

Fleetwright Logistics Rules; for Campaign Play

By the Junction Crew

Entirely aside from the custom spaceships and the ability to have them fight, Fleetwright is also designed to play as a full-fledged Grand Strategy game, in which the logistical considerations of building a space navy have to be carefully balanced with the political and economic considerations of running a well-functioning country.

There are two modes for strategic-level play: Quickplay, and Fullplay.

In Quickplay mode, almost all of the internal politicking of running an interstellar country is abstracted away. This allows for tactical engagements to happen with the added stakes of actual context, but without much chance of getting bogged down.

In Fullplay mode, all the messy little details of running a country are handled in full detail, as is every single space battle. This gives the game a great deal of depth, but means it plays quite slowly.

But we're getting a bit ahead of ourselves. First of all, we need to establish where exactly this is taking place.

Section 0: Sector Generation

Sector Diameter	#of Star Systems	Every game of Fleetwright takes place very far from Earth, the assumption being that the sector the game takes place in was recently settled by a colony fleet, aiming to set up their own civilization free from interference by the homeworld. As such, there is no intervention by civilizations from outside the gameplay sector.
9 (90 L.Y.)	61	
11 (110 L.Y.)	91	
13 (130 L.Y.)	127	
15 (150 L.Y.)	169	This sector is represented as a hexagonal grid gameboard, with each hex representing both a star system and roughly ten light years of travel distance. The maximum size of this gameboard is a hexagonal tessellation twenty five hexes across, as that is the maximum size which allows a courier ship to make a round trip within a month and facilitate “real time” communications. That said, you can play with a smaller sector if you want to.
17 (170 L.Y.)	217	
19 (190 L.Y.)	271	
21 (210 L.Y.)	331	
23 (230 L.Y.)	397	
25 (250 L.Y.)	469	

Above is a quick list of the number of hexes based on the diameter of the game sector. Diameters smaller than nine hexes are not recommended. Below are instructions for star system generation.

Each star system is composed of several “slots”. One for the star, and nine planet slots. What goes in each slot is determined by the roll of a die.

First up, the Star Slot. This is rolled as a d100. What type of star a system ends up with determines the temperature of the nine planet slots.

- A roll of 1-8 indicates a White Dwarf. One temperate slot followed by eight cold slots.
- 9-60 indicates a Red-Orange Dwarf. One hot slot, two temperate slots, followed by six cold slots.
- 61-89 indicates a Yellow Dwarf. Three hot slots, two temperate slots, followed by four cold slots.
- 90-99 indicates a Blue Giant. These stars have five hot slots followed by two temperate slots, then two cold slots.
- A roll of 100 indicates a Black Hole. All nine of a Black Hole’s planet slots are cold and there’s no solar power available, but setting up shop in one of these systems offers some unique opportunities.

As for what goes in each planet slot, that’s handled with a d4. Each planet type has opportunities for a number of other characteristics, rolled with a planet of that type.

Planet Type by d4 Roll

1: empty planet slot; there’s nothing of note here.

2: Asteroid Belt

3: Rocky Planet (Roll 1d6-2 for number of moons, 1d6 for Gravity rating, twice the Gravity rating minus 1d8 for Atmosphere density)

4: Gas Giant (2d8 for Gravity rating, 1d6 moons per point of Gravity, Atmosphere density of YES)

It is recommended to have a completely unambiguous coordinate system for star systems, so that the detailed documentation on each one can be easily cross-referenced with its map location.

During Quickplay, star system generation only needs to roll for star type; unless you roll a black hole, every star system is otherwise identical in that game mode.

Section 1: Phases

Strategic turns during Quickplay are divided into four phases: Economy, Fleet Movement, Battle Resolution, and Ground Combat. In Full Play, there is also the Politics phase and there are some changes to the Economy phase. Fleet Movement, Battle Resolution, and Ground Combat are largely identical between game modes.

During the Economy Phase, infrastructure is built, ships are made, and tax revenue is collected.

During Fleet Movement, ships are assigned to fleets and ordered to different parts of the sector. This is also when ships replenish their supplies.

Battle Resolution is the point in the strategic turn when tactical space combat actually takes place. As such, this is likely to result in quite a lot of ships having *problems*.

Ground Combat is when Ground Forces fight in an effort to capture territory or prevent such from taking place. This is also when ships may engage in bombardment, and when surface-to-orbit weapons may target enemy ships.

But first, there needs to be some setup.

Phase 0a: Quickplay Setup

Each player selects a star system to be their capitol. They get 200 Civilian Infrastructure for said star system, and may name said star system. That done, players immediately launch into the Economy phase.

No, you don't start with any Military Infrastructure or ships.

Phase 0b: Full Play Setup

Setting up for Full Play is much, *much* more complicated. The reason is that there are whole game systems crucial for Full Play which *aren't* used in Quickplay. Specifically, Colony Types, Policies, Government Types, Ideologies, Events, Diplomacy, and Espionage. The Economy system is also somewhat complexified.

Each faction starts with 18 Faction Points; these can be spent on Ideology, Starting Colonies, and Advance Terraforming.

Ideology

A faction's Ideology determines a lot about what playstyles they're suited for. The main reason for this is because your ideology dictates what policies are available.

Ideologies are described with a combination of positions on four ideological axes; each axis can have a value of -2, -1, +1, or +2. Neutrality is impossible. Each axis starts at -2, and can be improved by one place per Faction Point spent. You can call your ideology whatever you want; the name has nothing to do with the substance.

The following chart details what each rank of each axis actually looks like when put into practice.

Value	Supportiveness	Inclusivity	Egalitarianism	Progressivism
+2	All full members of society are guaranteed a reasonably good standard of living, even if truly incapable of meaningfully contributing.	All demographics enjoy equality in law, social standing, and opportunity to find success.	Social class is no longer a meaningful factor in the organization of society. People can do what they're good at without their social standing being a concern.	New and different ideas are a cause of great interest. Even if drastically different from existing practice, all ideas are fairly assessed before a decision is made on their implementation.
+1	It's possible to fill all necessities of life when on social welfare. That said, for a truly comfortable life you need your own revenue stream.	People of all demographics are <i>legally</i> equal, but in practice some outgroups still find themselves being dealt a poor hand in life.	There are meaningful social classes, some of which are definitely more powerful than others. That said, it isn't uncommon for someone to be promoted or demoted.	The vast majority of ideas are given a fair shake when presented, but some are discarded out of hand.
-1	There may be some token efforts and services for those who are having a hard time, but if you can't hack it you are screwed.	Discrimination against perceived outgroups is rampant and institutionalized, meaning life for them <i>sucks ass</i> . Still, at least there aren't <i>blatant</i> lynch mobs.	While no longer enshrined in law, society's hierarchy is still extremely rigid. It is very rare to go from riches to rags or vice versa.	While society is hidebound and set in its ways, it will at least entertain the <i>possibility</i> of change if needed.
-2	Individuals are almost entirely left to fend for themselves. There is no form of social safety net whatsoever.	Anyone who differs from the designated ingroup in any significant manner is in very real danger. Violence is common.	People's stations in life are largely set at birth or by circumstance. Social mobility is effectively non-existent.	There is a pervasive social consensus of The Way Things Are Supposed To Be. Deviations from this are met with fear and hatred.
	Social Darwinism	Bigotry	Elitism	Traditionalism

Aside from policy and government type eligibility, low Inclusivity restricts your Navy's hiring practices. At -2 Inclusivity you are restricted to a single non-Automaton crew type, chosen upon adopting the ideology. At -1 Inclusivity, you are restricted to *two* non-Automaton crew types, chosen upon adopting the ideology. Use of Brainwashed crew requires the use of specific policies to be unlocked.

Low Progressivism increases the time needed to change policies. At -1, time needed is increased by 20%, while at -2, time needed is increased by 50%.

Investing in your Ideology increases the population's expectations of their government. Each Faction Point spent on Ideology gives -1 Happiness. Every *two* points spent on Ideology gives -1 Legitimacy.

Other Faction Point Expenditures

Aside from your faction's ideology, you can also spend Faction Points on starting colonies and starting money. Each Faction Point spent on Starting Colonies buys 30 points of Civilian Infrastructure, but how much you get from that Civilian Infrastructure is heavily dependent on where you actually put it.

Anyway, now we need to cover Colony Types. To build a colony of a given type in a given system, that system needs a matching body in the star system.

At the cost of two Faction Points, you can convert an eligible rocky planet into a Terraformed planet, representing a smaller group sent ahead of the main fleet to prepare the planet for your arrival. To be eligible, a Rocky Planet must be in a Temperate orbit, and requires a Gravity Rating of 2, 3, or 4. This permanently changes the planet's Atmosphere rating to 4, among other things.

Colony Types

At base, each Colony Type has a base industrial output, a base tax revenue, and a happiness modifier. All of these are themselves modified by the policies your faction enacts, particularly the Production policy in the case of industrial output and tax revenue.

Colony Type	Body Required	Industry	Tax Revenue	Civilian Infrastructure Capacity	Happiness Modifier/misc.
Sun Colonies	NOT White Dwarf or Black Hole	3 / CI	1.5 / CI	1600 (red-orange dwarf) 3200 (yellow dwarf) 6400 (blue giant)	- Happiness Reduced shipyard cap.
Void Habitats	None	<u>ZERO</u>	2 / CI	5000 per star system	+ Happiness
Asteroid Belts	Asteroid Belt	1.5 / CI	0.8 / CI	250 times orbit slot #	Neutral
Rocky Planets	Rocky Planet	1.5 / CI	1 / CI	+100 per Gravity/Moon	Neutral
Terraformed	Special Rocky Planet	1 / CI	2 / CI	+100 per Gravity/Moon	+ Happiness
Gas Giants	Gas Giant	1.2 / CI	1 / CI	+100 per Moon	Neutral

Sun Colonies

The idea of living at the photosphere of a star is one most never seriously consider, but with a sufficiently reflective heat shield it's surprisingly viable. You've got loads of energy for just about any industrial endeavor, so long as you keep the heat load under control, and there's loads of heavy elements available from sifting through stellar plasma.

Sun Colonies have a base Industrial Output of 3 per Infrastructure, and a base Tax Income of 1.5 per Infrastructure. Sun Colonies cannot be built in White Dwarf or Black Hole star systems. That said, there *are* some problems with Sun Colonies. Namely, the high stress of living there inflicts a -1 national Happiness penalty for every 5% of your country's total Civilian Infrastructure that is Sun Colony.

A red-orange dwarf can support 1600 Civilian Infrastructure, a yellow dwarf can support 3200 Civilian Infrastructure, and a blue giant can support 6400 Civilian Infrastructure.

Void Colonies

Building vast space habitats in the empty void is a rather interesting option. The lack of pre-existing resources results in a rather low industrial output, but the comfortable and wide-open habitat space gives good economic productivity and a quite happy population.

Void Colonies provide no Industrial Output due to lack of resources, but have a base Tax Income of 2 per Infrastructure. Void colonies can be built in any star system. For every 5% of your country's total Civilian Infrastructure which is Terraformed or Void Habitat, increase national Happiness by 1.

For gameplay purposes, you can build a maximum of 5000 Civilian Infrastructure worth of Void Habitats in any given star system.

Asteroid Belts

Harvesting resources from asteroid belts tends to be quite the productive endeavor from an industrial perspective. That said, the wide distances separating the many belter stations and ships makes effectively taxing them quite difficult.

Belt colonies have a base Industrial Output of 1.5 per Infrastructure, and a base Tax Income of 0.8 per Infrastructure.

An Asteroid belt can support 250 Civilian Infrastructure per orbit slot of distance from the system's star. So a belt in the third orbit slot could support 750 Civilian Infrastructure, one in the seventh could support 1750, etc.

Rocky Planets

Though you still need a suit to go outside, there's plenty of advantages to having some actual ground beneath your feet. Mostly in the fact that you can carve it up for easy access to rather a lot of minerals.

Rocky Planet colonies have a base Industrial Output of 1.5 per Infrastructure, and a base Tax Income of 1 per infrastructure.

A Rocky Planet can support 100 Civilian Infrastructure per point of Gravity Rating, with an additional 100 per moon.

Terraformed Planets

Through a long and arduous process, it's now possible for a human to go outside and just enjoy the scenery without an environment suit. This has major benefits for people's mental health. That said, the need to actually care about the environment does put a dent in industrial output.

Terraformed colonies have a base Industrial Output of 1 per Infrastructure, and a base Tax Income of 2 per Infrastructure. For every 5% of your country's total Civilian Infrastructure which is Terraformed or Void Habitat, increase national Happiness by 1.

A Terraformed Planet can support 100 Civilian Infrastructure per point of Gravity Rating, with an additional 100 per moon.

Gas Giants

Skimming atmospheres, mining moons, and harvesting energy from the magnetosphere provide plenty of opportunities for stuff to do near a Gas Giant. The need for domestic space travel *does* put a bit of a dent in the efficiency of all this, but even that has a certain charm.

Gas Giant colonies have a base Industrial Output of 1.2 per Civilian Infrastructure, and Tax Income of 1 per Civilian Infrastructure.

A Gas Giant can support 100 Civilian Infrastructure per moon.

Governments and Policies

Aside from stuff that requires faction points to buy, you *must* pick a government type and policies for all policy type slots. Not having a government is not allowed, and not having a policy for each slot is similarly forbidden.

Governments

Aside from any unique traits a government type might have, and ideological requirements, there are six attributes shared by all government types.

Authority Type (AT): How a government stays in power. There are three options for this parameter: Autocratic (A), Elected (E), and Collective (C)

Legitimacy (LG): How legitimate the population perceives the government as being, by default. This is a numerical value.

Legislation Time (LT): The number of turns a single Policy must be worked on to change it.

Debate Capacity (DC): The number of Policies that can be worked on at once.

Base Administration Capacity (BA): This is how much Administrative Capacity a given government type gets each turn “for free”.

Administrative Efficiency (AE): The Administrative Efficiency attribute determines the ratio of additional Administrative Capacity you can get per unit of Money spent.

While you *can* change government type during a game, it’s rather difficult and can only be done under specific circumstances (see the politics phase). Aside from the rather destructive method of having a Revolution, there are a host of conditional changes that different government types are allowed to make. This includes two *involuntary* transitions, which can occur if you fail to meet the requirements of specific government types.

On the table of Government Types, government type modifiers have their name *italicized*.

Government Type	Requirements	AT	LG	LT	DC	BA	AE	Misc.
Elective Monarchy	Egalitarianism ≤ -1 Progressivism ≤ -1	A	6	2	1	6000	30	Finite ruler lifespan
Hereditary Monarchy	Egalitarianism -2 Progressivism ≤ -1	A	5	2	1	7500	30	Royal family succession
Strongman Dictatorship	Inclusivity ≤ -1 Egalitarianism ≤ -1	A	2	1	1	8500	25	Political Succession
Professional Ruler	Progressivism $\geq +1$	A	5	2	1	9000	35	Political Succession
Overmind	Progressivism $\geq +1$	C	6	1	3	12000	70	Distance Penalty: 30%
Aristocratic Republic	Egalitarianism ≤ -1	A	5	3	2	5000	30	
Feudal Realm	Egalitarianism -2 Progressivism ≤ -1	A	5	4	3	6000	24	Distance Penalty: 5% Royal family succession
Professional Council	Progressivism $\geq +1$	A/E	6	3	2	4500	45	
Military Regime	None	A/E	5	3	2	4500	40	Boosts Ground Force and Crew recruitment by 10%
Engineered Republic	Egalitarianism $\leq +1$ Progressivism +2	A/E	7	3	6	10000	75	Corruption can force abrupt change to Arist. Republic
Parliamentary Republic	Egalitarianism ≥ -1	E	8	4	6	2000	60	
Presidential Republic	Egalitarianism ≥ -1	E	8	4	5	2500	65	
Council Republic	Supportiveness $\geq +1$ Inclusivity $\geq +1$ Egalitarianism +2	C	8	6	3	10000	85	
Mental Gestalt	Supportiveness +2 Inclusivity +2 Egalitarianism +2 Progressivism +2	C	10	4	∞	8000	100	Distance Penalty: 30% Dissent can force abrupt change to Overmind
<i>Federalized</i>	DON'T be any of the following: Hereditary Monarchy, Feudal Realm, Overmind, Mental Gestalt,					Reduces distance penalty to 5% -10 Administrative Efficiency +1 Legislation Time		
<i>Constitutional Monarchy</i>	-Be a Parliamentary or Presidential Republic -Egalitarianism -1 or +1					+1 Legitimacy -5 Administrative Efficiency Gives a Royal Family		
<i>Technocratic Democracy</i>	-Be a Parliamentary or Presidential Republic -Progressivism $\geq +1$					+5 Administrative Efficiency -1 Legitimacy		

Universal

Modifier: Federalized

Ideological Requirements: None

Applicable to any government type except Overminds, Council Republics, Mental Gestalts, Hereditary Monarchies, and Feudal Realms. Federalization indicates the country is composed of somewhat autonomous subdivisions with their own semi-independent governments. This halves the distance penalty for admin cost. In exchange, changing policies takes one turn longer than normal, and Administrative Efficiency is lowered by ten.

