p>Viele Gr���e</p> <p>Flaabes frostriese (The Colonies) Turn 104 ��c 8 minutes ago ��c Like</p> <p>Moin.</p> <p>Ich w��rde dich liebend gerne von der Karte tilgen ... aber dein gro��er Bruder passt sehr gut auf dich auf ;-)</p> <p>SP ist reine Zweckehe um die Webs nicht zu sweepen aber die Robot Mines zu killen.</p> <p>Nimms nicht zu pers��nlich.</p> <p>Frostie</p>	160669	1	Lizard(2) <> Colonial(11)
104	7) The Crystal People (flaabes)	11) The Colonies (frostriese)	N��.	160670	1	Crystalline(7) <> Colonial(11)
104	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Danke f��r die offenen Worte. Hauptsächlich wegen dir halte ich Flaabes deutlich ��ber FoF. Wenn man unseren Vertrag genau liest und auslegt, ist er ja nicht davon gesch��tzt, auch wenn ich einen Angriff auf ihn nicht als freundlichen Akt sehen w��rde :-). Nur dass du weisst, dass ich weiss, dass ...</p> <p>Und danke f��r das sweepen. H��tte ich gewusst, dass Sudakan f��r Elvon kommt und dass er so unterirdisch spielen w��rde, h��tte ich mich alleine um den Robot gek��mmert. So ein paar Minenfelder, wenn sie nicht st��ndig nachgelegt werden, sind kein Hindernis.</p> <p>Aber Sudakan hat mal ein seltsames Verst��ndnis von diesem Spiel. Der Versucht echt mit Bluff und Erpressung eine "Einigung" mit mir zu erzielen. Hach, ich w��rde gerne noch mehr erz��hlen, aber das Bett ruft und morgen wird wieder ein harter Tag.</p> <p>Viele Gr���e, Heiko</p>	160671	1	Lizard(2) <> Colonial(11)
105	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	<p>Round 27 to you!</p> <p>Lucky it isn't a sprint and I got my lost Gorbies back!</p> <p>:)</p>	163167	1	Bird Man(3) <> Empire(8)

105	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	You can just think of it as me helping you to relocate your carriers (and giving you some extra PBP's)... ;)  Alas, I can't say the same for my Darkwings...!	163168	1	Bird Man(3) <> Empire(8)
105	9) The Robots (sudakan)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	Very easy, propose something interesting or just sit with me to see how the lizard win this game SDK	163169	1	Empire(8) <> Robotic(9) <> Colonial(11)
105	8) The Evil Empire (greywolf)	11) The Colonies (frostriese) 9) The Robots (sudakan)	Hi SDK,  As I said many many times, I will switch sides and attack the Borg as soon as the Bird drop.  How can you help that happen?  GW	163172	1	Empire(8) <> Robotic(9) <> Colonial(11)
105	11) The Colonies (frostriese)	8) The Evil Empire (greywolf) 9) The Robots (sudakan)	it's so easy that you can't do it as replacement?  Your predecessor fail the same.  Supreme Commander has a assumptions about the course of the game for the next 30 turns. They build a strategy and communication to influence the outcome.  imho - you fail to imagine what the other commanders need to change their plans. GW was very frankly about his price. I told you the same for my situation.  May be I overlooked it, but you don't send an answer on our messages.  Now you start complaining.  I was twice a replacement like you. I know your pain - overcome a elaborated diplomacy knot is very difficult.  My current mood is - grabing popcorn and end this game soon. I am tired to fight or prepare to fight these super combos of ships / abilities.	163176	1	Empire(8) <> Robotic(9) <> Colonial(11)
105	8) The Evil Empire (greywolf)	3) The Bird Men (maximus1776)	Hey Max,  I just had a thought come to mind.  Would you prefer a Lizard Emperor or EE?  GW	163177	1	Bird Man(3) <> Empire(8)
105	3) The Bird Men (maximus1776)	8) The Evil Empire (greywolf)	Hey GW,  To be clear, I would rather an EE Emperor. However, in this case, I'm not aiding that outcome for two reasons.  #1 - Hopefully help my future game chances of successfully negotiating an alliance, especially in solo win games. I want folks to know that I will not lay down and quit if they choose not to work together. If I did that here, it would set a bad precedent for the future. People may think that they could just negotiate me quietly out of the game. I did see a credible option of you/Elvon/myself having better chances against the Lizards than you and Elvon without me. Elvon obviously saw it that way as well.  Whether I actually get any mileage out of this choice in future games remains to be seen.  #2 - Make an example of oversharing with strong adversaries. I'm not as zealous for this as Elvon was, but it's still a distant second for me.  Max	163178	1	Bird Man(3) <> Empire(8)
106	11) The Colonies (frostriese)	2) The Lizards (hiko)	p227 -- ich tendiere zum nix tun, da der Sturm knapp nÄrdlich vorbeizieht.  FÄ¼r den Fall der Falle - transferiere ich Fuel in einen Taurus fÄ¼r den Plan X d.h. einen schnellen W7 Flug sÄ¼dlich.	165727	1	Lizard(2) <> Colonial(11)

106	8) The Evil Empire (greywolf)	11) The Colonies (frostriese)	Hi Frostriese,  How is your fleet going?  Are you getting a few good builds? The scoreboard is fairly telling.  GW	165728	1	Empire(8) <> Colonial(11)
106	11) The Colonies (frostriese)	8) The Evil Empire (greywolf)	I feel the pain of DM :) yes, I got some builds and pretty pride to claim some slots.  Unfortunately my "eco runing" skill is not at his best - that was semi good builds, but my constant building of fighters obfuscate my bad skill :)  No worries about the end game :(	165729	1	Empire(8) <> Colonial(11)
106	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ja, sehe ich auch so. Sollte er vorbei ziehen, gebe ich das fuel einfach zurÃ¼ck. Was hast du eigentlich bei Sudakan vor, greifst du ihn an? Kann ich die Flotte, die sich auf die andere Seite unserer Grenzlinie zurÃ¼ckzieht, danach ignorieren in dem Wissen, dass du dich darum kÃ¼mmerst? Heiko	165730	1	Lizard(2) <> Colonial(11)
106	11) The Colonies (frostriese)	2) The Lizards (hiko)	a) ok ... ich habe noch ne Menge ;-)  b) ich greife bald an  c) ja, kannst du ... magst du einen Web spendieren ... mit meinen Ressourcen?	165731	1	Lizard(2) <> Colonial(11)
106	2) The Lizards (hiko)	11) The Colonies (frostriese)	a) ich vergaÃ, dass fÃ¼r den Colonial Spritprobleme ein PAL sind. b) keine Eile, wollte nur nachhÃ¶ren c) bestimmt lÃ¤sst sich so was einrichten. Ob du das bezahlst oder nicht ist mir ganz egal. Bei zehn webs sÃ¤he das anders aus, aber eines spielt keine Rolle mehr in dieser Phase des Spiels.  Bald werde ich auch wieder planen kÃ¶nnen. Jetzt ist das Bad zwar (fast) fertig, dafÃ¼r muss die liegegebliebene Arbeit erledigt werden. ASAP. Deshalb komme ich auch erst jetzt so richtig zu meinen Zug (und eigentlich mÃ¼sste ich weiter korrigieren, aber... pssst, nicht meiner Frau verraten :-)	165732	1	Lizard(2) <> Colonial(11)
107	2) The Lizards (hiko)	11) The Colonies (frostriese)	Oha, schon wieder ein neuer Ionensturm. Aus dem Bauch heraus wÃ¼rde ich sagen, dass ich mich nicht weg bewegen muss. Aber mach du die Ansage!	167916	1	Lizard(2) <> Colonial(11)
107	11) The Colonies (frostriese)	2) The Lizards (hiko)	du meinst Sturm #153 ... nein - keine Gefahr ... selbst mit Merger passiert dir nix.	167917	1	Lizard(2) <> Colonial(11)
107	11) The Colonies (frostriese)	2) The Lizards (hiko)	s122 ist nur eine SicherheitsmaÃnahme weil ich meine Virgos bewege, richtig?	167918	1	Lizard(2) <> Colonial(11)
107	11) The Colonies (frostriese)	2) The Lizards (hiko) 7) The Crystal People (flaabes)	s461 traf eine Mine ... ist mmm noch aktuell?	167919	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
107	2) The Lizards (hiko)	11) The Colonies (frostriese)	Nein, ich habe da unten 6000 fuel abgebaut und will ihn nutzen. Dass mindestens ein FCC in der Gegend deiner Grenze ist, sollte klar sein. Nicht aus Misstrauen, sondern weil so ein groÃes Gebiet auch bearbeitet werden will. Ich bin relativ naiv und gehe davon aus, dass Menschen ihr Wort halten :-).  Ich habe mich schon lange gewundert, warum du so viele Virgos da in Gegend zeigst, anstatt sie zum Robot zu bewegen. Mit 15 turns KÃ¤ndigungsfrist kommen auch deine Cobols einmal quer durch das Universum, bevor ich irgendwelche Kampfhandlungen starten wÃ¼rde. Und, nur um das klarzustellen, dazu zÃ¤hle ich auch Aktionen durch VerbÃ¤ndete. Ich wÃ¼rde also nicht den Crystal vorschicken. Auch der mÃ¼sste 15 turns warten oder mein BÃ¤ndnis mit ihm wÃ¤re um.	167921	1	Lizard(2) <> Colonial(11)
107	2) The Lizards (hiko)	11) The Colonies (frostriese) 7) The Crystal People (flaabes)	Ich hÃ¶re mal nach. Sorry jetzt schon mal. Der kann sich Ã¼brigens zurÃ¼ck ziehen, da kommen keine Robotminen mehr.	167923	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
107	2) The Lizards (hiko)	11) The Colonies (frostriese) 7) The Crystal People (flaabes)	Ach, habe jetzt erst gesehen, dass Flaabes auch im cc ist. Dann muss ich nicht nachhÃ¶ren :-)	167926	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
107	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ok. Hoffen wir mal, dass er nicht stehen bleibt nach dem Merger.	167928	1	Lizard(2) <> Colonial(11)
107	11) The Colonies (frostriese)	2) The Lizards (hiko)	Ich bin genauso naiv ... ist nur die Gewohnheit, dass ich keine freie Seite lasse - es gibt hier schon schrÃ¤ge VÃ¶gel.  15 ZÃ¤ge reicht nicht ganz von SDK zu dir ;-)  Ich habe in diesem Spiel kein Verlangen mehr die Zusammenarbeit zu beerdigen ... ich war nur neugierig.	167929	1	Lizard(2) <> Colonial(11)
107	11) The Colonies (frostriese)	2) The Lizards (hiko)	soweit ich die Dinger verstanden habe, Ã¼bernimmt er das Heading vom StÃ¼rkeren - nur das Zentrum wird neu gesetzt.  Once we know that two storms merge, we have to compute the new position and size of the storm. It will keep the same Id number, warp factor and heading like the stronger of the two storms	167930	1	Lizard(2) <> Colonial(11)
107	7) The Crystal People (flaabes)	2) The Lizards (hiko) 11) The Colonies (frostriese)	mmm auf p107, ja, gilt mglw. nicht fÃ¼r #650? Ich kÃ¶nnte auf die anderen nahen Planeten ausdehnen?	167933	1	Lizard(2) <> Crystalline(7) <> Colonial(11)



