

## 7.0 COLONIES

*“Since, in the long run, every planetary society will be endangered by impacts from space, every surviving civilization is obliged to become spacefaring — not because of exploratory or romantic zeal, but for the most practical reason imaginable: staying alive.”*

-- Carl Sagan, Pale Blue Dot

Colonies are the source of an empire's economic and industrial power. In most cases, a colony's manpower (7.1 Census) will be used to exploit local natural resources (RAW), raise and harvest native food sources (Biosphere and Agriculture), and/or produce finished goods (Productivity). Colonies may also be used as a base from which an empire can conduct technological research (Tech), launch intelligence-gathering missions (Intel), provide logistical support to friendly military and civilian assets (Supply), or generate additional trade income (Commerce).

A single colony may possess some degree of ability in one or more of these enterprises. Players may encounter colonies that support balanced economies with near-equal levels of each infrastructure type. Alternatively, other colonies will specialize in only a few (or even one) form of infrastructure.

The following are a few examples of “colony archetypes” that may be encountered in various sci-fi milieus. These archetypes have become clichés of the genre, and the examples found below are meant to explore how each archetype relates to the colony rules.

**Mining Colonies** are found on planets that have high RAW values but are otherwise of little strategic value. Rather than establishing Productivity at these colonies, which would allow the resources the colonists extract to be converted directly into manufactured goods, Mining Colonies opt to simply transfer their mineral wealth to other locations for processing. This leads to a situation where the colony will have a significant population (Census > 0), but no native industry (Productivity) to speak of.

**Industrial Colonies** are home to massive industrial manufacturing works, represented in this game as Productivity. These factories leverage the skill of the local labor force (Census) to produce all manner of goods. While all colonies can (and usually do) possess Productivity, Industrial Colonies are special in that they serve little other purpose than to serve as dedicated production centers. The planets that become home to Industrial Colonies may have no other intrinsic economic value, but are located in a strategically important location that makes their investment viable.

**Agricultural Colonies** are established on planets with high Biosphere values and are home to copious amounts of Agriculture, oftentimes at the expense of other forms of infrastructure. These worlds are the “breadbaskets” of their respective empires, and the foodstuffs harvested at these colonies will feed the inhabitants of their empires' other colonies and outposts.

**Research Colonies** specialize in the development of new technologies. These colonies boast large amounts of Tech infrastructure, which is used to generate tech Points that can be spent to research new technologies. Research Colonies usually only have the most basic infrastructure in place to support their Tech focus, which makes them of limited utility for other purposes. Research Colonies are usually located in star systems that are well-protected and far away from enemy territories. This remoteness protects them from enemy attack and surveillance.

**Listening Posts** are small colonies established along a border with the sole intent of gathering vital intelligence on an opposing empire. Large amounts of Intel infrastructure are erected at Listening Posts in order to provide a forward base of operations for launching Intel Missions.

**Supply Depots** are logistical hubs that possess large-scale Supply infrastructure capable of increasing the operational range of military units (particularly Starships) under the owning empire's control. Supply Depots are often established in strategic star systems in order to ensure that an offensive force will be able to trace supply lines into enemy territory during times of war. Alternatively, Supply Depots can also be used to provide backup redundancy to an empire's own logistical network so that the loss or sequestration of one supply point will not cutoff supplies to a significant section of a player's empire.

None of these colony archetypes provide any actual in-game effect; they are provided solely as an example of how thematic qualities can be tied to the actual game mechanics, and are intended to provide players with a better idea of how colony worlds from their preferred setting might transfer into the campaign environment.

Generally speaking, the more colony worlds that an empire controls the more powerful it will become. Therefore, it is in a player's best interests to continually expand his empire's X.X Sphere of Influence by establishing new colonies in nearby star systems.

A colony's eight statistics are divided into two broad categories: X.X Population and X.X Infrastructure.

The defining difference between these two categories is that while a colony's infrastructure statistics can be bought or sold for economic points, a colony's population statistics cannot.

## 7.1 POPULATION

A colony's two population statistics, Census and Morale, describe the relative size and happiness of a colony's population, respectively.

Unlike X.X Infrastructure, a player cannot directly increase a colony's Census or Morale values using economic points. Rather, a colony's Census can only increase when an empire experiences X.X Population Growth, while its Morale will shift as the result of in-game activities and events.

Note: An exception to the above exists for MG X.X Synthetic Lifeforms, which are capable of manufacturing (i.e., purchasing) Census.

### 7.1.1 Census

Census represents a colony's population. It is a highly abstracted value, and it does not correspond one-to-one to any set numerical population sizes. Rather, Census can be best understood as a measure of the general population density at a particular location. The higher a colony's Census, the greater the actual population. Colonies can range in size from the smallest settlements and military outposts (0 Census) to massively populated core worlds inhabited by billions of intelligent beings (10 Census).

The maximum number of Census that a planet can support is equal to its Carrying Capacity. The total combined Census values of all colonies present on the same planet can never exceed this value.

Rules for transporting Census from one location to another can be found in X.X Cargo.

Example: A planet in the [Undefined] star system is home to three colonies, one each controlled by the Terran, Cygnan, and Cetan empires. This planet has 8 Carrying Capacity. The Terran colony has 3 Census, the Cygnan colony 2 Census, and the Cetan colony 1 Census. This gives us a total of 6 Census currently inhabiting this planet. This world could support at most two additional Census points before its Carrying Capacity maximum would be met.

#### 7.1.1.1 Population Growth

The population (Census) of an empire's colonies will naturally increase over time. This population growth represents a combination of simple biological reproduction and population migration.

Every empire possesses a *Population Growth Pool* which it uses to track population growth. During the

Colony Phase of each campaign turn, an empire adds a total number of *population growth points (PGP)* to this pool equal to its total Census value. Thus an empire's Population Pool will be increased each campaign turn until such time as population growth is possible.

The rate at which new Census can be created using population growth points is based on an empire's *population growth rate* or simply *growth rate*. Each empire in a campaign is assigned a population growth rate which defines how many population growth points are required to create a new Census. The default population growth rate for all empires is 100. This means that it will take 100 PGP for an empire to create 1 Census. This value can be modified by specific scenario or home rules in situations where players wish to accelerate or decelerate the rate at which populations grow.

When a new Census is created using points from the Population Growth Pool, the population growth points used to create the new Census are first subtracted from the Population Growth Pool to adjust the pool for this new population increase. After this bookkeeping adjustment is completed, the player is allowed to place the new Census at any colony of his choosing. However, each colony can only experience population growth once per campaign turn, for a maximum population increase of 1 Census per turn.

Population growth cannot occur at any colony where the total Census of all colonies at its location is already equal to the planet's Carrying Capacity.

Should an empire experience population growth when there is insufficient Carrying Capacity available and/or all other colonies have already experienced their maximum population growth for the campaign turn, the population growth points are still subtracted from the empire's Population Growth Pool but instead of placing a new Census the player must instead reduce the Morale of its most populace colony (highest Census value) by 1. This penalty is cumulative for each Census that cannot be placed due to a lack of living space, and represents an increase in tensions and unrest at the affected colony brought on by overcrowding and resource shortages. Should two or more colonies be tied for highest Census, the owning player decides which colony or colonies will receive the Morale penalty.