Adding or removing this modifier during gameplay is nigh-impossible without a revolution. The only circumstances under which it can happen is changing to or from a Feudal Realm; if you're federalized when changing to a Feudal Realm, the modifier goes away. If you're changing *from* a Feudal Realm, you pick up the Federalized modifier.

Dictatorships

Elective Monarchy

Ideological Requirements: Egalitarianism -1 or lower, Progressivism -1 or lower

AT: A | LG: 6 | LT: 2 | DC: 1 | BA: 6,000 | AE: 30

In an elective monarchy, all authority rests in a single elected leader. This leader rules for life, with their replacement only being elected upon their death or resignation. While they don't track heirs, Elective Monarchies *do* track the lifespan of their current ruler according to the succession crisis rules. When the current ruler dies, you enter an Interregnum as various political groups try to put their guy in charge.

During an Interregnum, your Debate Capacity is zero, and you receive a stacking -1 Legitimacy each turn. Roll a d6 each turn during the Interregnum; if it comes up 6 a new king is elected, and the Interregnum ends. The Legitimacy penalty subsequently goes away at a rate of 1 point per turn.

To become an Elective Monarchy during the game, you must be one of the following:

- A Strongman Dictatorship or Professional Ruler which has undergone two smooth successions.
- A Hereditary Monarchy or Feudal Realm in which there are no heirs, and only one Survival Point on the current ruler.

Hereditary Monarchy

Ideological Requirements: Progressivism -1 or lower, Egalitarianism -2

AT: A | LG: 5 | LT: 2 | DC: 1 | BA: 7,500 | AE: 30

In a hereditary monarchy, all authority rests in a single ruler. If that guy bites it or chooses to resign, the job goes to his kid. Hereditary Monarchies are vulnerable to succession crises.

To become a Hereditary Monarchy during the game, you must be one of the following:

- A Strongman Dictatorship or Professional Ruler which has undergone two smooth successions.
- An Elective Monarchy in which the current ruler has been in charge for at least 36 turns.

If your government is federalized and you try to become a Hereditary Monarchy, you instead become a Feudal Realm.

Strongman Dictatorship

Ideological Requirements: Inclusivity -1 or lower, Egalitarianism -1 or lower

AT: A | LG: 2 | LT: 1 | DC: 1 | BA: 8,500 | AE: 25

By hook or by crook, a single person has assumed near-total control over affairs of state. They retain power through intimidation, corruption, and reactionary propaganda. Strongman Dictatorships are vulnerable to succession crises.

There are no special requirements to become a Strongman Dictatorship during gameplay.

Professional Ruler

Ideological Requirements: Progressivism of +1 or higher

AT: A | LG: 5 | LT: 2 | DC: 1 | BA: 9,000 | AE: 35

Professional Rulers are serious, sensible, and competent individuals promoted to supreme national leadership on account of their skills. Professional Rulers are vulnerable to succession crises, following the same rules as Strongman Dictatorships.

There are no special requirements to become a Professional Ruler during gameplay.

Overmind

Ideological Requirements: Progressivism of +1 or higher

AT: C | LG: 6 | LT: 1 | DC: 3 | BA: 12,000 | AE: 70

Overminds are singular super-minds directing all other people within a country. They tend to be highly competent and decisive, though their singular perspective introduces some weaknesses. First off, they're much more susceptible to delays in communication; this triples the distance penalty for admin cost on policies. Secondly, your country will immediately have a revolution if your Capitol colony is captured or destroyed.

To become an Overmind, your Industry multiplier from STEM education must be maxed out. In addition, you *cannot* be transitioning from a federalized government or a Feudal Realm.

Oligarchies

Aristocratic Republic

Ideological Requirements: Egalitarianism -1 or lower

AT: A | LG: 5 | LT: 3 | DC: 2 | BA: 5,000 | AE: 30

An Aristocratic Republic is a situation in which society is collectively controlled by a council of rich and powerful individuals. They may not *necessarily* have explicit legal privilege, but they often do.

There are no special requirements to become an Aristocratic Republic during gameplay.

Feudal Realm

Ideological Requirements: Progressivism -1 or lower, Egalitarianism -2

AT: A | LG: 5 | LT: 4 | DC: 3 | BA: 6,000 | AE: 24

In a feudal system, a large number of otherwise independent minor countries swear fealty to a single ruler. Feudal realms are vulnerable to succession crises, behaving identically to Hereditary Monarchies in terms of heir management. Due to their decentralized nature, the distance penalty for admin cost is halved.

To become a Feudal Realm during gameplay, you must be a Hereditary or Elective monarchy with colonies in at least seven star systems. Alternatively, if your government is federalized and you try to become a Hereditary Monarchy, you instead become a Feudal Realm.

Professional Council

Ideological Requirements: Progressivism of +1 or higher

AT: A or E (pick) | LG: 6 | LT: 3 | DC: 2 | BA: 4,500 | AE: 45

A Professional Council is a small group of trained experts entrusted with leadership of the nation on account of their skills, competence, and calm-headed demeanor.

There are no special requirements to become a Professional Council during gameplay.

Military Regime

Ideological Requirements: None

AT: A or E (pick) | LG: 5 | LT: 3 | DC: 2 | BA: 4,500 | AE: 40

In a military regime, the heads of civilian government and high command of the military are one and the same. Military Regimes increase the output of Crew Academies and Boot Camps by 10%.

There are no special requirements to change government types to a Military Regime during gameplay.

Engineered Republic

Ideological Requirements: Progressivism +2, Egalitarianism +1 or lower

AT: A or E (pick) | LG: 7 | LT: 3 | DC: 6 | BA: 10,000 | AE: 75

An Engineered Republic is a government run by people purpose-built to be hyper-competent at doing so. When it works, it works great. However, this makes said government *extremely* vulnerable to corruption among those doing the engineering. If the country ever has Corruption Points in its Production, Enforcement, Justice, or Stratification policies, there is a chance of the government type changing to Aristocratic Republic.

This chance starts at 1% per turn, and goes up by 1% for each subsequent turn that the relevant policies have Corruption. Getting rid of the Corruption results in the conversion chance vanishing.

Switching to an Engineered Republic during gameplay requires that the Industry multiplier from STEM education be maxed out.

Democracies

Parliamentary Republic

Ideological Requirements: Egalitarianism -1 or higher

AT: E | LG: 8 | LT: 4 | DC: 6 | BA: 2,000 | AE: 60

A Parliamentary Republic is a form of representative democracy in which the legislature enjoys absolute supremacy over the executive branch.

Presidential Republic

Ideological Requirements: Egalitarianism -1 or higher

AT: E | LG: 8 | LT: 4 | DC: 5 | BA: 2,500 | AE: 65

A Presidential Republic is a form of representative democracy in which the legislature and executive are separately elected in a form of checks and balances.

There are no special requirements to become either a Parliamentary or Presidential Republic during gameplay.

Modifier: Constitutional Monarchy

Ideological Requirements: Egalitarianism +1 or -1.

Applicable to both Parliamentary and Presidential Republics, this variant government type indicates the presence of a hereditary monarch with at least *some* power. It increases Legitimacy by one, and decreases Administrative Efficiency by five.

To become a Constitutional Monarchy during gameplay, you must transition *directly* from a Hereditary Monarchy or Feudal Realm to either a Parliamentary or Presidential Republic.

Modifier: Technocratic Democracy

Ideological Requirements: Progressivism of +1 or higher

Applicable to both Parliamentary and Presidential Republics, this variant government type indicates that candidates are vetted for competence and sanity before being allowed to run for office. It decreases Legitimacy by one, and increases Administrative Efficiency by five.

You cannot add this modifier *unless* you are changing to a Parliamentary or Presidential Republic from another government type. If your Progressivism reaches -1 or -2 it can be removed as normal.

Council Republic

Ideological Requirements: Egalitarianism +2, Inclusivity +1, Supportiveness +1

AT: C | LG: 8 | LT: 6 | DC: 3 | BA: 10,000 | AE: 85

In a Council Republic, governance is bottom-up. Local groups nominate one of their member to be on the council one layer up, that council sends one of *their* members up to the next layer, and so on all the way to the top.

There are no special requirements to become a Council Republic during gameplay.

Mental Gestalt

Ideological Requirements: Egalitarianism +2, Inclusivity +2, Supportiveness +2, Progressiveness +2

AT: C | LG: 10 | LT: 4 | DC: infinite | BA: 8,000 | AE: 100

Representing a merged nation-wide consciousness produced by the participation of the citizens, Mental Gestalts are incredibly powerful. That said, they have significant weaknesses. First, the distance penalty to Admin Cost of policies is *tripled*. Second, if Dissent ever exceeds three the government type *immediately* switches to Overmind; in this eventuality the government ideology immediately changes by the number of points necessary to fit the ideology gap.

Becoming a Mental Gestalt during gameplay requires a Dissent score of zero (Dissent suppressed by law enforcement counts against this requirement), and a maxed out Industry multiplier from STEM education.

Special Mechanic: Heirs and Succession Crises

Hereditary Monarchies, Feudal Systems, Strongman Dictatorships, and Professional Rulers are all vulnerable to succession crises. These occur when the current ruler dies and it's not exactly clear who's supposed to be in charge next.

Both the current ruler and all extant heirs are tracked; they have five Survival Points. Each turn during the Politics Phase, roll a 1d10 for each such character. A roll of one costs one of that character's survival points and forces them to roll again. A ruler or heir that reaches zero Survival Points dies.

What happens if the ruler dies depends on how many extant heirs are in play. If there is exactly one heir, that heir becomes the new ruler without incident, refreshing their survival points in the process. Hereditary Monarchies can also have smooth succession with *two* extant heirs. In this case, which heir becomes ruler is up to the player.

If there are no heirs or too many heirs when the ruler dies, a succession crisis ensues. This is Bad News, and behaves as a Revolution (see the relevant section in the Politics Phase).

Both Hereditary Monarchies and Strongman Dictatorships have a variety of tools to manage their number of heirs. Most of these tools are not shared.

Heirs are gained slowly in a Hereditary Monarchy; by default you have a 10% chance of gaining an heir each strategic turn. You can also *intentionally* make more heirs if you aren't busy changing any policies, gaining 1d4-1 heirs. The age of these heirs needs to be tracked; it takes 24 turns for an heir to reach adulthood, during which their Survival Points are not at risk of depletion. If an underage heir inherits rulership, you receive a -1 Legitimacy penalty until the new ruler reaches adulthood. You may ignore up to two underage heirs when determining whether or not you have a succession crisis.

In a Strongman Dictatorship or Professional Rulership, heirs accumulate rapidly as various highly-placed subordinates accumulate enough personal power to make a bid for rulership. Each strategic turn there is a 35% chance of a new heir appearing, up to a maximum of twelve active heirs. This is rolled during the Politics phase.

There is only one method of getting rid of heirs shared between Monarchies and Strongman Dictatorships: Ambassadorial Postings.

Any **adult** heir is a valid candidate for an Ambassadorial posting: pick a country, send them there, and they won't cause any trouble as long as they stay there. You can only send one ambassador to each country. The player for the country in question may choose to send the ambassador back at any time. Said player may also *kill* the ambassador, giving you automatic *Cassus Belli* against them.

Sending an heir away to be an ambassador opens up an heir slot in a Strongman Dictatorship.

Monarchies and **Feudal Realms** have a few other tools available.

First, you can marry one of your heirs off to another royal family (Hereditary Monarchies, Feudal Systems, and Constitutional Monarchies all have royal families). The player for the target country must accept for this to work. If they do accept, your heir is removed from consideration. Doing this with underage heirs represents an arranged marriage.

Second, you can send an **adult** heir into the military. At base, this increases their odds of losing a Survival Point to 20% per turn. If you are at war, it increases to a 50% chance of losing a Survival Point per turn, with a 10% chance of dying instantly. Heirs in the military have a 75% chance of not making a bid for the throne (and thus not counting towards a succession crisis), but each one that *does* (beyond the threshold) increases Revolution Severity by one. A military heir that becomes ruler has their base legitimacy score increased by one during their reign; two if they fought in a war.

Third, you can shove one of your heirs into the priesthood, sanitarium or some other institution that will keep them out of trouble. This prevents their participation in any and all succession crises, but *keeping* them there is tricky. For underage heirs it takes two Administrative Capacity per turn to keep them in the institution; for adult heirs the cost is instead five Administrative Capacity per turn. If this cost is not paid the heir in question escapes; it takes five times the normal admin capacity cost to re-institutionalize them.

Lastly, you *can* – strictly speaking – opt to murder one of your heirs. This has severe costs and is not always reliable. Pay 3 Money and roll an eight-sided die; on a six or lower the targeted heir dies. On a seven or eight, they only lose a Survival Point. Failed assassinations improve the target's survival threshold for future attempts by one. Regardless of whether or not it's successful, attempting to kill an heir costs one Legitimacy, which does not return until you get a new ruler.

By contrast, **Strongman Dictatorships** tend to be much more *thuggish* about getting rid of extra heirs.

The default method of getting rid of extra heirs in a Strongman Dictatorship is the good old nine millimeter retirement package, also known as a Lethal Purge. In a Lethal Purge, you can target as many heirs as you like for death. Pay 3 Money per target, and roll an eight-sided die for each. By default, the target needs to roll a seven or eight to survive; even then, they lose a survival point. Survivors each subtract one Legitimacy, recovering at a rate of one per turn; survivors also improve their chance of surviving further Lethal Purges by one. Successful killings each reduce Administrative Efficiency by one, recovering at a rate of one per turn.

Another method is the Non-Lethal Purge, in which unwanted heirs are either kicked out of the country or imprisoned. This is cheaper and more reliable, but incurs an ongoing cost to keep the excess heirs out of trouble. Non-Lethal Purges cost 1 Money per target up front, then an ongoing five Administrative Capacity per target. Failure to pay this ongoing cost results in the heir in question returning... until you pay the 1 Money to get rid of them again. Non-Lethal Purges open up slots for more heirs to show up.

Lastly, you can opt to designate a successor. Doing this renders the number of heirs irrelevant so long as the designated successor is alive. However, it puts a *massive* target on the back of both the designated successor *and* the current ruler. The chance of losing a Survival Point for both increases to 50% per strategic turn, with a 10% chance of dying instantly.

Sending the designated successor to an ambassadorial post significantly reduces the added danger, but *doesn't* totally eliminate it. The instant death chance is no longer present, but chances of losing a survival point are still increased to 30% for the ruler and 20% for the designated successor.

Ruler turnover is unrealistically fast for gameplay purposes. For more realism, divide royalty birth rate and all point-loss/death probabilities by 10. Increase maturation time to 200 turns.

Policies

Policies are a catch-all term for the packages of laws that define what life is like in a country. They come in several categories, each of which represents a major facet of a country's functioning. The cost of maintaining a policy is listed *per unit of Civilian Infrastructure*. In addition, the policy cost per unit infrastructure is increased by a *linear* 10% (not exponential) per hex of distance from the capitol star system.

For *most* policy categories, changing a policy is fairly straightforward: start paying the new Administrative Capacity cost for the policy you want to switch to, stop paying the *old* administrative cost, and after a number of turns determined by your government type the new policy will take effect. Exceptions will be noted in the relevant category section.

If your government ideology changes to no longer allow one of your current policies, you *must* change to an allowed policy as soon as feasible.

Failure to pay all of a Policy's administrative capacity cost results in Corruption accumulating, with detrimental effects resulting. Each policy acquires one Corruption point per turn, up to the percentage points of admin cap shortfall. Permanently removing Corruption requires fully paying the admin cost again, with fully paid policies losing one Corruption point per turn.

Certain Enforcement policies can suppress a certain amount of Corruption, and for extremely specific play-styles it can actually be somewhat beneficial.

Corruption also increases the risk of negative Events (more on that in the Politics phase).

Before we go further, a brief run-down of the policy categories:

- Production policies define the basis of your country's economy, and are particularly hard to change as a result. They mainly affect your Industrial Output and Tax Revenue multipliers, though each comes with some sort of additional complication.
- Education policy is a "pay as you go" system, divided into four curriculums. Each curriculum has a different effect, such as reducing Dissent, increasing Happiness, or boosting your economic modifiers.
- Your Enforcement policy affects Legitimacy and Corruption, with some also having some ability to suppress (NOT remove) Dissent. Your Enforcement policy is also used for defending against Terrorism and Espionage.
- Your Justice policy *also* affects Legitimacy and Corruption. Most Justice Policies have some sort of special gimmick that heavily influences your play style when using it.
- Stratification policies represent the fundamental nature of your country's social order, and are therefore very hard to change. They apply modifiers to Industry, Tax Revenue, and Happiness. They are prone to decaying into worse policies if not maintained with sufficient Administrative Capacity.
- Healthcare policies affect Legitimacy, Happiness, Tax Revenue, and Disease Outbreaks. These policies are a strict hierarchy of worse and better options.
- Public Works policies are handled buffet style; each confers a minor bonus to Happiness, with some also boosting your economy or Legitimacy a bit.
- Defense policies define the structure of your military, along with recruitment practices. This has a major impact on how you fight wars.

