

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 calculated 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 [$90 / 10 = 9$] IPs.

- V10.12 The number of Influence Points gained or lost are not affected by Rank Modifiers [V14.53].
- 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. Fractions are retained when adding or subtracting, but fractional IPs may not be used.

V10.22 The maximum Influence Points which may be “spent” in a given Turn are equal to the Rank Modifier [V14.53] of the Team-Commander at the start of the 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 Influence Points are not affected, nor is there any change to the maximum number of IPs the Team may spend as calculated in V10.22.

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.

(Appears on the following page for formatting reasons)

V10.32 Table – Uses for Influence Points:

| | |
|---|---|
| Improving Equipment Rolls | When rolling (1D1) for the availability of new equipment/refits/units as per V0.80, 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 (<i>e.g.</i> 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. |
| Increased Star System Defensive Equipment Limit | The limit in V5.23 on the BPV of Star System defensive emplacements may be increased by 10% per Influence Point spent, to a maximum of two (2) Influence Points. |
| Orion Pirate Special Weapon Acquisition | The Orion Pirate Team-Commander may expend IPs in an attempt to gain Phaser-G weapon systems [V19.923]. |

V10.33 Influence Points may also be used during some Random Events, as specified in those Events.

End of Section 10: Team Influence