

6.0 EMPIRES & GOVERNMENT

"In the various states of society, armies are recruited from very different motives. Barbarians are urged by the love of war; the citizens of a free republic may be prompted by a principle of duty; the subjects, or at least the nobles, of a monarchy, are animated by a sentiment of honor; but the timid and luxurious inhabitants of a declining empire must be allured into the service by the hopes of profit, or compelled by the dread of punishment."

- Edward Gibbon, *The History of the Decline and Fall of the Roman Empire, Chapter XVII*

An empire or power is a nation or faction that functions as a single political entity. An empire can be a sovereign nation, a band of pirates, a corporation, or else something else entirely. Although the term can apply to many different types of organizations, an empire is normally a political association of planets and/or star systems controlled by a single player (or the CM).

6.1 EMPIRE TYPES

The VBAM Campaign System categorizes empires into three distinct types based on how they interact with one another within the context of the campaign environment.

6.1.1 Player Empire (PE)

A *player empire (PE)* is a power that is controlled by a human player. Most campaigns will feature at least two player empires at the start of the campaign, one for each individual player in the game. Other campaigns, called solo campaigns, will begin with only a single player empire.

These rules consider player empires to be the default empire type, and they follow all of the normal campaign rules provided in this rule book.

Should a player be forced to quit a campaign, the players or CM will have to decide whether or not to find a replacement player to take over control of the previous player's empire; or else convert the player empire into a non-player empire. The only difference between a player empire and a non-player empire is that the latter requires some special rules in order to automate its diplomatic relations and influence other campaign actions.

6.1.2 Non-Player Empire (NPE)

A *non-player empire (NPE)* is a power that is being run by the CM rather than by a player. While NPE diplomacy is largely automated (see X.X Non-Player Empires for more information), the CM must still make specific decisions as to what the power will

build, where it will move its forces, etc. Luckily for the CM, the NPE diplomacy rules can serve as a guideline for determining their likely goals and intentions.

NPEs can be included or excluded from campaigns at the CM's discretion. NPEs are a core staple of solo campaigns, where they provide valuable foils for the player empire (PE). In multiplayer campaigns, NPEs can be used to add additional military and diplomatic challenges for the players, or else a PE can be converted into a NPE should its player find himself unable to continue playing in the campaign.

6.1.3 Neutral Empire (NE)

A *neutral empire (NE)* is an entity that acts as a simplified non-player empire that lacks the ambition or desire to expand their sphere of influence. They do not actively seek out enemies to fight, nor are they interested in forming lasting alliances. Rather, they are content to keep to themselves and maintain quiet dominion over their own sovereign territories.

Neutral empires follow all of the same rules as a non-player empire with a few notable exceptions:

- Neutral empires ignore the 6.2 Governments rules; they are not assigned a 6.2.1 Political Focus or 6.2.2 Government Type. The omission of these rules streamlines campaign tracking for these empires.
- Neutral empires are not assigned AIX values (see 9.4 AIX Diplomacy System), as the limited diplomacy conducted by neutral empires renders them redundant.
- Neutral empires cannot perform X.X Diplomatic Actions of any kind. This includes offering and signing treaties as well as issuing declarations against opposing powers. Rather, the effective treaty level between a neutral empire and another power is based on their current Relationship value (see 9.5.3 Diplomatic Relationships), as described on the following chart:

NEUTRAL EMPIRE DIPLOMACY CHART

Relationship	Treaties/Declarations
90 or more	Mutual Defense Treaty, Non-Aggression Treaty, Trade Treaty, Border Treaty
60 - 89	Non-Aggression Treaty, Trade Treaty, Border Treaty
40 - 59	Trade Treaty, Border Treaty
30 - 39	Border Treaty
20 - 29	Armistice Treaty or No Treaty

10 or less Hostilities Declaration

Because neutral empires cannot perform diplomatic actions, it is the responsibility of the opposing party to improve their shared Relationship value.

6.1.4 Underworld Empire (UE)

An *underworld empire (UE)* is an independent, non-national faction that encompasses everything from pirates and crime bosses to corrupt corporations and covert paramilitary organizations. Underworld empires operate in the shadows and tend to follow their own set of special rules.

Complete rules for underworld empires will be provided in a later supplement, and the term is simply included here for completeness.

6.2 GOVERNMENTS

The political organization, systems, and philosophies that guide an empire will directly influence how they interact with one another and the rest of the campaign rules.

All empires, with the notable exception of underworld empires, are assigned both a political focus and a government type. Taken together, these two elements define the bonuses and/or penalties that the empire will receive to various areas of play during the campaign.

Each unique combination of political focus and government type will offer players a slightly different game experience. For example, an empire with a Military focus receives a bonus that reduces its overall Maintenance Costs, allowing it to maintain more units at a lower ongoing cost.

While the following rules are considered a default campaign option, it is recommended that new players and CMs play without the government rules for their first few campaigns so that they can focus on learning the more vital fundamentals of the VBAM Campaign System. Later, once the players and CM are comfortable with the basic campaign rules, they can then introduce governments into their future campaigns.

6.2.1 Political Focus

All governments are assigned a political focus which indicates their overriding political philosophy or mindset.

When creating a new player empire, the player is allowed to select a political focus of their choice for their empire. Alternatively, players or CMs may roll on the Political Focus Table below to randomly determine a government's focus. X.X Meritocracy governments should roll twice on this chart – once

for its positive political focus, and a second time for its negative political focus.

POLITICAL FOCUS TABLE (ROLL 1D10)

Result	Political Focus
1 - 2	Military
3 - 4	Religious
5 - 6	Scientific
7 - 8	Social
9 - 10	Trade

6.2.1.1 Military

Military governments are governed either directly by members of the nation's military forces or by political representatives whose loyalty has been duly purchased by the military-industrial complex. These powers place an emphasis on martial readiness and military service.

Not all Military governments are dominated by hawks or warmongers. Nations with a more pacifistic bent can have a Military focus, although with an obvious bias towards self-defense.

Military Focus Modifiers:

- **Economic:** This power receives a -10% bonus to its X.X Total Maintenance Expense.

6.2.1.2 Religious

Religious governments (called *theocracies*) are controlled by an empire's predominant organized religion(s). While empires with a Religious political focus are often known for their fanaticism and zealotry, not all Religious governments possess such extreme political views. Some are quite tolerant, well-tempered republics.

Theocracies are able to exert an impressive amount of control over the hearts and minds of their planetary populations. Opposing powers will find it very difficult to affect public opinion at these empires' colonies.

Morale: All morale checks, both empire and colony, receive a +10 bonus.

Intel:

Religious Focus Modifiers:

- **Morale:** This power receives a +10 bonus to all empire or colony morale checks.
- **Intel:** All Propaganda intel missions launched against this empire by opposing powers are subject to a -10 penalty.

6.2.1.3 Scientific Focus

Scientific governments (called *technocracies*) place a special emphasis on the development of new

technologies. More often than not, these academic pursuits are fueled by intense curiosity and a devotion to pure scientific research. However, in some cases, an empire may develop a Scientific focus in reaction to a crisis event, such as a military conflict or social unrest.

Governments with a Scientific focus excel at assembling tech teams, and providing those teams with the resources they need to carry out their research. Technocracies are noted for being able to develop new tech advances faster than their rivals.