Production Policies

These define the basic foundation of your economy: how is stuff made, how do people get jobs, that sort of thing. As Production Policies are so all-encompassing, they are particularly hard to change. They take *triple* the normal time to change compared to a regular policy, and while doing so you need to pay the administrative cost for *both* Production Policies. Revolutions present an opportunity to change production policies in a quick and decisive manner. That said, doing so is... *rather damaging*.

Common stats for Production Policies include an Industrial Output modifier, a Tax Income modifier, and an Administrative Capacity cost. Corruption decreases both Industrial Output and Tax Income at a rate of 0.5% per Corruption point.

Policy	Requirements	Admin Cost	Industry	Tax Revenue	Misc.
Slavery	All axes ≤ -1 At least one of Inclusivity or Egalitarianism at -2	6 / Civ Infra	x1.65	x1	Everyone HATES slavers! Freed slaves join invader as Ground Forces of -2 quality.
Laissez-Faire	Supportiveness ≤ -1 Egalitarianism ≤ -1	0.5 per CI	x1	x0.4	
Regulated Capitalism	Egalitarianism $\leq +1$	3 / Civ Infra	x1	x1.5	Corruption can cause decay to Laissez-Faire
Central Planning	At least one of: -Supportiveness $\geq +1$ -Egalitarianism $\geq +1$ -Progressivism $\geq +1$	6 / Civ Infra	x2	x1.5	Doubled Corruption onset rate. Halved Corruption recovery rate.
Market Socialism	Supportiveness $\geq +1$ Egalitarianism $\geq +1$	5 / Civ Infra	x1.2	x2	Corruption can cause decay to Regulated Capitalism.
Clanking Replicator	Progressivism +2	7 / Civ Infra	x4	x1	Doubles pay requirements for ship crew.

Slavery

Requirements: All ideological axes -1 or lower; at least one of Inclusivity or Egalitarianism must be -2.
Industrial Output: x1.65 | Tax Income: x1 | Admin Cap Cost: 6/Infrastructure

Any economic system in which the vast majority of production is dependent on a large number of people forced to labor without end under harsh conditions, with significant sophont rights violations involved in maintaining that state of affairs. Any country that **doesn't** use slavery finds it *utterly abhorrent*; such countries automatically have casus belli against slave states **AT ALL TIMES**. In addition, each point of your Civilian Infrastructure captured by enemy Ground Forces automatically spawns one thousand units of -2 quality Ground Forces on *their* side.

Laissez-Faire

Requirements: Supportiveness -1 or lower, Egalitarianism -1 or lower

Industrial Output: x1 | Tax Income: x0.4 | Admin Cap Cost: 0.5/Infrastructure

Economic systems in which there is very little if any regulation on the activity of private entities are generally referred to as Laissez-Faire. Such economies require very little effort on the part of the government to maintain, but also tend to be *rather bad* for most of the people living in them.

Regulated Capitalism

Requirements: Egalitarianism +1 or lower

Industrial Output: x1 | Tax Income: x1.5 | Admin Cap Cost: 3/Infrastructure

An economic system in which private entities operate companies for personal profit, but with significant regulation in place. This mitigates a lot of the harm a Laissez-Faire system does. Corruption introduces a risk of the economy decaying to Laissez-Faire; Each point of Corruption is a 1% chance of decaying to Laissez-Faire that turn.

Central Planning

Requirements: At least one of Supportiveness, Egalitarianism, or Progressivism must be +1 or higher

Industrial Output: x2 | Tax Income: x1.5 | Admin Cap Cost: 6/Infrastructure

In a centrally planned economy, almost all major industries work according to government production orders. This has the potential to get an awful lot done and removes a lot of perverse incentives, but it's *particularly* vulnerable to corruption. Corruption accumulates at twice the normal rate, but only recovers at *half* the normal rate.

Market Socialism

Requirements: Supportiveness and Egalitarianism must both be +1 or higher.

Industrial Output: x1.2 | Tax Income: x2 | Admin Cap Cost: 5/Infrastructure

Market Socialism is a large category of economic systems in which non-governmental agencies handle the vast majority of economic activity. This is differentiated from Laissez-Faire and Regulated Capitalism by the presence of mechanisms that prevent large amounts of wealth from being siphoned to a small minority in the first place. Corruption introduces a risk of the economy decaying to Regulated Capitalism; Each point of Corruption is a 1% chance of decaying to Regulated Capitalism that turn.

Clanking Replicator

Requirements: Progressiveness +2

Industrial Output: x4 | Tax Income: x1 | Admin Cap Cost: 7/Infrastructure

Clanking Replicator economies operate using truly *vast* quantities of non-sophont robots to handle nearly all physical labor. This grants them truly immense industrial capacity, and halves the price of Automaton crew on account of increased familiarity with dumb robots. Given this factor, all crew pay scales require twice as much pay for the same number of crew.

Education

How you educate your citizens has a major impact on the exact properties of your country. Unlike all other policies, Education is handled as a series of four curriculum areas; Politics, Economics, Science, and Culture. Collectively, these are abbreviated PESCS. Investment into each curriculum area applies a different corresponding buff. These buffs are *slow* to take effect and to go away, as detailed for each curriculum area.

Due to effectively being a “pay as you go” system, Education is the only policy area that doesn’t accumulate Corruption points. Failure to pay the required Administrative Capacity simply results in your education curriculum being downgraded to match. To prevent cheese, downgrading Education results in the first unit of negative drift being applied immediately. By contrast, *upgrading* Education results in having to wait until the end of the drift increment to see any benefit.

Each point of Administrative Capacity per Civilian Infrastructure gives you two ranks of Education to allocate to the various curricula.

Politics

Rank	Target Dissent
0	12
1	8
2	6
3	4
4	3
5	2
6	1
7	1
8	0

Political Education represents a variety of things; comprehensive civics courses, sociology education, sitting down dozens of kids in front of bald-faced propaganda for several hours, etcetera. Point is that it’s education designed to make the population agree with the government.

By default, the population’s ideology drifts *away* from that of the government; this tracked as a stat named Dissent. Political education sets a target point for how much Dissent the population drifts towards. Dissent drifts towards the target point at a rate of one point per four strategic turns.

Happiness can *also* heavily influence the population’s ideology drift. Each point of negative happiness reduces the turns needed for a point of ideology drift by one, while also increasing the target Dissent by one.

By contrast, each five points of *positive* happiness lowers the Dissent target point, bringing the target for ideology drift closer to the government ideology.

Until actually necessary, the population ideology *is not specified*; all that matters for our purposes is how much they agree with the government ideology or not.

Each rank of Political Education reduces the Dissent cap according to the chart.

Beyond rank eight, the only way to indoctrinate people further into your ideology is to literally brainwash them. And hacking people’s brains like that on such a large scale just isn’t worth it.

Economics

Rank	Revenue Multiplier
0	x0.5
1	x0.8
2	x0.9
3	x1
4	x1.1
5	x1.2
6	x1.3
7	x1.4
8	x1.5

While teaching people to properly fill out their taxes *does* help with collecting revenue, this form of education is much broader than that. Effectively, it's education in finance, accounting, business administration, economics, and other fields used to get lots of money moving. This manifests as a multiplier to tax revenue.

Similarly to STEM, Economics Education's modifier starts the game at your chosen value and takes four strategic turns to drift by 0.1 of *modifier*. Unlike STEM, there are no circumstances under which your tax revenue modifier will reach x0.

That said, there *is* a downside. High levels of financial education are also high levels of education in "creative accounting", fraud, and other sorts of white-collar crime. When the tax revenue multiplier is greater than one, it *also* acts as a multiplier on any and all negative effects of Corruption.

Science

Rank	Industry Multiplier
0	x0.5
1	x0.8
2	x0.9
3	x1
4	x1.1
5	x1.2
6	x1.3
7	x1.4
8	x1.5

Also known as STEM fields, education in the hard sciences and related disciplines is highly beneficial for a country's industrial output. Knowing your way around machinery, computers, and physics makes working with such things *much* easier, and safer too.

The Industry Multiplier from STEM education starts at the result of your chosen rank, and only drifts at 0.1 of *multiplier* (not rank) per four Strategic Turns. It takes a while for knowledge and practical skills to decay, and by the same token it takes a while to get it *back*.

A country that ends up at Rank Zero Science Education and x0.5 Industry Multiplier *continues* losing Industry Multiplier at a rate of 0.025 multiplier per four strategic turns. If Industry Multiplier ever reaches x0, the country loses the ability to maintain its critical infrastructure, and everyone living there dies horribly. This is a full-fledged lose condition.

Cultural

Training in the arts, mental health best practices, some level of urban planning, possibly a spiritual tradition, and a few other things make up Cultural Education.

The primary effect of Cultural Education is to increase Population Happiness. At Rank Zero your population has a -4 Happiness multiplier. It increases by +2 per rank until reaching +4 at Rank four. After that the happiness modifier goes up by +1 per rank until it reaches +8 at Rank 8.

This Happiness modifier drifts at a rate of ± 1 per twelve strategic turns.

Enforcement

Enforcement policies have to do with the front line of law enforcement in a given country. Who does it, under what circumstances they're allowed to arrest someone, and what their standard operating procedures look like are all covered here.

Law enforcement policies have several things they affect. On a particularly totalitarian level, they can be *quite effective* at squashing dissent. On another hand, the particulars of law enforcement can have significant effects on a government's legitimacy, for better or worse. They can also be good at tracking down lost nuclear weapons, along with suppressing corruption.

Corruption for Enforcement Policies is *particularly* damaging to a government, as the first thing to go is the enforcement arm's ability to suppress corruption. Each point of Corruption in Law Enforcement makes its Corruption Modifier *worse* by 20 points. At 20 Corruption and every 10 Corruption thereafter, it also applies a stacking -1 penalty to Legitimacy. At 60 Corruption and every 5 Corruption thereafter, your enforcement policy adds 1 to the Dissent target. At 80 Corruption and every 2 Corruption thereafter, your enforcement policy's nuke tracking rating is worsened by one.

Reducing Corruption in law enforcement is troublesome. Just to decrease Corruption at the normal rate requires paying *twice* its normal Administrative Capacity cost. If enforcement corruption is bad enough to start damaging Legitimacy, fixing it also requires one unit of your government's Debate Capacity for each turn you want to decrease Corruption.

For clarity, if an Enforcement Policy's Corruption Modifier is negative it *reduces* Corruption by that amount. If Corruption Modifier is positive it *increases* Corruption by that amount.

An Enforcement Policy's Corruption modifier only *reduces* Corruption if the policies you're applying it to have no more than 50 Corruption. It's important to note that the Corruption modifier *suppresses* Corruption, rather than removing it.

Suppressing Corruption in this manner *is not* free; each point of Corruption suppressed costs 0.1 Administrative Capacity per unit of Civilian Infrastructure.

With regards to Dissent: moving the Dissent Target works like the results of high Happiness or Political Education; that Dissent actually exists or doesn't because of the policy, and it takes some time to come into effect. Temporarily Suppressing Dissent *doesn't* actually make the Dissent go away; you just get to ignore that amount of Dissent when determining whether or not a Revolution takes place.

Suppressed Dissent cannot be spent to change Ideology by Collective or Elected governments. It is still counted when determining if an election was Contentious or not.

An Enforcement Policy's Nuke Tracking rating is used for defending against terrorist organizations and Espionage actions. If you're worried about this, you can upgrade the Nuke Tracking stat of your Enforcement Policy at a cost of one Administrative Capacity per Civilian Infrastructure for each +1 to Nuke Tracking. This has no cap, save the limits of what you can afford.

Policy	Requirements	Admin Cost	Dissent	LG	Corruption	NT	Misc.
Privatized Police	Supportiveness ≤ -1 Egalitarianism ≤ -1	0.5 / CI	+3 Target	+2	+300	6	
Local Militias	Supportiveness -2	Free	+3 Target	-2	+250	1	
Mafia Licensure	No axes at +2	1 / Civ Infra	-/+ 0	-/+ 0	+50	3	
Bounty Hunters	Egalitarianism ≤ -1	1 / Civ Infra	+1 Target	-/+ 0	+200	4	
Municipal Police Forces	None	3 / Civ Infra	-1 Target	+2	-50	5	
Gendarmerie	None	5 / CI	-3 Suppress	+2	-100	6	
National Investigative Police	Progressiveness $\geq +1$	7 / CI	-1 Suppress	+3	-300	10	
Social Policing	Supportiveness $\geq +1$ Inclusivity $\geq +1$	4 / CI	-1 Target	+6	-200	6	Public Works Synergy
Inquisition	Progressiveness ≤ -1	7 / CI	-6 Suppress	+1	-200	8	Unlocks brainwashed crew
Secret Police	Inclusivity ≤ -1	8 / CI	-10 Suppress	-2	-150	7	Unlocks brainwashed crew

Privatized Police

Ideological Requirements: Supportiveness and Egalitarianism -1 or lower

Dissent Modifier: +3 (moves Target Dissent) | Legitimacy Modifier: +2 | Corruption Modifier: +300

Nuke Tracking: 6 | Admin Cost: 0.5/Civilian Infrastructure

When the job of policing is outsourced to private companies, the government saves lots of money. On the other hand, it has disastrous effects on the majority of the population, as they're forced to engage in some pretty skeezy behavior just to get by.

Local Militias

Ideological Requirements: Supportiveness -2

Dissent Modifier: +3 (moves Target Dissent) | Legitimacy Modifier: -2 | Corruption Modifier: +250

Nuke Tracking: 1 | Admin Cost: Free

When no money whatsoever is spent on law enforcement or public safety, the end result is armed bunches of civilians taking matters into their own hands. This is a *bad thing*.

Mafia Licensure

Ideological Requirements: No axes at +2

Dissent Modifier: 0 | Legitimacy Modifier: 0 | Corruption Modifier: +50

Nuke Tracking: 3 | Admin Cost: 1/Civilian Infrastructure

Mafia Licensure is a system of law enforcement in which organized crime groups are authorized to operate, provided they meet certain standards of behavior and fulfill certain civic obligations. This can be *efficient*, and generally results in safe communities, but it does have some consequences.

Bounty Hunters

Ideological Requirements: Egalitarianism -1 or lower

Dissent Modifier: +1 (moves Target Dissent) | Legitimacy Modifier: +0 | Corruption Modifier: +200

Nuke Tracking: 4 | Admin Cost: 1/Civilian Infrastructure

In a Bounty System, public and private entities put up monetary rewards for the capture of specific individuals; free agents then capture said individuals in exchange for said reward. Despite being privatized, this is somewhat more egalitarian than corporate police, as it's possible for regular people to crowdfund the arrest of particularly loathsome individuals.

Municipal Police Forces

Ideological Requirements: None

Dissent Modifier: -1 (moves Target Dissent) | Legitimacy Modifier: +2 | Corruption Modifier: -50

Nuke Tracking: 5 | Admin Cost: 3/Civilian Infrastructure

In these sorts of law enforcement systems, the vast majority of policing is handled by small police forces local to individual jurisdictions. While there may *be* higher level agencies, they aren't called in under normal circumstances.

Gendarmerie

Ideological Requirements: None

Dissent Modifier: -3 (Temporarily Suppressed) | Legitimacy Modifier: +2 | Corruption Modifier: -100

Nuke Tracking: 6 | Admin Cost: 5/Civilian Infrastructure

A heavily armed law enforcement group somewhere between a police force and an arm of the military, Gendarmeries don't mess around. They're decently effective in every capacity, but don't truly *excel* in anything.

National Investigative Police

Ideological Requirements: Progressiveness +1 or higher

Dissent Modifier: -1 (Temporarily Suppressed) | Legitimacy Modifier: +3 | Corruption Modifier: -300

Nuke Tracking: 10 | Admin Cost: 7/Civilian Infrastructure

In this framework, a national-level organization specialized in tracking down malfeasance is the primary law enforcement group. Such systems are *excellent* at rooting out corruption and tracking down secretive groups, but running one of them is rather expensive.

Social Policing

Ideological Requirements: Supportiveness and Inclusivity +1 or higher

Dissent Modifier: -1 (moves Target Dissent) | Legitimacy Modifier: +6 | Corruption Modifier: -200

Nuke Tracking: 6 | Admin Cost: 4/Civilian Infrastructure

The defining feature of Social Policing is the integration of social welfare services into law enforcement. This drastically changes the approach to crimes of desperation, as people driven to such extremes are immediately fast-tracked into various aid programs. This increases the happiness boost from Job Boards, Social Safety Nets, and Public Housing (see Public Works policies) by 2 each.

Inquisition

Ideological Requirements: Progressivism -1 or lower

Dissent Modifier: -6 (Temporarily Suppressed) | Legitimacy Modifier: +1 | Corruption Modifier: -200

Nuke Tracking: 8 | Admin Cost: 7/Civilian Infrastructure

A religious law-enforcement organization dedicated to rooting out heretics and other enemies of the church, an Inquisition can be a truly formidable institution. This policy enables the use of Brainwashed crew.