107	11) The Colonies (frostriese)	2) The Lizards (hiko) 7) The Crystal People (flaabes)	dein nächster Planet zum Zentrum ... wenn du Planeten dazubekommt, kann sich das ändern ... oder ich in ein neues Web einfliege :P	167936	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
107	7) The Crystal People (flaabes)	2) The Lizards (hiko) 11) The Colonies (frostriese)	Egal ... ich belasse mmm und mach da die Biege (wie die Cats auch). Ich setze auf den in Frage kommenden Planeten auch mmm.	167939	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
108	2) The Lizards (hiko)	9) The Robots (open)	Just a reminder: If you don't want to be dropped, don't forget to mark your turn as ready.	170147	1	Lizard(2) <> Robotic(9)
109	9) The Robots (gnerphk)	2) The Lizards (hiko) 3) The Bird Men (maximus1776) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	Greetings, gentlemen. I'm here -- for the moment.  I want you to understand that, while I'm willing to honor all immediate deals, in general the Robots are open to all offers of diplomacy. The elimination of two successive former commanders is sufficient motivation for me to discard all luxuries like a slavish devotion to the letter of earlier agreements. Of course this doesn't mean I'm dropping all agreements, but instead that everything has become flexible and open to review.  Bear in mind that, in a previous war, I was delighted to play kingmaker for a deserving player. This has not changed.  There's a brief period during which I'll entertain offers from _every player_. You should be aware that I've already entered into detailed communication with two of you.  Make me an offer, gentlemen -- privately.	172429	1	Public
109	9) The Robots (gnerphk)	2) The Lizards (hiko) 3) The Bird Men (maximus1776) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	PS - Gnerphk at gmail dot com - please identify yourself.  This message box has become horribly corrupt.	172441	1	Public
109	9) The Robots (gnerphk)	3) The Bird Men (maximus1776)	What can I say, mate? You appear to be dead. The question now is, what can we salvage from your position?	172442	1	Bird Man(3) <> Robotic(9)
109	9) The Robots (gnerphk)	7) The Crystal People (flaabes)	I would request a brief period of Safe Passage while I get my feet under me. Any objection?	172443	1	Crystalline(7) <> Robotic(9)
109	9) The Robots (gnerphk)	6) The Cyborg (mike dowell)	We haven't run into each other before, I think. Do you see any things you and I might have in common this game?	172444	1	Cyborg(6) <> Robotic(9)
109	7) The Crystal People (flaabes)	9) The Robots (gnerphk)	Yes.	172445	1	Crystalline(7) <> Robotic(9)
109	9) The Robots (gnerphk)	7) The Crystal People (flaabes)	Excellent. I'll arrange to withdraw forces, and see if I can gift you something in exchange for the consideration.	172446	1	Crystalline(7) <> Robotic(9)
109	9) The Robots (gnerphk)	3) The Bird Men (maximus1776)	C'mon, mate; you're now the only player to NOT respond. You're not inspiring much in the way of loyalty here.	172447	1	Bird Man(3) <> Robotic(9)
109	7) The Crystal People (flaabes)	9) The Robots (gnerphk)	Hi Gnerphk,  yes was the answer to your question. There are objections. I am not giving you sp.  Greetings  Flaabes	172448	1	Crystalline(7) <> Robotic(9)
109	9) The Robots (gnerphk)	7) The Crystal People (flaabes)	Ah. Well, thanks for clarifying, at least. That would have been awkward for me next turn otherwise. :o)	172449	1	Crystalline(7) <> Robotic(9)
109	7) The Crystal People (flaabes)	9) The Robots (gnerphk)	Good luck! Help me kingmaking!?	172450	1	Crystalline(7) <> Robotic(9)
109	9) The Robots (gnerphk)	7) The Crystal People (flaabes)	I've made the offer to four players. Only Hiko has said no, and he's thinking about it. :o)	172451	1	Crystalline(7) <> Robotic(9)

109	3) The Bird Men (maximus1776)	9) The Robots (gnerphk)	<p>Greetings, and welcome to the game.</p> <p>I've been in the desert of the Southwest this past week with spotty access to internet, and just returned a few hours ago. Responding to a PM or game message via phone wasn't working out...</p> <p>I encourage you to read my past correspondence with Sudakan if you haven't already. Basically, I'm spending the rest of what little strength I have to weaken the Empire and the Borg. Elvon and I tried to broker an agreement with Greywolf to join against Hiko. Greywolf declined the offer of work with both Elvon and myself, and wanted me to give all my ships to Elvon so it could be a EE/Robot alliance instead of a EE/Robot/Bird alliance. Elvon and I did not see that as the best option, and Elvon wanted to make an example of Greywolf for oversharing tech with Hiko. I was generally of the same opinion, but not quite as vigorous as Elvon.</p> <p>Normally, I would want to see the underdog (EE) win, and would either help or get out of the way of that scenario. However, I'm mostly playing the metagame now. I think Elvon and I made Greywolf a good faith offer that had the most potential for Greywolf winning. My somewhat long-shot hope is to get mileage for penalizing Greywolf for not accepting that offer, so as to improve my odds of getting a willing party in a future game. I also believe that Greywolf expected me to lay down and let him take over my area without a fight after the negotiations failed. That would also be a moral hazard for me in a future game if the other party believes that I will not fight if an agreement is not reached. All of this likely will not make that much of a difference in a future game, but it seems to be the most utility-maximizing action for me at this point. To be clear, I have nothing personal against GW, and we are on very cordial terms (especially with being enemies).</p> <p>Barring some unforeseen and unlikely event, either Hiko or GW will win this game.</p> <p>Hiko seems to have the most influence over web placement, and has the resources, ships, and the will to win. I give him 60% chance to win, assuming that you join the EE/Borg alliance. 80% if you don't. The Crystal is a bit of a wildcard in this, and can change the dynamic if/when he chooses a side in the final showdown.</p>	172452	1	Bird Man(3) <> Robotic(9)
109	9) The Robots (gnerphk)	3) The Bird Men (maximus1776)	<p>Thanks for getting back to me, mate.</p> <p>Quickly: You're a dead man and you know it, which stinks but that's where we are. I'd appreciate it if you could bequeath me a ship or two, but no worries if not. I too am pretty surely deceased.</p> <p>I'm debating whether to aid Hiko or Frostie. Grey seems too duplicitous for my taste so screw him.</p> <p>Got to run -- more later.</p>	172453	1	Bird Man(3) <> Robotic(9)
109	3) The Bird Men (maximus1776)	9) The Robots (gnerphk)	<p>I'll send you my group of Fireclouds, which should help. My ability to chunnel shield strip is limited now. A Golem may be returned as well.</p> <p>Max</p>	172454	1	Bird Man(3) <> Robotic(9)
109	9) The Robots (gnerphk)	3) The Bird Men (maximus1776)	<p>Anything you can manage would be greatly appreciated, mate. You know how bad things are over here.</p> <p>I wish we'd been partners from the beginning, Max. I'll probably do more than die myself, but what the hell -- maybe I can sow some chaos to revenge us both. :o)</p>	172455	1	Bird Man(3) <> Robotic(9)
110	2) The Lizards (hiko)	9) The Robots (gnerphk)	<p>I just recalculated the fuel on your golems. And I misjudged the fuel on both carnages by 1kt and 5kt, or what? Dang. Not game deciding, but annoying. Patience is a virtue for a reason, I guess.</p>	174856	1	Lizard(2) <> Robotic(9)
110	3) The Bird Men (maximus1776)	9) The Robots (gnerphk)	<p><b>** Final Ship Transfer **</b></p> <p>I'll be hitting FoF in the next few turns. I'm taking FCC 43 to p64 arriving next turn (T111). I'm rallying most of my remaining ships to FCC 118 this turn, and will set the chunnel next turn. Take Cat 434 there if you want to go to p64. I'm giving you all the ships around p197, and hopefully Golem 337 and Resolute 527 as well if I have enough time (and FCC 118). I'm giving clans to one of your Cats next to p197. You don't have to do anything to move those Cats, as I'm towing them. Next turn, set either W0 or friendly code 043 to ride the chunnel the following turn. I have 23K MC on p64, and FC is set to "Bum" for when you get there. It's not the best position, but it's the best that we can get at this point. There is 736 fuel and 161 defense on the planet (no SB).</p> <p>I'll see what else I can do to help, but I have probably 2-3 turns left at best.</p> <p>Thanks, Max</p>	174857	1	Bird Man(3) <> Robotic(9)

110	9) The Robots (gnerphk)	3) The Bird Men (maximus1776)	Right. So I have no clue what you need me to do with which ships.  Far east, Tomcat has four X-Rays and can't capture a Pokemon, much less one of your worlds. It has no torpedoes and little fuel.  Center of your empire, I can see you're towing me about, but that's it.	174858	1	Bird Man(3) <> Robotic(9)
110	9) The Robots (gnerphk)	3) The Bird Men (maximus1776)	HA! Messages crossed. Excellent; sounds like a plan.	174859	1	Bird Man(3) <> Robotic(9)
110	3) The Bird Men (maximus1776)	9) The Robots (gnerphk)	Thanks, mate. Congratulations on your upcoming escape from the War. Free at last... (well, almost) My Planets pace the last year or two has been relatively grueling... I was in 4 games at once for a while trying to stay in #1 until Libra started (a few months late). I've also been finishing another masters degree, done in August. Looking forward to enjoying discretionary time again... However, I can't complain much to someone who played all 600 turns of Capricorn... ;-)  Cat 328 has been in right field for a while with no plan. Both p255/332 have FC "bum", and have fuel on both. p332 has about 18K MC as well.  Max	174860	1	Bird Man(3) <> Robotic(9)
112	9) The Robots (gnerphk)	3) The Bird Men (dead)	Godspeed, Max.	179375	1	Bird Man(3) <> Robotic(9)
112	11) The Colonies (frostriese)	9) The Robots (gnerphk)	I had not the time to answer your mails - and yes, if it were important to me, you have gotten a reply.  So after your last message I am no longer interested in any cooperation at any time in this war.  thanks for joining as replacement - have fun watching my destruction.  Frostie	179376	1	Robotic(9) <> Colonial(11)
112	11) The Colonies (frostriese)	3) The Bird Men (dead)	Fare well!  Good luck in the new sectors ... take a break, breathe deeply and engage new enemies!  cu ahead of time Frostie	179377	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
112	2) The Lizards (hiko)	3) The Bird Men (dead)	Goodbye Max, sorry to have been playing a part in your demise. If our starting positions had been closer together I would have offered you an alliance. Simply because you were so nice to me in the previous game. You are a very strong player and would probably have been a good ally. Regards, Heiko	179378	1	Lizard(2) <> Bird Man(3)
112	9) The Robots (gnerphk)	11) The Colonies (frostriese)	Heh. I won't be around for it, mate.  --And I want to make clear: I fully sympathize with a full life, and wish you well. Just... ya know, not here. Outside the War. :o)	179379	1	Robotic(9) <> Colonial(11)
112	7) The Crystal People (flaabes)	2) The Lizards (hiko) 11) The Colonies (frostriese)	FC-Synchronisation: p134 hat ebenfalls "mmm"	179380	1	Lizard(2) <> Crystalline(7) <> Colonial(11)
112	3) The Bird Men (dead)	2) The Lizards (hiko)	Hi Heiko,  No apologies necessary, my friend. I expected nothing less. That's just how the game turned-out this time.  I wish you all the best in the game going forward. It will be interesting to see how you and GW square-off and how the webmine situation settles out...  Take care, Max	179382	1	Lizard(2) <> Bird Man(3)
112	3) The Bird Men (dead)	11) The Colonies (frostriese)	Hi Frostie,  Thanks my friend... A break is looking good right now. Finishing a masters degree in the next month, and all of the discretionary free time will be a very nice change... :::)  Take care, and we'll see you next time!  Best, Max	179383	1	Bird Man(3) <> Colonial(11)

112	3) The Bird Men (dead)	9) The Robots (gnerphk)	Thanks my friend... Hopefully we'll have an opportunity to play together in a more substantive way someday after my break.  On the bright side, I'll have more time to engage in meaningful political and current events banter on the Feed... ;-)  Take care, Max	179384	1	Bird Man(3) <> Robotic(9)
112	9) The Robots (gnerphk)	3) The Bird Men (dead)	Heh. Sounds like fun. :o)  You should look me up on Facebook. We have some excellent debates out there -- and it's polite, even between Bernie Bros and MAGA guys. Never seen such a thing.  <a href="https://www.facebook.com/john.simpson.75436531">https://www.facebook.com/john.simpson.75436531</a>	179385	1	Bird Man(3) <> Robotic(9)
113	8) The Evil Empire (greywolf)	2) The Lizards (hiko)	The Evil Empire (greywolf) has revoked their intelligence information sharing. We can no longer see information from their ships and scans.	179388	1	Lizard(2) <> Empire(8)
113	9) The Robots (gnerphk)	3) The Bird Men (dead) 8) The Evil Empire (talespin)	The Robotic Imperium (gnerphk) has revoked their intelligence information sharing. We can no longer see information from their ships and scans.	179391	1	Bird Man(3) <> Robotic(9)
113	9) The Robots (gnerphk)	6) The Cyborg (mike dowell) 8) The Evil Empire (greywolf)	The Robotic Imperium (gnerphk) has granted us safe passage through their space and minefields.	179392	1	Cyborg(6) <> Robotic(9)
113	9) The Robots (gnerphk)	11) The Colonies (frostriese)	The Robotic Imperium (gnerphk) is no longer granting us safe passage through their empire.	179393	1	Public
113	9) The Robots (gnerphk)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (greywolf) 11) The Colonies (frostriese)	Well, now, gentlemen -- That was an interesting turn. Quite a few explosions there.  I presume you all can see it, but I cannot. What did I miss?  --Come now; it's not as though I can do anything about it. I'm merely a curious observer.	181834	1	Public
113	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (greywolf) 9) The Robots (gnerphk)	me too ... someone has a good and others a bad day ... curious whos who	181844	1	Public
113	2) The Lizards (hiko)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese) 6) The Cyborg (mike dowell) 9) The Robots (gnerphk) 7) The Crystal People (flaabes)	That was the sound of a backstab. My longtime ally Ross (AKA Greywolf) has broken his word and our contract. Given all the support I have given him it was not the nicest thing of him to do. Especially without trying to talk to me first or giving any sort of notification.	181849	1	Public