Population growth is an automatic action and does not and cannot be ordered as part of a player's turn orders. An empire is required to create and place new Census points whenever the total number of population growth points in its population growth pool is equal to or greater than its population growth rate. Population growth is not optional.

It should be noted that, as they are not living organisms, ME X.X Synthetic Lifeforms do not experience population growth as other orders of life do. These lifeforms do not generate nor do they

track PGP, and the only way they can reproduce is through the purchase and construction of new Synthetic Census.

## 7.1.2 Morale

Military victories are meaningless without the loyalty of your empire's citizens. An unhappy imperial population is less productive than a contented one, and an extremely unhappy population may even go into open rebellion!

A colony's *Morale* statistic indicates the general contentedness of its population, as measured on a fixed scale from 0 to 10. A colony with 10 Morale is perfectly at peace and shows absolutely no signs of dissension, while a colony at 0 Morale is guaranteed to secede.

As a colony's Morale drops, its population will begin to experience X.X Unrest and, if the situation continues to deteriorate, eventually X.X Rebellion or even X.X Secession.

Players can use a special type of Intel Mission, Propaganda, to either decrease the Morale of enemy colonies (Insurgency) or increase the Morale of friendly colonies (Counter-Insurgency). Please refer to X.X Propaganda Missions for more information on how to launch and resolve Intel Missions of this type.

While 7.1.2.2 Morale Checks are the primary method by which a colony's Morale statistic will be adjusted up or down, Morale can also be gained or lost as the result of X.X Propaganda Missions.

### 7.1.2.1 Morale States

Colonies can exist in one of three different *morale states*, each representing a different level of support for the colony's controlling empire. A colony's current morale state is determined by its current Morale value, as provided on the Morale State Chart below:

#### MORALE STATE CHART

Morale	Morale State
7-10:	Good Order
4-6:	Unrest
1-3:	Rebellion
0:	Secession

Shifts in a colony's Morale (either positive or negative) can cause its morale state to change. These changes will take effect during the Colony Phase, and will then carry through into the following campaign turn.

#### 7.1.2.1.1 Good Order

When a colony's Morale is equal to or greater than 7, it is in a state of *Good Order*. Colonies in Good

Order are contented and industrious, and they suffer no penalties to any of their colony outputs. As a result, Good Order is the preferred morale state for all of an empire's colonies.

#### 7.1.2.1.2 Unrest

Colonies with Morale values of 4, 5, or 6 are considered to be in a state of *Unrest*. Colonies experiencing Unrest are gripped by a deep malaise that can manifest itself as labor stoppages, anti-government protests, and rioting. All colony outputs (Economic, Production, Agricultural, and Commerce) are halved (round fractional remainders up) when a colony is in a state of Unrest.

Colonies that are in a state of Unrest must make Loyalty morale checks each campaign turn to see if the colony will experience a shift in its Morale.

#### 7.1.2.1.3 Rebellion

Colonies with Morale values of 1, 2, or 3 are in a state of *Rebellion*. Rebellious colonies refuse to provide material aid to their owning empire, and all colony outputs (Economic, Production, Agricultural, and Trade) are reduced to zero until the Rebellion is resolved, one way or another.

Infrastructure purchases cannot be made at colonies that are in a state of Rebellion, nor can existing infrastructure be liquidated.

When a colony first descends into Rebellion, a total number of Rebel Militias (see X.X Militias) equal to the colony's Census are formed at the colony. On future campaign turns, these Militias will attempt to engage enemy loyalist ground forces present at the colony.

Example: 3 Census colony goes into Rebellion, generates 3 Militia units under Rebel control.

On each subsequent campaign turn after a colony enters a state of Rebellion, a X.X Rebel Sentiment morale check is made for the colony.

Colonies that are in a state of Rebellion must make Loyalty morale checks each campaign turn to see if the colony will experience a shift in its Morale.

#### 7.1.2.1.4 Secession

A colony will not experience a X.X Secession event until its Morale drops to zero, even if Rebel Militia are solidly in control of the colony. Until this condition is met, the colony's political leadership still holds hope that it will be able to negotiate some sort of a compromise that will suitably address the colonists' concerns.

## 7.1.2.2 Morale Checks

*Morale checks* are used to evaluate changes in public opinion at one or more of an empire's colonies. Successful morale checks generally lead to

an increase in Morale while failed morale checks result in a loss of Morale.

7.1.2.2.1 Empire Morale Checks must be made for each empire in a campaign every campaign turn, while specific campaign events can require individual colonies to make 7.1.2.2.2 Colony Morale Checks to determine their effects on colonial Morale. All morale checks are performed during the Colony Phase of the campaign turn.

### 7.1.2.2.1 Empire Morale Checks

During the Colony Phase of every campaign turn, each empire is required to make an *empire morale check*. This campaign check is used to determine if the Morale at one or more of an empire's colonies has changed, either for good or for ill.

Empire morale checks have a base success chance of 50, which means that an empire has an equal chance of rolling a major success, minor success, minor failure, or major failure. Successful empire morale checks will provide an empire with Morale bonuses, while failures will incur Morale penalties.

The amount of Morale an empire gains or loses from an empire morale check varies depending on its X.X Influence. Divide the empire's Influence by 10, rounding fractions up. If the campaign check resulted in a major success or major failure, this amount is doubled. This is the amount of Morale that can be added (successes) or subtracted (failures) from the empire's colonies this turn. The player is allowed to choose which colonies are affected by morale shifts in unmoderated campaigns, while the CM is instructed to randomly select colonies to receive these modifiers in moderated campaigns.

Example: An empire with 52 Census spread across 15 colonies is making its empire morale check during the Colony Phase of the current campaign turn. The player rolls a D100 die and rolls a 5. This is less than the target number (50), and is an odd number. This means that this campaign check results in a minor success.

The empire has an Influence value equal to  $52 + 15 = 67$ . We then take  $67 \div 10 = 6.7$ , which rounds up to 7. The empire receives a +7 Morale bonus that can be split between one or more of its colonies.

### 7.1.2.2.2 Colony Morale Checks

Periodically, a player or CM must perform *colony morale checks* at an empire's colonies to determine what effects (if any) the trigger event has had on colonial Morale.

The target number for a morale check is equal to the check's base success chance plus five times the colony's Morale at the start of the Colony Phase. This Morale-based modifier provides an increased chance of success for more contended populations.

All available morale checks are listed in alphabetical order below. Additional morale checks may be introduced in future rule supplements.

### Integration (+0)

X.X Conquered Colonies perform an Integration morale check each campaign turn to determine whether or not assimilation of the Conquered colony into the invader's empire has been completed or not.

On a *major success*, the Conquered colony receives a +1 Morale bonus and it successfully integrated into the controlling empire and the Conquered trait is removed and the colony.