Secret Police

Ideological Requirements: Inclusivity -1 or lower

Dissent Modifier: -10 (Temporarily Suppressed) | Legitimacy Modifier: -2 | Corruption Modifier: -150

Nuke Tracking: 7 | Admin Cost: 8/Civilian Infrastructure

Primarily concerned with handling threats to the regime, a Secret Police is a shadowy and ruthless organization with a penchant for “disappearing” troublesome members of the population. This policy enables the use of Brainwashed crew.

Justice

Justice policies have to do with the courts and correctional system. This includes both civil and criminal courts, and has a major influence on both Corruption and Legitimacy.

The Corruption Multiplier for Justice Policies multiplies the effect of extant Corruption by the specified value. This changes the *effective* amount of Corruption in play, but doesn't actually add or remove Corruption Points.

Corruption in the Justice system is similarly nasty to corruption in Law Enforcement; each point of Corruption *increases* the Corruption Multiplier by 0.01. Every 10 points of Corruption also decreases the Legitimacy modifier by 1.

Policy	Requirements	Admin Cost	Corruption	LG	Gimmick
Privatized Justice	Supportiveness -2	0.2 / Civilian Infrastructure	x1.8	-3	None
Professional Courts	Progressivism \geq -1	3 / Civilian Infrastructure	x0.6	+3	None
Religious Courts	Progressivism \leq -1	2 / Civilian Infrastructure	x1	+5	Legitimacy decreased by 1 per un-suppressed Dissent.
Show Trials	Inclusivity \leq -1 Egalitarianism \leq -1	2 / Civilian Infrastructure	x1.35	+2	Turns Scandals into a positive Event. Unlocks Brainwashed Crew
Prisoner Labor	Supportiveness \leq -1	3 / Civilian Infrastructure	x1.2	+0	x1.1 Industry
Penal Colonies	Supportiveness \leq -1	2 / Civilian Infrastructure	x1	+0	Boosts Pioneer Spirit with Dissent and low Happiness.
Re-Education Camps	Progressivism \leq -1	5 / Civilian Infrastructure	x0.8	+1	Suppresses 8 Dissent. Unlocks Brainwashed crew.
Restorative Justice	Supportiveness \geq +1 Inclusivity \geq +1 Progressivism \geq +1	4 / Civilian Infrastructure	x0.6	+4	+3 Happiness

Privatized Justice

Ideological Requirements: Supportiveness -2

Corruption Multiplier: x1.8 | Legitimacy Modifier: -3 | Admin Cost: 0.2 per Civilian Infrastructure

While leaving the courts to private entities is certainly *an* option, it is by all accounts a *bad* option. The only redeeming feature is that it's *cheap*.

Professional Courts

Ideological Requirements: Progressivism -1 or higher

Corruption Multiplier: x0.6 | Legitimacy Modifier: +3 | Admin Cost: 3 per Civilian Infrastructure

A Professional Court system is a court system focused on evidence-based verdicts and fair resolution of cases. They're highly competent in this regard, but don't do anything particularly special.

Religious Courts

Ideological Requirements: Progressivism -1 or lower

Corruption Multiplier: x1 | Legitimacy Modifier: +5 | Admin Cost: 2 per Civilian Infrastructure

Religious court systems decide cases in accord with the religious principles of their civilization. That said, if the people don't agree with that religion it doesn't work so well. Each point of un-suppressed Dissent reduces the Legitimacy of a country with Religious Courts by one.

Show Trials

Ideological Requirements: Inclusivity and Egalitarianism -1 or lower.

Corruption Multiplier: x1.35 | Legitimacy Modifier: +2 | Admin Cost: 2 per Civilian Infrastructure

A system of Show Trials is deliberately rigged from the word "go" for the regime's benefit, with judicial proceedings being heavily publicized and propagandized. If you're using Show Trials, the temporary Legitimacy penalty from Scandals is instead a Legitimacy *bonus*. In addition, every Scandal lets you remove one Heir for free, using them as a scapegoat; this has the normal effects of a Lethal Purge, but it always works. This policy enables the use of Brainwashed crew.

Prisoner Labor

Ideological Requirements: Supportiveness -1 or lower

Corruption Multiplier: x1.2 | Legitimacy Modifier: +0 | Admin Cost: 3 per Civilian Infrastructure

A Prisoner Labor system isn't really concerned with propagating justice as one of its primary goals. Instead, the courts are looking for an excuse to force people into long sentences of hard labor. This applies a multiplier of 1.1 to Industrial Output.

Re-Education Camps

Ideological Requirements: Progressivism -1 or lower,

Corruption Multiplier: x0.8 | Legitimacy Modifier: +1 | Admin Cost: 5 per Civilian Infrastructure

Justice systems incorporating Re-Education Camps are primarily geared to deal with political dissidents. In this modern age, that means full-on brainwashing is available. As such, running this policy suppresses (rather than *removes*) eight Dissent. This policy enables the use of Brainwashed crew.

Penal Colonies

Ideological Requirements: Supportiveness -1 or lower.

Corruption Multiplier: x1 | Legitimacy Modifier: +0 | Admin Cost: 2 per Civilian Infrastructure

The practice of sending convicts to far-flung destinations in order to found new colonies for their home country is an old and time-honored one. Running this policy increases the Pioneer Spirit growth boost for new colonies, influenced by both Happiness and Dissent.

Each point of Dissent increases the Pioneer Spirit growth multiplier by 0.1. Lower happiness *also* increases the amplification; each point by which Happiness shortfalls 10 increases the Pioneer Spirit multiplier by 0.1. You still count suppressed Dissent when determining the boost to your Pioneer Spirit growth multiplier.

Restorative Justice

Ideological Requirements: Supportiveness, Inclusivity and Progressivism +1 or higher

Corruption Multiplier: x0.6 | Legitimacy Modifier: +4 | Admin Cost: 4 per Civilian Infrastructure

Restorative Justice is a justice system primarily focused on reducing harm to society. This means measures like *genuine* rehabilitation of prisoners, full integration of social services, and harm reduction programs for drug addiction are commonplace. As a result, Restorative Justice increases Happiness by three.

Stratification

Stratification policies reflect the social order of a country. What social classes are present, how they're organized, and whether movement between them is possible. Because of how all-encompassing these policies are, changing them is harder than normal. They take *five times* the normal time to change compared to a regular policy, and while doing so you need to pay the administrative cost for *both* Stratification Policies. Revolutions present an opportunity to change Stratification Policies in a quick and decisive manner. That said, doing so is... *rather damaging*.

Stratification Policies affect Industrial Output, Tax Revenue, and Happiness. Every point of Corruption reduces both the Industrial and Tax multipliers by 0.005, while every *eight* points of Corruption reduces the Happiness modifier by one.

Aside from the penalties to Industry, Revenue and Happiness, most Stratification Policies are also prone to decaying into each other if Corruption is present. If a Stratification Policy has a Decay Target listed, each point of Corruption introduces a stacking 0.5% chance of decaying into the listed Decay Target each turn; 20 Corruption is a 5% chance of decaying each turn.

Policy	Requirements	Admin Cost	Industry	Tax Revenue	Happy	Decay Target	Misc.
Classless Society	Supportiveness +2 Inclusivity +2 Egalitarianism +2	6 / Civ Infra	x1.2	x1.3	+2	Situational Classes	Increased Decay Risk
Situational Classes	Egalitarianism \geq -1 Progressivism \geq +1	3 / Civ Infra	x1.1	x1.2	+1	Wealth-Based Aristocracy	
Pure Meritocracy	Supportiveness \geq +1 Inclusivity +2 Progressivism \geq +1	5 / Civ Infra	x1.3	x1.2	+2	Chain of Command	Increased Decay Risk
Eusociality	Supportiveness \geq +1 Egalitarianism \leq +1	4 / Civ Infra	x1.3	x1.3	+0	Caste System	
Chain of Command	Egalitarianism \pm 1 Progressivism \geq -1	3 / Civ Infra	x1.1	x1	+0	Caste System	Double Ground Force training rate when at war.
Caste System	Inclusivity \leq -1 Egalitarianism -2 Progressivism \leq -1	0.4 / CI	x0.8	x0.8	-3	None	Unlocks Brainwashed Crew
Hereditary Aristocracy	Egalitarianism -2 Progressivism \leq -1	2 / Civ Infra	x1	x1	-2	Caste System	
Apartheid	Inclusivity \leq -1	3 / Civ Infra	x0.9	x0.9	-3	Caste System	Unlocks Temporary Legitimacy Action & Brainwashed Crew
Wealth-Based Aristocracy	Egalitarianism \leq -1	3 / Civ Infra	x1	x1.1	-1	Hereditary Aristocracy	
Religious Privilege	Egalitarianism \leq -1 Progressivism \leq -1	2 / Civ Infra	x0.9	x1.1	-2	Caste System	

Classless Society

Ideological Requirements: Supportiveness, Inclusivity, and Egalitarianism +2

Industrial Modifier: x1.2 | Tax Modifier: x1.3 | Happiness Modifier: +2

Admin Cost: 6/Civilian Infrastructure | Decay Target: Situational Classes

A Classless Society is *not* one without a sense of style. Instead, it refers to a situation where everyone has the same basic pro-social incentive structure, ensuring true equality in status and social power. This massively improves economic efficiency and happiness, but maintaining this state of affairs is *difficult*. The probability of decay due to Corruption on any given turn is *doubled*.

Situational Classes

Ideological Requirements: Egalitarianism -1 or higher, Progressivism +1 or higher

Industrial Modifier: x1.1 | Tax Modifier: x1.2 | Happiness Modifier: +1

Admin Cost: 3/Civilian Infrastructure | Decay Target: Wealth-Based Aristocracy

A catch-all term for social structures in which one person can easily experience being a part of several social strata during their life. These societies tend to deliver a quite good standard of living to their citizens.

Pure Meritocracy

Ideological Requirements: Supportiveness and Progressivism +1 or higher, Inclusivity +2

Industrial Modifier: x1.3 | Tax Modifier: x1.2 | Happiness Modifier: +2

Admin Cost: 5/Civilian Infrastructure | Decay Target: Chain of Command

In a pure meritocracy, everyone is placed on a level playing field in terms of opportunity, then promoted to whatever role their aptitudes are best suited for. Actually achieving this ideal requires universal education, help dealing with disabilities, and active efforts to eliminate the effects of disadvantaged status at birth. The probability of decay due to Corruption on any given turn is *doubled*.

Eusociality

Ideological Requirements: Supportiveness +1 or higher, Egalitarianism +1 or lower

Industrial Modifier: x1.3 | Tax Modifier: x1.3 | Happiness Modifier: +0

Admin Cost: 4/Civilian Infrastructure | Decay Target: Caste System

Eusociality is a social structure defined by a few key traits; children are raised communally, there's permanent division of labor between reproducing and non-reproducing individuals, and there are multiple differentiated strains of people optimized for different tasks. This is a highly efficient way of organizing a society that doesn't *necessarily* suck for its constituents, but it's not as focused on individual wellbeing as some other options.

Chain of Command

Ideological Requirements: Egalitarianism -1 or +1, Progressivism -1 or higher

Industrial Modifier: x1.1 | Tax Modifier: x1 | Happiness Modifier: +0

Admin Cost: 3/Civilian Infrastructure | Decay Target: Caste System

Imposing a military style chain of command on the whole of society is certainly *an* option for getting stuff done. It's not even necessarily a *bad* option, per se. When at war, a country with Chain of Command as its stratification policy doubles the rate at which Boot Camps train Ground Forces.

Caste System

Ideological Requirements: Egalitarianism -2, Inclusivity -1 or lower, Progressivism -1 or lower

Industrial Modifier: x0.8 | Tax Modifier: x0.8 | Happiness Modifier: -3 | Admin Cost: 0.4/ Infrastructure

Caste systems are entrenched social structures in which social standing is largely determined from birth. Social mobility is effectively nonexistent, and interactions between castes feature heavy power imbalances that often lead to abuses. This squanders vast sophont potential and propagates much misery. This policy allows the use of Brainwashed crew.

Hereditary Aristocracy

Ideological Requirements: Egalitarianism -2, Progressivism -1 or lower

Industrial Modifier: x1 | Tax Modifier: x1 | Happiness Modifier: -2

Admin Cost: 2/Civilian Infrastructure | Decay Target: Caste System

A situation in which powerful families have amassed sufficient political power to be awarded hereditary legal privileges, often with a fancy-sounding title attached. This results in ossified and highly unequal social structures, with quite nasty effects on most people's living standards.

Apartheid

Ideological Requirements: Inclusivity -1 or lower

Industrial Modifier: x0.9 | Tax Modifier: x0.9 | Happiness Modifier: -3

Admin Cost: 3/Civilian Infrastructure | Decay Target: Caste System

Forcing a large demographic of your society to be second-class citizens is far from an ethical way to organize things. It's also far from an *efficient* way to organize things. The only redeeming feature is that if your population is just as bigoted as your government, you can use racist fear mongering to drum up some temporary Legitimacy in the eyes of the public.

To do this, spend one Money per forty Civilian Infrastructure. Roll a six-sided die and subtract your Dissent to find out how much temporary Legitimacy you get. Do not count currently suppressed Dissent against your roll. Temporary Legitimacy from multiple rolls stacks.

Temporary Legitimacy drifts towards zero Temporary Legitimacy at a rate of one per turn. There is a limit of six positive Temporary Legitimacy, with no limit on *negative* Temporary Legitimacy. This policy allows the use of Brainwashed crew.

Wealth-Based Aristocracy

Ideological Requirements: Egalitarianism -1 or lower

Industrial Modifier: x1 | Tax Modifier: x1.1 | Happiness Modifier: -1

Admin Cost: 3/Civilian Infrastructure | Decay Target: Hereditary Aristocracy

In systems of Wealth-Based Aristocracy, having a lot of money and financial assets confers utterly disproportionate status and power upon those with said wealth. This isn't *always* legally recognized. Often the rich ostensibly have equal legal standing and rights to the poor, while in practice enjoying an utterly disgusting level of structural advantage.

Religious Privilege

Ideological Requirements: Egalitarianism and Progressivism -1 or lower

Industrial Modifier: x0.9 | Tax Modifier: x1.1 | Happiness Modifier: -2

Admin Cost: 2/Civilian Infrastructure | Decay Target: Caste System

Also known as a Theocracy, Religious Privilege indicates that some organized religion or other has special status under the law. Priests have exemptions and advantages that the common people don't, and practice of the state religion is very often mandatory. This structure results in considerable abuses in the vast majority of cases, as becoming a priest is particularly attractive to power-hungry individuals.

Healthcare

Healthcare policies represent the standard of medical care provided to the citizens of your country. The primary effects of Healthcare policies are related to Legitimacy and Happiness, with a very minor effect on tax income.

Healthcare policies make no pretense of being co-equal choices that simply favor different play-styles. They are a strict hierarchy in which some policies are outright better than others. This is indicated by the Level listed for each healthcare policy. Changing to a healthcare policy with a different Level inflicts a temporary modifier to both Legitimacy and Happiness equal to the Level difference between policies. If upgrading, this is a bonus which decays at one point per turn; if downgrading, this is a penalty which decays at one point per *twelve* strategic turns.

A new upgrade bonus to Legitimacy and Happiness cancels out downgrade penalties on a one to one basis. A new downgrade penalty immediately removes any remaining upgrade bonuses before being applied at full force.

Every ten points of Corruption in Healthcare worsens the happiness modifier by one. Every 20 points of Corruption worsens the Legitimacy modifier by one. In addition, each point of corruption is 1% chance of your healthcare policy decaying to its listed decay target; 20 Corruption is a 20% decay chance each turn.

Healthcare corruption also significantly increases the risk of Disease Outbreak Events.

Policy	Requirements	Admin Cost	Lv.	LG	Happy	Tax	Decay Target
Universal Morphic Freedom	Supportiveness +2 Inclusivity +2 Egalitarianism $\geq +1$ Progressivism $\geq +1$	5 / Civ Infra	6	+4	+6	x1.15	Universal Immortality
Universal Immortality	Supportiveness +2 Egalitarianism $\geq +1$	4 / Civ Infra	5	+3	+4	x1.1	Universal Healthcare
Universal Healthcare	Supportiveness ≥ -1 Egalitarianism ≥ -1	3 / Civ Infra	4	+2	+2	x1.05	Universal Preventative Care
Universal Preventative Care	Supportiveness ≥ -1	2 / Civ Infra	3	+1	+1	x1	Privatized Healthcare
Privatized Healthcare	Supportiveness ≤ -1	7 / Civ Infra	2	+0	+1	x0.95	Local Practitioners
Local Practitioners	Supportiveness ≤ -1	2 / Civ Infra	1	-1	+1	x0.9	
Religious Hospitals	Supportiveness -2 Progressivism ≤ -1	3 / Civ Infra	0	-2	-2	x0.85	

Universal Morphic Freedom

Ideological Requirements: Supportiveness and Inclusivity +2, Egalitarianism and Progressivism +1 or higher

Level: 6 | Legitimacy Modifier: +4 | Happiness Modifier: +6 | Tax modifier: x1.15

Decay Target: Universal Immortality | Admin Cost: 5/Civilian Infrastructure

In the absolute best healthcare systems, not only can people reasonably expect backup bodies in case they get killed, but it's not too hard to get a customized body that's either mechanical or biological, depending on preference. This leads to immense internal diversity, putting a fair bit of strain on doctors and requiring a great deal of social efforts to prevent discrimination.