113	8) The Evil Empire (greywolf)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	<p>Hi Everyone,</p> <p>This is just an in-game message to the 6 of us left to keep it out of the public activity feed.</p> <p>Some of you are wondering about the explosions and the scoreboard change that has occurred and I want to explain my actions to all. I have either taken back my ships on hissing loan or killed them. What wasn't mine, I have given back to Hiko. I have deliberately left a Crystal ship alive in case they would like to work with me which is highly unlikely.</p> <p>Hiko and I had a long standing agreement that we would both head towards victory and when it was obvious that one of us had won, we would accept that or if we disagreed we could challenge the other to attempt to head towards victory.</p> <p>I got time over the weekend to review the map in miniscule detail and I noticed that all the main clusters of the Robot were swamped in webmines. Flaabes through the Lizard and I has exacted his revenge. The Birds and Robots are dead and effectively Hiko has won the game. Sorry Gnerphk, but it would take a miracle for you to survive. "Have fun storming the castle"</p> <p>So basically my alliance with Hiko has ended. Whilst I agree he has won, I have expressed to him over time that I personally do not agree with his methods. We do have different approaches to the game and I personally do not feel he is worthy of the crown at the moment. He had full visibility of my fleet and can see I have not done any preparation to attack. In this turn, I have not moved to prepare to attack Hiko. We are both completely unprepared for a war against each other.</p> <p>My forces are small in comparison to his and I expect I will not survive, but I actually believe if Hiko does reach 250 planets, he will be an extremely worthy Emperor. I will definitely do what I can to make him worthy of the title.</p>	181851	1	Public
113	2) The Lizards (hiko)	8) The Evil Empire (greywolf) 11) The Colonies (frostriese) 6) The Cyborg (mike dowell) 9) The Robots (gnerphk) 7) The Crystal People (flaabes)	<p>I have an extremely strong view on integrity, and I feel my actions do most my own integrity test. I do not feel being backstabbed is one thing, but this message is a slap in my face and has to be answered. You could have said that this is a champgame, bad luck to you, lets fight. But no, you wrote this. So here my reply:</p> <p>Why did you write it? There are for me three possible reasons I can think of:</p> <ol style="list-style-type: none"> <li>1.You want to appear to other players in a way that they could still trust you and give support to you.</li> <li>2.You want to keep your honor and integrity at least partially intact in front of others.</li> <li>3.You want to convince yourself you kept your honor and integrity intact.</li> </ol> <p>Point one is fully understandable, but still you do it at my cost and hurting my feelings, so find my answers below.</p> <p>Point two: if you really wanted that, you would have simply put it into a public message.</p> <p>Point three: That's only human.</p> <p>The rest of my answer is in line below.</p> <p>&gt; Hi Everyone,</p> <p>&gt; This is just an in-game message to the 6 of us left to keep it out of the public activity feed.</p> <p>&gt; Some of you are wondering about the explosions and the scoreboard change that has occurred and I want to explain my actions to all. I have either taken back my ships on hissing loan or killed them. What wasn't mine, I have given back to Hiko. I have deliberately left a Crystal ship alive in case they would like to work with me which is highly unlikely.</p> <p>This is debatable and I disagree. But lets not bore everyone counting hiss ships. These really don't matter.</p> <p>&gt; Hiko and I had a long standing agreement that we would both head towards victory and when it was obvious that one of us had won, we would accept that or if we disagreed we could challenge the other to attempt to head towards victory.</p>	181860	1	Public
113	9) The Robots (gnerphk)	2) The Lizards (hiko)	The private nature of your last message was appropriate. From a standpoint of propriety, I approve.	181862	1	Lizard(2) <> Robotic(9)
114	2) The Lizards (hiko)	8) The Evil Empire (greywolf)	The Lizard Alliance (hiko) has revoked their intelligence information sharing. We can no longer see information from their ships and scans.	181869	1	Lizard(2) <> Empire(8)
114	7) The Crystal People (flaabes)	2) The Lizards (hiko)	The Crystal Confederation (flaabes) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.	181870	1	Lizard(2) <> Crystalline(7)
114	6) The Cyborg (mike dowell)	9) The Robots (gnerphk)	Sorry about your ship the minefields FC jal	184043	1	Cyborg(6) <> Robotic(9)
114	9) The Robots (gnerphk)	6) The Cyborg (mike dowell)	acknowledged	184044	1	Cyborg(6) <> Robotic(9)

115	11) The Colonies (frostriese)	7) The Crystal People (flaabes)	s427 hat 200kt bekommen.	186525	1	Crystalline(7) <> Colonial(11)
115	7) The Crystal People (flaabes)	11) The Colonies (frostriese)	Wie sieht es jetzt mit Safe Passage aus ... hast du wieder was frei ^^ Ja, hast Du Orders fÄ¼r s427?	186526	1	Crystalline(7) <> Colonial(11)
116	11) The Colonies (frostriese)	7) The Crystal People (flaabes)	Mike braucht noch SP fÄ¼r einige Turns, dann? Ich denke, dass mit dem Borg Ändert sich dramatisch jetzt :-)	188979	1	Crystalline(7) <> Colonial(11)
116	7) The Crystal People (flaabes)	11) The Colonies (frostriese)	Offensichtlich ja. Setze jetzt tSP fÄ¼r Dich. Was ist mit s427?	188980	1	Crystalline(7) <> Colonial(11)
116	11) The Colonies (frostriese)	7) The Crystal People (flaabes)	Ziehe nach (2744, 1668) ... wieviel Torps hast du noch an Bord? und welchen Typ?	188981	1	Crystalline(7) <> Colonial(11)
116	9) The Robots (gnerphk)	6) The Cyborg (mike dowell)	Whose Firecloud just died?	188982	1	Cyborg(6) <> Robotic(9)
116	11) The Colonies (frostriese)	2) The Lizards (hiko)	Wenn ich dir mit Virgos aushelfen kann ... lass es mich wissen.	188983	1	Lizard(2) <> Colonial(11)
116	2) The Lizards (hiko)	11) The Colonies (frostriese)	Gerne. Lass uns in Ruhe am WE darÄ¼ber reden. Hier passiert gerade wieder so viel in der Diplomatie. Ach, du bekommst das vermutlich gar nicht mit, wolltest ja aus der Emailgruppe raus. Ross hat angeK¼ndigt, auszusteigen. Glaube ich aber erst, wenn ich es sehe. Er hat schon in der Vergangenheitsform von seinem Ausstieg geschrieben, ist aber noch da. Ich schicke dir nachher mal ein paar mails weiter, musst sie ja nicht lesen, falls du nicht willst.	188984	1	Lizard(2) <> Colonial(11)
117	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	Is there anybody out there? Am I missing something?	191478	1	Public
117	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 9) The Robots (gnerphk)	I am still here ^^ while the Admins searching for a new Dark Lord in command of the EE fleet, we can fine tune or turn data and doing house keeping stuff.	191487	1	Public
117	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	Enjoy the extra break and relax a while in the purple ^^ OK, recently I had some problems with ny spam filters and apologize if you adressed me and got no answer.	191492	1	Public
117	11) The Colonies (frostriese)	7) The Crystal People (flaabes)	Noch ohne Antwort von dir ^^  >> frostriese (The Colonies) Turn 116 â€œ 12 days ago â€œ Like Ziehe nach (2744, 1668) ... wieviel Torps hast du noch an Bord? und welchen Typ?	191493	1	Crystalline(7) <> Colonial(11)
117	7) The Crystal People (flaabes)	11) The Colonies (frostriese)	Du siehst ihn? Kam nicht weiter. 55 mk8, kann 167 scoopen.	191494	1	Crystalline(7) <> Colonial(11)
117	11) The Colonies (frostriese)	7) The Crystal People (flaabes)	nicht scoopen ... flieg auf eine Koordinate deiner wahl im Umkreis von 4 ly ... mein Cobol interceptet.	191495	1	Crystalline(7) <> Colonial(11)
117	7) The Crystal People (flaabes)	11) The Colonies (frostriese)	Wir schauen was wir anstellen, wenn der Host wieder startet ^^ OK, 2746,1668	191496	1	Public
117	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	Is it again me alone who misses something? Is there any information about the perspectives of this game? Two weeks without notification, I find this is at least impolite.	191497	1	Public
117	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 9) The Robots (gnerphk)	the Admins prefer the silent mode of operations ... I assume that they work hard to find a replacement.  Normally they asked the Top Officers of that open spot and starts then to ask the Mercs (the players with the highest ranking in all races).  And I expect that most of the asked players don't want to join a late champ game ... with all the detail knowledge in their mind from the public feed.  It will be a pick more or less out of the blue for the most of us here and in the feed.  Giv them the time to find a suitable replacement or make a wise decision, if no one would like to join.	191506	1	Public
117	9) The Robots (gnerphk)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	I agree; it's not polite.  I've been quietly asking the top Mercs if they've been invited to join. Thus far, I've seen no indication they've even been asked. I'm pretty sure Joshua's overextended and Beefer has limited authority.  But what could we do? I mean, sure, we could all resign or something -- but that would hardly be fair to Hiko.  Is anyone on speaking terms with Emork or Batman? If they requested the position, it would be tough to deny them.	191511	1	Public

117	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	My opinion: If somebody resigns out of ingame reasons he must not be replaced.	191516	1	Public
117	2) The Lizards (hiko)	11) The Colonies (frostriese) 6) The Cyborg (mike dowell) 9) The Robots (gnerphk) 7) The Crystal People (flaabes)	<p>I find a game with a non-communicating host difficult, too. Like the unanswered request for a christmas break, e.g. All players agreed, but the host didn't care. This disregard for our RL is not nice.</p> <p>I would like to start a discussion amongst us about going to two hosts per week. But I believe this task to be pointless if the host is not talking to us.</p> <p>@Flaabes: your remark about replacements. From a RL point of view I totally agree with you. If e.g. Emork would come into the EE spot, this would seem pretty unfair to me. I spent so much RL time to come this far and when an opponent gives up, a replacement comes in who is not as tired as I am.</p> <p>If Djokovic plays Federer for 4 hours and Federer resigns, no one would think of sending in another player.</p> <p>I am aware that in-game reasoning is different. But my biggest problem with this game is RL-time. I played this more like a sprint and not like a marathon, which I probably should have.</p>	191520	1	Public
117	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 9) The Robots (gnerphk)	<p>nice comparison with Federer vs Djokovic ^^</p> <p>the Sprint / Marathon thingy should be discussed ... the challenge is ... how to safe RL time and stay competitive with ingame diplomacy ... I have not found the right adjustment of the lever</p>	191526	1	Public
117	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	It's not only nice, it's totally true. Those, who resigned, abandoned their place and thus offered the remaining their belongings. Noone else deserves heritage.	191531	1	Public
117	9) The Robots (gnerphk)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	<p>When it's a case like the Robots, @Flaabes, I can agree. Get a caretaker (like me), sit and wait. But when it's someone big like the Empire...</p> <p>Thing is, what Ross did to us was morally wrong. He wasn't a bad man; he just let us down. It's justifiable because RL comes first and he's responsible for his own life first.</p> <p>So when you've got a bad situation like that, what you really want is someone to come in and fill his shoes. It's the least worst outcome.</p> <p>In this game, it won't really matter. We're coasting to the end. But if the replacement is a fighter, we'll see something very different. Which isn't fair to anyone here (except possibly me, but why should I count?) but it's still the least worst thing going forward, at least in principle.</p> <p>In practice, however, I think we just do a vote-to-win and call it good. If you all agree, we all use the Contact button and do just that.</p>	191536	1	Public