Scientific Focus Modifiers

- **Tech:** The empire receives a +10% bonus to the number of tech points produced by its Tech infrastructure each campaign turn. Round fractional tech point totals ups.

6.2.1.4 Social

Governments with a Social focus specialize in the use of intelligence resources. These nations commonly use intel points to mollify their own populations (either through propaganda or political purges), gather information on foreign empires or protect the home front against foreign infiltration.

Social leaders run the gamut between extremes of liberalism and conservatism. Liberals are interested in instituting sweeping domestic reforms, conservatives want to maintain the status quo, and moderates fall somewhere in between.

Social Focus Modifiers:

- **Intel:** This power receives a +10 bonus to all offensive intel missions it launches against opposing powers.
- **Intel:** Opposing powers receive a -10 penalty to all offensive intel missions launched against this power.

6.2.1.5 Trade

Trade governments focus on earning income from their available foreign and domestic trade sources. These empires are commonly ruled by powerful cartels or industrial magnates that control some or all of the means of production. These titans of industry know how to extract every last possible credit out of commerce, which allows them to generate additional wealth from every trade route.

Trade Focus Modifiers

- **Economic:** This power receives a +10% bonus to its total X.X Commerce Income.

6.2.2 Government Types

A power's government type defines its basic governing political structure. This book provides a total of seven different government types, listed alphabetically below: Anarchy, Collective,

Confederation, Decentralized, Meritocracy, Representative and Totalitarian.

As with political focus, the player is allowed to select a government type of his choosing for his empire at the start of the campaign. Otherwise, players or CMs may roll on the Government Type Table to randomly determine a government's type.

GOVERNMENT TYPE TABLE (ROLL 1D6)

Result	Government Type
1	Collective
2	Confederation
3	Decentralized
4	Meritocracy
5	Representative
6	Totalitarian

6.2.2.1 Anarchy

A government in a state of Anarchy is no government at all; rather, it represents a complete *lack* of government, likely brought on by the collapse of the empire's previous administration (see X.X Governmental Collapse). Empires that descend into Anarchy will usually attempt to adopt a new government type at their first opportunity.

A deep sense of malaise permeates an Anarchical regime. The chance of unrest setting in at its colonies increases substantially as a result of this political turmoil. Due to the volatility of the political situation, both foreign and domestic merchant traffic begin to evacuate the area leading to a decrease in trade revenue.

Anarchical governments convey only disadvantages; there are no advantages to operating in a state of Anarchy, and no player in his right mind would choose Anarchy as his empire's government type.

Anarchy Government Modifiers

- **Diplomacy:** This power cannot perform X.X Diplomatic Actions with the exception that they can reciprocate Hostilities, War, or Total War Declarations against hostile opponents.
- **Intel:** Opposing powers receive a +20 bonus to all offensive intel missions launched against this power.
- **Morale:** This power receives a -20 penalty to all empire or colony morale checks.
- **Tech:** The power receives a -20% penalty to the number of tech points produced by its Tech infrastructure each campaign turn.
- **Economic:** This power receives a +20% bonus to its X.X Total Maintenance Expense.

- **Economic:** This power receives a -20% penalty to its total X.X Commerce Income.

6.2.2.2 Collective

Collective governments

Collective Government Modifiers

- -1 Morale Loss
- +50% XP Costs
- +20% Tech Requirement
- +10% Defensive Intel

6.2.2.2.1 Military Collective

The citizens of a Military Collective are born and bred to fight; they have no other purpose in their lives.

6.2.2.2.2 Religious Collective

Commune environment, where everyone's a monk

6.2.2.2.3 Scientific Collective

Commune environment, just scientific.

6.2.2.2.4 Social Collective

This leaders of this form of government are concerned with cultivating and maintaining their own private utopia.

6.2.2.2.5 Trade Collective

This bizarre political construct is exclusively interested in trading goods and resources.

6.2.2.3 Confederation

Confederation governments are loose associations of sovereign, independent states that have joined together in common cause. Its members have agreed to the principles and legal framework established in its charter or constitution; however, they retain the right to withdraw from the Confederation should they choose to do so.

While a Confederation government's bureaucratic structure has much in common with that of a Representative government, the power of its central authority is decidedly limited because its members are unwilling to have their individual sovereignty challenged by a strong federal power. The Confederation government serves as a central body that can address critical issues of mutual interest to its members.

As with the Representative government type, one of the Confederation's greatest strengths is the ease with which member worlds can change its political focus. Once every twelve campaign turns, a Confederation government can attempt to change its political focus without the necessity of initiating a X.X Government Reform. This change in political

focus represents a change in the elected leadership. If a Confederation government is ordered to make such an attempt, roll 2D6 during the Diplomacy Phase. The player's order to make this attempt should indicate what political focus he is attempting to shift his government to. A die result of 6+ indicates a successful change in political focus.

Should a Confederation government *fail* its attempt to shift its political focus, the consequences can be dire. Such a failure indicates that popular support for the government has been shaken. All colonies controlled by this empire must make a Morale Check with a target of 2. On a failure, the colony has its Morale reduced by 1.

Confederation Government Modifiers

- **Experience:** This empire's experience point (XP) costs are reduced by -20%. Round fractional costs up.
- **Focus:** Confederation governments are special in that they double the normal bonuses associated with its selected X.2.1 Government Focus. For example, a Trade Confederation would receive a +20% commerce income bonus, instead of the +10% bonus normally conferred to governments with a Trade focus.
- **Intel:** All intel missions launched against this empire by opposing powers receive a -10% bonus to their Mission Success Chance.
- **Morale:** Whenever a colony owned by this empire loses Morale, it loses an additional point of Morale.
- **Rebellion:** When one of this empire's colonies secedes, all of its units in the system receive a +10% penalty to their loyalty checks.

6.2.2.3.1 Military Confederation

Military Confederation governments are formed in an attempt to provide its members with a strong military defense force to protect them from external threats. The central government is unconcerned with the social policies of its member worlds, and instead focuses all of its time and resources on cultivating an effective fighting force.

6.2.2.3.2 Religious Confederation

6.2.2.3.3 Scientific Confederation

6.2.2.3.4 Social Confederation

This political association is comprised of nations that have a shared cultural heritage that binds them together. Protecting and maintaining these strong cultural bonds is a major goal of a Social Confederation's leadership.

6.2.2.3.5 Trade Confederation

6.2.2.4 Decentralized

Decentralized governments are notable for their lack of political unification. They consist of multiple sovereign entities that are combined together as a single administrative element within the campaign. Some or all of the powers that comprise this "government" may be hostile to one another, but these potential rivalries are abstracted into this form of government's inherent benefits and penalties. Examples of Decentralized governments include planets ruled by multiple national interests, feudal kingdoms or rival clans.

Foreign powers can find it difficult dealing with Decentralized governments. Treaties negotiated with a Decentralized power are binding only with a limited number of its constituent nations or clans, and it is not unheard of for other elements in its "government" to invalidate the treaty. Because of this, Decentralized governments are not very reliable allies. However, on the flip side, a player can often play two local power blocs against one another, making it easier for spies to gather information or perform sabotage missions.