On a *minor success*, the Conquered colony's leaders have begun to cave to imperial pressure and are moving towards détente with their oppressors. The colony receives a +1 Morale bonus as a result.

On a *minor failure*, the colony continues to resist the invader's attempts at integration. No effect.

On a *major failure*, colonial resistance forces are emboldened. The colony receives a -1 Morale penalty and one Rebel Militia unit is placed at the colony.

### Loyalty (+25)

Loyalty morale checks are performed at colonies that are in a state of Unrest or Rebellion to determine whether or not the colony's Morale situation is going to improve or continue to deteriorate.

Some government types receive penalties to Loyalty checks made at their colonies. X.X Confederate governments receive a -10 modifier, while X.X Decentralized governments receive a -20 modifier.

On a *major success*, the colony receives a +1 Morale bonus as its population rallies behind their empire.

On a *minor success*, the situation at the colony has not changed since last campaign turn. No effect.

On a *minor failure*, the colony receives a -1 Morale penalty as dissent continues to grow.

On a *major failure*, the sense of malaise at the colony has deepened and it will receive a -2 Morale penalty.

### Conquest

Colonies that were conquered on the current campaign turn must make a morale check to determine the population's reaction to their capture by enemy forces. It is extremely likely that a newly-conquered colony will experience a dramatic reduction in its Morale statistic as partisans dig in and prepare for the inevitable occupation.

**Base Success Chance:** +0

Major Success:  $\pm 0$  Morale

Minor Success: -1 Morale

Minor Failure: -2 Morale

Major Failure: -3 Morale

### Cutoff (+10)

This morale check is required on any campaign turn on which a colony is blockaded or otherwise cannot have a X.X Supply Route traced back to it by a friendly In Supply Colony. Colonies that are cutoff from friendly supply lines are forced to fend for themselves or else succumb to disorganization and chaos.

On a major failure, the owning player is allowed to choose between receiving a -2 Morale penalty or else removing one point of Supply infrastructure from the affected colony. This option is not available if the colony's Supply value is already zero.

**Base Success Chance:** 10%

- Major Success: +1 Morale
- Minor Success: ±0 Morale
- Minor Failure: -1 Morale
- Major Failure: -2 Morale or -1 Supply

### Ground Combat (+10)

This morale check is made for any colony where ground combat scenarios were generated during the current campaign turn. Ground warfare seriously disrupts the lives of a colony's citizens, and it poor morale can even cause an empire's ground units to desert their posts.

On a failure, the defending player has the option of foregoing Morale penalties in favor of scoring Damage against ground combat units of his choice that are located at the embattled colony. Each point of Morale loss translates into the application of 5 Damage against a friendly ground unit.

**Base Success Chance:** 10%

Major Success: +1 Morale

Minor Success: ±0 Morale

Minor Failure: -1 Morale or 5 Damage

Major Failure: -2 Morale or 10 Damage

### Maximum Employment

If an infrastructure improvement increases a colony's statistic to a value equal to Census, then make this Morale Check.

**Base Success Chance:** 30%

Major Success: +2 Morale

Minor Success: +1 Morale

Minor Failure: +0 Morale

Major Failure: -1 Morale

### Military Victory/Defeat

Major military victories or defeats, whether space or ground, can have a major effect on imperial Morale. This morale check is made for any combat scenario in which the total Construction Cost of units an empire has present is equal to or greater than its X.X Gross Domestic Product (GDP).

The base success chance for this morale check is based on two factors: the Construction Cost of units destroyed on both sides and which empire lost the most units by Construction Cost.

[Rewrite]

The Morale bonus or penalty generated by a military victory or defeat is applied at random to an empire's colonies. Each of an empire's colonies can receive no more than a ±1 Morale modifier from a single morale check of this type.

**Base Success Chance:** Special

- Major Success: +1D6 Morale
- Minor Success: +1D2 Morale
- Minor Failure: -1D2 Morale
- Major Failure: -1D6 Morale

Example: Empire A has a GDP of 46, and recently fought a Major Deep Space scenario involving 73 EP of its own space combat units. Because 73 is greater than or equal to 46, this space combat scenario qualifies as a major engagement and will require a morale check be made.

Empire A lost 27 EP of units but destroyed 48 EP of opposing units in this scenario. We take  $(48 \div 27) - 1 = 0.8$ , which rounds to 1. Because the enemy's losses (48 EP) are larger than Empire A's (27 EP), the final mission difficulty is +1. Meanwhile, the opposing empire would receive a -1 difficulty modifier to its own morale check, if it had to make one of its own.

### Orbital Bombardment

Any colony that is subjected to orbital bombardment must make a morale check to determine the population's reaction to that bombardment. Heavy, sustained bombardment will slowly erode a colony's Morale, especially the colony's Morale was already compromised by other events. However, under certain circumstances, a population under bombardment may decide to take up arms and form new Militias to protect their colony from an inevitable foreign invasion.

*Bombardment Surrender:* If this morale check reduces a colony's Morale to 0, it will immediately surrender to the bombarding player.

**Base Success Chance:** ???

**Major Success:** +1 Morale

**Minor Success:** No Effect

**Minor Failure:** -1 Morale

**Major Failure:** -2 Morale

### Rebel Sentiment

Colonies that are currently subject to a X.X Martial Law declaration double the number of Rebel Militias that are formed on failure results. This increased rebel presence represents a direct back

**Base Success Chance:**  $100 - (5 \times \text{Census})$

**Major Success:** +1 Morale

**Minor Success:** No Effect

**Minor Failure:** +1 Rebel Militia

**Major Failure:** -1 Morale, +2 Rebel Militia

### Starvation

**Base Success Chance:**  $100 - (5 \times \text{Census})$

**Major Success:** No Effect

**Minor Success:** -1 Morale

**Minor Failure:** -2 Morale

**Major Failure:** -1 Census, -2 Morale

### 7.1.2.3 Martial Law

A player can order his empire to institute *martial law* at any colony it controls. Declaring martial law allows the player to use ground combat units to keep the peace, though at the risk of aggravating the local population.

The decision to institute martial law is made during the Turn Orders Phase. When recording his turn orders, a player can issue an order to begin or suspend martial law at one or more of his empire's colonies. Colonies that are under a martial law decree should have this fact recorded along with the rest of their colony information.

When in a state of martial law, a colony's four outputs (Economic, Production, Agricultural, and Commerce) continue to function as if the colony was in the next-highest morale state. For example, a colony in Rebellion that is placed under martial law would continue to produce as if it was in a state of Unrest, while a colony suffering from Unrest would continue to produce as if it were in Good Order. Colonies that are in Good Order receive no benefits from being under a declaration of martial law.

Regardless of race or creed, all colonial populations chafe under the yoke of martial law and show strong resentment against the strongmen that are charged with using violence (or at least the threat of violence) to keep the peace. Whenever colonies that are under martial law lose Morale, a new X.X Militia unit is generated per point of Morale lost. This

penalty is in addition to the colony's normal Morale loss.