117	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	<p>Good day, Commanders,</p> <p>I'd like to say that I am sorry your game has gone like this; I hope you're still having some sort of fun. You deserved to be here, so I hope it's enjoyable for you on some level.</p> <p>There are a few things I'd like to be clear on:</p> <ol style="list-style-type: none"> <li>1. I will not go down without a fight.</li> <li>2. All previous deals are off the table.</li> <li>3. I'm open to discussing any type of new negotiation.</li> </ol> <p>Personally, I don't feel worthy to be here, certainly not to take over from such a solid player as my predecessor, but I was next on the Merc list and here I am. However I got here, I will still do my best, even against such overwhelming odds (web-backed Hiko is scary!). I aim to at least fight my way to an honourable death. I will see you on the battlefield, Gentlewarriors (or maybe not so gentle? lol).</p> <p>Take care.</p> <p>Talespin</p>	191537	1	Public
117	8) The Evil Empire (talespin)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>Well, first message of the game: Is it possible to sue for peace from you?</p> <p>Take care.</p> <p>Talespin</p>	191543	1	Lizard(2) <> Empire(8)
117	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	<p>Hi Gnerphk,</p> <p>I'm in the process of reviewing everything. I see we are both granting Safe Passage. Do you want to discuss terms of an agreement between you and I?</p> <p>I'm concerned that my predecessor didn't seem to make any effort to save the Bots. It seems to me like working with the Bots and keeping them alive would be a solid move to counter the webs. What are your thoughts? Do you think you're done for over there? Do you think it's just the Crystals coming at you or do you think it's both Crystals and Lizards?</p> <p>Take care.</p> <p>Talespin</p>	191544	1	Empire(8) <> Robotic(9)
117	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	<p>Hi Frostie,</p> <p>I guess you're not going to throw free ships at me this game, right? lol Anyway, I don't know what was discussed before, but I'm open to negotiations. Are you putting your time into this game or do still not have time for this one?</p> <p>Take care.</p> <p>Talespin</p>	191545	1	Empire(8) <> Colonial(11)
117	8) The Evil Empire (talespin)	7) The Crystal People (flaabes)	<p>Hi Flaabes,</p> <p>I thought I'd send you a message and give it a try. How strongly are you rooted to the Lizards? Do you have a price for your loyalty?</p> <p>Take care.</p> <p>Talespin</p>	191546	1	Crystalline(7) <> Empire(8)



117	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>I see that we are both granting Safe Passage, and also that we are working together more closely than others. Are you interested in discussing a new treaty between you and I?</p> <p>Take care.</p> <p>Talespin</p>	191547	1	Cyborg(6) <> Empire(8)
117	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	<p>Yes I am</p> <p>So I'll fill you in on a little history I was allied with the Birds he was allied with the Robots they cut my legs out from underneath me early. The Empire and Lizards were allies and offered to come help me .</p> <p>Once the Birds fell the Empire broke from the Lizards I decided to join the Empire</p> <p>I'm little more than a nuisance to Hiko</p> <p>I channeled some of your fleet into the heart of Hiko territory.</p> <p>You've provided me with a couple of SSD to take enemy SB. with .</p> <p>In the north trying to create logistic problem</p> <p>I would like to channel SSD 300 north to help with that?</p>	191548	1	Cyborg(6) <> Empire(8)
117	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	<p>Hi.</p> <p>thank you for joining this War as replacement ... you will learn a lot for your 1st real war. I joined two CS before I play this one ^^</p> <p>You will not get any ships for free - but I have some available for trades ++</p> <p>Take your time and review the game carefully ... you have a lot of open knots to put together.</p> <p>Pretty sure that Hiko and Mike will ask you about your course of actions :)</p> <p>I will listen to any suggestions you have in your mind.</p> <p>Joining your war against Lizards will not be possible in the short run.</p> <p>Good luck and thank you for joining Frostie</p>	191549	1	Empire(8) <> Colonial(11)
117	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>es gibt wieder einen Dark Lord :)</p> <p>GrÃ¼Ãe von Norderney Frostie</p>	191550	1	Lizard(2) <> Colonial(11)
117	2) The Lizards (hiko)	8) The Evil Empire (talespin)	<p>Hi Talespin,</p> <p>yes, it is.</p> <p>If you try to read up the old messages, nearly everything really interesting went via Email. And I guess GW is not filling you in, the way he went out and changed his Email adress afterwards ;-)</p> <p>If you want to contact me via email: *****</p> <p>A short summary of my point of view: I had a long running agreement with GW from which he profited greatly. To verify, use the time machine and you will see the hiss and the webs against birds and the early turns against the pirates when I sent my first Trex and two lokis and precious cash. His "thank you" was a classic backstab once it seemed clear that I was ahead of him. He tried to justify his actions (or maybe push me to a rage-quit, he used solely semi-public messages, didn't contact me one on one) and after that didn't work out... he left. Just my point of view, of course.</p> <p>That is why I am open to a peace agreement. It would reinstate the status quo like it was before the attack. Obviously I would want my planets back.</p> <p>If you are really interested we can talk some more. And I can fill you in a bit more about the background.</p> <p>Regards, Heiko</p>	191551	1	Lizard(2) <> Empire(8)

117	7) The Crystal People (flaabes)	8) The Evil Empire (talespin)	Hi Talespin,  welcome. Well, price depends upon your demands or offers. What are those?  Regards  Flaabes	191552	1	Crystalline(7) <> Empire(8)
117	9) The Robots (gnerphk)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 11) The Colonies (frostriese)	Welcome, Talespin.  Permit me to assure you: You are worthy to be here. You earned it. You, sir, have the heart of a champion.  May fortune favor you, sir.	191558	1	Public
117	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	Lizards owns the Crystals, and is using him like a sock puppet. To speak of one is to speak of both; Hiko issues detailed orders, and they are followed perfectly. And Hiko plays a very skilled Crystal as well as a solid Lizard.  It would be wise to preserve the Robots as long as possible for one simple reason: Unlike my predecessors, I've taken steps to fully defend most of my worlds and bases. When FoF claims me, many 60/200 starbases will vanish. Until then, I'll be killing battleships with pleased delight.  Having observed this, it's also worth mentioning that Hiko could win instantly if he simply absorbs the Crystal. I admire your stance, but right now you're facing near-impossible odds because of things you had no control over.  I offer you my assistance, such as it is. My advice is that you convince Frostriese to stop attacking me so he has a fleet to face the Lizards with. You would also do well to conciliate the Cyborg, who seems honorable, and with whom I've managed a peace.	191559	1	Empire(8) <> Robotic(9)
117	9) The Robots (gnerphk)	6) The Cyborg (mike dowell)	At the moment, I'm making a peace with our new Empire. I personally hope the two of you will do the same; Talespin is a good man in an impossible position.	191560	1	Cyborg(6) <> Robotic(9)
117	9) The Robots (gnerphk)	2) The Lizards (hiko) 7) The Crystal People (flaabes)	Hiko: It strikes me that this game would end swiftly if you simply absorb the Crystals, plus what offers easily from my worlds. Talespin is a good man and an honorable one, and he's in an impossible position; I would spare him and you from the battle that's coming.	191561	1	Lizard(2) <> Crystalline(7) <> Robotic(9)
117	8) The Evil Empire (talespin)	7) The Crystal People (flaabes)	Specifically, we're talking about betraying the Lizards. What would it take for such a thing to occur?	191563	1	Crystalline(7) <> Empire(8)
117	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	I get that you don't want to engage the Lizards, but what about the Crystals? What would it take to get you to stop attacking the Bots and fight the Crystals? He's very close to FoF and that would change the battlefield for everyone of us.	191564	1	Empire(8) <> Colonial(11)
117	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Hi Mike,  Thanks for the history. That brings us to now. Where do we stand?  If we're to continue a peace treaty, I need more information of what's happening back there. There appears to be Crystal webs, plus Crystal and Lizard planets. What's going on there?  Would you be willing to give Shared Intel for 1 turn? Coming into the game so late, I feel blind. It would be helpful to have a view of the back end of my empire.  Talespin	191565	1	Cyborg(6) <> Empire(8)
117	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	To be honest, it would be hugely beneficial if you could share intel for 1 turn. Then I could gauge whether or not I could come support you. People often say the Bots stink against the Crystals (low beam count, sure), but I feel they are one of the best. Stop the Crystals from moving around and they can't manage webs as easily.  The Lizards seem to be eager for peace with me, which leads me to think that he just wants time and space to take you out for the win.	191566	1	Empire(8) <> Robotic(9)
117	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	Sharing. Don't bother to reciprocate.  And yes, that's his goal.	191567	1	Public
117	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	I've set share Intel. I'm taking the last crystal planet in that area this turn That leaves six lizard planets all SB You should have a SSD around one of them have you taken it	191568	1	Cyborg(6) <> Empire(8)
117	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Thank you. Do the Crystals or Lizards have ships back there?	191569	1	Cyborg(6) <> Empire(8)

117	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	Thank you. I'll see if I can get my brains to align with my heart :)	191575	1	Public
117	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	I have another question: What's the plan for p252? Do you plan to bring in Cubes?	191576	1	Cyborg(6) <> Empire(8)
117	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	Are you sweeping for the Lizards? I see your Geminis with his fleets. Webs is one thing, but if he has Colonial sweeping too...	191577	1	Empire(8) <> Colonial(11)
117	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Have you seen any evidence of the Colonies sweeping for the Lizards/Crystals?	191578	1	Empire(8) <> Robotic(9)
117	7) The Crystal People (flaabes)	8) The Evil Empire (talespin)	Making me emperor?	191579	1	Crystalline(7) <> Empire(8)
117	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	Not as you mean it, no. Frostie sweeps wherever he is, because that's what Frostie does. Hiko is wise enough to take advantage of it, but I don't believe he asks anything for the service.	191580	1	Empire(8) <> Robotic(9)
117	8) The Evil Empire (talespin)	7) The Crystal People (flaabes)	Are the Lizards making you emperor for your services?	191581	1	Crystalline(7) <> Empire(8)
117	7) The Crystal People (flaabes)	8) The Evil Empire (talespin)	That was not the question. You asked my price. To shorten this up now the game restarts: I will stick to my arrangements with Hiko, I hope you'll understand.	191582	1	Crystalline(7) <> Empire(8)
117	8) The Evil Empire (talespin)	7) The Crystal People (flaabes)	I do not understand your stance on that, no, but it's your choice. I had to try, anyway :)	191583	1	Crystalline(7) <> Empire(8)
			Take care.			
			Talespin			
117	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	we have very limited access to Colonial sweeping - be ensured that I get something in reward ... and this treaty is stone old - I regret it, but the current battlefield doesn't allow me to change it shortly.	191584	1	Empire(8) <> Colonial(11)
			Stopping Robot warfare will reduce my chances to win the game and I will not profit from a fighting Robot.			
			Crystal planets are very deep into Lizzard area ... I have to fly 3-4 turns visible to Hiko ... in conjunction with MBRs, FCCs and Webs ... I will run into a nasty ambush and will not kick the Crystal.			
			This approach was three times suggested by EE and Robot commanders ... no chances that I commit suicide while you watching ^^			
			Good luck and keep a good spirit to continue the impressive logistic masterpiece by GW!			
117	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	Just exploring different avenues. :)	191585	1	Empire(8) <> Colonial(11)
118	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	The Cyborg (mike dowell) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.	191587	1	Cyborg(6) <> Empire(8)
118	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	The Robotic Imperium (gnerphk) has offered us an intelligence sharing agreement. Their central intelligency agency is giving us information about the location of their ships and enemies.	191588	1	Empire(8) <> Robotic(9)
118	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Well sh**...	194355	1	Empire(8) <> Robotic(9)
			I was planning on moving into see if I could defend you, but now that I can see everything, I don't think it would be possible. I could push from the centre or chunnel with the Borg from the north part of your empire, but it just wouldn't be enough, not with FoF coming at you so quickly.			
			If only your Firecloud was further south...			
118	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	Lots of If Onlies for me.	194356	1	Empire(8) <> Robotic(9)
			Honestly, I don't envy your position. Hiko's likely going to win by the time you get things sorted. Still, if I can help in any way, just sing out; I'll do my best for you.			
118	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	How much fight do you have in you? :)	194357	1	Empire(8) <> Robotic(9)
118	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	â€œAll is not lost: the unconquerable will, and study of revenge, immortal hate, and the courage never to submit or yield.â€	194358	1	Empire(8) <> Robotic(9)
118	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	And that plus forty Heavy Phasers and I can do some damage.	194359	1	Empire(8) <> Robotic(9)