Decentralized Government Modifiers

- **Diplomacy:** This empire receives a +40% bonus when signing, breaking or declaring.
- **Experience:** This empire's experience point (XP) costs are reduced by -10%. Round fractional costs up.
- **Intel:** All intel missions launched against this empire by opposing powers receive a -10% bonus to their Mission Success Chance.
- **Tech:** The empire's tech advancement requirement is increased by +10%. Round fractional tech advancement costs up.
- **Trade:** This empire receives a -5% penalty to commerce income generated by its trade fleets. Round fractional commerce income up.

6.2.2.4.1 Military Decentralized

This government is a collection of nation states (many of them openly hostile to the others) that have spent a considerable amount of time and energy honing their weapons of war. Feudal warlords and militant clans are commonly associated with Military Decentralized governments.

6.2.2.4.2 Religious Decentralized

A number of distinct theocratic states (likely of the same faith) have banded together to form a loose alliance of communities. This alliance's unifying goal is the promotion and protection of their shared religious beliefs, but differences in theological interpretation ensure that not all of the member states are on friendly terms with one another.

6.2.2.4.3 Scientific Decentralized

Under this form of government, a group of sovereign states have formed a cooperative agreement to further their shared pursuit of knowledge. In theory, each of these nation states have agreed to share the fruits of their technological labors with their peers. In practice, however, each nation continues to secretly fund research projects whose results are not intended for public dissemination.

6.2.2.4.4 Social Decentralized

An egalitarian league of nations has been formed to peacefully resolve international disputes. This loose association has limited authority, largely relegated to peacekeeping forces. Its primary concerns are with maintaining the peace between rival nations within the Decentralized government.

6.2.2.4.5 Trade Decentralized

A commerce-minded organization binds together the disparate nations administered by this form of government. Fair trade between members is the ultimate goal of the Trade Decentralized government, creating an environment in which tariffs and legal barriers can be relaxed to the benefit the participants' native industries.

6.2.2.5 Meritocracy

A special feature of the Meritocracy is that this type of government requires a player to select both a *positive political focus* and a *negative political focus*. The positive political focus functions as normal, providing its stated bonus. However, the negative political focus will provide a penalty equal to the opposite of the focus' normal bonus. Furthermore, the effects of both positive and negative focuses are *doubled*. This emphasizes the strengths and weaknesses of this form of government.

Example: A Meritocracy government selects the Social focus as its negative political focus.

Meritocracy Government Modifiers

- **Focus:** Meritocracy governments are special in that they double the normal bonuses associated with its selected X.2.1 Government Focus. For example, a Trade Confederation would receive a +20% commerce income bonus, instead of the +10% bonus normally conferred to governments with a Trade focus. Additionally, Meritocracy governments must select a
- All normal government sub-type modifiers are doubled
- A second sub-type is selected, and its effects are doubled but applied as penalty
- -33% XP Costs

6.2.2.5.1 Military Meritocracy

Military Meritocracies epitomize the “warrior race” mentality. The cultures that spawn governments of this type put a special emphasis on combat, be it personal hand-to-hand or squad-based starship combat. These nations can birth some of the most dedicated soldiers in the galaxy, but they always sacrifice some other aspect of their society in order to achieve their awesome fighting potential.

6.2.2.5.2 Religious Meritocracy

Skilled theologians form the political elite of a Religious Meritocracy. These learned scholars have spent their lives studying the texts and rituals of their respective religious orders and are now considered authoritative sources on these topics. It is believed that this deep knowledge of dogma will allow the theologians to govern their nation's population in a righteous manner that will be pleasing to their god or gods.

6.2.2.5.3 Scientific Meritocracy

This technocratic government is run by the nation's intelligencia with the sole purpose of forwarding the goal of pure scientific research. Although the scientists may not directly administer day-to-day government operations, they will almost certainly be involved in all key decision making processes.

6.2.2.5.4 Social Meritocracy

6.2.2.5.5 Trade Meritocracy

These plutocratic regimes are built on a hierarchy of greed. Those individuals that demonstrate the prerequisite skills to manipulate men and money for their selfish benefit are promoted into positions of power. While it is conceivable for anyone with skill and ability to rise through the ranks of government, there are only a limited number of positions to be filled and the vast majority of the nation's population will comprise a servile class.

6.2.2.6 Representative

Also called a “federation”

Representative Government Modifiers

- Max per turn military spending during peacetime = 50%

6.2.2.6.1 Military Representative

6.2.2.6.2 Religious Representative

6.2.2.6.3 Scientific Representative

6.2.2.6.4 Social Representative

6.2.2.6.5 Trade Representative

6.2.2.7 Totalitarian

Totalitarian governments are controlled by a central authority that makes all national decisions. This central authority can take the form of a powerful committee or a single authoritarian leader. The hallmarks of a Totalitarian government are that individual citizens have little or no hope of social advancement (e.g., no chance of ascending to the upper echelons of the nation's central authority); there are few (if any) personal freedoms; and there is no means by which to check the central authority's power.

Totalitarian Government Modifiers

- **Diplomacy:** This empire receives a +20% bonus when breaking or declaring.
- **Maintenance:** This empire's total maintenance costs receive a -5% modifier, reducing the empire's overall maintenance costs.
- **Morale:** Whenever a colony owned by this empire loses Morale, it loses an additional point of Morale.
- **Tech:** The empire's tech advancement requirement is increased by +20%.
- **Trade:** This empire receives a -10% penalty to commerce income generated by its trade fleets.

6.2.2.7.1 Military Totalitarian

6.2.2.7.2 Religious Totalitarian

This nation is led by a senior religious official or officials of a specific faith or spiritual system. This religious order has assumed dictatorial control over government. Depending on the circumstances, the government and the faith may be interchangeable. Citizens are expected to conform to the social and religious standards of their leaders. Those individuals who do not conform are subject to intense persecution.

Of the different forms of Totalitarianism, a Religious Totalitarian government is the most successful at manipulating public morale.

6.2.2.7.3 Scientific Totalitarian

Empires with the Scientific Totalitarian form of government do not gain any special bonuses to scientific development; however, they are not

subject to the tech requirement penalties applied to other forms of Totalitarian government.

6.2.2.7.4 Social Totalitarian

This socialist state is governed by a single ruler or party system whose declared aim is to achieve a state of social equality. In many cases, a central planning committee oversees national operations and enforces the policies of the political elite. Communism is considered one expression of Social Totalitarianism.

Social Totalitarian governments specialize in conducting intelligence operations both at home and abroad. Domestic agents use their skills to eliminate dissension on the home front, while operatives working abroad fight to protect their nation's security.

6.2.2.7.5 Trade Totalitarian

Corporate oligarchs reign supreme under this form of government. All political power is held by those that control the nation's economic and industrial infrastructure, and the government serves solely to reinforce and protect their interests. The needs of the general population are secondary to this primary concern.

6.2.3 Government Reform

[can change government focus or type. Cost to change focus equal to total Census + GDP; Cost to change government type equal to double this amount].

6.2.4 Government Collapse

6.3 CAPITALS

Administration of an empire radiates outwards from its *Imperial Capital*, which serves as the center of governance for the empire and is home to the empire's political leadership. An empire may also make use of *Sector Capitals* to extend the range of its control and improve its reaction times.

6.3.1 Imperial Capital

An Imperial Capital (or simply "Capital") is an empire's nerve center. The important decisions that shape the destiny of an empire are made here by the leaders that will one day be revered or reviled.

