

Section 3: Economics

V3.00 Economics

- V3.01 Each Team controls part of the Sector in space about which the campaign action is centered. The amount that each Team owns will vary over time with the fortunes (or misfortunes) of war.
- V3.02 The Economic System presented here, of necessity, is **very** simple. The purpose of the campaign is to re-create a war zone, not play with economic theory.
- V3.03 The Orion Pirates have income based on illegal activities, bribes, and selling their services in various ways. The Pirates do not use V3.00 to determine their income, except as specifically noted.
- V3.04 Each Team gains, during the appropriate Phase of the Turn, a certain amount of Economic Points, based on the Economic Value of the Provinces and Star Systems owned by the Team. These are **not** gained directly from the Star Systems and Provinces in the Sector that the Team holds. Rather, Team income reflects the monetary allotment the individual warring governments are willing to commit to operations in the Sector.
- Exception:** If a Province owned by the Team is not connected to the Team's Supply Grid, then they do not gain Economic Points from the Province, or any Star System it contains.
- V3.05 Since the Sector is considered reflective of the war effort as a whole, a Team losing ground will also lose Economic income. The number of Provinces and Star Systems held by the Team is merely an indicator of how valuable (or lacking in value) the Sector is to each Team's political government.
- V3.06 When purchasing ships or equipment, one (1) Economic Point equals one (1) BPV.

V3.10 Provinces

- V3.11 A Province is a collection of seven (7) Strategic Hexes, the collection itself being in hexagonal form. This may also be referred to as a "Megahex".
- V3.12 A Province has an Economic Value of one (1) when claimed (there are planetary systems that, while unsuitable for colonization, have valuable minerals which may be mined). A claimed Province may be Disrupted [V3.40]. An unclaimed Province has no Economic Value and may not be Disrupted. A Base may augment the Economic Value of a Province [V11.36 and V11.47].

- V3.13 Star Systems [V3.20] are located in some Provinces. If such a Province has been claimed and is subsequently Disrupted [V3.40], then the Star System within it is not automatically Disrupted. However, Disruption of a Star System automatically causes Disruption of the Province in which it is located.
- V3.14 In order to “claim” a Province (5B1), a Team must move an uncloaked unit through at least four (4) of the seven (7) Hexes that comprise the Province. All four Hexes must be visited during the same Turn, or they do not count at all (*i.e.* a unit may not visit three Hexes one Turn, and then claim the Province the next Turn by visiting one additional Hex).
- V3.15 A Province occupied by units other than those of the claiming Team may not be claimed until those forces are destroyed or driven out.
Exception: Leased Orion units [V19.30] leased to the Team claiming the Province, or Orion units deployed for Normal Movement [V19.50], do not affect claiming.
- V3.16 When a Province is claimed, it does not provide Economic Points until the **next** Turn.

EXAMPLE

In the course of Turn 9, the Coalition moves a cruiser through four Hexes of a Province. Unless non-friendly forces remain in the Province after Movement Phase 8, the Province is claimed by the Coalition at the start of Turn 10 and that Team will receive the Economic benefit of that Province.

- V3.17 A unit does not have to remain in a Province after the four required Hexes have been visited. However, if the unit leaves the Province, and a unit not of the claiming Team enters any Hex of the Province (no matter how briefly or for what purpose), then the claiming is voided and must be started anew the next Turn. Nevertheless, if the unit stays, and a unit not of the claiming Team enters the Province, then the claim to the Province will be upheld if the intruding unit is destroyed, driven out or leaves before the end of the Turn.
Exception: Leased Orion units [V19.30] leased to the Team claiming the Province, or Orion units deployed for Normal Movement [V19.50], do not affect claiming.
- V3.18 Claiming a Province does **not** confer ownership of any noted Star Systems within the Province. A Province must be claimed before a Team may claim a Star System within the Province.
- V3.19 Once a Province has been claimed (5B1), the appearance of a unit not of the claiming Team will not void the claiming, although it may Disrupt [V3.40] the Province.