118	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	<p>I think my predecessor prematurely quit, but as you say, war fatigue enacts a toll. ) You guys in Capricorn were insane.) There's still a lot of firepower under EE control. Before this game ends, I would like to put my 300+ Heavy Phasers and 10000+ fighters to use. (I wish I could develop this good!) I've already learned a few things for my own games.</p> <p>Moving on, I'm going to trust you. Please don't betray me either through leaking information or taking advantage. I'm full aware that you are also in this to win, but a betrayal at this point would hand the game to the Lizards.</p> <p>I realize this is potentially hopeless, but I am going to try anyway. From my point of view, there are two keys to a comeback: Saving you and Killing the Crystals.</p> <p>The one thing on our side is that the Lizards, Crystals, and Colonies are all taking planets from you, so no one gets them all and it buys us some time.</p> <p>I'd like to offer you 8 planets to help keep you alive. They are inside this box: p124-302-426-48. That will help cushion you against the advance of three players (oof!). None of the planets will give you much resistance. That Dark Wing could probably take them easily enough. I would like 4 of them back, if we're able to get you back on your feet.</p> <p>If you can hold that flank, I'll throw everything I have into taking out the Crystals. Once they are dead, Lizard Hunting Season is open.</p> <p>What are your thoughts? Any ideas or suggestions?</p> <p>Take care.</p> <p>Talespin</p>	194360	1	Empire(8) <> Robotic(9)
118	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>Thanks for the intel. I'm impressed that you still have so many planets with so few ships!</p> <p>I'd like to continue working with you. I'm going to try to fight back against the Lizards, and I need you to hold the p467 area. I do plan to move a few more Gorbies that direction to help defend there, but right now, it's up to you.</p> <p>Other than that, I'd like to try to keep the Bots alive. The longer they stay alive, the easier it will be for us.</p> <p>What are your thoughts? Any ideas or suggestions?</p> <p>Take care.</p> <p>Talespin</p>	194361	1	Cyborg(6) <> Empire(8)
118	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	<p>6 of the planets you could take with a low tech CP.</p> <p>P13 has 73 DPs</p> <p>P48 has a starbase, but I can remove the clans.</p>	194362	1	Empire(8) <> Robotic(9)
118	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	<p>And I agree, GW did an amazing job logistically. Over 300+ Heavy Phasers and 10000+ fighters. It's a shame he didn't use it.</p>	194363	1	Empire(8) <> Colonial(11)
118	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	<p>I noticed some of the carriers around P53 are from the planetary cluster where P316 is located</p> <p>I'll move more firepower two P467 area</p>	194364	1	Cyborg(6) <> Empire(8)
118	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	<p>That's interesting to know. That makes me wonder how many actual battle ships the Lizards really have. That military score is bolstered by starbases with fighters. It seems like he brought a lot of those ships to the west to just make a "show of strength".</p> <p>Although I could be entirely wrong and he has many many powerful ships lol He's certainly got at least 30 LCCs.</p> <p>Anyway, thanks. I'm going to make a move. Hopefully I can mobilize fast enough before he reaches 200 planets.</p>	194365	1	Cyborg(6) <> Empire(8)

118	8) The Evil Empire (talespin)	2) The Lizards (hiko)	<p>Hi Hiko,</p> <p>I'm going to have to withdraw peace talks. I'll never be a player who sits by and watches another player win (unless we're on a team, of course). Believe me, I fully expect you to slaughter me with your 200+ ships and allies, but I just can't let all this firepower that GW built go to waste.</p> <p>Anyway, just giving you a heads. I look forward to learning from my dismantlement :D</p> <p>Take care.</p> <p>Talespin</p>	194366	1	Lizard(2) <> Empire(8)
118	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Oh, I should also give you a heads up that I'm going to pull out of p252. Is there a lot of fuel there that we don't want in Lizard hands?	194367	1	Cyborg(6) <> Empire(8)
118	2) The Lizards (hiko)	8) The Evil Empire (talespin)	<p>Thank you for your notification. I already thought so. And I understand, I would act the same.</p> <p>We will see how this ends. I have had RL issues with the intensity needed to play Libra. A few weeks ago I was close to quitting, but the break was good and now I can imagine to play on. GWs backstab was a real blow to me, since he knew about my RL time problem and this war with the EE will complicate and very much prolong the game.</p> <p>Regards, Heiko</p>	194368	1	Lizard(2) <> Empire(8)
118	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	No fuel	194369	1	Cyborg(6) <> Empire(8)
118	8) The Evil Empire (talespin)	2) The Lizards (hiko)	<p>That's such a crappy situation for both you and Greywolf to be in. I hope you can come out of this feeling positive, in the end.</p> <p>Believe me, I've debated about whether fighting you was the right thing or not. I'm certainly not afraid to fight you or to lose, but part of me feels like I'm trespassing on everyone's game. On the slim chance that I fought you off, how would everyone feel about that? Really, Greywolf should get some awesome credit for surviving and developing so well with the EE. I have 300+ Heavy Phasers and 10000+ fighters (that's just disgustingly amazing!)...He's basically handed me a nuclear weapon and has left me to aim it.</p> <p>On one hand, I don't give up and I fight to the end, but I also know these last 100+ turns for you guys have been tough and intense (not counting RL stuff). I'm sure you're mentally drained. Part of me feels bad that if I fight, at the very least, I'm going to make it painful for you, prolonging the game. For that, I am sorry.</p> <p>One thing that spurred me forward was that I know there are other players who have not given up. I would watch your southern borders very closely, if I were you. :)</p> <p>Anyway, long story short, I am honoured to be playing against such distinguished players, and I hope my fight does not sour the experience for everyone, especially you. I doubt I can hold off such a skillful commander as yourself, but I plan to fight hard. I look forward to it.</p> <p>Take care.</p> <p>Talespin</p>	194370	1	Lizard(2) <> Empire(8)
118	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Have you given any thought to my suggestions?	194371	1	Empire(8) <> Robotic(9)
118	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Talespin ist doch ein angenehmer Gegner für dich, oder?</p> <p>Wenn du underfordert bist, melde dich - dann übernehme ich hier :)</p> <p>Gruß Frostie</p>	194372	1	Lizard(2) <> Colonial(11)
118	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Nein, unterfordert bin ich ganz bestimmt nicht. Der hat immerhin die Flotte und Wirtschaft von GW geerbt. Das ist nicht zu unterschätzen. Aber falls du gerne mitkämpfen möchtest, chunnel ich dich gerne nach Norden und wir teilen uns die Front auf.</p>	194373	1	Lizard(2) <> Colonial(11)

118	2) The Lizards (hiko)	8) The Evil Empire (talespin)	<p>Thank you for your open words. And for the warning against Frostie. I still believe that keeping my word is opening up possibilities of cooperation which ultimately outdo the benefits of breaking my word in favorable circumstances. And therefore I will keep my agreements. But I am aware of the possibility of a second backstab, no matter that I have a NAP with Frostie.</p> <p>Maybe the two of us can make a pact: if he backstabs me, we end our hostilities and fight him. What do you think?</p> <p>Regarding the drain this game has caused: in my eyes there were 5 major players in this game. I am the only one left. And only by a thread. I have been thinking about who deserves the victory should I quit, too. But in that case I probably would not have the stamina to continue for so long as to assure anybody elses victory. If I quit it will be out of exhaustion. The only one I would bring this sacrifice for would be Flaabes, but he has no chance of winning this without you and Frostie willing.</p> <p>I guess I will ask the host for a change to two runs per week. From the past I am sceptical that they will respond. But if they are open minded, I will start to ask around if every player agrees.</p> <p>Regards, Heiko</p>	194374	1	Lizard(2) <> Empire(8)
118	8) The Evil Empire (talespin)	2) The Lizards (hiko)	<p>I can't make a pact like that without seeing how the next 10-20 turns ago. If it happens and I'm still kicking, I will certainly be open to discussing it. Feel free to bring it up again, if you wish.</p> <p>And I'm of similar mind. If I give my word, I will keep it. Hence why I'm not giving my word now :D</p>	194375	1	Lizard(2) <> Empire(8)
118	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	<p>I have. I think it's a solid move. Apologies; thought I'd replied already. I'm going to blame the client and not my brain-dead-ness.</p> <p>I'll need minerals and a crap-ton of colonists, plus probably some sweepers. The Fireclouds are yours if you can use them.</p> <p>Have you brought the Cyborg on board? Because that's vital.</p>	194376	1	Empire(8) <> Robotic(9)
118	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	<p>Are you ok with working with the Bots too? He's going to help hold that flank as well. His minefields are a big threat to the Crystals, so I'm trying to keep him alive.</p>	194377	1	Cyborg(6) <> Empire(8)
118	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	<p>All right, well, wish me luck. I'll see if I can crack this game open for everyone lol</p> <p>I think the Borg are ok with it. If I hear different, I'll let you know.</p> <p>I could use a Firecloud at that point. I have a probe on the way with MCs, 3 turns.</p>	194378	1	Empire(8) <> Robotic(9)
118	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	Yes I'm good to work with the bots.	194379	1	Cyborg(6) <> Empire(8)
119	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	<p>Fifteen worlds is what I'll lose between Frostie and Hiko's clan drops, presuming zero battleship attacks by the Lizard. We'll be at 24 shortly for FoF, and then 25. I presently hold 33 worlds. Even with your donation, that'll put me at 26, which is way too close for comfort.</p> <p>Frostie's taking heavy losses. I tried very hard to prevent that, but he's beyond reason at this point.</p>	197191	1	Empire(8) <> Robotic(9)
119	9) The Robots (gnerphk)	11) The Colonies (frostriese)	<p>I did try to prevent this outcome, you know. Those could have been Lizard losses, T-Rexes instead of Virgoes. Given the certainty of an Empire backstab, and Hiko's eventual acceptance of the inevitable, this would have placed you in a marvelous position for either a negotiated victory or your own backstab.</p> <p>My own position here is doomed, of course. The only question is which of you takes the losses. Permit me to suggest you sit and wait for a bit, and stop losing Virgoes to my 200/60s. I'll be below FoF in a short while, and those bases will vanish on their own.</p> <p>After all, it's not like Hiko is taking any losses with his cargo drops. But he's also not about to win this unless you gift him rocks.</p>	197192	1	Robotic(9) <> Colonia(11)
119	9) The Robots (gnerphk)	6) The Cyborg (mike dowell)	You should capture south to p215. There's no way I can manage it now.	197193	1	Cyborg(6) <> Robotic(9)
119	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	<p>Ok. Let's keep an eye on it. Start taking what you can right now. That area is undeveloped, so it wouldn't be hard for you to take more.</p> <p>Isn't it so frustrating watching a starbase fight? If it just had a few more fighters...</p>	197194	1	Empire(8) <> Robotic(9)
119	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	<p>Another option for planets (at least temp ones) are p332, p251, and p215. From what I can see from Borg and Bot Shared Intel, they are the last 3 Bird planets.</p>	197195	1	Empire(8) <> Robotic(9)
120	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	Oh, apparently, Hiko's got Dark Wings too lol	199623	1	Public