Each empire begins play with one Imperial Capital. A campaign scenario usually defines a capital's location, and most capitals are placed at an empire's X.X Homeworld or else at one of its most populous (highest Census) colonies.

If a scenario does not stipulate the exact location of an empire's Imperial Capital, the controlling player

or CM may place the capital at a colony of his choosing.

6.3.1.1 Imperial Capital Construction

An empire can relocate its seat of government at any time by building a new Imperial Capital at another location. The Construction Cost of a new Imperial Capital (in economic points) is equal to half its X.X Gross Domestic Product (GDP), rounding fractions up, on the turn the construction order is given. This variable cost represents that larger empires will require a more robust administrative center than smaller ones do. Imperial Capitals cost nothing to maintain and take 12 Turns to build.

The cost and time required to build an Imperial Capital prevents wealthy empires from immediately replacing or relocating their Imperial Capitals on a whim.

An empire can maintain only one Imperial Capital at any one time. Once a new Imperial Capital is completed, the old one is removed from play.

Empires that do not possess an Imperial Capital are in a state of X.X Anarchy until such time as a new Capital is completed.

Construction Cost: GDP / 2 (RU)

Maintenance Cost: N/A

Completion Time: 12 Turns

6.3.1.2 Imperial Capitals & Morale

Being the center of government for an empire has a major effect on a colony's Morale. X.X Colony Morale Checks made at a colony that is the site of an Imperial Capital receive a +20 bonus.

6.3.1.3 Capturing an Imperial Capital

Imperial Capitals can be captured if enemy forces conquer the capital's colony. When an Imperial Capital is captured in this manner, the conquering power receives half of the economic points in the conquered empire's Economic Pool (round fractions up) as its ground forces loot the national treasury. These economic points are removed from the conquered empire's Economic Pool at the start of the Income Phase and are then placed into the conquering empire's own Economic Pool as Miscellaneous Income of the same turn.

A nation's Imperial Capital is razed after it is captured, and it will remain destroyed even if friendly forces later liberate the former Capital world on a later campaign turn. The damage has already been done, and the Imperial Capital is lost (see 6.2.1.4 Loss of an Imperial Capital).

6.3.1.4 Loss of an Imperial Capital

The destruction of an empire's Imperial Capital can throw it into a state of extreme panic as it reels from the loss of its main administrative center.

The first immediate effect of the loss of an Imperial Capital is that the empire's government will plunge into a state of X.X Anarchy until a new Imperial Capital can be built.

Next, a Loyalty colony morale check is required for every colony in the affected empire to determine how each world responded to the capital's loss (see X.X Colony Morale Checks).

The lack of a central, recognized authority will prevent the empire from performing any X.X Diplomatic Actions, including signing any treaties that are offered to it, until a new Imperial Capital is completed. This is because any diplomatic agreements made with one faction within the fractured empire may not be honored by the remaining factions. However, the affected empire may still reciprocate declarations of made against it be hostile enemy empires.

If an empire controls one or more Sector Capitals at the time it loses its main Imperial Capital, it has the option of promoting one of these Sector Capitals to an Imperial Capital on the following campaign turn. The decision to promote a Sector Capital must be made during the Turn Orders Phase of the campaign turn immediately after the turn on which the previous Imperial Capital was destroyed. The Sector Capital will then be converted into an Imperial Capital during the Diplomacy Phase of that turn.

CM's Note: While strictly speaking a Capital-less empire cannot offer treaties, the individual controlling the empire can make tacit agreements with his opponents to meet certain goals, even if an official treaty cannot be signed. For example, consider the following scenario: Empire A has recently lost its Imperial Capital, but would still like to support Empire B's military actions against Empire C. Empire A cannot issue a declaration against Empire C, nor can it offer Empire B any treaties (such as a Co-Belligerency Pact, which would be appropriate to this situation). Until a new Capital can be built, Empire A can instead make sure to move its forces into positions that might force a confrontation with Empire C, at which point Empire C might actually declare against them!

6.3.2 Sector Capital

Sector Capitals are administrative centers that serve to extend an empire's political influence outward from its Imperial Capital. Only the largest empires typically benefit from building and maintaining Sector Capitals.

6.3.2.1 Sector Capital Construction

Sector Capitals are X.X Planetary Facilities with a Construction Cost of 50 EP, a Maintenance Cost of 1 EP per turn, and a Completion Time of 6 Turns. Only one Sector Capital per empire can be built in each star system. If a second Sector Capital is built in a system that already contains one, the old Sector Capital is removed from play when the new one is completed.

Construction Cost: 50

Maintenance Cost: 1.00

6.3.2.2 Sector Capital & Morale

As with an Imperial Capital, a Sector Capital provides a bonus to X.X Colony Morale Checks made at their location. In this case, a Sector Capital's colony receives a +10 bonus to all of its colony morale checks.

6.3.2.3 Capturing a Sector Capital

When an enemy force captures a colony that is home to a Sector Capital, the conquering power receives 20% of the economic points currently stored in the conquered empire's Economic Pool (round fractions up). These economic points are removed from the conquered empire's Economic Pool at the start of the Income Phase and are then placed into the conquering empire's own Economic Pool as Miscellaneous Income of the same turn.

The conquered Sector is destroyed after its colony is conquered, and it will remain destroyed even if friendly forces retake the colony on a later campaign turn.

6.3.2.4 Loss of a Sector Capital

Whenever an empire loses a Sector Capital, it must make a Loyalty colony morale check at each colony that is located within the affected colony's supply range. Refer to X.X Colony Morale Checks for more information about the Loyalty morale check.

6.3.2.5 Replacing an Imperial Capital

If an empire's Imperial Capital is destroyed, it can promote one of its Sector Capitals to this role during the Turn Orders Phase of the following campaign turn. The order a player issues to promote a Sector Capital must indicate which Sector Capital is to be converted into an Imperial Capital. This turn order will be resolved during the Diplomacy Phase of the same campaign turn.

6.3.2.6 Sector Capitals & Secession

If a Sector Capital is present at a colony that experiences a X.X Secession event, the rebels will automatically convert that Sector Capital into an Imperial Capital for their new empire.

Alternatively, if the seceding colony has opted to amalgamate with another empire, the Sector Capital will remain in place and will continue to function as a normal Sector Capital for that other power.

6.4 SPHERE OF INFLUENCE

A *sphere of influence* is the region of space that an empire either directly controls or has laid claim to in the past.

6.4.1 Controlled

A star system that contains one or more colonies belonging to a single empire is *Controlled* by that empire. There is no dispute over who controls this star system, and it is considered to be an undisputed element of that power's sphere of influence.

6.4.2 Claimed

Systems that are located within supply range of an empire's colonies is *Claimed* by that empire. Because a supply route can be traced to these systems, it is assumed that private interests have already begun sending expeditions to the system in anticipation of future official colonization missions.

If a system is within the supply range of two or more colonies belonging to different empires, the players or CM must check to see which of these empires holds a superior claim to the system. First, the power with the largest military force (by Mass) in the system will receive it as a Claimed system. Second, if no military units are currently in the system, the empire with the highest effective supply in the system will hold a claim on the system. This is calculated by taking a colony's Supply value and subtracting the movement cost of Interstellar or Sector Lanes separating it from the disputed system.

