MARC MILLER'S
TRAVELLER®

POCKET EMPIRES

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Science-Fiction
Adventure in the Far Future

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The Future is Just Around the Corner

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The CORE Group was founded by Andy Lilly early in 1996 for the purpose of producing some licensed Traveller products. The current CORE group (Andy, David, Jo, Joe, and Stu) now works full time on producing official Traveller supplements and adventures for Imperium Games.

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Traveller®,
Science-Fiction Adventure in the Far Future
by Marc Miller

Edition 4.1

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The game and universe presented in this book envisions a referee or game master as the ultimate supervisor of game play. The publisher is prepared to answer questions about Traveller provided a stamped, self-addressed envelope accompanies the request.

Imperium Games, Inc.
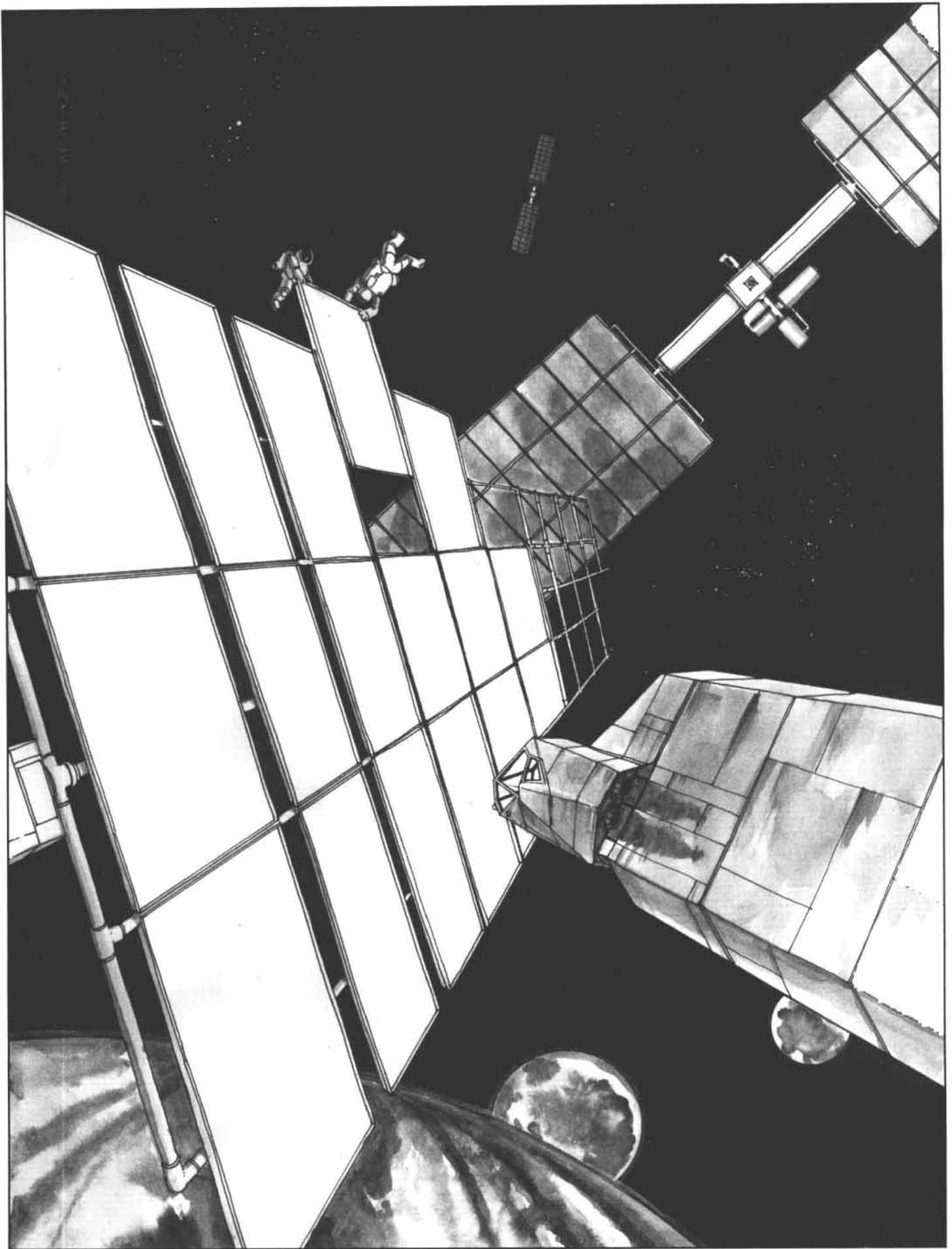
1: INTRODUCTION

Welcome to Pocket Empires, a role-playing supplement for Marc Miller's Traveller (T4). In most T4 adventures, you play a single character seeking adventure and fortune in the unfolding empire of Cleon. In Pocket Empires, however, you are given the unique opportunity to play the ruler of an entire empire: whether founded by an Imperial family that has turned their back on Cleon and set off into the Gashda, or a long-established empire from before the Long Night, which must now deal with its near-inevitable absorption into the Imperium.

The Common Goal

The Declaration of Empire by Cleon can be viewed in many ways. An initial expansion policy had been established and shown to work. The declaration of the Imperium was carefully timed to build upon the proof that such expansion could provide huge benefits to the core Sylean worlds. All the indicators were that such an empire would grow and prosper. Cleon's trade corporation had reached a size where it had mercantile supremacy over Sylea's economy and thus the mantle of leadership fell upon it.

Year 0 will always be seen as a watershed of history. The motives and aspirations of the people of the time will always be viewed with political hindsight - a vision blurred and filtered by intervening years and political maneuverings. In truth, the expansionist policies could be seen to be successful. As long as they were strongly backed and funded there were long-term profits to be made. Cleon's trade corporation certainly was dominant, however, it was not short of competitors. In the sheer arrogance of declaring himself Emperor, Cleon cemented his company in place as the leader. None of the competitors were powerful enough on their own to cause any problems, nor could they stop squabbling long enough to unify against Cleon. With this trade dominance guaranteed, Cleon could be sure of making the expansion policies work.

History is written by the winners. The losers are often forgotten. Many other companies made Sylea strong and provided the fertile ground from which the Imperium grew, but the writing was on the wall for them from the time Cleon took the throne. His new empire was founded on economics, backed by military might, rather than on military might alone. Further, it was founded on the economics of a single company - the Zhunastu corporation. Cleon's competitors could expect no "fair trade" policy for government contracts: the best would always go to Cleon's own corporation.

Each trade company reacted differently to this problem. Some merely cashed in their shares and folded. Others supplemented their corporate profile as much as possible and angled for a buy-out by the new Imperial government. A few fought to the bitter end, inevitably resulting in bankruptcy. Some, though, watched and learned: Cleon wasn't lucky, he was smart. If his formula worked once, it could work again. The right fertile ground just had to be sought.

The Rise and Fall of Families

Cleon rode the wave of his family's success. Sylean business had been family-based for generations. Each successive generation of the family endeavored to increase the size and capital of the business. This was essential, for a business was doomed if it remained merely steady or, worse, began to shrink. In these cases the inheriting generation would be more inclined to squabble over what remained than focus on restoring it back to its former glory. Once a decline started it was very difficult to halt. Some families had the harsh reputation of "culling" their own blood-stock if the pickings became thin. But it can be difficult to prosper with the threat of assassination constantly hanging over one's head.

The health of the business is reflected in the health of a family, and vice-versa. Showing off the relatives is not just a bucolic contrivance. Planetary governments are more inclined to believe that a company seeking a trade agreement is looking at long-term viability, rather than short-term profits, if they are actively seen to be building and investing for the next generation.

The analogy of the family can often extend even further in these relations. When someone of importance in the family takes care to build and develop a residence on a world, it is also seen as a display of their long-term commitment to that world. If that person then chooses to marry a native of the world, it is seen as a positive step towards bringing that world into the family.

But Cleon's shake-up changed this basis. Core assets could be liquidated overnight as the new Imperial Government simply re-wrote contracts or appropriated equipment or resources. Governments that had been loyal to particular families for decades might suddenly find themselves removed from power, if those families happened to be the recipient of the Emperor's ill will.

Many families fell to infighting while others simply submitted to the Imperial will. However, some few families kept their wits about them. They were clever enough to see Cleon not as an adversary, but rather as a shrewd businessman who had manipulated events better than they. There was no point trying to reverse the inevitable trend of his policies. There was little point in playing along, unless one was willing to become a slave to Cleon's corporation. A noble family could never grow in such an environment unless it pulled itself up on the coat-tails of those in Cleon's favor. The only approach left was to emulate his policies; not in the saturated ground of Sylea, but in the undiscovered territories of the Gashda.

In the Gashda, the stakes are higher. Rather than just achieving dominance in one commercial area, a Family is striving for complete control. The price of achievement is time, though. The apparent rapidity of Cleon's expansion is belied by the circumference of the border. Just as bringing each new world within the Imperium's fold takes a long time, so too the task of taking and developing a world in the Gashda is much more than a few months of labor. It is unlikely that after first contact a world will open its arms to new rulers and a direct military take-over is often out of the

A Family meeting had been called. Agnew Cararialta was nervous about it. Having this many of the Family so close at a time like this was always worrying. His branch hadn't been doing too well. As the head's third child he had control over a goodly portion of the developing business. Being single should have been his nest-egg for cementing a profitable marriage contract but in the space of the last year - ironically called The Holiday Year by some - he had seen his revenues shrink to mere megacredits.

His only consolation was that everyone else seemed to be in the same position. He eyed his brother Narthellion who had brought his wife Lorelda and even their child Young Hazel, probably to underline their inheriting position. Agnew felt Marien's heavy gaze upon him. She looked uneasy. Her husband Spote was absent but he didn't have a vote anyway. Agnew didn't know what she was worried about. If anyone was up for 'voluntary retirement' it was almost certainly going to be him. Agnew tried to ignore Marien's stare. To be frank, he got on better with the previous Archon, old Linest, Evina and even his cousins Merilla and Saranth.

Family meetings were always unsettling events, Agnew recalled. Very rarely was all the news good or the feelings between siblings civil. The burden of wealth kept him and the others from many of the things they enjoyed; the illusions of the common man on simple worlds, of the elite sitting idly by playing grav-ball and sipping drinks on grand estates, these were all myths. Agnew could not remember the last time he had taken a week, or even a day, to ride horse or poni in the wilderness of a garden world. Love interests were also out of the question, and judging from the lines on the faces of Marien and Spote, he judged he was probably better off.

The muttering died away as Anfinwen breezed in with Hazel the elder. She sat quickly at the head of the table and seemed absorbed for a moment, tracing the pattern of the fine grain beneath the thick lacquer finish. With a bit of a shake, as was her wont, she launched into her speech.

"I have no doubt that you all have your end-of-year reports ready for your divisions. However I'm sure that you are equally aware from the third quarter reports the serious state we find ourselves in. There is no doubt in my mind that your final reports are equally depressing. As soon as they are made public, which we cannot legally prevent, we can expect a crash in our investment value and a further knock-on fallout in our ability to land new business. In short, we are looking in the face of our annihilation."

She looked at each of their faces in turn, lingering longest on Young Hazel. "Is there no chance of an Imperial buy-out, even at bad terms?" asked Narthellion, finally.

Anfinwen seemed to snap back to attention. "No. They have already made a deal with the Sharftax. Anything they might offer would be worse than bad. No, the only course I can see is rather desperate. Something the crazed naval mind of your father came up with." She looked up expectantly at him.

Hazel the elder toyed with his stylus. Realizing the nervous gesture he determinedly put it down to one side. "I did my stint in the Navy - as Naval Liaison for the royal family of Iridani before marrying into this family. We did a lot of border patrol. Well, what was the border then. Most of them are settled productive worlds now. The border is a few parsecs further back. It moves by a parsec every few years. That's grand old Cleon's expansion plan at work. Beyond that, there are worlds out there unvisited in over a thousand years. We don't know what is there, specifically. We have a good knowledge from the recent expansion of what to expect in general. I've patrolled there. Assisted in 'upgrading' efforts. A bunch of glass beads and good economic sense is what has turned Outback into Fringe and Fringe into trading partners. There is no reason we should leave it all to Cleon..." He trailed off and looked expectantly at them.

Agnew tried to puzzle through what Hazel was getting at. The Elders were always like that, making you work it through yourself. They said that if they did your thinking for you then you would never grow up to think for yourself. "So you want us to join the navy?" asked Narthellion hesitantly. It was the first thought that had crossed Agnew's mind but he became aware of Marien's intent stare looking at - or through - him. She appeared to have worked it out. Agnew redoubled his efforts. "So, what you are saying, is that it doesn't take much to upgrade Outback to Frontier to partner. We can do it too," he ventured.

Anfinwen nodded. "But not on the border, beyond it," added Lorelda. Anfinwen actually smiled and looked pleased. "Exactly." Marien sighed and came back to focus. "We'll need at least twelve two-parsec freighters. Six for goods, two for spares, four for personnel. Four escorts and hand-picked crews. If we liquidate before year-end we'll get a better barter value on the uplift goods. We can stock up on basics in the Fringe - it'll be cheaper." She stood up. "I'll get on it."

"Are we all in on this?" asked Narthellion, pointedly. Anfinwen hesitated before answering. "Merilla and Saranth know but... Saranth believes this is a fool's venture. He will be staying behind. Ysta is about to marry into Gunex Corp, so he has commitments here."

The idea of launching out into he frontier worlds did not sit well with Agnew at first. Images of ruffians and pitifully underdeveloped, backward worlds repulsed him to the point of shuddering. But the economic reality caused his mind to wander further, beyond the distasteful hands-on work to the potentially gratifying business relationships to be made out there, just a parsec or two ahead of Cleon's agents. No one was suggesting he put on a flight suit and jump on a survey ship, after all.

Everyone took a deep breath around the table. It was insane, thought Agnew, but at least he wouldn't have to worry about being third child anymore. Everyone looked a little crazed. Except for Morien who stood impassive, waiting to be dismissed, and Young Hazel who didn't really seem to understand. "Are we going somewhere?" he asked innocently. Anfinwen ruffled his hair, "We are indeed, little one." Anfinwen dropped his voice, a hint of despondency creeping in. "For it is better to reign in hell, than to serve in heaven."

question; although the newcomers may have impressive personal arms or strategic ship's weaponry it is not really very feasible to try to fight an entire world.

Rather, economics is the sword of the Gashda. A Family comes with a certain amount of resources. These are mainly bribes to win their initial position; their real power is their knowledge, experience and skill. From patenting simple concepts like paper clips to Dual In-line Packaging for computer chips, to complex economic concepts like leveraged buyouts, a Family can work its way to economic supremacy.

Once one world is under their leadership or economic control, it becomes time to branch out further. If the world has developed the necessary technology and wealth, military options may now be available but this is rarely the case initially. Further, a new-grown world will have little spare investment to support a second world, thus any new acquisitions must be relatively self-sufficient, if possible. Retaining a few ships for long distance trade with the Imperium provides a means of keeping tabs on Cleon's expansion and allows supplies of various high tech conveniences to be brought in, to preserve the family's dominance.

Eventually, when the Imperium's advance Scouts reach the new settlement they will not find fallen natives waiting to be uplifted but instead a strong family, once rejected from the Imperial fold. The tables are turned, this time. The cost of warfare is great and cannot balance the potential profit to be gained by peaceful integration of this new Pocket Empire. Ignoring the empire is possible, but unless the Imperium imposes an expensive trade embargo, the Pocket Empire will continue its development and the Imperium is wasting time when it could be profiting from the trade. The Family has all the bargaining chips.

Naturally, the development of a Pocket Empire takes time. Such grand plans cannot be brought to fruition in a single generation. Where multi-generational support was once a useful business strategy, it is now essential to the growth and stability of a Pocket Empire. Any family fleeing the Imperium to set up in the Gashda knows that they are unlikely to live to see their schemes realized. But they can work to create the opportunities and guide the next generation.

After the Long Night

Although the general perception of the Imperium's expansion was that of rediscovering worlds lost to the ravages of the Long Night, the reality was often very different. It is true that some worlds suffered a loss of technology, infrastructure and population during the Long Night. However, many worlds had either survived relatively unscathed, or had at least used the intervening hundreds of years to rebuild themselves.

Some worlds had retained sufficient starship technology to allow them to travel between systems. Such worlds formed the seeds for a number of Pocket Empires centuries before Cleon began his expansion. These empires were not necessarily run by ruling families (although this was common) but were controlled by any one of a number of different government types from religious leaders to military dictatorships. Some empires such as the Confederacy and the Chanestin consisted of more than 20 worlds and could prove significant thorns

K'ron tried to settle in her Yyrak hide-bound throne but the ancient chair's stony structure was wearing through even this latest re-covering. The doors to the throne room creaked open. The guards snapped to attention, long rifles pointing threateningly toward the nervous robed figure.

Tarq and Wyin had not moved an inch, their muscle-bound bodies relaxed under their black bodysuits. K'ron had no doubt that they were watching the approach of her vizier with the greatest of attention. She knew well Uuron's desires on the throne. Uuron didn't even have the decency to fight her directly. Still, she considered, watching the man's slight bony frame padding towards her, he always had been the weakest of his family.

She asked, "What news?" No recognition, no formality. Uuron's brows assumed a frown. "Well..."

Tarq and Wyin tensed. Uuron saw a myriad of blackened blades shimmer in the bandoliers that crossed their bodysuits. He froze, forced himself to relax, then took a slow breath.

"Your Greatness of the Seven Stars," he began again, hesitating until he saw the two hulks relax. "The news is not good. You know well the threat that our intelligence service has been warning of for two years. It is now upon us."

"Oh, not this great Imperium again, Uuron!" K'ron waved dismissively. "I have enough worries keeping the Seven Stars united as it is."

"But we have captured one of their own ships surveying Gaen Luum! This is no diplomatic visit! This ship had military personnel on board. They are not looking for a truce - they are a mighty power and will crush us unless we unite! This is the chance we've been waiting for!"

"Silence!" cried K'ron, drawing herself up out of the throne. The entire room froze. "We! You dare say 'We'! The Seven Stars have survived nine hundred years under my family. No power in the universe can threaten our line!"

Uuron paused, a thousand thoughts and desires shifting furtively behind his dark eyes. At last he bowed. "As you say, your Greatness." He waited. K'ron looked suddenly bored and slumped back into her throne, waving him away.

Uuron turned and left the room. Once safely in his own chamber, he turned on the scramblers and the silencer and pounded his fist against the wall. "Damn your stupidity, K'ron. You'll make us all slaves!" he hissed. "You're only leading us because your father was stupid enough to turn his back on your blade... Seven Stars! Yes, seven! But only one decent planet among them because you're so damned conservative in your investments!"

His pounding ceased. "The people hate you. The whole court hates you. I hate you." Uuron collapsed back upon his bed and took a series of long deep breaths until his heart stopped pounding. Finally a slight smile creased his lips. "It's the law of the jungle, K'ron. If the two-headed Ta'kra senses danger, but one head will not let the body run to safety, then it is up to the other head to bite off its fellow and assume control..."

in the Imperial side during its early expansion.

Cleon's methods of interaction with existing empires is described in the Milieu 0 book. However, the Pocket Empires rules provide the referee with a means of tracing the development of these worlds, and fleshing them out ready for encounters with the Imperium itself, or with the fledgling Pocket Empires being created by refugee Imperial nobles.

The examples provided in this book have been designed to emphasize these two approaches to Pocket Empires: the existing empire which has survived the Long Night and the growing Imperial family-based empire. Much of the emphasis in this book is on a noble family-based rulership, but it should always be remembered that Pocket Empires can have many different types of government.

This is Role-Playing

Running a world, let alone a Pocket Empire, is a challenging task for a Traveller game! Players will be shaping the destiny of a world as they interact with their own populace and other worlds. Pocket Empires differs from more typical gaming in a number of ways. Rather than playing a wide variety of characters from different backgrounds, brought together in some common aim, the players are all playing rulers or nobles from a single family, working towards long term expansion. Instead of playing activities on a week-by-week basis, plans are laid and enacted upon over the course of decades. A player can expect to see their character grow old and eventually die. However, they

"Tell us again, Yura, go on!" The children crowded round, eager yet respectful of the old man. The latter sighed but his eyes sparkled with good humor. Several children had gathered around: grand children, great grand children, and endless cousins and friends. One child, a delightfully dressed imp all in yellow and red silk clothes, made "swooshing" sounds as he guided his model starship through the air. The toy served as telecom and remote net link, as well, but a boy his age preferred its sleek design and to pretend that it was real.

"Which story?" he asked, his voice slightly hoarse from age. "The origins of the Seven Stars? The Great War? My part in Uuron's rise?" Yura welcomed the flashes of memory that danced before his eyes along with these excited children. He had seen plenty, from Imperial ships reaching out among the stars, the unions of worlds and corporations, the restoration of power with all its privilege and ugliness. Most were unsuitable for children like these, but a few would capture their imaginations!

The children looked uncertain. "What about when the first Impy ships came?" cried one of them.

"What, not that bloodthirsty tale again! I've lost count of how many times I've described their ceremonial beheading at the feet of K'ron herself! What about the plague of 34?"

The clamor started up again. The old man held up his hands in defeat. "Very well! Though I doubt our new Imperial 'allies' really want an old man like me telling you how things first started..."

can continue play by assuming the role of a member of the next generation.

Throughout Pocket Empires, every major event in the development of an empire has role-playing opportunities. At one end of the scale the players may take on the roles of the rulers of neighboring empires and act out a trade meeting or resolve a diplomatic incident. At the other end of the scale the players may be role-playing the minions who are in the front line, executing the orders of their pocket emperor, exploring a world, spying on enemy empires or acting as bodyguards for their ruler.

Before beginning a Pocket Empires game the referee must decide on the background and tone of the game. These decisions will depend upon the referee's expertise and the interests of the players. If the group is fairly new to Traveller and enjoys adventures involving great personal dangers at every turn, then perhaps they are best suited to playing out the orders of their pocket emperors. The referee can then use the economics and development rules in this book as a method of generating scenarios for the players while providing a consistent and ever-evolving background for them. If the players wish to play a more detailed and perhaps less personalized game, with the opportunity to feel they are truly having a hand in the writing the history of an empire, then a high level rulership campaign is more appropriate.

Both types of role-playing are possible in Pocket Empires. Even the most cerebral ruler must sometimes take a personal hand in matters of great import, as unexpected events occur and crises have to be resolved. The referee must be able to handle both the long-term, high-level economics and diplomacy of an entire empire, while being able to switch to running low-level role-playing games at appropriate points, when the players want to 'get their hands dirty'.

The Unfolding of History

Pocket Empires revolves around the development of one or more worlds to form an empire. Unlike a typical game of Traveller, this process takes many years of game time. Just as the player empires evolve, so too the worlds around them will be changing. Beyond their immediate neighbors, the whole universe is moving forward; other small empires rise and fall, and super-powers like Cleon's Imperium expand remorselessly. These events cannot be ignored, since they will eventually impinge upon the development of the players' own Pocket Empire.

It is thus very important that a careful record is kept of the progress of the Pocket Empire over time, including all major events which befall it. This not only gives the referee and players a history of the development of their Pocket Empire, but also provides a rich background against which individual player-characters can be placed. The history of a character's homeworld will significantly influence their outlook on life, and may give them quite specific views on the peoples and worlds outside their Pocket Empire. Further, a character may be able to relate this history to specific events during their lifetime (some of which may have directly affected their careers, family, etc.).

Fusion Plus

Fusion Plus, the technology that helped propel Cleon to the helm of the Third Imperium, also plays a factor among many Pocket Empires. While some empires are based upon more widely available, old-fashioned technology, others use Fusion Plus as an efficient means of generating power inexpensively.

Zhunastu Industries controls the Fusion Plus technology. The ways in which potential Pocket Emperors may acquire Fusion Plus units varies widely. In some cases, Cleon will provide a shipment in exchange for an agreement that the Pocket Empire will later be subsumed into the Imperium (with the former Pocket Emperor becoming an Imperial noble). In other cases, the units are purchased, stolen, or acquired by other means.

Chapter 10 provides some scenarios for Pocket Empires campaigns. Among them are several that revolve around the acquisition of Fusion Plus units. Use these scenarios to explore the implications of this technology.

Playing Pocket Empires

Pocket Empires is a game of empire building. These rules provide a means for expanding the standard Universal World Profile (UWP) into a complete description of each world's economic and military strength. The rules then provide for the development of individual worlds or entire empires, from forming trade alliances to military conquest of other star systems. Each player may take on the role of a ruling family, or member thereof. Since the game can cover periods of hundreds of years, each player's specific character will change over time, from one generation of the ruling family to the next.

Required Materials

Pocket Empires calls for the following materials:
Marc Miller's Traveller
Pocket Empires is an expansion game for Traveller. As such, the basic rules are necessary for understanding the game.

Milieu 0

The setting of Pocket Empires is primarily between the years 0 and 400 of the Third Imperium. The Milieu 0 source book provides the background from which this game springs, although it is not a prerequisite for playing Pocket Empires.

First Survey

Pocket Empires are developed among worlds outside of the growing Third Imperium. First Survey provides world data and sector maps which can be used with this game, removing the need for the referee to create their own maps and data (using the basic Traveller rules).

Calculator/Computer

The mathematical calculations called for in the course of play have been made as simple as possible, but using a calculator will greatly speed up play. Alternatively, a personal computer with an appropriate program or spreadsheet to perform these calculations would be beneficial.

Dice

The various task resolution processes within this game call for the use of standard six-sided dice. Several dice should be available. Throughout the rules, the number of dice to be used is shown in the format nD, where n is the number of dice to be rolled.

Basic Game Information

The Process

There are a number of steps involved in the Pocket Empires game, and several are iterative (i.e. they are repeated multiple times). However, the steps generally follow the flow of the book. That is, initial chapters deal with creating a ruling family (Chapter 2) and then selecting a region of space in which to begin the Pocket Empire (Chapter 3). Thereafter, each game year, the economic characteristics of each world in the empire must be generated (Chapter 4) and decisions made as to how best to develop it (Chapter 5). Any empire must consider how to handle its internal affairs (Chapter 6) and interstellar relations (Chapter 7). There is always the possibility of war breaking out (Chapter 8).

Following these rules sections are guidelines for playing a pocket emperor as a player-character, and two new careers for administrative rulers (Chapter 9). A range of example Pocket Empires scenarios and patrons are also provided (Chapter 10).

Turn Length

Pocket Empires uses a turn length of one standard year (i.e. 365 Terran days of 24 hours). Local days and years may be of significantly different lengths but for consistency with neighboring worlds (even worlds within the same Pocket Empire) and the Imperial calendar, time in Pocket Empires is measured in 'standard' years.

Task Format

Tasks are presented in the following format:
Task Phrase - a single line describing the task
Task Statement - (characteristic + skill) +/- mods < difficulty (nD)

To administer a world.
(Edu + Admin) < Formidable (3D)
The level of success or failure will determine the Administrative Factor...

i.e. the target number is the sum of the Administration skill level and Education of the person undertaking the task. To succeed at this Formidable task they must roll less than or equal to this target number on 3D. There are no modifiers to this task. Note that the die rolls for Staggering and Impossible tasks are 4D and 5D respectively, as per the revised Traveller rulebook.
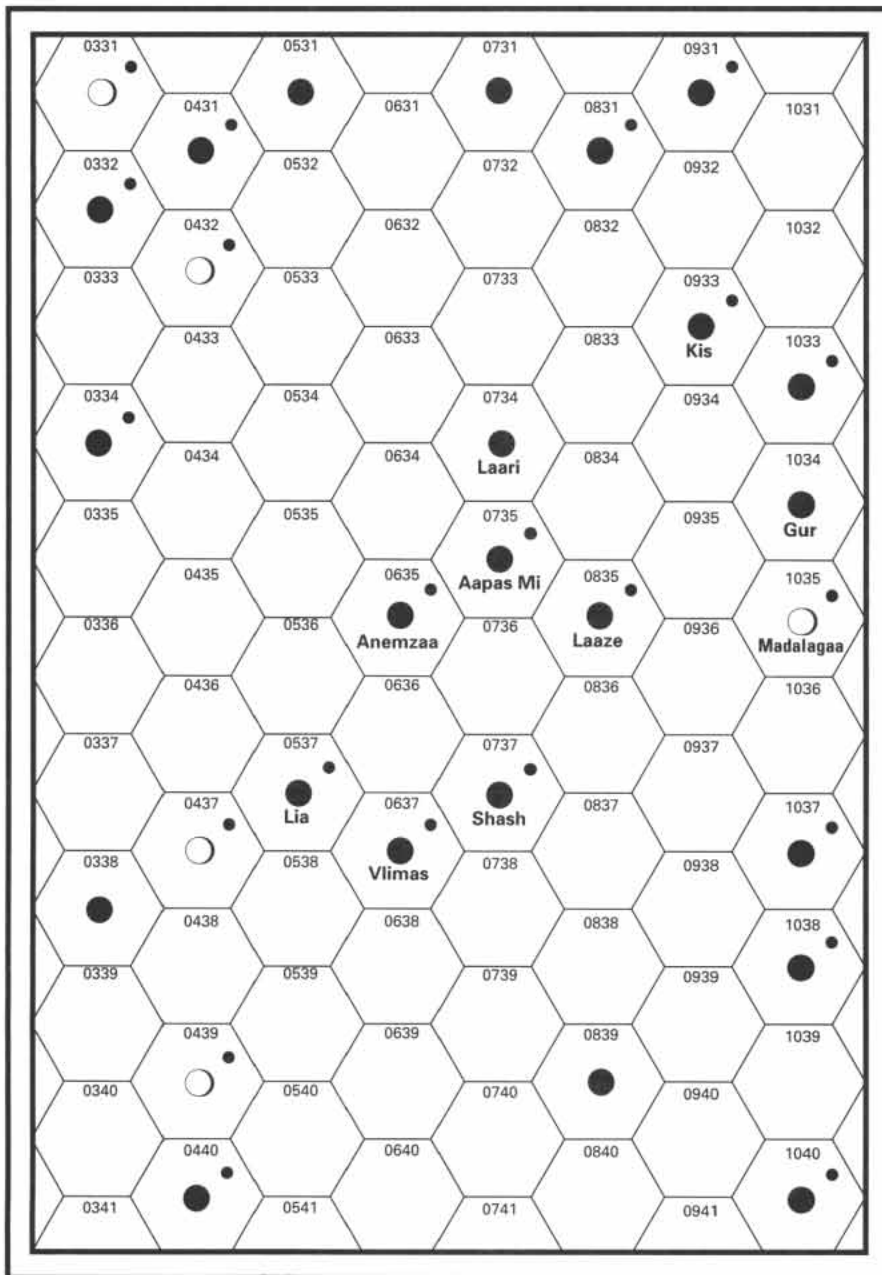
Meta-tasks

In Traveller, tasks are used as a generic way of resolving the activities of player-characters. These activities usually last a few seconds, minutes or hours. In Pocket Empires we have a similar need for resolving activities, but on a much grander scale. Empire-scale tasks usually take years or even decades, and may involve thousands or millions of people. To differenti-

Cararialta Empire

0537	Lia*	E654755-6	Ag	502 F4 V
0635	Anemzaa*	B642422-7	Po LoPop	702 M7 VI
0637	Vlimas	C796000-5	Ba	003 M4 III
0734	Laari*	C797355-4	LoPop	100 M3 V M3 D
0735	Aapas Mi*	E584366-2	LoPop	304 M1 V
0737	Shash	C898522-6	Ag Ni	923 G1 V M3 D
0835	Laaze*	D348000-4	Ba	003 M6 V
0933	Kis	B88A300-9	Wa LoPop	311 K2 IV
1034	Gur	D533688-4	Na Ni Po	600 M4 V M9 D
1035	Madalagaa	B581233-8	LoPop	103 G2 V M1 V

* indicate initial target worlds for the Cararialta empire.

ate these strategic tasks from conventional Traveller tasks, they are referred to as "meta-tasks". The meta- prefix indicates that the task is a very high level task which, if role-played at an individual level, would require many hundreds or thousands of standard Traveller tasks to execute. Despite their new name, meta-tasks use the same mechanics as conventional Traveller tasks. They have a target number to achieve, a difficulty level, and die/difficulty modifiers (DMs). Meta-tasks may result in success, failure, spectacular success or spectacular failure as per a conventional Traveller task. However, meta-tasks are laid out in a different format to normal tasks as they do not rely upon a person's characteristics and tend to have more modifiers.

Options

There are several optional play methods provided to make Pocket Empires as flexible as possible. For example, if interstellar warfare needs to be resolved very quickly, a suitable meta-task is presented in Chapter 7. If the players would rather play out the combat in more detail, they can use the system presented in Chapter 8. Similarly, there are two methods provided for determining the economic status of each world in a Pocket Empire; one is detailed and requires yearly recalculation, while the other is less detailed and requires less frequent recalculation.

Guidelines for Simplifying Play

Generally, within Pocket Empires, worlds with less than 100,000 permanent residents (UWP Population code 5 or less) can be safely ignored for the purposes of the economic system. They simply do not generate a large enough Gross World Product (GWP) to be of much consequence. However, it is still possible for such worlds to naturally develop (or for players to actively develop them) and thereby become of much greater consequence. For simplicity, you may therefore opt to ignore low-population worlds for the yearly turn sequence. Simply check every ten years or so whether population growth, or active development by the players, has brought the world

up to a level where its GWP has become significant.

The majority of the economics rules deal with individual worlds, both with respect to wealth creation, and its investment in planetary development projects. Play may be simplified, to some degree, by handling budgets and expenditure at a Pocket Empire level rather than for each individual world. The Pocket Empire budget is simply the sum of the individual world government budgets. It should be noted that this removes the extra costs which would otherwise be incurred for 'foreign' investment (one world investing in another world), by treating the entire empire as a single interstellar economy.

Common Sense

Pocket Empires presents a set of rules for developing any Traveller world or empire. The rules are thus intended to be as generic as possible. However, they cannot account for every possible situation. The referee must therefore always use common sense in running a Pocket Empires game. As a simple example, the rules for successful colonization will establish a world with a population of between 100 and 99,999 people. Common sense indicates that such a colony could not be initiated by a neighboring world with a population which is of a similar or smaller level, since this would reduce that world's population significantly. Rather, the rules assume that such a colonization attempt would be attempted by a world with millions of inhabitants, where the loss of the colonists would not significantly affect the Population code or Population Multiplier of the homeworld. It is the responsibility of the referee to ensure that players do not defy common sense! When trying to resolve inconsistencies between the rules and a Pocket Empire player's desires, the referee's decision is final.

Play By Mail/Email

Pocket Empires is well suited to play-by-mail (PBM) and play-by-email (PBEM). The grand scale of the game lends itself well to this format of play since the length of the 'turns' can represent many years. The players can be required

Empire of the Seven Stars

2635	Arvlaa Gam	E889377-3	LoPop	704 M3 V
2636	Vled*	C998200-8	LoPop	914 K7 V
2736	Gaen Luum*	C324366-9	LoPop	513 K2 V
2836	Khuir*	B478ABB-9	Ind HiPop	204 M3 V
2837	Igla	B414555-D	Ni Ic	904 M2 V M9 D
2934	Dishe	A778000-A	Ba	015 K9 V
2935	Amuur Keiir	C472100-7	LoPop	113 A1 V
2936	Saregon*	A584522-C	Ag Ni	314 M3 V M6 D
2937	Uurigger*	C4347BB-8		403 M1 III M9 V
2938	Shakiiga	C867844-9	Ri	310 K4 V
3034	Iishaanka	B554977-A	HiPop	603 K3 V M3 D
3037	Lashupii	E665100-4	LoPop	722 M3 V
3137	Iimdii	C493000-7	Ba	003 M1 V

* indicate membership of the Empire of the Seven Stars.

Mapping Subsectors

Starport

A	B	C	D	E	X
Best	Better	Good	Poor	Rudimentary	None

Bases

★ Naval Base
▲ Scout Base
△ Way Station
■ Naval Depot

```
        0101
         A
        ★   •
          ○
        ▲
       Primus
```

Gas Giant

• If Present

World Type

○ Desert and Vacuum Worlds

● Most Worlds

⁙ Asteroid Belt

World Name

Primus
For Most
Worlds

PRIMUS
If High Population
World

Subsector map hexes:

0101	0301	0501	0701
0201	0401	0601	0801
0102	0302	0502	0702
0202	0402	0602	0802
0103	0303	0503	0703
0203	0403	0603	0803
0104	0304	0504	0704
0204	0404	0604	0804
0105	0305	0505	0705
0205	0405	0605	0805
0106	0306	0506	0706
0206	0406	0606	0806
0107	0307	0507	0707
0207	0407	0607	0807
0108	0308	0508	0708
0208	0408	0608	0808
0109	0309	0509	0709
0209	0409	0609	0809
0110	0310	0510	0710
0210	0410	0610	0810
0111	0311	0511	0711

to set out their financial plans for longer periods (e.g. 10 years) than the Pocket Empires turn (1 year). The referee can then determine the intermediate year-by-year results of their plans and provide them with a summary of their empire's progress at the end of each period.

Coordination with Standard Traveller Campaigns

While Pocket Empires operates on a much grander scale than most standard Traveller role-playing campaigns, it is possible to use the setting derived from the Pocket Empires game as the backdrop for a standard campaign. Throughout the text, hints for doing so (as well as adventure hooks) have been provided.

Examples

Throughout Pocket Empires, the progression of two example empires is used to illustrate the usage of the rules. For comparison, the world of Sylea is included in some of the examples.

The two example Pocket Empires are situated within the Core sector and use the sector data presented in the Milieu 0 and First Survey sourcebooks.

The Empire of the Seven Stars is actually a group of five worlds (two of which are binary star systems) which have survived the Long Night while retaining basic interstellar travel capability. Based on the world of Khuir, the statistics for the member worlds, and their nearest neighbors, are as follows:

The Cararialta family are a group of Imperial nobles who intend to sell up their corporation and set out into the Gashda to found a new empire. The group of worlds on which the Cararialta family will attempt to build their Pocket Empire are Lia, Anemzaa, Laari, Aapas Mi and Laaze. The statistics for these worlds, and their nearest neighbors located on Table 1.2:

These empires are both set within the Core sector for illustrative purposes only and are not intended to be regarded as 'canon' history for those particular worlds, although referees may feel free to integrate these empires into their own campaigns if they so desire.

2: CREATING THE FAMILY

The majority of Pocket Empire rulers are members of a family, corporation, council, religious group or other large concern. Rulers change with time; it is their foundation in a much larger organization that provides the long-term continuity necessary for a successful Pocket Empire. This chapter deals with the creation of the background and 'family' for the current ruler. Given this information the power structure within the group (voting powers, likely successors, etc.) can then be determined.

Leadership

The leader of the family, called the Archon, is not necessarily chosen by mutual consent, but rather by the traditions of the family. Most Imperial families follow certain Solomani traditions which allow for the ranking members of the family to vote to determine the Archon's successor. Others follow a strict linear descendancy where the lead passes to the eldest surviving child. A small number have more arbitrary rules which rely more upon the dagger and poison vial to select the leader, rather than any tradition. In any event, the Archon of the family will, by necessity, change as the generations pass. As the power passes from generation to generation, so leadership of the family will pass from player to player.

The Archon of a family is rarely all-powerful. Rather, they represent a focus. Voting privileges and directorship are determined by how closely a family member is related to the Archon. The Archon may have more votes to cast, but that doesn't mean they can't be outvoted by the rest of the family.

The Family Tree

For a Pocket Empire campaign based around a ruling family, the first step is to create the initial family tree.

The family tree diagram represents the two generations around the Archon, beginning with the Archon's parents in the top left hand corner. The Archon is directly below them as the eldest (or otherwise most senior) child, while any other children are listed just below and to the right, from eldest (left) to youngest (right). For each such child, one subsequent generation of children can be entered in the boxes below.

The Archon's own children spring as 'branches' from below the Archon's box, again running from most senior (left) to least senior (right). For each pair of boxes, the child's name is placed in the upper larger box and then as each marries, the name of their spouse is placed in the smaller box beneath. Assuming they then have children, these are written into the boxes branching out from beneath the married couple.

The numbers printed on the diagram represent the relative closeness of each family member from the Archon. The higher the number, the closer the relationship to the Archon. Frequently this also equates to voting weights for different family members. Normal family tradition limits the voting rights to the first three children.

Generation of Pocket Empire characters follows the normal character generation rules for the Noble 'career' with a few exceptions; characters are products of nurture and nature.