120	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	...and MBRs...	199633	1	Public
120	9) The Robots (gnerphk)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 11) The Colonies (frostriese)	Yep. Think of it as a coalition victory.	199639	1	Public
120	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	Apparently, we lost the message I sent last game (in addition to a couple of orders -- vexing, as always).  I suggested you Share Intel for a couple of turns while I drop you to Ambassador, so I can capture a couple of these worlds without hitting your ships. I can send one ship to p365-p302 and another to p242-p048.  One Firecloud is all I have left; I'd be happy for it to become yours.  I'd like a million Colonists and some minerals, please. I'll need to borrow a freighter or three to make that happen.	199640	1	Empire(8) <> Robotic(9)
120	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	That turn really sucked. He had ships cloaked over planets that I didn't know about, plus extra toys that I was not aware of. I'll evaluate later this weekend.  I will try to get you clans, but there are very few on that side of the empire. It is one of my top priorities to bring clans, and I will share.  Talk to you later.	199641	1	Empire(8) <> Robotic(9)
120	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Oh my gosh, this is so frustrating LOL	199642	1	Public
120	2) The Lizards (hiko)	8) The Evil Empire (talespin)	Hi Talespin, just for the books, I have much fewer MCBRs than you do :-)  You said you wanted to learn. So if you don't already use it, you could consider the enemy ship list plug in and you will see all the ships I had just before GW switched of share intel. Much less tedious than looking and counting by hand.  And I fully understand your pain as a replacement. To jump into the middle of the action is stressful. So many mistakes you can make and you have no feel for your opponent or even for your area.  Regards, Heiko	199643	1	Lizard(2) <> Empire(8)
120	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Yeah, it's rough. I actually hate taking over for other people. I think very differently, so I'm finding it frustrating saying things like, "Why is there no defense there? Why is there no calns there? And not to say that I'd do it better, but it's just that I think differently. It's like opening up Turn 120 and realizing that you entire fleet is out of position. PANIC! lol  That turn sucked. I had no idea you had cloaklers so close to me or in orbit of my planets. I suppose I could have reviewed the past turns to the minute details, but as a replacement, I don't have the heart to do that.  Frustrating as it is, I wasn't complaining. And I'm certainly not naive enough to think that you didn't earn your current position, as much as some people much hint toward that.  Enjoy your victories! You won't win all of them. :)  Take care.  Talespin	199644	1	Lizard(2) <> Empire(8)
120	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	To be clear, that was an expression of "OH S\$%!!" and not a complaint. Taking over a spot like this is frustrating for me because I operate differently. I feel like my entire fleet is out of position.  It'll be rough, but I will whip my troops onward with Dark Force scourges.	199650	1	Public
120	2) The Lizards (hiko)	8) The Evil Empire (talespin)	I know :-)  Take care, too.	199651	1	Lizard(2) <> Empire(8)

120	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 9) The Robots (gnerphk)	that feeling is normal whenever you take over a command ... in five to seven turns it's your game and your fleet positions ... enjoy the excitement of adjusting the uncommon configuration.  PS: this CS is no difference to other CS ... most SC run a bigger bunch of foreign ship designs. Expect it ;-)	199657	1	Public
120	11) The Colonies (frostriese)	9) The Robots (gnerphk)	thanks for the head up ... I assumed that Lizzard and EE clashes and after that I am in a position to engage the winner ... not sure if Talespin is the needed Dark Lord for that outcome ;-)  So I will wait and calculating my scenarios / decisions ... as always.	199658	1	Robotic(9) <> Colonial(11)
120	9) The Robots (gnerphk)	11) The Colonies (frostriese)	I won't try to hide from you that there's a part of me that's still blindly playing for advantage. But I'm honestly convinced that your best move here is to sit and wait.	199659	1	Robotic(9) <> Colonial(11)
120	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	I sent you a message. I'm going to give you one more bit of advice:  Accept that you're starting from a losing position, playing against one of the top players in the game. Your job is to make it annoying for him to win, nothing more. By that metric, you're doing just fine, man.	199660	1	Empire(8) <> Robotic(9)
120	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Good advice, thanks. The only thing I don't want is to be rolled over, but when one player has so many different tools, there's not much you can do.	199661	1	Empire(8) <> Robotic(9)
121	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	OK -- so, are you willing to go Share Intel while I go charging off to capture those planets?  p302, p365, and p242 would get hit this turn. Next turn, p179 and... what, p048?  Minefield friendly code is MFa  Frostie has paused his assault, which might buy me a turn or three. I've got two vulnerable worlds, and Hiko is moving in colonists to drop. He's playing hard and fast, though, so it's tough to tell what will happen.  I'll plan to start gifting you ships in a couple of turns.	201945	1	Empire(8) <> Robotic(9)
121	9) The Robots (gnerphk)	2) The Lizards (hiko)	You might want to hold up a turn or two. Frostie's taking some heavy losses every time he hits a world of mine, and if you kill me too quickly, that'll eliminate the impact of half a dozen 200/60 starbases.	201946	1	Lizard(2) <> Robotic(9)
121	2) The Lizards (hiko)	9) The Robots (gnerphk)	Thank you for the hint. I have thought about slowing down for other reasons, too. There are a lot of pros and cons to consider, as usual in planets :-) I will think about it once more and will let you know tonight or tomorrow morning. Regards, Heiko	201947	1	Lizard(2) <> Robotic(9)
121	9) The Robots (gnerphk)	2) The Lizards (hiko)	Very well. I'll be sitting here idle regardless of your decision, of course, but-- :o)	201948	1	Lizard(2) <> Robotic(9)
121	2) The Lizards (hiko)	9) The Robots (gnerphk)	:-) Webs are nasty, I know.  I will hold back some of my clan drops.  After you are out maybe we can discuss a bit. I try to learn as much as possible from every game and maybe you can help me to see things a bit clearer?  Regards, Heiko	201949	1	Lizard(2) <> Robotic(9)
121	9) The Robots (gnerphk)	2) The Lizards (hiko)	Certainly. Most of my errors were poorly calculated desperate gambles, if that helps.	201950	1	Lizard(2) <> Robotic(9)
121	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	I need to hear back from you on whether you approve my plan.  I've got both Hiko and Frostie to hold off on their attacks for a couple of turns. That should help a little -- even if only a little.	201951	1	Empire(8) <> Robotic(9)
121	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Sorry, I've been sick the last few days. Anything that required competent thought has been on the backburner... I'm going over things now. I'll send a message in a few minutes.	201952	1	Empire(8) <> Robotic(9)
121	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Hiko got a Dark Wing into my main fleet, so I'm certain he knows I plan to make a major attack somewhere. He's probably hesitating, so he can make a counter-offensive.  I'm in the middle of a fairly important maneuver, so I don't share intel when I do that. I can share intel in 2-3 turns. But don't let that stop you. Hit those planets. The ones you mentioned are the ones. They are mostly defenseless. P48 is the only that will need more than a Cat's Paw. P48 has 18 fighters and 20 Def on a SB, so it will certainly need your DW.	201953	1	Empire(8) <> Robotic(9)
121	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	OK; no worries. p048, let's leave for last -- maybe we can swap colonists or something. Hate to waste a starbase.	201954	1	Empire(8) <> Robotic(9)
122	2) The Lizards (hiko)	11) The Colonies (frostriese)	Der Score meint, dass Gnerphk Unterschlupf bei Talespin bekommt.	204369	1	Lizard(2) <> Colonial(11)
122	2) The Lizards (hiko)	8) The Evil Empire (talespin)	That LCC intercept was a clever move. Always do something unpredicted.	204370	1	Lizard(2) <> Empire(8)



122	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	Good day,  We need a new thread...  S42 is moving back to p365 to cool it down.  Talespin	204371	1	Empire(8) <> Robotic(9)
122	8) The Evil Empire (talespin)	2) The Lizards (hiko)	I can't!!! LOL I'm trying to scramble away from that mess, but I can't get away fast enough!	204372	1	Lizard(2) <> Empire(8)
122	9) The Robots (gnerphk)	8) The Evil Empire (talespin)	Sounds like a plan. I'll have ships there, but none eager to fight.  Next turn I'm thinking p179 or p013.	204373	1	Empire(8) <> Robotic(9)
122	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	I took out an LCC with 244 Mark 8 torps. That's gotta hurt, a little bit, temporarily, maybe just a scratch lol	204374	1	Empire(8) <> Robotic(9)
122	8) The Evil Empire (talespin)	9) The Robots (gnerphk)	20000 MCs headed for p369, FC MFA.	204375	1	Public
122	11) The Colonies (frostriese)	2) The Lizards (hiko)	Ich kann vier Planeten erwischen ... wie sieht es bei dir aus?	204376	1	Lizard(2) <> Colonial(11)
122	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	When my inevitable defeat comes upon me, am I going to lose hundreds of Achievement Points for the EE???	204377	1	Public
122	9) The Robots (gnerphk)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 11) The Colonies (frostriese)	Heh. :o)  No; however, you're also not presently a Supreme Commander. You don't take the risk and you don't get a title bump.	204388	1	Public
122	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (gnerphk)	I'd rather have the title "Some guy they put behind the wheel" than "Supreme Commander for a day who's going to be bumped down to Ensign".	204394	1	Public
122	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 9) The Robots (gnerphk)	send the Admins a short head up ... they adjust it within days.  SC for a day ... nice label :)	204400	1	Public
122	9) The Robots (gnerphk)	2) The Lizards (hiko)	So as summary - you take no risk, no penalty, but you can play with the Big guys in their sandbox ++ i've been meaning to ask: Would you want Flaabes as your Grand Vizier? It's not all that tough a job, but I'd be happy to hand it over when the time comes.	204401	1	Lizard(2) <> Robotic(9)
123	8) The Evil Empire (talespin)	9) The Robots (dead)	OW...sorry, I tried lol I will attempt to avenge you, but Hiko just has every tool available to him...	206874	1	Empire(8) <> Robotic(9)
123	9) The Robots (dead)	8) The Evil Empire (talespin)	You did, man. And I thank you.  I do wish we'd gained enough time to get you some of my ships.	206875	1	Empire(8) <> Robotic(9)
123	9) The Robots (dead)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 11) The Colonies (frostriese)	Well, it's been... interesting. See you in space, folks.	206876	1	Public
123	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Hi Mike,  Do you want MCs at p248?  Talespin	206881	1	Cyborg(6) <> Empire(8)
123	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 9) The Robots (dead)	Vengeance, I say! Vengeance!	206887	1	Public

123	2) The Lizards (hiko)	9) The Robots (dead)	<p>Flaabes certainly makes a fine ally. But his role is more that of hired muscle than of a grand vizier :-). Or a hired tech guy seems even more fitting, taking out enemy mobility with his high tech equipment.</p> <p>Sorry to see you go, but the scores said that Talespin had started giving you planets. And that is a sign I certainly don't like. Without that I would have treated your request for more time differently. But Robot minefields supported by that EE economy GW set up is not something I want to go against if I can avoid it.</p> <p>I will be away for the weekend, but if you are willing I would contact you at the beginning of the next week with some questions.</p> <p>Regards, Hiko</p>	206888	1	Lizard(2) <> Robotic(9)
123	2) The Lizards (hiko)	8) The Evil Empire (talespin) 11) The Colonies (frostriese) 6) The Cyborg (mike dowell) 9) The Robots (dead) 7) The Crystal People (flaabes)	<p>Interesting .... is a nice word. Maybe you wish "interesting times" to some of us ;-)</p> <p>See you in another game under better conditions, Hiko</p>	206893	1	Public
123	9) The Robots (dead)	8) The Evil Empire (talespin)	<p>Oh, just an FYI:</p> <p>The combats weren't the best, but on the other hand every starbase that could reasonably be expected to be hit was just hit. It's just bad luck I didn't take out more ships.</p> <p>This turn couldn't have worked out better, aside from the luck factor.</p>	206895	1	Empire(8) <> Robotic(9)
123	8) The Evil Empire (talespin)	9) The Robots (dead)	I hear you: When it rains...	206896	1	Empire(8) <> Robotic(9)
123	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin) 9) The Robots (dead)	<p>Thanks for joining as replacement - a rare event in these dark days.</p> <p>In the next sector I am pretty sure that we communicate much more efficient than here.</p> <p>Have fun until we meet again ++</p> <p>Frostie</p>	206902	1	Public
123	9) The Robots (dead)	11) The Colonies (frostriese)	<p>I want to make sure this is on record before I leave Libra.</p> <p>Quite a while ago, I sent Hiko a message that insulted you. I did it mainly to find out just how closely you and he were cooperating, and I found out.</p> <p>Frostie, you're a player with high ideals. You oppose faction victories as a matter of principle. Someone less committed would oppose through force, by blindly joining the opposite faction; you've been there enough to know it only feeds the cycle. To hold to that principle even when it means your inevitable defeat is courageous, and I've long admired you for that -- the more so since I disagree.</p> <p>I look forward to facing you again. Perhaps next time it can be from the beginning. :o)</p>	206903	1	Robotic(9) <> Colonial(11)
123	11) The Colonies (frostriese)	9) The Robots (dead)	<p>thanks for the kind words ... yes - a clean start would be the best way to face each other again ;-)</p> <p>In my world .... all SCs starts as white knights and every decisions made them shadier ... some end as grey ones - others as black. But only the strong ones will see the end of all decisions.</p> <p>I am running out on positive scenarios - I still have some hope to turn the tide, but the chances shrinking constantly.</p> <p>cu ahead of time Frostie</p>	206904	1	Robotic(9) <> Colonial(11)
123	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	If you have extra available I will use them	206905	1	Cyborg(6) <> Empire(8)
124	11) The Colonies (frostriese)	2) The Lizards (hiko)	GlÄ¼ckwunsch zum Build Lotto ^^	209236	1	Lizard(2) <> Colonial(11)
124	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Loads and loads. I wish I could use it all up before the Lizards get their hands on it lol	209237	1	Cyborg(6) <> Empire(8)
124	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>Danke, geht aber so. Es hÄtte bessere Bases treffen kÄnnen.</p> <p>Sollen wir heute abend telefonieren? Falls ja, ab 21 Uhr sollte ich Zeit haben.</p> <p>Heiko</p>	209238	1	Lizard(2) <> Colonial(11)
124	11) The Colonies (frostriese)	2) The Lizards (hiko)	bin in Skype online ... falls es bei dir passt ^^	209239	1	Lizard(2) <> Colonial(11)
125	8) The Evil Empire (talespin)	9) The Robots (dead)	The Evil Empire (talespin) is no longer granting us safe passage through their empire.	209243	1	Empire(8) <> Robotic(9)
125	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Argh, I see everything coming and there's nothing I can do about it. Being a replacement STINKS LOL	211556	1	Lizard(2) <> Empire(8)