Universal Immortality

Ideological Requirements: Supportiveness +2, Egalitarianism +1 or higher

Level: 5 | Legitimacy Modifier: +3 | Happiness Modifier: +4 | Tax modifier: x1.1

Decay Target: Universal Healthcare | Admin Cost: 4/Civilian Infrastructure

Taking backups of people's minds is a well-understood technology by this point, and one with the rather obvious application of resurrecting the deceased. In these systems of healthcare, there are extensive efforts to ensure that death need not be permanent, including ready availability of replacement bodies.

Universal Healthcare

Ideological Requirements: Supportiveness -1 or higher, Egalitarianism -1 or higher

Level: 4 | Legitimacy Modifier: +2 | Happiness Modifier: +2 | Tax modifier: x1.05

Decay Target: Universal Preventative Care | Admin Cost: 3/Civilian Infrastructure

In addition to universal preventative care, there's now a system of publicly funded hospitals. Now people can get important surgeries and other such interventions in a timely manner.

Universal Preventative Care

Ideological Requirements: Supportiveness -1 or higher

Level: 3 | Legitimacy Modifier: +1 | Happiness Modifier: +1 | Tax modifier: x1

Decay Target: Privatized Healthcare | Admin Cost: 2/Civilian Infrastructure

As it turns out, making sure everyone gets regular checkups, immunizations, and other such preventative measures does a *lot* to reduce the incidence of more serious issues. That said, actually *dealing with* said serious issues tends to be rather a bit more troublesome.

Privatized Healthcare

Ideological Requirements: Supportiveness -1 or lower

Level: 2 | Legitimacy Modifier: +0 | Happiness Modifier: +1 | Tax modifier: x0.95

Admin Cost: 7/Civilian Infrastructure

Leaving healthcare up to corporations might *seem* like a cheap option from the government's perspective, but that's wishful thinking. In practice it requires constant regulations and government interventions to prevent the healthcare system from warping into something that horrifically abuses the vast majority of citizens.

Local Practitioners

Ideological Requirements: Supportiveness -1 or lower

Level: 1 | Legitimacy Modifier: -1 | Happiness Modifier: +1 | Tax modifier: x0.95

Admin Cost: 2/Civilian Infrastructure

Religious Hospitals

Ideological Requirements: Supportiveness -2, Progressivism -1 or lower

Level: 0 (treat as 0.2 for Disease Outbreak occurrence rate) | Legitimacy Modifier: -2

Happiness Modifier: -2 | Tax modifier: x0.85

Decay Target: Privatized Healthcare | Admin Cost: 3/Civilian Infrastructure

Religious groups running healthcare tends to have absolutely horrific results, as a priest's idea of effective medicine is often entirely detached from reality. As such, the treatments they prescribe are entirely ineffective at combating disease or healing injuries. Recovery comes down more to luck than anything else.

Public Works

Unlike all other categories where you can only run one policy at a time, Public Works policies are more of a *buffet*. This is because each Public Works policy represents a separate piece of public infrastructure. Not running a specific Public Works policy doesn't mean you don't *have* the relevant piece of infrastructure, it just means it isn't particularly noteworthy. Even without running any specific Public Works policies, it costs four Administrative Capacity per Civilian Infrastructure at a base level.

Corruption in Public Works negatively affects Happiness, Legitimacy, and the economy. Every point of Corruption reduces total Industrial Output and Tax Revenue by 0.5%. Every ten points of Corruption reduces Happiness by 1. Every fifteen points of Corruption reduces Legitimacy by one.

Public Work	Admin Cost	Happiness Buff	Ideology Requirements	Special Effects
Public Transit	1/CI	+1	None	x1.05 Industrial Output and Tax Revenue
Network Access	2/CI	+2	Prog \geq +1	x1.15 Industrial Output and Tax Revenue. Doubles the effects of low Happiness on Dissent.
Job Boards	0.5/CI	+1	Support \geq -1	x1.05 Industrial Output and Tax Revenue
Social Safety Net	2/CI	+1	Support \geq +1	x1.05 Industrial Output and Tax Revenue Provides +2 Legitimacy
Public Housing	2/CI	+1	Support \geq +1	x1.05 Industrial Output and Tax Revenue
Parks	1/CI	+2	Egalitarianism & Inclusivity -1 or higher.	None
Museums	1/CI	+1	None	Provides +1 Legitimacy

The economy bonuses provided by most Public Works policies represent the population of the country not needing to struggle as hard for basic survival, and therefore being able to put more of their effort towards genuinely productive endeavors. The exception is Network Access; having a comprehensive civilian internet does a lot to boost productivity on its own.

Defense

Defense policies are unique: their cost scales with *military* infrastructure, rather than scaling with *civilian* infrastructure. They dictate how people end up in the military, which determines an awful lot about how your forces behave during a war.

Corruption in your Defense Policy makes your military worse at actually fighting a war. Each point of Corruption does the following:

- Increase ship build/repair/refit time and cost by 1%, stacking linearly
- Make it so that 1% of Supplies “gets lost” each time they’re loaded on or off a ship, stacking linearly
- This also applies for Supplies moved via civilian transport
- Reduce the attack power of your Ground Forces by 1%, stacking linearly

Every ten points of Corruption in your Defense policy reduces the Morale of ship crews by one.

Policy	Requirements	Admin Cost	Effect
Volunteer Professional Force	None	5 / Mil Infra	Increases Ground Force quality by 1 Increases Crew Morale by 1
Send in the Killbots	None	5 / Mil Infra	Forces exclusive use of Automaton crew, bans normal Ground Force recruitment. Spend Military Production to instantly spawn killer robot Ground Forces.
Universal Compulsory Service	Inclusivity $\geq +1$ Egalitarianism $\geq +1$	6 / Mil Infra	Requires large-scale training of Ground Forces during peacetime while limiting retention. During wars, the retention limit is lifted and Ground Force recruitment is x4.
Conscript Levies	Supportiveness ≤ -1 Egalitarianism ≤ -1	2 / Mil Infra	Lets boot camps train 16 units of -3 Ground Forces per turn. Unlocks Brainwashed crew.
Soldier Caste	Egalitarianism -2	10 / Mil Infra	+2 Ground Force Quality, halves Ground Force recruitment rate.
Mercenary Forces	None	3 / Mil Infra	Reduces trained Ground Force quality by 2. Spend Military Spending to instantly spawn mercenary Ground Forces.

Volunteer Professional Force

Ideological Requirements: None | Admin Cost: 5/Military Infrastructure

Volunteer professional forces are there because they *want* to be there. As a result, the quality of Ground Forces is increased by 1, and Crew has base Morale one point higher. This does not affect upkeep expenses.

Send in the Killbots

Ideological Requirements: None | Admin Cost: 5/Military Infrastructure

Why waste sophont lives as soldiers when you could just drown the enemy in endless waves of metal? Use of this policy forces the use of Automaton crew exclusively, and locks you out of normal Ground Force recruitment.

In exchange you don't need boot camps; spend six units of Military Production at one of your colonies and instantly churn out a unit of -1 Ground Forces, ready for immediate usage. For double the price, you can manufacture Killbots of +1 quality. Killbot armies have reduced upkeep compared to regular Ground Forces, since they don't need to be paid. -1 Killbots require 2.5 M\$ per unit, while +1 Killbots require 5 M\$ per unit.

Universal Compulsory Service

Ideological Requirements: Inclusivity and Egalitarianism -1 or higher | Admin Cost: 6/Military Infrastructure

The idea is quite simple: Mandate that everyone spend some time in the military, ensuring that if a war comes knocking you've got plenty of reservists to call up in fairly short order. During peacetime you are *required* to train 30 units of Ground Forces per turn for every point of Civilian Infrastructure in your country, also during peacetime you can only *keep* 360 units of Ground Forces per point of Civilian Infrastructure, with the rest automatically disbanding back into the civilian population.

If you've been doing this for the last 24 Strategic Turns, then during a war you multiply your rate of Ground Forces recruitment by six. This buff only applies up to the standard of training you were giving your troops during the last 24 turns of peace. These conscripts are paid at the regular rate.

Conscript Levies

Ideological Requirements: Supportiveness and Egalitarianism -1 or lower | Admin Cost: 2/Military Infrastructure

Hey you, yes you! Are you well and truly desperate for manpower? Then we've got the solution for you! Grab random people off the street, shove a rifle into their hands, and ship them off to the front. When running this policy, your boot camps gain the ability to train 16 units of -3 quality Ground Forces per turn. Conscript Levies charge the normal upkeep rate for -2 quality Ground Forces. This policy enables the use of Brainwashed crew.

Soldier Caste

Ideological Requirements: Egalitarianism -2 | Admin Cost: 10/Military Infrastructure

In these systems, you only get to join the military if you were born to it. The life-long training gives Ground Forces a +2 quality boost, but halves the rate at which they can be recruited.

Mercenary Forces

Ideological Requirements: None | Admin Cost: 3/Military Infrastructure

Does your army suck massively? Then throw money at the problem until the mercenaries get rid of it *for* you. The quality of Ground Forces you *train* is reduced by two, but you gain a special ability. Spend twenty Military Spending on one of your colonies, and a unit of Mercenaries with +1 Quality will spawn. For double the price, you can instead get Mercenaries with +3 Quality. Mercenary units must be paid every turn, or else they will disband.

Politics Phase (Fullplay Only)

During the Politics phase, players handle all the nitty-gritty of actually running a country. Changing policies, signing treaties, and checking if you're going to have a Revolution all take place during this phase.

Country Name Changes

You can rename your country at any time. Under normal circumstances, doing this generates 2 Dissent. If you've just changed government types or had a revolution, you can rename your country *once* without generating Dissent.

Ideology Changes

How you change ideology differs based on your government's Authority Type.

In **Autocratic** governments, you can change your ideology to whatever you damn well please; you're the boss after all. However, each point by which you change your ideology in this manner generates one point of dissent. This will drift towards your target dissent at the normal rate.

Collective governments behave similarly to Elected governments, but without the election cycle. At any time, you can spend dissent to change your ideology; one dissent spent changes ideology by one point. You can spend a maximum of one dissent per turn in this manner.

In **Elected** governments, opportunities to change your Ideology are limited by the election cycle. Every 24 turns, there is an election. If within the first 24 turns of the game, you can "call the election early", representing an election cycle that's not synchronized with the game. During an election, you spend dissent to change your ideology; one dissent spent is one point of ideology changed.

If you have four or more dissent left after the election, or change ideology by more than three points, the election was Contentious. How bad this is depends on the Discontent Factor; to get this, subtract 2 from remaining dissent, subtract 2 from change in ideology, and take the higher of the two. Until the next election, your Legitimacy is reduced by the Discontent Factor, while your target dissent is *increased* by the Discontent Factor.

Government Type Changes

The circumstances under which your government type can change are tightly constrained. In the vast majority of situations, you *cannot* willingly change government types.

One circumstance in which you can change government types is if your ideology drifts outside the allowed bounds for your government type. Under these circumstances you are *forced* to change to a government type which your new ideology allows, and which you meet the requirements for. This takes 1d6 turns to complete (2d6 if switching to Overmind, Engineered Republic, or Mental Gestalt).

Another circumstance in which you can change government types is Democratization. Elective Monarchies, Hereditary Monarchies, Strongman Dictatorships, Professional Rulers, Overminds, Professional Councils, Military Regimes, and Engineered Republics can all Democratize at will, provided Egalitarianism is -1 or higher.

Democratization changes your government type to either Parliamentary or Presidential Republic, with any modifiers you both want *and* meet the requirements for. You may also opt to democratize into a Council Republic, provided your country is not federalized and meets other requirements. Democratization takes 1d6 turns to complete.

A Strongman Dictatorship or Professional Ruler that has gone through two smooth successions (and meets the ideological requirements) can become a Hereditary or Elective Monarchy at will. If Federalized, the Hereditary Monarchy option is replaced with becoming a Feudal Realm. This takes 2 turns to complete.

A Hereditary or Elective Monarchy with colonies in at least 7 star systems can become a Feudal Realm at will. This takes 1d6 turns to complete.

A Hereditary Monarchy or Feudal System with no heirs and a current ruler with only 1 Survival Point can become an Elective Monarchy at will. This counts as changing a policy for **ALL** purposes.

An Elective Monarchy in which the current ruler has been in charge for at least 36 turns can become a Hereditary Monarchy at will. If federalized, the country instead becomes a Feudal Realm.

Strongman Dictatorships and Professional Rulers can turn into each other for free any time they change rulers without a succession crisis, provided they meet the ideological requirements. This specific change **DOES NOT** inflict the usual penalties to Legitimacy and Dissent.

If an Elected government has had three Contentious Elections in a row, and the current Discontent Factor is four or worse, you can change to being a Strongman Dictatorship, Aristocratic Republic, or (Autocratic) Military Regime at any time. This takes 1d6 turns to complete.

A Professional Ruler can switch to a Professional Council at will. This takes 12 turns at base, minus the current number of heirs.

A Professional Ruler or Professional Council can change to an Overmind or Engineered Republic at will, provided they meet the requirements. This takes 2d6 turns to complete.

A Council Republic that meets requirements can become a Mental Gestalt at will. This takes 2d6 turns to complete. This specific change **DOES NOT** inflict the usual penalties to Legitimacy and Dissent.

Changing government types usually causes a temporary penalty of -1d4 Legitimacy and +1d4 Dissent. If changing from an Elected or Collective government to an Autocratic one, these penalties are increased to 2d4 for each roll. The Legitimacy penalty goes away at a rate of 1 point per turn, but the Dissent penalty drifts at the normal rate for your Political education. This penalty does not apply if government type was changed via revolution.

Policy Changes

Changing your country's policies is something which can be freely done, so long as you have the Debate Capacity available. For most policies it's fairly simple; start paying the new policy's administrative capacity cost, stop paying the old one, and after a number of turns equal to your Legislation Time the policy change is complete. Each policy change requires one unit of Debate Capacity while it's being worked on, which is a finite resource for most government types.

While changing policies, you *cannot* underpay the admin capacity cost for the Policy you're changing to. Doing so scuppers the entire process and forces you to start over.

Production and Stratification policies are particularly hard to change; while doing so you must pay the full Admin Capacity cost for *both* the new and the old policy. In addition, doing so takes three times the normal Legislation Time for Production Policies, and *five* times the normal Legislation Time for Stratification Policies.

If a change to your ideology makes it so you no longer qualify for one of your policies, you are *required* to begin changing to an allowed policy as soon as Debate Capacity is available.

Events

There are any number of problems that can come up for a country. There are also a wide variety of unforeseen opportunities.

All Events have a chance to occur each turn based on the state of the country in question. Each event can only happen once per turn, but there's no limit on the number of turns in a row a given event can happen, or on the number of *different* events that can happen during a single turn.

Negative Events

Scandal

Chance to Occur: 0.1% per total Corruption

Effect: Inflicts a -2d4 Legitimacy penalty. Every 100 total Corruption worsens this penalty by one. At base, this penalty recovers at a rate of one per three turns. Legitimacy penalties from Scandals do not stack.

Resolution: Work on the Scandal with one unit of Debate Capacity for turns equal to your Legislation Time. When complete, the Legitimacy penalty from the Scandal goes away.

Special: If your country is using the Show Trials Justice Policy, Scandals instead grant a flat +1d4 temporary Legitimacy. This temporary Legitimacy decays at a rate of 1 per turn, and does not stack. In addition, you can dispose of an heir for free if you're using an applicable government type.

Economic Crash

Chance to Occur: Base 1% + 0.1% per Production Corruption, modified depending on Production Policy

Slavery: x0.2 | Laissez-Faire: x2 | Regulated Capitalism: x1 | Central Planning: x1.5

Market Socialism: x0.8 | Clanking Replicator: x0.5

Effect: Roll 2d12, and convert the result to a percentage (a total roll of 9 = 9%). You take a percent penalty to Industrial Output and Tax Revenue equal to the percentage rolled. At base, this recovers by 1% every three turns.

Resolution: Work on the Economic Crash with one unit of Debate Capacity for turns equal to your Legislation Time. When complete, the recovery rate accelerates to 2% per turn.

Political Radicalization

Chance to Occur: Base 1% + 0.1% per Enforcement, Justice, or Stratification Corruption.

Effect: Dissent starts increasing at a rate of 1 per three Strategic Turns. Your Political Education works against this at its normal rate. The Dissent gain from multiple instances of this Event stacks.

Resolution: If you clean up all the Corruption in your Enforcement, Justice, and Stratification policies, the Dissent from this event starts going away at a rate of one per two turns. This also happens if you work on the radicalization with a unit of Debate Capacity for your Legislation Time. If you use the second solution, and Corruption in the relevant policy areas *isn't* decreasing (or zero) the next time the Event occurs, an immediate penalty of +1d6 Dissent and -1 Legitimacy is applied. The -1 Legitimacy takes four turns to go away.

Unresolved Grievance

Chance to Occur: Base 1% + 0.5% per Justice Corruption

Effect: -1 Happiness; this stacks. This Happiness penalty stays until resolved.