Example: A colony that is under martial law fails a morale check and loses 2 Morale. In addition to the -2 Morale penalty, the player or CM must place 2 Militia units at the affected colony.

This penalty makes instituting martial law a very risky endeavor. Martial law can help keep a colony's production flowing at a higher rate, but it carries the very real risk of further compromising the situation and prompting popular uprisings.

### 7.1.2.4 Reprisals

Empires are allowed to conduct reprisal attacks against civilian populations in order to attempt to increase Morale, even at the risk of eliminating enemy Census.

Morale Check: major success -1 Census, +2 Morale; minor success: +1 Morale; minor failure: -1 Morale; major failure: -1 Census, -2 Morale;

Reprisals can be launched against Conquered colonies without penalty; however, orchestrating reprisals against your own colonies will prompt massive political fallout. ; they cannot be used against a player's own worlds.

Depending on an empire's racial outlook, conducting reprisal attacks against planetary populations can trigger decent throughout a player's empire.

To determine any political fallout from such an attack, subtract an empire's Aggressiveness (AG) statistic from 100. The result of this subtraction is halved (rounding down) if the colony that the reprisal took place at is subject to the Conquered trait (indicating that it is not a fully-integrated member of the owner's empire). The final result of this calculation is the total number of incensed Census in your empire. Select a number of colonies with a total combined Census greater than or equal to the result and make Morale Checks against them.

Example: Humans (AG 50) conduct reprisals against an Altairian colony world that was recently captured by marines. This world is still Conquered.

$(100 - 50) / 2 = 25$ , so the Human player would have to select enough colonies to have a total Census  $\geq 25$ . If Sol has 10, Alpha Centauri 5, Proxima Centauri 3, Epsilon Eridani 6, and Groombridge 2, these colonies have a total combined Census greater than 25, so the Human player could opt to have each of these colonies make a Morale Check to see how they react to the use of force against the civilian population of the Conquered Altairian colony.

## 7.2 INFRASTRUCTURE

*Infrastructure* represents the basic types of facilities that a colony can operate. Without an investment in infrastructure, a colony is incapable of producing anything of value for its empire.

The fundamental difference between a colony's population and infrastructure statistics is that infrastructure can be purchased or liquidated by the player, whereas changes in a colony's Census and Morale values are largely out of the player's control.

There are six different types of colony infrastructure: Productivity, Commerce, Agriculture, Supply, Tech, and Intel. Of these, only Productivity and Commerce require Census to be present at the colony in order to provide any benefits. The remaining infrastructure types do not require Census in order to function, and provide their full effects even at colonies with Census values of zero. Each of these infrastructure types are discussed separately later in this section.

The cost to purchase infrastructure at a colony is the same regardless of the type of infrastructure being purchased. The base economic point cost to increase one of a colony's infrastructure values by one is equal to 10 times the new infrastructure value.

Example: A player wishes to purchase additional Productivity at a colony that already has 2 Productivity, the cost to do so will be equal to  $3 \times 10 = 30$  EP.

This cost formula makes it cheaper to establish a colony's initial infrastructure, while the cost of expanding infrastructure at more mature colonies is higher. Players will note that this creates a situation in which it is most efficient to purchase infrastructure improvements at smaller colonies, as the cost-to-benefit ratio is better. However, consider that improving the infrastructure of a single world provides a single location to defend against enemy attack, while a more diversified strategy requires a player's empire to defend a larger number of colonies, which increases the cost-of-ownership for these worlds. This in turn balances out the inherent cost efficiencies of improving infrastructure at smaller colonies.

[climate based penalties]

[liquidating; max 1 of each type per turn]

The maximum amount of infrastructure of each type that can be present at a colony is equal to a planet's Carrying Capacity. If two or more colonies are present on the same planet, the total combined infrastructure of each type at all these colonies cannot exceed the planet's Carrying Capacity.

It is important to stress that this Carrying Capacity maximum applies individually to each infrastructure type. Colonies can (and, in the case of Homeworlds, most often do) increase each of its infrastructure

values to a level equal to its planet's Carrying Capacity.

Colonies that are in a state of X.X Rebellion cannot purchase or liquidate infrastructure.

### X.2.1 Productivity

*Productivity* represents the economic and industrial infrastructure present at a colony. The larger a colony's Productivity value, the more robust its local economy is and the more goods or units it can produce each campaign turn.

Each colony generates a total number of production points (PP) each campaign turn equal to its Productivity times Census. This is called the colony's X.X Production Output.

The maximum economic point cost of all non-infrastructure purchases made at a colony each campaign turn cannot exceed the colony's production output.

[Example]

Productivity is the most important form of colony infrastructure an empire can purchase. Colonies with little or no Productivity will be severely limited as to what can be purchased at their location. A colony can always purchase new infrastructure regardless of its production output (as production points are not required to make infrastructure purchases), but the total number of economic points that can be spent on other purchases at the colony is equal to the colony's production output.

### X.2.2 Commerce

*Commerce* represents how developed local mercantile concerns are, and how accessible a colony is to trade with the outside world. Colonies with high Commerce values possess large, mature starports that make it easy for visiting merchants to engage in trading activities at the colony.

The presence of Commerce infrastructure will reduce the cost to establish a X.X Trade Link at the colony by an amount equal to Commerce times 5%. Round fractional trade link costs up.

[Example] 4 Commerce = 20% cost reduction

A colony's Commerce value will also have a direct impact on the amount of commerce income it will generate when it is part of a X.X Trade Route. Each colony has a trade value equal to its Commerce times Census, plus the average of its economic, production, and agricultural outputs.

[Example]

While it is not necessary for a colony to have a Commerce value greater than zero in order to have a significant trade value, an investment in Commerce infrastructure can in some cases more than double a colony's trade value. The actual

amount of trade value increase is directly proportional to the Census level of the colony where the Commerce infrastructure is being purchased.

[Civilian Fleets can only be purchased at colonies with Commerce infrastructure; maximum number per turn equal to Commerce statistic]

## X.2.3 Agriculture

*Agriculture* leverages a planet's native X.X Biosphere to produce X.X Foodstuffs to feed an empire's population. On inhabitable planets, Agriculture infrastructure might take the form of wide open fields of rolling grains and grazing livestock. In more hostile environments, it may instead represent domed hydroponics gardens.

A colony's *agricultural output* is equal to its Agriculture times Biosphere. An empire's cumulative agricultural output is used to calculate the number of foodstuffs it produces each campaign turn.

Modern agriculture is not especially manpower intensive, and vast tracks of farm and ranch land can be maintained by a small number of individuals. In game terms, this means that agricultural output is not tied to the size of the local population (Census); rather, the extent of the planet's local Biosphere is primary determinant for how many foodstuffs a colony's Agriculture infrastructure will be able to produce each campaign turn.

### X.2.3.1 Foodstuffs

*Foodstuffs* are an abstract unit of agricultural production. Each Census requires one foodstuff per campaign turn in order to be properly fed.

The total number of foodstuffs an empire produces each campaign turn is equal to its total empire-wide agricultural output divided by two (round fractions up).