[Example]

Players are allowed to voluntarily relinquish claims on Claimed systems, at which point no military force or effective supply comparisons need to be made to determine which empire has Claimed the system. Relinquishing claims is done as part of another X.X Diplomatic Action, and is typically part of a negotiated settlement between two empires or allied blocs.

Claimed systems become Controlled once an empire establishes a colony in the system.

6.4.3 Contested

A system is *Contested* when two or more opposing forces are present in the system. Affected systems will remain Contested until only a single power or group of friendly powers remain in the system, at which point these systems revert back to their previous system state.

6.4.4 Neutral

Neutral systems are located outside of any one empire's sphere of influence. No colonies are present in these systems, nor are they within the supply range of any imperial colonies. This prevents them from being Controlled or Claimed, respectively.

Neutral systems will become Claimed systems once they are within the supply range of one or more colonies. Alternatively, these systems can be converted into Controlled systems should an empire dispatch a civilian colony fleet to establish a colony on one of the planets in the system.

As with Claimed systems, specific diplomatic agreements can be negotiated that designate a star system as being Neutral. Larger empires may even find it prudent to create a "no man's land" of Neutral systems, called a neutral zone, between their respective spheres of influence that will act as a buffer zone to limit the kind of direct competition for influence and resources that could lead to open hostilities or even war.

6.5 IMPERIAL INFLUENCE

Imperial Influence is an abstract representation of an empire's wealth, power, and prominence on the international stage. An empire's Imperial Influence is calculated by adding its total Census to the number of colonies it controls. This value is used to gauge an empire's overall size in situations where a rule's effects should be scaled against that size. For example, the amount of Morale a power will gain or lose when performing X.X Empire Morale Checks is dependant on its current Imperial Influence.

6.6 WARTIME FATIGUE

All empires are assigned a *Wartime Fatigue* value which is used to track the amount of stress that has been placed on their infrastructure and population as the result of a crisis event.

All new empires begin with a Wartime Fatigue value of zero (no fatigue). This value will fluctuate during the campaign, increasing during times of war and decreasing during times of peace. An empire's X.X Economic State is the primary source of these fluctuations. Empires that are in a X.X Peacetime economic state will receive a -1 Wartime Fatigue bonus during the Diplomacy Phase of each campaign turn, while empires that are in a X.X Wartime economic state will instead receive a +1 Wartime Fatigue penalty during the Diplomacy Phase. Lastly, empires in a X.X Recession state take a significant penalty to their X.X Colony Income in return for receiving a -2 Wartime Fatigue bonus.

Additionally, empires that perform X.X Gearing Up or X.X Gearing Down operations to adjust their X.X

Economic Modifier will receive a modifier to their Wartime Fatigue during the Income Phase when the gearing operation is resolved. Gearing Up increases an empire's Wartime Fatigue by one, while Gearing Down decreases an empire's Wartime Fatigue by one. Because these gearing modifiers are applied during the Income Phase, they will not have any effect until the Diplomacy Phase of the following campaign turn.

Empires can have a minimum of zero Wartime Fatigue, but there is no limit to the maximum amount of Wartime Fatigue an empire can possess. However, the higher an empire's Wartime Fatigue gets, the more likely that it will be threatened by outbreaks of discontent or economic exhaustion.

The most effective means of reducing an empire's Wartime Fatigue is by creating new nations out of its current Controlled territories.

Any empire whose Wartime Fatigue is greater than zero must roll on the Wartime Fatigue Event Table at the beginning of the Diplomacy Phase of the campaign turn, after the empire's Wartime Fatigue has been adjusted according its economic state but before any X.X Diplomatic Actions are resolved. The D100 die roll on this table is modified by adding the empire's current Wartime Fatigue + 50 and then subtracting its Aggressiveness (AG) value. This AG modifier is used to represent that more violent powers are less likely to be negatively affected by Wartime Fatigue, as they are more likely to relish the glory of combat instead of shying away from it as more pacifistic powers are apt to do.

If an empire's modified die roll on the Wartime Fatigue Event Table is greater than 100, then that empire will suffer one or more Wartime Fatigue events, each of which confers a negative penalty to one or more of the empire's Controlled systems or colonies.

Wartime Fatigue Event Table (Roll 1D100 + Wartime Fatigue + 50 – AG)

Roll	# of Wartime Fatigue Events
0-100:	None
101-110:	1
111-120:	2
121-130:	3
131-140:	4
141-150:	5
151-160:	6
161-170:	7
171-180:	8
181-190:	9
191+	10

The players or CM must make a separate die roll on the Wartime Fatigue Result Table for each Wartime Fatigue event it generated on the previous Wartime Fatigue Event Table.

When resolving the negative effects of these wartime events, in unmoderated campaigns the affected player is allowed to select which of their colonies or systems are affected. In moderated campaigns, however, the CM should randomly select a colony or system to be affected by each event.

Rolls of "9" or "10" on the Wartime Fatigue Result Table will affect the empire has a whole rather than individual systems or colonies. The *Emergency Gear Down* result will reduce an empire's economic modifier, but with no commensurate reduction in Wartime Fatigue as would normally occur as the result of a traditional economic Gear Down event. Similarly, the *Fatigue Increase* event will increase an empire's Wartime Fatigue without providing any positive benefits. Unlucky empires that are hit with successive Emergency Gear Down and Fatigue Increase events are at risk of imminent economic and political collapse.

Wartime Fatigue Result Table (Roll 1D10)

- 1: *Public Dissent:* One of the empire's colonies receives -1D3 Morale penalty.
- 2: *Pirate Activity:* One of the empire's Controlled systems receives a +10 Piracy value penalty.
- 3: *Economic Collapse:* The selected colony's economic output is reduced to zero for the remainder of the campaign turn. This event can only affect a colony whose economic output is greater than zero.
- 4: *Production Stoppage:* The selected colony's production output is reduced to zero for the current campaign turn. This event can only affect a colony whose production output is greater than zero.
- 5: *Agricultural Failure:* The selected colony's agricultural output is reduced to zero for the remainder of the campaign turn. This event can only affect a colony whose agricultural output is greater than zero.
- 6: *Commerce Disruption:* The selected colony's commerce output is reduced to zero for the remainder of the campaign turn. This event can only affect a colony whose commerce output is greater than zero.
- 7: *Infrastructure Fatigue:* The selected colony must reduce its highest colony infrastructure statistic by one. In case of a tie, roll randomly to determine which of the colony's infrastructure statistics are reduced by this penalty.

- 8: *Environmental Devastation:* The selected colony's planet receives +1 Environmental Damage.
- 9: *Emergency Gear Down:* The empire's economic modifier is reduced by five percentiles.
- 10: *Fatigue Increase:* The empire's Wartime Fatigue is increased by 1D10.

Example: An empire with 72 Wartime Fatigue is required to make a roll on the Wartime Fatigue Event Table at the start of the Diplomacy Phase. The player rolls 81 on its D100 roll. The player adds his empire's Wartime Fatigue to this roll, producing a modified result of 153. This generates 6 Wartime Fatigue events.

The player must now roll six times on the Wartime Fatigue Result Table, once for each Wartime Fatigue event it generated on the previous table.

6.7 NEUTRAL STATES

While most empires have galactic ambitions, there exist some independent states that have no desire to expand their sphere of influence beyond their single star system. These empires are called neutral states, and they function slightly differently than either player empires or non-player empires do.