125	2) The Lizards (hiko)	8) The Evil Empire (talespin)	Yes, I can imagine that. Thanks for doing it anyway. The only thing I can offer to mitigate the pain is that I will try to make it fast :-)	211557	1	Lizard(2) <> Empire(8)
125	8) The Evil Empire (talespin)	2) The Lizards (hiko)	But this turn quite a lot of things went wrong on my side. You would be laughing if you saw it. You are managing a lot. It's to be expected for those of who are human.	211558	1	Lizard(2) <> Empire(8)
125	2) The Lizards (hiko)	8) The Evil Empire (talespin)	I wasn't expecting my firecloud to get that far south...	211559	1	Lizard(2) <> Empire(8)
125	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Yes, that is a clever move. Not unexpected, but you managed to avoid my LCC. I do happen to believe that if you're playing defensive, you've already lost. I had to try something.	211560	1	Lizard(2) <> Empire(8)
125	2) The Lizards (hiko)	8) The Evil Empire (talespin)	You got this game under control. Why not let the Crystals see if they can defend their territory? :) Because I am grateful and acknowledge the help Flaabes has given me. And I try to keep my word, even in a champ game. So far I was able to do that.	211561	1	Lizard(2) <> Empire(8)
129	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	He's got so many ships!	221718	1	Public
129	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	Hurricane hit my area bad, so I could be without power for another two days. I don't know if I'll get my turns in or not.	221726	1	Public
129	6) The Cyborg (mike dowell)	2) The Lizards (hiko) 8) The Evil Empire (talespin) 11) The Colonies (frostriese) 7) The Crystal People (flaabes)	I hope getting your turns in is the worst problem you have going through a hurricane sounds horrible	221731	1	Public
129	2) The Lizards (hiko)	8) The Evil Empire (talespin) 11) The Colonies (frostriese) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	Yes, me too. I hope you are ok.  I will not hunt your FCCs and fleet on the west as long as you are out. And I will not utilize this info in the rest of the universe, but it would be hard for me to stop completely. Webs and cloak are time sensitive.  The easiest would be a break, but I am not optimistic. The hosts have been unresponsive to any requests so far.	221735	1	Public
129	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	Thanks, gents. I traveled to a subway that has power. I'm hoping the power gets on today, but it could be as late as tomorrow night.	221741	1	Public
130	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 8) The Evil Empire (talespin) 11) The Colonies (frostriese)	Best wishes.	224485	1	Public
130	11) The Colonies (frostriese)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 8) The Evil Empire (talespin)	@Talespin:  You should send the Admins (Canadians, too) a head up to pause the game for two / three turns at least.  You have total different tasks than arranging Gorbies right now ++  Semper fi and GL  Frostie	224490	1	Public
130	2) The Lizards (hiko)	8) The Evil Empire (talespin)	I see you have opened your turn. Can I play my turn as normal?  I hope you are doing ok and that things get well soon. Never thought that a hurricane could hit a country as far north as Canada.  Greetings from Germany, Hiko	224491	1	Lizard(2) <> Empire(8)

130	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Atlantic Canada often gets the end of hurricanes, which usually amounts to high winds and a lot of rain. Occasionally, Category 2 hurricanes hit us, like this one. It's enough to toss stuff around, uproot trees, knock out powerlines, and do some general damage. Nothing like down south, but it's enough to disrupt things for a few days.  Thanks for the well-wishes.  We just got power back, so feel free to continue your stomping. :)  Take care.  Talespin	224492	1	Lizard(2) <> Empire(8)
130	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	As I was just saying to another player, Atlantic Canada often gets the end of hurricanes, which usually amounts to high winds and a lot of rain. Occasionally, Category 2 hurricanes hit us, like this one. It's enough to toss stuff around, uproot trees, knock out powerlines, and do some general damage. Nothing like down south, but it's enough to disrupt things for a few days.  Thanks for the well-wishes from everyone.  We just got power back, so I let Hiko know he can feel free to continue his stomping. :)  Take care.  Talespin	224497	1	Public
130	2) The Lizards (hiko)	8) The Evil Empire (talespin)	Thanks. I'll try to stomp softly :-)  Heiko	224498	1	Lizard(2) <> Empire(8)
130	8) The Evil Empire (talespin)	2) The Lizards (hiko)	There's no way I'm going to click "like" on that comment :)	224499	1	Lizard(2) <> Empire(8)
130	2) The Lizards (hiko)	8) The Evil Empire (talespin)	:-) :-) :-)  I guess it is not easy to play a replacement in such a game. Even though I get some dampeners by some of your actions I am still grateful that you took the position.(that LCC last turn was not nice. It is MY job to play dirty tricks. Yours is to be evil ;-) )  Best wishes from the other side of the ocean, Hiko	224500	1	Lizard(2) <> Empire(8)
130	8) The Evil Empire (talespin)	2) The Lizards (hiko)	It's very frustrating! It's like you're in a tractor trailer that's swerving out of control and about to crash, and the driver shoves you into the driver's seat and says, "Good luck!"  It's ok though. I get to learn from some of the best.	224501	1	Lizard(2) <> Empire(8)
131	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	I think the thing that frustrates me most about the EE is the SS Frigate. I swear, it is the worst ship in the entire game, especially because you are required to build it (outside of a trade). I know there's the fact that you can get it captured and then destroy it for build points, but that opportunity doesn't come up all that much. Most ships in the game can easily capture it; it's just a waste of space. It's really a liability.	227807	1	Public
131	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Hi Mike,  How goes the battle in the east? It's not looking good for us at all! I'm trying to make an attack on the Crystals, to see if I can knock them out. I don't know if it'll happen. The Lizards have too many ships and too many tools.  Take care.  Talespin	227808	1	Cyborg(6) <> Empire(8)
131	6) The Cyborg (mike dowell)	8) The Evil Empire (talespin)	Well I'm using up every resource I possibly can and hopefully diverting some resources away from you I will be fighting to the end	227809	1	Cyborg(6) <> Empire(8)
131	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Oh it's helping! That's for certain. I'll put on share intel so you can see what I'm working on. It's nothing brilliant, but I'm making a push for the Crystals.	227810	1	Cyborg(6) <> Empire(8)
132	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	The Evil Empire (talespin) has offered us an intelligence sharing agreement. Their central intelligence agency is giving us information about the location of their ships and enemies.	227815	1	Cyborg(6) <> Empire(8)
132	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	See, one last push for the Crystals, then doom. :)	230818	1	Cyborg(6) <> Empire(8)
135	8) The Evil Empire (talespin)	6) The Cyborg (mike dowell)	Argh, this is rough.	240326	1	Cyborg(6) <> Empire(8)

136	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese)	Why didn't the countdown start?	244014	1	Public
136	8) The Evil Empire (talespin)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes) 11) The Colonies (frostriese) 8) The Evil Empire (talespin)	Oh, I see now. I've never played with that Win Condition before; it always seemed so excessive.  Well then...I've been playing under the assumption that the countdown starts at 200 planets, and I didn't have much time to do anything. I think I might have played that differently.	244022	1	Public
136	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ach so, wÄ¼rdest du Minenfeld id 541 ein bisschen verkleinern? Hin und wieder fliege ich den Planeten an. Danke, Heiko	244023	1	Lizard(2) <> Colonial(11)
136	11) The Colonies (frostriese)	2) The Lizards (hiko)	Das ist der zentrale Schlussstein meiner Verteidigung ... Ä¼nderungen sind da schwierig ...  ... weil du so nett gefragt hast, wird es kleiner gemacht ;-)	244024	1	Lizard(2) <> Colonial(11)
136	2) The Lizards (hiko)	11) The Colonies (frostriese)	Danke, ich weiss das zu schÄ¼tzen, dass du dich so entblÄ¼t. MilitÄ¼risch gesehen natÄ¼rlich, nicht kÄ¼rperlich ;-)  Heiko	244025	1	Lizard(2) <> Colonial(11)
138	2) The Lizards (hiko)	11) The Colonies (frostriese)	Oh, da ist ein Crystal LCC in deine Region geflogen. Den wollte ich nach links geschickt haben, hatte aber rechts geschrieben. Verzeihung! Der fliegt natÄ¼rlich wieder weg ohne was zu machen.	250729	1	Lizard(2) <> Colonial(11)
138	11) The Colonies (frostriese)	2) The Lizards (hiko)	kein Problem ... was machst du wegen dem MBR FCC Gespann da?  Ich werde mal PrÄ¼senz zeigen ... kÄ¼nnte ja sein, dass er bei mir was werden will ;-)	250730	1	Lizard(2) <> Colonial(11)
138	2) The Lizards (hiko)	11) The Colonies (frostriese)	Wenn er nicht mit dir redet, weiss er vermutlich nicht, wo mein Gebiet anfÄ¼ngt und deines aufhÄ¼rt. Obwohl, dass kann auch nicht sein, er hatte ja zu GW-Zeiten share intel mit mir. Dann habe ich auch keine Idee.  Aber ich glaube nicht, dass er dich angehen will. Er hat genug mit mir zu tun. WÄ¼re allerdings nett, wenn du ihn nicht bei dir durchlassen wÄ¼rdest, falls er so was vorhaben sollte.  Momentan lÄ¼uft es ganz gut, er hatte ja eine ganze Weile seine Hauptflotte im Nirgendwo geparkt und Attacken vorgetÄ¼uscht. Das war ein sehr netter Zug von ihm. Jetzt habe ich einen Teil seiner Planeten und Schiffe isoliert. Er hat zwar immer noch so viele Gorbies wie bei seinem Einstieg, dank Starbaselotto, aber ich habe halt auch welche von ihm bekommen und seine FCC/Meteore haben sich verringert.  Hach, ich wÄ¼rde so gerne aus dem NÄ¼hkÄ¼stchen plaudern, aber schlauer ist es, das nicht vor dem Ende des Spiels zu machen. Man plant ja so viel im stillen KÄ¼mmerlein und kann nicht darÄ¼ber reden. Selbst miamisepp und kwyjibo will ich nicht mit den ganzen Geschichten aus Libra langweilen.	250731	1	Lizard(2) <> Colonial(11)
139	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	s414 ... you enter Colonial space soon. thats not the planets you looking for ^^	254077	1	Empire(8) <> Colonial(11)
140	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	If you move further, I will declare war against the Evil Empire and will unleash hell on you.  Turn back your FCC or earn your desired trouble.  Frostie out	257624	1	Empire(8) <> Colonial(11)
140	11) The Colonies (frostriese)	2) The Lizards (hiko)	Ich habe TS was nett eindeutiges zu seinem FCC im meinem SÄ¼den geschrieben ... wenn der nicht verschwindet, steige ich auf deiner Seite mit allem ein was ich habe.  Nur als Info	257625	1	Lizard(2) <> Colonial(11)
140	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	Hi Frostie,  You already declared war on me by not fighting the one and only threat in this sector. Any hell you could unleash on me is nothing compared to the insanity that the Lizards have.  Take care.  Talespin	257626	1	Empire(8) <> Colonial(11)
140	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	Thats a very special view on declaring war ... I am not sure, if you can convince many commanders to join your view.  Nonetheless ... I will stop all training missions for my Virgos and will start real missions.  GL  Frostie	257627	1	Empire(8) <> Colonial(11)