[Example]

### X.2.3.2 Agricultural Consumption

Nearly all alien species (with the exception of ME X.X Synthetic Lifeforms) require some form of sustenance in order to survive. Each Census consumes one foodstuff per campaign turn. Therefore, the total number of foodstuffs required to feed an empire's population is equal to its total Census. This is called an empire's *agricultural requirement*.

At the start of the Colony Phase, an empire's food situation is analyzed. If the total number of foodstuffs produced by an empire's colonies on the current campaign turn is greater than or equal to its agricultural requirement, then there are enough foodstuffs available to adequately feed the empire's population. However, if an empire's total number of foodstuffs is less than its agricultural requirement, then there are not enough foodstuffs available to

feed all of the empire's Census and one or more of its colonies will experience X.2.3.3 Starvation.

### X.2.3.3 Starvation

To calculate the number of starving Census in a player's empire, first subtract an empire's total foodstuffs from its agricultural requirement.

[Example]

Next, the player must select a number of colonies whose total combined Census is equal to or greater than the total foodstuff shortfall. This selection indicates the location of the starving Census, and a colony morale check must be made at each of the selected colonies in order to determine the food shortage's effects.

[reprint Starvation morale check information]

Each colony can only make one starvation induced morale check per campaign turn. In other words, a player cannot have the same colony suffer from starvation multiple times on the same campaign turn; he has to spread the misery around a bit.

#### X.2.3.3.1 Starvation & Blockades

Any colony that is being blockaded by an enemy force must be checked to determine whether or not its native Agriculture is capable of fulfilling its local agricultural requirement. If the number of foodstuffs produced by the colony (equal to agriculture output divided by five, rounding fractions up) is less than its agricultural requirement (Census), a starvation morale check must be made at the colony.

[Example]

This rule equally applies to any territorial region that is cut off from the rest of its empire, perhaps as the result of an enemy incursion. These cut off territories must similarly make a check to see if their total foodstuff production is sufficient to meet its agricultural requirement. If not, subtract the number of available foodstuffs from the region's agricultural requirement and make starvation morale checks at a total number of colonies in the severed territory whose combined Census is greater than or equal to the amount of the foodstuff shortfall.

[Example]

## X.2.4 Supply

Empires extend their background logistics networks by investing in *Supply* infrastructure at their various colonies and outposts.

While Supply infrastructure provides a colony with a X.X Supply Range (equal to its Supply value)

Colonies have a X.X Supply Range equal to their Supply value. This is the total interstellar movement

X.2.4.X Supply Points

A colony is a supply point if its Supply times Productivity is greater than or equal to 10.

While any given colony may have a Supply value greater than zero, it does not necessarily have the capacity to manufacture replacement supplies.

## X.2.5 Tech

Research and development operations are carried out at colonies that possess Tech infrastructure. The availability of Tech Capacity indicates the presence of research labs, renowned scientists, or other R&D staples. Colonies generate a total number of Tech Points each campaign turn equal to their Tech Capacity.

While it is always beneficial to develop a colony's Tech infrastructure, any opponent that launches a tech related intel mission against a colony with Tech infrastructure will find it easier to steal or subvert your research projects. Should a colony be invaded, too, it will be easier for an enemy to steal your technical secrets if there is Tech infrastructure at the invaded colony. For these reasons, players are advised to be careful when deploying Tech infrastructure to forward outposts for fear that their empire's research will fall into enemy hands.

Colonies located on planets with X.X Alien Ruins will produce more Tech Points than other colonies.

## X.2.6 Intel

Intel is an abstraction of the intelligence gathering assets available at a colony. This infrastructure can represent either actual physical equipment or the presence of spies and other covert personnel.

As a practical matter, a colony's Intel Capacity is used to generate Intel Points that can be used to perform Intel Missions. These missions may only be launched from colonies with available Intel Capacity, too, which makes the strategic positioning of Intel infrastructure doubly important for powers that wish to successfully make use of its operatives.

## 7.3 COLONY OUTPUTS

All colonies possess four distinct colony outputs.

### 7.3.1 Economic Output

The amount of X.X Colony Income that a colony generates is called its *economic output*, and is equal to Census times RAW.

### 7.3.2 Production Output

The maximum Construction Cost of units that can be under construction at a colony is its *production output*, and is equal to Census times Productivity.

### 7.3.3 Agricultural Output

*Agricultural output* is the total number of foodstuffs that a colony produces each campaign turn, and is equal to Agriculture times Biosphere, with one special exception. ME X.X Silicon Lifeforms instead calculate Agricultural Output as being equal to Agriculture times twice RAW (e.g., Agriculture x RAW x 2). This is because Silicon Lifeforms are lithovores and feed on rocks and minerals instead of living plant and animal matter.

### 7.3.4 Commerce Output

A colony's *commerce output* gauges how much merchant traffic passes through the colony and will affect how much X.X Commerce Income is generated from trading there. Trade output is equal to a colony's Census times Commerce.

## 7.4 COLONIZATION

Colonization is the

### 7.4.1 Establishing a Colony

Colonies are established by vessels that are capable of transporting large numbers of personnel and equipment from one world to another.

In this case, colonies can be established in one of two ways. First, when colonizing planets that are located within his empire's own sphere of influence, the player can spend economic points directly from the empire's Economic Pool to establish a new colony. This option assumes that civilian craft can move freely within the empire's borders, making it easy for a colony expedition to be dispatched to the planet in question and establish a new colony all on a single campaign turn. This is the most common method for establishing new colonies.

The second colonization option is to manually move X.X Civilian Fleets to the destination planet. The total number of Civilian Fleets required to establish a new colony is equal to the normal economic point cost to establish a colony. Civilian Fleets used to establish a new colony are dismantled as part of the colonization mission and are removed from play at the end of the Colony Phase once the new colony has been established.

While this latter option requires more preplanning and will take longer to implement, it does allow an empire to establish colonies outside of its sphere of influence. Consider for example that an empire's scouts have just discovered a mineral rich planet located beyond its current sphere of influence. If the empire cannot improve Supply infrastructure at its existing colonies to allow its sphere of influence to be extended into the planet's star system, the only other viable option would be to send Civilian Fleets

to the planet and establish a colony before any of its rivals could do so.

Using Civilian Fleets to establish new colonies has several major disadvantages. Civilian Fleets must be purchased and then moved in sufficient quantities to their planetary destination before a colony can be established and, while in transit, there is a strong possibility that they can come under enemy attack. Such an attack could easily eliminate a prospective colony fleet before it arrives at the target.

The base economic cost to establish a new colony is 30 EP. In campaigns that utilize the X.X Planetary Climates rule, this cost will vary from planet to planet based on an empire's X.X Preferred Climate Statistics and this colonization cost will instead be equal to 30 times the empire's X.X Habitability Index for the selected planet.

All new colonies begin with their Census, Productivity, Commerce, Agriculture, Tech, Supply, and Intel values at zero and an initial 8 Morale. A colony's infrastructure can be improved on future campaign turns, and its Census can be increased by either X.X Population Growth or by moving Census to the colony from one of the empire's existing colonies.