Nurture

Nurture is the upbringing a character receives. This is normally the best possible for the Tech Level of the noble. When choosing a skill a Pocket Empire character always gets to choose rather than roll. So if a skill is gained and the player wishes a Mental skill, any of Tactics, Instruction, Law, Language, Clandestine or Performance can be chosen (see the Traveller rule book for specific details of the Noble career).
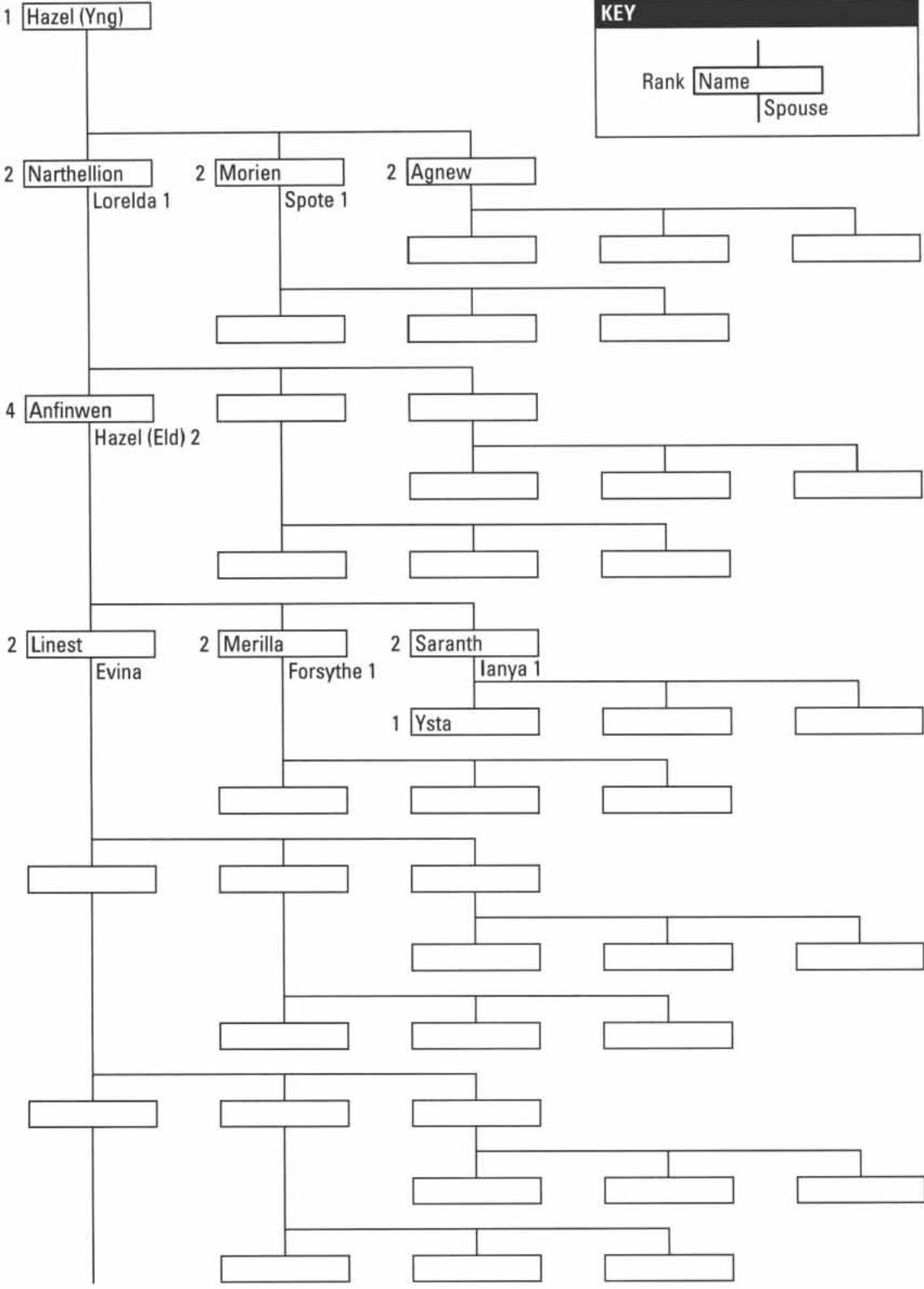
Nature

Nature is the genetic makeup of the character. In normal character generation this does not matter, as we are rarely concerned with the lineage of the character. However, in Pocket Empires we are tracing a whole family and inherited characteristics are therefore important. When the eldest of the initial family tree and their spouse are generated, their Strength, Dexterity, Endurance and Intelligence are rolled on two dice as normal. The larger value of each pair of dice rolled is noted down in the corner of their box on the family tree for each characteristic. These become the "nature dice" for that character.

The total rolled is used as normal and generation can proceed as necessary. When it is time to determine the characteristics of the next generation, the procedure is slightly different. For each characteristic, roll a die to see which parent the child takes after. If the die result is odd then the child takes after the father and his nature die is used. If it is even then the mother is dominant in that characteristic and her nature die is used. Whichever parent's die is used, the value is noted down as the child's nature die for that characteristic. One additional die is rolled and added to the nature characteristic to determine the actual initial value of that characteristic for that child.

Only player characters need to be developed past these basic characteristics. Upon creating the family tree the players should choose which of the individual family members they wish to play. The order the players choose should be determined randomly (e.g. highest die roll goes first) or by mutual agreement. If the referee permits each player to control more than one character, another round of choices may be made in reverse order, i.e. the player who chose last becomes the first to chose their second character.

There is one final difference to character development: all results that might change the Social Standing of a character are ignored. The individual's Social Standing is determined by their position within the family. The family's Social Standing is determined by their overall empire, its size, profitability and general prestige. The Archon has the Social Standing of the family. Those one step removed have a Social Standing

Cararialta Family Tree

KEY

Rank Name
Spouse

1 Hazel (Yng)

2 Narthellion
Lorelda 1

2 Morien
Spote 1

2 Agnew

4 Anfinwen
Hazel (Eld) 2

2 Linest
Evina

2 Merilla
Forsythe 1

2 Saranth
Ianya 1

1 Ysta

14

one level lower; those two steps removed have a Social Standing two levels below the Archon, etc.

Linest and Evina Cararialta are the top-most characters in the initial family tree diagram and should thus be generated first. Linest's die rolls for his characteristics are: 1 and 5 for Strength, 5 and 2 for Dexterity, 5 and 1 for Endurance, and 3 and 6 for Intelligence. His nature dice are therefore: Strength 5, Dexterity 5, Endurance 5, and Intelligence 6. He also rolls 8 for Education. His Social Standing is based upon that of the family (B), but since Linest is no longer the Archon, his Social Standing becomes A, making his UPP 67698A. By similar means his wife Evina is found to have nature characteristics of Strength 4, Dexterity 6, Endurance 6, and Intelligence 4, with a final UPP of 7B87AA. Note that these will not be their actual characteristics at the start of the game, since each is probably quite old and their characteristics will have to be aged accordingly. However, we need only consider their nature dice for the moment.

When creating their children Anfinwen, Merilla and Saranth, their characteristics will depend in part upon the nature dice of their parents. Taking Anfinwen as an example, we must first roll for each characteristic to determine which of her parents she takes after. Rolling odd, even, even, odd, her Strength and Intelligence are based upon her father Linest, and her Dexterity and Endurance on her mother Evina. Her nature dice are therefore 5, 6, 6, and 6. Rolling an additional die for each characteristic gives 6, 5, 3, and 6 which are added to the nature dice to get the first four values of her UPP. Her initial education is 9 and she is the current Archon, so her Social Standing is B, giving a UPP of BB9C9B. Again, Anfinwen is some 45 years old and her characteristics must be aged accordingly before she can be used as a player-character.

Just as the characteristics of Merilla and Saranth depend on Linest and Evina, so the characteristics of Narthellion, Marien and Agnew will each depend upon either their mother Anfinwen, or father Hazel (the Elder).

Supporting Cast

In most campaigns the bulk of relatives in the family tree will not be player-characters. Only minimal bookkeeping needs to be performed for these individuals and generally each such relative can be grouped under a Mentor. The Mentor is the nearest relative in seniority in the family tree who is a player-character. In family votes, these relatives will follow the lead of their Mentor and vote accordingly. If the natural Mentor is dead then the Archon becomes their Mentor.

Should a non-player family member be taken up as a character by a player, that character becomes a completely free agent and is no longer obliged to follow the guidance of their Mentor (unless the player wishes to do so). Rather, that player-character is now regarded as the Mentor for any non-player relatives further down the family tree.

Naturally, the referee is free to step in at any moment and take over the role of a non-player relative. If, for example, a minor relative was married off to a planetary governor who later became quite important (or perhaps mounted a rebellion against the family) the referee might decide that the relative's voting was no longer determined by the family but by their new marital loyalties.

Similarly, ill-treated relatives may become contrary and start voting the exact opposite of their Mentor. Although it is usually considered "bad form", some players may attempt to do particular favors for non-player characters in order to woo them away from their Mentor. The easiest way is by arranging a marriage to another family member that brings them more directly under new control. Alternatives are lavish "presents" or favors. Darker families may resort to intimidation, threats or duels. Players should therefore never assume that they can count fully on the vote of their non-player relatives. If the cares and needs of the non-player relatives have been attended to, then they will most likely follow their Mentor's desires. If not, the players may suddenly find themselves without support in the middle of an important vote.

If Narthellion were a player-character, but his wife Lorelda and child Hazel were not, Narthellion would become their Mentor, controlling their actions. Similarly, if other players controlled Anfinwen and Linest, all Anfinwen's cousins (Merilla and Saranth) and their siblings would regard Linest as their Mentor. Anfinwen would not be controlled by Linest, however, since Anfinwen is a player-character in her own right.

Age and Aging

The medical technology of the new Imperium is capable of many things. As members of the highest classes, noble families have access to the best in health care. Even in the Gashda, the trickle-through trade can guarantee their supplies of such medical necessities. Unless there are extraordinary circumstances, noble characters need never fear any weakness induced by disease or disablement. Even pregnancy should not be considered debilitating.

However, change is commonly accepted as a good thing. New ideas from fresh minds are essential to keep a business from stagnating. Although nobles may be able to live for quite some time, there is strong social encouragement to prevent any one of them from ruling a family for too long. Liberal families understand the need to avoid the conservatism and infighting that power-mongering brings; the younger generations need to be given their chance. In darker families such power-mongering is kept in check by ambitious duels (in more open families) or dark corridor stabbings (in more poisonous families). Such infighting may be amongst the younger generations only, acting as a method of 'weeding out' before they can attain power. Alternatively, it may be between young and old; the young seeking to 'create' job vacancies for themselves!

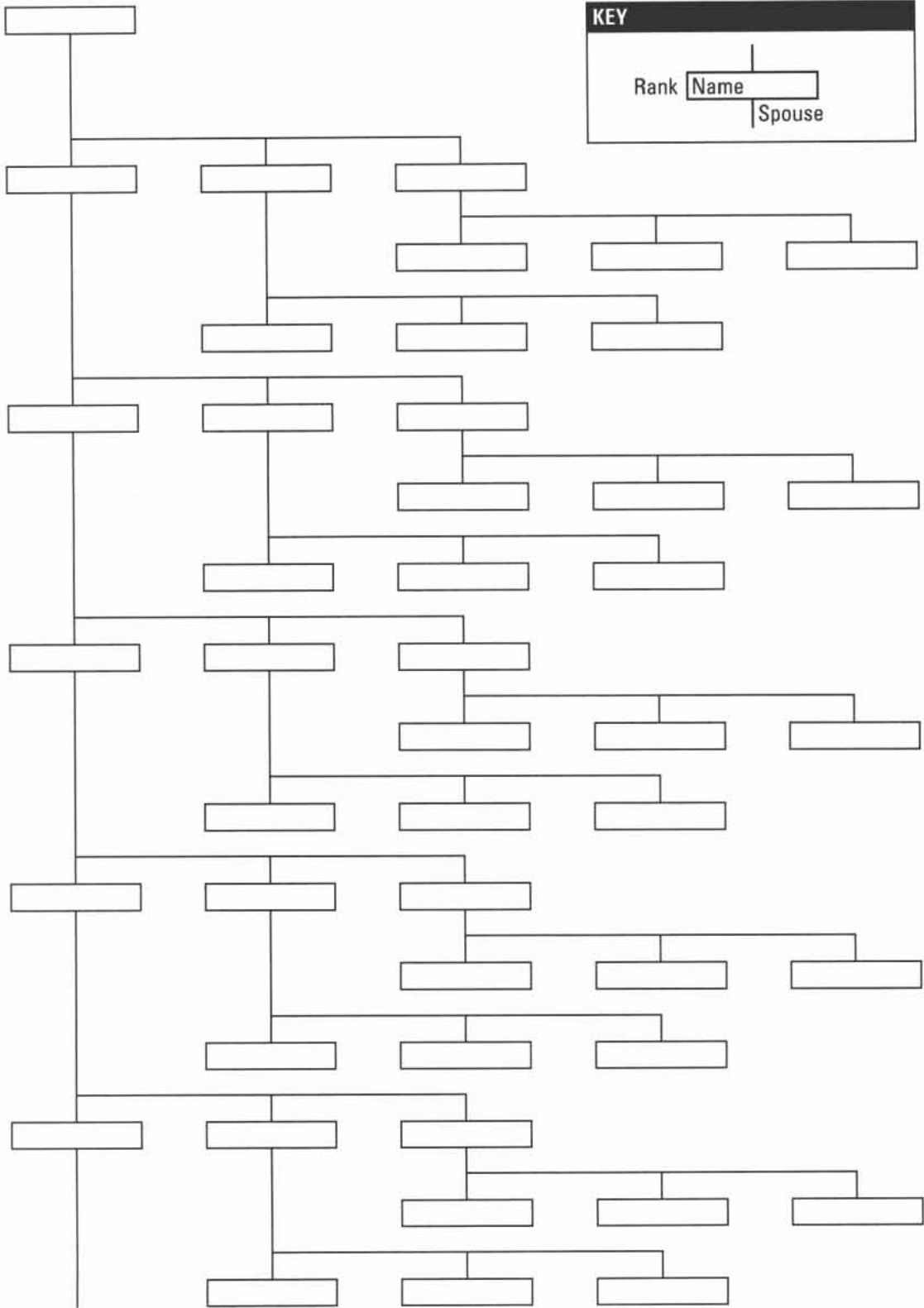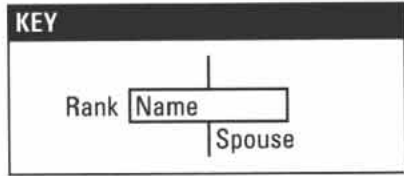Family folk wisdom breaks down a noble's "four score years" into four roles:

Age 1 to 20	Childhood
Age 20 to 40	Learning
Age 40 to 60	Ruling
Age 60 to 80	Advising

Family Tree Diagram

Family Name

KEY

Rank | Name |
Spouse

During a noble's Childhood they are given their chance to enjoy life without greater responsibilities. Additionally, great care is taken with the education of these youngsters, for "Knowledge is Power". Rich layabouts are given very little tolerance. One's birth-rank does not necessarily guarantee one a position in most families and children are conscious of this, so generally they have a good incentive to better themselves, and apply themselves to their studies.

For a noble's Learning period they are given a branch of the family's operation to manage and grow. This age group does the most travelling, both to get to know their empire and also to keep pace with recent developments and enterprises. Where new endeavors require the personal attention of the blooded family, a Learning noble will usually be assigned to the task. The focus of such endeavors becomes the noble's area of expertise as they mature. Finally, during the Learning years, the family members are expected to arrange their marriages and produce their children.

Only rarely is an Archon below the age of 40 elected, and only rarely does an Archon not step down after the age of 60. Those in their Ruling years who are not lucky enough to have been elected Archon will still be suited for leadership in large areas of family governance. They are frequently given the posts of planetary governors, family investment managers or other positions suited to their years of economic and political experience.

Although conservatism and growing age may dull the edge of ability, raw experience makes up for much. In their Advising years nobles are encouraged to 'retire' from active leadership. However, they are still in a very good position to lend their knowledge to the family's efforts. Past planetary governors may end up in diplomatic or liaison roles, either between the family and its empire, or between branches of the family itself. Another popular activity for these 'elders' is internal family politics. Rather than seeking important posts for themselves, they are now free to call in favors and wrangle important posts for their relatives.

Typically, player-characters will all start in the same generation of the family, with the most senior appointed as the Archon. When a generation change occurs, and one of the current Archon's children takes their place at the head of the family, the other player-characters will now be uncles and aunts to the new Archon. If they wish to continue these characters, then each player may well enjoy the political games involved in trying to advance their particular branch of the family, perhaps with an eye to dislodging the new Archon. Alternatively, the players may take on the roles of the previous Archon's other children, i.e. the brothers and sisters of the new Archon.

Aging and Anagathics

In game terms, aging rolls are applied as normal. Anagathics are generally available unless the family finances run particularly low, or trade conditions become difficult. As game play focuses on succeeding generations, older characters usually become nonplayer characters some time prior to dying of old age. In such cases, precise bookkeeping is not necessary. It should be noted, however, that a major side effect of most anagathics available in Milieu 0 is the onset of sterility. It is therefore advisable to have all the children desired before beginning anagathic treatment.

Often the founders of a Pocket Empire are driven by their desire to prove the worth of their family against the Imperium. They may harbor resentment or a vindictive attitude. The ultimate satisfaction for such founders is to see the triumph of their family, either by standing firm against the Imperium, or through advantageous marriage into a high level of Cleon's line. Those driven by such motives occasionally take the option of cryostorage over death, to enable them to see their final satisfaction. Due to the inherent risks of cryostorage it is only the most dire disaster, or ultimate success, that may prompt a family to wake its ancestors. When an Imperial title is finally granted to the ruling line of a Pocket Empire, it is customarily bestowed upon the eldest of that line. Any ancestors who have been frozen are then awakened to receive this final honor.

Marriage and Children/Heirs

Marriage is the vehicle through which the basic values of the family are promulgated. Marriage may represent love, companionship, business mergers, or increases in status (depending on the personal attitudes of the participants), but it is also the means by which society legitimizes the children which it produces. Marriage represents a joining of two individuals into a single unit... a nuclear family. This does not mean that either loses rights or privileges; it does mean that each assumes certain responsibilities: to support and protect each other (and their children) first, to support and protect the larger family (and this includes both families) second.

Marriage brings someone from outside the family into the family. They may have certain voting rights. They have the chance to produce legitimate children and, most importantly, they have direct access to the decision making process of Empire. This latter point is the direct benefit of marriage for the spouse's family, be they local rulers or commercial magnates. Access into the heart of the Empire is certainly profitable.

Sometimes, where a marriage has been arranged for purely political reasons, the new spouse may not be granted full rights. This may occur when the spouse's family is far below the rank of the family into which they have married. Further, if the spouse is considered particularly undeserving, any children of the couple may not be considered full-blooded members of the family.

Marriage ceremonies themselves are occasions to show off the wealth of the family. Normally the less powerful family is considered to be marrying 'into' the other family.

Deciding who hosts the event is often part of the marriage contract itself. Additionally there is the concept of dowry or marriage prices. This is a negotiated 'gift' from one party to the other. This may either be an inducement from the family to an important local noble for permission to marry one of their line. More frequently it is an inducement from the family marrying in, to compensate for their 'lesser' status. Rarely is this 'gift' cash; more often it is shares, real estate, or their signature on development proposals, government subsidy agreements, or trade contracts. A typical (or expected) dowry is equal to three years income for the new family.

Divorce is uncommon. Marriage is intended to last a lifetime and to create a strong family unit. Societies which do not have strong family units tend to fragment; the natural advantage lies with the strong family. If a marriage has produced a quarrelsome or unproductive family unit, it is often quietly shipped to a remote position beyond the family's influence. Children are generally still considered blooded.

Any family member (who is not on anagathics) between the ages of 20 and 40 may choose to have one or more children at any time. Family tradition limits the voting rights to the first three children. This discourages attempts to bolster votes by having enormous families. Of course, there is nothing preventing large families since a Noble can certainly afford to support many children! Excess children are not considered blooded, and are generally given more freedom in their choice of a spouse.

In-vitro, surrogate, womb tanks or other high-tech fertility aids are generally commonly accessible by noble families so there are very few couples who cannot produce children. Pregnancy is not considered debilitating to women carrying a child. Miscarriages and deaths in childbirth are generally unheard of since nobles have access to the best of technology. Ironically, these problems may well be very significant on the developing worlds ruled by an empire-founding family.

Some marriages may be concocted to remove eligible children from the family. For example, if the children of the hereditary ruler are married off to low level nobles, then it will not be possible for that leader to make a marriage alliance with a more advantageous family.

Fairy-tale, love-struck princes and princesses are useful symbols for the popular media, and a family wedding has all the glitter and glamour of a fairy-tale. More practically, however, many marriages come about because the union will produce advantages to everyone involved (including the husband and wife). It should be remembered that most nobles have been brought up to expect that their choice of marriage partner may be dictated by the needs of the family or of the empire. Arranged marriages are, therefore, not as distressing as they might seem. In such marriages, the couples will often develop a bond which is just as strong as that between two star-crossed lovers.

Naturally, fate has a hand in all things. True love is a force so strong that no worldly power can defeat it. Nobles, despite their upbringing, are still subject to the Thunderbolt... true love so strong, it is almost irresistible. True love has resulted in many a tale of young nobles eloping in the dead of night, either because their respective families forbade a marriage, or because one or both lovers were seeking to escape an arranged marriage.

When the time comes for a family member to marry, randomly generate a potential partner of approximately the same age as the family member. Roll 1D twice on the Partner Table, the first roll indicating the partner's Social Standing (relative to that of the family member) and the second determining the homeworld from which they come. Roll 1D and consult the Love Table to determine the family member's attraction to the potential partner. At the same time, determine the appropriate arranged or suitable partner in the eyes of the family.

For non-player characters, the family member will marry for love if in love; otherwise he or she will marry as the family suggests. For player characters, the choice of marrying lies entirely with the player (and a choice may be made for love or for business).

Ysta Cararialta, the daughter of Merilla and Saranth, is about to marry a member of Gunex Corp. Rolling 1D to determine Ysta's feelings gives 2; Ysta is deeply in love with her prospective partner. Rolling 1D for the partner's Social Standing gives 4; her husband-to-be is of a social rank one below that of Ysta. Rolling 1D for his homeworld gives 2; he is from the same world as Ysta.

The Family Name

The family name is the identifying and binding factor between all generations and branches of a family. For a company government, the corporation name has the same power; for a democracy the contending parties are named appropriately. Whatever the manner of rulership for the Pocket Empire, there is one unifying name which signifies the current leadership and their associates.

The family name is not something to be taken lightly - in fact it can be wielded as a source of power. The mere mention of one's bloodline may open doors where previously there was neutrality or even hostility. Marrying into the family is thus profitable, for acquisition of the family name is a valuable asset, even if one does not gain all the voting powers of a direct-blood member. It is also an investment for the future for one's children will inherit the name and its power.

Coats of Arms

Just as the family name is important, so too is the Coat of Arms. Just as corporations have their logos, the Coat of Arms of a family represents them and their interests. Although technically owned by the Archon of the family and passed down with the title, it is used representationally and any blooded member can use it for family business. Official headed note paper, personal seals, displays on estates, and starships are all valid uses for the Coat of Arms. Formal dress for family occasions usually involves clothing with some form of rendering of the Coat of Arms. The primary colors of the arms can also be used as the family racing colors, for grav-ball teams or decorative motifs.

Another version of the Coat of Arms is known as a badge. This is usually a much simpler rendering comprising just a few basic elements. A Coat of Arms represents the family and is generally only used for the Archon and direct blooded representatives of the Archon. The badge, on the other hand, represents ownership. It would be worn by retainers, on luggage and so forth indicating that this is a family possession.

Frequently a Coat of Arms is displayed with other elements: supports of various types can hold up the shield on either or both sides; the shield can rest on a field; a motto can adorn the base; some sort of helmet can crown the shield; colorful mantling can be draped from the helmet. Taken together this is known as an Achievement of Arms. Supporters and other elements must be granted specifically by the crown or ruler.

A family's Coat of Arms is important enough to have a legal standing. Much as corporate logos can be registered trademarks, so too there are many rules for Coats of Arms. Most of these are to guarantee that there are no conflicts and that the arms of different families do not become too similar. The Sylean Pursuviant Herald claims direct continuance from the Rule of Man and has been officially re-sanctioned as the Imperial Office of Heraldry. All official noble arms are registered with this office and any disputes are settled by this office.

There are only seven different shades permitted in armor display. These are divided into 'metals' - gold/yellow and silver/white - and into 'colors' - red, green, blue, black, and purple. The one golden rule is that of contrast: a color is never placed on a color, nor a metal on a metal. This may seem silly or restrictive, but examination of almost any corporate logo will show that they follow these simple rules.

The first thing to choose when designing a coat of arms is the field. The field may be plain, or it may be divided in a number of ways. The actual line of division can be straight, wavy or zigzag.

The oldest coats of arms are the most simple, often using just a field. However, more often one or more charges can be selected. There are a wide variety of legal charges. Older ones are common animals, trees or various abstract designs or geometric shapes. More modern charges may be used but are more often depicted in archaic formats. For example, instead of using a holocrystal, an old-fashioned floppy disk might be depicted. Cleon's Arms, now the Imperial arms, are a very simple example: black, on a sun gold, an annulet of the field.

In general, when selecting a charge, it should be simple and easily identified. For example a fish might be portrayed, but not generally a specific variety of fish. Charges are generally not portrayed realistically but in a stylized form, e.g. a symbolic gas-giant might have its bands colored in two heraldic shades, rather than accurately representing their true colors. One or more of the same charge are generally placed in the center of the field. They might also be placed at the top of the shield or in the base.

A coat of arms is not a picture. One should generally refrain from trying to make it into a scene. Similarly, the charges are usually not directly representational. Many noble-watchers have devised and printed many booklets attributing meanings to various arms, but they are universally reviled by the nobility.

Many gift-shops have novelty items featuring various European coats of arms which can be used for inspiration. (Although technically illegal for anyone to use a coat of arms registered to an individual or family head in the real world, it is only a prosecutable crime in Scotland.)

Coats of Arms
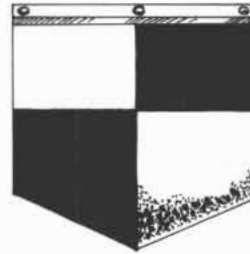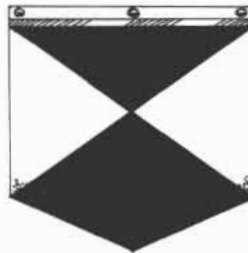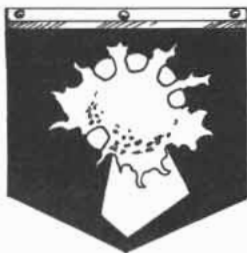
3: A TAPESTRY OF STARS

Before a Pocket Empire can be developed, its location within the game universe must be decided. The selection of one or more appropriate worlds for the Pocket Empire must be undertaken carefully, since the basic characteristics of the worlds (the available resources, etc.) will play a major role in determining how successfully the Pocket Empire will develop and expand.

Finding Home

When starting a game of Pocket Empires, one of the most crucial decisions is that of where in the galaxy the game is going to be played. Should the Pocket Empire be located within one of the sectors mapped out in First Survey? Is it going to use one of the more distant sectors on which Second Survey data is available? Alternatively, is it going to use a new section of space designed specifically by the referee?

The amount of space needed will depend on how many Pocket Empires are going to be played, and for how long. For two players an area of two subsectors is probably fine; for four players (i.e. four Pocket Empires) half a sector or more may be needed. The size will depend on the sort of game desired. If the two Pocket Empires are intended to be at each others' throats from the word go, then space should be at a premium. If, however, a large part of the game is to be spent with the players building and consolidating their empires before they start coming to blows, then a full sector may be needed.

Exactly which area of space to use can be decided by the referee or by consensus among the players. In the latter case several players may want to begin their Pocket Empire in the same cluster of worlds. Who gets preference could be decided randomly (whoever rolls highest on a die), but it is probably best for the referee to lay down general starting areas for each player and then let them choose their starting world(s) within that area. It is the referee's responsibility to balance the worlds allocated initially to each player (in terms of natural resources, etc.) such that no one player has an initial advantage, unless the referee so desires.

The players and referee should also agree on how many worlds initially make up each Pocket Empire. This should be somewhere between 1 and 12 worlds, with inexperienced players only trying to run one or two worlds at first. For a greater degree of randomness, roll 2D to determine the number of worlds each player begins with. Allow the players with least worlds to have first choice of the world locations.

Using First Survey

Although a Pocket Empire can be created at any point in the Traveller history line, one of the primary periods for such ventures is Milieu 0. When using First Survey (or part of the Core sector as described in the Milieu 0 book) the choice of worlds will be driven by the developing political situation in the first decades of the Third Imperium. If a location is chosen too close to Sylea, it is likely to be swallowed up by the rapidly expanding Imperium before the Pocket Empire has had a chance to develop. However, if set too far from the new Imperium, the Pocket Empire may have to deal

with aliens - Vargr, Zhodani, Aslan, Hivers and maybe even K'kree - fine for experienced Traveller players but perhaps not the best setting for a first game. To get some idea of where a Pocket Empire might best be located, one must consider how Cleon's Imperium is expanding.

During the early centuries of the Sylean Federation, scouts and traders had pushed out a long way, buoyed by optimism born of the dawn of a new era. Over the two or three centuries prior to 'Year 0', these brave souls had travelled up to 60 parsecs to spinward and coreward to contact the Vilani and visit the Vland homeworld. In other directions the forays had been less successful.

Coreward, many missions had been lost to Vargr attacks. To trailing the Lesser Rift made progress difficult for the Federation's best Jump-2 scouts. Rumors of fierce aliens beyond were enough to put many scouts off trying too hard. Rimward, scouts had also pushed to 40 or 50 parsecs, but the area was full of competitive, short-lived Pocket Empires, all with a loathing for anything emanating from corewards. Swinging to spinward, traders brought back stories of lawlessness, and alien conflict with feline warriors. The desolation of the spinward worlds and the Great Rift itself made directly spinward travel unattractive to many adventurers.

Given this background, and particularly the latest hints of the strength of the Terran state rimwards and the psionic aliens coreward (of whom the Vilani were now often speaking), Cleon planned his thrust of expansion spinward - towards, and possibly beyond, the Great Rift. This had a number of benefits: Vland was well positioned to assist; the Federation could grow before having to take on, diplomatically or militarily, the Terrans; and the dangers of Vargr and the aliens beyond the Lesser Rift could also be avoided. Additionally, helping the Vilani secure their own borders would bind them closer into the Federation, and reports from the Vilani of high-technology artifacts around the Rift could be investigated.

The Sylean Scout corp started from a zero-line of the existing Federation boundary, and following its new modus operandi pushed out to the previously explored limits by -10. After that, assisted by the new Jump-3 drives, they pushed out along the whole of the "near shore" of the Great Rift, through Gushemege, Ilelish and Zarushagar. The Vilani, naturally more conservative, concentrated on the development of neighboring subsectors, rather than on pushing the limits of known space. Eventually though, Imperial scouts began to edge beyond Vland into Deneb, and also to push towards the Vargr extents. It was only towards the rim that Cleon forbade official expansion beyond Massilia. This expansion of the known space boundary

"I remember the day we all sat down in the chamber to study the holomaps. Our agents had got the best information from the IISS and Mega-corporations that was available. We had even had one of the family yachts out there for a six month reconnaissance - Anfinwen must have sent it well before the family agreed with her plan to emigrate. All the data was now at our fingertips, floating across the holodisplay, candidate areas coded in red, orange and yellow.

The vastness of the stars had always intrigued me, I suppose, but not until that day had I any real awareness of just what a volume of space our kind had conquered. Well, once conquered, I suppose. Here we were, discussing the possibilities of reemerging on the interstellar scene, talking about worlds and star systems like they were so many toys. It gave me an odd feeling, one I'll never forget.

'It has to be here,' said my father, pointing to an area. 'Several worlds with good basic populations and technologies, indigenous life, natural resources, systems with gas giants.'

'But no belts,' cautioned my aunt Merilla.

'We'll have to rely upon our geosurveys, which look good for all four worlds,' countered Hazel.

'At least they all have a Jump-1 main,' added my aunt, 'and we're nicely isolated to rimward, but with Jump-2 expansion routes into Kis, Gur, Madalagaa, Lia, Vlimas and Shash.'

'Effectively Aapas becomes our central 'keep' with Laari, Anemzaa and Laaze acting as gatekeeper worlds.' The appropriate systems flashed blue.

'And Lia and Shash are our next targets?' I ventured. The others eyed me neutrally, giving me the chance to speak. 'I mean they're both agricultural worlds with better populations, so although we want the isolation, we'll be trading with them from the outset, won't we?'

Father nodded. 'The inner worlds are too small to act as anything more than a base for us - we will eventually have to encourage Lia or Shash into the empire.' I allowed myself a small smile - at least I had shown I understood something of the needs of our new empire.

It has been impossible for the last several years to avoid the family fortunes and ventures into distant space. Couriers came and went, all sorts of media buzzed with news and commentary, and family discussions rarely strayed far from it. I thought back to the birthday party ruined because a survey ship had reentered the system. My father knew a great deal about what he was doing, that was sure. I wondered if there were other men like him, on some of these stars, plotting domination and absorption just as he was.

He looked at us across the display. 'I'm sure it's the best chance that we're going to have. Pass the word to the others: we leave in five months. Despite all our preparations there are still many tasks ahead of us...'"

Extract from the personal diaries of Agnew Cararialta, 257-0000.

was accomplished by a far slower, but well managed, expansion of the Federation's own boundary.

By Holiday Year, Cleon had brought the majority of the sector into the Federation, by dint of diplomacy, "hearts and minds", commerce, and military action. Subsequently the Imperial boundary expanded (on average) between half and one parsec a year, at least to spinward. By Year 20, the Imperium encompassed about half of Dagudashaag, Ilelish, Massilia, Fornast and Antares, as well as a wide corridor to Vland though Lishun. But in every one of these areas the Imperium met increasing resistance from local worlds and Pocket Empires, and had to constantly bypass worlds and clusters in order to keep up momentum. In time, the islands of independence from the Imperium which are now being created will have to be dealt with...

Examining the candidate sectors around Core, we can determine the probability of finding a Pocket Empire in each:

Core: large Pocket Empires (Chanestin, Confederacy) existed prior to Year 0 but subsequently the sector is quickly dominated by the Third Imperium, thus the potential for placing a new Pocket Empire here is quite low, although there may be smaller and older empires which have not yet been absorbed into the Imperium.

Lishun: on the main Vland-Core trade route, this was developed early in the Imperial expansion and thus would have few Pocket Empires beyond Year 0. Those that did exist would be subject to Vargr forays.

Antares: known to have a number of strong local Pocket Empires (one or more of which could be played). Subject to Vargr raiding.

Fornast: this sector is allocated specifically for players and referees to develop (q.v. First Survey) and thus offers a good opportunity for Pocket Empires, despite being quite close to Core.

Delphi: most worlds have large separations, making Pocket Empires of more than one or two worlds difficult, although this is one sector allocated specifically for players and referees to develop (q.v. First Survey).

Massilia: situated between the Imperium and the Solomani sphere, this is a good site for Pocket Empires.

Zarushagar: this sector is allocated specifically for players and referees to develop (q.v. First Survey) and thus offers a good opportunity for Pocket Empires.

Ilelish: possible sites for a wide range of Pocket Empires.

Dagudashaag: an area of early Imperial expansion, but still a possible location for Pocket Empires.

Gushemege: an area of later Imperial expansion, this is a good area for longer development of Pocket Empires.

Vland: this sector is already heavily settled by the Vilani and there are less opportunities here for Pocket Empires.

Generating Your Own Setting

If you do not wish to use one of the detailed sectors from First Survey, or your Pocket Empire is to be set in a Traveller universe of the referee's own devising, an appropriate area of space must be generated. The Traveller rule book contains the information you need for generating mainworlds but it does not describe the

generation of entire subsectors. That information is presented here. Additionally, the economic models used in Pocket Empires require data such as the Population Multiplier, the number of planetoid belts in the system and the number of gas giants in the system (i.e. the "PBG" columns given in First Survey).

Star System Presence

From the preceding discussion you should have some idea of the amount of space you want to map - usually a subsector or two. The density of star systems in that area must be decided using one of the following categories: Rift, Sparse, Scattered, Standard or Dense. Rift areas have very few stars with large separations between them, while Dense areas have many stars, mostly within Jump-1 of each other. For most Pocket Empires, technology will limit Jump capability to Jump-2, or perhaps Jump-3, such that the latter three categories (Scattered through Dense) would be the best choice.

Optionally, rather than generating an entire subsector map, you might opt to begin with a blank map and only generate stellar positions within a few parsecs of the Pocket Empire world(s). As the empire expands, you can then determine the locations of new stars, generating their characteristics only when the Pocket Empire actually explores them. This option is particularly suited to solitaire play, since it introduces an element of uncertainty into the game.

Consult the System Presence Table for the chosen density, then for each hex on your star map, roll for the number shown to determine if there is a star system present.

Population Modifier

If you have a d10 (ten-sided die) roll this to give a number in the range 0 to 9. Alternatively, roll 1D - 1 and ignore a result of 5, to give a number between 0 and 4. Roll a second die: on a 4-6 add 5 to the first roll. The final result will therefore be a number in the range 0 to 9.

Gas Giants

Roll 2D and consult the Gas Giant Quantity Table to determine the number of gas giants in the system.

Planetoid Belts

Roll 2D, add the number of gas giants in the system and consult the Planetoid Belt Quantity Table to determine the number of planetoid belts (i.e. uninhabited asteroid belts) in the system.

Analyzing A World's Potential

Armed with your map, and perhaps an "area of interest" denoted by the referee, you are ready to start placing your initial world(s). What should you look for? First of all, look ahead in this book to the section on the Economic Model. This will tell you what is going to make a world an economic power-house, and what is going to make it a millstone around the neck of a soon-to-be-late Pocket Emperor. Developing worlds depend heavily on labor and resources. While labor can be imported, this is a slow and expensive job, so a good size initial population is a must. A world must have some basic habitability and natural resources, and so

Uuron glanced around the nervous faces gathered at his table, then up at Tyr, his trusty aide. Tyr nodded, indicating that the room was now safe from surveillance devices.

"You know why we're here," began Uuron quickly. "Now is your last chance if you wish to withdraw from this scheme." The others hesitated, some unwilling to meet Uuron's eyes. He knew the weakest among them and waited, expectant, but no one spoke.

The tension in the room was overwhelming. Security was tight, and everyone present had gone through all manner of electronic and psionic scans before entering. The thrum of the surrounding building charged the room still further, as if the pace of the spinning galaxy were somehow working against them. Faces etched with worrisome lines stared hard at the table and monitors, and clutched hands cracked knuckles nervously. Pencils tapped and fingers drummed as everyone got settled, but few met the others' eyes directly across the table. Things needed to be said, and most thanked the stars that they weren't the main speaker.

"Our 'Seven Stars' are, as you know well, just five systems. The loss of Igla so many years ago was foolish, but K'ron's father never could understand its value and was easily fooled by their silver-tongued diplomats. Their reliance on technology for survival on that vacuum dirt-ball should have been our strongest leverage, yet instead we let them scare us with their relic technology!"

The others were nodding, carried along by his fervor. "Vled and Gaen are nothing more than outposts now - so much for K'ron's great claims that these worlds would be colonized! Have we used the combined strengths of Khuir and Uurigger to reach out to the untapped resources of Dishe, or to bring into our fold that pitiful neutral trading outpost on Amuur? No! Have we crushed those thorns in our side, Saregon and Shakiiga, with their damnable democracies? No! Instead Saregon—upon whom we depend for our naval construction - is only bound to the empire by K'ron's weak willed promises and our ever-growing investment in their economy. Iishaanka is growing more powerful every day, while K'ron's brother makes himself fat on Uurigger and bows to his sister's every whim!"

The murmurs of agreement grew. The speaker was not saying anything that they all hadn't thought. The resources were in place, the goals defined, the independent managers capable, but still inadequate results. The analogy of a sports team had been heard in hushed whispers for months: when a good team cannot win, look to the manager. Uuron selected his moment, then rose quickly and loomed over the others. "So how can we save our glorious empire?" he cried. There was a moment's embarrassing pause as his words hit home. He knew this moment would divide the weak from the strong. He saw the fear in Mallion's eyes - glancing round as though looking for a rock to hide under. As hoped for, his favorite Berina met his gaze. "We need a new leader," she said bluntly.

worlds with trade classifications of Barren, Desert, Fluid, Ice Capped, Non-Agricultural, and Vacuum should be avoided. As development progresses, star system resources such as planetoid belts and gas giants will become potential centers of mining and refining activity, so the more of these present in the system the better. Finally any existing interface infrastructure, such as a starport, will be a useful kick-start.

However attractive a single world may appear, it is important to consider its position relative to neighboring worlds. Finding a number of good potential worlds close together (ideally in adjacent parsecs) is an added bonus, since only Jump-1 capability is required to travel between them. A number of worlds connected by a common Jump-1 route are termed a "main". You need to consider whether there are enough worlds on the Jump-1 main to give you room for expansion. If you have to use Jump-2 to reach other worlds then you need to check if multiple routes are possible, and whether there are strategic "gatekeeper" worlds which can be used to control access to your Pocket Empire.

Natural Jump-3 or Jump-4 barriers restrict your expansion, but can also be used strategically to protect you against intruders. How far away is the next Pocket Empire likely to be? Which areas do you consider to be ready for expansion of your own Pocket Empire and which do you wish to keep as buffer zones while you build up your strength? The majority of Pocket Empires are expansionist and you must always have an eye for future military actions. Note where there are systems without gas giants, where fleets will be forced to ocean refuel. Which of these systems are desert worlds, providing little or no opportunity for refueling?