140	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Hab ne Antwort von TS bekommen ... mein Stillhalten sei meine Kriegserklärung gewesen ... naja ... dann wohl doch mehr als nur 30min turns bis zum Ende.</p> <p>Frage: hast du ein paar Abklärungen für mich ins / ans EE Gebiet?</p> <p>Ich hab da noch ein paar Virgos im Robot Gebiet und in der Mitte bereit für ein bischen Action?</p> <p>Außerdem werde ich im SÄden eine größere Menge Gorbies erwarten.</p>	257628	1	Lizard(2) <> Colonial(11)
140	2) The Lizards (hiko)	11) The Colonies (frostriese)	<p>:-) Das ist mal eine gute Nachricht für mich. Dann sind es vielleicht nur noch 10 turns bis zum countdown. Falls er seine Hauptflotte zu dir bewegt, würde ich es vermutlich schaffen, mit meinen drei SSDs durchschnittlich 2,5 Planeten pro turn zu nehmen. Plus die ohne Base oder die mit wenig clans.</p> <p>Ich habe deinem Wort leider vertraut :( und alle FCCs von deiner Seite abgezogen. Der einzige noch in deiner Nähe ist der, der TS FCC ganz im SÄden beschattet. Und ausgerechnet da willst du vermutlich keine Virgos abziehen. Ich schaue aber später mal, ob sich irgendwo noch was anbietet. Jetzt wo ich darüber nachdenke... Mal sehen. Meteor/FCC haben schon große Reichweiten. Ich melde mich in diesem Zug.</p> <p>Viele Grüße, Heiko</p>	257629	1	Lizard(2) <> Colonial(11)
140	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	<p>You are the ONLY commander that's not fighting the Lizards.</p> <p>Sorry, friend, I enjoy allying with you, but I can't do it based on the current situation.</p> <p>Take care.</p> <p>Talespin</p>	257630	1	Empire(8) <> Colonial(11)
140	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	<p>I have no hard feelings about your decision ... I didn't understand your decision, but I will deal with it.</p> <p>We can ally again in the next sector :)</p> <p>I will love to fight your 12 incoming Gorbies.</p> <p>Frostie</p>	257631	1	Empire(8) <> Colonial(11)
140	8) The Evil Empire (talespin)	11) The Colonies (frostriese)	<p>Would you rather the Lizards get them? Cause there's nothing I can do about his advance through my territory. If he wasn't completely covered by webs, it might be another story. But there's nothing I can do about the webs.</p>	257632	1	Empire(8) <> Colonial(11)
141	11) The Colonies (frostriese)	8) The Evil Empire (talespin)	<p>I know that ... and it makes no difference, if he takes my planets or yours ... he gathered too much bonuses and become a juggernaut long time before you joined.</p> <p>I am awaiting his victory ... if we fight, its a bit more exciting than just click end turn all the time ^^</p>	260934	1	Empire(8) <> Colonial(11)
141	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>Chunel Treffpunkt:</p> <p>A: (1796, 1693) grob bei p31</p> <p>oder</p> <p>B: (1799, 1539) grob bei p102</p> <p>bei A wäre mehr Schlagkraft möglich</p>	260935	1	Lizard(2) <> Colonial(11)
141	11) The Colonies (frostriese)	2) The Lizards (hiko)	<p>FCC+MBR im SÄden</p> <p>(1616, 809)</p>	260936	1	Lizard(2) <> Colonial(11)
142	11) The Colonies (frostriese)	2) The Lizards (hiko)	jetzt (1755,731)	263841	1	Lizard(2) <> Colonial(11)
142	2) The Lizards (hiko)	11) The Colonies (frostriese)	:-) Was macht er da???	263842	1	Lizard(2) <> Colonial(11)
142	2) The Lizards (hiko)	11) The Colonies (frostriese)	Also, beide MCBR fliegen jetzt los. Gibst du mir safe passage? Sonst komme ich nicht weit :-)	263843	1	Lizard(2) <> Colonial(11)
142	11) The Colonies (frostriese)	2) The Lizards (hiko)	Safe Passage gesetzt	263844	1	Lizard(2) <> Colonial(11)
142	11) The Colonies (frostriese)	2) The Lizards (hiko)	Vermutlich will er die Flexibilität der Virgoflotte testen ... was für ein Pech für ihn ^^	263845	1	Lizard(2) <> Colonial(11)
143	11) The Colonies (frostriese)	2) The Lizards (hiko)	(1758,890) ... Chunel scheint zu starten	266698	1	Lizard(2) <> Colonial(11)

143	2) The Lizards (hiko)	11) The Colonies (frostriese)	Ja!  Mein Meteor kommt bis kurz vor P256. Leider nicht so nahe dran, dass ich nächste Runde in die WW komme.	266699	1	Lizard(2) <> Colonial(11)
143	11) The Colonies (frostriese)	2) The Lizards (hiko)	s168 legt nächste Runde ein MF über die genannte Region und gibt dir Intercept Deckung  Alternative wäre p36 möglich - deine Wahl.	266700	1	Lizard(2) <> Colonial(11)
143	2) The Lizards (hiko)	11) The Colonies (frostriese)	Das ist mir egal. In der Arena bist du der Chef. Machen wir es abhängig davon, was TS tut. Wenn er wirklich dahin chunnelt und da kämpfen will, dann hat das was von einem Armageddon Scenario. Keinen Einfluss mehr auf den Ausgang des Spiels, aber immerhin noch mal ein Feuerwerk. Und man hat nicht alle die schönen Schiffe ganz umsonst gebaut :-). Ich mache so was auch sehr gerne zum Ende eines Spiels.  Ein Minenfeld über seine 12 HP Gorbies drüber hält 0 Runden :-)	266701	1	Lizard(2) <> Colonial(11)
144	11) The Colonies (frostriese)	2) The Lizards (hiko)	ich fasse es nicht ... schiffe sind weg ... chunnel in die falsche Richtung oder Hosen voll.  Egal ...kein Armageddon... wieder alles im großen Bereich ... danke für deine Bereitschaft ... Glückwunsch zum Sieg.	269456	1	Lizard(2) <> Colonial(11)
144	2) The Lizards (hiko)	11) The Colonies (frostriese)	Danke. Diese Runde werde ich wohl 12 Planeten nehmen. Geht jetzt sehr schnell.  Falls du willst, kann ich dich bis auf 2 Monatsreisen an seine Flotte ran chunneln. Dann bekommen wir doch noch ein Feuerwerk zu sehen. Den FCC oben bei dir schicke ich auf jeden Fall noch eine Monatsreise weiter. Den unten kann ich weg chunneln, oder soll der noch was mit nehmen?	269457	1	Lizard(2) <> Colonial(11)
144	2) The Lizards (hiko)	11) The Colonies (frostriese)	FYI: Der oben fliegt diese Runde auf die Position von Virgo 271.	269458	1	Lizard(2) <> Colonial(11)
145	2) The Lizards (hiko)	8) The Evil Empire (talespin)	Hi Talespin, the countdown starts next turn, bringing this to an end. Would you like to have a final firework with some sort of big ship to ship battle? Regards, Hiko	272496	1	Lizard(2) <> Empire(8)
145	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Up to you. All my ships are at p425, and I don't plan on moving them.	272497	1	Lizard(2) <> Empire(8)
145	2) The Lizards (hiko)	8) The Evil Empire (talespin)	Ok, then lets do that. I will be at P425 in 3 turns with as many ships as I can muster in such short notice without interrupting planned moves. You can see all my ships next turn. A rough guess is that I will get about the same number of carriers as you have.  Nice to have something to do in the last turns and nice to see all those shiny ships have not been built for a shadow war alone. Because that is what I have been fighting most of the time, maneuvering like crazy to get into favourable positions and induce mistakes. Not much fun, but needed on a high level.  In my other game which I joined as a replacement a few turns ago this has been much more crazy. Such a high level game and so very few battles. So much maneuvering to gain a tiny advantage, much more so than here. I am in that game for about 15 turns and have already learned so many game mechanics that I didn't know before. Crazy, and sometimes completely counterintuitive at that.  Regards, Heiko  P.S: why did you chunnel away from Frostie? I thought you wanted to do a final battle with him. Or was it a chunnel mistake, which has happened to me twice in this game, btw?	272498	1	Lizard(2) <> Empire(8)
146	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Good day,  Maybe before I arrived you were playing a maneuvering game, but I thought it was more like a tidal wave of webs, sweepers, and cloaklers that did me in. I couldn't make any move without a web covering me. Anyway, thankfully it's over.  Lone Wolf Team 2 has an insane roster! Dungeonmaster and Emork are the two most-dominant players that I've ever seen. I haven't seen a lot of Dungeonmaster, but - from my little experience - I think he might be better than Emork. That is a scary concept to think about.  I had no real intention of invading Frostie, and I was tired of maneuvering for no reason.  Take care.  Talespin	275375	1	Lizard(2) <> Empire(8)
146	8) The Evil Empire (talespin)	2) The Lizards (hiko)	Just an afterthought, but I feel that any lesser player would have lost some ground to my chunnel maneuvers. Well done.	275376	1	Lizard(2) <> Empire(8)

146	2) The Lizards (hiko)	8) The Evil Empire (talespin)	<p>Thank you. Yes, your moves kept me busy and it would have been easy to make a mistake. E.g. I could have allocated a larger part of my fleet to oppose your big fleet and then simply run out of fuel for other operations. Right now, at the current pace, all I have left is what my neutronics produced this turn.</p> <p>Your best chance would have been right at the start to attack with your fleet at my doorstep. But I fully understand your decision to chunnel out. I would have hunted your FCCs, and once you were out of them it would have been just a question of time/distance/webs till you were caught. Against GW it would have cost me 20 turns and 10-20 bases to achieve that, I guess. You were without detailed knowledge of this game which would have made it much harder for you to put me under pressure and force me to make mistakes.</p> <p>You have played well, e.g. your idea to ally gnerphk was good and would have made my attack much harder. But luckily I noticed that early enough to kill it before it could take off. your idea of moving a meteor/FCC outside the universe around my border to try and kill the crystal was only logical, which is why I had a cloaker in deep space a warning system :-) I really expected GW to have started this move right on the first turn of his attack. I am a bit surprised he didn't, or did you retract that? Shadowing your fleet with my own Meteor/FCC was only logical on my behalf once I saw you. Killing the Crystal would have been your only chance at a win. Or convincing Frostie to join you, but I cannot think of a good offer or reason you could have given him to do that. The diplomatic field was clearly staked off before you or Gnerphk (or Sudakan) joined.</p> <p>More in my afterreport ;- ) Hiko</p>	275377	1	Lizard(2) <> Empire(8)
150	7) The Crystal People (flaabes)	2) The Lizards (hiko) 6) The Cyborg (mike dowell) 11) The Colonies (frostriese) 8) The Evil Empire (talespin)	With congratulations to our new Emperor I will mark this turn finished. Had a lot of fun with you, but don't want to CU for the next couple of months... Best wishes Flaabes	285961	1	Public
150	2) The Lizards (hiko)	8) The Evil Empire (talespin) 11) The Colonies (frostriese) 6) The Cyborg (mike dowell) 7) The Crystal People (flaabes)	<p>Thank you. You have been a very trustworthy ally to me and I am in your debt. You stayed with me through the hard parts of this game and supported me morally when I was close to giving up.</p> <p>Regards, Hiko</p>	285968	1	Public
150	2) The Lizards (hiko)	6) The Cyborg (mike dowell)	<p>Hi Mike,</p> <p>I just want to let you know that I am still thankful for the help you gave me. You came to my aid when my HW was gone and traded me those vital FCCs that made my reovery possible.</p> <p>And I wasn't even mad at you when you channeled GW into my area. All my hurt feelings were reserved for him at that time. And, like I said before, without you I wouldn't have been in such a good position. I was a bit surprised that you chose to help him because I knew for sure that his original plan had been to let you die by the hand of the birds and only after that to attack Max. I didn't want that because I was grateful to you so I convinced him to jump in. Maybe you can tell me the reason behind you helping GW?</p> <p>This game has reached its end and I want to thank you for the good parts and the bad, too. It was fun to play with you.</p> <p>Regards, Hiko</p>	285970	1	Lizard(2) <> Cyborg(6)