As the name might imply, most neutral states are established in Neutral systems that are outside the sphere of influence of other nearby interstellar powers. Neutral states can, however, also be formed as the result of specific treaties in order to create absolutely neutral "buffer states" between opposing empires.

Neutral states do not conduct diplomacy as a normal empire would. They do not actively seek out enemies to fight, nor are they interested in forming lasting alliances. Rather, they are content to keep to themselves and maintain quiet dominion over their own sovereign territories. When dealing with neutral states, all empires are considered to have signed Non-Aggression and Trade Treaties with the neutral state. However, empires that issue Hostilities, War, or Total War Declarations against the neutral state will have these "free treaties" permanently rescinded, drawing the interminable ire of the neutral power.

Without GM intervention, neutral states will not accept offers to formally align themselves with any other power no matter how desperate their situation. In a moderated campaign, however, the GM has the option of allowing a neutral state to offer and/or sign a Protectorate Treaty with a neighboring empire, but only if both the neutral state and this other power are both currently under a declaration issued by the same third party.

~~Neutral states will not attempt to invade or otherwise stake a claim against any opposing power; they will simply focus their often-limited economic capabilities on expanding infrastructure at their colonies and building up suitable technologies and defenses to protect themselves from outside incursion. Neutral states are also allowed to establish trade links in any systems within supply range of its Imperial Capital. This allows the small power to generate some trade revenue from its neighbors, which in turn will give it extra economic points to spend each campaign turn.~~

~~As was previously hinted at, players are allowed to sign treaties that include special clauses creating new neutral states from territories owned or controlled by one or more of the signing powers. An example of a situation in which the creation of new neutral states might be agreeable is when two opposing powers are signing an armistice to end a war. The two parties may not wish their opponent to walk away from the Armistice Treaty in control of one or more contested border systems. To alleviate this point of contention, the opponents could mutually agree to break off the disputed star systems and divest ownership of them to a newly-formed neutral state. Doing so would allow both players to continue to trade freely in those systems without giving up control of the systems to the other player.~~

~~The creation of a new neutral state might also be a wise decision if multiple empires come into conflict over a single Contested system. Depending on how strategically valuable this Contested system is, it might be better for all parties if a special treaty was drafted and signed that converted it into a self-governing neutral state.~~

6.8 PUPPET STATES

A puppet state is a nominally independent nation whose foreign policy is largely controlled by another power. When two empires sign a X.X Protectorate Treaty, the power with the lesser 6.5 Imperial Influence becomes a puppet state of the more influential empire.

6.9 SEPARATIST STATES

The empires that are formed after a X.X Secession event are called *separatist empires*. They are treated as normal empires for all purposes, but several special rules apply when first establishing their presence in a campaign.

6.9.1 Government

A separatist empire must make a roll on the Separatist Government Table to determine their state's new political disposition. Separatist

governments may end up choosing to retain a government similar to that of its original nation, or else they may end up adopting a radically different form of governance.

Please refer to 6.2.1 Political Focus and 6.2.2 Government Types for the tables referred to on the Separatist Government Table.

SEPARATIST GOVERNMENT TABLE (ROLL 1D6)

Roll	Effect
1-3	The separatist empire has the same political focus and government type as its originating empire.
4	The separatist empire has the same government type as its originating empire, but it must roll on the Political Focus Table to randomly select a new political focus.
5	The separatist empire has the same political focus as its originating empire, but it must roll on the Government Type Table to randomly select a new government type.
6	The separatist empire must roll on both the Political Focus Table and Government Type Table to randomly select a new political focus and government type, respectively.

6.9.2 Capitals

Breakaway republics that form as a result of a successful rebellion do not begin with an Imperial Capital unless they already possess a X.X Sector Capital. The new empire must purchase its Imperial Capital using the rules found in X.X Capital Construction; however, these separatist states need only pay half the normal cost to build their first Imperial Capital (e.g., one-quarter its Total Domestic Product).

6.9.3 Diplomacy

Separatist empires can conduct diplomacy and maintain diplomatic relations with other powers just as any other empire in its situation would.

When the separatist empire is first created, it enters play with all of the same Relationship values with other foreign powers as its original empire has. However, the separatist empire's Relationship with its original empire is determined by a random D100 roll.

6.9.4 Technologies

When a new separatist empire is created, it begins play with an 11.5 Empire Tech Level and 11.3 Technology List identical to that of its originating empire. This gives the separatists access to all of the same technologies at the same tech levels as those that their mother country had at the time of the split.

6.9.5 Unit Classes

A separatist empire receives unit class design schematics for each of its originating empire's combat units that the separatist empire's colonies are capable of purchasing at the time of secession. In practical terms, this means that the originating empire's largest units will likely be unavailable to the new separatist regime.

6.10 SUCCESSOR STATES

A successor state is created when a Conquered colony (see X.X Conquered Colonies) is liberated but the empire that originally controlled it (its predecessor state) no longer exists. Because the newly-liberated colony cannot rejoin its old empire, it instead creates a new empire to continue its predecessor's legacy.

This new successor state will begin play with the same government type, technologies, unit designs, Relationships, etc. that its predecessor state possessed at the time of its final conquest or dismemberment. This allows the successor state to pick up where its predecessor state left off.

In the event that two or more Conquered colonies that belonged to the same predecessor state are successfully liberated, the players or CM must decide whether or not they will join forces to aid one another in reestablishing their old empire or if they will contest one another's claims of succession. If the former, the colonies will either form a single successor state or be automatically integrated into an existing one. Otherwise, if the latter is true, then additional successor states will be formed, each claiming legitimacy as the predecessor's rightful successor.

When deciding whether or not multiple colonies should form a single successor state, the correct answer will usually be to have the colonies form a single state. The chances of one of these colonies surviving on their own are marginal at best, but working together they might stand a chance – or at least present the players with an interesting obstacle. Creating multiple smaller empires also adds to the amount of required record keeping for the campaign, which should be kept to a minimum if at all possible.

In the event that players or CMs want a more neutral, mechanical way of deciding whether two liberated colonies form rival successor states, make a campaign check using the liberated colony's X.X Colony Income as the base success chance for the roll. On a major success the liberated colony will form its own successor state, while any other result will indicate that it will gladly band together with other liberated colonies to form a larger, inclusive successor state.

The ultimate goal of the successor state will be to reestablish control over its predecessor state's former sphere of influence. Whether or not this is a realistic goal depends entirely on your campaign environment, however. More realistically, most successor states will be content to simply eke out a living as a minor rump state.

6.11 RELEASING EMPIRES

An empire has the option of releasing portions of its own territories to form new empires. While doing so will reduce its own 8.8 Gross Domestic Product and 6.5 Imperial Influence, it is an effective way to improve relations with other powers and eliminate its accumulated 6.6 Wartime Fatigue.

Independent State

Portions of an empire's territories can be released to form a new independent state. As an independent state, this new empire will be able to pursue its own agendas, conduct negotiations with other powers, and perform all of the other imperial tasks as desired.

This new nation can be established as either a player or non-player empire at the players' or CM's discretion. While it is to be expected that most newly-released independent states will be non-player empires, players and CMs can release new player empires in order to allow additional players to enter an ongoing campaign. It also allows a player whose empire was previously-conquered to re-enter the campaign.

An empire gains a major bonus to its international prestige when it creates a new sovereign state. The empire receives a X bonus to each of its Relationship values with other foreign powers.