An empire can control a maximum of one colony per planet.

Players issue colonization orders as part of their normal turn orders. Colonization orders must indicate the planet to be colonized and the preferred climate values to use in figuring the planet's habitability index (if applicable).

Colonization orders are resolved during the Colony Phase of the campaign turn, after all movement orders have been resolved. This allows a player to move Civilian Fleets from one location to another during the Movement Phase and then use them to establish a new colony during the Colony Phase of the same campaign turn.

## 7.4.2 Multi-Colony Planets

While each empire can establish a maximum of one colony per planet, there is no functional limit to the number of colonies that multiple empires can establish on a single planet.

In situations where two or more competing empires control colonies on the same planet, the total value of Census or each infrastructure type (Productivity, Commerce, Agriculture, Tech, Supply, and Intel) between all colonies cannot exceed the planet's Carrying Capacity. Attempts by any colony to improve an infrastructure value beyond its planet's available Carrying Capacity are considered illegal orders and will not be processed.

Example: Three empires have each established a colony on Delta Pavonis IV, a planet with 7 Carrying Capacity. If Empire A has 3 Productivity,

Empire B has 2 Productivity, and Empire C has 1 Productivity, then the total Productivity at the planet between all colonies would be 6. This means that just one of these colonies could increase their Productivity by 1, after which the total Productivity at the planet will have reached the maximum of 7, as established by the planet's Carrying Capacity statistic.

Alternatively a fourth empire, Empire D, could establish a colony of their own on Delta Pavonis IV, and increase its colony's Productivity statistic to 1. This would also cause the combined colonies to reach their Productivity maximum.

This Productivity example would equally apply to each of the other colony statistics, and they are each considered separately when calculating the maximum values that can be present at each colony.

## 7.4.3 Abandoning a Colony

There are two ways in which an empire's colonies can be abandoned. First, a player can voluntarily issue an evacuation order to abandon any 0 Census colonies under his empire's control. Second, if a colony's Census statistic is reduced below zero due to Census losses (such as those from bombardment or intel missions), then the entire colony's population has been wiped out and the colony will be forcibly abandoned.

Additionally, colonies that are located in Contested star systems cannot be abandoned due to the presence of enemy space or ground combat units. This prevents a player from simply razing outposts before his opponent has a chance to invade or bombard them.

If these conditions are met, the affected colony is removed from the planet and the Abandoned Colony special trait is applied to the planet with an initial value equal to half the colony's total infrastructure values at the time of its abandonment (rounding up).

A planet can only receive the Abandoned Colony trait once, and the trait is not reapplied for each colony that is abandoned. Instead, if a colony is abandoned at a planet that already possesses the Abandoned Colony trait, simply add 25% times the total infrastructure present at the abandoned colony (rounding fractions up) to the value of the existing Abandoned Colony trait.

Please refer to 5.X Abandoned Colonies for more information on their effects.

## 7.5 HOMEWORLD

A Homeworld is the planet of origin for a species or civilization. Homeworlds are generally the most populous and economically significant planet in its empire's sphere of influence, and very few empires can survive the loss of their Homeworld to enemy attack.

### 7.5.1 Homeworld Planet Bonus

Homeworlds receive a +1 bonus to each of their planet's RAW, Carrying Capacity, and Biosphere statistics. This bonus ensures that alien Homeworlds will have higher than average planet statistics compared to other planets that the player will encounter in a campaign. While empires can still be generated whose Homeworlds have extremely poor planet statistics, this statistics bonus at least prevents these poor planets from being even worse than they could have been without them. This will make Homeworlds generally more valuable and give opponents an additional reason to want to either conquer or neutralize them.

A planet retains its Homeworld-related planet statistic bonuses even if all colonies on the planet are later abandoned or destroyed.

### 7.5.2 Homeworlds & Climate

As described in 5.6.8.2 Preferred Climate Values, an empire uses its Homeworld's 5.6.8.1 Climate Values to calculate the 5.6.8.3 Habitability Index of a planet, which in turn determines how much it will cost to either establish a colony or purchase additional colony infrastructure at that location. If an empire controls more than one Homeworld, the owning player can choose which Homeworld's climate values to use when calculating habitability indexes. In essence, the empire's leaders are deciding which species is going to found these new colonies or utilize the new infrastructure.

### 7.5.3 Loss of a Homeworld

When an empire's Homeworld is conquered or destroyed, the controlling empire will receive a Morale penalty equal to its Census statistic. The player or CM may split this Morale penalty between one or more of the empire's colonies.

The negative Morale effects of the loss of a Homeworld and 7.6.2 Loss of a Core World are cumulative.

### 7.5.4 Liberation of a Homeworld

Just as the loss of a Homeworld incurs a Morale penalty, the liberation of a former Homeworld provides a victorious empire with a Morale bonus equal to the liberated Homeworld's Census statistic. The player or CM may split this Morale penalty between one or more of the empire's colonies.

The positive Morale effects of the liberation of a Homeworld and 7.6.3 Liberation of a Core World are cumulative.

## 7.5.5 Homeworlds & Core Worlds

While Homeworlds are almost always important to their controlling empire, not all Homeworlds will meet the necessary requirements to also be considered 7.6 Core Worlds. In particular, smaller empires are more likely to lack the Census or infrastructure necessary to attain the Core World classification.

## 7.6 CORE WORLDS

Core Worlds are the oldest, richest, and most densely populated colonies in the galaxy. These colonies are so named because they are usually found at the center ("core") of an empire's sphere of influence. Uneven colonization efforts do sometimes lead to the development of Core Worlds on an empire's border or high frontier, but these situations are rare.

Any colony with a combined Census and colony infrastructure greater than or equal to 40 is considered to be a Core World.

### 7.6.1 Core World Trade Bonus

Core Worlds are hubs for interstellar trade and commerce, and they have higher X.X Trade Values than other colonies do. Core World colonies receive a +50% bonus to their trade value (round fractions up), and the owning player receives a X.X Trade Link in the colony's star system at no additional cost. This trade link cannot be damaged or destroyed.

### 7.6.2 Loss of a Core World

When a Core World is conquered or destroyed, the controlling empire will receive a Morale penalty equal to the colony's highest infrastructure statistic. The player or CM may split this Morale penalty between one or more of the empire's colonies.

The negative Morale effects of the loss of a Core World and 7.5.3 Loss of a Homeworld are cumulative.

### 7.6.3 Liberation of a Core World

Just as the loss of a Core World incurs a Morale penalty, the liberation of a former Core World provides a victorious empire with a Morale bonus equal to the liberated Homeworld's highest infrastructure statistic. The player or CM may split this Morale penalty between one or more of the empire's colonies.

The positive Morale effects of the liberation of a Core World and 7.6.4 Liberation of a Homeworld are cumulative.

## 7.7 CONQUERED COLONIES

A colony is conquered once all defending ground combat units are eliminated or have turned guerilla (see X.X Guerilla Warfare). Once this happens, ownership of the colony is transferred to the invading empire that controls the largest army (by Unit Size) at the newly-conquered colony location.