V3.20 Star Systems

- V3.21 Scattered throughout the Sector and the Neutral Zone are stellar systems suitable for colonization and military bases, and which contain rich ores that may be mined. Although Space is vast and stars plentiful, stars with planets that fall within the ranges even marginally suitable for carbon-based life are fairly rare; while there are **many** more Star Systems in the Sector than are mapped, only those which remote survey drones reveal as very promising are shown. The GameMaster will determine the number and placement of the suitable Star Systems on the Strategic Map. These Star Systems are **always** located in the center Hex of a Province.
- V3.22 A Star System consists of a star (or even stars) orbited by some number of planets. One of the planets is Class M (inhabitable by carbon-based humanoid life-forms, such as Humans or Klingons), although it may be marginally so. Additionally, one or more planets in the Star System are Class H (inhabitable by humanoid life forms by use of pressure domes and life support machinery), each of which must be regularly resupplied by the main Class M world.
- V3.23 Since this arrangement makes life and commerce in the Star System dependent on the Class M world, all combat actions in the Star System are assumed to take place in the vicinity of that planet. Tactical maps should have a 1-hex planet placed in the center. All planetary defenses purchased for the Star System [see V5.20] are placed around or on the Class M world, as that planet would be the key to ownership of the Star System.
- V3.24 Star Systems located in the Neutral Zone begin the game unclaimed. No one controls them, they may not be Disrupted [V3.40], and no Team receives any Economic Points from them.
Exception: Orion Pirates, see V19.43.
- V3.25 In order to "claim" a Star System (5B2), a Team must first claim the Province in which the Star System resides [V3.14]. Then, the Team must place a unit capable of Strategic Movement, that is In Supply [V2.00], in the Strategic Hex the Star System occupies. The unit may be the same unit that claimed the Province, or a different unit may be used. Alternatively, a Leased Orion unit may be used [V19.36]. This unit **must** be in place by the end of the last Movement Phase of the Strategic Turn. It may be in place earlier if the Team desires, but no benefit accrues.
- V3.26 A Star System may not be claimed if its Province is occupied by units other than those of the claiming Team, unless those forces are destroyed or driven out.
Exception: Leased Orion units [V19.30] leased to the Team claiming the Province, or Orion units deployed for Normal Movement [V19.50], do not affect claiming.

- V3.27 If a Team places a suitable unit in a Star System's Hex, and that unit does not encounter non-friendly forces (or destroys/drives them out), and the unit remains In Supply [V2.00] until the Star System is claimed, then at the **end** of the **next** Turn, the Star System is successfully claimed by that Team. If the unit is taken Out Of Supply [V2.00], or destroyed/forced away from the Star System's Hex, then the Team may not claim the Star System at the end of the next Turn.

EXAMPLE

During the Movement Phase 3 of Turn 5, the Alliance places a frigate in an unclaimed Star System's Hex. If, by Movement Phase 8 of Turn 6, that frigate has not been destroyed, moved, forced to move out of the Hex or taken Out of Supply; the Alliance claims the Star System.

EXAMPLE

As in the above example, the Alliance has placed a Frigate in a Star System. During the course of the Turn, an Orion vessel that has been deployed for Normal Movement enters the Hex. The presence of this unit does **not** disrupt the Alliance's claim.

- V3.28 When a Star System is claimed (5B1), it does not provide Economic Points until the **next** Turn. In the Example shown in V3.27, the Star System could not be counted on the Alliance's income until the Economic Income Phase of Turn 7. However, the Alliance would no longer be required to keep a unit in the Star System in order to retain ownership.
- V3.29 The Economic Value of a Star System is dependent on the Development Level [V3.30] of the main Class M world.

V3.30 Star System Development

- V3.31 A claimed Star System begins with a Development Level of zero (0), starting the first Turn the Team receives income from ownership. At this stage, an initial scientific survey team has been dispatched to the Star System's main Class M world to catalog the exploitable resources. This occurs automatically, without intervention by, or cost to, the Owning Team.
- Exception:** A Star System that was relinquished [V3.68]
- V3.32 Each Turn, the Team-Commander of the Owning Team rolls one die. If the result is less than the number of Turns that the Team has owned the Star System, then the survey expedition has discovered sufficient

exploitable resources to spark significant commercial and colonization interest in the Star System. In the Example shown in V3.27, if the Team-Commander rolled a one (1) during Turn 7, then the discovery would be made. If not, then if they rolled a two (2) or less during Turn 8, the discovery would be made. If not, a three (3) or less would be needed during Turn 9, and so on.