Puppet State

Neutral State

Wartime Fatigue bonus

Relationship bonus

A player can choose to release one of the following empire types:

Nation State: A free and independent non-player empire will be created from the released territories.

Neutral State: The released territories will form a neutral empire that will operate as a nonaligned enclave.

Puppet State

Separatist State

Dissentious colonies that are in a state of X.X Rebellion can be voluntarily released

Voluntarily releasing a separatist state provides major Wartime Fatigue bonus.

Wartime Fatigue

An empire will reduce its Wartime Fatigue by

Independent State	GDP x 1
Neutral State	GDP x 1/2
Puppet State	GDP x 1/3

+1 per Rebellious Colony

+1 per Conquered Colony

Government

Released empires

Separatist states: roll

New states: roll

Puppet states: player decides

Successor: same as old

Neutral state: n/a

Capitals

Separatist

Diplomacy

Technologies

Will reduce Wartime Fatigue based on the GDP of the colonies released and the type of government being formed.

Conquered colonies lose this trait when released.

Non-Player Empire

A player may voluntarily

Second-highest Wartime Fatigue return;

GDP / 2 (RU)

Neutral State

Colonies that are released as neutral empires provide less Wartime Fatigue bonus.

GDP / 3 (RU)

Puppet State

Players may carve out a

Forms a new Protectorate, that the player remains in control of but that is considered to be a separate empire.

GDP / 4 (RU)

6.12 EMPIRE ACTIVATION

~~The chance exists that, as empires expand and explore nearby space, they will encounter new alien civilizations. This element of discovery is achieved by making an empire activation check each time an empire enters an unexplored star system. A system is generally considered to be unexplored if all but one of the jump lanes connecting to it is an X.X Unexplored Lane. This indicates that the only known lane is the one that the explorers used to move into the system. In some rare instances, two empires may simultaneously explore lanes connecting to the same system before one power or the other has a chance to move into the unexplored system; in this case, the players or CM must rule whether an empire is still unexplored or not, and decide if an empire activation check is warranted.~~

~~An empire activation check is a standard campaign check that is resolved by rolling a D100 die against a target value. The base success chance for an empire activation check is calculated by adding together the highest RAW, Carrying Capacity, Biosphere, and Moons values in the unexplored system. On a success result, a new empire will be generated using the rules found in 6.11 Empire Generation. Otherwise, on a failure result, no new empires were encountered in the system.~~

~~The empires that activated by a successful empire activation check should be treated as non-player empires unless otherwise noted in your scenario rules. Alternatively, players or CMs can choose to convert them into either player empires or neutral~~

~~empires. Adding a new player empire would allow an additional human player to join the campaign, but their starting position is likely to be less than advantageous compared to those of the existing player empires in the campaign. Meanwhile, the decision to treat a newly activated empire as a neutral empire would reduce the need to track the empire's diplomatic interactions, which can provide time savings for players or CMs that don't want to deal with non-player empire diplomacy.~~

6.12 EMPIRE GENERATION

The following rules provide players and CMs with a uniform method for creating new empires in their campaigns. These rules can be used to establish starting conditions for empires in a new campaign or to create empires that are generated as the result of a successful 6.11 Empire Activation check.

Players and CMs should be aware that campaign scenarios provide the results of most if not all of the empire generation steps for all starting empires present in that scenario. These pre-generated campaign materials allow players to start a campaign without having to manually work their way through the empire generation prior to starting a new campaign.

Step 1: Political Focus & Government Type

New empires must be assigned a 6.2.1 Political Focus and 6.2.2 Government Type. Player empires may select a political focus and government type of their choosing. For other empires, the players or CMs should roll randomly on the Political Focus Table and Government Type Table and assign the results of these two rolls to the new empire.

6.8 Separatist Empires must roll on the Separatist Government Table found in that section to determine their final political focus and type.

6.9 Successor States begin play with the same political focus and government type as their predecessor state did at the time of its conquest.

Step 2: AIX Values

The players or CM must assign values to the empire's three AIX statistics: Aggressiveness (AG), Integrity (IN), and Xenophobia (XE). These statistics are used as part of the 9.4 AIX Diplomacy System and will have a major impact on how the empire will interact with other powers when attempting to conduct diplomacy.

Each of the empire's three AIX statistics is assigned a value between 1 and 100. Players can choose to either manually assign these values, or else make a roll 1D100 for each AIX statistic.

Step 3: Empire Tech Level

Next, we assign the new empire an 11.5 Empire Tech Level (ETL). Players empires typically begin a campaign at an Interstellar ETL, but you should refer to your campaign scenario to verify whether or not it requires player empires to start at a different ETL. For other empires, including both non-player empires and neutral empires, the players or CM should roll on the Empire Tech Level Table to randomly determine the empire's starting ETL.

EMPIRE TECH LEVEL TABLE (ROLL 2D10)

Result	Empire Tech Level
2-6	Pre-Industrial
7-9	Industrial
10-11	Interplanetary
12-15	Interstellar
16-17	Midborn
18-20	Ancient

Regardless of the result rolled on the Empire Tech Level Table, CMs should reserve the right to change a new empire's ETL if doing so will improve their player's campaign experience. For example, if the most powerful player empire in the campaign stumbles upon a new empire that randomly rolls a Pre-Industrial ETL, the CM may want to make this power more advanced so that it will not just be conquered and added to the player's sphere of influence.

An empire's initial ETL will directly influence how many empire setup points (ESP) the empire will receive during Step 5 of the empire generation process. More advanced empires will begin with more ESP to spend, while less advanced empires will have fewer ESP.

An empire's ETL will also determine which technologies it has already unlocked. These are "free" technologies that the empire receives at no cost in ESP, and provide the empire with a minimum level of technological competence commensurate for a civilization at that ETL. Please refer to the individual ETL entries in the 11.5 Empire Tech Level section to find initial technology lists for each ETL.

Step 4: Homeworld

The players or CM must now place the empire's 7.5 Homeworld. The method in which a new Homeworld is placed depends on the circumstances surrounding a new empire's generation.

When starting a new campaign, a player should randomly select a star system to serve as the location of his empire's Homeworld. On pre-generated campaign maps, the best option is a Neutral system located somewhere on the map.

Otherwise, on maps that are generated progressively over the course of a campaign, the player or CM can instead select a home galaxy and sector for the new empire and then roll randomly to determine the system number of the empire's Homeworld system on that X.X Sector Map.

Once the location of the new empire's Homeworld has been chosen, one planet in the system will be converted into the empire's actual Homeworld. The player or CM must choose one of the available planets in the system to serve as the empire's Homeworld. Only planet per system is present in Commander and Captain Campaigns, but multiple planets may be present in systems generated in Commodore or Admiral Campaigns. The selected planet will receive the normal 7.5.1 Homeworld Planet Bonus, increasing its RAW, Carrying Capacity, and Biosphere planet statistics by one each. Finally, a 0 Census, 8 Morale colony Controlled by the new empire will be placed on the planet.

Players or CMs that want each player empire to begin a campaign with a balanced starting position should assign the following statistics to each empire's Homeworld: Terrestrial World, 6 RAW, 12 Carrying Capacity, 6 Biosphere, 1 Moon. Please note that these planet statistics already take the Homeworld Planet Bonus into account, so that bonus should not be applied a second time. This balanced set of initial Homeworld statistics will ensure that no one player will begin with a better Homeworld than his opponents.