Once a hostile colony is captured by a player's forces, it receives the Conquered trait. This indicates that the colony's population is still resentful of the enemy forces that are occupying their colony. Resistance cells are almost certain to form, and a fight for freedom will ensue.

### 7.7.1 Colony Integration

Once Conquered, a colony's population must begin the slow and painful process of being integrated into the invading empire's political and bureaucratic system. Until this feat is achieved, the native population will take every opportunity to stymie the occupying enemy forces. The ultimate goal of these insurgencies is X.X 7.7.2 Colony Liberation.

An Integration colony morale check is made during the Colony Phase of each campaign turn for every Conquered colony in the game.

Once integration occurs, the colony will lose its Conquered status and will become a full-fledged member of its controlling empire, indistinguishable from any of its other colony worlds.

### 7.7.2 Colony Liberation

A Conquered colony is considered to be liberated once it has been recaptured by either ground forces controlled by the colony's original owner or one of its Allies or Rebel Militias. Upon being liberated, ownership of a Conquered colony and any Rebel Militias present there are restored to its original owner, and the colony's Conquered trait is removed.

Should Rebel Militias successfully liberate a colony whose original empire no longer exists (i.e., the empire has already been eliminated from the game), the newly liberated colony will assume the role of a successor state (see X.X Successor States).

### 7.7.3 Moving Conquered Census

The Census at Conquered colonies can be transferred off-world just like any other Census can. However, their populations are universally opposed to this kind of forced relocation, and will react with hostility when their brethren are rounded up and deported to parts unknown. For each Conquered

Census embarked aboard transports, the colony receives a cumulative -2 Morale penalty.

## 7.8 MILITIAS

*Militias* are civilian ground combat units that are drawn from a colony's native population. They are considered to be X.X Troops with a Unit Size (SIZ) of 5.

Militia units are raised

Unlike normal ground combat units, the statistics of any new Militia unit are determined by the infrastructure of the colony where it was formed. After all, civilian Militias formed on backwater agricultural worlds will not necessarily have access to the same level of equipment as is available to Militias on bustling metropolitan core worlds.

For each of the Militia's six core combat equipment types (Attrition, Mobility, Command, Anti-Air, Anti-Ground, and Anti-Sea), the player or CM chooses one of the colony's six infrastructure types (Productivity, Commerce, Agriculture, Supply, Tech, or Intel) and assigns it an equipment rating equal to the selected infrastructure's current value. Each infrastructure can only be used once per Militia unit, which means that a colony with less infrastructure will by produce poorer Militias.

A Militia's combat statistics do not change after creation, which means that any changes to its original colony's infrastructure will have no future effect on its capabilities.

### 7.8.1 Rebel Militias

While Militias are sometimes formed as the result of random events to help defend a planet from enemy incursion, they are more commonly encountered at rebellious colonies where they take the form of Rebel Militias. Rebel Militias are self-styled freedom fighters that are waging an insurgency against their colony's controlling empire in the hopes of either liberating it from the occupying force (in the case of X.X Conquered Colonies) or achieving independence for their colony (see X.X Secession). Governments, however, consider Rebel Militias to be illegal terrorist organizations and have no qualms about eliminating them wherever and whenever they are encountered.

Rebel Militias are typically formed during the Colony Phase as the result of a colony falling into X.X Rebellion or having failed a colony morale check. Some random events may also cause Rebel Militias to form at an empire's colonies. On following campaign turn, these Rebel Militias will either engage the defender's own ground forces during the Ground Combat Phase or else "go guerilla" in an attempt to hide out until reinforcements (in the form of additional Rebel Militias) can be raised.

## 7.9 SECESSION

*Secession* is the act of withdrawing from a political union. Colonies that are in a state of Rebellion will, once their Morale is reduced below zero, attempt to secede from their controlling empire.

The repercussions of a colonial secession can throw an entire empire into chaos. Local military forces, once thought unerringly loyal, may desert and join the rebel alliance. If multiple systems join together to form a strong separatist movement the situation may even lead to a full-blown X.X Civil War.

Once a colony declares its intent to secede, a chain of events is set in motion that threatens to send ripples of discontent throughout an empire.

The following section outlines what actions the player or CM must take when a colony attempts to secede. A new separatist empire will be created as the result of every secession event (see X.X Separatist Empires).

### 7.9.1 Separatist Morale

The first action taken after a secession event is to restore Morale at the effected colony. Roll 1D6+3 and assign the result as the colony's new Morale value.

The players and CM can infer what the political and social climate is like at the colony following its secession based on its new Morale value. Loyalist sentiments are strong at separatist colonies that suffer from Unrest, while strong revolutionary movement will propel the colony into Good Order.

### 7.9.2 Defection Checks

After restoring Morale at the rebel colony, the player or CM must make defection checks to determine whether or not one or more of the empire's combat units in the star system have joined the rebellion.

Two detection checks are made: one for all of the empire's ground combat units that are located at the rebelling colony; and a second for all of the empire's space combat units that are located in the same star system as the rebelling colony. The base success chance for these campaign checks is equal to five times the colony's Census statistic. Confederate governments receive a +10 modifier to these checks, and Decentralized governments receive a +20 modifier. These penalties represent that these two government types are built on more fractured political systems that are more prone to encouraging separatist sentiments. If using the X.X Elite Officer rules, the presence of an officer who considers the separatist colony his Homeworld will provide an additional modifier equal to five times his Rank statistic.

On a *major success*, the rebels have managed to secure major support for their insurrection. 80% of

the affected combat units (by Construction Cost) have joined the rebellion. Round fractions to the nearest integer.

On a *minor success*, the colony has managed to convince a majority of the selected combat units to join their cause. 60% of the affected combat units (by Construction Cost) have joined the rebellion. Round fractions to the nearest integer.

On a *minor failure*, these military forces show some reluctance in joining the rebellion. 40% of the affected combat units (by Construction Cost) have joined the rebellion. Round fractions to the nearest integer.

On a *major failure*, there is very little support for the rebels within the military chain of command, and very few commanders or crews are willing to throw their support behind the doomed colony or its rebellion. 20% of the affected combat units (by Construction Cost) have joined the rebellion. Round fractions to the nearest integer.

In each of these cases, the rebels use their total allotted Construction Cost to "purchase" the defection of an empire's loyalist combat units until it does not have enough left to purchase any additional loyalist units. Flights and their carriers must be purchased together and not separately.

Finally, all Facilities and Civilian Fleets located at the rebelling colony will automatically defect to the rebel cause. There is no chance that they will remain in loyalist hands.

Rebelling units change their affiliation immediately during the Colony Phase and will be available for rebel use on the following campaign turn.

Example: A 4 Census colony has just suffered a secession event. The total Construction Cost of ground combat units at the colony is 17 EP, and there is a total Construction Cost of 46 EP of space combat units in the affected star system. 3 Shipyards are also present at the colony, and 3 Civilian Fleets are currently in the system.