From a careful analysis of the star map you should begin to see which areas show most potential for setting up the flag of empire. You must choose one world to be your capital, and then select other worlds (up to the agreed limit) as the initial members of the Pocket Empire. These worlds should all be linked by Jump routes no greater than that for which your starting Tech Level allows you to build Jump drives.

Establishing An Empire

It is all very well to decide that a particular world looks ideal for a Pocket Empire - it is a totally different matter to actually establish the empire there, whether it be the problems of colonizing a new world, or those of replacing the current government of the world.

Taking the case of an Imperial noble family, one must consider why they are setting out on such a risky venture. Perhaps the family have fallen from grace in the Imperial Court and take to the stars to regain their honor, wealth or standing. Locating one or perhaps two suitable planets, they use their personal starships to carry their entire personal household and all its associated followers.

Members of a noble family might mis-jump far off course and discover a ripe planet waiting for a new leadership. Who better to step in, especially if the family can impress the natives with higher technology or some other gimmick. The family might initially take the world in the 'name' of the Imperium but over several years, with the Imperium so far away, they may decide they are enjoying the personal power of being a Pocket Emperor.

Alternatively, the nobles may be descendants of an ancient "Rule of Man" dynasty that has managed to maintain control over one or more planets through the Long Night. After some initial losses of infrastructure and technology, a self-sufficient world could quickly rebuild itself to form the core of a Pocket Empire.

Arriving at your 'Eden' planet though, one cannot simply land and assume control, unless there is truly no significant native population. To sustain a reasonable economy, a world with at least a few million inhabitants is desirable and a colonization effort of this scale is generally prohibitively costly, so a native population is best.

If one is trying to assume rulership of an existing population, there are many problems and hazards to overcome. First, one must compare the world's current form of government with the new government type you will be trying to bring about. Changing a non-charismatic leadership to a democracy might not be too hard a task (although the dictator might put up a fight!) but persuading a democracy or strongly religious leadership to follow the rulership of a noble family could be a formidable task.

Next, the beliefs and attitudes of the world must be analyzed: a xenophobic population will not welcome off-worlders, but other characteristics might indicate weaknesses which can be used as leverage to sway the population or its current rulers.

Assuming Control Of A Government

The difficulties of assuming control of a world's government depend upon the current government type. Most of the notes below assume that 'fair' or at least covertly 'unfair' means are used to usurp power from the current government. The use of military force should almost always be frowned upon, since it will typically cause a drop in popularity, proportional to the loss of personal freedom associated with the change of government type. This will lead to domestic strife and perhaps to full-scale rebellion. However, should the new leadership already be militaristic (perhaps a rogue Imperial battle cruiser with a commander who wants to become an emperor) then a full scale coup may be feasible and sustainable.

Ironically, those governments which will be hardest to usurp will also usually make the best government types for retaining power once one has successfully become Pocket Emperor.

No government structure (code 0)

It might, at first, seem that this is one of the easiest types of government to take over - after all, there is no 'government' to oppose you. However, the populace of such a world are the problem, for they may rebel against the very idea of having any form of rulership imposed upon them.

Company/Corporation (code 1)

A corporation-based government may be open to reason, provided you offer the right financial incentives. By the very nature of their position, they will normally understand the potential benefits a high tech off-worlder could offer, either in trade (increased availability of high tech goods or expanded export opportunities), direct cash investment (including personal bribes) or power (perhaps leaving the majority of the day-to-day opera-

tions of the planet in their hands). However, they will also be used to negotiating and thus will drive a hard bargain! Using force against such people is dangerous. They know how their world operates and can surreptitiously cause problems, such as strikes, 'accidents' and the like, to bring production to a standstill. Such action can render a previously productive economy almost worthless to its new rulers.

Participatory Democracy (code 2)

A world such as this needs very careful planning - most, if not all, of the populace can directly influence the world's decisions. One cannot simply persuade, bribe or blackmail a few key people at the top of government and walk right in - the whole population must be convinced that you are the best choice as their new ruler. The obvious benefits of increased trade in high tech goods can gradually bring a ruler into the good graces of the populace. Direct media advertising of one's cause can be beneficial, especially if supported by members of the current government, with whom the populace can associate more easily. Covert operations are possible, discrediting one's opponents or perhaps even tampering with the planetary voting systems.

Self-Perpetuating Oligarchy (code 3)

A council of leaders may be a lesser number of people to persuade than a whole participatory democracy, but being self-perpetuating, they also tend to have a strong incentive to retain their power. They may have a very fixed means of passing power from one person – or generation – to the next, and any infringement upon this will be difficult. In such circumstances, one can try to achieve control of a majority of the council members, then use their votes for one's own cause. Persuading individuals can be done through bribery or diplomacy, trading off one interest against another, showing sympathy for a favorite cause, etc.

Representative Democracy (code 4)

Such a democracy can be approached in a similar manner to that of a participatory democracy, except that the votes of the populace need only be focused towards one aim: getting yourself elected. A strongly factionalized democracy can be moderately easy to control by guiding the inherent infighting for one's own ends. However, where perhaps just two parties dominate the government, each will be extremely suspicious of off-world interference. This paranoia revolves around not wishing to give up power to the off-worlders, yet being unwilling not to deal with them, just in case the opposition party closes a deal first.

Feudal Technocracy (code 5)

Where a world is strongly dependent upon technology - particularly where its very survival depends upon technology (e.g. a vacuum world) - off-worlders offering long term technological advancement may be well received. This is not to say that the current government will not resist the imposition of a new rulership, but the populace may be persuaded more easily than on a world where higher technology merely means your conventional toaster will now welcome you to breakfast in the morning...

Captive Government (code 6)

The wealth and nature of such a world strongly affects the ease with which it can be taken over. A world with plentiful mineral resources may otherwise be a barren hell-hole, but the world which owns it will probably commit significant military forces to defend it against intruders. On the other hand, a world may have been captured through war and thus be constantly in rebellion, acting as a bottomless pit for investments. Such a world may well be allowed to fall into the hands of a new rulership. The current owners may be working on the principle that if the off-worlders can bring order to the world, a future peaceful alliance might be more beneficial than trying to retain control directly. Or, they might be hoping that once pacified by the new leaders, the world might become open to a covert coup or a more carefully planned direct military assault.

Balkanized Government (code 7)

By its nature, such a government may require several different approaches to the various governments, perhaps playing one off against the other.

Civil Service Bureaucracy (code 8)

A bureaucracy might be sufficiently inefficient that it does not pose a significant problem to assume control at its top level. However, if the new rulers do not fully understand the workings of the lower levels of bureaucracy, it may cause the entire world to bury itself in red tape. One possibility is to bring in a massive team of loyal bureaucrats to take over all the upper ech-

"So, Aapas is ripe for the taking?" said Narthellion. "Our scouts assure us that Anemzaa won't move against us, provided we begin exporting the minerals to them for a minimal cost. They only have a few thousand people in their colony and we should have 'fixed' Anemzaa's public voting system by then."

Narthellion smiled. "So easy! Just adjust the votes to fit our needs! The wonders of superior technology, eh?" Anfinwen's face went deadly serious. "It's no joke. The slightest mistake - discovery of our covert operation - and we could find ourselves in opposition to the only planet with a decent population and starport in our cluster!"

"It's not like they can even build starships now–their yards fell into disrepair over a hundred years ago!" exclaimed Narthellion.

"But we are the ones who want to uplift them to their previous power," pointed out Anfinwen gently. "We shouldn't have much trouble with any of the governments. It's Lia that we must concentrate on."

"Hmmm. Well, hopefully the Lians will fall for our high technology and promises to build a new starport. It will be a huge investment, but we must have Lia in the empire." Narthellion counted off the worlds on his fingers. "Laaze will be a prime importer for our high tech goods, and we can fix Shash's voting system in a similar way to Anemzaa."

Narthellion beamed a wide smile. "Ah, but it will be so much more interesting watching you and father talking 'real' diplomacy rather than the pitiful noble intrigues of the Imperium..."

elons of power, but in reality they too will soon become embroiled in the red tape. Successful control of such a world is best achieved by acquiring support from within the upper levels of the government, learning their processes, and then gradually infiltrating one's own people into the top jobs.

Impersonal Bureaucracy (code 9)

This sort of government can be handled in a similar manner to a civil service bureaucracy.

Charismatic Leader (code A)

This type of government is one of the hardest to crack. For a single person to achieve leadership of a world, they must be very adept at political power-play, and probably military matters too. If they are also loved by the people, then any attempt to remove them from power is likely to result in rebellion. It is possible that over a long period of time, the current leader may be persuaded to step down, while encouraging their people to accept one of the off-worlders as the new ruler. This will be difficult, since we have already established that the dictator must be a remarkably astute person, likely to have many close and trustworthy advisors. A potential chink in their armor is the presence of untrustworthy types in their retinue - those who harbor a grudge against the leader. Power might be achieved through liaison with these factions to achieve a coup - bloodless or otherwise. However, discovery of such an attempt by the current leadership is likely to result in swift and bloody retribution.

The ubiquitous Tyr closed the door, checked the anti-surveillance systems and then nodded courteously and disappeared into the shadows. Uuron led Berina to the sofa. He held out his hand and Tyr appeared, drinks already prepared and chilled.

"Pity about Mallion," said Berina, her face neutral but her eyes glittering with humor. "He should be more careful than to walk across the street without checking the traffic," commented Uuron casually, relaxing back into the sofa padding and taking a long sip from his glass.

After a while Berina broke the silence. "So lishaanka is still your primary target." Uuron nodded slowly. "Igla is a pain, but they're not expansionists. Saregon's personalized voting scheme means they move so slowly that they're not a threat unless we do something to provoke them."

"I just can't understand how a democracy can ever survive," said Berina wondrously. Uuron shrugged. "There may be some value to the people thinking that they have a say in how things are run but... no, I can't see it myself."

"But lishaanka?" prompted Berina. Uuron sighed. "We must thank the Seven Stars that they are a balkanized rabble, otherwise they would long since have taken Amuur and Saregon and threatened our very existence. They are the ones we must deal with first..."

Non-Charismatic Dictator (code B)

This situation is similar to that of a charismatic dictator except that the leader's lack of popularity may be used as a lever to encourage the populace themselves to rebel against them. Such a situation must be carefully orchestrated to ensure that the correct new leaders are elected, and that the rule of law can then be quickly re-established before the populace realizes they may have been duped.

Charismatic Oligarchy (code C)

Such a government can be approached in a similar manner to a self-perpetuating oligarchy, but with careful consideration of the popularity of the ruling councils with the people (c.f. charismatic leader).

Religious Dictatorship (code D)

A charismatic leader is just one person, whom the populace adore. A religious dictatorship is an entire populace with singular tunnel vision. Where a democratic government can have dissension within the government and among the people, a militant religious leadership need merely justify their actions by quoting from their faith - anyone who dissents is regarded as a heretic and may suffer horrendously for it. Usurping such a government is almost impossible unless the current government can be totally undermined in the eyes of the people, e.g. through showing them to be breaking their own religious laws. Even with the leadership removed, accession is usually from within the religious orders, so it will be difficult to place one's own ruler upon the throne. Some religious dictatorships may be less strict and more peaceful. Achieving control of such a world is still difficult, but is less likely to result in all off-worlders being killed in a xenophobic frenzy against the 'heretics from space'.

Religious Autocracy (code E)

Similar to a religious dictatorship, but with a larger ruling body which may be more experienced in diplomacy and thus more open to persuasion.

Totalitarian Oligarchy (code F)

Taking over such an oppressive state may be difficult, because of the typical paranoia of the leadership and their absolute control over the powers of law and order. However, it may also be very rewarding, since the populace will almost certainly thank the new rulership for releasing them from their enslavement - assuming that the new rulers do not intend to impose precisely the same government upon them!

Reactions of the Masses

The reactions of the populace to a take-over, whether rapid or gradual, depends greatly upon their outlook and values. Once the characteristics of a world's people have been generated (see the World Character section later in this chapter), you must decide whether to apply any DMs to meta-tasks during the world's subsequent development. For example, an enterprising and progressive society might get a +1 DM on tasks involving advancing technology. A conservative, xenophobic society might get a -1 DM on all tasks involving interaction with other states (trade, diplomacy, etc.).

A progressive state may accept change quickly, although radicals may want to change again sooner than is desirable. Conservatives will try to minimize or delay change. A stagnant society is undesirable because the populace does not have the drive to expand. However, having too competitive or expansionist a world may be a problem to neighboring worlds, particularly if the society is strongly militant. However thrusting a world may be, if the efforts are not focused, then much of the benefits are lost through discord among the people and fragmentation of aims and beliefs.

Finally, a world's tolerance to outsiders and off-worlders is critical. Xenophilic societies will have a natural advantage as interstellar relations become critical to the economic survival of a world. Xenophobic nations will remain isolated and will fail to gain the benefits of interstellar trade and alliances, making them ripe for conquest when their neighbors have achieved sufficient power.

Setting Up the Empire

Before the Pocket Empire can begin developing, its initial characteristics must be determined.

Economic Set-Up

Having chosen the worlds for your Pocket Empire and, if necessary, completed the Extended Star System Generation for them, their initial economic situation must be determined. This involves generating the Economic Extension (EE) to the UWP for each world. The EE consists of the Resources, Labor, Infrastructure and Culture ratings. As described in Chapter 4, these can then be used to calculate the world's gross production capability, government revenue and government expenditure.

The Stake

For a truly new colonization effort to begin a Pocket Empire from scratch on a low or zero population world, there must be some initial source of investment. This is called the "Stake".

Many Pocket Empires campaigns may be based around a Noble family or other high-ranking Imperial citizens, who leave the Imperium to found their own empire. Some of these emigrants may bring with them a full colonization force. Others might simply have set out for the Gashda carrying a few shipments of the latest high tech power sources (Fusion Plus), weapons or other valuable commodities. However, when colonizing a new world, even Imperial nobles with starships and Fusion Plus technology cannot create an 'instant' colony. Even if their destination has plentiful resources, it takes time to extract and refine the resources to begin to realize their value in trade, etc.

Whether the colony creators are renegades or are nobles who have left the Imperial court, selling up their corporate shares, etc., the referee must determine what their starting Stake will be. The referee should try to judge just how easily he wants the new Pocket Empire to be able to expand. Ideally the development of the empire should be a challenge, rather than merely a case of spend, spend, spend! A small Pocket Empire with too large a Stake may be able to buy itself a class

A starport or 'jump' its technology too quickly. However, no sensible colony effort should begin without sufficient funds to support it through the first few years.

Examples of an initial Stake might include bringing in 100 tons of Fusion Plus units (perhaps resulting in raising the world's Infrastructure). A wealthy family might manage to bring raw materials equal to 100 or more Resource Units. Pre-fabricated structures and machinery might garner increased Infrastructure and/or Tech Level. However, any such Stake must be balanced by the appropriate natural resources, population and industries necessary for the new world to grow into an interstellar power-base.

As a rough guide, a small corporation or a family of lesser nobles might be able to raise a few tens of Resource Units (RU) - sufficient to start a small colony - while a Sylean megacorporation or top level noble family might have several thousand RU. Note that the majority of this value is invested in assets, not cash - the credit has little real value in the border areas where an empire will be sited, whereas technology, rare metals, etc. are of value to most civilizations.

Determining The Stake

The referee may choose a specific stake for a player, or a random stake may be determined. For the latter, roll 1D to determine the number of 'components' to the stake. For each component, roll 2D on the Stake Type Table to determine the component type. Then roll 2D and consult the appropriate component column on the Stake Value Table. If the highest ranking leader in the group has a rank of O7-O8, or a Social Standing of B-D, add 1 to the value roll. If their rank is O9-O10, or their Social Standing is E-F, add 2 to the roll. If a given component type is rolled more than once, simply add together the values for each such component to determine the total component value.

Once the entire stake has been determined, construct a plausible scenario for how the group (or individual) came to have the stake. Finally, apply the results to the Economic Extension of the world on which the empire is to be founded. Note that Tech Level adjustments cannot raise the world Tech Level above the colonists' own Tech Level (i.e. Tech Level 12 for Imperial Nobles in Milieu 0).

Military Stake value is given as a total number of unit Size points. Each point can be allocated as a point of Attack, Defense, Transport or Jump, for whatever unit type the player wishes. For example, 4 points could be used to create a Ground unit of A1 D1 and an Air force of A1 D1. Alternatively, the 4 points could become a Ground unit of A2 D2 or a Starship unit of A1 D1 T1 J1. Refer to Chapter 8 for descriptions of these factors and details of how they are used in interstellar combat.

The Cararialta family convert as much of their company value as possible into assets for the colonization attempt. Rolling 1D for the number of Stake components gives 4. Rolling 2D for the component types gives 4 (Military), 6 and 8 (both Resources) and 11 (Population). Since Anfinwen, the family's Archon, has a Social Standing of B, the family gains a bonus of +1 on each of the component value rolls.

The military value roll is 5 on 2D. Adding 1 gives a result of 6. This gives 4 points of military units which the Cararialtas invest in a Jump-1 Starship unit rated A1 D1 T0 J2.

The two Resources rolls are 8 and 11 on 2D. Adding 1 to each gives components of 400 RU and 1,600 RU, i.e. a total of 2,000 RU.

The Population roll is 3. Adding 1 gives an initial colony population of 5,000.

In summary, the Starship fleet was probably attached to the corporation or family for escorting their traders. The Cararialtas consulted the crews and offered them the chance to join their colonization venture. The corporation's assets were converted to valuable colony supplies, machinery and trade goods (the equivalent of 2,000 RU). From among their own family, corporation employees and, perhaps, general advertising, the Cararialtas have acquired a following of 5,000 colonists (including families, children, etc.).

Military Set-Up

A Pocket Empire's military forces are bought and maintained from Government Spending. Usually each world initially spends to provide its own defense forces (e.g. ground defense forces, air forces and system defense boats). Subsequently, the Pocket Empire then raises a central force for operating outside the Pocket Empire. The method for determining the starting strengths of world and Pocket Empire armed forces are given below.

New Colonies

For a starting colony, the referee must determine what military units have been brought with the colonists. If the initial Stake did not include any military units, the referee may allow the colonists to buy an initial force from their RU Stake. These units are purchased at the highest Tech Level of the worlds from which they are emigrating, i.e. they would have had the opportunity to buy the best ships and arms possible before leaving. However, a truly self-sufficient colonization effort far beyond the Imperial border must be able to transport the military forces to the colony, i.e. it must include Starships with sufficient Transport points to carry any Space or Ground forces that are being taken to the colony. For a new colony closer to the border, conventional traders and bulk transporters can be used to move the ships, equipment and personnel to the new world. For simplicity, all such transport costs are assumed to have been deducted from the initial colony Stake.

The Cararialta family wish to have some initial military presence with them when they emigrate, and can buy these forces at TL12 prices (i.e. from Sylea). They have already gathered a small Jump-1 Starship fleet (A1 D1 T0 J2) but need some Ground forces (a minimalist force of A1 D1) and the appropriate Starship transport capacity to carry these forces (2 Transport points and the corresponding 2 Jump points to maintain Jump-1 capability). The Ground forces cost 300 RU and the transport fleet 120 RU, leaving the Cararialtas with assets of 1,560 RU. They now have a Starship fleet rated as A1 D1 T2 J4, carrying a Ground force of A1 D1. Clear-

ly, military forces are expensive, but the Cararialtas might need to defend their new empire against pirates or hostile local planets.

Inhabited Worlds

If the Pocket Empire is to be founded on an inhabited world, that world may already possess some military forces. These can then be developed by the new Pocket Emperor over subsequent years. The referee will also need to generate the initial military forces for neighboring non-aligned worlds and Pocket Empires.

To calculate the total Size of a world's military forces at the start of the game, the world's GWP must be determined (see Chapter 4). A percentage of this GWP will be spent on maintenance of military units - a small amount for pacifist worlds, a larger amount for more aggressive or xenophobic worlds. A world separated from its neighbors by several parsecs is unlikely to be expansionist, nor will it be subject to many interstellar raids. Its military forces can thus be smaller than if the world were surrounded by other worlds.

Having calculated the distance from the world to its closest neighbor, consult the Military Budget Table for the number of dice to roll to determine the military maintenance budget. If the world's Government code is 7, B, D, E or F, add two extra dice to the roll. If the world is xenophobic or expansionist (as determined in the World Character section of this chapter), add one extra die. If the world is currently at war, or about to go to war, add a further three dice to the roll.

The table indicates that the dice roll must be multiplied by 0.3 to get the percentage of the world's GWP spent on the maintenance of military forces. Each Size point of a military force costs 3 RU to maintain, thus the maintenance budget must be divided by 3 to get the total Size of the military forces. The referee must then decide how these points are allocated to the various types of military force, and the precise Attack, Defense, Transport and Jump factors for each force.

*The world of Khuir, capital of the Empire of the Seven Stars, has a GWP of 4,415.95 RU (this is calculated in the examples in Chapter 4). It has plenty of worlds within Jump-1, and its Government code is B. It is also on the verge of going to war with the world of Iishaanka, so a total of 10D are rolled, giving a result of 43. Multiplying by 0.3 gives a military budget of 12.9% - a fairly high investment. 12.9% of Khuir's GWP is 4,415.95 * 0.129 = 569.7 RU. Dividing this by 3 gives a Size of approximately 187.*

Political Set-Up

The political aspects of a world or Empire are the third, and often unifying, aspect that needs to be considered. The characteristics which we define here will govern both the relationships between worlds and their rulers, and between empires.

One term which will be used frequently in the political rules is that of "non-aligned" world. This refers to a world which is not part of a Pocket Empire but which will play a part in the game, either as a developing NPC Pocket Empire in its own right, or as the target for the expansion of a player's Pocket Empire. Effectively a non-aligned world is a Pocket Empire of one world.

Whenever the term Pocket Empire is used it can also be taken as referring to a non-aligned world.

Pocket Empire Characteristics

Having completed the detailing of the individual worlds we can now bring the figures together to describe the Pocket Empire as a whole. A Pocket Empire may consist of many worlds, all with different attributes, but when developing the Empire and relating it to its neighbors, it is useful to have a succinct way of describing the characteristics of the entire Pocket Empire. These statistics come into play when resolving certain tasks; they can be used to compare Pocket Empires both within and between games; they could even form the basis of Pocket Empire competitions at conventions. The following characteristics will need to be defined:

Individual Worlds:

▲ Self-Determination: the degree to which the population wants to be in control of their lives.
▲ Popularity: how popular the ruler is with their people.
Pocket Empire UWP-dependent factors:
▲ Population: the total population of the empire.
▲ Government: the overall government type of the empire.
▲ Law Level: the overall Law Level of the empire.
▲ Tech Level: the maximum Tech Level of the empire.

Pocket Empire Factors:

▲ Size: a single value representing the number of worlds in the empire.
▲ Military Power: a single value representing the empire's military might.
▲ Economic Power: a single value representing the empire's economic power.
▲ Prestige: the regard in which the Pocket Empire is held by other empires.

For a non-aligned world the conventional UWP values are used for the "UWP-dependent" set of characteristics.

These characteristics should be generated once the starting worlds of the Pocket Empire have been chosen, and their Economic and Military characteristics decided.

Since these characteristics are derived from the UWP (including the Economic Extension) of all the member worlds, they will change over time as member worlds develop and new worlds join the Pocket Empire. Similarly, as statistics within the UWP-EE change through budgetary investment, meta-tasks, or perhaps enemy action, the characteristics will change. In some cases the ruler of a Pocket Empire can use meta-tasks to influence the characteristics directly.

The characteristics should be computed at the start of the game, and reviewed and recalculated if necessary after every turn.

Self-Determination

Self-Determination is a measure of how much individuals want to take control of their own lives. It will affect how tolerant they are with certain types of government, and with the levels of law imposed upon them. It is represented by a simple value ranging from 0 (total self-determination) to 10 (willing to submit to complete control by others) where 10 may be coded as 'A' as per the UWP codes. Players should be encouraged to choose a value to match the character of the world's population. For NPC worlds a roll of 2D-2 should be used.

Popularity

Popularity is a measure of how happy a world's inhabitants are with the way in which their world is being governed. It reflects their own aspirations, their material wealth, the services available to them, and the "burden of government". Popularity feeds into Prestige and also influences the outcome of some meta-tasks. Most importantly it is used every turn to see if a world is so happy that it is working extra hard, or so unhappy that it is in revolt!

The Popularity rating is calculated every turn from two components: a Base level, which is relatively static from turn to turn, and an Action Bonus value, which is the accumulation of all positive and negative Popularity changes since the start of the game.

Popularity = Base + Action Bonus

The precise means for calculating the Base and Actions values is given in Chapter 6.

Population

This is a measure of the total population of all the member worlds of the Pocket Empire but uses the same scale as for the standard UWP for a single world. For small Pocket Empires a quick rule for deriving the empire's Population value is simply to use the highest population code within the member worlds. If two worlds have the same highest population code, use their population code plus 1 (i.e. if two worlds are both Population 9 then the empire's Population value is A). If you want a more accurate measurement, calculate the precise populations for each member world (which you should already be using for the planetary development rules), sum these and determine the appropriate total population code.

Government

Government refers to the Pocket Empire Government type, and may be different from that of the member worlds. Players may choose the government type for their Pocket Empire, according to their desired method of government, i.e. whether they wish to be a despotic dictator or a democratic state. If the player does not have a specific choice, one may assume that the Government type of the dominant (capital) world is that of the Pocket Empire as a whole. If, however, a different government type is desired, but no preference is expressed by the player, it may be determined randomly by rolling 3D and consulting the Pocket Empire Government Type Table.

Note that the distribution of government types is not the same as that given in the world generation rules in the Traveller rule book, since certain types of government are more or less suitable for Pocket Empires.

Pocket Empire Government Types

0 (None) - Not generally feasible for a Pocket Empire.

1 (Company/Corporation) - After noble families, this is probably one of the most common forms of early Pocket Empire. In this case the ruling family is replaced by a corporate board, which may itself have one or more dominant families.

2 (Participatory Democracy) - Jump delays between the worlds of a Pocket Empire mean that a participatory democracy is not a particularly feasible means for ruling.

3 (Self-perpetuating Oligarchy) - This is the most common archetypal noble family-dominated Pocket Empire rulership.

4 (Representative Democracy) - Another common type of Pocket Empire, often where the ruling family has gradually been replaced by a parliamentary system. Although nominally a federal/confederate form of Pocket Empire, those available for election may often be the remnants of the ruling families.

5 (Feudal Technocracy) - A possible form of rule for a Pocket Empire, especially where the rulers have kept a firm grip on technology development.

6 (Captive Government) - Not possible for a Pocket Empire, but common for member worlds.

7 (Balkanization) - Not feasible for a Pocket Empire, but possible for member worlds.

8 (Civil Service) - A possible Pocket Empire government, but only likely to be found in older, perhaps stagnant, Pocket Empires. Such a rulership might be a degenerate form of a democratic government.

9 (Impersonal Bureaucracy) - A possible government type, similar to Civil Service.

A (Charismatic Dictator) - A common Pocket Empire ruler, with the family playing a very strong role. In-fighting for succession tends to be a major pre-occupation of such rulerships.

B (Non-Charismatic Leader) - A fairly common ruler of a Pocket Empire, arising as a result of poor succession planning by the family, or perhaps through a coup d'etat.

C (Charismatic Oligarchy) - A very successful form of Self-Perpetuating Oligarchy where the ruling family has maintained a high popularity/prestige rating for a long period.

D (Religious Dictatorship) - A possible Pocket Empire government type which could arise from colonization by a religious group, sect or commune, or from the conversion of a ruling family to a religion. Alternatively, popularity of the religion amongst the populace may have allowed religious leaders to gradually replace the existing government.

E (Religious Autocracy) - As per a Religious Dictatorship but with a single figurehead leader.

F (Totalitarian Oligarchy) - Where a government, perhaps a ruling family, that has become very unpopular retains its power through the use of widespread coercion and oppression.

Law Level

This is the Pocket Empire Law Level. In practice, this is the law level that PCs will encounter in starports and the space between mainworlds. The value can either be set by the player running the Empire, set to the average of the law levels of its member worlds, or determined randomly as follows:

Pocket Empire Law Level = 2D - 7 + Pocket Empire Government Type.

Technology Level

This is the Pocket Empire maximum Tech Level and is equal to the highest Tech Level of any member world, regardless of the population of that world.

Number of Worlds

This code represents the total number of worlds in the Pocket Empire and is determined from the Size Code Table.

Military power

A measure of the military might of the Pocket Empire. Sum the current Attack, Defense, Transport and Jump factors (i.e. the "Size" described in Chapter 8) for all the military forces of every member world of the Pocket Empire. Using this Size, consult the Size Code Table to determine the military power code.

Economic Power

A measure of the economic might of the Pocket Empire. Total the GWP of all worlds in the Pocket Empire to give a Gross Empire Product (GEP), round any fractions up, and consult the GEP Code Table to determine the economic power code.

Prestige

This is the prestige of the Pocket Emperor as seen by other Pocket Empires and is the ultimate factor by which the success of an Empire can be judged. The Prestige rating is calculated every turn from two components: a Base level which is relatively static from turn to turn, and an Action Bonus value which is the accumulation of all positive and negative prestige changes since the start of the game (round all fractions up):

Prestige = Base + Action Bonus.

Base = (AVP + P + N + M + E) / 5

AVP = Average of Popularity of all the member worlds of the Pocket Empire.
P = Pocket Empire Population characteristic.
N = Pocket Empire Size characteristic.
M = Pocket Empire Military power characteristic.
E = Pocket Empire Economic power characteristic.

Prestige cannot be less than 0 or more than 15 (F).

The Action Bonus is determined by the success (or failure) of any empire-scale tasks undertaken in preceding turns and is cumulative. Since failures can cause negative modifiers, the Action bonus could become negative.

The Prestige rating is used as the target number for all external Pocket Empire meta-tasks. Prestige is

calculated only for the Pocket Empire as a whole (although for small Pocket Empires, or non-aligned worlds, this may comprise only a single world).

Khuir's people are oppressed by their ruling dictator and thus a relatively high Self-Determination factor of 8 is assigned. Khuir has by far the highest population (code A) in the Empire of the Seven Stars and thus its empire Population code is A. The overall government type is that of Khuir - i.e. type B - and although minor worlds have lower law levels, the Law Level for all empire-level matters is also that of Khuir, i.e. B.

Although Saregon has a higher technology rating than Khuir, the referee decides that Saregon is only partially integrated into the empire. Saregon's democratic government is quite willing to trade with Khuir and remain as part of the empire while Khuir acts as its guardian. However, Saregon will not allow Khuir to acquire its technology for this is its only bargaining factor with Khuir to prevent its world being taken by force. The Tech Level rating for the Empire of the Seven Stars is therefore limited to Khuir's Tech Level of 9.

Consulting the Empire Size Code Table for 5 star systems gives a size code of 4. A total military Size of 187 (see examples in Chapter 8) gives a rating of 9 on the Military Power Code Table. Its GWP (determined in Chapter 4) is over 4,000 RU, giving it a rating of 9 on the GEP Code Table.

Khuir has a basic Popularity rating of 15 (see example in Chapter 6) while the other empire worlds have scores of 15 (Vled), 7 (Gaen Luum), 15 (Saregon) and 10 (Uurigger). This gives an average Popularity (AVP) for the five member worlds of (15 + 15 + 7 + 15 + 10) / 5 = 13 (12.4 rounded up).

The Base Prestige Level is thus (13 + 9 + 4 + 9 + 9) / 5 = 9 (8.8 rounded up).