Resolution: Each instance of this Event requires one Debate Capacity for your Legislation Time to make it go away.

Disease Outbreak

Chance to Occur: Base 3%, +1% per Healthcare Corruption; total divided by Healthcare Level

Effect: A Disease spawns on one of your colonies, with 2d4 Virulence. Virulence increases by 1d6 minus your Healthcare level each turn. If the roll was a 6, the disease spreads to another random colony within 1 Hex, starting at Virulence 1 there. This does NOT respect international borders. Infected colonies suffer a percentage debuff to Industry and Tax Revenue equal to the current Virulence (12 Virulence = 12% debuff). Infected colonies also lose a percentage of their Civilian Infrastructure equal to a tenth of the current Virulence each turn, rounding down.

Resolution: Double the Admin Capacity expenditure for Healthcare for an infected colony to double your Healthcare policy's effective level, as far as the Virulence Roll is concerned. You can raise this multiplier further by throwing even more Administrative Capacity at the problem.

A colony that reaches zero Virulence is no longer infected.

Industrial Disaster

Chance to Occur: +0.1% per Production or Public Works Corruption. Divide by STEM education Industry multiplier.

Effect: One of your colonies (pick randomly) loses 0.5% of its Civilian Infrastructure. Inflicts a -1 penalty to Happiness, recovering at a rate of 1 per turn. Roll the occurrence odds again for a *different* colony, with the Happiness penalties stacking. You can *theoretically* have as many Industrial Disasters per turn as you have colonies.

Military Conspiracy

Chance to Occur: Base 10%, -0.5% per Legitimacy, -0.1% per Defense Corruption

Effect: Increases a progress counter by one. If this counter reaches six, a military coup attempt takes place. This has a 30% chance of failing outright (and getting everyone involved arrested), a 30% chance of abruptly changing your government type to an Autocratic Military Regime, and a 40% chance of triggering a Revolution with 1d4 starting Severity.

Resolution: If you're any variety of Autocratic government, you can just Purge the perpetrators, using the same rules as Strongman Dictatorships getting rid of extra heirs, save that a Military Conspirator who survives a purge attempt doesn't lose a survival point, and improves their survival chance for further purge attempts by *three*. Each perpetrator successfully purged reduces the conspiracy's progress counter by one.

All government types can *also* reduce the progress counter by one via inquiries; this requires working on the conspiracy with one unit of Debate Capacity for your Legislation Time; you can be doing multiple instances of this action in parallel, if you have the debate capacity.

Terrorism

Chance to Occur: Base 0%, +0.1% per Dissent or negative Happiness; x2 per active Political Radicalization instance; x2 if fighting an unjust war. One or more of: Dissent 4+, Happiness -3 or lower, Discontent Factor 3+, is **required** for a Terrorist Organization to naturally spawn.

Effect: Spawns a Terrorist Organization. Terrorist Organizations are active enemies operating within your territory, which will cause trouble until eliminated. Terrorist Organizations have a single stat called Influence, which starts at 100. A Terrorist Organization which reaches zero Influence dies out.

Each turn, each Terrorist Organization takes a single action from the following list. They always have a 50% chance of recruiting on a given turn, and the other half the time they'll perform a random attack that they have the Influence for. If a Terrorist Organization has the Influence for a Coup Attempt, the odds change to 1/3rd recruitment, 1/3rd random attack, 1/3rd Coup Attempt.

-Recruiting: Increases Influence proportional to current; each point of Dissent/Unhappiness allows the Terrorist Organization to increase Influence by 5% of current. x2 if there's extant Political Radicalization, x2 again if fighting an unjust war, x1.5 if you have the Network Access public works policy active.

-Biological Terrorism: Causes the Disease Outbreak Event. This costs 2 Influence per Civilian Infrastructure of the target colony, multiplied by your Healthcare level.

-Industrial Sabotage: Causes the Industrial Disaster Event. This costs 4 Influence per Infrastructure destroyed.

-Nuclear Terrorism (discriminate): Destroys 50% of the Military Infrastructure at one of your colonies, prioritizing shipyards. By default, this costs 1 Influence per infrastructure destroyed. If you use Orion Drive propellant, this price is halved. If your Defense policy has any amount of Corruption, the price is halved again.

-Nuclear Terrorism (indiscriminate): Destroys 5% of the Civilian Infrastructure at one of your colonies. By default, this costs 10 Influence per infrastructure destroyed. If you use Orion Drive propellant, this price is halved. If your Defense policy has any amount of Corruption, the price is halved again.

For BOTH types of Nuclear Terrorism: Roll a d10; if the result is equal or lower to your Enforcement policy's nuke tracking rating, the plot is foiled. The terrorists get +1 to their roll if you're using Orion Drives in your navy, and an additional +2 if your Defense policy is corrupt. A foiled plot does no damage, but still forces the terrorist organization to pay the full Influence cost (post discounts).

-Attack Other Terrorist Organization: Terrorist Organizations don't get along; if there are two or more active in a single country, they have a chance of expending 2d12% of their Influence to reduce another organization's Influence by 0.5x-2.0x the Influence they expended.

-Coup Attempt: Costs 5 Influence for every Civilian Infrastructure in your capitol colony. This spawns an equal number of terrorist-affiliated Ground Forces at said colony, with intent to capture it. If successful, they have a 25% chance of randomizing your ideology and immediately changing your government type and policies, the rest of the time, they trigger a Revolution with 1d4 starting Severity. A Terrorist Organization that performs a successful coup disappears.

Resolution: When Terrorist Organizations are small, they can only be dealt with by Law Enforcement. Double the Admin Capacity you're paying to your Enforcement Policy, and they will reduce the Organization's influence by either: a percentage equal to their Nuke Tracking rating, or a *number* equal to their Nuke Tracking rating. Whichever is bigger. Spend a unit of Debate Capacity to double these reductions. This happens *before* this turn's recruitment, if applicable. You must pay extra for each Terrorist Organization you want to target in this manner.

When Terrorist Organizations get bigger, the military can get involved in fighting them. For every 500 Influence a Terrorist Organization has, a Terrorist Presence spawns on one of your colonies. You can attack this presence with Ground Forces; it counts as 500 units of -1 quality Ground Forces. Each unit of terrorist Ground Forces killed reduces the Organization's Influence by 1.

Terrorist Organizations disappear if a Revolution starts, getting abstracted into the general chaos going on.

Positive Events

Positive Events represent unexpected opportunities that can be seized on to make things better for a bit.

They have two effects: the primary effect takes place if you do nothing; the secondary effect takes place *instead* of the primary effect, provided you work on the event using a unit of Debate Capacity; this only takes one turn to complete.

This *must* be started the turn the Event appears, or the opportunity is lost; these opportunities are truly fleeting.

Windfall

Chance to Occur: 1% per 0.1 Economic Education multiplier above 0.9

Primary Effect: You get Money equal to 5% of your normal Tax Revenue

Secondary Effect: Your Tax Revenue is increased by 2% for the next four turns

Unexpected Productivity

Chance to Occur: 1% per 0.1 STEM Education multiplier above 0.9

Primary Effect: Next turn's Industrial Output is increased by 5%

Secondary Effect: Your Industrial Output is increased by 2% for the next four turns

Good Optics

Chance to Occur: 5% per turn, divided by 2 for every 50 total Corruption

Primary Effect: +1d6 temporary Legitimacy, decaying at a rate of one per turn (does not stack)

Secondary Effect: +1d6 temporary Legitimacy, decaying at a rate of one per four turns (does not stack)

Patriotic Fervor

Chance to Occur: 0.25% per Happiness, x4 during a justified war

Primary Effect: -1d6 Dissent; decays at 1 per turn

Secondary Effect: -1d6 Dissent, decays at 1 per four turns, trained conscript Ground Forces (Universal Compulsory Service & Conscript Levies) get +1 Quality until Dissent returns to normal.

Special: If you are fighting a just war, this event triggers automatically at war start. If the Secondary Effect is activated under these circumstances, the Dissent Reduction and extra Ground Force Quality don't decay until the war ends.

Excess Civilian Shipbuilding

Chance to Occur: 1% per colony normally, doubled if you've had an Economic Crash in the last 4 turns

Primary Effect: None

Secondary Effect: One of your colonies generates temporary Shipyard Capacity equal to four times its Civilian Infrastructure; ships built using this temporary Shipyard Capacity will receive a 2d12% discount on the total build cost. If not filled, this temporary Shipyard Capacity disappears; it also disappears once it finishes building the assigned ships.

Whistleblower

Chance to Occur: 0.2% per total Corruption until 100 total Corruption, then -0.2% per Corruption after.

Primary Effect: Scandal | Secondary Effect: -4d6 Corruption from a single policy

Foreign Affairs

Aside from wars, there are two other ways for countries to interact: Diplomacy and Espionage. Diplomacy is basically the process of countries making deals with each other, while Espionage is a much more hostile form of interaction that still doesn't hit the point of *war*.

Diplomacy

Diplomacy takes the form of Treaties between two or more countries. To negotiate a Treaty, all involved countries need to dedicate a unit of Debate Capacity to the task, with it only fully taking effect once the participating country with the longest Legislation Time has fully completed.

Any country involved in negotiating a treaty can reject it if the proposed terms are not to their liking; just be aware that many negotiations have a big "Or Else" hanging over them for not accepting. Each term in a Treaty is negotiated on a per-country basis.

Things that can be agreed upon as part of a Treaty:

- Peace: One way of ending a war is negotiating a Peace Treaty; countries at war with each other cannot negotiate Treaties without including Peace as a condition.

- Ideology Change Demand: Countries can demand an ideology change from each other as part of a Treaty's terms. If this demand is made as part of a peace treaty, it ignores the election cycle of elected governments.

- Policy Change Demand: Countries can demand that a specific policy change be made as part of a Treaty's terms.

- Colony Transfer: Countries can transfer colonies to each others' ownership as part of a Treaty.

- Military Free Passage: Whether or not you'll allow other countries to move units through your territory.

- Military Basing: Whether or not you'll allow other countries to base forces in your territory. Requires Military Free Passage.

- Defensive Alliance: Countries in a Defensive Alliance automatically join wars against the aggressor if one of them is attacked.

- Offensive Alliance: Countries in an Offensive Alliance automatically join wars together, regardless of the aggressor.

- Arms Deals: A country can agree to manufacture ships, supplies, and the Military Production side of Ground Force training costs for another country. These assets start in the producing country, and have to be moved/shipped to the purchasing country.

- Exchange Student Deals: Countries can agree to teach each others' students, sharing up to two ranks of Education in any agreed curriculum.

- Money Transfer: Countries can agree to transfer a certain amount of Money between each other, either as a single lump sum, or as a set of payments over a period of time.

- Developmental Assistance: Countries can agree to build Infrastructure for each other.

Espionage

Espionage actions are very distinctly *shady*. They are hostile actions taken against another country, some of which provide justification for war if you get caught. All Espionage actions cost Military Spending to perform, dependent on the size of the target country. In addition, all Espionage actions run the risk of getting *caught*, depending on the target country's law enforcement policy.

To determine if you get caught, roll a d12; if you roll higher than the target country's Nuke Tracking, you get away with it. Each time you double the Military Spending for a given action, you gain +1 to this roll. If you roll a natural 1, your spies get caught regardless of other circumstances. Depending on the action, getting caught *doesn't* necessarily mean the action fails.

Intercept Messages

Produces Cassus Belli: no | Fails If Caught: yes | Success Rate: 80%

Cost: 25M\$/ target Military Infrastructure

If successful, during the next Fleet Movement Phase you get to determine your ship's movements with full knowledge of where the target will be sending *their* ships. If both countries succeed in this action against *each other*, the effect cancels out.

Steal Blueprints

Produces Cassus Belli: no | Fails If Caught: yes | Success Rate: 60%

Cost: 40M\$/ target Military Infrastructure

If successful, pick a class of ship used by the target country. When you or one of your allies is fighting ships of that class, the crit multiplier from Precision Targeting and/or certain types of Guided Weapon guidance is x4 instead of x3.

Infiltrate Government

Produces Cassus Belli: no | Fails If Caught: yes | Success Rate: 100%

Cost: 30M\$/ target Civilian Infrastructure

If successful, you gain a unit of Deep Cover Agents for the target country. Deep Cover Agents can be expended to improve the success chances of another Espionage action. Each unit of Deep Cover Agents expended can either boost a "don't get caught" roll by +3, or guarantee mission success if the action has avoided getting caught. Each point of Nuke Tracking possessed by the target country is a 2% chance of a given unit of Deep Cover Agents getting caught and removed on any given turn.

You can only perform this action against a given target once per turn. You can only have three units of Deep Cover Agents for a given country simultaneously. Deep Cover Agents can only help in the assassination of a single target, which non-successive Autocracies and Elected governments *aren't*.

Deep Cover Agents *cannot* operate in a country currently undergoing a Revolution.

Sabotage

Produces Cassus Belli: yes | Fails If Caught: yes | Success Rate: 45%

Cost: 750 M\$/ship targeted

If successful, you severely mess up a number of ships that are currently being built, repaired, or refitted. Progress is stalled until the target country pays an additional 50% of the build/repair/refit cost for each sabotaged ship.

Assassination

Produces Cassus Belli: yes | Fails If Caught: yes | Success Rate: 75%

Cost: 50M\$/target country Civilian Infrastructure/target character

(Governments without characters cost 1000 M\$/target country Civilian Infrastructure)

This action has different effects depending on if the target's government is one that has to worry about heirs and/or succession.

Against governments that have to worry about succession, you pick any number of Survival-Pointed characters as targets for assassination. Those that survive reduce the success chances of further assassination attempts by 12.5%. Previously surviving a lethal purge or murder attempt by their own government counts as a survived assassination for this purpose. Failed assassination attempts do not subtract Survival Points.

Against Autocratic governments that *don't* normally have to worry about succession, the success chance is reduced to 10%. However, success immediately triggers a Severity 1 Revolution in the target country.

Against Elected governments, the success chance is again only 10%. All succeeding does is force the target country to hold an emergency election outside the normal schedule, and paralyze their Debate Capacity for a turn. If you get caught or succeed, the target country experiences the Patriotic Fervor event. The only situation in which this doesn't happen is if you don't get caught, but also don't succeed.

Collective governments (Overminds, Council Republics, Mental Gestalts) are not valid targets for this action.

Sponsor Terrorist Organization

Produces Cassus Belli: yes | Fails If Caught: no | Success Rate: 20% per target country Dissent

Cost: 160 M\$/target Civilian Infrastructure, divided by target country Dissent

Spawns a Terrorist Organization in the target country. For a price of 10 M\$ per Terrorist Organization influence, a country can give their sponsored terrorist organization orders. Each turn a country does this requires re-rolling the odds on getting caught. If there are a total of three turns where a country doesn't give their sponsored terrorist organization orders, that organization will never follow orders again.

Install Government

Produces Cassus Belli: If it fails | Fails If Caught: no | Success Rate: 35%

Cost: 200M\$/target Civilian Infrastructure/Revolution Severity

This action can only be taken against a country having a Revolution. If successful, the revolution ends and you can arbitrarily dictate the country's subsequent Ideology, Government Type, and Policies.

Installed governments receive a -2d6 penalty to Legitimacy; in the case of Elected governments, this penalty recovers at a rate of 1d4 per election. Council Republics and Mental Gestalts recover from the penalty at a rate of 1 per twelve turns. Autocratic governments and Overminds are stuck with it more or less permanently.

Multiple attempts to install a government crash into each other and achieve nothing, regardless of success odds.

War, Peace, and Passing Between The Two

Strictly speaking, you *can* just order your forces into another country's territory and start attacking; doing that will definitely start a war. However, just *attacking* people with no provocation has significant consequences. You need a way to justify the violent action of attacking another country to your population, and possibly the international community.

You need a Cassus Belli, also known as a Justification.

If you go to war without a Cassus Belli, the consequences are as follows:

- Ship crews receive -3 Morale, due to perceiving their cause as unjust.
- Volunteer Professional Forces, Universal Compulsory Service, and Conscript Levies all receive -1 Ground Force Quality until the war ends.
- You gain +1d6 Dissent, which doesn't go away until the war ends.
- You receive a -1d6 Legitimacy penalty, which doesn't go away until the war ends.
- You double the spawn chance of Terrorist Organizations in your territory.

So given all that, how do you *get* a Cassus Belli?

- It's possible to fabricate a Cassus Belli: make up a treaty containing some utterly unacceptable and outrageous demands, and use the other party's refusal as justification for war. To check if you succeed, roll a d12; you need to roll higher than the total points spent on your ideology, minus the difference in ideologies between the two countries.
- If you can roll a d6 higher than the target country's total ideology investment, you can use their general awfulness as reason to invade. This always succeeds against a country with -2 Inclusivity.
- You can kill a country's ambassador to your country at any time, giving *them* a Cassus Belli against *you*.
- If you are in a defensive alliance with another country, and that country is attacked, you automatically get a Cassus Belli against the attacker and any Offensive Allies they might have.
- If you are in an Offensive Alliance with another country, you automatically get a Cassus Belli against all countries your ally is at war with.
- If your Production Policy isn't Slavery, you automatically have a Cassus Belli against all countries using Slavery **AT ALL TIMES**.
- If you catch someone trying to do certain Espionage Actions to you, you get a Cassus Belli against the perpetrator. This counts as "They Shot First" for war justification purposes.
- If the target country controls territory that used to belong to you, you can try using that to justify a war. Roll 3d20 higher than the number of turns since the last war to succeed.
- If a country is actively bombing colonies out of existence, *everyone else* has a Cassus Belli.