Exception: The Team may not attempt this roll if the Star System, or its Province, is Disrupted [V3.40] or if the Star System is not connected to the Team's Supply Grid.

- V3.33 Once sufficient exploitable resources are discovered, colonization of the Star System begins and commercial investments are made (this occurs automatically, without intervention by, or cost to, the Owing Team). The Development Level of the Star System increases to one (1) at the end of the Turn in which the roll is successful. In the Example outlined in V3.32, if the Team-Commander rolled a three (3) during Turn 9, then at the end of Turn 9, the Development Level of the Star System would automatically increase to one (1).
- V3.34 The Development Level of the Star System remains at one (1) until the Owing Team commits funds to develop it further. When a Team develops a Star System, it purchases defensive fortifications (*e.g.* DefSats, Ground Bases, Mines), protecting the colonists and assuring commercial concerns that their investments are secure. These fortifications are purchased in standard “Packages”, as defined in **Annex V-G: Star System Fortifications**, at a fixed cost of roughly 20% of the normal purchase cost – the remaining cost is paid by the colonists, the commercial concerns and the civilian government of the Owing Team.
- V3.35 Each “Package” must be purchased in sequence – Package #2 may not be purchased until Package #1 has been purchased and deployed to the Star System. A Team may only purchase one Package per Star System per Turn, even if they have funds to purchase more. The deployment of a Package increases the Development Level of the Star System by one (1). The Development Level of the Star System does not change until the end of the Turn in which the Defensive Package is deployed. All Star Systems a Team owns must be at Development Level 5 before any Star System may be improved to a Development Level higher than 5.
- V3.36 A Star System must be connected to the Owing Team's Supply Grid, must be In Supply [V2.00], and must not be Disrupted [V3.40], in order for a Defensive Package to be deployed to the Star System. Deployment of Defensive Packages is automatic once they are purchased, and does not require involvement of player units.
- Exception:** Defensive Package #4, which includes a minefield and therefore requires a minelaying unit per V5.30.
- V3.37 The Economic Value of a Star System is calculated by taking the sum of the integers from 0 to the current Development Level, dividing by two (2),

and rounding up to the nearest integer.

Exceptions: Bombardment [V5.00] and certain Random Events.

V3.38 The Star Systems owned by the Teams at the start of the campaign have an initial Development Level of five (5).

V3.40 Provincial and Star System Disruption

V3.41 Disruption of a Province or Star System occurs when a unit that does not belong to the Owning Team enters the Province or Star System. While Disruption of the Province does not automatically Disrupt a Star System in the Province, Disrupting a Star System does cause automatic Disruption of the Province it is in. A Province and a Star System may be simultaneously Disrupted by different forces (for example, the nightmare scenario of a Monster in the Star System hex and an Alien Ship in the Province).

Exception: Leased Orion units [V19.30] leased to the Owning Team, or Orion units deployed for Normal Movement [V19.50], do not Disrupt a Province or Star System.

V3.42 A Province or Star System can only be Disrupted by **one** force. If more than one disruptive force is present, the table in V3.42 shows the descending order of precedence that determines exactly which force actually causes the Disruption.

V3.43 The effects of Disruption are based on the Disruption Factor, as given in the table below:

Table V3.431: Disruption Factors

Cause	Disruption Factor
Bombardment (Star Systems only)	1.0
Monster	0.8
Alien Ship	0.6
Orion Pirate engaged in Piracy	0.5
Other Team unit (including Leased Orion Pirate units)	0.4

V3.44 To determine the Economic effects of Disruption, multiply the Economic Value [V3.37] of the Province (and/or Star System) by the Disruption Factor, round to the nearest 0.1, and subtract that from the Economic Value. The Province and/or Star System has the resultant Economic Value until the Disruption ceases. In the case of the Orion Pirates deployed for Piracy, they gain the amount the Owning Team loses.

Exception: If not deployed for Piracy, or if deployed for Piracy in a location that is also Disrupted by a force with a higher precedence [V3.42], the Orion Pirate gains no points.