In summary, the statistics for the Empire of the Six Suns are:

```
Self-Determination . . . . . . . . . . 8
Population. . . . . . . . . . . . . . . . . A
Government . . . . . . . . . . . . . . . B
Law Level . . . . . . . . . . . . . . . . . B
Tech Level . . . . . . . . . . . . . . . . 9
Size. . . . . . . . . . . . . . . . . . . . . 4
Military Power. . . . . . . . . . . . . . 9
Economic Power. . . . . . . . . . . . 9
Popularity (average). . . . . . . . . D
Prestige (Base) . . . . . . . . . . . . . 9
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World Character

While the hard measures presented in preceding sections are used to control the interactions between Pocket Empires, they do not give much color or character to a world. In order to avoid reducing worlds to sets of numbers it is recommended that PC worlds, and ideally NPC worlds as well, have some flavor added by making use of the following tables to generate characteristics for the worlds' populations. These can be useful in setting objectives for the world during the game, or for fleshing out any role-playing sessions which are linked to the game. These can also provide a useful guide to the manner in which a NPC Pocket Empire might behave.

In addition to the textual description of each element of the world character, the precise results of each roll should be recorded. These provide a numerical profile of the world's character. This profile can be used to determine the initial Relationship score between two worlds (see Chapter 6).

Progression
Roll 2D with the following DMs: Pop 6+, DM +1; Pop 9+, DM +2; Law A+, DM +1; Culture 3-, DM -1; Culture 8+, DM +1. Consult the Progression Table to determine the society's basic nature.

Planning
Roll 2D with the following DMs: if Progressiveness is Conservative or Reactionary, DM +2; if Progressiveness is Radical, DM -2. Consult the Planning Table to determine if the society focuses upon short term returns or takes a longer view of its development.

Advancement
Roll 2D with the following DMs: Law A+, DM +1; if Progressiveness is Conservative, DM +3; if Progressiveness is Reactionary, DM +6. Consult the Advancement Table to determine if the society is vibrant and enterprising, or stagnating.

Growth
Roll 2D with the following DMs: Law A+, DM +1; Culture 3-, DM -1; Culture 8+, DM +1. Consult the Growth Table to determine the level of competitiveness within the society.

Militancy
Roll 2D with the following DMs: Law A+, DM +1; if Expansionist, DM -2; if Competitive, DM -1; if Passive, DM +2. Consult the Militancy Table to determine if the society has strong militant tendencies or will always try a peaceful approach.

Unity
Roll 2D with the following DMs: Law 4-, DM +1; Law A+, DM -1; Government 2-, DM +1; Government 7, DM +3; Government F, DM -1; if Growth is Passive, DM +2. Consult the Unity Table to determine the degree of consistency among the views of the society.

Tolerance
Roll 2D with the following DMs: Starport A, DM -2; Starport B, DM -1; Starport D, DM +1; Starport E, DM +3; if Progression is Conservative, DM +2; if Progression is Reactionary, DM +4; Law A+, DM +1. Consult the Tolerance Table to determine the society's views on those from off-planet or outside their empire.

To determine how progressive Khuir is, a roll of 2D gives 6, +2 for Population code A, and +1 for Law Level B. The result (9) makes the world Conservative.

For planning, a 2D roll gives 9, +2 for Khuir's Conservative nature, to give 11, which makes Khuir's people very long-term planners.

2D gives 5 for advancement, +1 for Law Level B and +3 for being Conservative, giving a total of 9, which makes the society Advancing.

For growth, 2D gives 4, +1 for Law Level B for a

total of 5, which makes Khuir Competitive.

A 2D roll of 8, +1 for Law Level B, -1 for being Competitive, makes Khuir a neutral world with regard to its interstellar neighbors.

Rolling 2D for 6, -1 for Law Level B, makes Khuir a harmonious world, with no major dissension among its peoples.

Finally, a roll of 2D for 8, -1 for Starport B, +2 for being Conservative, +1 for Law Level B, gives a total of 10, meaning Khuir natives regard themselves far more highly than off-worlders, whom they treat with some disdain.

In summary, the competitive nature of the Khuir people drives them to advance their technology, plan for future generations and be distrustful of outsiders. However, their recent dictatorship has had a significant effect, making the society conservative and constraining its development.

The World Character of Khuir can be represented numerically as:

Progression	9
Planning	B
Advancement	9
Growth	5
Militancy	8
Unity	5
Tolerance	A

World History

When preparing a world for use with Pocket Empires, it is vital to know if the world is currently inhabited. For a populated world, the budding Pocket Emperor will need to know whether the inhabitants are an alien race or a colony. In the latter case, it is useful to know from where the colonists came and when the colony was founded.

To determine the nature of the current inhabitants roll 3D on the World Settlement Table if within the current Imperial border. If beyond the border, roll 2D.

If an alien race is indicated, roll 1D on the Alien Race Table to determine their precise type. Apply a +2 DM for each whole subsector that the world is distant from Sylea. If a major race is indicated, these will be Aslan if to rimward/spinward of Sylea, Vargr if to coreward/spinward, Hiver if to trailing, and Solomani if to rimward/trailing. Note that it is perfectly possible for Imperial colonies to have a large number of non-human races present. Alien worlds (and colonies) are those where less than 5% of the populace are humans. Such colonies have developed under alien rather than Imperial cultural norms.

For a colony, roll 2D + 5 - Population and add the following DMs: world size 0-4, DM +1; world atmosphere 0-3 or A+, DM +2; nearest neighboring world is Jump-2 away, DM +2; nearest neighboring world is Jump-3 away, DM +6. Using the result of this roll, consult the Settlement Date Table to find the age of the colony.

It is quite possible for a world with a current population of zero to have once supported a thriving community. If this is the case, new colonists may have a chance of discovering the remains of the old infrastructure and perhaps even relic technology. For any uninhabited world, roll 1D with the following DMs: world size 5-9, DM +1; world atmosphere 4-9, DM +2; world hydrographics 4-8, DM +1; world atmosphere 0 or A-C, DM -1; nearest neighboring world is Jump-2 or further, DM -1. If the result is 5 or greater then the world was once inhabited. The nature of the original inhabitants can then be determined using the procedure for an inhabited world. The method by which these people were wiped out may be determined by rolling 2D on the Dead World Event Table.

Additional information on a world's history can be generated by rolling 2D and consulting the Long Night Event Table. Rolls of less than 11 on this table indicate that some form of technology decline is likely to have been suffered.

Note that these tables are intended for use with the worlds covered by First Survey. Areas close to other major races (Aslan, etc.) may require adjustment. Having determined the nature of the worlds in and around the Pocket Empire, the referee must check that the results are consistent. For example, worlds separated from their nearest neighbors by Jump-3 should only generally be homeworlds. Occasional exceptions may occur where Slower Than Light travel has been used for a colonization effort.

Aapas Mi is currently beyond the Imperial border, so a 2D roll is made to determine the nature of its inhabitants. A result of 7 indicates the people trace their lineage to a colony of a previous Imperium.

Aapas' population code is 3. For date of settlement, rolling 2D gives 8, + 5 - 3 = 10. Aapas was settled in the middle of the Long Night (-650 to -300). Since Aapas' Government code is 6 (captive), they are most likely settlers from a nearby Second Imperium world, such as Anemzaa. However, Aapas has a Tech Level of only 2, whereas Anemzaa has at least managed to maintain a Tech Level of 7.

To add flavor to the history, and perhaps determine why Aapas' Tech Level is so low, the effects of the Long Night are determined by rolling on the appropriate event table. A 2D roll gives 3, indicating that a major disaster reduced the population (and technology). Rolling 1D for the specific type gives 6: prolonged crop failure. Once the Aapas colony was established, it thrived for a while, but then suffered a series of drastic crop failures due to climactic fluctuation. By this point Anemzaa's own Tech Level had dropped too low for it to sustain interstellar travel and thus Aapas was cut off from aid. Over the last few hundred years a minimal population has managed to survive, but they have lost almost all their technical knowledge.

4: ECONOMICS

Resource distribution throughout the universe is haphazard. One world might have abundant minerals, breathable atmosphere, and clean water. The very next world might be nothing more than a barren ball of rock. If the amount of resources on each world is known, the task of deciding which is more likely to be the next Sylea becomes far easier. Therefore, this simulation of interstellar economics begins with the computation of each world's basic economic characteristics. Thereafter, a system for computing yearly economic performance will be presented. The principles underlying the system will be provided throughout the chapter, as necessary.

Many theories of economics have been introduced over the centuries. Each was subsequently discarded in favor of some newer theory that seemed to fit more of the facts. This leads many to believe that the study of economics is a worthless pursuit. Indeed, it is fair to say that economics is more art than science. However, a few economic principles have endured, and have therefore taken on the ring of truth. These principles include scarcity, wealth, the law of supply and demand, and the theory of comparative advantage.

All four of these time-honored principles play a role throughout Traveller economics. Scarcity and wealth play particularly large roles, and are therefore presented first, as an aid to understanding why the rest of the economic system works the way it does.

Scarcity

The main concept in all economic theories is scarcity. Essentially, scarcity is a term used to describe the fact that all resources are finite. In other words, the supply of everything is limited. If that were not true, there would be no need for prices - indeed, no need for economics at all.

Imagine a world with an infinite supply of everything. Paradise? Perhaps. There would be no need to manufacture things, and no need to sell them. That means there would be no need to work. The idea of money would be meaningless. Each person could just stroll down a path and simply pick up whatever they wanted. Sounds delightful, doesn't it?

Unfortunately, reality is quite different from that fantasy world. The supply of everything is limited. Each world has a certain level of resources, and no more. These resources can be used efficiently, or inefficiently. If used efficiently, a greater quantity of goods can be produced. If used inefficiently, less goods will be produced. Either way, the finite nature of resources is important because it results in the only constant valuation of wealth in the universe: resources are wealth. Since there is a finite quantity of resources in the universe, the greater the quantity that you own, the more wealthy you are.

Wealth

There are only two ways to achieve real wealth: by extracting resources from the environment, and by processing those resources into finished goods. Mining coal, harvesting food, and manufacturing steam shovels are all valid examples of wealth generation. Selling insurance, winning the lottery, and writing books are not.

In the purest sense of the word, all worlds have a specific, inherent, potential wealth level based on the amount of resources available. Economic activity is the process of bringing that wealth from the environment, and turning it into products that can be used to bring forth ever more resources. Thus, technological progress brings better products for use in gathering and processing resources.

Ideally, economic activity would be a closed system, feeding itself in a continuous upward spiral. In reality, that is never the case. Some resources, labor, and infrastructure are siphoned off for use in economically impure products such as video-game machines, cosmetics, holovid units, and so on. The degree to which this occurs is known as "culture."

The culture of each planet determines the level of impure economic activity. The most efficient cultures engage in no such activities, and thus are very productive in an economic sense; however, their people may not be pleased with their existence. The most inefficient cultures may have very happy residents, because

Who Owns the Factors of Production?

Capitalism and communism are the two main approaches to economics. In purely capitalistic, or free market economies, everything is owned by private individuals, there are no restraints on trade, business practices are unregulated, etc. Pure capitalism requires a truly free marketplace. Communistic economies (also known as command economies), on the other hand, require that the state (that is, the government) own and regulate everything from factories to equipment to roads. Every factor of production is under the complete control of the government.

In the real world, there has never been a widespread example of the pure form of either of these approaches. Instead, each country places itself somewhere along the continuum between these extremes. In addition, each country's position on the continuum will change over time, as laws are enacted and common business practices changed. For example, in the nineteenth century the economy of the United States of America was closer to pure capitalism than it was by the end of the twentieth century.

The economic system presented herein makes no assumption that the economies being modeled are command, free market, or between. The formulae used work the same, no matter who owns the factors of production. All that matters is how efficiently those factors are used, and the type of products they produce. Thus, it is left to the referee and players to decide what sort of economy is being modeled on each world.
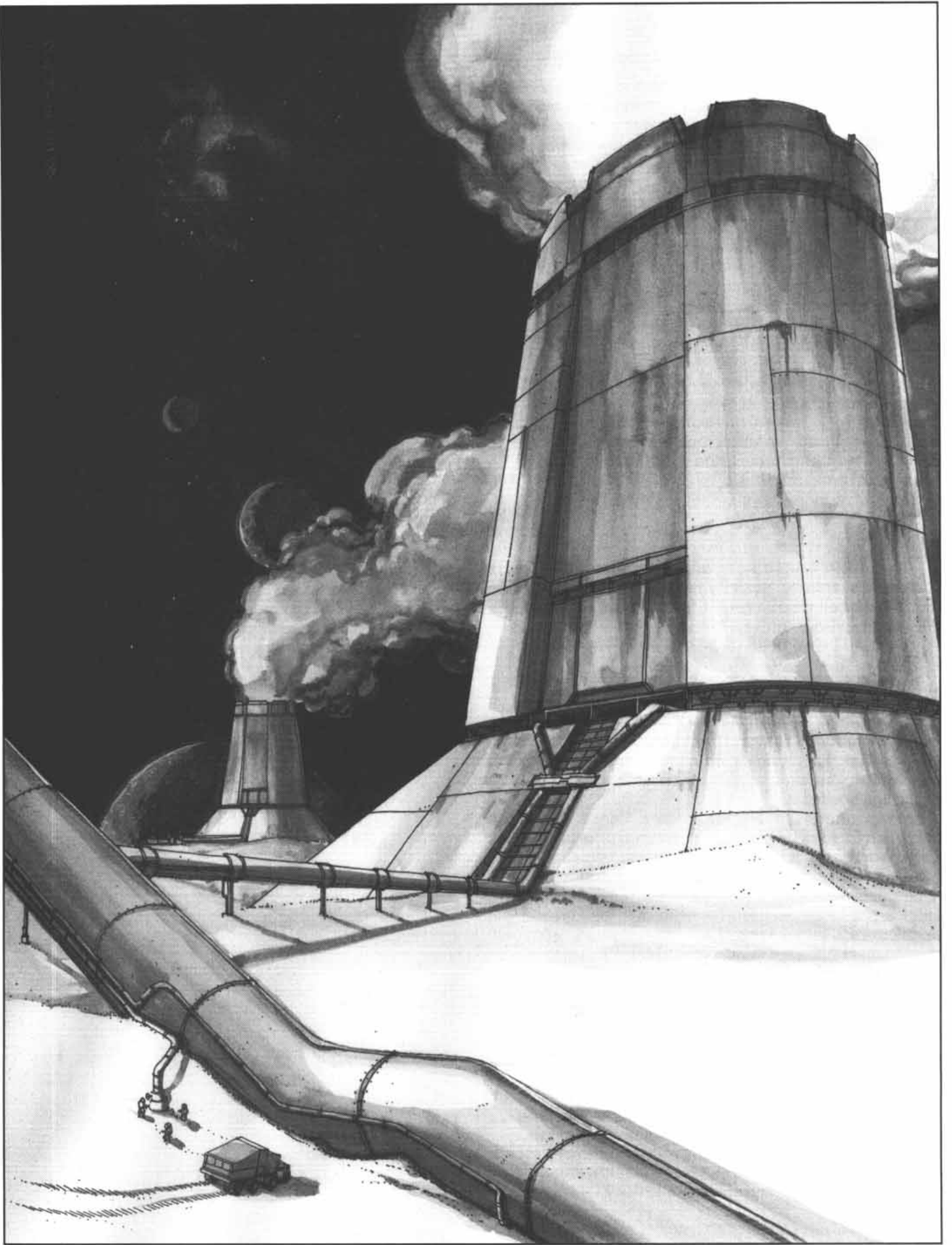
they will have many superfluous yet enjoyable products to purchase and use. Consequently, such cultures will find it difficult to advance in the economic sense.

The following sections will provide the means for determining the wealth-generating capability of each world, following the principles outlined above. When selecting a world from which to begin building an empire, it would be best to choose one with high levels of Resources, Population, and Infrastructure, while avoiding those with high Culture scores.

The Traveller Economics Process

The purpose of the Traveller economics process is to determine the economic health of each world in the Pocket Empire. The steps involved are:

1) Generate the Economic Extension (EE) to the Universal World Profile (UWP).
2) Determine Planetary Demand.
3) Engage in Resource Trade.
4) Compute the base Gross World Product.
5) Determine the Finished Goods Trade Multiplier.
6) Determine the Interstellar Demand Multiplier.
7) Calculate the Final Gross World Product (GWP).
8) Determine the Taxation Rate.
9) Calculate Governmental Budget (GB).
10) Compute Civilian and Military Expenses.
11) Subtract Expenses to determine Governmental Surplus or Deficit.

Steps 2 through 11 are performed once for each game year. After each step has been performed for each planet in the Pocket Empire, subsequent chapters describe how the government funds can be used to develop individual worlds and expand the Pocket Empire.

Generating the Economic Extension

The Economic Extension (EE) provides a measure of the world's economic status, in much the way that the Universal World Profile (UWP) provides a measure of the world's other characteristics. The EE consists of four digits, and their values are written in sequence just like the UWP. For example, Sylea's UWP with EE is: A586A98-C-F9B6. The final four digits are the EE. In order, they are: Resources, Labor, Infrastructure, and Culture. Their values can range from 0 through F (when computing the values, if a result of less than 0 is achieved, treat it as 0; similarly, if a result is greater than F, treat it as F). Their meanings, and how to compute them, are as follows:

Resources

Resources are the most basic items used to generate wealth. Such things as mineral deposits, arable land, drinkable water, edible plant and animal life, available draft animals, and breathable atmosphere are all resources. The Resources score indicates the relative abundance of the planet's resources, but also includes provisions for those that are most easily obtainable throughout the system.

To determine the Resources level of a given system, you will need to determine the number of gas giants and planetary belts present in the system. This informa-

tion is included among the data in First Survey (the "G" and "B" columns respectively). If using randomly generated worlds, refer to the instructions in the Tapestry of Stars chapter.

Within the economic system presented here, the level at which resources may be exploited depends on the main world's Tech Level, Infrastructure, and Labor. Technology aids in extracting and efficiently using resources. Labor, assisted by the Infrastructure, does the work of turning resources into marketable products.

To compute a world's Re-sources score, roll 2D-2 (if the world is As, Ba, or Po, then roll 1D-1 instead). If the world has achieved a reasonable level of space flight (Tech Level 8 or greater), add the number of planetoid belts and gas giants in the system. Then, apply DM's from the tables below. Note: if the main world is an asteroid belt, do not count it as a planetoid belt. Planetoid belts are asteroid belts that are not used as the main world.

Labor

The Population digit in the UWP indicates the number of men, women, and children of all types permanently residing on the world. The Labor statistic, which is derived from the UWP Population, indicates the number of people directly involved in the creation of wealth. That is, those who are doing the mining, farming, and manufacturing on the world.

Laborers are assisted in their work by the Infrastructure. Essentially, Infrastructure multiplies the effect of each laborer's skills and abilities. In even the most technologically advanced societies, this remains true. For example, robots are simply infrastructure, helping people to do more work.

Labor is computed by subtracting one from the world's UWP Population digit.

Infrastructure

The established supportive structures of society are known as Infrastructure. This includes such things as transportation networks, communications networks, factories, and markets.

Normally, Infrastructure is constrained by the level of resources and technology available on the world. By using Resources Trade, the Infrastructure can exceed Resources. Initially, however, Resources restricts Infrastructure.

To determine the initial Infra-structure level of a given world, roll 2D-2 (but if the world is Ba, then roll 1D: 1-2 = 0, 3-5 = 1, 6 = 2) and apply DMs from the Trade Code Table and Starport Table. However, the result cannot be greater than the Resources score nor the Tech Level score.

Culture

Each society expects a certain package of services and products from the private and public sectors, and their costs must be paid. In addition, each culture has a certain set of values; such as how to use resources, how quickly new technology should be developed and adopted, how much bureaucracy there should be, and so on. While some of these issues will come into play in the economic system, the planetary development

rules provide more detail and show some of the nuances and implications of the Culture score.

To determine the Culture score, roll 2D (but if the world is Ba, then roll 1D: 1-4 = 0, 5-6 = 1; however, if the world truly has no population, Culture is always 0, of course) and apply DMs from the Trade Code Table and Starport Table.

Sylea's UWP is A586A98-C, and the only trade code that applies to it is Hi (High Population). The basic Resources roll is 2D-2 (since Sylea is neither an Asteroid Belt, Barren, nor Poor), giving a result of 12 - 2 = 10. Checking the Trade Code Table, Sylea's High Population results in a +1 DM to Resources. On the Starport Table Sylea's A class starport results in a +2 DM. Checking the stellar system data for Sylea indicates there are two gas giants and one planetoid belt in its system, for an additional +3 DM. The total is 16 (10 + 1 + 2 + 3). However, the maximum allowable score is 15 (F), so an F is placed in the first EE digit.

Labor is figured by subtracting one from Sylea's Population digit (10), so a 9 is entered as the second digit of Sylea's EE.

Infrastructure is next, and the basic throw is 2D-2 (since Sylea is not Barren). The roll is 8 - 2 = 6. Again, the only applicable Trade Code is High Population, which again results in a +1 DM, for a total score of 7. Sylea's A Class Starport results in an additional +4 DM, for a total of 11. Since this is smaller than both Sylea's Resources score and its Tech Level, no further adjustment need be made. Therefore, B is recorded in the third digit of the EE.

The final piece of the EE is Culture. The basic roll is 2D (since Sylea is not Barren). The roll gives a result of 6. The Trade Code of High Population results in no DM, so the total remains at 6, which is recorded as the fourth digit of the EE. So, Sylea's UWP with EE is: A586A98-C-F9B6.

As another example, the capital of the Empire of Seven Stars is Khuir, which is described in First Survey as B478ABB-9 Ind HiPop 204.

Khuir is a 'normal' world (i.e. not Barren, Asteroid or Poor) and thus rolls 2D-2 for its Resources, giving 5. Its Industrial (Ind) rating gives it a +2 DM, its high population (HiPop) another +1 DM and its B class starport a further +1 DM. It is Tech Level 9 and thus has some space capability, so the number of planetoid belts (0) and gas giants (4) are added, giving a total Resources of 5 + 2 + 1 + 1 + 4 = 13 (D).

Khuir's population digit is 10 (A) so its Labor code is 10 - 1 = 9.

Khuir is not Barren and thus rolls 2D-2 for its Infrastructure, giving 6. Its Industrial (Ind) rating gives it a +2 DM, its high population (HiPop) another +1 DM and its B starport a further +3 DM, for a total Infrastructure of 6 + 2 + 1 + 3 = 12. However, the Infrastructure may not exceed the Tech Level, thus the Infrastructure is limited to 9.

Khuir's 2D roll for Culture gives 5. There are no applicable DMs.

Khuir's UWP with EE is therefore: B478ABB-9-D995.

As a final example, the primary target world for the Cararialta family is Aapas Mi, with a UWP-EE of E584366-2-A224, i.e. it has good resources but little

Labor or Infrastructure and below average cultural development. However, the critical world which they are planning to take over is Lia (E654755-6-6661) which has the advantage of an extremely low Culture rating.

Planetary Demand

Planetary demand fluctuates from year to year, as people's willingness and ability to buy each type of good or service changes. The range over which planetary demand will move over time is influenced by the Population and Culture levels of the planet. Later, when computing GWP, the population will play a much larger role in determining the use to which the resources are put. The following rules will allow the total planetary demand to be determined. From that, the level of importation or exportation that may occur will be calculated.

There are two methods for determining planetary demand. The first will be used most frequently, and is for those situations where Resources is equal to or greater than the Infrastructure of the planet. The second method will only be used in those situations where Infrastructure exceeds the Resources available locally (in which case, resources will usually need to be imported).

If Infrastructure Does Not Exceed Resources

If a world has not improved its Infrastructure beyond its Resources score (doing so will be covered in Chapter 5), the procedure for determining Planetary Demand is quite simple. If a world has a Population code of 4 or more then the Base Demand for that world is equal to its Resources score. If the Population code is 3 or lower, the Base Demand is equal to the Population code itself. (A very small population world with significant resources may often represent an exploitation unit, i.e. a small mining or farming unit extracting resources for sale to other worlds).

Find the column on the Total Demand Table which corresponds to the world's Base Demand, then roll 2D and cross-reference the result of the throw. The value listed at the juncture of the column and row is the Total Demand. (A result of 0 does not indicate no resources are demanded; it just means the number of resource points demanded is insignificant.)

Total Demand is the maximum amount of Resource points any economy will process in a given year. If the planet has more Resource points than its Total Demand, the additional Resource points will not be processed through the economy (and may thus be sold in Resource Trade). Conversely, if the planet has more Total Demand than Resource points, the planet has a shortage of natural resources (which may be purchased in Resource Trade). If Total Demand is equal to Resources, then the economy is in equilibrium and no resource trade need occur for the current year.

Simply use the lesser of Resources or Total Demand as the Resources Available (RA), meaning the total number of Resource points the economy can process during the current year. If engaging in Resource Trade (described below), RA will be increased through importation or exportation. The final RA will then be used in the computation of Gross World Product.

Summary of Total Demand

If Infrastructure does not exceed Resources

▲ If Total Demand is less than or equal to Resources:

   RA = Total Demand.

   Excess = Resources - Total Demand.
   (Can export excess Resource points).

▲ If Total Demand is greater than Resources:

   RA = Resources.

   Deficit = Total Demand - Resources.
   (Can import deficit Resource points).

Summary of Total Demand

If Infrastructure exceeds Resources

▲ If Total Demand is less than or equal to Resources:

   RA = Resources.

   Excess = Resources - Total Demand.
   (Can export excess Resource points).

▲ If Total Demand is greater than Resources:

   Deficit = Total Demand - Resources.
   (Can import deficit Resource points).

   RA = Resources - Deficit.

▲ If this reduces RA to less than 0, then:

   RA = 0.

   Infrastructure = Infrastructure - (Deficit/10)

A Note on Rounding

Throughout the economics systems in this book, mathematical formulae are used. Frequently, the solution to a formula will result in a decimal. In such cases, it is recommended that the result be rounded to the nearest tenth, except in cases where a specific section directs otherwise. For example, 18.394 becomes 18.4; 112.998 becomes 113.0; 54.1558 becomes 54.2; and so on. Retaining excessive decimals may be technically more accurate, but the differences are insignificant. Their absence does not interfere with game balance. Elements of Pocket Empires game play where additional decimals are helpful are so marked.

Sylea's Infrastructure is 11 (B), and its Resources score is 15 (F). Since Resources is greater than Infrastructure, column 15 on the Total Demand Table will be used. Two dice are thrown, with a result of 8. Sylea's Population is A, so there is a DM +2, for a total throw of 10. Thus, Sylea's Total Demand is 16. Since 16 is greater than Sylea's Resource score, 1 point of Resources can be imported this year. Sylea has a current Resources Available of 15.

As another example, Khuir of the Empire of the Seven Stars, has a Re-sources score of 13 (D) and Infra-structure of 9. Since Resources is greater than Infrastructure, column 13 of the Total Demand Table is consulted. Rolling 2D gives 8, with a +2 DM for a Population of 10 (A), for a total of 10. The table indicates that Khuir's Total Demand for this year is 14. Since this is one point greater than Khuir's Resource score, 1 point of Resources can be imported this year. Khuir's Resources Available score is 13 (the lesser of Resources and Total Demand).

As a final example, for the Cararialta family we shall concentrate on the world of Lia, which has equal Resources and Infrastructure of 6, giving it a Base Demand of 6. Rolling 2D for 7, +1 for Population 7, -3 for Culture 1, gives a Total Demand of 5. Lia can thus afford to export 1 Resource point.

If Infrastructure Exceeds Resources

If a world has increased Infra-structure beyond its Resources, it must divert some Resource points from its economic system to satisfy the need for extra resources in infrastructure maintenance. The effect this will have depends on the world's Total Demand.

If a world has a Population code of 4 or more then the Base Demand for that world is equal to its Infrastructure score. If the Population code is 3 or lower, the Base Demand is equal to the Population code itself. (A very small population world with significant resources may often represent an exploitation unit, i.e. a small mining or farming unit extracting resources for sale to other worlds).

To calculate Total Demand for such worlds, roll 2D and cross-reference the result with the Base Demand on the Total Demand Table to determine the Total Demand. If Total Demand does not exceed Resources, the same procedure as given above can be followed. That is, any additional resources may be exported during Resource Trade.

If, however, Total Demand exceeds Resources, then the consequences must be paid. First, set Resources Available (RA) equal to Resources. Second, subtract Resources from Total Demand. Decrease RA by the result. This simulates the resources used in infrastructure maintenance. For example, assume a world has Resources of 6 and Infrastructure of 8. A roll on the Total Demand table (using column 8) results in Total Demand being 8. Resources Available, which would otherwise equal 6, is reduced by 2 (8 - 6) to 4, for infrastructure maintenance.

The worst-case scenario occurs when RA cannot be reduced enough to make up for the difference between Resources and Total Demand. In such cases, reduce RA to zero, then reduce Infrastructure by one tenth of a point for each additional point of difference between Resources and Total Demand. In this way, those worlds that increase Infrastructure beyond Resources are taking a risk by relying on the availability and pricing of off-world resources.

After that, the world can import a number of resources equal to Total Demand minus Resources Available, using the Resource Trade rules. In our example above, the world could import 4 Resource points (Total Demand of 8, minus Resources Available of 4).

Resource Trade

Resource trade is a good way to raise the GWP of any planet. Any planet using less than its Resource score in a given year can sell those excess Resource points to increase GWP. Similarly, a planet with excess demand can purchase additional Resource points, increasing its GWP. Both types of world benefit, as both their Gross World Products will be higher than would have otherwise been the case.

Preparation

Before engaging in Resource Trade, a few preliminary steps must be followed. Using the values derived in the Planetary Demand section, exporters should determine the amount of Resource points they can export, using the following formula:

Exports = Resources - Total Demand.

Similarly, each importing world should know how many Resource points it may import, using the formula:

Imports = Total Demand - Resources.

Resource Trade Rules

Resource Trade is conducted in an interstellar commodities market (rather than as direct trades between worlds). Essentially, free traders, merchants, and megacorporations ply the spacelanes, attempting to purchase the excess ore, radioactives, lumber, and other resources that worlds may have available for export. Of course, they pay the lowest price they can get away with. They then go to worlds in need of resources, selling their cargo at the highest possible price. Unrestrained by the borders of individual Pocket Empires, these traders assist in the development of worlds throughout known space – all the while making a tidy profit for themselves.

Thus, the benefit to GWP achieved by importing and exporting Resources will fluctuate from year to year, based on demand. The referee should determine the import and export benefits once each year, and use those values in all Resource Trades that occur during the current year.

The Resource Trade Benefit Table indicates the potential values of one Resource point exported from, or imported to, a world. These values take into account the cost of importing and exporting. In reality, a world that is importing is paying a trader for the resources purchased. To simplify matters, that cost has been taken into account in the table. Thus, a world may import 2 Resource points, but its Resources Available may rise by only 1 point. In reality, both Resource

The Law of Supply and Demand

When discussing economics, the topic of "supply and demand" will usually arise. Often, someone will say it in a form of hand-waving gesture: "Of course the price of ground cars has fallen. They're importing those Sylean grav cars now. It's supply and demand!" But what does that mean? Before answering that, let's examine some underlying principles.

Each person is willing and able to buy a certain set of goods and services. In economic terms, that is his or her individual "demand". Planetary demand is the total amount of goods and services demanded by everyone in the population.

If more goods and services are supplied than are demanded, there is little final effect on the economy. If there is more of something supplied than demanded, there will either be left-over inventory or the price will have to drop so that the entire inventory can be sold. For example, if 100 watches are made, then in the former case there is demand for only 80, so 20 are left over in inventory at the end of the year. In the latter case only 80 people will buy a watch if they cost Cr15 each, but if the price is dropped to Cr12, 100 people will want them, and the entire inventory will be sold. Either way, the seller will not grow more prosperous by producing more goods than the demand warrants.

As can be seen, demand drives the market. If there is no demand, there will be no supply (or not for long, since products won't sell if no one wants them - and who wants to produce products that don't sell?). On the other hand, if there is no supply, there may still be a demand (imagine if a law were passed that made it illegal to manufacture or sell role-playing games; would you suddenly no longer want them, just because they were no longer available on the market?). A demand that is large enough will soon find some means of supply, as typified by the flourishing black market trade found throughout the world today. Thus, in the Pocket Empires economic model, demand drives the economic system.

In the example at the beginning of this section, the importation of grav cars from Sylea was affecting the price of the local world's ground cars. Grav cars are substitutes for ground cars - either can be used for most daily transportation needs. Thus, the importation of grav cars increased the supply of personal transportation vehicles, yet demand remained constant. The price had to drop or dealers would be left with inventories that would not sell. Additionally, since grav cars are superior to ground cars (since the latter are restrained to paved roads for the most part, while the former are not) the demand for grav cars probably exceeded the demand for ground cars rather quickly. Thus, the most probable scenario is that after an initial drop, the price of grav cars rose steadily, while the price of ground cars continued to drop (along with demand) for some time. On this world (as on most worlds), grav cars cost more than ground cars, due in part to the differing levels of demand for each.

The concept of Supply and Demand is used within Pocket Empires, but it may also be used in a normal Traveller campaign. For instance, when the characters jump into a system to conduct trade (based on the Trade and Commerce rules), the cost they pay for their speculative cargo may be changed based on the local supply and demand of the product.

After the cargo has been selected, roll 1D to find whether supply and demand for the product are in equilibrium on the planet on which it is to be purchased. On a result of 1, subtract Cr1,000 from the base price. On a result of 2 through 5, leave the price the same. On a result of 6, add Cr1,000 to the base price.

Another option is to select a few items of the equipment listed in Central Supply Catalog and adjust their prices to reflect local supply and demand. This lends flavor to your Traveller campaign, and provides a possible adventure hook. Perhaps the world has a shortage of comm units, and a black market has sprung up, selling stolen units at horrendous markups. The characters may be asked to help track down the black marketeers, or they may be asked by a group of opportunists to help move the goods from one city to another without getting caught.

Demand and Alien Cultures

Normal supply and demand rules do not apply to newfound alien products or services. The desire for exotic wares is difficult to measure and impossible to predict, as every entrepreneurial merchant is aware.

Human marketplaces may harbor an explosive demand for an exotic item, even an item that is of no particular value on its native world. This is, of course, the merchant's dream, trading trinkets on a new world for items he can sell elsewhere for a fortune. Conversely, the natives of a newly contacted world may be equally eager for offworld innovations, even beyond Fusion Plus, items that are readily available and inexpensive.

Such explosive demand is rare and is generally fleeting. Unless an item is of consistent use to the new marketplace, roll 2D to determine the number of months before the demand collapses. Obtaining exclusive rights to a new product in artificially high demand is desirable, but often difficult to obtain or hold.

Milieu 0 presents an environment rich with alien or culturally exotic wares for star faring humans to discover. Every human world cut off during the Long Night has evolved independently for centuries, and every innovation could be of great interest offworld. Similarly, the homeworlds of minor alien races are potential storehouses of desirable merchandise, treasure troves awaiting the first bold merchants who happen by via hyperspace.

The exotic merchandise can be naturally occurring or the product of manufacture. The former includes biochemical agents, exotic flora or fauna, and other renewable resources. Manufactured items include innovations of common technology unique to a particular world or totally new inventions never before seen off their world of origin.

On the shadier side, there are many opportunities to visit newly recontacted, relatively unsophisticated worlds to sell fake alien goods. So-called snake-oil con men can make a good living selling cheap, higher tech remedies as magical cures from the Ancients on remote worlds.

points are being processed through the economy, but a portion of the benefits of processing them has been paid to the trader when the purchase was made. The effect on GWP is the same either way, but taking the cost out in this manner simplifies the computation of GWP. The effect of Resource exportation is handled in a similar manner.

To determine the import and export trade benefits for any given year, roll 2D once on the Resource Trade Benefit Table.

Worlds that are importing multiply Imports (as determined under Preparation) by the Import Benefit, and add the result to their Resources Available score for this year. Worlds that are exporting multiply Exports (as determined under Preparation) by the Export Benefit, and add the result to their Resources Available. When the total Resources Available is processed through the economy, the benefit of the resource trade will increase GWP.

As determined under Planetary Demand, Sylea has excess demand. It has a Total Demand of 16, and Resources Available of 15. Sylea would like to import one Resource Point (16 - 15). Rolling 2D for 9, and consulting the Resource Trade Benefit Table, indicates that this year's Import Benefit is 0.4. Thus, Sylea adds 0.4 to its Resources Available score (1 * 0.4), for a new RA of 15.4 (15 + 0.4). When determining its GWP, Sylea will use the RA value of 15.4.

As another example, Khuir of the Empire of the Seven Stars, has a Resources score of 13 (D) and a Total Demand for this year of 14, i.e. it has an excess demand which cannot be satisfied by its own resources. Khuir will therefore want to import 14 - 13 = 1 Resource point. Consulting the Resource Trade Benefit Table, we roll 2D giving 6, which gives an Import Benefit of 0.4. Khuir thus gains 1 * 0.4 = 0.4 points on its Resources Available (RA) score. Since the base Resources Available is equal to the Resources score, this gives Khuir a RA of 13.4.

As a final example, the world of Lia has Resources of 6 and a Total Demand of 5, allowing it to export 1 Resource point this year. Rolling 2D for 4 gives an Export factor of 0.4 for a total Resources Available (RA) score of 5.4.

Base Gross World Product

The Base Gross World Product (GWP) is a measure of the wealth-generating economic activity occurring on the world. For purposes of Pocket Empires, we will assume the factors consist only of resources (raw materials) and the labor, technology, and infrastructure to gather those resources and process them. Later, we will cover the effects of interstellar trade and interstellar aggregate demand, which will modify the Base GWP.

GWP is figured in Resource Units (RU), an abstract valuation used within the structure of Pocket Empires. The basic formula is Gross World Product equals the product of Resources Exploitable, the Labor Factor, and Infrastructure, divided by Culture plus one. Resources Exploitable is a measure of the quantity of resources the planet's technology can exploit. The Labor Factor is

a measure of the number of people engaged in the creation of wealth. Thus, the formula is:

$$GWP = (RE * LF * I) / (C + 1)$$

RE = TL * 0.1 * RA.
RA = Resources Available.
LF = Labor Base from the Labor Base Table, multiplied by the Population Multiplier.

First, determine the Resources Exploitable (RE). The result is the total quantity of Resource points available to the world this turn. Resources Exploited equals 0.1 times the Tech Level times the Resources Available to the planet (as determined under Planetary Demand and Resource Trade). Plug the resulting value into the formula in the place of RE.

Next, calculate the Labor Factor (LF) by first looking up the Labor score on the Labor Base Table, to determine the Labor Base. Multiply the Labor Base by the Population Multiplier (as given in the "P" column of the "PBG" heading in First Survey, or as determined using the rules for generating a system in Chapter 3). The result is the Labor Factor.

The third factor in the formula is Infrastructure (I), for which the figure from the EE should be used. This represents the effect of the infrastructure on labor in processing resources. Using labor to exploit resources is always necessary. Even the most automated of societies simply magnify the value of each laborer by using technology. The infrastructure of the planet affects the efficiency with which resources may be processed.

The final factor in the formula is Culture (C). This represents the drag on the world's ability to generate wealth caused by the superfluous activities required to satisfy the world's cultural expectations. Simply place the Culture value from the EE into the formula.

Once all the values have been plugged into the formula, it can be solved. The result is the Gross World Product.

Sylea has a Tech Level of 12 and a Resources Available score of 15.4 (15 available locally, 0.4 from Resource Trade). So the Resources Exploitable is 18.5 (12 * 0.1 * 15.4). The Labor score is 9, so the Labor Base is 100. Sylea's Population Multiplier is 8, so the Labor Factor is 800 (8 * 100). Sylea's Infrastructure is 11, so the result is 162,800 RU (18.5 * 800 * 11). Since Sylea's Culture score is 6, this value is divided by 7 (Culture plus 1) to give the Base GWP of 23,257.1 RU.

As another example, Khuir has a Tech Level of 9 and a Resources Available score of 13.4 (13 available locally, 0.4 from Resource Trade). So the Resources Exploitable is 9 * 0.1 * 13.4 = 12.1. The Labor score is 9, so the Labor Base is 100. Khuir's Population Multiplier is 2, so the Labor Factor is 2 * 100 = 200. Khuir's Infrastructure is 9, and its Culture is 5, so the final calculation for Base GWP is (12.1 * 200 * 9) / (5 + 1) = 3,630.0 RU.

As a final example, Lia, with Tech Level 6 and Resources Available of 5.4, has Resources Exploitable

What is One Resource Unit Worth?

Pocket Empires uses an abstract unit of measure called a Resource Unit (RU). Gross World Product, the governmental budget, governmental expenses, and purchases for planetary development are all figured in terms of RU. It is not necessary to translate RU into credits to play a Pocket Empires campaign.

However, if Pocket Empires is being used during an ongoing Traveller campaign, it may become necessary to convert RU into credits. For instance, it may be necessary to figure out how much the despotic emperor can pay the heroic adventurers for saving his failing empire by stealing secrets from his enemy. Before explaining how to translate RU into credits, it is necessary to define some terms.

A credit (with a small 'c') is an economist's term denoting how much money an unskilled laborer receives for one (standard) hour of work after accounting for dependents and taxes. If, for example, the average earner on one planet supports one dependent, then an unskilled laborer would be paid 2 credits (after taxes). If taxes on the same planet averaged 50%, he would be paid 4 credits.

A Credit (with a capital 'c') is one of an almost infinite number of possible currencies. Many planets call their currencies 'Credits', but there are also planets that use Dollars, Guilders, Kroner, Florins, Zorglibs, or any of a thousand other possibilities. Furthermore, while many planets that do use Credits try to keep their Credit worth close to one credit, there are others where there is no such correspondence. That being said, within this system it is assumed that the planets of your Pocket Empires are among those that strive to keep a correspondence between their Credits and the credit.

A Crimp (Credit, Imperial) is the currency of the Imperium. It is equivalent to a credit on the capital of the Imperium, i.e., that of Sylea in Year 0 and that of Capital in 1100. Usually the 'imp' is dropped; it is normally only used when it becomes necessary to distinguish between Imperial currency and the currency of some individual planet.

The average earnings of one labor factor (100,000,000 people) are one trillion credits. To figure out the value of a RU in a particular planet's currency, divide 1,000,000,000,000 by the number of RU's that one labor factor produces in a year (TL * 0.1 * Re-sources Available * Infrastructure). To get it in MCr use 1,000,000 rather than 1 trillion.

Money, however, is a complicated subject because the difference between coins and banknotes and the wealth that can be purchased with them is not immediately obvious. Thus money is not always worth what it should, realistically, be worth. Rather, its value is what it is perceived to be worth (or even what it is expected to be worth soon). Even in societies that try to keep a correspondence between the credit and the Credit, fluctuations are common, and there is no reason the Credit can't be off by a few percent. In the Imperium of Year 0, for example, one RU is worth exactly 5,000 MCr. So, to build a squadron of starships with a total price tag of one trillion credits will require the expenditure of 200 RU.

This puts the average free trader's mortgage plight in perspective, doesn't it?

*Sylea has a Tech Level of 12, a Resources Available score of 15.4, and an Infrastructure of 11. One Sylean labor factor produces 12 * 0.1 * 15.4 * 11 = 203.3 RU. One RU is worth 1,000,000 / 203.3 RU = 4,919.3 Sylean MCr.*

*As another example, Khuir has a Tech Level of 9, a Resources Available score of 13.4 and an Infrastructure of 9. One Khuir labor factor produces 9 * 0.1 * 13.4 * 9 = 108.5 RU. One RU is therefore worth 1,000,000 / 108.5 = 9,216.6 Khuir MCr.*

Exchange Rates

To find the exchange rate between two adjacent systems with strong trade links all one has to do is to compare the value of one RU on each world using the following equation:

Value of Cr1 from World A on World B = RU value on World B / RU value on World A.

However, this only applies if the two worlds are close enough to each other and their trade potential is fully utilized. What 'close enough' means depends on circumstances. All planets in the same Pocket Empire are considered close enough. Planets in different Pocket Empires are close enough if there is a significant amount of trade between the two empires. If not, the value of a currency is reduced by at least 10 percentage points for each subsector the worlds or empires are distant. Serious obstacles to trade (like war or piracy) can reduce this even more. During the Long Night, Credits quickly lost their value with increasing distance from the issuing world; perhaps losing 10 percentage points every one or two parsecs.

How fully a planet's trade potential is utilized is up to the referee to determine based on the campaign's history. However, the starport type is usually a good indicator. When determining the value of a planetary currency the following starport type multipliers are recommended:

Starport Multipliers

A	1.0
B	0.9
C	0.8
D	0.7
E	0.6

*One Khuir Credit is worth 4,919.3 / 9,216.6 = 0.53 Sylean Credits (assuming the two planets were on speaking terms). (To prevent such comparisons becoming too vague, two decimals have been retained in the result of the calculation.) In other words, one Khuir Credit is worth about half the value of a Sylean Credit. Adjusted for Khuir's class B starport its Credits are worth even less than Sylea's: approximately 0.48 Sylean Credits (0.53 * 0.9).*