Stronger Justifications

Certain reasons for war are perceived as particularly just by your population and military. If any of these conditions are met, your ship crews receive +3 Morale, and the Patriotic Fervor event triggers at the start of hostilities.

- If your country was attacked first, the war is automatically just from your population's perspective.
- If you are aiding a country you have a Defensive Alliance (NOT Offensive) with, the war is automatically just from your population's perspective.
- If your production policy *isn't* Slavery, and your enemy uses Slavery, the war is automatically just from your population's perspective. This also applies if your Inclusivity rating is +1 or higher, and your enemy has -2 Inclusivity.
- If you have a Cassus Belli, roll a d12. If the result was lower than the ideology difference between the warring countries, your population views the war as just.

Ending Wars

There are a few different ways to end a war, returning to a state of peace.

- First, the countries involved can negotiate a peace treaty. The process for doing this is laid out in the section on diplomacy.
- Fully conquering a country ends the war with them, on account of the belligerent no longer existing.
- **OPTIONAL RULE:** If a conquered country's player wants to rejoin the game, they can make a new faction, starting in an unoccupied hex. If there *are* no unoccupied hexes, they can flip a hex on the border of an existing faction; if there is a country currently having a revolution, they are required to flip a border hex from said country.
- A country at war that suffers a revolution drops out of the war by default. Other countries *can* continue attacking the country under revolution without needing a new CB, but if the country's revolution ends with a government type change, a new Cassus Belli is required to attack said new government.

Revolutions

There are two circumstances under which a Revolution can happen. First is a Succession Crisis; these are covered in detail in the section on governments. By default, they have a starting severity of one. For this purpose, the capitol of an Overmind-run country being captured counts as a succession crisis.

Second, the government could lose the cooperation of the people.

This second type of Revolution is at risk of happening when Dissent exceeds Happiness and Legitimacy added together. The excess Dissent is referred to as Unrest; every turn when Unrest is greater than zero, roll a six-sided die. If the roll is equal or less than your current Unrest, a revolution starts with starting severity equal to current Unrest.

Regardless of the cause, once a revolution starts you no longer need to track Legitimacy, Happiness, or Dissent; until the revolution ends, they no longer matter. Instead, track both the current revolution severity, and the maximum severity the revolution has reached. You also cannot change your ideology during a revolution.

Each turn, roll a twelve-sided die to see how the revolution's severity changes. This depends on the current Fulcrum value, starting at 4. If you roll lower than the Fulcrum, Severity goes down by 1. If you roll higher than the Fulcrum, Severity goes up by 1. If you roll the Fulcrum exactly, Severity does not change.

Each time a new maximum Severity is reached, the Fulcrum is increased by 1. It is also increased by 1 if the current Severity is 7 or higher, or if the revolution has been going on for longer than 24 turns. The Fulcrum can only change by 1 per turn. The Fulcrum's value has no upper limit.

Other countries can screw with the progression of a revolution, provided that they share a border with the country under revolution. Temporarily adjusting the Fulcrum by 1 for a single turn costs 1 Money and 1 Industrial Capacity for every 10 Civilian Infrastructure the target has. This can be done in either direction, opposing efforts cancel each other out, and there is no limit to the total resources other countries can spend messing with the progression of a revolution in this manner. The country having the revolution cannot mess with the Fulcrum in this manner.

While a revolution is ongoing, Revolution Severity inflicts several debilitating effects.

First, every point of Severity reduces your Industrial Capacity and Tax Revenue by 10%, stacking linearly. This is capped at 90%.

Second, for every point of Severity, 1% of your Ground Forces and ships die to infighting this turn. This stacks linearly, and has no cap.

If Severity is four or higher, 1% of your Civilian Infrastructure is destroyed each turn. This increases to 2% at Severity 6, and increases by another percentage point for every two Severity after.

When Severity reaches zero, the revolution ends. What happens next depends on the maximum severity it reached. If maximum severity was six or less, change your ideology by a number of points equal to half the maximum severity (rounding up). If maximum severity exceeded six, randomize your ideology; roll a four-sided die for each ideological axis.

Once that's done, pick a government type and policies allowed by your new ideology, ignoring other requirements. Legitimacy, Dissent, and Happiness are reset to zero, drifting towards their target values at one per turn; once these values reach their target, normal drift rates resume. Reset Corruption to zero.

Full Play Economy Phase

There are five “currencies” players need to work with in the Economy Phase: Money (\$), Industrial Capacity(I), Administrative Capacity(A), Military Production (MP), and Military Spending (M\$). Of the three, Money is the only one that can be stored between turns. Industrial Capacity and Money can be converted to Military Production and Military Spending respectively at a rate of 1000 MP/M\$ per unit I/\$.

First, generate this turn’s Industrial Output and Money income. At base, every point of Civilian Infrastructure generates one of each, modified by various factors according to the table below. Remember to account for reductions from Corruption, if applicable.

Colony	I	\$	Prod. Policy	I	\$	Strat. Policy	I	\$	Public W.	multi	Misc	
Sun	x3	x1.5	Slavery	x1.65	x1	Classless	x1.2	x1.3	Transit	x1.05	STEM Education: x0-x1.5 Industry	
Void	x0	x2	Laissez-Faire	x1	x0.4	Situational	x1.1	x1.2	Network	x1.15		
Belt	x1.5	x0.8	Reg. Capitalism	x1	x1.5	Meritocracy	x1.3	x1.2	Job Boards	x1.05	Economics Edu. x0.5-x1.5 Money	
Rocky	x1.5	x1	Central Plan	x2	x1.5	Eusocial	x1.3	x1.3	Safety Net	x1.05		
Terra	x1	x2	M. Socialism	x1.2	x2	Chain of Command	x1.1	x1	Housing	x1.05	Prisoner Labor: x1.1 Industry	
Gas	x1.2	x1	Clank. Rep.	x4	x1	Caste System	x0.8	x0.8				
						Apartheid	x0.9	x0.9			Healthcare Policy: x0.95-x1.15 Money	
						Hereditary Arist.	x1	x1				
						Wealth-Based Arist.	x1	x1.1				
						Religious Privilege	x0.9	x1.1				

Before any discretionary spending, all ongoing expenses must be paid for. The Administrative Capacity cost of policies grows linearly by 10% per hex of distance from your capitol. Certain government types reduce this to 5%, or increase it to 30%.

Expense	Cost
Military Infra Upkeep	5 M\$/point/turn
Crew Pay (Bad)	1 M\$/200 crew
Crew Pay (Normal)	1 M\$/100 crew
Crew Pay (Double)	1 M\$/50 crew
Crew Training	10 M\$/Academy
Ground Forces (-2)	25 M\$/4 Forces
Ground Forces (0)	25 M\$/2 Forces
Ground Forces (+2)	25 M\$/Force
Supplies: 1:1 conversion from MP	
Non-Lethal Purge Upkeep	5 A (2A for underage)
Shipbuilding	See Shipyard desc.
Ship Upkeep (Normal)	5% build cost in M\$
Ship Upkeep (MB)	1% build cost in M\$
Ground Force Training	See Boot Camp desc.

Civilian Infrastructure is your resource base; it’s where your Industrial Capacity and Tax Revenue come from, and without those you can’t really do anything. Military Infrastructure meanwhile has a bunch of different uses, but is always a consumer of resources, rather than a producer.

You can build Infrastructure with construction ships, or by spending Industrial Capacity. In the latter case, the base rate is 50 Industrial Capacity to build one Civilian Infrastructure. Military Infrastructure costs 50 Military Production per point. Industrial Capacity can “travel” for the purposes of Infrastructure Construction, losing a flat 10% efficiency per hex of distance from the origin of the Industrial Capacity in question.

Colonies under 25% of their Civilian Infrastructure cap receive a x2 growth multiplier per Industry. This multiplier is boosted by Penal Colonies.

MI Type	Function
Shipyard	<p>Is used to build and repair ships. Each point of Military Infrastructure invested in Shipyards increases that colony's Shipyard Capacity by 300 Volume. To be built, modified, or repaired, ships need Shipyard Capacity matching their entire Volume rating.</p> <p>To build a ship, pay the entire cost with Military Production up front. Build time in Strategic Turns is the ship's volume divided by 100, rounded up. Ships need their allotted Shipyard Capacity for their entire build time.</p> <p>For ships smaller than 100 volume, their build time might be lower than a single strategic turn. Divide 100 by the ship's volume, and multiply the number of ships you can build with the required Shipyard Capacity by the result, rounding down.</p> <p>Repairs also use Shipyard Capacity. The cost and time of ship repairs is determined by just how badly a ship has been damaged. At 50% of the ship's Integrity being depleted, the repair cost and time is equal to building a whole new ship of the class. This scales linearly with the fraction of the ship's integrity which has been lost. If a ship's armor needs to be repaired, it costs one Industrial Capacity per 100 damaged Armor Value. Ship repairs take a minimum of one Strategic Turn.</p> <p>You can also <i>refit</i> ships in a shipyard, modifying them by removing and adding components. The shipyard capacity required is equal to either the starting or final volume (whichever is larger). Removing components costs half their price, installing new ones costs full price. A ship MUST be fully repaired before being refit.</p> <p>Lastly, a shipyard can be used to scrap ships. This takes half the build time, and needs the full volume's worth of Shipyard Capacity. In exchange, you're refunded a third of the build price at completion, reduced by the percentage of the ship's integrity that has been depleted.</p>
Crew Academy	<p>Trains crew for your ships. When operating, a Crew Academy consumes 10 Military Spending per turn. The number of crew trained per turn depends on training standards.</p> <p>What Training? (-4 Morale): 1200 Crew 'trained' per Strategic Turn Some Training (-2 Morale): 600 Crew trained per Strategic Turn Mediocre Training (-1 Morale): 300 Crew trained per Strategic Turn Standard Training (+0 Morale): 200 Crew trained per Strategic Turn Good Training (+1 Morale): 150 Crew trained per Strategic Turn Great Training (+2 Morale): 120 Crew trained per Strategic Turn Excellent Training (+3 Morale): 100 Crew trained per Strategic Turn</p> <p>Automaton and Brainwashed crew don't need training.</p>
Supply Factory	<p>Produces up to 500 Supplies per turn, consuming an equal value of Military Production, generated in the same star system. Can also make up to 500 Military Production worth of a specific Propellant.</p>
Supply Depot	<p>Stores up to 5000 Supplies per point, <i>or</i> 5000 units of a specific Propellant. Automatically withdraws from Supply Factories in the same star system, and can be manually refilled by supply lines.</p>

Boot Camp	Trains Ground Forces. Output is inversely proportional to quality. A Boot Camp consumes 200 Military Spending and 300 Military Production per turn when actively training Ground Forces. (-2): Can train 4 units of (-2) Ground Forces per Strategic Turn. (+0): Can train 2 units of (+0) Ground Forces per Strategic Turn. (+2): Can train 1 unit of (+2) Ground Forces per Strategic Turn.
Army Base	Houses Ground Forces. Each point of Army Base houses up to 40 units of Ground Forces, reducing their upkeep by 50%.
Anti-Orbit Weapons	Can attack enemy ships which interfere with Ground Combat on the colony in question. See the Ground Combat section for more details.
Point Defense	Helps counter bombardment performed via Guided Weapon. See the Ground Combat section for more details.

Terraforming

If a Rocky Planet is an eligible terraforming candidate (temperate orbit, gravity of 2, 3, or 4), you can terraform it during gameplay. This costs a total of 7200 Industrial Output, paid at a maximum rate of 200 per turn. When complete, the colony type is immediately converted from Rocky to Terraformed. This permanently changes the Atmosphere rating to 4.

Black Hole Special Projects

If the star system in question is a Black Hole, there are two special structures that can be built to drastically alter the strategic situation. These are the Jump Amplifier, and the Ergosphere Power Plant. A single Black Hole cannot have both; they are mutually exclusive.

A Jump Amplifier counts as 250,000 Military Infrastructure for the purpose of construction and expenses. When fully complete, it makes use of the immense gravity of the black hole to massively increase the jump range of outbound jumps. Ships leaving a system with a friendly Jump Amplifier treat their Jump range as three times normal.

An Ergosphere Power Plant has no fixed size. Every 100 points of military infrastructure sunk into building an Ergosphere Power Plant doubles the Industrial Output of one point of Civilian Infrastructure in the same star system.

Navy Upkeep

When not assigned to a ship, crew only draw 1% of their normal pay.

By default, ships require upkeep equal to 5% of their build cost, paid using Military Spending. Ships can be mothballed, reducing their upkeep to 1% of their build cost in exchange for not going anywhere or doing anything.

Reactivating mothballed ships has a delay of one Strategic Turn. If an enemy chooses to engage the mothballed ships in battle, they take up slots in the Fleet Compression rules as if they were fully active. However, mothballed ships cannot act in any way during battle. They also have no Guided Weapons or propellant loaded. This means they are not vulnerable to propellant leaks or magazine hits.

Failure to pay a ship's upkeep damages it by 5% of its maximum Integrity per strategic turn. Ships damaged due to lack of upkeep treat all lost Integrity as a single hit at the start of battle for the purpose of critical hits, with the following exceptions: These critical hits are only rolled on tables one and two, and their negative effects cannot be removed by damage control.

Quickplay Economy Phase

First during the Economy phase, Civilian Infrastructure generates Money. Every point of Civilian Infrastructure generates one point of Money, decreasing linearly by 10% per hex of distance from your capitol. Money can be stored between turns. Each hex can support up to 10,000 Civilian Infrastructure.

Expense	Cost
Military Infrastructure	5 M\$ /point
Crew Pay (Bad)	1 M\$/200 crew
Crew Pay (Normal)	1 M\$/100 crew
Crew Pay (Double)	1 M\$/50 crew
Crew Training	3 M\$/ academy
Ship Upkeep (normal)	5% build cost
Ship Upkeep (mothballed)	1% build cost
Ground Forces (-2)	25 M\$ /4 Forces
Ground Forces (0)	25 M\$ /2 Forces
Ground Forces (+2)	25 M\$ /Force
Supplies: 1/1 conversion from M\$	

Ongoing expenses from Military Infrastructure, Ship Crew, and similar are paid with Military Spending (M\$), which is converted from Money at a rate of 1000 M\$ per 1 \$. If you cannot pay these expenses, Military Infrastructure gets scrapped until you're within budget.

When all recurring expenses have been paid, it's time to move on to building Infrastructure, along with other non-recurring expenses. Building Civilian Infrastructure with Money, instead of Construction Ships requires 50 Money per point of Civilian Infrastructure.

Building Infrastructure via Money loses a flat 10% efficiency per hex of distance from the source of said Money; that said, hexes with less than 2500 Civilian Infrastructure have doubled growth. Income and recurring expenses from newly built Infrastructure don't start until the next Strategic Turn.

Ships equipped with Construction Equipment and supplied with sufficient materials may also build infrastructure (and possibly ships) during the Economy phase.

As for *why* you'd want to build Military Infrastructure, that's because of what it can do for you. When you build MI, you specify one of several specializations, which determines its function. With the sole exception of Supply Depots, ALL Military Infrastructure must be built in a star system with sufficient local income to support them.

