

Section 10: Team Influence

V10.00 Team Influence

- V10.01 As time goes by, a successful Team will gain “influence” with the command infrastructure placed above it. This section describes how this influence is gained and used.
- V10.02 Influence is based on combat success or failure. The more successful, in combat, the Team is, the more influence it will hold.
- V10.03 Influence will enable the Team Commander to “pull strings”, allowing the Team to get new equipment and/or upgrades/refits earlier than anticipated, or where such might not be ordinarily allocated.
- V10.04 Influence is measured in Influence Points, or IPs.
- V10.05 Influence is not comprised of any one thing. Rather, it is an aggregation of people known and favors owed, or in the case of the Orion Pirates, things known about people who owe the Team-Commander favors.

V10.10 Gaining Influence Points

- V10.11 After each combat, Victory is determined using V14.00. The number of Victory Points gained by the Team, as determined in V14.20, divided by 10, is the number of Influence Points the Team gains as a result of the battle. In the case of a loss, the number of Victory Points lost, divided by 10, indicates the number of Influence Points lost by the Team.

EXAMPLE

Following a major battle over a star system, the Alliance gains 73 Victory Points. The Alliance also gains 7.3 [$73 / 10 = 7.3$] Influence Points.

EXAMPLE

As a result of a skirmish at a StarBase under construction, the Coalition suffers a loss of 90 Victory Points. The Coalition also loses 9 [$90 / 10 = 9$] Influence Points.

- V10.12 The number of Influence Points gained or lost are not affected by Rank Modifiers [V14.43].
- V10.13 Influence Points for a Team start at 0 at the beginning of the game. A Team may have a negative total of Influence Points, meaning they must earn that many Influence Points prior to being able to “spend” any.

V10.14 When adding or subtracting Influence Points, all fractions are retained.

EXAMPLE

Prior to the Example above, the Alliance had an Influence Point total of -3.2 IPs. Following the battle, the Alliance would have an Influence Point total of 4.1 IPs.

V10.20 Rules for Influence Points

V10.21 Influence Points must be “spent”, or used, in whole quantities. While fractions are retained when adding or subtracting, fractional Influence Points may not be used.

V10.22 The maximum Influence Points which may be “spent” in a given Turn are equal to the Rank Modifier [V14.43] of the Team-Commander during that Turn, round down.

V10.23 Unused Influence Points are never lost.

V10.24 Influence Points are spent at the discretion of the Team-Commander.

V10.25 If the Team-Commander changes, the Team’s existing Influence Points are not affected.

V10.30 Using Influence Points

V10.31 Influence Points may be used in a variety of ways. Table V10.32 lists ways in which Influence Points may be used. A Team may use its Points in as many ways as it wants in a Turn, subject to the spending limit in V10.22.

V10.32 Table – Uses for Influence Points:

Improving Equipment Rolls	When rolling for the availability of new equipment/refits/units as per V0.36 or V0.37, the Team-Commander may spend IPs to alter the rolls. For each IP spent, 1 is subtracted from the roll. The IPs to be spent are designated <u>before</u> the roll.
Initial/Replacement Crew Quality	When rolling for Crew Quality [V18.20], the Team-Commander may spend IPs to alter the roll. For each IP spent, 1 is subtracted from the roll, to a maximum reduction of three (3). The IPs to be spent are designated <u>before</u> the roll.
Discounting Equipment Changes	When changing a unit’s equipment (e.g. drones, shuttles, mines, fighters) per v4.26, the Team-Commander may spend IPs in place of Economic Points, so long as at least one (1) Economic Point is spent.

End of Section 10: Team Influence