Resources Exploited or Resources?

What does the Resources value represent? Resources is an abstract measure of the value of a world's resources. It includes the world's suitability for agriculture, its mineral deposits, the presence of renewable resources (such as native flora and fauna), the presence of exploitable chemical compounds, etc. It is the measure of a world's economic potential for supplying the raw materials needed for production. This is not to say that a zero resource world lacks all such raw materials. However, it may have them in such limited amounts or they may be accessible only at such a great cost as to make large scale economic growth untenable.

Resources Exploited carries the Resources concept one step further. It is defined as one-tenth of the resource score per Tech Level. Sylea, for example, has a Tech Level of 12 (C), which means that it can exploit its own resources at a rate of 1.2. Resources Exploited is a measure of how efficiently a world's resources are being used. A higher tech world needs to use less of its own resources to achieve a certain level of economic output than a lower tech world.

An example of the Resources Exploited measure would be the oil industry of pre-spaceflight Terra. When first discovered, oil and its by-products were primarily used for lighting by burning it in lamps. Then somebody discovered the internal combustion engine, and it began to be used as fuel for transportation (a new use). It was also discovered that the oil made an ideal lubricant for the engine (a further new use). Subsequently, it was found that it could be used to heat homes and buildings (new use) and could be transformed into new types of materials, such as plastics (new use). Tar, previously thought of as a waste product, could be mixed with rock and gravel, to be spread on the roads on which the automobiles were driven (a new use combined with efficiency). Later, further technological innovation allowed for using less oil to do each of the previously developed uses (increased efficiency).

Resource exploitation goes hand in hand with technological advance. From the previous example, Terrans were exposed to oil in its rawest form from TL0 onward. Only when they advanced to TL4 did they find better uses for a material used throughout history. On many worlds coming out of the Long Night, regression caused some resources exploited to turn back into pure resources, such as uranium and other atomic fuels. Reintroduction of technology by visiting starfarers brings reestablishes them as resources exploited quickly. This can create temporary boon industries as ancient tools and technology are dusted off in preparation for inclusion in empire.

The difference between Resources and Resources Exploited is quite simple. Resources is a measure of the quantity of resources present. Resources Exploited is how many different ways, and how efficiently, they can be used.

of 6 * 0.1 * 5.4 = 3.2. Labor of 6 gives a Labor Base of 0.1 and a Population Multiplier of 5 giving a Labor Factor of 0.5. Lia's Infrastructure is 6, and its Culture is 1, so the final calculation for Base GWP is (3.2 * 0.5 * 6) / (1 + 1) = 4.8 RU. Clearly Lia is a small fish in comparison to Sylea and Khuir, but is still a major player in comparison to its neighboring worlds.

Trading Finished Goods

As the Pocket Empire expands and trade increases (and as trade alliances are formed), each world's GWP will increase accordingly. However, the marginal effect of trade decreases as the number of worlds being traded with increases (that is, the benefit of interstellar trade increases at a decreasing rate as worlds are added to the Pocket Empire). This is because the effect of trade upon the local economy decreases as trading partners become more distant. Also, worlds with better starports will benefit significantly more from trade than will those worlds with lesser starports.

In fact, worlds with starports of less than C do not really benefit from interstellar trade, other than the availability of resources on the interstellar market. Worlds with D class starports only begin to benefit when the empire reaches 3 worlds, and even then it only benefits marginally. Worlds with E class starports only benefit from trade in empires comprising hundreds of worlds. Of course, worlds with no starport never benefit from interstellar trade.

Use the Finished Goods Trade Table to determine the multiplier to GWP based on the number of worlds engaging in free trade. This would include all worlds in the Pocket Empire, plus all worlds in each Pocket Empire with which there is a trade agreement. For each world of starport type A, B, C, or D, cross-reference its starport type with the number of worlds with which it is engaged in trade. The result is the world's Finished Goods Trade Multiplier, and it will be used in the Final GWP Determination section.

The Finished Goods Trade Table will work for any Pocket Empire of up to eighty worlds. Most trading situations will never involve more worlds than that. However, the formulae for arriving at the GWP modifier are presented below for those enterprising Pocket Empires who manage to swell the total number of worlds with which they are engaged in trade beyond eighty worlds. In all cases, N represents the number of worlds in the Pocket Empire plus the number of worlds in each of its trading partners' empires. The formulae work for any number of worlds. For example, a Pocket Empire with 8 worlds, which had one trading partner with 5 worlds and another trading partner with 9 worlds would use N = 22 when using the formulas, or would use the column headed by '22' if using the tables.

A Starports = $2 - (2 / \sqrt{[N + 3]})$
B Starports = $1.7 - (1.7 / \sqrt{[N + 4.89796]})$
C Starports = $1.4 - (1.4 / \sqrt{[N + 11.25]})$
D Starports = $1.1 - (1.1 / \sqrt{[N + 120]})$
E Starports = $1.01 - (1.01 / \sqrt{[N + 10,200]})$

Sylea resides in a Pocket Empire that comprises 47 worlds. Sylea's Pocket Empire has a trading pact with another empire, which has 28 worlds. The total num-

ber of worlds is therefore 75 (47 + 28). Sylea's starport type is A, so its GWP Finished Goods Trade Multiplier is 1.774.

As another example, Khuir trades only within its own Pocket Empire of 5 worlds and, reluctantly, with Shakiiga. Its starport type of B therefore gives it a Finished Goods Trade Multiplier of 1.185 (for 6 trade worlds).

As a final example, Lia exports some resources to other worlds, but because its starport is so minimal it gains no general benefit to its GWP from this trade.

Interstellar Demand

The demand for products and services fluctuates with the natural rhythm known as the business cycle. The number of variables at work in the interstellar economy is simply too great for short-term predictions to be possible. Yet, over time, a general pattern has become evident. That pattern is called the business cycle. The first stage of the business cycle is expansion. At some point in every expansion, it peaks and the economy begins taking a downturn (known as a contraction, and the second phase of the business cycle). When the economy reaches its low point, it is said to be in a recession (the third stage of the business cycle).

One theory has it that the occurrence of just one specific event may have a dramatic impact on the entire economy, no matter how seemingly insignificant the event when considered in isolation. However, the overall effect of the many variables tends almost entirely to cancel each other out. Most often, the aggregate demand will fluctuate only slightly each year. Sometimes, however, things are thrown out of balance, resulting in large changes (positive or negative) in the level of demand.

Previously, each individual world's demand was figured. Each world's demand fluctuates annually. The total demand of all worlds is called Interstellar Demand. Rather than figure the demand for all worlds in known space, the process given here will allow it to be determined quickly and easily.

The game begins with an aggregate demand of 1.00. That is, the first year is the baseline aggregate demand, and thus provides no change to world GWPs. Each year after that, consult the Aggregate Demand Table. Roll 2D and add any applicable DM's (depending upon the previous year's aggregate demand) to find this year's modifier (treat rolls of less than 2 as 2; treat rolls of more than 12 as 12). The resulting multiplier is then applied to the Base GWP of each world with a class E or better starport, in the Final GWP Determination stage.

In the first year of the Khuir Pocket Empires campaign, we roll 2D (resulting in 10) and consult the table. Rolling a 10 causes the Interstellar Demand to increase by 0.03 to 1.03 (since it started at 1.00). All worlds in all Pocket Empires use the same figure for the first year. In the second year, we roll again, and consult the table. This time the roll is 6 (with no DMs applicable), resulting in Interstellar Demand decreas-

ing by 0.01, for a total of 1.02 (1.03 - 0.01). Each subsequent year, a new Interstellar Demand is calculated by rolling on the table (being sure to apply any applicable DM's) and modifying the previous year's Interstellar Demand accordingly.

Final GWP Determination

To compute final GWP, multiply the Base GWP by the Finished Goods Trade Multiplier and the Interstellar Demand Multiplier. The result is the Final GWP, which will be used when determining the Governmental budget.

Final GWP = Base GWP * Finished Goods * Interstellar Demand

Sylea's Base GWP is 23,257.1 RU. In the first year of the Pocket Empires campaign, the Finished Goods Trade modifier for Sylea is 1.774, and the Interstellar Demand is 1.03. Sylea's final GWP is therefore 23,257.1 * 1.774 * 1.03 = 42,495.8.

As another example, Khuir's Base GWP is 3,630.0 RU. In the first year of its Pocket Empires campaign, its Finished Goods Trade modifier is 1.185 and the Interstellar Demand is 1.03. Khuir's final GWP is therefore 3,630.0 * 1.185 * 1.03 = 4,430.6 RU.

As a final example, minimal though its link is with the outside world, Lia's GWP too is affected by the Interstellar Demand of 1.03. Lia's final GWP is therefore 4.8 * 1.03 = 4.9 RU.

Taxation Level

Each world's taxation level is determined by the Law Level, Culture, and Government type of the planet. First, add the Law Level and Culture scores and divide them by 100 to determine the Social Tax Rate. Then, look up the Base Tax Rate in the Base Tax Rate Table and add that value to the Social Tax Rate. This will yield the normal tax rate as a decimal (multiply by 100 for the equivalent percentage).

There is a further discretionary tax value which can be applied in order to boost a Pocket Empire's government budget. This is typically only used by players running their own Pocket Empires; the disadvantage is that the ruler's popularity can suffer if the tax rate is too high.

This resulting total tax rate represents the total of all monies received by government agencies for all forms of spending. So, it might include income tax, value added tax, sales tax, fuel tax, energy taxes, and so on, ad infinitum.

Total Tax Rate = Base Tax Rate + Social Tax Rate + Discretionary Tax Rate.

Social Tax Rate = (Law Level + Culture) / 100.

Sylea's Law Level is 8, and its Culture is 6, so the social tax rate is 0.14 ((8 + 6)/100). The Government Type of 9 gives us a base tax rate of 0.35. Thus, the total tax rate is 0.49 (0.14 + 0.35). Note that two decimals are retained for the tax rate.

How Does Trade Increase Wealth?

If wealth is what can be pulled from the ground, how does trade increase wealth? The short answer is that it doesn't, really. It just raises the efficiency with which resources are used.

One term often used in economics is "comparative advantage." It is an optimist's way of looking at the differences in competencies between groups. When one group is better able to produce a given product, that group is said to have a comparative advantage over other groups in that industry.

For instance, one world may have abundant levels of the raw materials necessary to the manufacture of roofing materials. That world may have a long history of making roofing materials, and therefore have a large labor pool that is skilled at their manufacture. They will also have equipment specialized for use in the construction of roofing materials. Compared with worlds that have lesser resource levels, skills, and equipment, this world is said to have a comparative advantage in the manufacture of roofing materials.

When two or more such groups trade, each benefits. To further illustrate, let's assume that there are only two products of worth in the universe: laser rifles and survival stills. Let's also assume that there are only 2 worlds in the universe: Abbanol and Hazan. Abbanol can produce laser rifles at a cost of 5 Resource Units (RU) per case, and survival stills at a cost of 3 RU per case. Hazan can produce laser rifles at a cost of 4 RU per case, and survival stills at a cost of 4 RU per case. Let's assume the demands on each world are:

Abbanol's Demand for Survival Stills = 60
Abbanol's Demand for Laser Rifles = 10

Hazan's Demand for Survival Stills = 50
Hazan's Demand for Laser Rifles = 15

Under the old system, Abbanol would use up 180 RU (60 * 3) producing survival stills for domestic consumption, and another 50 RU (10 * 5) producing laser rifles, for a total of 230 RU (180 + 50). Hazan would use up 200 RU (50 * 4) producing survival stills, and 60 RU (15 * 4) producing laser rifles, for a total of 260 RU (200 + 60).

If we look at the cost per case figures, Abbanol is most efficient at producing survival stills. It produces them at a cost of 3 RU, while Hazan produces them at a cost of 4 RU. In turn, Hazan is most efficient at producing laser rifles, since it produces them at 4 RU each, while Abbanol produces them at a cost of 5 RU.

So, if Abbanol produces only what it is best at producing (survival stills) and Hazan produces only what it is best at producing (laser rifles), the scenario becomes this: Abbanol buys 10 cases of laser rifles from Hazan at 4 RU each, for a total of 40 RU; it produces 60 cases of survival stills domestically at 3 RU each, for a total of 180 RU. The grand total expenditure by Abbanol is 200 RU, for a net savings of 30 RU.

Hazan produces 15 cases of laser rifles domestically at 4 RU each, for a total of 60 RU; it also buys 50 cases of survival stills from Abbanol at 3 RU each, for a total of 150 RU. The grand total expenditure by Hazan is 210 RU, for a net savings of 50 RU.

The total savings between the worlds is 80 RU. Of course, some of this will be eaten up in transport costs. However, the savings in resource usage can be quite significant. And, each world can spend its savings in whatever manner it wishes, but the wisest course of action would be to invest the money in planetary development.

The preceding is the theory. The reality is that few worlds eliminate any industries entirely. Each existing industry sees its own vested interests in maintaining its own existence, despite the impact on its home world, let alone other worlds. So, they resist the tides of change, often invoking "world interests" or "world security" as their reason for staying in business - almost always possible only with the help of governmental subsidies. So, in reality production in noncompetitive fields will most often only be scaled back, rather than eliminated entirely.

In the Pocket Empires game, comparative advantage is one of the concepts that underlies the finished goods trade multiplier. The overall benefit to the empire and its trading partners is due in part to the comparative advantage effect; each world is assumed to be pursuing its comparative advantages, and producing less of the things that it is poor at producing (instead, purchasing those items on the open market).

In this way, the wealth of each world can purchase more goods and services as each item is produced by the worlds most efficient at their production. Thus, trade does not really increase wealth. More properly, it raises efficiency and thus results in wealth being left over for other purposes – such as investment in infrastructure and research.

Comparative advantage can also come into play within a regular Traveller campaign. When characters seek to purchase equipment, roll 2D on the Price Modification Table. Low rolls result in cost decreases, indicating the world has a comparative advantage in the manufacture of the good in question. High rolls indicate that the world may have protected, inefficient industries, producing goods at a greater cost than those available elsewhere (the goods may also be of inferior quality). This method, if used sparingly, can enhance the flavor of individual worlds within the campaign.

Price Modification

2D	Modification to List Price
2	-20%
3	-15%
4	-10%
5	-5%
6	No Change
7	No Change
8	No Change
9	+5%
10	+10%
11	+15%
12	+20%

As another example, Khuir's Law Level is 11 (B) and its Culture is 5, so the Social Tax Rate is (11 + 5) / 100 = 0.16. The Government type is B, giving a Base Tax Rate of 0.25. Khuir is trying to expand its military power and develop its starport and has thus imposed an additional Discretionary Tax Rate of 5%. The total tax rate for Khuir is thus 0.16 + 0.25 + 0.05 = 0.46, i.e. 46%.

As a final example, Lia's Law Level of 5 and Culture of 1 gives a Social Tax Rate of (5 + 1) / 100 = 0.06. The Government type is 5, giving a Base Tax Rate of 0.25. Lia's Discretionary Tax Rate is 0, giving a total tax rate of 0.06 + 0.25 = 0.31 (31%).

Governmental Budget

The Governmental Budget (GB) represents all monies collected by the government at all levels, and through all taxes. This budget is then spent on the standard expenses, such as military maintenance, cultural spending, infrastructure maintenance, and law and order. The amount left over, if any, can then be used for world development, military conquest, and so on.

The Governmental Budget is quite easy to calculate. Simply multiply the appropriate tax rate by the GWP. The result is the Governmental Budget, in Resource Units (RU).

GB ▢ Tax Rate * GWP

Sylea's tax rate is 0.49, and its GWP is 42,495.8 RU. Thus, the GB is 0.49 * 42,495.8 = 20,822.9 RU.

As another example, Khuir's tax rate is 0.46 (46%) and its GWP is 4,430.6 RU. The GB is thus 0.46 * 4,430.6 = 2,038.1 RU.

As a final example, Lia's tax rate is 0.31 (31%) and its GWP is 4.9 RU. The GB is thus 0.31 * 4.9 = 1.5 RU. Since Lia's GWP and GB are so small, it might be worthwhile calculating these results to two or more decimal places. Summing the fractions of RU lost, or gained, by rounding over a long time, may make some difference to the world's budget. However, for simplicity this example will continue to use only one decimal.

Basic Expenses

Governments spend tax revenue on a variety of items: from infrastructure maintenance to subsidies, from upkeep for the military to research and development, and from public education to administrative expenses. For the purposes of the planetary economic system, only a few of these expenses will be considered. In the planetary development system, expenditures to change the characteristics in the UWP and EE will be explored.

There are two formulae involved in calculating the basic expenses for a given world. The first formula is for civilian expenses, and it involves adding the Culture, Infrastructure, and Law Level scores, then dividing them by 100. The result is then multiplied by the administrative factor and the governmental factor. Finally, this is multiplied by the Governmental Budget. The second formula is simply the total military maintenance cost multiplied by the administrative factor and the governmental factor.

After solving each formula, simply subtract both Civilian Expenses and Military Expenses from the Governmental Budget. If the result is positive, there is a budgetary surplus that may be spent on planetary development, additional military units, etc. If the result is negative, there is a budgetary deficit and measures must be taken to either secure financing (see Deficit Spending in Chapter 5), increase income through development, or both.

The formulae are provided below, along with an explanation of how each factor is derived:

Civilian Expenses = [(C + I + L)/100]*A*G*GB.

Military Expenses = M * A * G.

C = Cultural Spending.
I = Infrastructure Maintenance.
L = Law and Order.
M = Military Maintenance.
A = Administration Factor.
G = Government type Factor.
GB = Governmental Budget.

Cultural Spending

As mentioned previously, each culture has a certain set of beliefs and values that all ultimately affect the economy in one way or another. One aspect of the Culture score is the degree to which the society engages in impure economic activity. That was taken into account in the GWP calculation. Yet Culture also includes such governmental expenses as personal welfare, corporate welfare, access to medical services, preferences for and against the use of certain drugs, and even such things as required ID cards and checkpoints. The cost of implementing the policies caused by these cultural biases must be paid. The Culture score is used to represent these costs.

Infrastructure Maintenance

Normal use causes wear to the infrastructure, as with any other object or system. Roads develop potholes, wires are broken, runways develop cracks, and traffic control computers break down. Because of this, repairs are a continuous process. While the resource usage required for these repairs is covered under Total Demand, the cost of salaries, equipment, facilities, and so on is represented by the Infrastructure score.

Law and Order

Throughout known space, the 'law' can range from mob justice to ritualized, lengthy processes. The government must pay for the expense of whatever criminal justice system is in place. The overall Law and Order expense includes whatever internal police force, judicial system, and investigative units exist. In the equation, the entirety of these costs is represented by the Law Level.

Military Maintenance

The cost of keeping standing armies and navies can be phenomenal. Each year, the cost of maintenance, supplies, salaries, training, equipment upgrades, facilities cost, and so on must be paid. Add up the Size of each unit (Size is the sum of each unit's

Attack, Defense, Trans-port, and Jump factors) and multiply the result by 3 RU to determine the yearly maintenance cost. For units that have been moth-balled, multiply their Size by 1 RU. See Chapter 8 for further details.

Active Units Maintenance Cost =3 * Size.

Mothballed Units Maintenance Cost = 1 * Size.

Total Maintenance Cost = Active Units Cost + Mothballed Units Cost.

Administration Factor

The Pocket Empire's overall governmental struc-tures are assumed to be spread between all the worlds in that empire. Each member world must contribute to this expense from the tax money it has collected. These costs support the localized bureaucracy of the empire's government, as well as its central offices. The degree to which the Pocket Empire rulership dictates the policy of the member worlds varies widely between empires. Each year there is usually a trade-off between the value of the dictates (or advice) of the rulership and the taxation imposed. The advice may result in savings realized through efficiencies or prefer-ential treatment compared to other worlds within the Pocket Empire. Sometimes, however, the world may find the ruler's advice was not so beneficial or that it is being required to subsidize another world within the Pocket Empire.

The government of a member world may choose not to consult with the ruler of the Pocket Empire, in which case use 1.1 as the factor. Otherwise, the ruler should make this task throw once each year:

To administer a world:
(Edu + Admin) < Formidable (3D)
The level of success or failure will determine the Administrative Factor to be used in the expense equa-tions (use the same Factor for both civilian and military expenses) as shown in the Administration Expense Table.

Government Type Factor

Although almost any government can be run effi-ciently through proper application of administrative skills, some government types tend to be more efficient than others. Generally, process efficiency is inversely proportional to the number of people involved in the process. This is the philosophy on which the govern-mental factors provided here are based. The Govern-ment Expense Table gives the factor for use in the expense formulae for each Government type.

Sylea has Law Level 8, Culture 6, and Infrastructure of 11 (B), giving a total of 25. Divided by 100 gives 0.25. Multiply by the Administration Factor (Make a Formidable Administration roll; the Emperor's target number is 10, and he rolls a 7. This is a Success, so the Administration Factor is 1.0), the Governmental Factor (Government Type 9 results in a factor of 1.35), and the Governmental Budget for a total of 0.25 * 1.0 * 1.35 * 20,822.9 = 7,027.7 RU. Sylea's military maintenance budget will be set at 5% of its GWP, i.e. 2,124.8 RU. Sylea's budgetary surplus for this year is thus 20,822.9 - 7,027.7 - 2,124.8 = 11,670.4 RU, which can be spent on planetary development, acquisition of war units, or saved for the following year.

As another example, Khuir has Law Level 11 (B), Culture 5, and Infrastructure 12 (C). The first part of the Civilian Expenses equation is thus (5 + 12 + 11) / 100 = 0.28. The current ruler (K'ron) has a target number for the Admin task of 10; she rolls 11 and fails, thus the Administration Factor is 1.10 for this year. Government type B gives a Governmental Factor of 1.00. The Gov-ernmental Budget for Khuir is 2,038.1, thus the final Civilian Expenses are 0.28 * 1.10 * 1.00 * 2,038.1 = 627.7.

The total Size of Khuir's military forces is 187, but a Reserve Fleet Delta (of Size 21) has been 'moth-balled' this year, making the active forces Size 166. The Mili-tary Expenses are thus (166 * 3) + (21 * 1) = 519 RU.

Khuir's total expenditure is thus 627.7 + 519 = 1,146.7, leaving the government with an excess of 2,038.1 - 1,146.7 = 891.4 RU.

As a final example, Lia has Law Level 5, Culture 1, and Infrastructure 6 giving a base of (5 + 1 + 6) / 100 = 0.12 as a base for Civilian Expenses. The current ruler makes their Admin task (to give an Administration Fac-tor of 1.00). Government type 5 gives a Governmental Factor of 1.35. The Governmental Budget for Lia is 1.5 RU, thus the final Civilian Expenses are 0.12 * 1.00 * 1.35 * 1.5 = 0.2. It should be noted that for a world with such a small GWP, rounding to one decimal place makes a significant difference to the available GWP, thus it might be appropriate to keep track of the pre-cise budget to two or more decimals. Over a few years, those fractional RU might just add up to something worthwhile!

The available budget for investment in planetary development is thus 1.5 - 0.2 = 1.3 RU.

5: PLANETARY DEVELOPMENT

The fruits of economic activity can be applied to a variety of projects, from increasing military might to more benign pursuits, such as the development of the planet. This chapter will focus on the latter, providing various ways to use the economic output of a world for shaping and developing the planet.

The economic factors open to manipulation by the ruler include Infrastructure, starport type, Tech Level, and Culture. The cost of each of these includes a time element and a Resource Unit (RU) element. Law Level and tax level can be changed at will, but there is a price to be paid in the ruler's popularity with the people. Population changes and deficit spending will also be explored.

Planetary Development Tasks

A number of the possible projects for planetary development, involve making a meta-task roll to determine the degree of success (or failure) achieved. Meta-tasks are strategic level tasks but are handled in the same manner as a conventional Traveller task. Each such meta-task is described, and has a given task difficulty. The target number required for success may be specified or applicable skills given. In the latter case the skills to be used are usually those of the Pocket Empire ruler or one of their close advisers (thus encouraging player-character involvement in the task).

Each meta-task also states the minimum time (typically in years), and the cost (in RU). The consequences of success or failure at the task (including spectacular success or spectacular failure) are then given.

Unless otherwise stated, a player may attempt the same task on a world only once per year.

Planetary Development Costs

Many of the planetary development options given in this chapter have costs expressed in both time and RU. In such cases, it is usually possible to halve the time required for a particular project by doubling the cost in RU. However, for those worlds with a budget which is less than the required amount of RU, a project can take much longer than the time listed. No project is complete until the total cost is paid. So the times listed are simply the minimum time a project will take if the cost listed is paid.

This chapter often expresses RU costs by showing the total cost that must be paid over the course of the project. This time period may be a decade, or longer. In such cases, it is not necessary to divide the number of RU by the number of years involved and pay that each year. As long as at least one RU is paid per year, the project will be completed when the required total amount of RU have been spent. However, if the RU costs have been paid before the stated time has elapsed, the project will still not be complete until the minimum listed time has elapsed (or half the listed time if double the cost was paid).

Random Determination of Target Numbers

Throughout this chapter, there are predefined tasks which may determine the success or failure of actions that a ruler may choose to undertake. If the ruler is a player-character (PC) or non-player character (NPC) who does not have the relevant skills to perform the task, a random target number is generated by rolling 1D and consulting the Target Number Table.

Infrastructure

By investing in Infrastructure, the planetary output can be greatly increased. A minimal level of Infrastructure is also necessary for each increase in Tech Level.

Infrastructure can safely be increased up to the limit of Resources and Tech Level on the world. It is not possible to increase Infrastructure beyond Tech Level. Increasing it beyond the level of Resources is possible only through trade, which is potentially risky.

Almost any form of infrastructure must accommodate the world's atmosphere. Taints require filtration to ensure buildings and vehicles have clean air within them. Thin or negligible atmospheres require most areas to be hermetically sealed, with life support and specialized machinery to work without air. Exotic and corrosive atmospheres are extreme cases which require substantial investments in corrosion-resistant materials, etc.

To improve Infrastructure on a target world.
(Culture) < Difficult (2.5D)
Time: $(S + A) * 2$ years. S = World UWP size digit. A = Atmosphere factor (from the Infrastructure Atmosphere Modifier Table).
Cost: $(S + A) * (I + 1) * 0.2$ RU. S = World UWP size digit. A = Atmosphere factor (from the Infrastructure Atmosphere Modifier Table). I = Current Infrastructure.
Success: The Infrastructure is improved as desired.
Spectacular Success: As Success and halve the cost and time.
Failure: The improvement cannot be performed this year but can be attempted again next year.
Spectacular Failure: As Failure, but the improvement cannot be attempted for 1D years and will cost twice the normal amount.

The Cararialta family wish to develop the worlds in their initial empire. Taking Aapas Mi as an example, its Size code is 5, and an Atmosphere code of 8 gives an Atmosphere factor of 0, so increasing its Infrastructure by 1 will take $(5 + 0) * 2 = 10$ years. Given the current Infrastructure is 2, this will cost $(5 + 0) * (2 + 1) * 0.2 = 3$ RU. This is a small price to pay, but since Aapas Mi itself has no significant GWP as yet, this must be paid from the Cararialta's savings.

Accelerated Construction

Infrastructure construction can be accelerated (reducing the minimum time by half) by paying double the normal construction cost. This decision must be made during the turn that construction of the infrastructure begins, and the increased cost of such con-

Uuron stroked the Yyrak hide absentmindedly, then waved to the team of workers waiting nervously to one side. "Take this ancient monument away," he commanded. As the workers moved to obey, Uuron turned and paced down the steps, bodyguards moving to either side of him.

Berina met him halfway down the hall, smiling. She pointed to the wall hangings, each dedicated to some great deed of K'ron's family. "Not much use for these rags now, have we... my Emperor?"

Uuron smiled back, genuinely at peace for perhaps the first time in twenty years. "Have them taken down. Not destroyed - they are, after all, our heritage." She laughed at his humor, but the irony seemed lost on his stony-faced bodyguards. "A new throne - fit for an Emperor!" he declared. "Modern, forward-looking. And star charts for the walls - I want to be able to track our expansion as the Empire of the Seven Stars becomes Seventy Stars!"

"Or Seven Hundred!" Berina shouted, tossing her hands in the air so her holographic bracelets traced arcs of brilliant colors through the air catching up. Her mood was jovial, even giddy, as she danced around the room, touching the old furnishings lightly as she passed. Uuron watched with a wide smile, then threw his head back and laughed out loud.

"There are worlds for the taking!" he exclaimed, clutching slowly the air before his eyes. "It's just a matter of time and desire!"

"Oh, yes, Uuron!" Berina moved to Uuron's side, her gown flowing behind her. He looked at her, at the passion in here eyes, and it stirred him to the core.

"I always knew it was possible!"

"Oh Uuron. Will you allow me the honor of this task?" Berina still seemed overcome by their success. Even Uuron was mildly surprised at the relative ease with which K'ron had been 'removed' and at the lack of problems in taking over the reins of power.

"Not yet... my dear," said Uuron, taking her by the hand. "I have much greater need of your administrative abilities at the highest level. We have so much to do, so much to build and develop, to grow our Empire, to defeat our enemies and repel those impudent Syleans."

"If we had not acted, K'ron would have been in their pocket within a year!" hissed Berina. Uuron nodded. "Once she had fallen under their spell - their offers of technology, medicines, trade goods... they had to die... as then did K'ron."

He turned and watched the ancient stone throne being levered onto a trolley. "Enough of the past. Now we must look to the future!"

struction can not be rescinded later, even if the empire subsequently finds itself unable to pay the doubled cost in the time period specified (the project will not be completed until sufficient funds have been found).

The Cararialtas do not wish to wait 10 years for their increased Infrastructure. Instead they double the cost from 3 to 6 RU in order to achieve the Infrastructure increase in just 5 years.

Building Infrastructure Beyond Resources

Infrastructure can be built in excess of planetary Resources if the Economics rules for Planetary Demand and Resource Trade are being used. When Infrastructure exceeds planetary Resources, the total planetary demand may well exceed the available Resources. If sufficient Resources are not imported, the world will suffer a decrease in its GWP. See the rules under Planetary Demand in Chapter 4 for details.

Foreign Investment

Within a Pocket Empire it is possible for a world to pay for the improvement of Infrastructure on a fellow member world, i.e. one world is the 'financing' world and the other the 'target' world. Due to the increased transportation expenses and time involved in foreign construction of infrastructure, both the project's cost and time are multiplied by the Foreign Construction factor (FC):

FC = 1 + (Distance / 2)

Distance = Distance in parsecs from financing world to target world.

The empire ruler may opt to pay double the foreign investment cost to accelerate the construction of the Infrastructure, as per the normal accelerated construction rules.

Remember that this is more than just 'cash' financing - the RU value spent by the foreign investor may comprise materials, technology, expertise and manpower, all of which must be transported to the target world, with all the supply and management overheads involved in such a remote operation.

In the Empire of the Seven Stars, the capital world Khuir is currently the only world with a significant GWP. The member world of Uurigger has a GWP which is one thousand times smaller than that of Khuir, but it is still by far the most promising economy within the rest of the empire. Khuir is thus beginning to invest in Uurigger with the aim of raising its Infrastructure and thus boosting its GWP. Uurigger's Infrastructure is currently 7, which is less than its Tech Level of 8 but is already equal to its Resources of 7. The Infrastructure project can go ahead, but when the new Infrastructure level is achieved, Uurigger will have to start importing additional Resources to support it.

Uurigger is size 4, with a very thin atmosphere (code 3) which gives an atmosphere factor of +4 (i.e. all Uurigger's buildings must be pressurized to a habitable atmosphere, which imposes significant extra effort and expenditure).

The time for increasing the Infrastructure to 8

would normally be (4 + 4) * 2 = 16 years. The cost would be (4 + 4) * (7 + 1) * 0.2 = 12.8 RU. However, this work is being financed from Khuir, which would double the time and cost. Khuir doesn't want to wait 32 years for the work and thus opts to double its investment. The Infrastructure increase will therefore still only take 16 years, but will cost 4 * 12.8 = 51.2 RU.

Infrastructure: The Straw That Stirs The Drink

While in some ways the measure of an individual world's economic potential is perhaps best expressed by its native resources, it is infrastructure (along with its limit, technology) that turns potential into reality.

Infrastructure represents the true production and distribution capabilities of a world. It represents everything from communication and transportation networks (road, rail, air, or sea) to office automation, to factories, power generation, and many other things that enhance the productive capacity of a world.

Infrastructure is limited by Tech Level. The quality of a world's infrastructure is determined by the world's technological development. Just as dirt roads are replaced by asphalt and rail, and eventually anti-grav technology for increased efficiency, so are other means of productivity.

Infrastructure also acts as a limit on technological development. This represents the fact that a certain amount of development of the world's subsystems must take place before more advanced technology can be utilized. While computers and robots are wonderful items of technology, they will do absolutely no good to a world whose power generation techniques are limited to wind, water, and animal power. So it is with all technology.

As can be seen, infrastructure is be a very valuable part of a world's economic and technological development.

Improving a Planet's Infrastructure

When a planet's Infrastructure rating is raised, how does this translate to the 'real' world? Obviously the world's power and transportation networks have been upgraded, along with the factories, markets, and other elements of the world's infrastructure. What may be less obvious is that the old infrastructure may, at least to some degree, have been torn down.

It may be that the world has 'extended' its infrastructure. For example, consider a world with 8 continents, 4 of which are at Infrastructure 8, two are at 6, one is at 4, and the remaining continent is at 0. The Infrastructure level of the world is around 6 (depending on the relative sizes of the continents and their population levels). In such a case, extending the infrastructure from any of the other continents, to the one with no infrastructure, will raise the overall score. Thus, it is not always the case that an Infrastructure code increase implies tearing down the old infrastructure. (Pocket Empires only requires the calculation of the world's overall Infrastructure value, but a referee might choose to divide this down to add additional flavor to a world.)

However, in most cases removing the old infrastructure is necessary before progress can be made. The costs given reflect the average cost of removing old infrastructure.

The conference room was austere, by any standards. The vid and comm links were crude and difficult to use, the translators slow and unsophisticated. But it served Anfinwen's purposes well. The native Aapas delegation sat before him. They were all well-meaning men, dressed in garb suitable to the occasion in their culture, stripped to the waist with large metal belts and colorful pantaloons. Their elderly attendants sat cross legged on the floor behind the negotiators, obedient and attentive. The Aapans were anxious, he could here it in their voices and watch it on their faces. Anfinwen gave them information that he thought they needed. Not the entire list of his intentions. Those would come in time.

"These are excellent plans, your grace." The official smiled obsequiously. Anfinwen returned the smile diplomatically. A few pleasantries were exchanged, then the meeting drew to a close and the native Aapas delegation left.

"Dear Yurika above, don't these things drag on!" exclaimed Narthellion, leaning back from the table and yawning.

"Yes, but it's critical that the locals buy into our schemes - after all, we're still quite dependent on them for labor," pointed out Hazel the elder.

"And they're just not used to all this technology," added Anfinwen. "It's a big shock to them to find that we want to set down a few power plants - using Fusion Plus - a technology they've never heard of, then slap down some roadways - using materials far more advanced than their current stone-paved tracks, add in some distribution architecture for light, power, water - stuff that they still have to go to a well to get, and then link up our ground comms to the geosat - when they're still communicating long distances using drums and semaphore."

Narthellion laughed. Hazel smiled too. "It's quite a shock to us too, I guess. But they know they will benefit from our investments eventually. I'm sure they'll like having running water in their homes, even if they can't get the hang of the satcomms yet."

"Which is precisely why I had all these plans printed rather than trying to display them on the holovid - the Aapas people would have just stood there gaping, rather than taking in the information we were trying to convey."

"There's a lot more to this empire-building than I thought," admitted Narthellion, still grinning.

Keeping track of the state of the infrastructure for each continent on each world during a Pocket Empires campaign can be burdensome, but when a Traveller campaign is set on such a world, the additional detail can be beneficial. In such cases, determining the level of infrastructure for each continent is possible by ensuring that the continent with the highest population has an Infrastructure one higher than the world's overall Infrastructure rating (usually the continent hosting the world's starport), while lesser continents have lower Infrastructure scores. Make sure that the average Infrastructure level (as indexed to population) remains as close as possible to the overall Infrastructure score.

Starports

There are a number of reasons that a Pocket Empire ruler would need to improve the quality of their member worlds' starports. Starport type is a limit on Tech Level growth. Higher class starports can increase the economic growth of a world through the Finished Goods Trade System in Chapter 4. Finally, only certain starport classes can produce certain types of military units needed for the Pocket Empire's defense. Therefore, at key points during the system's growth, there will be a desire to upgrade a system's starport.

To improve the Starport on a target world.
(Culture) < Difficult (2.5D)
Time: See Starport Construction Table.
Cost: See Starport Construction Table.
Success: The desired starport is constructed.
Spectacular Success: As Success and halve the cost and time.
Failure: The starport construction cannot begin this year but can be attempted again next year.
Spectacular Failure: As Failure, but the construction cannot begin for 1D years and will cost twice as much as expected.

The Starport Construction Table illustrates the normal cost and time factors to upgrade a starport from one class to another. As a starport is developed, each progressive cost must be paid, in both time and RUs, even when the upgrade encompasses more than one level of improvement. For example, to upgrade a class E starport to class C, the cost is 121.2 RU, i.e. the cost for upgrading from E to D plus that for upgrading from D to C. Similarly the time required is 12 years, i.e. the time required for upgrading from E to D plus that for upgrading from D to C.

A major part of the Cararialta family's play for power on the world of Lia is investment in its starport. Lia's yearly capital investment budget is 1.3 RU, so even assuming this was the government's sole investment, developing the starport to class C or above would take nearly a hundred years (120 RU cost / 1.3 RU per year = 92.3 years). The Cararialta family can provide the means to bring the starport from class E to class C in 6 years (1 year for E to D, 5 years for D to C) by doubling the costs to 242.4 RU (1.2 RU doubled for E to D and 120 RU doubled for D to C). After 6 years, the family can determine if their other investments are pro-

viding sufficient return to develop the starport further.

When the family initially arrived in the vicinity, they stored or invested much of their initial wealth on Lia and thus they do not count as 'foreign' investors, so they do not suffer the corresponding cost penalties.

Accelerated Construction

Starport construction can be accelerated (reducing the minimum time by half) by paying double the normal construction cost. This decision must be made during the turn that construction of the starport begins, and the increased cost of such construction can not be rescinded later, even if the empire subsequently finds itself unable to pay the doubled cost in the time period specified (the starport will not be completed until sufficient funds have been found).

Khuir is desperate to remove its reliance upon Saregon for building starships. It must therefore upgrade its own starport from B to A. This is a 30 year, 2,400 RU task. Naturally, Khuir is desperate for the facilities as quickly as possible and thus wants to halve the time to 15 years by paying 4,800 RU. This is a huge cost, especially given the other investments Khuir is making. However, spread over the 15 years the cost is 320 RU per year - not an impossible investment. If necessary, Khuir's current popularity is sufficiently high that Uuron could afford to increase the Discretionary Tax Rate over the coming years and thus boost the Government Budget.

Foreign Investment

Within a Pocket Empire, it is possible for a world to pay for the improvement of Infrastructure on a fellow member world, i.e. one world is the 'financing' world and the other the 'target' world. Due to the increased transportation expenses and time involved in foreign construction of infrastructure, both the project's cost and time are multiplied by the Foreign Construction factor (FC):

FC = 1 + (Distance / 2)

Distance = Distance in parsecs from financing world to target world.

The empire ruler may opt to pay double the foreign investment cost to accelerate the construction of the Infrastructure, as per the normal accelerated construction rules.

Technology

Technological change is an exercise in time and money. Many Pocket Empires do not begin with an even distribution of technology, or do not have the infrastructure to support such an even distribution. Therefore it becomes important to distinguish whether the ruler is improving the technology of a particular world to a level already developed by another world within the Pocket Empire (Technological Uplifting), or by development of truly new technology (Technological Advancement).

Technological Advancement

Technological advancement is a process of research and development. It is the development of a new level of technological achievement beyond that currently possessed by a Pocket Empire. As such, it is an uncertain process; spending and research may bring the empire critical breakthroughs quickly, or prolonged efforts and continued funding may fail utterly to achieve the desired results.

In addition to the costs and time necessary to develop such technology, a certain level of automation is required. This is demonstrated in game terms by listing certain minimum starport and Infrastructure requirements to achieve certain Tech Levels as stated in the Technological Advancement Table. Such requirements cannot be bypassed or waived under any circumstances. Technological advancement may not begin unless such minimum requirements are met for the world in question.

To attempt Technological Advancement for a world (Culture) < Difficult (2.5D)
Time: See Technological Advancement Table.
Cost: See Technological Advancement Table.
Success: The desired technological advancement is achieved.
Spectacular Success: As Success and halve the cost and time.
Failure: No technological advancement can occur this year but the project can be attempted again next year.
Spectacular Failure: As Failure, but the advancement cannot begin for 1D years and will cost twice as much as expected.

The Technological Advancement Process

The basic cost in time and RU to develop new technology is given in the Technological Advancement Table. However, these basic costs and times may be modified by the results given in the Research and Development Table. To determine the true cost of technological advancement, roll 3D and consult the Research and Development Table to determine what modifiers should be applied to the cost and time for the desired technological advance.