The rules for placing Homeworlds are different for new empires that are encountered as the result of a successful 5.8.1 Empire Activation Check.

First, if the empire's ETL is Pre-Industrial, Industrial, or Interplanetary, then its Homeworld will automatically be placed in the unexplored system in which X.X First Contact was established. This is because these powers do not possess the ability to travel between star systems and could not be encountered outside their own home system.

If the new empire has an ETL of Interstellar, Midborn, or Ancient, their Homeworld will be located in the nearest 5.8 Unexplored System that contains a planet whose combined RAW, Carrying Capacity, Biosphere, and Moons is greater than 10. If the first contact system already meets this criterion, then that system will be the site of the empire's Homeworld. Otherwise, the players or CM will have to explore random Unexplored Lanes connecting to the contact system or subsequent Unexplored systems connecting to that system until they find one that contains a viable candidate planet.

Once an acceptable planet is discovered, it will be made into the empire's Homeworld. This planet will then receive the 7.5.1 Homeworld Planet Bonus, increasing its RAW, Carrying Capacity, and Biosphere planet statistics by one each. Finally, a 0

Census, 8 Morale colony Controlled by the new empire will be placed on the planet.

It is interesting to discuss the ramifications relating to the rules for placing imperial Homeworlds in existing campaigns. While we strive to maintain a balanced starting position for player empires at the beginning of a campaign, the same is not true for empires encountered during a campaign. There is no guarantee that a newly-encountered empire's Homeworld is going to have good planet statistics. In fact, the planet may have very poor values that will make it more difficult for that empire to maintain an adequate level of infrastructure. While such a situation would not be fun for a human player, it actually makes these non-player empires much more challenging to play. Another related benefit is that, because their economies will likely be limited, empires with poorer homeworlds will also require less of a CM's time to maintain in a moderated campaign.

Step 5: Empire Setup Points

Now that an empire's Homeworld has been placed and its empire tech level (ETL) established, the players or CM can calculate the number of empire setup points (ESP) that the new empire will have available to make its initial setup purchases. Take the total RAW, Carrying Capacity, Moons, and Biosphere at the empire's Homeworld and multiply it by an ETL multiplier as follows:

ETL MULTIPLIER CHART

ETL	ETL Multiplier
Pre-Industrial	1
Industrial	2
Interplanetary	3
Interstellar	1D6+2
Midborn	2d6+1
Ancient	3D6

An empire uses its available ESP to increase its population, improve colony infrastructure, expand its sphere of influence, and/or conduct pre-contact research. The following are the available purchases that a new empire can make using its available ESP allotment:

Census: An empire can purchase 1 Census at a cost of 3 ESP. This Census point can be placed at any of the empire's existing colonies, so long as the total number of Census at the planet is not greater than the planet's Carrying Capacity.

Infrastructure: An empire can increase the value of one of his colony's Infrastructure values by one at a cost of 1 ESP. This infrastructure bonus can be applied to any of the six infrastructure

types present at the colony (Productivity, Commerce, Agriculture, Tech, Supply, or Intel). Pre-Industrial empires cannot purchase infrastructure improvements. However, they will begin with an Agriculture statistic sufficient to feed its Homeworld population.

Tech: An empire can purchase X initial tech points (ITP) at a cost of 1 ESP, where X is equal to the empire's ETL multiplier. These initial tech points are used to unlock new technologies or else advance existing ones. The cost to unlock a technology is based on a technology's 10.6.3 Tech Availability. These costs are 1 ITP for Common, 2 ITP for Uncommon, 3 ITP for Rare, 4 ITP for Very Rare, and 10 ITP for Unique. The cost to advance a tech level in an existing unlocked technology is equal to the new tech level. For example, improving a technology from TL 2 to TL 3 would cost 3 ITP.

Exploration: For 1 ESP, an empire can either explore an Unexplored Lane or else upgrade an existing known jump lane (see 4.5.2.6 Jump Lane Class Upgrades). These actions allow an empire to perform pre-contact exploration, opening up new territories for them to potentially colonize and control when they enter the campaign. Players and CMs should remember to make a 6.11 Empire Activation check for each unexplored star system that the new empire encounters as part of its pre-contact exploration. Pre-Industrial, Industrial, and Interplanetary powers cannot conduct Exploration actions.

Colonization: An empire can spend 2 ESP to establish a colony (0 Census, 1D6+3 Morale) on any uninhabited planet located within its current sphere of influence.

Players can choose how their player empires allocate their available ESP during the empire generation process. This gives players more control over their initial starting position and assets. For example, if a player wishes his empire to begin with a technological advantage, he can elect to spend most of its ESP on Tech. However, this tech boost will come at the cost of other setup options, so his empire will be at a disadvantage in other areas of play.

Players and CMs that want to give their starting player empires a more balanced starting point should give each empire an identical ETL multiplier rather than rolling randomly as indicated on the ETL Multiplier Chart. Recommended multipliers are 5 for Interstellar, 8 for Midborn, and 11 for Ancient. These values are roughly equivalent to the average for the variable die roll options found on the ETL Multiplier Chart.

Non-player and neutral empires should instead make successive rolls on the Empire Setup Table to determine how their setup points should be spent.

Table results that cannot be immediately performed should be re-rolled.

10 Installation

EMPIRE SETUP TABLE (ROLL 1D10)

Roll	Result
1-2	Census
3-6	Infrastructure
7-8	Tech
9	Exploration
10	Colonization

Randomly generating an empire's starting position in this manner will make each new power a bit more unique, and the process will allow players or CMs to get a better feel for the empire's personality. For example, a non-player empire that rolls a large number of Tech results on the Empire Setup Table is much more science-oriented, and the CM can have this empire devote a larger degree of its resources later in the campaign to research and Tech infrastructure development. Alternatively, it would be logical for an empire that was generated with many colonies during empire setup to adopt an aggressive colonization strategy.

Step 6: Imperial Capital

Once all of the new empire's colonies have been placed, the player or CM must select which of these colonies will host the empire's 6.3.1 Imperial Capital. A power's Imperial Capital need not be placed at its 7.5 Homeworld.

Step 7: Unit Classes

A new empire will begin a campaign with a total number of unit classes available equal to the total amount of Productivity infrastructure purchased during Step 5. These unit classes can be of any unit type that the player or CM desires.

In cases where the players or CM wish to randomly select a unit type for each of an empire's available unit classes, they can roll once per unit class on the Unit Type Table below.

UNIT TYPE TABLE (ROLL 1D10)

Roll	Result
1-2	Starship
3	Flight
4	Starbase
5	Satellite
6-7	Troops
8	Aircraft
9	Seacraft

Step 8: Initial Unit Purchases

As the final step of the empire generation process, the players or CM should calculate the new empire's 8.8 Gross Domestic Product and multiply the result times 5. The result is the total number of economic points the empire has available to purchase its initial campaign units.

Once purchased, the players or CM must add them to its 3.1.2 Military Record Sheet and decide where they are currently located. The units can be placed at any star system and/or planetary location located within the empire's sphere of influence, and at least one campaign unit must be placed in the contact system unless a colony is already present there (i.e., one of the power's units or colonies has to have been present in the contact system in order for first contact to have been achieved).