- V3.45 Non-player units, including defensive fortifications and Incidental Units [V16.00], cannot end a Disruption; however, Auxiliary Units [V15.00] deployed in a Picket role may act to do so. If the disruptive force does not leave, the Disruption will continue until player units remove the source of the Disruption.
- V3.46 Leased Orion Pirate units may be used against Orion units deployed for Piracy (under the Leasing rules, Orion units are generally expected to fulfill the Lease agreement, including defending the Leasing Team's Provinces and/or Star Systems, even from other Pirates).
- V3.50 Claiming a Star System or Province Controlled by Another Team
- V3.51 It is possible to claim a Star System that is presently under the control of another Team.
Exception: The Orion Pirate may not claim Star Systems that are currently claimed, only Disrupt them. See Leased Orion units [V19.36].
- V3.52 To do this, the Team wishing to take over the Star System must move a unit or units, as described in V3.25, into the Star System's Hex. That unit (or units) must then destroy or force to retreat all units (including Incidental Units [V16.00]) belonging to the Team currently in possession of the Star System.
- V3.53 During this time of contention, the Star System is considered to be Out of Supply [V2.40] for the Owing Team, but unit(s) that belong to the Team attempting to take control of the Star System remain In Supply. Note, however, that units of the Owing Team located in the Star System's Hex remain In Supply as per V2.24.
- V3.54 If the attacking Team succeeds in destroying or driving off the defenders of the Star System, the System may be claimed as per V3.40.
- V3.55 It is also possible to claim a Province that is under the control of another Team. The procedure is the same as described in V3.25 except that a Province that contains a Star System also controlled by the same Team must be claimed during the same Turn the Star System is also claimed.
Exception: The Orion Pirate may not claim Provinces, only Disrupt them.
- V3.60 Relinquishing a Star System or Province
- V3.61 During the Economic Expenditure Phase, a Team may announce that it is relinquishing ownership of any Star System or Province it owns (5B3).
Exception: A Team may not relinquish ownership of any Star System or Province owned by the Team when the game began. Ownership of those Star Systems and Provinces may only be taken from the Team by force.

- V3.62 If a Team relinquishes ownership, then at the **end** of the Turn (5B3), the Star System or Province becomes unowned and may subsequently be claimed by any eligible Team. During the last Turn of ownership, the Economic Value [V3.37] of the a Star System or Province is reduced by half (round down).
- V3.63 Incidental Units [V16.00] are not withdrawn from the Star System or Province until the end of the Turn.
- V3.64 A Team that owns a Star System may not relinquish ownership of the Province that contains the Star System without first (or simultaneously) relinquishing ownership of the Star System.
- V3.65 If a Team relinquishes ownership of a Star System that has been fortified (*i.e.* ground defenses installed, minefields lain, *etc.*) then the Team gains one-quarter (25%, round down) of the BPV spent on Defensive Packages for the Star System, **except** for minefields.
- V3.66 Minefields cannot be withdrawn and must be left behind. Command-control mines may be permanently deactivated, but other mines must be left behind in an active state. If this occurs, the minefield **must** be swept before the Star System can be claimed.
- V3.67 Should a Team claim a Star System that was relinquished, and the previous owners had purchased Defensive Packages for the Star System, then the new owners gain a 10% credit towards their own fortifications. This credit is limited to a maximum of 10% of the value of the fortifications of the previous owners, excluding minefields.
Exception: This rule is **not** cumulative. It only applies to the value of the fortifications of the **previous** owner, not any other prior owners.

EXAMPLE

The Alliance relinquishes a Star System in the Neutral Zone. The Coalition then takes control of the system. All fortifications (such as ground bases) purchased by the Coalition will cost 10% **less** than normal, round up. However, once the total savings reaches 10% of the total value (minus minefields) of the fortifications built by the Alliance, this benefit ceases.

A second Example appears on next page for formatting reasons

EXAMPLE

The Coalition owns a Star System, Fex, where it has purchased fortifications sufficient to bring the Star System to Development Level 4 (spending 32 BPV). The Coalition relinquishes Fex. The Alliance claims Fex successfully (if there had been a minefield, they would have had to sweep it first, and would not have gained any benefit from the minefield). If the Alliance develops the Star System, all purchases of Defensive Packages will be discounted 10%, until the total value of all discounts reaches 3 BPV. All purchases after that are at normal cost.

- V3.68 A Star System claimed under this sub-Section (after it was relinquished) has an initial Development Level of one (1), but it is automatically increased to two (2) after one (1) full Turn (*e.g.* the roll described in V3.32 is not required).

End of Section 3: Economics