Advancement through levels which are listed as Free may not have accelerated construction! Each technological advancement must be paid for in full, in both time and money, before the next advancement may be started, i.e. advancement from Tech Level 5 to Tech Level 7 requires 12 RU (costs for 5 to 6 plus 6 to 7) and 70 years (time for 5 to 6 plus 6 to 7).

Research and Development Synergy

More than one world may contribute to the advancement of technology in a Pocket Empire, provided that all such worlds meet the following criteria on the turn the advancement attempt is begun:
1) The world has an A or B class starport,
2) The Infrastructure rating for the world is equal to its Tech Level (i.e. it has been developed to its maximum),
3) The world is at the current Pocket Empire maximum Tech Level.

All worlds participating in the synergy must make separate advancement task rolls and all of these must succeed, for the technological advancement to occur.

The greater the number of worlds involved, the less the time required, up to a maximum of five worlds (beyond this number, duplication of research effort and delays in communicating results between the worlds will prevent further savings in time). The time is simply divided by the total number of worlds participating (to a maximum of 5) and rounded up to the nearest year. Each world must pay the full development cost, as modified by the Research and Development Table. Only one of those worlds actually achieves the advancement; the player or referee may choose the world. The other worlds could subsequently uplift themselves to the newly achieved Tech Level.

Khuir desperately wants to increase its Tech Level from 9 to (at least) 10, again to remove its reliance upon Saregon. It meets the necessary criteria, having a starport of at least class E, and having an Infrastructure of 5 or greater. The costs would be 100 RU over 20 years. Clearly Saregon will not want any part in this venture - indeed Khuir is trying to keep its R&D work secret. Khuir would like to reduce the 20 years required using the research facilities of its member world Gaen Luum but this world only has a class C starport and thus cannot participate. Rolling 3D on the Research and Development Table does at least give a 5, which results in the costs and time being reduced by 10% to 90 RU and 18 years.

If Gaen Luum had a class B starport, it would meet the criteria for participation (Tech Level 9, Infrastructure 9) and the time and cost to develop Tech Level 10 on Khuir would have been cut to 1/2 of normal, i.e. 45 RU and 9 years. Khuir would be the obvious choice of the two to receive the Tech Level increase; Gaen Luum could be uplifted afterwards.

Technological Uplifting

Technological uplifting is the process of raising a world's Tech Level by the transfer of technical knowledge from another world (within the same Pocket Empire) of a higher Tech Level. Naturally, this limits uplifting to the Pocket Empire's current maximum Tech Level. Technological uplifting is not a function of developing new technology. It involves developing or modifying a world's existing infrastructure, political climate, cultural norms, etc. to incorporate the existing technology of another world. Such uplifting must consider not only construction of the new technology but also education on its usage and provisions for maintenance and repair. Since the research and development necessary to develop the level of technological achievement has already occurred, the adoption of this technology on subsequent worlds will be much cheaper, and more easily attained.

As with technological advancement, for an uplifted world to support a given level of technology, it must possess a certain level of Infrastructure, and a certain quality of Starport. Consult the Technological Uplift Table to ascertain the exact requirements which must be met before technology uplift may be undertaken.

To attempt Technological Uplift for a world.
(Culture) < Difficult (2.5D)
Time: See Technological Uplift Table.
Cost: See Technological Uplift Table.
Success: The desired technological advancement is achieved.
Spectacular Success: As Success and halve the cost and time.
Failure: No technological advancement can occur this year but the project can be attempted again next year.
Spectacular Failure: As Failure, but the advancement cannot begin for 1D years and will cost twice as much as expected.

To uplift a particular world to a particular technology, consult the Technological Uplift Table to determine the cost and time to develop the new level of technology. All intermediate levels of technology must be paid for, and the proper amount of time have elapsed, for the player to continue on to succeeding Tech Levels. Technological uplift, by definition, is only possible if at least one other world has achieved the Tech Level in question.
Advancement through levels which are listed as Free may not have accelerated construction! Each Technological Uplift must be paid for in full in both time and money before the next advancement may be started, i.e. uplift from Tech Level 5 to Tech Level 7 requires 2.4 RU (costs for 5 to 6 plus 6 to 7) and 7 years (time for 5 to 6 plus 6 to 7).

Technological Advancement in Detail
There are six elements of technology:

Energy production
Materials acquisition and processing
Information storage and processing
Medical
Transportation
Quality of research and development facilities

Because these elements are interrelated, the advancement of technology generally requires that all are advanced. However, if a more detailed approach is desired, the following rule can be applied.
Distribute the initial Tech Level of each world over the six elements by setting them all equal to the TL of the planet. Then when a TL advancement occurs, distribute six points over the elements by rolling 1D for each. On a result of 1, the element does not advance. On a result of 2-5 the element advances by one point. When a 6 is rolled, the element advances by 2 points.

Accelerated Construction

Technological Uplifting can be accelerated (reducing the minimum time by half) by paying double the normal RU cost. This decision must be made during the turn that the uplifting begins. The increased cost of the uplifting cannot be rescinded later, even if the empire subsequently finds itself unable to pay the doubled cost in the time period specified (the uplift will not be completed until sufficient funds have been found).

Foreign Investment

Within a Pocket Empire, it is possible for a world to pay for the Technological Uplift of a fellow member world, i.e. one world is the 'financing' world and the other the 'target' world. Due to the increased transportation expenses and time involved in importing the technology, both the project's cost and time are multiplied by the Foreign Construction factor (FC):

FC = 1 + (Distance / 2)

Distance = Distance in parsecs from financing world to target world.
The empire ruler may opt to pay double the foreign investment cost to accelerate the construction of the Infrastructure, as per the normal accelerated construction rules.

The Cararialtas have brought their own Tech Level 12 materials and knowledge with them but this is not (in theory) sufficient to allow them to uplift worlds to an equivalent Tech Level. However, establishing themselves on Aapas Mi has changed its UWP-EE to E584434-A-A234 (see the colonization rules in Chapter 7, for a 'Low' effort colonization). Because they have established themselves as a proper colony world this means that they can now uplift other worlds to Tech Level A.
This is only possible because Aapas had such a small initial population, and thus the family's arrival made a very significant effect on the world's statistics. If the family had chosen to establish themselves on Lia, the world would not have automatically become Tech Level A, because even the family's assets and knowledge are not sufficient to immediately impact a planet of 50,000,000 people.
Lia is Tech Level 6, and the Cararialtas wish to raise them to Tech Level 9 to allow the construction of jump-capable starships. Lia meets the minimum criteria for starport type and Infrastructure so the total costs for uplifting the world would be 16 RU (2 + 4 + 10) over 7 years (3 + 2 + 2). Since the technology uplift is coming specifically from Aapas Mi - 3 parsecs from Lia - it is regarded as foreign investment and the costs must thus be multiplied by 1 + (3 / 2) = 2.5 to give a total of 40 RU.

Culture

Culture is a measure of the level of economic and technological expectations of a world's populace. A world's Culture score creates some benefits and some difficulties for the player attempting to maximize a world's productivity.
Culture tends to drift in somewhat random fashion

due to the fickle nature of any large population. The player can exercise limited control over the direction of the culture drift by financing publicity campaigns with an eye towards increasing or decreasing consumer expectations of the world's economy.

Unlike most of the systems in this chapter, cultural drift occurs gradually. Every 10 years, roll 2D; if the result is 2 or 12, do not apply any DM's; otherwise apply a DM of +1 if the Culture is currently 0-4, or -1 if the Culture is greater than 10. Using the result, consult the Cultural Drift Table to determine the change to the current Culture rating.

Investing for Culture Change

A Pocket Empire ruler may apply a +1 or -1 DM (at the player's discretion) to the cultural drift roll by paying twice the world's UWP Population code in RU.

Only the target world may purchase a DM in this manner; there can be no foreign investment in culture.

If the results of the cultural drift table would lower Culture below 0, or raise it above 15, apply the result in the opposite direction, e.g. if Culture is 0 and the culture modifier rolled is -1 or -2, the modifier becomes +1 or +2 respectively. Similarly, if Culture is 15 and a modifier of +1 or +2 is rolled, the modifier is altered to -1 or -2 respectively.

Khuir's current Culture score is 5. The ruler Uuron cannot afford to have an increase in Culture since this will significantly reduce the world's GWP. For safety, he invests 20 RU (twice Khuir's Population code of 10) for a -1 DM. His investment in propaganda to discourage the populace from a 'soft' lifestyle pays off; though he rolls a 9 on 2D, his -1 DM reduces the roll to 8. Thanks to his media campaign, an increase in Culture was narrowly avoided.

Culture and its Effects on the Economic Model

Culture is one of the few variables in the Pocket Empires game which can have both positive and negative effects on the economic model at the same time. A lengthy reading of the rules will reveal these relationships in detail. To shorten the learning curve, here is an explanation of the most important effects it has on the economic model.

Culture is the target number for task rolls regarding planetary development. If a Pocket Empire is attempting to develop a world, a world with too low a culture score is not the system of choice. The failure of task rolls can slow the process to a crawl. In this instance, the low culture score indicates a basic conservatism regarding improvements of any sort by the populace. "We used internal combustion engines in my grandfather's time, and they were good enough for them, so why should we do any different now." This is the mentality of a low Culture score population. Typically they will be unwilling to spend lots of money on new development projects of any kind.

Culture acts as a very big drag on GWP, and therefore on the money a world has to spend on improvements. The higher the Culture score, the higher the number that GWP is divided by. This is indicative of higher culture score populaces being more willing to accept economic and technological innovations and

changes. They also expect more direct benefits from such innovations. The US in the late 20th century would have a fairly high Culture score.

Deficit Spending

Any world in a Pocket Empire may engage in short-term deficit spending, up to 120% of its current Gross Budget (GB). Any expenditures over 100% of the GB are accumulated as debt, and carried forward to future years.

Interest Payments, Debt Payments and Financial Insolvency

Each 10 RU (or fraction thereof) of deficit spending reduces future GB by 1 RU until the debt is paid off. This reduction represents interest payments on the debt. If, at any time, deductions for interest payments exceed the current year's GB, the world government in question shall be considered insolvent, and all of the following effects shall occur immediately:

1) All military maintenance costs for units based on the world (whether or not they are operating in that system this year, or conducting operations in another system) are considered unpaid, and any military units whose maintenance costs are left unpaid by other means are immediately disbanded.

2) All planetary improvements which are currently under development are immediately canceled. All previous payments on such improvements are forfeited. (Typically, foreign interests seized the assets to settle debts.)

3) The world's Infrastructure is reduced by 1D

Culture: A Comprehensive Definition

What is Culture? Culture is a rating with many different facets. It is a measure of the degree to which a world has a consumer culture. It also measures the world's willingness to accept change, particularly technological or economic changes. Lower Culture scores indicate the world's population is quite content with lower levels of civilian production, but also are less willing to accept new technologies and economic dislocation. Higher Culture scores indicate that the population of that world have more consumer demands and expectations. It also indicates that the people of that world are more willing to accept economic dislocation and technological change.

Culture can drift over time. It tends to stay somewhere in the midrange, but can easily drift to either extreme, and stay there for long periods of time, barring player influence. The player can influence cultural drift indirectly by conducting public awareness campaigns to increase austerity or consumer spending, as the player deems necessary.

Culture has a great impact on the role-playing aspects of a Pocket Empires campaign. A world's drift affects the attitudes of the populace to new ideas and the relative wealth of outsiders. Characters flaunting off-world wealth where an austerity program is in place find themselves ridiculed, or worse. Library data provides few clues to help prepare characters for a new world.

points. (This represents the removal of foreign-owned assets and the withdrawal of foreign investments from world government.) This is a permanent adjustment, but if the world becomes solvent again it can rebuild this Infrastructure at the normal costs.

These effects represents the impact of the devaluation of currency, bank foreclosure of foreign assets, the chaos resulting from fiscal collapse of the government, etc. Each world may continue deficit spending indefinitely subject to the previous provisions.

Savings and Investments

Excess RU at the end of any given year can be stored for use in future years, subject to certain limitations. It must be remembered that these RU are not just financial wealth but represent materials and manpower. Thus the use of the word 'stored' rather than 'saved' or 'invested'. These assets represent long-term financial capital savings, stockpiling of vital materials and equipment, and investments in the public and private sector industries.

Excess RU are accumulated into Government Assets. These assets may never exceed the total value of the world's current GWP; any excess RU beyond this limit are lost. The only exception to this rule are RU brought into a Pocket Empire from an external source, e.g. a noble family emigrating from the Imperium to set up a new colony.

The initial RU which the Cararialta family brought with them from Sylea is equivalent to their initial Government Assets. Since this is an initial sum imported from outside the Pocket Empire, it is not subject to the maximum savings limitation of their new world's GWP.

Population

In a Pocket Empire, while the player is making the economic, political, and military decisions which will determine the fate of worlds, ordinary people are living ordinary lives. They live, die, have children, move from place to place, settle, explore, emigrate as dictated by economic opportunity. These constant fluctuations in population are generated using the following process.

Population Change Procedure

Population is tracked on each world within the Pocket Empire by real count, not by UWP Pop or Multiplication Digit. The player makes the change to the real population number, and then adjusts UWP or Multiplier digit as needed to reflect the real change in population.

Population Change Factor = $(1D+R+I+T)/(L+1)$

R = Native Resources (excludes imports or exports).
I = Infrastructure.
T = Tech Level.
L = Labor Digit.

Once the Population Change Factor has been calculated (round all fractions down), consult the Population Change Table to determine the corresponding population change.

Starport Effects

The starport of a world undergoing population change tends to have an amplifying or muzzling effect on the growth or contraction of the population on worlds within the Pocket Empire. To simulate these effects, multiply the percentage generated by the Population Change table by the following Starport Modifier:

Code	Modifier
A	4
B	2
C	1
D	0.5
E	0.5

Modifying the Population

Compute population changes once per year. Having multiplied the population percentage change by the starport modifier, add the result to 100% and multiply by the current real population of the world. Round all fractions from real population numbers up, then adjust the UWP Population code and Population Multiplier Digits accordingly.

*Khuir has a Population code of 10 (A) and Population Multiplier of 2. This gives it a starting population of 20,000,000,000. Given a 1D roll of 5, Natural Resources of 13, Infrastructure 9, Tech Level of 9 and Labor code of 9, the Population Change Factor is (5 + 13 + 9 + 9) / (9 + 1) = 4 (3.6 rounded up). The population increase for this year will therefore be 1%, giving a population increase of 20,000,000,000 * (100 + 1)/100 = 200,000,000. The new population of 20,200,000,000 has not changed sufficiently to require a change in the Population code or Population Multiplier.*

6: CONTROLLING THE EMPIRE

A growing Pocket Empire will have a number of problems to face, in particular the risks from internal dissent, the problems of keeping newly acquired worlds within the Pocket Empire, and the threat of action from other Pocket Empires. In addition there are the politics of the family which must also be dealt with. All of this can keep a ruler from pursuing their main aim of growing the Pocket Empire through acquisition.

The rules in this section are divided into three levels of complexity. For the most simple Pocket Empires game (e.g. for a referee running a NPC empire), only the Popularity rules need be used. A player Pocket Empire should use the subsequent rules describing the tasks required to maintain control of their empire. If detailed role-playing of internal politics is desired, the appropriate rules are given towards the end of this chapter. The final section presents a table of random events which may befall a world during each year.

Popularity and Its Effects

The internal satisfaction of the Pocket Empire populace is measured by the Popularity rating of each member world. A roll is made against this Popularity rating at the end of each turn to determine whether the populace riots, strikes, secedes, or otherwise gives a poor ruler a hard time. The mechanics for influencing this measure (primarily the budget) are covered in the economics section of the rules. The results of meta-tasks may also include an adjustment to Popularity (as described in each meta-task). Popularity feeds through to Prestige. If a Pocket Empire ruler wants to expand their empire they must, therefore, maintain at least a basic level of Popularity. Where problems do occur, there are a variety of meta-tasks which can be required, from quelling riots to surviving assassination and secession attempts.

When a new world is absorbed into a Pocket Empire, its Popularity rating is altered, becoming the inverse of its previous value. This reflects the likelihood that if the old government was popular, the new Pocket Empire rule is likely to be unpopular. Conversely, if the old rule was unpopular, the populace may now be pleased to have the Pocket Empire take over. Whether the world was brought into the empire by fair means or foul, the empire's ruler must initially prove themselves to be a better choice than the government that went before. As a result, newly acquired worlds have an additional negative adjustment to Popularity which diminishes with each turn.

Calculating Popularity

Towards the end of every turn the Popularity rating of the ruler of each world is assessed. For a Pocket Empire ruler, the average of the Popularity ratings of all the member worlds is used as a measure of their overall popularity. The Popularity rating must first be calculated separately for each world in the Pocket Empire.

The Popularity rating consists of three components: a Base level, which is relatively static from turn to turn; an Actions Bonus, which is the accumulation of all positive and negative Popularity changes since the start of the game; and a Leadership Bonus, which

reflects the personal efforts of the world's ruler to increase their popularity. The Base Popularity is limited to the range 0 to 15. The final Popularity, including the Actions Bonus and Leadership Bonus, may exceed this range.

Popularity = Base + Actions Bonus + Leadership Bonus.

Base = T + C + I - L - G - D + A.

T = World Tech Level.

C = World Culture.

I = World Infrastructure.

L = World Law Level modifier (the difference between the Law Level and the Self-Determination code; the number is always positive, e.g. a world with Law Level 8 and Self-Determination 3 would have a modifier of 8 - 3 = 5).

G = World Government modifier (the difference between the Self-Determination and the Pluralism value from the Government Pluralism Table; the number is always positive, e.g. a world with Government 10 and Self-Determination 3 has a pluralism value of 9, giving a modifier of 9 - 3 = 6).

D = World Discretionary Tax Rate x 100 (i.e. total Tax Level - Basic Tax Rate - Social Tax Rate, multiplied by 100 to make the fractional value from the economics section into a percentage value).

A = Other applicable DMs from the following list:

+1 if a family member or trusted lieutenant of the Pocket Empire ruler has been assigned as local representative.

+2 if a first level marriage bond exists between the Pocket Emperor and the world's government.

+1 if a second level marriage bond exists between the Pocket Emperor and the world's government.

-1 if the world joined the Pocket Empire the turn before last.

-2 if the world joined the Pocket Empire last turn.

-3 if the world joined the Pocket Empire this turn.

The Popularity Action Bonus is determined by the success (or failure) of any world-scale meta-tasks undertaken in preceding turns. The Bonus is cumulative, i.e. any Popularity DMs which have arisen during the turn are added to the current Bonus, which is then carried forward to the next turn. Since failures can cause negative modifiers, the Action Bonus could become negative. In addition to any other modifiers, there is a DM of -2 for each world lost from the Pocket Empire this turn.

The Pocket Empire ruler may personally attempt to sway the opinions of the populace on one world per turn, using the following task:

To sway popular opinion.

(Int + Leadership) < Chosen Difficulty

The ruler must decide beforehand from the Leadership DM Table the Popularity DM they wish to achieve. The bigger the DM, the harder the task. The price of failure for a given task is accordingly high.

Adding together the Base, Actions Bonus and Leadership Bonus gives the final Popularity rating for the world. To determine the reaction of the populace, add 1D to the Popularity rating and consult the Domestic Situation Table. Any events indicated in the table are applied immediately. Any meta-tasks required to counter negative events (e.g. to survive an assassination attempt or to restore order) must be performed immediately. These meta-tasks must be paid for the next turn.

Sylea's Tech Level is 12 (C), its Culture 6 and Infrastructure 11 (B). Its Self-Determination is 3 - its people are progressive and self-willed. The difference between this and its Law Level of 8 is 5, thus the Law Level Modifier is 5. Its pluralism (for Government type 11 (B)) is 10 (A), which is 7 points from its Self-Determination value, giving a Government Modifier of 7. Its Discretionary Tax Rate is 0.

*Its Base Popularity is thus 12 + 6 + 11 - 5 - 7 - 0 = 17. However, the Base Popularity is limited to the range 0 to 15, so Sylea's Base Popularity becomes 15. No significant Action bonuses have been earned this turn. Cleon successfully makes his Formidable leader-*ship roll for a bonus of +3. Adding a 1D roll of 4 gives 22 which on the Domestic Situation Table means that Cleon is sufficiently popular to gain a x1.2 modifier on next year's GWP.*

As another example, Khuir has Tech Level 9, Culture 5, Infrastructure 9, Self-Determination of 8, Law Level of 11 (B), a Pluralism of 10 and a Discretionary Tax Rate of 5%.

Its Base Popularity is thus 9 + 5 + 9 - 3 - 2 - 5 = 14. Assuming no significant Action bonuses have been earned this turn, and that the new leader Uuron successfully makes a Difficult leadership roll for a bonus of +2, the resulting Popularity rating is 16. Adding a 1D roll of 2 gives 18 which means the population are content but Khuir gains no bonuses to its productivity.

As a final example, Lia has Tech Level 6, Culture 0, Infrastructure 6, Self-Determination of 5, Law Level of 5, a Pluralism of 7 (the average of its balkan states) and a Discretionary Tax Rate of 0%. This is the first year that Lia has effectively been considered part of the Cararialta family, resulting in a -3 DM. This might cause minor troubles on Lia, but the Cararialta family have preempted this hazard by arranging for Agnew Cararialta to marry into the dominant ruling group on the planet. This gives a +2 DM to the Base Popularity.

Its Base Popularity is thus 6 + 0 + 6 - 0 - 2 - 0 - 3 + 2 = 9. No significant Action bonuses have been earned this turn. Adding a 1D roll (of 3) gives 12 on the Domestic Situation Table meaning the populace are currently content with their lot.

Addressing Events

After the Popularity has been assessed and the Domestic Situation Table consulted, the ruler may be required to take immediate action. It might be necessary to restore order, or perhaps to counter an assassination attempt, etc. The relevant meta-tasks (which are detailed in the Internal Meta-Task Table) are described below.

Restoring Order

When a Popularity roll results in a strike or worse disturbance, the usual consequence is a negative impact on the world's revenue next turn. It is assumed that the Pocket Empire will have taken whatever steps are necessary to restore order, but this may have taken some time. The Pocket Empire may prefer to go in with a heavy hand. This meta-task allows the Pocket Empire to try and quickly restore order and avoid, or at least limit, the negative revenue effect. Of course the whole plan might backfire and the problem could then worsen. Whatever the results this will not be a popular move.

Preventing Secession

When a world attempts to secede from the Pocket Empire, the ruler should use one or more of the meta-tasks described in Chapter 7 to try to consolidate their hold on the world. The tasks are used as described, with the recalcitrant world treated as the target, but all tasks are one level easier, since the world is still currently within the Pocket Empire. Obviously, offensive investment will be limited to the amount spent in any given turn. The amount will then have to be deducted

from the next turn's budget. Where the task result indicates "world taken" then the secession attempt has been foiled. Any failure of the task results in secession.

Survive Assassination Attempt
If there is an assassination attempt then the ruler(s) of the Pocket Empire must make a task roll to survive the attempt. Obviously, an alternative to resolving this with a meta-task would be to use it as the basis of a role-playing session. Note that this task should also be used where an outside force (world or Pocket Empire) is attempting an assassination, but in that case the task difficulty is reduced to Difficult.

Surviving a Coup Attempt
Coup attempts really should be the subject of a role-playing session rather than a task roll. In a "family" game there will, hopefully, be enough plotting and intrigue for a ready-made motive and conspiracy to develop. If not, the referee may invent one, as desired. In multi-player, multi-Pocket Empire games, the players of other Pocket Empires could play the coup leaders, perhaps using a plot devised by the referee. As a last resort, if there is not the opportunity to role-play the situation, the Assassination Attempt task should be used.

To restore order.
(World Law Level) + DMs < Formidable (3D)
Positive DMs: +1 if local family member present as representative, +1 for each level by which Pocket

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Leadership
Where a major diplomatic event or internal strife is required to be settled by a speech from the ruler, the referee may decide to require the player(s) to role-play their presentation. This may involve simply deciding roughly what they want to say or, if the players wish, they can act out parts of the speech, e.g. an impassioned plea for public calm and support during times of trouble, or a rallying cry for war against a neighboring world.

Alternately, the referee may allow instead a written presentation. While this option takes the pressure off of the player's ability to deliver a moving speech, it does subject his content to greater scrutiny.

In either case, the referee should evaluate the speech with regards to its suitability to the current crisis and the likely state of mind of the audience. A stirring, persuasive speech may give a substantial bonus to a meta-task roll. A badly worded or presented speech might have a negative effect on a critical meta-task. An exceptional speech or document lessens the difficulty of the task by one level. A poor presentation raises the difficulty instead. Historical examples of such leadership, both good and bad, are too numerous to mention.

Empire Tech Level is higher than world Tech Level.

Negative DMs: Preceding Domestic Situation roll. For example, on the Domestic Situation Table, a result of Severe Strikes would give -5, while Severe Riots would give -1).

Cost: Nil.

Spectacular Success: No loss of revenue. No negative DM on next Domestic Situation roll.

Success: Revenue loss halved. -2 DM on next Domestic Situation roll.

Failure: Stated revenue loss occurs. -2 DM on next Domestic Situation roll. -2 Popularity.

Spectacular Failure: As Failure but revenue loss doubled.

To survive an assassination attempt.
(Target's End+PE Law Level) < Formidable (3D)
Cost: Nil.

Spectacular Success: Ruler survived. Those who orchestrated the assassination are caught.

Success: Ruler survived. Assassin was caught, killed or escaped, but the orchestrators of the attempt could not be determined.

Failure: If target was a 'Lieutenant', they are killed. If the target was a player-character ruler, they have been wounded. Apply a -1 DM to all meta-tasks next turn.

Spectacular Failure: The target (whoever it was) was killed.

A roll on the random event table for this year results in an assassination attempt. Khuir is nominally a contented world, but there are obviously political elements (strong supporters of K'ron) who are unhappy with Uuron's accession to the throne. Khuir's Law Level is 11 and Uuron's Endurance is 6, giving a target number of 17. The result of the Formidable (3D) roll is 14, so Uuron survives the attempt, but the Khuir security forces cannot determine the originators of the plot.

Maintaining Control
A good Pocket Empire ruler will keep an eye on the Popularity ratings on each member world. The ruler will try to anticipate (and thus avoid) potential negative effects before they happen. Obvious measures by which popularity can be affected are taxation and budgetary investment. Others which are detailed below, include assigning trusted lieutenants as local representatives, establishing marriage links, assigning military forces to keep the peace, or manipulating the basic expectations of the populace.

Assigning Lieutenants
A ruler can extend their reach by placing a trusted lieutenant on a world, in either an advisory or governing capacity. Family generation determines the number of available family members, but not all will be of the appropriate age, or have sufficient experience, to be useful as a lieutenant. At any one time, typically only half of the potential candidates will be available to act as lieutenants.

Lieutenants may also be created from very close advisors or family friends. When such a lieutenant is first required roll 1D-1 to see how many lieutenants may be called upon by the ruler.

Assigning either type of lieutenant to a member world of a Pocket Empire is generally an Easy task with no cost. Such assignments (or re-assignments) must be made at the start of a turn (year).

Marriage

In the same way that marriage can be used to bind Pocket Empires together it can also be used to bind worlds within the Pocket Empire. A family member can be married off to a local warlord or chief executive, in the hope that the blood link will help citizens to better identify with "their" empire, as well as giving the world an inside track when it comes to reaping the benefits of Pocket Empire membership. The following task is used when trying to arrange an appropriate marriage:

To make a marriage bond.
(Popularity) + DMs < Formidable (3D)
Positive DMs: +2 if first level marriage.
Negative DMs: None.
Cost: Nil.
Spectacular Success: Marriage made, +1 to Domestic Situation.
Success: Marriage made.
Failure: Marriage could not be made but can be attempted again next year.
Spectacular Failure: The marriage could not be made and cannot be attempted again for 1D years. -2 to Domestic Situation.

The Cararialta family wish to arrange a bond between their first level son Agnew and the powerful Myan family on Lia. The world's Popularity rating (prior to the marriage) is 7, with +2 for a first level marriage making the target number 9. The Formidable roll (3D) is exactly 9 - the marriage proposal was only achieved after substantial diplomatic wrangling, but the Cararialta family have achieved their aim of bonding themselves with Lia's most powerful ruling group.

Assigning Military Peace-Keeping Forces

Military units may be assigned to a world for peace-keeping missions. These forces are not available for any task other than keeping the peace or defending the world if it is attacked. The forces must come from another world. They may be comprised of a mixture of force types provided at least half the force Size is made up of Ground units. Consult the Offensive Investment Table using the military force Size (sum of ATT, DEF, TRN and JMP ratings, see Chapter 8), and compare with the world Population code to produce a DM for use on the Domestic Situation Table.

Manipulating Expectations

The Self-Determination characteristic of a world represents its peoples' expectations of how they will be governed and what freedoms they should have. If a ruler departs from these expectations then there will be an adverse effect on Popularity. A strong ruler can attempt to change the basic Self-Determination level of a world, by trying to persuade the populace that a more stringent, or perhaps more relaxed, rulership would be to their benefit. The meta-task for this is as follows:

To change Self-Determination.
(Popularity) + DMs < Staggering (4D)
Positive DMs: None.
Negative DMs: -3 for each level of change beyond 1.
Cost: Nil.
Spectacular Success: As Success, plus one extra level of change in Self-Determination (if desired).
Success: Desired change in Self-Determination occurs.
Failure: Determination un-changed, -1 Popularity next turn.
Spectacular Failure: Determination unchanged, -3 Popularity next turn.

Natural Drift of Self Determination

In addition to any alteration of Self-Determination desired by the Pocket Empire ruler, there will also be a gradual drift in a world's Self-Determination over time. This is particularly true where the Government code is significantly different from the Self-Determination score. Every 10 years calculate the Self-Determination change:

Change = 2D + S - L

S = Current Self-Determination level.
L = Average Law Level over the last 10 years.

Using the result of this calculation, consult the Self Determination Change Table to determine the change in the Self-Determination score.

"I am the Principal Administrator of the Seven Stars and I AM going in!" Berina was a small woman and the two guards tried to stop her but totally misjudged the power in her lithe, highly trained body. Berina burst into Uuron's personal chamber, began an exclamation and froze. Her first glance took in the three snub-nosed gun muzzles leveled at her, one bodyguard crouched defensively across a body lying on Uuron's couch.

"What?" Berina's eyes did a second take. There was blood on the floor just in front of the couch. Not a lot, but... The two guards outside the door finally caught her and pinioned her arms. One of the others inside the room was yelling something about getting her out. An arm raised from the couch and waved. The shouted orders ceased but the guards kept a firm grip on her.

Uuron heaved himself upright on the couch. She saw the bloody rags at his shoulder, his face flushed with shock. "What?" she tried again. "Anarchists," he hissed, flinching with pain. "Bad?" she asked, trying to force concern into her voice. "A pitiful assassination attempt," he said. "One of the lower level security guards was a sympathizer of K'ron. Thankfully he wasn't a very good shot."

Berina's mind was a flurry of panicked thoughts. "But who was behind this? Did he say anything before he died?"

"No. My people were... efficient in their retribution." Uuron transfixed her with his dark stare. "But I shall find out..."

The Trappings of Empire

Any worthwhile ruler recognizes the value of palaces, special events and monuments. These assets may be a costly initial investment, but often provide a substantial long-term return. A palace can be used to entertain foreign diplomats and other dignitaries. Banquets and other special occasions provide an excellent situation for sealing trade deals while plying the delegates with rich food, wine and other pleasures.

Holding world-wide, or even empire-wide, events can be of great importance in uniting the populace behind their ruler. Monuments, placed strategically in the major cities, seek to remind the people of their greatest achievements and heroes, past and present (perhaps including the current ruler among the latter).

The placement of the Pocket Empire capital is also important. It might appeal to an emperor to have his seat of rulership on a garden world, far from the grime and noise of the empire's core industrial worlds. However, removing the seat of government from the hub of the empire imposes problems, particularly since communications can only travel at the speed of the fastest courier starships. It is therefore most common for a ruler to place his capital, and palace, on the world with the greatest Gross World Product (GWP). Here, the ruler can keep their finger on the pulse of their empire. Further, they are always close to the greatest possible number of citizens for special occasions and media events.

To reflect the value of such investments, during any year a ruler can gain a +1 DM on any meta-task or Popularity-based roll by investing a number of RU equal to the world Population code. Each +1 DM can be applied only to a single roll and the DM cannot be increased beyond +1. For a meta-task involving a trade alliance or diplomacy, this RU payment might represent building a new wing on the palace (to impress the guests) and the cost of the grand state banquets and special events at which the foreign dignitaries are entertained. It might even represent a certain direct financial incentive to some of the foreign diplomats. For a meta-task involving Popularity, the payment represents an investment in monuments or special celebrations to improve the leader's standing among their people.

Most rulers will also own one or more estates on various member worlds of their Pocket Empire. These fiefdoms may be retained within the family over the generations and may provide substantial personal income for the ruler. Such land can also be granted to others for their deeds, or perhaps as part of an arranged marriage.

Playing Politics

Some players may wish to concentrate on the interaction between Pocket Empires and ignore internal politics. However, others may wish to exploit the role-playing and adventure possibilities of the internal politics of a Pocket Empire.

Internal Factions

There are a wide variety of factions which could be active within a Pocket Empire. These factions could be played by the referee, by players playing other Pocket Empires, or by individual players (if there are sufficient players). In fact, it can be rewarding to have a whole session just dedicated to the internal politics of the Pocket Empire, combining strategic level play with role-playing adventures.

Outlined below are some possible factions that could be involved. Players and referees should feel free to add and subtract from this list as their own campaign requires. To add interest and detail to the political game, consult a newspaper for current affairs, or browse a few history books. The 'Western World' has seen the rise and fall of many nations, driven by leaders with very differing views and aims, but for a change try to find out information on how other areas of the Earth (e.g. the Middle and Far East) have evolved different forms of rule.

Hawks and Doves

Most Pocket Empires will have factions representing militaristic and pacifist tendencies. If a Pocket Empire is pursuing an aggressive expansion plan, there will be doves who need to be persuaded that it was strategically necessary to sacrifice military and civilian lives to bring the latest world into the fold. Conversely, a cautious Pocket Empire is likely to find the hawks trying to whip up the generals and admirals into demanding military action. They may even be engineering "enemy" terrorist or preemptive strikes, in an attempt to goad the leadership into action.

Technophiles and Technophobes

Many worlds which have come through the Long Night have become accustomed to sustainable levels of appropriate - some may say low - technology. They

> "A marriage is our best possible link at the moment," Anfinwen said. "The Myan power base is the key to Lia: when Karin Myan dies - and that moment is not far off - then little Ryena will assume the throne, but she will not reach true adulthood for some fifteen years. The power 'behind the throne' will be her young aunt Sylena Myan. We must forge a marriage link with Sylena in the very near future. Hopefully by the time Ryena is old enough, Hazel the Younger will be an eligible young noble."
>
> "It is best," Hazel the elder said.
>
> "But it will take years," Anfinwen commented.
>
> "The years will melt away quickly enough," Hazel replied, giggling slightly. "Time has a way of slipping away. In terms of the worlds we're affecting, it will be no time at all."
>
> "I suppose you're right. The union of worlds must take precedence, of course."
>
> "You object?"
>
> "No," Anfinwen said quickly. "No. It's just a lot to ask of someone. Their feelings must be considered."
>
> "Perhaps, but romanticism in such matters is often dangerous."
>
> "Again, I must concur."
>
> "It's a huge responsibility, but we have only one choice," Hazel the elder said, then suddenly smiled. "Ironic, that poor nervous Agnew is our only eligible family member."
>
> "I have faith in him," said Anfinwen. "He is, despite his faults, a Cararialta at heart."

may not take too kindly to the Pocket Empire which comes sweeping in with its high-tech weapons and goods and starts making demands: that all the world's current technology be junked or upgraded to match that of the newcomers; that the planet should divert its sizable arts and craft budget into supporting a new network of gravitics research institutes; that the old traditions of the world must change. Pocket Empires will need to be aware of local attitudes towards technology and adapt their plans accordingly, unless they want bands of Luddites smashing up that wonderful new city in the sky.

Isolationists and Expansionists

Being a pacifist is not necessarily the same thing as being an isolationist. The legacy of the Long Night is such that many worlds are not eager to rejoin the new interstellar community (resulting in a negative DM on Relationship rolls). Within a Pocket Empire, the isolationists will be keen to keep the empire to a sustainable, self-sufficient size, and then throw up an impenetrable border. The Interstellar Confederacy is often quoted as an example of such an empire. Having grown to 32 worlds, it withdrew into itself and refused contact with Sylea for over 400 years. The expansionist lobby, on the other hand, will be pushing for the Pocket Empire to put all its energy into expansion, leaving internal development and improvement until "later".

Monarchists and Republicans,
Centralists and Confederalists

While many, if not most, Pocket Empires are based around noble families, worlds are notoriously diverse in their government types. Integrating its own government type with that of its member worlds, is one of the hardest tasks facing the Pocket Empire. The traditional approach has been to leave world governments intact, then appoint minor nobles as the worlds' interstellar "conscience". The noble then represents the empire on the world, represents the world in the moot, and acts as arbitrator and fair council for disputes on the world. Many Pocket Empires implement this system, either appointing family members or trusted companions as world barons or, in some cases, appointing a local as the representative. More commercially oriented Pocket Empires operate a similar system, with each world being considered as a profit center with a general manager to look after it.

Amidst all this, the rulers of the Pocket Empire can find themselves opposed by factions who totally disagree with the organization of the Pocket Empire government. They want to replace it with one more in line with their own beliefs, whether that be a participatory democracy or federal state, a revolutionary centralist socialism or a commonwealth of nations.

Exploitationists and Conservationists

As is stated elsewhere in this book, empires and economics are all about resources and the inherent scarcity of those resources. Given this, it is no surprise that conservationist movements have always been quite popular, urging governments to conserve resources, concentrate on renewable sources of energy, and to protect indigenous and imported life. Even the advent of fusion and fusion plus has done nothing to dim the strength of these movements. As one "problem" is solved by technology, another dozen appear: protecting the environment of gas giants, limiting open-cast moon mining, stopping asteroid break ups and so on. Governments need to be careful about using resources at unsustainable rates and using ecologically harmful industries and weaponry if they do not want to encourage censure by green movements.

Liberationists

Not every world within a Pocket Empire is happy to be there. If a Pocket Empire is not developing successfully, or is not ensuring that its own peoples are benefiting from its success, then liberation movements are likely to grow in number and power. Initially such groups are merely vocal in their opposition. As they may become more organized, they may begin to cause disruption through demonstrations or strikes. If these are not successful, then terrorist or guerrilla war could be the next step. The Pocket Empire could find valuable military forces being side-tracked into fighting local "police actions". Heavy-handed techniques to quell such rebellion will only cause popularity to drop further. Actions such as appointing local regents or governors must be carefully played to be effective - they need to bring carrots as well as sticks with them, if they are to win the locals over. For gaming purposes the political manifestation of liberationists may well be allied to isolationists or republicans/confederalists, while the physical presence will show through in low popularity scores on the Domestic Situation Table.

The Loyal Opposition

Not every opposition will be out to cut every throat and spear every initiative. In many Pocket Empires with well-developed political systems, two or three party political systems may have emerged, with parties representing a broad spectrum of political opinion. Even so, the dominant party within the Pocket Empire will need to ensure that it has the political support it needs. It may need to strike alliances with smaller parties in order to stay in power.

Political Rules

The Traveller Milieu 0 book presented a generic set of rules for role-playing political situations. A modified form is used here to reflect that politics is an on-going process, rather than a task aimed at a single specific goal (e.g. to join the Imperium). This forms a good basis for referee and players who want to accurately reflect the political infighting of a Pocket Empire.

For a family-oriented Pocket Empire, one "vote" could be assigned to each family member, and each member then allocated to one or more voting groups (isolationist, expansionist, hawk, dove).

However, for ease of play, the standard Pocket Empire politics system uses an abstract set of 100 votes. These votes are intended to represent not just the direct voting members of a family or board, but also the outside influences that will affect decisions. These votes are assigned to voting groups (isolationist, expansionist, hawk, dove, etc.). The movement of votes between groups can then be tracked as the polit-