MI Type	Function
Shipyard	<p>Is used to build and repair ships. Each point of Military Infrastructure invested in Shipyards increases that system's Shipyard Capacity by 300 Volume. To be built, modified, or repaired, ships need Shipyard Capacity matching their entire Volume rating.</p> <p>To build a ship, pay the entire Money cost up front. Build time in Strategic Turns is the ship's volume divided by 100, rounded up. Ships need their allotted Shipyard Capacity for their entire build time.</p> <p>For ships smaller than 100 volume, their build time might be lower than a single strategic turn. Divide 100 by the ship's volume, and multiply the number of ships you can build with the required Shipyard Capacity by the result, rounding down.</p> <p>Repairs also use Shipyard Capacity. The cost and time of ship repairs is determined by just how badly a ship has been damaged. At 50% of the ship's Integrity being depleted, the repair cost and time is equal to building a whole new ship of the class. This scales linearly with the fraction of the ship's integrity which has been lost. If a ship's armor needs to be repaired, it costs one Money per 100 damaged Armor Value. Ship repairs take a minimum of one Strategic Turn.</p> <p>You can also <i>refit</i> ships in a shipyard, modifying them by removing and adding components. The shipyard capacity required is equal to either the starting or final volume (whichever is larger). Removing components costs half their price, installing new ones costs full price. A ship MUST be fully repaired before being refit.</p> <p>Lastly, a shipyard can be used to scrap ships. This takes half the build time, and needs the full volume's worth of Shipyard Capacity. In exchange, you're refunded a third of the build price at completion, reduced by the percentage of the ship's integrity that has been depleted.</p>
Crew Academy	<p>Trains crew for your ships. When operating, a Crew Academy consumes 10 Military Spending per turn. The number of crew trained per turn depends on training standards.</p> <p>What Training? (-4 Morale): 1200 Crew 'trained' per Strategic Turn Some Training (-2 Morale): 600 Crew trained per Strategic Turn Mediocre Training (-1 Morale): 300 Crew trained per Strategic Turn Standard Training (+0 Morale): 200 Crew trained per Strategic Turn Good Training (+1 Morale): 150 Crew trained per Strategic Turn Great Training (+2 Morale): 120 Crew trained per Strategic Turn Excellent Training (+3 Morale): 100 Crew trained per Strategic Turn</p> <p>Automaton and Brainwashed crew don't need training.</p>
Supply Factory	<p>Produces up to 500 Supplies per turn, consuming an equal value of Money, generated in the same star system. Can also make up to 500 Money worth of a specific Propellant.</p>
Supply Depot	<p>Stores up to 5000 Supplies per point, or 5000 units of a specific Propellant. Automatically withdraws from Supply Factories in the same star system, and can be manually refilled by supply lines.</p>

Boot Camp	Trains Ground Forces. Output is inversely proportional to quality. A Boot Camp consumes 500 Military Spending per turn when actively training Ground Forces. (-2): Can train 4 units of (-2) Ground Forces per Strategic Turn. (+0): Can train 2 units of (+0) Ground Forces per Strategic Turn. (+2): Can train 1 unit of (+2) Ground Forces per Strategic Turn.
Army Base	Houses Ground Forces. Each point of Army Base houses up to 5 units of Ground Forces, reducing their upkeep by 50%.
Anti-Orbit Weapons	Can attack enemy ships which interfere with Ground Combat in the same star system. See the Ground Combat section for more details.
Point Defense	Helps counter bombardment performed via Guided Weapon. See the Ground Combat section for more details.

Black Hole Special Projects

If the star system in question is a Black Hole, there are two special structures that can be built to drastically alter the strategic situation. These are the Jump Amplifier, and the Ergosphere Power Plant. A single Black Hole cannot have both; they are mutually exclusive.

A Jump Amplifier counts as 250,000 Military Infrastructure for the purpose of construction and expenses. When fully complete, it makes use of the immense gravity of the black hole to massively increase the jump range of outbound jumps. Ships leaving a system with a friendly Jump Amplifier treat their Jump range as three times normal.

An Ergosphere Power Plant has no fixed size. Every 100 points of military infrastructure sunk into building an Ergosphere Power Plant doubles the Money output of one point of Civilian Infrastructure in the same system.

Navy Upkeep

When not assigned to a ship, crew only draw 1% of their normal pay.

By default, ships require upkeep equal to 5% of their build cost, paid using Military Spending. Ships can be mothballed, reducing their upkeep to 1% of their build cost in exchange for not going anywhere or doing anything.

Reactivating mothballed ships has a delay of one Strategic Turn. If an enemy chooses to engage the mothballed ships in battle, they take up slots in the Fleet Compression rules as if they were fully active. However, mothballed ships cannot act in any way during battle. They also have no Guided Weapons or propellant loaded. This means they are not vulnerable to propellant leaks or magazine hits.

Failure to pay a ship's upkeep damages it by 5% of its maximum Integrity per strategic turn. Ships damaged due to lack of upkeep treat all lost Integrity as a single hit at the start of battle for the purpose of critical hits, with the following exceptions: These critical hits are only rolled on tables one and two, and their negative effects cannot be removed by damage control.

Fleet Movement Phase

All ships are to be grouped into fleets for ease of handling. Fleets are moved as a single unit, using the lowest Jump rating among the fleet as their overall move speed. Any and all ships from the same faction in the same hex can be grouped into a single fleet if desired, and fleets can also be split up into smaller fleets.

A fleet may move any number of hexes up to the fleet's overall Jump rating, determined by the ship with the lowest Jump rating among the fleet. All players must write down their planned moves in secret, revealing them simultaneously. Fleets which move do not consume supplies this turn, on account of the time dilation inherent to Jump travel.

If two fleets end their turn on the same hex, the fleet with a larger proportion of its jump rating un-used gets there first. If this proportion is a tie, the fleet with the higher overall Jump rating gets there first. If *that's* a tie, the fleet with the fastest ship in it gets there first. If *even that* is a tie, neither fleet gets the advantage of getting there first.

Getting there first allows the player controlling the fleet in question to choose whether or not a battle will take place, regardless of the other player's choice in the matter. This is because a Jump's exit point can be readily detected at distances of up to a light day *well* before the ships actually arrive. As such, fleets within the destination hex can readily arrange to intercept the incoming vessel or simply depart at their leisure.

If both players agree, fleets can simply coexist in the same hex without fighting each other.

Ships that have propellant of the same type can transfer it between each other.

Supplies count as Manufactured Goods (Volume 1 per point, Density 5). They are moved in similar manners to propellant, except they can be converted to an equal value of Guided Weapons or Rations by any friendly ship that acquires them.

Movement of Propellant and Supplies can be somewhat automated through the use of Supply Lines. Assign a fleet to the task, pick a route for them to take, calculate the average throughput of each resource each turn, and they'll move that much stuff each turn. Beware! If an enemy fleet shows up at any of the stopover hexes, they'll be able to ambush your supply fleet without needing to wait. Escort ships are recommended.

During this phase, you may opt to Scuttle one or more of your ships. This requires that there are friendly ships or Civilian Infrastructure in the hex capable of accommodating the scuttled ship's crew. Scuttling immediately destroys the scuttled ship, but returns no resources.

Ground Forces and Supplies in friendly territory can move up to five hexes per turn via civilian transport (thus not needing a built ship assigned), provided there are no hostile fleets or hostile colonies in either the start or destination hex.

Battle Resolution Phase

The majority of battle resolution takes place using the space combat rules, allowing space battles to be played out in full resolution. That said, for particularly large battles the prospect of playing dozens to hundreds of ships simultaneously is *daunting*.

To let players benefit from making truly massive navies without grinding tactical gameplay to a halt, the ship stacking rules are used. Under these rules, each ship played during the tactical engagement represents some number of ships in the fleet involved. The fleet compression rules are invoked in any battle where any side has more than twenty ships. If **all** involved players decide they don't want to do fleet compression, they don't have to.

When compressing fleets, there are three principles that must be followed:

- 1: First, each side must compress to a maximum of twenty played ships. Smallcraft¹ which are docked to a carrier count as *part* of their carrier, provided no more than thirty such Smallcraft are deployed. If additional Smallcraft are brought, stack them; each played Smallcraft represents two or more units, increasing Integrity, Armor Value, direct-fire attack power, point-defense capability, and number of guided weapons to match.
- 2: The ratio of fleet value (total cost of all ships, propellant, and Guided Weapons involved) must be roughly the same between both sides before and after fleet compression.
- 3: Lastly, the ratio of ship types in the compressed fleet must match the ratio of ship types in the un-compressed fleet as best as possible, given the above constraints. If this is impossible due to point 2, stack the excess cheap ships so that one played unit represents two or more units. This works the same as Smallcraft stacking in point 1.

During a battle with compressed fleets, each played ship represents an equal number of its ship type among the un-compressed fleet. Whatever fate befalls it in battle is applied to all other ships in its division, be that destruction, damage, retreating without orders, or glorious victory.

¹ Smallcraft are ships which don't need to track Energy during combat. There are specific rules about their design in the ship design rules.

Ground Combat Phase (Both Game Modes)

Every once in a while, it becomes necessary to engage in direct combat in and around colonies. This is where Ground Combat come into play. There are two parts to Ground Combat: Ground Force Attack and Bombardment.

In Quickplay, all colonies are to be treated as rocky planets with a Gravity rating of 3 and an Atmosphere rating of 4. This applies for all Ground Combat related purposes.

Bombardment

Bombardment takes place first. All direct-fire weapons and missiles are *theoretically* usable for bombardment, but the presence of an atmosphere negatively affects the performance of many weapons. In addition, bombardment of sun colonies requires spacecraft meeting the same requirements as Sun Landers (see lander section). The environment is just too harsh for regular ships to go there.

The vast majority of missiles are *indiscriminate* when used for bombardment. You do not get to *choose* whether you're attacking troops or infrastructure. If you're using large numbers of missiles for bombardment, don't expect the place to be all that intact if you take it. One point of Civilian Infrastructure is 1,000 times as durable as one point of Military Infrastructure.

Direct Fire

Macron Guns: The presence of any atmosphere renders this weapon useless for bombardment. Every point of Area Denial and every 4 points of Attack Power lets a Macron Gun kill one unit of Ground Forces each turn. Every eight points of Attack Power lets a Macron Gun destroy one point of Military Infrastructure each turn. As this is a kinetic weapon, Macron-armed ships can stay far enough back to be immune to Surface-To-Orbit fire.

Lasers: Every six points of Attack Power allows a laser to kill one unit of Ground Forces or one point of Military Infrastructure each turn. Every three hexes by which the laser's Precision Targeting range shortfalls 36 reduces bombardment effectiveness by 5%.

Particle Beams: Every six points of Attack Power allows a Particle Beam to kill one unit of Ground Forces or one point of Military Infrastructure each turn. Every three hexes by which the Particle Beam's Precision Targeting range shortfalls 36 reduces bombardment effectiveness by 5%. A Particle Beam treats each point of Atmosphere as stacking armor worth 750 Protection Rating, reduced by Armor Penetration as normal.

Missiles

Kinetic: These munitions benefit from their increased durability, as normal.

Light: Every point of velocity imparted to this munition allows it to destroy 4 points of Military Infrastructure and kill 1 unit of Ground Forces.

Heavy: Every point of velocity imparted to this munition allows it to destroy 32 points of Military Infrastructure and kill 8 units of Ground Forces.

Inertial Mine

Light: Every point of velocity imparted to this munition allows it to destroy 4 points of Infrastructure or kill 4 units of Ground Forces.

Heavy: Every point of velocity imparted to this munition allows it to destroy 32 points of Infrastructure or kill 32 units of Ground Forces.

Inertial Mine missiles are discriminate; you get to choose whether you're hitting Infrastructure or Ground Forces when deploying them.

Nuclear Bomb

Light: Can destroy 2d100 Military Infrastructure and kill 3d20 units of Ground Forces.

Heavy: Can destroy 8d100 Military Infrastructure and kill 2d100 units of Ground Forces.

Neutron Bomb

Light: Can destroy 3d20 Military Infrastructure and kill 6d20 units of Ground Forces.

Heavy: Can destroy 3d100 Military Infrastructure and kill 7d100 units of Ground Forces.

Casaba Howitzer: Every point of atmosphere reduces bombardment effectiveness by 35%, stacking linearly. These munitions are three times harder than normal for Point Defense to intercept.

Light: Can destroy 1d100 Infrastructure and kill 2d20 units of Ground Forces.

Heavy: Can destroy 4d100 Infrastructure and kill 1d100 units of Ground Forces.

NEFP: Every point of atmosphere reduces bombardment effectiveness by 20%, stacking linearly. These munitions are four times harder than normal for Point Defense to intercept.

Light: Can destroy 2d100 Infrastructure and kill 3d20 units of Ground Forces.

Heavy: Can destroy 8d100 Infrastructure and kill 2d100 units of Ground Forces.

Excalibur: These munitions are three times harder than normal for Point Defense to intercept. The presence of any atmosphere renders this weapon useless for bombardment.

Light: Treat this as a one-use laser with 18 Attack Power.

Heavy: Treat this as a one-use laser with 180 Attack Power.

Point Defense

Of course, the key flaw of missiles is that they can be intercepted. Ground-bound Point Defense is available as a form of Military Infrastructure, allowing colonies to shoot down incoming missiles. All missiles in a single strategic turn's bombardment are treated as being launched simultaneously, as far as Point Defense is concerned. Each point of Military Infrastructure dedicated to Point Defense gives 40 attack power, which may be divided up between all missiles in a bombardment however the defender wishes.

Surface To Orbit Fire

Ships which engage in non-macron Direct Fire bombardment or attempt to land on a hostile colony are subject to Surface To Orbit fire. Each point of Military Infrastructure dedicated to surface-to-orbit weapons can contribute 50 Attack Power and 5 points of Sensors to any given attack. To hit at all, enough Surface To Orbit capability to beat the target's ECM rating *must* be dedicated to the attack.

All Surface To Orbit capacity attacking a single ship on a given turn counts as a single laser attack. It has normal critical hit chances, and rolls on random crit tables. To represent proper coordination and planning on the part of the attackers – and for game balance – a single point of Surface To Orbit capacity can only fire once during a given strategic turn.

If damage to a ship attempting to land causes it to no longer meet the Lander requirements for the colony in question, that ship crashes. This automatically destroys the ship in question, and kills any Ground Forces which happened to be aboard.

Landing Forces

Moving Ground Forces between star systems requires ships with troop transport capabilities. To move one unit of Ground Forces requires 5000 extra Crew Capacity (to move their personnel) and the cargo capacity to move 100 Mass of Manufactured Goods (representing their equipment).

That said, actually *landing* these troops at any given type of colony requires a ship with some special capabilities, henceforth referred to as a Lander. The requirements for a Lander able to access each type of colony are described below. Landers need not carry an entire unit of Ground Forces; a unit can be split between multiple landing craft.

Building Infrastructure on hostile territory requires landing a construction ship.

Void Habitats and Asteroid Belts

Getting troops to these places is less “landing” and more “docking” or “boarding”. As such, Landers for these environments have no special requirements.

Gas Giant colonies

Turns out that negotiating a deep gravity well and the occasional need to land on a moon (which may have an atmosphere) put some pretty serious demands on Landers. Landers that are supposed to operate in these environments need an Acceleration rating of three or higher, and at least thirty Delta V. They must use an engine type that works in atmosphere, just in case a particularly odd moon got settled.

Rocky and Terraformed planets

Descending a steep gravity well and climbing back out of it again is a tall order for most spacecraft, and it's even harder with an atmosphere in the way. Landers for Rocky and Terraformed planets *must* have an Acceleration rating higher than the planet's Gravity rating. Each point of Gravity rating requires six Delta V to handle both the descent and ascent, while each point of Atmosphere rating adds two to this Delta V requirement.

If the planet has an atmosphere, this requires the use of an engine type which works in atmospheres. If the engine is of a sort which is a *Bad Idea* to use in Atmosphere (Orion or Fissile Salt Water), then every 10,000,000 points of Thrust (totaled between all involved landers) destroys one point of Civilian Infrastructure in aggregate via nuclear fallout.

Sun Colonies

The most obvious problem with attempting to invade a star is the same obvious problem with living there. Namely that it's *incredibly hot*. This imposes severe limitations on what systems a sun lander can use. When operating at a sun, all nuclear power plants must be shut down, and a fuel cell wouldn't last long enough. As such, they must operate on solar power.

As another requirement, the lander needs a heat shield; this translates to an armor protection rating of at least 100. If more than 5% of the lander's Armor Value is destroyed, the heat shield is compromised and the lander dies horribly.

Lastly, there are the requirements for maneuvering in such a deep gravity well. This requires 350 Delta V for Red-Orange Dwarfs, 700 Delta V for Yellow Dwarves, and 1500 Delta V for Blue Giants. Sun landers must use Electric Rockets as their only non-Jump propulsion.

Ground Force Attack

Now that you've actually got Ground Forces on the same territory as each other, they can finally fight. *This* is where Ground Force Quality comes into play.

To fight at full capacity, each unit of Ground Forces requires 20 points of Supplies per strategic turn, either delivered via Lander or from local Supply Depots/Factories. If not provided with said Supplies, the unit receives a penalty to Quality until resupplied; up to 10% shortfall applies a -1, up to 20% applies a -2, culminating at -10 Quality if the shortfall exceeds 90%. Ground forces that reach a total of -6 Quality due to lack of Supplies cannot attack during Ground Combat.

At the start of Ground Force Attack, all involved players roll 1d6, modified by the quality rating of their ground forces; this is the initiative check, and higher totals go first. Ties go simultaneously. If a player has Ground Forces of differing qualities, keep the same die roll but use the differing modifiers.

When a force's turn in the initiative order comes up, roll 1d6 again, adjusted by two comparisons: the army's effective Quality minus the *enemy's* effective Quality, along with the army's Initiative result minus the *enemy's* Initiative result. Use the rounded mean average for the enemy army's Quality if there are differing Quality levels present.

Based on the force's *current strength at the time of the roll*, each point of value on the roll generates 5% of the army's current unit count as Attack Power, with a minimum total Attack Power of 5% the current unit counts. Ground Forces of different Quality levels roll separately.

Every point of Attack Power kills one unit of Ground Forces on the same colony. In addition, every *ten* points of Attack Power captures one point of Infrastructure, while every fifty units of surviving enemy Ground Forces after the attack negates the capture of one point of Infrastructure. A colony counts as captured if an invader captures 75% of its Civilian Infrastructure, though fighting may continue long after this point.

Captured Infrastructure cannot be used to produce ships, Crew, or Ground Forces for 6 Strategic Turns after its capture.