The base success chance for the two defection checks that must be made at the colony this turn is equal to  $5 \times 4 = 20$ .

The first defection check, made against the colony's ground combat units, rolls a 33 – a minor failure. The rebel colony will receive  $40\% \times 17 = 6.8 = 7$  EP. This means that the rebels may "purchase" up to 7 EP of the empire's ground combat units currently that are stationed at the colony.

The second detection check, made against the system's space combat units, rolls a 22 – a major failure. The rebel colony will receive  $20\% \times 46 = 9.2 = 9$  EP of space combat units. This means that the rebels may "purchase" up to 9 EP of the

empire's space combat units that are currently located in the colony's star system.

### 7.9.3 Revolutionary Check

The secession of a colony can cause ripples of unrest to expand to other neighboring star systems. Make a campaign check for each of the empire's colony located within the rebel colony's supply range to see if the revolutionary spirit has spread to these other colony worlds. The base success chance for the check is equal to ten times the rebelling colony's Morale. This chance is then reduced by five times the neighboring colony's Morale.

On a *major success*, the nearby colonial population shows strong signs of support for the rebels, and may even opt to join the rebellion. This colony receives a -2 Morale penalty.

On a *minor success*, the colony appears to harbor some mild pro-rebellion sentiments. This colony receives a -1 Morale penalty.

On a *minor failure*, there is little support for the rebel cause among the majority. No effect.

On a *major failure*, the act of secession has enflamed loyalist passions at the colony. Citizens are out in the street protesting against the rebel's traitorous disloyalty. This colony receives a +1 Morale bonus.

When taken together, the more fervent the revolutionary zeal of the seceding population, the greater the chance that other colonies will experience Morale failures. However, more contended nearby colonies are less likely to be affected by the secession.

Should a revolutionary check force one or more nearby colonies to secede, these additionally colonies will automatically join the initial rebel colony in its bid for secession. The normal chain of secession events up to this point is repeated for each of these additional rebel colonies. Once this is complete, the colonies and any defecting units are merged into the original separatist colony's forces.

Example: A loyalist colony with 7 Morale is located within the supply range of a rebel colony with 5 Morale that just seceded this turn. A revolutionary check must be made for the loyalist colony. This check has a base success chance of  $10 \times 5 = 50$ , but the loyalist colony's Morale provides a  $-5 \times 7 = -35$  modifier, for a final adjusted target of 15. The player rolls a '6' for the check, indicating a major success. The loyalist colony receives a -2 Morale penalty.

### 7.9.4 Secession Goal

Once a colony has seceded and made all of its defection and revolutionary checks, the players or CM must decide what the colony hopes to achieve by seceding. This is called the colony's *secession goal*.

Some rebels may dream of establishing their own independent nation, while others only hope to survive or achieve some degree of self-determination.

There are a total of four possible secession goals: Independence, Autonomy, Neutrality, and Amalgamation. The ramifications of each of these goals are discussed in detail later in this section.

To randomly select a secession goal for a new separatist colony, make a campaign check with a base success chance equal to two times the colony's economic output.

On a *major success*, the colony has declared Independence as its goal. This new empire will attempt to live on as an independent empire.

On a *minor success*, the colony does not want to wholly divest itself of the mother country and would prefer to pursue the goal of Autonomy.

On a minor failure, the colony has declared itself a X.X Neutral State as part of its Neutrality goal.

On a major failure, the colony is seeking to be assimilated by another nearby power rather than stand on its own. It desires the Amalgamation goal.

In most cases, however, it is going to be in the best interests of the campaign to have the players and/or CM make the final determination as to which secession goal a rebel colony is going to pursue. It makes little sense for a colony with minimal population or infrastructure to try and establish itself as a new empire; it likely doesn't stand a chance of surviving on its own. It is in scenarios such as this that players and CMs should opt to intercede and decide what the most logical course of action for the colony would be.

#### 7.9.3.1 Independence

This secession goal expresses the colonists' desire to establish a new, sovereign nation that would be free of their current empire's malignant manipulation and domination.

The first action that separatist empires with this secession goal make is to issue a War Declaration against their original empire. This declaration is automatically reciprocated by that empire. Furthermore, this new nation will continue to fight until such time as a form Armistice Treaty is signed ending the war – or until loyalist forces quash their armed rebellion.

#### 7.9.3.2 Autonomy

Small colonies or rebellious regions that obviously lack the resources to be a credible threat to their controlling empire will not seek to establish itself an independent nation but rather will fight to attain Autonomy.

Separatist empires that are assigned this secession goal will attempt to achieve a negotiated peace with its originating power by offering their former masters a X.X Protectorate Treaty. By signing this Protectorate Treaty, the separatist empire would effectively become a puppet state controlled by the original empire's player.

Should a bid for Autonomy fail, this empire will instead issue an automatic Hostilities Declaration against the mother country (which is automatically reciprocated) and hope that it can weather the oncoming storm as an independent state. However, unless the original empire issues a War Declaration against it, this separatist empire will receive a +50 bonus to any attempts to sign a Protectorate Treaty that the original empire offers it.

### **7.9.3.3 Neutrality**

With this secession goal, a separatist colony declares its absolute neutrality and its intent to assume the role of a X.X Neutral State. The empire will no longer conduct diplomacy with other nations (including its mother country) and will instead rely on its neutrality to keep it alive in the volatile political environment.

### **7.9.3.4 Amalgamation**

Separatist colonies that lack the economic or military power to stand on their own will often seek to amalgamate with a foreign power rather than attempt to establish themselves as an independent polity.

When an Amalgamation secession goal is selected, the separatist colony will offer a Unification Treaty to another foreign power in an attempt to join their empire. A treaty acceptance roll does not need to be made for this special Unification Treaty offer; it will always succeed. However, any empire that signs the treaty will incur a Relationship penalty with the seceding colony's former empire equal to the colony's highest Census or infrastructure statistic.

When deciding which foreign power will receive this treaty offer, preference should be given to empires that were formed by colonies that previously seceded from the same empire. If no other secessionist empires exist or are located too far away from the seceding colony, the treaty offer will instead be extended in order of proximity to the nearest empire that has a Relationship value less than or equal to 50 with the seceding colony's former empire.

As an alternative to the above, other players in the campaign can be given the opportunity to bid for control of the separatist colony. The amount a player bids in this "colonial auction" will be subtracted from his empire's Relationship with the colony's former owner if he is the high bidder. Furthermore, those players that bid on the colony but lose the auction also receive a Relationship

penalty equal to half their maximum bid with the colony's former owner.

If this auction alternative is used, do not also apply the colony statistic-based penalty described earlier; the bid amounts represent the total Relationship penalty under these circumstances.

## **7.9.4 Secession at Imperial Capitals**

An empire's Imperial Capital *cannot* experience an act of secession, as it would create the illogical scenario of a government rebelling against itself. Instead, whenever an Imperial Capital's Morale is reduced to zero, the affected empire will automatically transition to a X.X Anarchy government type and the capital colony's Morale will be increased by 1D6+3.