ical campaign progresses. The referee will need to judge, for each Pocket Empire action, what effect it has on the voting groups. The referee will also provide the players with suitable meta-tasks, or role-playing adventures, to directly affect the balance of power. The policies of the Pocket Empire should follow those of the current dominant groups. The player-character ruler usually has the largest group, initially. If the Pocket Empire ruler wishes to follow minority policies, then either the tasks should be made harder, or additional tasks or role-playing events must be undertaken to persuade the vote holders of the wisdom of the ruler's course of action.

Note that as with all political and diplomatic meta-tasks the referee should feel free to allow DMs (typically ranging from +3 to -3) for good ideas or role-playing on the player's part.

Set-Up

At the beginning of the game, the referee and player will need to decide what the active factions are and how these votes are spread between the factions. The players should form one or more of the factions. The current ruler's faction should normally have the largest share of votes. Having less than 3 or 4 factions makes the play predictable, while more than 5 or 6 makes it harder to keep tally, so it is suggested that 4 or 5 factions are used.

To determine the vote allocation, work out the average number of votes per faction, if evenly spread (5 factions would thus get 100/5 = 20 votes each). Divide this number by 3 and round down (e.g. 20/3 = 6) to determine the number of dice to be rolled as a random factor for each faction. Roll and total the dice for all except one of the factions (e.g. rolling 6D gives 21, 19, 15 and 23). For the last voting block total all votes so far, subtract from 100 and assign this faction these remaining votes (i.e. 100 - 21 - 19 - 15 - 23 = 22). The current ruling faction should be given the largest number of votes (i.e. 23) and the other voting blocks assigned to factions randomly or as agreed with the referee.

If the player's ruling party is clearly much stronger than the others, the number of votes given to each can be reduced, e.g. for 5 or 6 groups, allocating 2D votes to each group and giving the remaining votes (typically a much larger number of votes) to the player-character's group.

In Play

During play, the referee should add and subtract votes from and to factions according to the actions of the players and any random events which occur. For instance, if the player pursues a vigorous, successful military campaign this will increase the player's hawks votes at the expense of the doves and perhaps isolationists. If the campaign suffers a major reverse, votes will flow to the doves and maybe the isolationists. For convenience, this allocation should probably be done at the end of each turn, but at crucial stages, it may need to be updated as each task is performed.

The relative political positions influence play by adding an additional meta-task before each other meta-task. Before every meta-task, the ruler must get the proposed task politically agreed.

To get agreement on a proposed course of action.
(Vote Difference) < Task Difficulty
The Vote Difference is the difference between the ruler's votes and the votes of the faction(s) opposed to the task. If the ruler is in a minority, agreement will only be reached on a spectacular success result. The Task Difficulty is equal to that of the task being attempted.

Spectacular Success: Agreement reached, plus ruler gains 1D votes from other factions.

Success: Agreement reached (ruler can go ahead with task).

Failure: Task or policy can be attempted (if desired) but at one level of difficulty higher than normal.

Spectacular Failure: Ruler has been humiliated and loses 1 Prestige point. Task may not be attempted this turn.

Obviously, in this option the ruler will start to find it hard to implement policies if they have less than 10 or so votes between them and the nearest opposition. In these situations, the ruler can seek to establish a coalition. The coalition can, in theory, be with any faction, but will typically be with that faction most closely aligned with the ruler's own faction.

To establish a coalition.
(Coalition Number) < Formidable (3D)
The Coalition Number is equal to the sum of the Leadership skills of the ruler and the coalition faction, plus one fifth of the difference between the number of votes controlled by the two factions.

Exceptional Success: Coalition is formed and 1D votes are gained (by the ruler's faction) from other factions.

Success: Coalition formed.

Failure: Ruler must try to find another coalition partner next turn.

Exceptional Failure: Loss of face; lose 1 Prestige point.

Once formed, a coalition must be maintained by making the same task roll each turn. However, once established, the coalition is fairly stable and this gives a cumulative DM of +1 on the task for each turn that the coalition has been in force (to a maximum of +5). The two factions both gain and lose votes separately, but whenever attempting a political meta-task the player adds the coalition partner's votes to his own.

The ruler may make a maximum of three attempts to form a coalition each turn, and not more than one attempt per faction. Where other factions are played by other players, a coalition can be resolved through role-playing. The ruler must offer the other player's faction some suitable reward for their support.

It could be that the ruler ends up in the minority and fails to find a coalition partner. In these cases the largest faction is assumed to take power and should be played by the referee for that turn. If ever there was a case for a good role-playing session, this is probably it, as the ruling player's faction attempts to get back into power by fair means or foul. If control cannot be regained the ruler must rely on the random ebb and flow of votes, attempt referee-generated meta-tasks to "influence" the voting, and renewed attempts to form a coalition.

The Cararialta family wish Lia to enter a number of long-term trade agreements and alliances in exchange for their investments in the world's technology and starport. However, Lia's balkanized government has many factions. For simplicity, these can be divided into the Technophiles (48 votes - the strongest supporters of the plan), the Technophobes (15 votes - who are against the technology uplifting), the Expansionists (18 votes - who like the idea of greater interstellar links but are uncertain of the motives of the Cararialta family) and the Isolationists (19 votes - who don't want further off-world links).

The Cararialta family are proposing quite dramatic changes to Lia's development and are trying to exe- cute the changes over a relatively short time (a few tens of years), so the task is considered Staggering (4D). The Expansionists are currently neutral, so the vote is Technophiles (48) vs. Technophobes (18) and Isolationists (19). The latter two parties have already allied against the Cararialta ideas so the target number is 48 - 18 - 19 = 11. Rolling 4D gives 13 - the vote failed. The Cararialta consult quickly with the Expansionists in the hopes of persuading them it is in their interest to support the motion. They are, thus, trying to form their own coalition. Anfinwen's Leadership skill is 5, and that of the Expansionist leader is 4. Comparing their 48 votes to the Expansionists' 18 gives a difference of 30 votes. The target number for the coalition attempt is thus 5 + 4 + (30 / 5) = 15. Their Formidable difficulty roll is 12 - the coalition is formed. When the matters are once again brought before the factions to vote, the resulting 18 extra Expansionist votes make the target

number 48 + 18 - 18 - 19 = 29. The Staggering task roll would only fail if a spectacular failure were rolled, ensuring that Lia's government is - at least in principle - in agreement with their plans for the world's future.

Had the Cararialta family not managed to achieve a coalition, the large number of foreign affairs tasks they wished to undertake (see Chapter 7) would all have had their difficulty level increased.

Random World Events

Players will pretty quickly realize that things don't always go according to plan. Just to make sure that they don't, the referee (or optionally the player) should roll for random events each turn. For each world in the Pocket Empire, roll 2D: on 11+ an event has occurred. To determine the nature of the event roll 3D and con- sult the World Event Table. If desired, the referee may also roll random events for nearby non-aligned or NPC Pocket Empire worlds. For simplicity, this need only be done if these worlds are of particular interest to the player's Pocket Empire. For example, they may be waiting for a random event to weaken the world before attacking it.

The entry on the table marked "Unusual event" means something particularly out of the ordinary has happened. Perhaps there have been major problems with psionics operating on the world, or strange time dilation effects have been experienced in certain areas of the planet, or perhaps sentience has been discov- ered in a native lifeform, bring up all sorts of difficult moral issues.
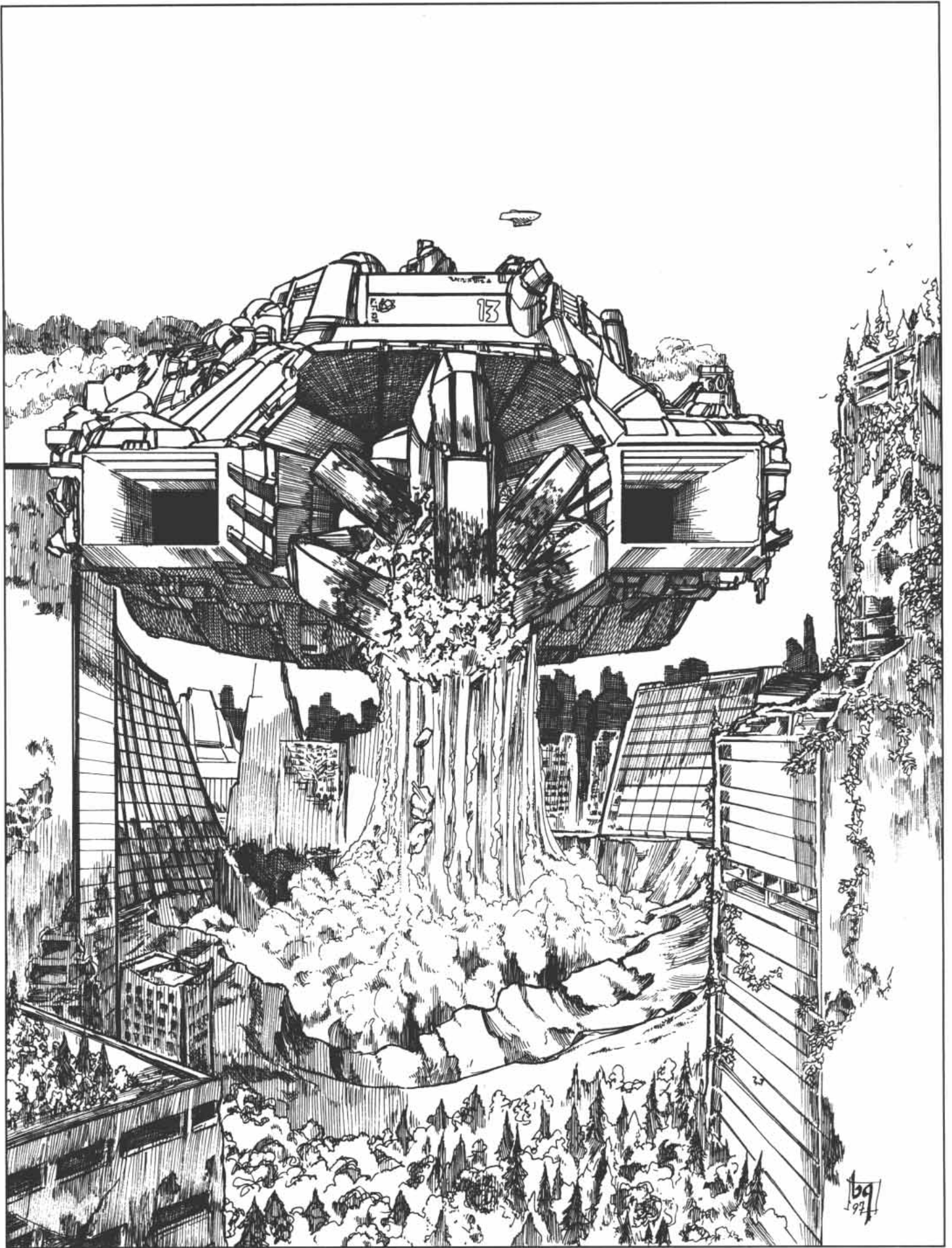
7: EXPANDING THE EMPIRE

This chapter describes the relationships between Pocket Empires (and non-aligned worlds) and the actions which a Pocket Emperor may take to influence these relationships. Actions range from diplomatic efforts, intended to improve a relationship, to covert operations or open warfare.

Meta-Tasks

The leader of a Pocket Empire has two main tools with which to turn their strategic aims and dreams into reality: the budget and the meta-task. To govern successfully (i.e. to play Pocket Empires well), it is important to understand how these two strategies differ and interact.

The budget is the prime tool of change within the Pocket Empire. The worlds of the Pocket Empire generate Resource Units (RU), which are then spent through the budget. The budget can be used to bolster military forces, invest in capital programs, or generally improve the well-being of the Pocket Empire's subjects. These investments are generally intended to improve the prestige of the Pocket Empire and, typically, the popularity of the rulers themselves. Budget spends are effectively Easy meta-tasks and therefore no task roll is required to be made to implement them. The workings of revenue generation and the budget are dealt with in the Economics sections of this book.

In contrast, the meta-task is the prime tool for projecting the Pocket Empire's power beyond its own borders. Meta-tasks can be used to try to win new worlds for the Pocket Empire, whether by war, diplomacy, economic domination, or more underhand efforts. But meta-tasks don't come free, and most must still be paid for out of the budget.

Meta-tasks should be scheduled and paid for as part of the budgeting phase of each economics turn. Once all budgets have been implemented, meta-tasks can be played out. If several Pocket Empires wish to perform meta-tasks which may affect each other, the Empire with the highest Prestige rating is given precedence. Alternatively, a referee may choose to allow the tasks to run concurrently and, where one task conflicts with another, to use further task rolls or role-playing to resolve the outcome.

Bilateral and Unilateral Policies

In pursuing interstellar relations there are broadly two types of policy that a Pocket Empire can follow: unilateral and bilateral. Both aim at ultimately incorporating new worlds into the Pocket Empire, or maintaining its independence.

Unilateral policies are those which the Pocket Empire carries out against another Pocket Empire or world without their active participation or collusion. Such policies are usually undesired by the target and, therefore, must be carried out covertly. Occasionally such policies result in all-out war. These policies are, by their very nature, aggressive and only bring rewards if brought to a successful conclusion. Failure may significantly damage a Pocket Empire's prestige, particularly if embarrassing information is revealed about their underhanded methods.

Conversely, bilateral policies are carried out with the open and willing participation of the target world or Pocket Empire. Both parties see that they have something to gain, and the prestige of both participants benefits from the agreement or alliance that emerges. The ultimate goal is still for the Pocket Empire to grow stronger, initially through alliances, but ultimately through willing secession of sovereignty and absorption.

Player-Character Involvement

There are two ways that player-characters can become involved with meta-tasks. The first is where the task itself is used as the basis for an adventure. The outcome of the adventure can then be used by the referee as a DM for the task (it is suggested that the DM is in the range -3 to +3).

The second option is to use the skills of an applicable player-character (e.g. Navy Admiral, Ambassador, Pocket Empire Emperor) to influence the task. A task modifier (DM) can be obtained by making a successful task roll against the appropriate skill:

(Characteristic + Skill) < Chosen Difficulty.

"People often forget just how crowded space is. You'd have thought that with 10,000 stars to choose from, each Pocket Empire would have been developing in a vacuum. But no! Everyone was looking for the same characteristics in their target worlds so, not surprisingly, you often found two or three empires developing within a few parsecs of each other. It was then the responsibility of the rulers of each state to determine whether these fledgling empires worked together through alliances, or whether rivalry developed, ultimately resulting in open aggression and war. Too often, warfare was the result."

Quote from "Expansion to the Stars", Prof. Hulein Forbani, Sylean Institute of Sociopolitical Affairs, 123-0045.

The difficulty level of this task is proportional to the size of DM the player wishes to achieve, as shown on the Task DM Table. The player can opt for a large positive DM by attempting a potentially risky strategy, or can try for a smaller DM with more chance of obtaining success.

Successfully making the given difficulty task gives the desired DM. If spectacular success is achieved, the DM is increased. If a spectacular failure occurs, the DM is negative! Such task DM's can be used for unilateral or bilateral tasks. The player and referee should agree on the applicable skill and characteristic.

Bringing New Worlds Into The Pocket Empire

A primary aim of any Pocket Empire is to expand. This process requires the acquisition of new worlds, inhabited or not, either by peaceful means or by force.

Surveying Worlds

Whether a Pocket Empire is exploring an uninhabited star system in the hopes of colonizing it, or reconnoitering a neighboring empire to determine its military capability, surveying worlds for information is an important part of Pocket Empires.

Star types and the presence of gas giants and planets can generally be determined from old data (although some information may have been lost during the Long Night) or observed using observatories and sensor scans from nearby systems. However, precise details of the main world will only be partly known. A world may not appear populated from another star system. This may merely mean that the native Tech Level is too low to support telecommunications and other technologies whose signature can be detected a parsec away. The presence of a large population of low technology natives is actually a bonus - an established work force, who, by hook or by crook, can be convinced that rulership by the Pocket Empire is a good idea. A truly barren world is a far less inviting opportunity, for to fully exploit its resources a substantial colonization effort must be mounted.

However, merely knowing the approximate size, hydrographics and population of a planet is of little use. Specific details such as any taints in the atmosphere (whether allergens, chemical contaminants or a biological hazard), weather conditions (temperature fluctuations, extreme storms, winds, etc.), physical phenomena (volcanism, earthquake zones, etc.) and the availability of natural resources (agriculture, foodstuffs, minerals, hydrocarbons, etc.) will significantly affect the viability of any colonization attempt.

For a populated world, yet more useful is a knowledge of its government type, religions and law level, whether its populace is aggressive or peaceful, xenophilic or xenophobic, how great are its resources and how strong its economic and military might.

A world's physical characteristics can mostly be measured from orbital surveys, using advanced sensors to sample the atmosphere and map out the various types of resource. However detailed these surveys, a substantial amount of on-the-ground reconnaissance is necessary to determine all the minutiae of a planet's habitability. Such work ranges from checking whether the local flora is edible to off-world cattle, to ensuring that the local fauna (even down to the insect life) does not pose a hazard to colonists.

For a populated low tech world these surveys must be carried out much more carefully; the natives might react adversely to the sudden appearance of off-worlders. Surveys must therefore be conducted away from major habitations and some infiltration of the local populace by undercover scouts may be required.

Reconnoitering high tech worlds is fraught with danger. These worlds are sufficiently developed that they probably already know the value of planetary resources. They will likely have starships with which to defend their world against intruders. Worse, should the Pocket Empire's interest in the world be discovered, and if this new world is particularly aggressive, the Pocket Empire might find itself the target of counter-strikes or even a conquest force!

Low-level role-playing is possible throughout any of these survey stages, whether it be crewing the first ship to enter the system, discovering a world's exotic flora and fauna, or assuming the guise of locals in order to infiltrate their society and determine their culture, beliefs and faiths. For further details and ideas on possible low-level role-playing of these tasks, consult the Milieu 0 sourcebook.

When the ruler of a Pocket Empire decides to add a new system to the realm, the scouting tasks can be helpful to determine the Economic Extension, and full UWP of a potential new world. These tasks assume the world to be neutral or unaligned. If the world in question is in the possession of another Pocket Empire, increase the difficulty of the task by one level.

Inhabited Worlds

There are three ways in which an inhabited world can be brought in to a Pocket Empire:
▲ It can be conquered by a military offensive using the meta-task or war rules,
▲ It can be conquered by a non-military offensive,
▲ It can be absorbed peacefully through the relationship rules.
▲ If a world has been taken by a Pocket Empire using one of the first two methods, then the following actions should be taken immediately:
▲ Apply any affects specified by the meta-task for success,
▲ Return all military units to the world,
▲ Write off all investment in offensives,
▲ Set the world's popularity to 15 less the current popularity (e.g. a world with popularity 3 will have a popularity of 15 - 3 = 12 after the take-over). Note that the popularity will be reduced further by a DM at the end of turn check.

In addition, it should be noted that the Pocket Empire is unable to use any of the world's resources until two years after the turn on which the world was taken (e.g. if taken on year 7, the world begins contributing to the Pocket Empire on year 9). This includes any changes to the Pocket Empire characteristics caused by the inclusion of the new world.

Where the world has been absorbed peacefully, none of these restrictions apply. The world is brought

straight into the Pocket Empire and immediately becomes a useful contributor.

Uninhabited Worlds

When a Pocket Empire wants to expand to colonize and develop a vacant world, it begins by performing an exhaustive survey of the world. An initial colonization party is then sent to the world. Assuming the colony establishes itself successfully, further colonization ships will arrive in successive turns. Prior to this, the Pocket Empire may wish to stake an early claim to a world. Such a claim may be made, and the world absorbed into the empire, even if the world is not suitable for colonization.

Claiming a World

To claim a world the Pocket Empire should declare a world as "claimed" during its turn. The world must be within the Jump range of at least one world of the Pocket Empire, given the Pocket Empire's TL limit on maximum jump range. Once claimed the following rules apply:

▲ The Pocket Empire must respond militarily to any attack on the world, or lose 2 points of Prestige.

▲ If another Pocket Empire makes a counter claim and takes the world by settlement or force then that Pocket Empire suffers a 1 point Prestige loss.

▲ The world cannot be used in any resource calculation until it is settled.

There are a lot of adventure possibilities here. Player-characters could be sent to a world to stake the initial claim and perhaps undertake survey work. There's no telling what they might find on a new planet, nor who else might be there, attempting to stake their own claim. Someone has to be left behind to defend the claim (if only as a nominal presence on the world) and further exploration will no doubt be required. Alternatively, players might be sent to a world claimed by a neighboring Pocket Empire to try to dislodge them, or sent by a third party to verify that the world has actually been claimed.

Settling the World

To settle the world the Pocket Empire will be launching a major operation, ferrying settlers, equipment, agricultural and other stores and maybe even raw materials. An initial settlement base could range in size from hundreds to tens of thousands of people, depending on the Pocket Empire's long-term plans for the world. This initial settlement is accomplished in Pocket Empires by a meta-task, which reflects the fact that not all settlement operations will go according to plan. For example, colonists may have a basic biological incompatibility with the new world's flora or fauna, or a trace atmospheric taint may turn out to be lethal after extended exposure. The settlement of a world is fraught with dangers, from the initial world survey to the placement of the first colony infrastructure. There are adventures aplenty available for almost any career, from initial survey and exploration, through early trade, to security and protection missions.

The appropriate meta-task for settling a world is given in the unilateral meta-task list. The settlement is paid for out of Pocket Empire funds. In practice, the

Colonization

The target world is packed with resources and has the right atmosphere, water, gravity and temperature. It's a veritable Eden waiting to be populated... but by its very nature, being currently uninhabited, it has absolutely none of the basic requirements necessary to support a high tech colony.

Colonization requires a massive investment in manpower, machinery and transport. The target world will have no farms, buildings, roads or machinery - none of the basic infrastructure upon which every progressive civilization depends. At least initially, everything must be imported. Even a world abundant in resources requires time to establish the mines and farms needed to harvest its natural wealth.

Capital machinery is a major investment, from crop harvesters to manufacturing machinery, power plants to air filtration equipment (particularly important on tainted or thin atmosphere worlds). Temporary shelters and prefabricated buildings must be carried, to provide initial housing for the colony. This is a particularly complex and onerous task if trying to populate an airless world or asteroid belt.

Even if the local flora and fauna make excellent foodstuffs, the crops take time to cultivate, and livestock must be domesticated. The majority of the initial foodstuffs must therefore be imported - from start-up rations to off-world cattle.

Grav vehicles are a valuable asset in colonization since they do not require the same level of transport infrastructure as do ground vehicles. However, grav is relatively expensive and few Pocket Empires are sufficiently developed or wealthy to rely upon such vehicles. Hence, a substantial initial investment in roads and other transport is necessary.

The lack of transport often reduces the initial colony sites to a select few. Specifically, the choice would be those areas which have a mixture of as many resources as possible (i.e. fresh water, agricultural land, mineral or solid fuel resources) within close range, such that little or no transportation is required.

player will allocate one world as the originator of the colonization attempt and they are expected to pay all, or at least the major part, of the colonization costs. RUs from other worlds within the Pocket Empire may be spent on the task, although these count as 'foreign' investment and are thus reduced in value.

For an initially barren world, the Labor, Infrastructure, and Culture characteristics would have been 0. These should be recalculated using the task results above, after settlement has been successful.

When the Cararialta family colonized Aapas Mi, they brought several thousand families with them from almost every walk of life: lesser nobles, servants, workers, technicians, naval crews, engineers, construction experts, etc. They thus outnumbered the original inhabitants who were basically renegades exiled from Shash and thus their arrival on Aapas counts as a colonization attempt.

Their numbers (Population code 3) made it a Low effort colonization, requiring a Formidable task roll against their Tech Level of 12. Having successfully rolled 8, their colony is started with a total Population of 4 (having absorbed the original native population), a Law Level of 4 (decided by the colonists), a Government of 3 (self-perpetuating oligarchy) and a Tech Level of 10 (2 below their original Tech Level of 12). The Low effort colonization did not improve the starport beyond its current class of E, nor the Infrastructure beyond its current level of 2. The UWP for Aapas Mi is thus now E584434-A-E234. Note that the Resource rating has increased by 4 because Aapas Mi's new higher Tech Level makes its Gas Giants available for exploitation.

Developing the World

Once the world is settled, the rules in the Chapter 5 should be used to develop the world's UWP and EE statistics. Again, since the world's initial GWP is likely to be very low the RUs from other worlds can be used to reflect a collective Pocket Empire effort to settle the world. This same rule may also be applied to inhabited worlds which a Pocket Empire takes over and wishes to develop beyond their own capability.

Unilateral Meta-Tasks

Unilateral Meta-Tasks are those which allow a Pocket Empire to try and take over another Pocket Empire or world without the target's agreement. These meta-tasks are referred to as Offensives. In most cases the Pocket Empire will need to invest RUs year on year in the development of an offensive, in secret, before finally launching the offensive as an open meta-task. The main exception to this is a military offensive, where the investment has been in military forces.

A variety of possible offensives are described below, and their task equivalents are given in the Unilateral Meta-Task Table. In all cases the meta-tasks use the Prestige characteristics of the Pocket Empire as the target number. Each meta-task has a given difficulty level, a list of modifiers to the task roll and descriptions of the possible results. The use of Prestige as the target reflects the fact that prestigious Pocket Empires will find it easier to get what they want (through bring-

ing in supporting diplomacy, greater resources and better mobilizing their own loyal forces) than those with less Prestige. The process tends to act as a positive feedback loop. Once a winning trend begins, the resulting increase in Prestige makes subsequent tasks easier. The offensive descriptions also include indications of how adventures can be linked to the tasks. The referee and players should be encouraged to come up with new tasks.

Military Offensive

This is probably the most straightforward meta-task: the deployment of military units (primarily Navy and Marines) to seize one or more target worlds. Military actions can either be handled at the abstract level of the meta-task, or the more detailed rules given in Chapter 8 can be used. The precise method to be used should be agreed before each game. It may be easiest to use the abstract method for simple wars (e.g. with single non-aligned worlds) and the full War rules for conflict between Pocket Empires. Although military action is straightforward and often very fast, it is usually a high risk venture. Defeat can leave a player severely weakened and open to counter-attack. The adventure possibilities for a military offensive are numerous: commando strikes, decapitation raids, nail missions, covert reconnaissance, path-finding, mercenary tickets, etc.

Subversion Offensive

Subversion involves covert activities to destabilize and topple a world from within. If there is a strong opposition to the current government, or if at least some seed of opposition exists, then the Pocket Empire can work through these people - supplying arms, information or support. If no opposition exists, agents can concentrate on powerful individuals and the media, working through bribery, blackmail, assassination, sabotage and whatever other means are necessary.

There is a lot of scope for role-playing here: from destroying enemy traders to smuggling in weapons for a rebellion; from spying on a powerful figure in their government to assassinating those government officials most vocal in their opposition to the Pocket Empire. Privateering may be used to harry the target's shipping so that he diverts his military forces to allow the Pocket Empire to strike elsewhere. Piracy may even be used as an excuse to send in the Pocket Empire's gunboats to protect shipping. Remember that the success and prestige of a Pocket Empire may rely upon the successful completion of the mission. These missions are generally more hazardous and more likely to backfire than other offensives described in this section.

Uuron, ruler of Khuir, knows that the world of lishaanka is the major threat to his empire. He does not wish to attack the planet directly if there is an alternative way of bringing it under his control. He decides to try a Subversion Offensive and sets his closest advisors the task.

The target number depends upon his empire's Prestige value of 9, but once adjusted for lishaanka's Law Level of 7, is reduced to 2. Clearly the success of the subversion program will be dependent upon the RU invested in it. Since lishaanka has a huge popula-

tion (code 9), the advisors tell Uuron that to have any significant effect (i.e. to bring his target number up sufficiently to have a good chance of succeeding at the Impossible difficulty task roll) he would have to spend tens of thousands of RU. They do say that a much smaller investment might pay off, but the chances are slim and a failed operation might well arouse Iishaanka's populace against them. Given Khuir's limited budgetary resources, Uuron abandons the plan.

Media/Information Offensive

At its most simple, a media offensive involves flooding the media net of the target world with material intended to promote the Pocket Empire. Such "cultural imperialism" is used to engender more positive attitudes and, ultimately, identification (with the Pocket Empire) and desire (for its goods or culture) in the target populace. The material may be very subtle advertisements for high technology goods, only available from the Pocket Empire, or it may be blatant propaganda for the Pocket Empire. An example of the latter might be promoting those people in the target world government who wish closer ties with the Pocket Empire, while spreading allegations (be they true or false) about those who oppose the Pocket Empire. Information for such a propaganda campaign might have been obtained through a spying or subversion offensive.

In its more extreme forms, information offensives may be aimed at the very data and infrastructure of the target world, including manipulating or corrupting the data on which decisions are made, spreading computer viruses through the military control systems, etc. Through winning this "virtual" war, a Pocket Empire may avoid the need for a conventional "hot" war.

Entertainers will find lots of adventure possibilities in a media offensive: high profile, high risk publicity tours; musicians and artists balancing the culture-shock (and possible retribution) of a new media style against the sales potentials of a new world; interviews with prominent pro-Empire personages and exposures of current government faults. Such entertainers will always have their trusty retinue of advisers, technicians and bodyguards. Information war requires a different type of cyber-oriented character, hacking systems and data and infiltrating high security establishments to bring down the government.

Commercial/Trade Offensive

Trade offensives usually rely upon using the Pocket Empire's economic power to produce large quantities of high quality, usually high-tech goods to swamp the target market, thereby under-cutting and destabilizing the local economy. The intention is that the target world becomes dependent on the Pocket Empire for more and more goods, and its trade deficit results in an increasing debt owed to the Pocket Empire. Eventually, either industrial or economic collapse may occur, and the Pocket Empire can step in and take over. Taking control may be a gradual infiltration of the major corporations, or it may literally be a last-minute mass-purchase of assets as the economy nose-dives.

Alternatively, the offensive may be based upon creating a dependency (or determining that one already exists) and then cutting off the supply. A target world may be dependent upon the output of another non-aligned world, or a world within its own Pocket Empire. In the former case an embargo may be set up by making a suitably generous alliance with the supplier world. In either case, the use of military units to enforce an embargo is always a possibility.

The unpredictable and stormy markets of interstellar trade offer small traders many opportunities for a fast buck, perhaps providing alternative sources of goods, running trade gauntlets, etc. Military characters might be part of a blockade, or be assigned to intelligence or customs duties aimed at preventing smugglers from bypassing an embargo. Covert operatives may be required to sabotage or delay shipments from alternative supply sources, should the target world make emergency arrangements.

Corporate Offensive

Whereas trade offensives aim at supplanting local industry, corporate offensives aim at buying it. Working through the target world's own stock markets and directorships, the Pocket Empire's industrial powers gradually buy their way into local companies and corporations, until the Pocket Empire owns the majority of the industrial base. Within an economy, there may be primary resources which are of critical importance - gaining control of just a few companies or industries could allow domination of the target world's economy.

Corporate warfare can range from bureaucracy and diplomacy to industrial espionage and trade embargoes; from currency 'runs' (to devalue a world's holdings) and application of pressure to key corporate personnel, to assassination or sabotage.

The Cararialta family has a fair hold over the world of Lia as a result of their huge investments there and the marriage of Agnew Cararialta into the ruling Myan family. However, the Cararialtas wish to ensure they have control of Lia's main industries. They wish to achieve control honestly and, where appropriate, openly. However, their infiltration of the Lian corporate base could still cause unrest and a xenophobic backlash if not handled carefully.

Lia's Law Level is 5 and the Cararialta family's Prestige is currently only 4 (being a fledgling Pocket Empire), giving an initial target number of -1. Lia's Infrastructure is 6 so an investment of 100 RU would give a positive DM of 10, making the target number 10 - 1 = 9. The 4D (Staggering difficulty) roll is exactly 9, so the family's gamble pays off and they acquire sufficient shareholdings in Lia's corporations to effectively bring it under their control. It should be noted that their 100 RU has earned them a world with a GWP of only 5 RU but their investment brings all the benefits of absorbing Lia fully into their growing Pocket Empire.

Technology Offensive

Trade offensives rely mostly upon quantity to succeed, whereas a technology offensive focuses on the sales of high technology goods. Although there is always a market for high-tech trinkets, it is only really where a populace is faced with a survival need that a Pocket Empire's superior technology can confidently provide a significant impact. Role-playing possibilities

include scientists and engineers trying to use Pocket Empire technology to cure problems on the target world, while traders can make a killing as the natives scramble to buy the latest high-tech talking toaster! Intelligence operatives must try to ensure that the world does not achieve this advanced technology itself, either by learning from the imported goods or by stealing the necessary knowledge from within the Pocket Empire. Naturally, the players may be the ones being subjected to the offensive and might therefore be playing the spies who are trying to gain such high-tech data from the Pocket Empire!

Political Offensive

This is the most overt of all the non-military offensives. Whereas a subversion offensive provides a covert means of gaining power, a political offensive relies upon Pocket Empire politicians making a direct play for the vote of the populace of the target world. Depending upon the government type of the target world, such a campaign might simply consist of explaining to the world's rulers how much investment would be poured into their world (and relying upon them to secede). For a government such as a participatory democracy, however, this could require many years of campaigning, explaining to the populace why life in the Pocket Empire would be so much better.

Role-playing possibilities could range from the top level diplomacy involved in setting out the advantages of entering the Pocket Empire, through 'hearts and minds' operations, protection duties for the diplomats (there's always going to be some xenophobes who want to get at them), and any variety of dirty tricks campaigns. The Milieu 0 book presented rules for running a diplomatic campaign.

Religious Offensive

Available only to Pocket Empires with a religious leadership, the religious offensive is a missionary crusade to turn the target populace into "true believers". Role-playing situations might include constructing and then protecting new churches and church leaders and bringing "the word" to remote and dangerous locations. Players on the target world might be involved in trying to counter these missionaries, perhaps through unearthing corruption within the new church.

Aid Offensive

Poor worlds could find themselves in desperate straits, as other worlds develop and push the prices of basic goods and services beyond their reach. An expanding Pocket Empire can rise to this challenge by channeling aid to the poorer worlds. Of course the motives behind such aid are rarely totally altruistic; the eventual aim is likely to be to recruit the world into the Pocket Empire. Without a true interstellar currency, transfer of wealth to a poor world will often need to be made in the form of goods, or valuable resources. Role-playing situations might, therefore, include escorting such valuables, defending them against piracy, and ensuring that they are used for their intended purpose (e.g. to feed the poor and build up the world's infrastructure rather than being used by the current government to buy arms).

Blockade Offensive

A common strategy for Pocket Empires is to try to isolate the more powerful worlds, picking off the weaker worlds around them and, only at the end, moving in for the kill. To enforce a blockade is a meta-task, and if successful it will weaken the world, restricting its ability to carry out any of its own offensives, and reducing its ability to resist a formal offensive against it. This is a strictly military option, compared to the trade embargoes mentioned in other meta-tasks, but provides many of the same role-playing opportunities in both implementing and trying to break or 'run' the blockade. A blockade meta-task must be renewed (i.e. the task roll made again) each turn.

Spying Offensive

Whenever two Pocket Empires are in conflict, overt or otherwise, the advantage is always likely to go to those with the best information on their opposition. To gain this information the Pocket Empire can launch a spying mission against another Pocket Empire or non-aligned world. This may force the referee or opposition player to reveal information about capabilities, agreements, offensives or even future intentions. It is up to the referee to decide exactly what information is revealed, in line with the guidelines presented below.

Uuron, ruler of Khuir, would dearly like to gain the higher technology of the world of Saregon. However, he cannot afford to attack it openly for fear that the world would deliberately destroy its high tech facilities to prevent them from falling into his hands. Instead, he decides to try espionage to steal the necessary knowledge.

Gaining sufficient technological data to uplift a world is a huge and long-term task, but Uuron has already initiated the appropriate Research and Development task for Khuir, so the referee decides that this espionage offensive may affect the technology development task. For each year of this task, the player controlling Uuron can make a Formidable espionage roll and, if successful, the Tech Level development cost is reduced by 1 RU and the time by 1 year. With continuous success at the espionage rolls, Khuir could halve the development time as well as reducing the cost.

The target number is 9 (Khuir Tech Level) - 2 (Saregon Law Level) = 7. In the first year, Uuron's roll is 9 - a failure. In the second year he rolls 5 and his spies manage to acquire sufficient information on Saregon's technology to reduce Khuir's development time by a year and cost by 1 RU. Unfortunately in year 3 Uuron rolls 14, comprising 6, 6 and 2. The double six is a spectacular failure and the Khuir espionage operation on Saregon is discovered. Diplomatic relations cool and Khuir loses a Prestige point.

Unilateral Meta-Task Rules

For all unilateral meta-tasks the target world(s) must be clearly defined. In most cases, only one world will be the target, even though this may be a member world of another Pocket Empire. All tasks use the Pocket Empire's Prestige rating as the basic target number.

The following abbreviations are used throughout this section and in the Unilateral Meta-Task Table:

PE = Pocket Empire (the Empire attempting the meta-task).

TW = Target World (the target of the meta-task).

TPE = Target Pocket Empire (the Empire to which the Target World belongs).

For single world Pocket Empires, or non-aligned worlds, the TW and TPE may be the same.

Range of Meta-Tasks

The TW must be within a given range of the nearest Pocket Empire world, dependent upon the Pocket Empire's Tech Level, as given in the Offensive Range Table.

Note that for non-military offensives the Pocket Empire must be able to trace a continuous Jump route to the TW, i.e. a world cannot be a target if the Pocket Empire does not have the Jump-technology to reach the target world. The range for military offensives assumes that strike range can be increased beyond normal Jump range by the use of drop tanks, collapsible internal fuel tankage, or bulk fuel tankers assigned to the fleet. This range may be further extended (for military offensives only) by the placement of deep space depots (see Chapter 8).

Meta-Task DMs

Any "blockaded" world suffers a -3 DM on any offensive which it tries to launch during the blockade, regardless of whether the target world (or Pocket Empire) is the one which put the blockade in place. Similarly, any offensives against the blockaded world are at a DM of +3 for the duration of the blockade.

Many tasks refer to the Offensive Investment Table. This table provides a DM based upon the investment made by the Pocket Empire in a particular offensive over one or more years. The investment is regarded as cumulative over multiple years provided it is paid over consecutive years. However, if the payments are stopped in any year, the accumulated value falls to zero and must be built back up again in subsequent years.

Although most meta-tasks use the attacker's Prestige rating as the target number, some tasks also use both the attacker's and defender's Prestige ratings as DMs.

In all cases the referee should feel free to award DMs in the range +1 to +3 for good ideas or role-playing. Similarly, bad role-playing should result in DMs in the range -1 to -3.

Combining Tasks

The only task which may be combined is Subversion, which may be combined with any other task; for example, using subversion to soften up a world prior to a military attack. In all cases the subversion task is played out first, followed by the other task. If the subversion task is successful, it reduces the following task by one level of difficulty. If spectacularly successful, the subversion cause the world to be taken and the second task is not required.

Joint Pocket Empire tasks

If two or more Pocket Empires have a level of relationship (see below) which permits joint military or

offensive actions then they may act as a single force when launching an offensive. RU spending may be combined, the best of any participating DMs may be used, the total size of both military forces used, and there is a bonus +1 DM for each additional Pocket Empire involved in the attack (i.e. with 2 Pocket Empires there is a +1 DM). Any alliance should spell out what happens to the spoils of war; if not, it will fall to the Pocket Empire with the highest Prestige. Any damages are applied to all Pocket Empires at full strength.

Inflicting Damage

Where meta-tasks call for damage to be inflicted on the target or aggressor's characteristics, it is worth understanding what this damage might mean in real terms.

Military Power: Where military power is reduced, usually by a fraction or percentage, this reflects military units lost in combat. The reduction is applied to the total size of all military forces in the Pocket Empire. The number of lost size points should be reflected by removing military units totaling an equivalent size from play. The Pocket Empire's Military Power characteristic may have been reduced due to these losses.

Economic Power: Economic losses are taken either as a reduction in GWP or, for more serious losses, a reduction in Infrastructure. GWP losses are applied to the next turn only, and are applied to the raw GWP, i.e. before taxes and expenses are applied. The loss reflects both infrastructure damage (e.g. factories bombed) and production lost due to resources being

diverted to the world's defensive efforts. Infrastructure losses represent more serious and long-term damage to a world's transport networks, manufacturing and power utilities. This may be as a result of direct damage, or the huge changes required in moving to a war footing to repel the offensive. Some effects will be felt simply because of the chaos that results when a world goes through a traumatic event.

Unilateral Meta-Tasks

To determine the UWP of a world by scouting.
(PE Prestige + Survey) < Difficult (2.5D)
Survey is the highest Survey skill available to the PE Scout service.
Time: 1 year.
Cost: 1 RU.
Spectacular Success: The full UWP is revealed for the target world and one adjacent world of the player's choice.
Success: The full UWP is revealed.
Failure: No UWP information revealed.
Spectacular Failure: As Failure but cost is doubled.

To determine Economic Extension (EE) of a world by scouting.
(PE Prestige + Survey) < Formidable (3D)
Survey is the highest Survey skill available to the PE Scout service.
Time: 2 years.
Cost: 1 RU.
Spectacular Success: The full EE is revealed for the target world and one adjacent world of the player's choice.
Success: The full EE is revealed.
Failure: No EE information revealed.
Spectacular Failure: As Failure but cost is doubled.

To Settle an Uninhabited World.
(PE Prestige) + DMs < Formidable (3D)
Positive DMs: PE Tech Level. +2 if High effort.
Negative DMs: -1 for each trade classification applicable to the TW of Ic, FI, Wa, De; -1 if Atmos 1-2, -2 if Atmos 0, -2 if Atmos A+; -1 if Low Effort; -1 per number of maximum jumps from the nearest Pocket Empire world (use the maximum jump allowable at the Pocket Empire TL).
Cost: Dependent on effort: Low = 2 RU, Medium = 20 RU, High = 200 RU.
Spectacular Success: World settled, but with Population and Infrastructure 1 higher than for normal success.
Success: World settled. Starport depends upon effort: E (Low), D (Medium or High). Population depends upon effort: 3 (Low), 4 (Medium) or 5 (High); determine the population multiplier randomly. Government type is PE's choice or 2D - 7 + Population. Law Level is equal to PE Law Level. Tech Level is equal to the PE TL - 2. Infrastructure depends upon effort: 2 (Low), 3 (Medium) or 4 (High). Culture: 2D + standard DMs. Calculate Labor from Population. Resources should already have been generated at the start (but may be increased if the new Tech Level allows planetoid belts or gas giants to be exploited).
Failure: World not settled.

Spectacular Failure: World not settled. Long term hazard (-5 to all subsequent attempts). Posted as Red Zone.

To conduct a military offensive.
(PE Prestige) + DMs < Formidable (3D)
Positive DMs: PE Military Power.
Negative DMs: TPE Military Power.
Spectacular Success: TW taken. Set TW Government Type to 6. Add 2 to TW Law Level. Reduce TPE Military Power by 1/9.
Success: TW taken. Set TW Government Type to 6. Add 2 to TW Law Level. Reduce TPE Military Power by 1/12. Roll once on the Collateral Damage Table in Chapter 8.
Failure: PE Military Power reduced by 1/12.
Spectacular Failure: PE Military Power is reduced by 1/9.

To conduct a subversion offensive.
(PE Prestige) + DMs < Impossible (5D)
Positive DMs: PE RU spend vs. TW Population (consult Offensive Investment Table).
Negative DMs: TW Law Level.
Spectacular Success: TW taken. Results as per a successful Military Offensive.
Success: TW weakened. Reduce TW Military Power by 1/2 and Infrastructure by 1. Reduce TW Law level and Popularity by 1.
Failure: No effect.
Spectacular Failure: PE operations revealed.

To conduct a spying offensive.
(PE Prestige) + DMs < Staggering (4D)
(Difficulty may vary according to the type of information being sought)
Positive DMs: PE Tech Level.
Negative DMs: TW Law Level.
Spectacular Success: Additional significant secret discovered.
Success: Secret sought discovered.
Failure: No effect.
Spectacular Failure: PE operations revealed.

To conduct a media offensive.
(PE Prestige) + DMs < Impossible (5D)
Positive DMs: PE RU spend vs. TW Population (consult Offensive Investment Table).
Negative DMs: TW Popularity.
Spectacular Success: TW taken.
Success: PE can opt to cause one of: TW Popularity reduced by 3, or reduction of TW Military Power by 1/6 or 1 Infrastructure point lost.
Failure: No effect (other than loss of RU investment).
Spectacular Failure: Spend in current turn doubled. Must be paid for next year.

To conduct a trade offensive.
(PE Prestige) + DMs < Staggering (4D)
Positive DMs: PE RU spend vs. TW Population (consult Offensive Investment Table), PE Economic Power.
Negative DMs: TW Culture, TW Economic Power.
Spectacular Success: TW taken. No other effects.

Success: TW taken.

Failure: No effect (other than loss of RU investment).

Spectacular Failure: Spend in current turn doubled. Must be paid for next year.

To conduct a corporate offensive.

(PE Prestige) + DMs < Staggering (4D).

Positive DMs: PE RU spend vs. TW Infrastructure (consult Offensive Investment Table).

Negative DMs: TW Law Level.

Spectacular Success: TW taken. No other effects.

Success: TW taken. Reduce TW Popularity by 1.

Failure: No effect (other than loss of RU investment).

Spectacular Failure: Spend in current turn doubled. Must be paid for next year.

To conduct a technology offensive.

(PE Prestige) + DMs < Staggering (4D)

Positive DMs: PE Tech Level, PE RU spend vs. TW Population (consult Offensive Investment Table), +2 for each of the following factors which is applicable to the TW: Size 0-1, Atmos 0-3, Atmos A+, Trade classification of De, Fl, Ic, Wa.

Negative DMs: TW Tech Level.

Special Conditions: This meta-task can only be attempted if the TPE Tech Level is at least 2 levels lower than that of the PE, or if the TW Tech Level is at least 4 levels lower than that of the PE.

Spectacular Success: TW taken. TW Tech Level increased by 1.

Success: TW taken.

Failure: No effect (other than loss of RU investment).

Spectacular Failure: TW Tech Level increased by 1.

To conduct a political offensive.

(PE Prestige) + DMs < Staggering (4D)

Positive DMs: PE Prestige, PE Economic Power, PE RU spend vs. TW Population (consult Offensive Investment Table).

Negative DMs: TPE Prestige, TW Popularity.

Spectacular Success: TW taken.

Success: TW taken.

Failure: No effect (other than loss of RU investment).

Spectacular Failure: PE loses RU equal to TW Population code.

To conduct a religious offensive.

(PE Prestige) + DMs < Impossible (5D)

Positive DMs: PE RU spend vs. TW Population (consult Offensive Investment Table).

Negative DMs: TW Law Level.

Spectacular Success: TW taken.

Success: TW taken.

Failure: No effect.

Spectacular Failure: No effect.

To conduct an aid offensive.

(PE Prestige) + DMs < Impossible (5D)

Positive DMs: PE RU spend vs. TW Population (consult Offensive Investment Table).

Negative DMs: TW Culture.

Spectacular Success: TW taken.

Success: TW taken. Reduce TW Popularity by 2.

Failure: No effect (other than loss of RU investment).

Spectacular Failure: Spend in current turn doubled. Must be paid for next year.

To conduct a blockade offensive.

(PE Prestige) + DMs < Impossible (5D)

Positive DMs: PE Military Power, PE Prestige.

Negative DMs: TPE Military Power, TPE Prestige.

Spectacular Success: TW taken.

Success: TW blockaded. Reduce TW Popularity by 1. Reduce TW Military Power by 1/5.

Failure: Reduce TW Military Power by 1/10 and PE Military Power by 1/10.

Spectacular Failure: Reduce TW Military Power by 1/10 and PE Military Power by 1/5.

Impact on World Relationships, Relationships and Popularity

Later in this chapter the rules for measuring the relationships between Pocket Empires will be described. The success and failure of unilateral meta-tasks will impact on these relationships scores, as well as on the popularity of the Pocket Empire. The following rules apply:

For each world taken: Add 1 to PE Prestige and subtract 1 from TPE Prestige. Place relationship at 2, 3 or 4 depending upon whether the task was military, subversive or some other type, respectively.

For any Military Offensive: Set relationship to 2 if it is not already at that level.

For any Spectacular Success at a unilateral meta-task: No relationship change. Add 1 to PE Prestige.

For any Successful task (except Spying or Subversion task): Reduce relationship by 2.

For any Failed task: No change.

For any Spectacular Failure: Reduce relationship by 2. Reduce PE Prestige by 1.

Pocket Empire Relationships

The unilateral meta-tasks dealt with 'offensive' actions which one Pocket Empire can use against another. However, the bilateral actions described in this and the following section handle a Pocket Empire's relationship with other Pocket Empires and non-aligned worlds at a more strategic and long-term level. Players can expand their empires by peaceful and non-aggressive means, using that age old tool, diplomacy. This will involve the players coming to agreements with each other or the referee. These discussions offer real opportunities for role-playing in Pocket Empires, especially at the level of the ruling class (family, corporate, etc.).

If all the Pocket Empires are run by players, and if the referee is actively running the non-aligned worlds,

then there may be no need to use the rules in this section since the relationships can be role-played between the players and the referee. Even then, this section should give useful ideas for how this role-play may be approached.

But in all this, remember what one of the classic games of diplomacy says in its introduction, to paraphrase: "nothing that is said, written, or signed by any player in this game is binding" - in other words, watch your backs!

Pocket Empire Relationship Chart

In order to bring some regulation and order to the relationships between Pocket Empires, and especially to assist with solo play or the management of non-aligned worlds, Pocket Empires uses the concept of a relationship chart. This consists of a matrix listing all the Pocket Empires and key non-aligned worlds down the left hand side and along the top of the chart. (For simplicity the referee may decide to group non-aligned worlds into their own confederations). At each row/column intersection a rating is placed to indicate the level of relationship between the two Pocket Empires/worlds concerned.

The ratings used for relationships are shown in the Relationship Code Table. This indicates the level of conflict or coordination between the two states for a given code. At the lowest levels of the table the status is shown as compulsory. This indicates that if the relationship falls to the given level, then the resulting effects will automatically happen. The Pocket Empire with the higher Prestige is required to make the appropriate meta-task rolls to resolve the situation. For example, if the result fell to 2, a low intensity war will break out between the worlds concerned. There is no way of avoiding this until the relationship code is raised. To model such a low intensity war the world (or Pocket Empire) with the highest Prestige must make the Subversion Offensive meta-task roll.

Note that a full matrix is not required; the top right hand side is effectively a mirror image of the bottom left hand side and thus only one or the other need have the values filled in. Additionally, no value is needed for the points where the row and column correspond to the same Empire/world.

When setting up the matrix, the players or referee may decide to fix certain initial values, based on the known background to the scenario, the environment of the various worlds, and any existing rivalries between the players or the families and player characters. Any remaining entries can be determined randomly using 3D-3. Note that some results may not initially seem logical - perhaps two worlds which are many jumps apart are at war! There is always a reason: perhaps in this case the war began during the Long Night and is now long dead (due to loss of Jump technology) but is still a vivid memory, etched in the minds of the populace on both worlds.

If one Pocket Empire wants to cooperate with another Pocket Empire then it must achieve the relationship level appropriate to the cooperation. If two Pocket Empires want to trade (see the trade section in Chapter 4), then they must be at level 7. If the Pocket Empires want to collaborate on a non-military offen-

sive they must be at level 8. If they want a defense pact they must be at level A. If they want to mount a joint invasion they must be at level C. At the highest levels, the two Pocket Empires begin to work in tandem, and can ultimately merge.

A useful value for some meta-tasks is the Relationship Average. This is the average of all of a Pocket Empires relationship scores on the grid. It shows how well integrated the Pocket Empire is into interstellar society.

The following chart shows the relationships between the Khuir Pocket Empire and the neighboring worlds of Igla, Amuur Keiir, Shakiiga, Iishaanka and Lashupii. Although Amuur Keiir and Lashupii have negligible population, their Relationship code is still important since it determines whether Khuir is likely to trade with them or perhaps whether Khuir's military fleets can pass through unhindered. Iishaanka is by far the most powerful of the other worlds, being roughly comparable to Khuir. Shakiiga is moderately powerful, while Saregon and Igla are waning powers from the Long Night.

Working across the columns from left to right, the following interpretation can be made. Amuur Keiir is a minor trade partner with its neighbors. Khuir is using trade as a lever towards making Amuur a potential forward base for its military offensive against Iishaanka. Lashupii and Shakiiga are too far from Amuur to have any Relationship. Igla is a high tech world, whose relations with Lashupii and Shakiiga have cooled due to political pressures from Khuir. Khuir desires Igla's high technology and is trying to gradually bring the world into the Empire of the Seven Stars. Iishaanka is trying to build relations with Saregon to encourage it away from Khuir, whom they regard as a threat. Khuir has a minor presence on Lashupii and Shakiiga and is using its trade alliances to keep Saregon within its empire, although the higher-tech world is unwilling to commit to any military alliance. Lashupii is too small to have significant relations with anyone. Saregon, while friendly with Shakiiga has lost any trade links since the Empire of the Seven Stars restricted trade through the Uurigger system.

The average Relationship scores for the Pocket Empires/worlds are:

Amuur Keiir = (4 + 7 + 7 + 4 + 7 + 4) / 6 = 6.
Igla = (4 + 4 + 8 + 5 + 4 + 6) / 6 = 5.
Iishaanka = (7 + 4 + 3 + 4 + 5 + 4) / 6 = 5.
Khuir = (7 + 8 + 3 + 5 + 7 + 5) / 6 = 6.
Lashupii = (4 + 5 + 4 + 5 + 4 + 4) / 6 = 4.
Saregon = (7 + 4 + 5 + 7 + 4 + 5) / 6 = 5.
Shakiiga = (4 + 6 + 4 + 5 + 4 + 5) / 6 = 5.

e.g. for Khuir, sum the values along the Khuir row (7, 8, 3) and then sum the values down the Khuir column (5, 7, 5). The total is divided by the number of worlds (other than Khuir) in the table, i.e. 6.

Bilateral Meta-Tasks

Bilateral tasks are used to reflect the collaborative diplomatic activity that goes on between worlds. One generic meta-task is given to control changing of the

relationship level between two worlds. Depending on where the relationship is, the real world activities represented by this task vary. Within this area of activity lies the more personal diplomacy represented by marriage bonds between worlds or Pocket Empires. These are also covered by meta-tasks. The aim of changing relationships is always the eventual absorption of the other world(s) into the Pocket Empire, itself a meta-task and the alternative to unilateral offensives. Below are descriptions of the sorts of activity that may be taking place, and with an indication of how adventures can be linked to the tasks.

The possible bilateral meta-tasks for a Pocket Empire are described below and the task difficulties and DMs are given in the Bilateral Meta-Task Table. Each meta-task has a given difficulty level, modifiers to the task roll and possible results. The target number for bilateral tasks is always the Relationship score between the two Pocket Empires involved.

Building Confidence and Trust

If two worlds are at the bottom of the Relationship ladder then they will need to build up at least a basic level of confidence and trust before attempting to progress to trade deals or cooperation at a higher level. This process may be quite slow and may range from low level diplomatic, trade and military meetings (often initially held in secrecy without the knowledge of the general populace), progressing to observer status at military exercises, conferences on security and future cooperation. At first, all such liaisons will be carried out in an environment of caution and possibly even fear.

Role-players will find ample opportunities for work as bodyguards for the leaders and conducting espionage, sabotage, counter-espionage and counter-terrorist work in connection with the meetings. If confidence can be raised to a level that the general population of each state no longer believes the other to be their worst enemies, then the relationship has grown to the level where formal agreements can start to be discussed. Note that finding a third party who is regarded by both Empires as an even worse enemy than each other is a good way of encouraging more positive relationships!

Trade Agreements

One of the basic levels of cooperation on an interstellar scale is the trade agreement. Pocket Empire X promises to take Pocket Empire Y's crystalliforms in exchange for Pocket Empire Y taking Pocket Empire X's biotechnology. Within the Advanced Economic Rules these sorts of imports and exports are dealt with in isolation. A world does not actually need to be found to trade with. For simplicity this abstraction is continued here. What matters to the diplomat is that a trade agreement exists, not what is actually being traded.

Bargaining for a beneficial trade agreement is a good opportunity for role-playing, perhaps even to the level of defining a number of meetings. These might be held at the ruler's impressive palace and perhaps include a hunting trip. Perchance, the delegates might be introduced to the ruler's fourth sister and third brother, who both just happen to be eligible for mar-

riage... After such political ploys, one can get down to the nitty-gritty negotiations between the player(s) and the other Pocket Empire(s). A whole gaming session could revolve around several player Pocket Empire leaders meeting for some major trade or alliance conference. For NPCs, general encounter reaction tables can be adapted to reflect initial biases (based on Relationship scores) and subsequent alteration of attitude through diplomacy, bribery, pressures, etc. The final consensus reached should be carefully noted so that all parties know what they are signing up for!

Forming Alliances

Alliances can range from simple trading alliances to complex military and political agreements and mutual undertakings. Alliances may have specific aims in game terms, such as a non-aggression pact, mutual defense pact, or even joint financing of a colony operation. It is strongly recommended that any such aims are written down as part of the agreement and signed by the parties of the alliance. Still, the warning at the beginning of this section should be remembered - watch your back. It may even be decided to set a turn limit on the alliance, or conditions for its continuance - e.g. for one party to vacate a world and another to move in. There is no limit to the number of alliances that could bind two worlds, or to the number of parties who sign up to each alliance, although the referee should make sure that the meta-task is not overused - perhaps by limiting to one alliance per activity (e.g. defense, colonization, trade, science).

Family Ties

A common approach to diplomacy in some cultures is to use marriage to bind together worlds and even Pocket Empires. The strength of the tie will usually be related to how close to the Archon (head of the family) the subjects are, and whether they are in direct line of inheritance. Two ties are defined: first level, where the marriage involves the sons and daughters of the rulers, and second level, which involve the sisters, brothers and/or cousins of the rulers. Again the development of a family tie may make a very interesting role-playing situation, particularly for mixed-sex groups! Both sides must be clear as to the importance of marriage partners, as this will have a bearing on the eventual change in the Relationship chart. Of course, a Pocket Empire can make as many marriage alliances as the family has eligible sons, daughters, nieces or nephews, which is why it is important to fully generate the family tree.

The rules for creating a family and descriptions of various types and uses of marriage bonds is given in more detail in Chapter 2.

Absorption and Union

The final step is to try to bring the two worlds together into the same Pocket Empire. This again should offer a lot of opportunity for role-playing, particularly if there are factions which are against the union. Both sides will also be vying for the upper hand to decide who will be the dominant party, and who the servitors. Here, many of the unilateral policies can be brought into play in an attempt to encourage the union,

although Prestige and Relationship are at risk if they fail.

To determine the dominant partner after a merger, have each side roll 1D and add their Prestige score to it. The party with the higher score is the initial dominant partner.

Breaking Relationships

As hinted at the beginning, any player can at any time break a trade or alliance. Unless the break is mutual, which may itself be achieved through role playing, the referee should impose up to 3 points deterioration in both Relationship and Prestige scores on the offending party.

Deliberate Provocation

It is also possible for a world to force a deterioration in the relationship in order to provoke the other world into a compulsory action. The Relationship score can be reduced by up to half the current value in any one turn, although the cost of doing this is one Prestige point for every two Relationship points lost (rounding down, i.e. a 3 point Relationship loss results in a 1 point Prestige loss).

Why would a world want to do this? By making the other player seem the aggressor, it forces him to launch the military action. The provoking player avoids the potential loss of prestige involved in launching the military offensive themselves. This maintains, and may even improve, their home popularity, and the player can make use of his defensive power to inflict major damage on the other side. This is often merely used as a prelude to launching one's own attack the next turn (which, as a continuation, will not attract the same prestige/popularity hit).

Diplomacy

All of the above meta-tasks are effectively manifestations of diplomacy. However, in the creative environment of a role-playing game, even a strategic level one like Pocket Empires, it is impossible to guess all of the diplomatic stunts and maneuvers that the players might try. For this reason the referee should feel at liberty to create new meta-tasks to match what the players are trying to do, following the examples given here, in order to ensure that these new tasks do not unbalance the Pocket Empire rules.

Bilateral Meta-Tasks

All tasks may only be used once per year between each pair of Pocket Empires. Remember to apply any applicable DMs from the main text and the following. Bilateral meta-tasks are always made with the Relationship score as the target number.

DMs:
First level marriage relationship: +2
Second level marriage relationship: +1
Prestige adjustment: +(PE Prestige - TPE Prestige)

The referee may allow a DM in the range -3 to +3 depending on player actions and ideas.

Any exceptionally successful relationship task gives a +1 DM for the Prestige of the worlds of the Pocket Empire involved.

To improve Relationship code.
(Relationship) + DMs < Chosen Difficulty
Chosen Difficulty: +1 level is Difficult, +2 levels is Formidable, +3 levels is Staggering. (Maximum of +3 levels per turn).
Spectacular Success: Increase by one more level than targeted.
Success: Increase by target level.
Failure: No change.
Spectacular Failure: -1 Relationship level.

To make a Marriage Alliance.
(Relationship) + DMs < Formidable (3D)
Spectacular Success: +2 Relationship level, and apply relevant DM in future turns.
Success: +1 Relationship level, and apply relevant DM in future turns.
Failure: No change.
Spectacular Failure: -1 Relationship level.

To merge two worlds or Pocket Empires if at Relationship level 15.
(Relationship) + DMs < Staggering (4D)
Spectacular Success: Worlds merged; dominant PE gains 2 Prestige points.
Success: Worlds merged; dominant PE gains 1 Prestige point.
Failure: No change.
Spectacular Failure: -1 Relationship level and -1 Prestige (both PEs).

Non-Aligned Worlds

Within Pocket Empires, non-aligned worlds are the equivalent of NPCs, i.e. they are played by the referee and tend to take a passive role in the game, responding if attacked or diplomatically approached, but otherwise rarely taking the initiative. For convenience, the referee may group non-aligned worlds into confederations or alliances so that several can be managed as a single unit. Despite the fact that non-aligned worlds are unlikely to pose a threat, a Pocket Empire should take care when dealing with them. Conflict with a strong world could weaken a Pocket Empire militarily, and a heavy handed approach could lose the Pocket Empire prestige.

A mismanaged attempt at incorporating the world into the Pocket Empire could result in bringing a threat inside the empire, or in a requirement for substantial investment to bring the world up to the standards of the rest of the empire. It is for these reasons that Cleon, the ultimate Pocket Emperor, adopted a policy of blockading strong non-aligned worlds, only incorporating them once they had been weakened and his empire suitably strengthened.

Warding Off Other Pocket Empires

Just as the unilateral meta-tasks show how a Pocket Empire can take on its opponents, it also shows what factors are important in protecting a Pocket Empire from outside attack. Examination of the defensive DMs shows that characteristics such as military and industrial strength, Law Level, Tech Level, Popularity and Prestige all come into play. A good ruler will

need to keep these values high, but not at the expense of causing internal dissent to rise, or to restrict its own ability to expand. Note should also be made of some of the rules affecting meta-tasks. For instance, combining with other worlds or Pocket Empires in a defensive alliance can help a Pocket Empire stave off the unwanted attentions of predatory neighbors. The referee should use their judgment in awarding discretionary DMs to players who come up with imaginative defense strategies - creating perhaps the interstellar equivalent of the poison pill, which makes their empire unpalatable to others such that they are not swallowed up!

Beyond Sylea - Alien Cultures and Economics

Pocket Empires is written primarily from the viewpoint of Syleans establishing Pocket Empires in the sectors beyond the Imperial borders. Of course, Syleans are not the only sentients who have ventured into space. Players could well encounter Pocket Empires belonging to other races or radically different cultures. They may even decide to play an alien empire themselves.

The Pocket Empire rules represent a Sylean norm in terms of economics, politics, diplomacy and culture. Different races may well require certain rules to be altered to reflect their particular attitudes, sensibilities, and ways of working. It is not the intention here to offer up complete rule sets for other races, but rather to describe how alien Pocket Empires and non-aligned worlds may differ and give some guidance as to how they can be integrated into the game.

Any non-player Pocket Empire or non-aligned world has the potential to be 'alien', in that it does not follow the Sylean cultural norms. For any particular world, the first step is to determine the nature of any existing (or previous) inhabitants using the rules given in the preceding section.

The second step requires a cultural profile to be compiled, using the rules given in the World Character section of Chapter 3. This will give some feeling for how a culture might look and act. Is it a unified culture always working for the greater good? Is it tolerant of new ideas, other races, or visiting Imperials? Does it make long term plans or just seize short term advantages?

Finally, a select few of these worlds should be provided with 'quirks'. This is best achieved by allowing one's imagination to run riot with the information so far compiled about each world. For a human race this might include customs which seem extreme to the Imperials. For an alien race, the biology of the race should be determined - having a different number of arms, legs, eyes, etc. to a human can make a significant difference to the manner in which a race perceives the universe! Some example extremes are as follows:

▲ The world has no concept of tax. Everything is provided by payment or subscription. In Pocket Empire terms, "tax" now becomes the money that citizens are allocating to the government. It cannot be varied at will, but instead should be linked to Popularity or Prestige. The available "tax" may fluctuate wildly from year to year, preventing long-term planning or investment.

▲ The world has no concept of individual assets. Everything is 'owned' by the government, which assigns resources on the basis of need. Tax is effectively 100%, but the Social Tax Rate forms a major part of this. Variation in available funds is through reduction of the Social Tax Rate, which will result in an adverse effect on Popularity, Culture, and perhaps even Infrastructure.

▲ The world has no concept of money. Some people are assigned to jobs as necessary to achieve the government's aims. The remaining people are assigned to jobs that provide the support (food, services, etc.) for the first group, as well as themselves. Off-world money has no value here and off-world trade could prove difficult to operate.

▲ The world operates on a barter principle. This is similar to the last two examples but the exchange totally bypasses government. Tax is close to zero, but services are just as valuable in the barter economy as are goods. For example, some groups may barter food from their farms for the military protection of another group.

▲ The world operates on a very long, 100 year planning horizon. Long-term gains are all that is important. Planning for the shorter term is disparaged, or perhaps is simply incomprehensible to the natives. All expenditure, meta-tasks, etc. must be plotted at least 10 or more years in advance. Slow, strategic options should be chosen where possible. This might include minimal investment in a task each year, causing the task to take much longer than normal. To survive in the dynamic world of Milieu 0 such a culture might be forced into creating a contingency fund to cope with rapid external developments. Reactions to short term developments will be minimal, but over many years a strong counteroffensive may be mounted.

Integration and Co-Existence on Alien Worlds

Handling diplomatic relations with alien worlds which are non-aligned, or part of an alien Pocket Empire, has many potential pitfalls, but should not be prohibitively difficult. Controlling such a world once it has been incorporated into a player Pocket Empire may be a different case altogether!

An initial consideration is whether the biology of the world is compatible with that of the Pocket Empire inhabitants. Defeating an alien world, only to find that it is uninhabitable for your people, is a significant waste of the Pocket Empire budget. Other incompatibilities may reduce the relative value of a world. For example, if the alien trade goods are unattractive to human markets, the possibilities for interstellar trade are much reduced.

First Contact

The Pocket Empire Relationship matrix is used to determine the initial compatibility between two cultures. In a typical Pocket Empires game the worlds are often assumed to have achieved 'first contact' at a prior time, allowing the relationship scores to be gen-

Major Race Worlds

Solomani: To rimward of Sylea lies the home of the old Second Imperium - Terra. The Solomani still have a lingering reputation as a militaristic and aggressive race, and it is for this reason that Cleon has emphasized development away from Sol and Terra. Solomani factions in the Moot have tried to counter this but have, as yet, failed to change Cleon's mind. Any Solomani worlds encountered in Pocket Empires are likely to be fiercely independent. Even within a Pocket Empire, the member worlds will show this trait, although they will act together where the interests of the Pocket Empire are at stake.

Vilani: In the last decades before Holiday Year the Vilani became deeply integrated into the Sylean Federation. They are now a powerful force in the Moot. As such, pure Vilani non-aligned worlds and Pocket Empires will probably welcome the chance to rejoin the Igsiirdi and the bureau. Occasionally, the players may encounter a Pocket Empire which was established by the remnants of an old Vilani Bureau that became isolated during the Long Night. Bureaucratic government and Vilani caste systems will, no doubt, have persisted. Key Vilani values of tradition, efficiency and communal prosperity are likely to have hardened with the isolation.

Vargr: Vargr worlds and Pocket Empires are to be found in the coreward portions of Lishun, Antares and Corridor sectors. By their very nature, Vargr do not have long-term, stable governments. For that reason, they do not tend to develop large Pocket Empires. However, small Pocket Empires are quite possible where a strong and charismatic Vargr leader has managed to achieve control over several planets. Such a state may claim an area of influence well beyond its formal borders (to which Vargr attach much less importance than do humans). Vargr governments tend to center around charismatic leaders. Vargr worlds will typically have a low Law Level with little government interference. Vargr societies are a delicate balance between obedience and self-advancement - the latter trait being most evident in the Vargr corsair bands.

Aslan: Aslan colonies are rare within the First Survey area, and are only likely to be found in small numbers in Ilelish, Gushemege or possibly Dagudashaag sector. The Aslan are a proud race with a highly developed Clan structure. This traditional hierarchy promotes the creation of Pocket Empires, with a single clan controlling one or more worlds. However, these clan leaders still tend to owe final allegiance to the Aslan homeworld government. Aslan contacts will tend to be either aggressive military encounters, or efficient trade engagements.

Droyne: The Droyne are, in many ways, the most alien of the 'Major' races so far encountered. These winged creatures occupy some 16 worlds within the First Survey area. If encountered, they will be found to be a very communal society, protected by fierce warriors. Their government, indeed their entire culture, is based on their caste system. In general, Droyne worlds are non-expansionist and pastoral.

erated randomly at the start of the game. However, if a world has not been contacted, its relationship rating should be marked with a "-".

Making first contact is regarded as a zero-cost activity in Pocket Empires. It may be performed in any turn, just like any other empire action. The contact is best played as a role-playing session, the outcome of which will determine the success with which full diplomatic relations can be established. A DM in the range -3 to +3 should be determined by the referee based upon the success of the mission. Alternatively, for simplicity, a roll may be made on the Traveller NPC reaction table.

The Milieu 0 book gives useful information about how such first contacts are carried out. The World Character and World History sections in Pocket Empires give useful background from which the reactions of the natives can be extrapolated.

To calculate the initial Relationship score, determine the average roll for the World Character generation scores, and subtract the result from a roll of 2D, applying any role-playing DMs. If a really alien culture is involved the starting score may just have to be agreed between the player and referee.

To establish the initial relationship between the Khuir empire and nearby Arvlaa Gam, the cultural profile of each is compared:

	Khuir	Arvlaa	Difference
Progression	9	7	2
Planning	B	9	2
Advancement	9	5	4
Growth	5	A	5
Militancy	8	7	1
Unity	5	3	2
Tolerance	A	8	2

The average difference is (2 + 2 + 4 + 5 + 1 + 2 + 2) / 7 = 3 (2.57 rounded up). Rolling 2D for 10 and subtracting the average difference of 3, gives an initial relationship of 7. Khuir could quickly establish a good rapport with Arvlaa, to the degree that Arvlaa would be willing to enter into a trade agreement (after suitable diplomatic links had been established). However, a 2D roll of 4 or less would have resulted in an initial relationship of 1 or less. In these circumstances, initial diplomatic contact would have quickly led to an outbreak of war between the two nations!

Integration and Development

Having made contact, how will the world develop within the Pocket Empire? For extremely alien worlds integration may be impossible. For example, a world's ethical, philosophical or religious beliefs may be the extreme opposites of the empire, or a basic incompatibility in biologies may make integration very difficult. In these cases the world may be within the Pocket Empire, but will not be contributing economically to the Pocket Empire budget. Such a world may still develop itself and may trade with other member worlds, or perhaps even provide military aid to other worlds. However, the world's government will not allow its economy to be run and exploited by the Pocket Empire.

Another alternative is that of parallel development. It may be possible to establish a Pocket Empire enclave to exploit a world's resources. The empire provides Labor, Infrastructure and Culture, operating independently of the world's indigenous population. These situations are akin to the colonization of a dead world, with the local population providing no Labor, Infrastructure or Culture. The relative power of the locals and the Pocket Empire will be manifest by the arrangements made for land. The Pocket Empire may only own an enclave, or it may have purchased an entire continent. If the empire is much more powerful (e.g. has a much higher Tech Level), the natives may be restricted to reservations. The problems with any such operation are that the natives may rebel against their oppressors and peace-keeping/enforcement operations are a constant drain on the empire's economy.

The best option is where a world can be totally integrated into the Pocket Empire. This usually means the world had a good initial relationship score with the empire. Problems may still arise in terms of cultural conflict and the inefficiencies of a possible double culture (e.g. the use of dual languages, dual control systems for machinery or spaceships). The world may retain its own government, with appropriate liaison officials from the empire. Alternatively, a coalition government may be established, or the world government may be replaced by a governor appointed by the empire (a 'captive' government).

Interaction with Cleon's Empire

Wherever a Pocket Empire is located, Cleon's ever expanding wave of scouts will eventually arrive at its borders. Milieu 0 described the manner in which the Imperium deals with each new world. Initial contact is carefully managed, to ensure the natives are suitably impressed by the power of the Imperium. Subsequently the natives are introduced to the wonders of trade with the ever growing number of worlds within the Imperium. Gradually, they are drawn into the Imperium through increasing reliance upon interstellar trade. Some worlds may be more willing to join than others, perhaps seeking Imperial membership in order to gain the protection of the Imperial Navy. Other worlds may be bought out by offering bribes, or court titles, to their rulers.

However, dealing with an entire Pocket Empire may be a different matter. An empire may be of sufficient size to feel confident that it can protect itself against the Imperium, or the Imperial culture may simply be abhorrent to the empire's populace.

A Pocket Empire which has been founded by renegade nobles from within the Imperium is yet more difficult to handle. The rulers will know the strengths and weaknesses of the Imperium. Understanding its aims gives them an enormous advantage when bargaining for initial trade alliances or subsequent secession of the empire into the Imperium.

When the Imperium approaches a player-character's Pocket Empire and opens a diplomatic link, the player must consider carefully what they wish to achieve from this new relationship. The background of the ruler, or their predecessors, might predispose them towards hostility to the Imperium (e.g. if the founding family were originally outcasts from the Imperium). The family might have spent tens or hundreds of years determining the rewards they wish to reap from interaction with the Imperium. The family might have a yearning to return to the Imperial core; given the promise of appropriately high ranking court titles, they might turn over control of their Pocket Empire to the Imperium. Alternatively the family might offer to join the Imperium, but only on condition that they are granted appropriate noble status and are allowed to remain as governors of their member worlds. A marriage tie into Cleon's own line is, perhaps, the most valuable reward for which the rulers of a Pocket Empire might bargain.

Role-playing the most critical meetings between the Pocket Emperor and the Imperial representatives should be a very rewarding session of role-playing - the climax of all the efforts of the ruling family to create and expand their Pocket Empire, perhaps over many generations.

A Pocket Empire may decide to stand its ground against the Imperium. The referee should begin imposing unilateral meta-task offensives against the Pocket Empire. These represent attempts by the Imperium to achieve control of the empire. Fair means may be used at first, but foul means will no doubt be resorted to eventually. It is possible that a Pocket Empire may survive the Imperium's offensives for many years. In this case, the offensives will gradually be reduced in number as the Imperium is forced to accept that absorption of the Pocket Empire is not a viable task.

However the world is absorbed into the Imperium, the game will most probably finish at this point. However, if the player-characters retain control of their worlds, then they can continue to develop them within the Imperium, but colonization of new worlds can only be undertaken with the permission of the Imperium. Conquest by force would be frowned upon and might result in military intervention by the Imperial forces.

Random Pocket Empire Events

Just as random events may upset (or improve) the situation on individual worlds, so too the hand of fate may affect the overall operation of a Pocket Empire. The referee (or optionally the player) should roll for a random event each turn. For each Pocket Empire, roll 2D: on 11+ an event has occurred. To determine the nature of the event roll 2D and consult the Pocket Empire Event Table. If desired, the referee may also roll random events for NPC Pocket Empires.
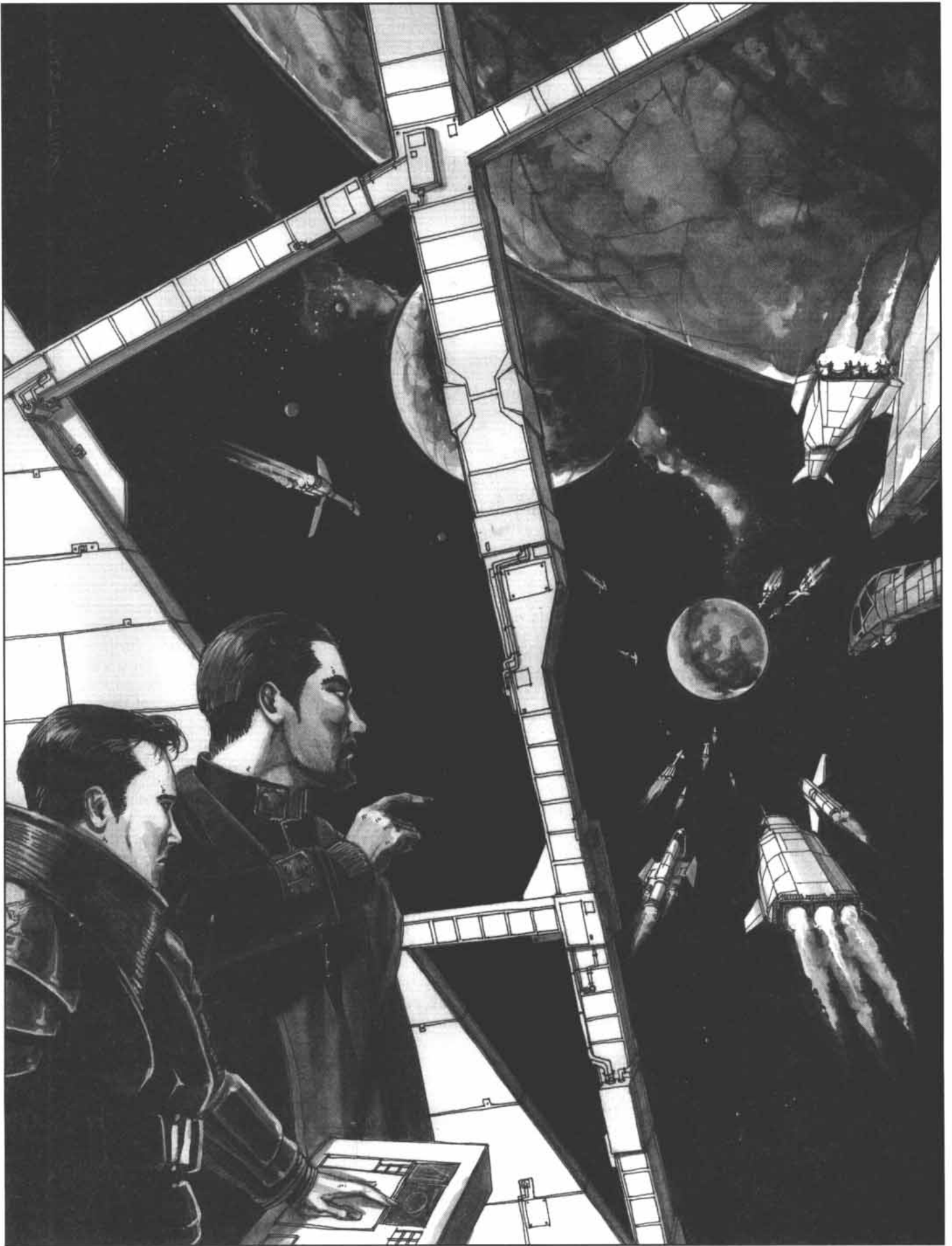
8: WAR

This system allows the modeling of interstellar warfare within and between Pocket Empires. Just as with the economic rules, this system is intended to convey a sense of realism, while remaining simple and flexible. A high level of abstraction is required to achieve this simplicity, with combat forces being described only at the highest level (entire fleets and planetary forces). However, the system is scalable such that the composition of these forces can be determined at a lower level (sub-units or individual ships).

Military Units

Types of Unit

This system divides all military forces into the following types:

▲ Ground
▲ Air
▲ Spaceship
▲ Starship
▲ Depot

Ground forces include all forms of planetary ground units from troops and armored divisions to artillery, but excluding air defense systems.

Air forces include all military craft limited to atmospheric operation, as well as ground-based air defense systems (missiles, etc.).

Spaceship forces are those comprised of spaceships which do not have Jump capability, i.e. they can only operate within a given star system.

Starship forces consist only of Jump-capable starships which can move between star systems.

Depots are a special type of unit which can be built in any friendly star system or in deep space (starmap hex which does not contain a star system). In a normal star system, such a Depot represents a military base, usually with both ground and space components. It may have its own Attack and Defense values. Depots may also be placed in a deep space hex. This would represent a military maintenance and supply station hidden in the depths of space. Such a base would provide a support base or stop-over point for Starships to reach worlds which would otherwise be beyond their Jump range.

Describing Military Units

All military forces are described by a Universal Military Profile (UMP) comprising four factors:

▲ Attack
▲ Defense
▲ Transport
▲ Jump

The Attack and Defense factors are numerical values representing a unit's combat capability. All military forces have these factors, even if one or both of these are rated as negligible (0). The Attack factor encompasses all aspects of offensive combat, from sensor and targeting capabilities, to pure firepower. Similarly, Defense includes maneuverability, armor, screens, sandcasters, etc. Both factors include an allowance for command and control and all the other support functions required for a military unit.

Transport indicates the amount a Starship unit can transport between star systems. Each Transport point allows one Size point (see later) of other forces to be carried.

The Jump factor determines the Jump capability of the starships comprising the force. One Jump point gives Jump-1 capability to one point of Attack, Defense or Transport. The Jump capability of a Starship fleet is thus its Jump factor divided by the sum of its Attack, Defense and Transport factors.

The Size of a force can be determined by adding together the values of its UMP, i.e. summing the Attack (ATT), Defense (DEF), Transport (TRN) and Jump (JMP) factors.

Any military force can thus be described using these factors. Ground, Air and Spaceship units have only ATT and DEF factors, while Starships have all four factors. Depots may have ATT, DEF and TRN factors, but the TRN represents storage capability.

For shorthand purposes, the first letter of the code, combined with then number representing strength, is used to indicate the values for each unit. For example, a ground force with an ATT rating of 3 and a DEF rating of four, would be noted as A3 D4.

Universal Military Profile (UMP) Factors

ATT = Attack
DEF = Defense
TRN = Transport
JMP = Jump
Size = ATT + DEF + TRN + JMP
Jump Capability = JMP / (ATT + DEF + JMP)
Effective Range = Jump Capability
Extended Range = 3 * Jump Capability

The world of Khuir (the primary planet of the Empire of the Six Suns) has accumulated the following forces over the years:

▲ *A Ground force rated A20 D20 (Size 40).*
▲ *An Air force rated A6 D6 (Size 12).*
▲ *A Spaceship fleet rated A15 D20 (Size 35).*
▲ *A Starship fleet rated as A15 D20 T6 J41 (Size 82).*
▲ *A deep space Depot rated A0 D0 T18 J0 (Size 18).*

The Starship fleet can carry units up to Size 6 (e.g. a Ground force of A3 D3 or a Spaceship fleet of A4 D2). The fleet is capable of Jump-1, i.e. its Jump rating of 41 divided by the sum of its ATT, DEF and TRN factors (15 + 20 + 6 = 41) equals Jump-1. The deep space Depot is located in hex 3035, within Jump-1 range of the enemy world of Iishaanka (hex 3034). This latter Depot has a storage rating of 18, i.e. it can support a Starship fleet with a maximum Jump rating of 18.

Dividing Military Units

This system provides an overall rating for entire fleets, or for a planet's complete defense force. These units would actually comprise many sub-units of various types and qualities. For example, a world's ground forces may consist of several self-contained armies, each with its own regiments of infantry, artillery, tanks, anti-aircraft weapons, etc. The regimental hierarchy often appears to keeps units of different types (infantry, tanks, etc.) quite separate. In a battle, however, these forces cannot operate effectively as solitary units. Instead, they are deployed as battalions, or smaller units, with appropriate tank, artillery and air support units being attached as required.

In these rules, a single factor of Attack or Defense may represent units comprising thousands of troops, hundreds of tanks and personnel carriers, all their auxiliary units and, perhaps, air and/or sea support. It is therefore assumed that any larger unit can always be subdivided into smaller units, regardless of the composition of the resulting forces. The unit factors are simply divided, as desired, between the smaller units.

The exception to this rule is the Jump factor. This factor for Starships must always be divided equally between sub-units, with all units retaining the same Jump capability. For example a unit consisting of Jump-2 (A2 D2 J4) ships could not opt to split itself into two equal sized units, one with Jump-1 capability (A1 D1 J1) and the other Jump-3 (A1 D1 J3). The force must be split into two units of A1 D1 J2 to retain the Jump-2 capability for both the new fleets.

Units of the same type can always be amalgamated at a later date. Units of different types (e.g. Ground and Starship forces), or with different Jump capabilities, cannot be amalgamated. Because of this rule, fleets of different Jump types must always be kept separate.

The Starship fleet of Khuir is rated A15 D20 T6 J41. The fleet is sub-divided into the following units:

▲ *Strike Fleet Alpha: A6 D6 T6 J18*
▲ *Strike Fleet Beta: A8 D8 T0 J16*
▲ *Reserve Fleet Delta: A2 D5 T0 J7*

The sum of each factor (ATT, DEF, TRN and JMP) is still equal to that of the original composite fleet, but the units have been configured for specific tasks. Alpha is intended for planetary assault - its 6 Transport points will be used to carry Ground, Air or perhaps Spaceship forces. Beta is a stronger combat unit intended for engaging enemy fleets. Delta can be left at Khuir to be deployed as required at a later date.

Notice how the Jump points have been allocated to each unit to maintain Jump-1 capability. These units could later be amalgamated to recreate a single fleet rated as A15 D20 T6 J41.

Purchasing Military Units

Military forces are priced according to their Universal Military Profile (UMP). Points for each factor are purchased using Resource Units (see the Economics section). In the Traveller universe, the same technologies tend to be applied to both ground and space weaponry. A starship turret laser may be a thousand times as costly as an individual soldier's laser weapon, but it is also typically a thousand times as effective. Given this assumption, the cost of one Attack point is the same for all types of unit - Ground, Air, Spaceship or Starship. The same principles apply to defense technologies, i.e. they are the same cost for all unit types.

However, the effectiveness of any weapon or armor is dependent upon its Tech Level. At low Tech Levels, the primary weapons will be swords or simple firearms. Such weapons must be used in great numbers to rank equally with a higher tech force. Even if low tech troops are equipped with higher tech weapons, they will still require far more training to master the equipment and tactics than an equivalent group of high tech troops with the same weapons. These weapons must be imported and the training purchased from an appropriate high tech world.

This Tech Level effect is particularly pronounced when dealing with space forces. A low tech people could not sensibly crew a high tech starship into battle. Even a phenomenal amount of tutelage at the hands of experienced high tech Naval officers could not make up for their lack of an appropriate high tech background, and associated familiarity with high tech equipment. It is also clear that lower Tech Level starship weapons and defenses can be significantly less effective than their higher Tech Level equivalents.

For simplicity, the Attack and Defense factors are intended to be truly equivalent across all Tech Levels, i.e. a Tech Level 6 Ground unit with A4 D4 is evenly matched with a Tech Level 15 Ground unit with A4 D4. The Tech Level 6 unit is probably armed with simple automatic weapons and little or no body armor. It would thus need tens of thousands of such soldiers to match the Tech Level 15 unit, which might comprise a single company equipped with battledress and fusion guns. The effective cost of creating the former unit is significantly greater than the latter. This is why Attack and Defense factors in the UMP Cost Table cost so much more at low Tech Levels. A defensive installation at high Tech Levels might be built with relatively thin layers of super-dense materials and with the strength of a starship hull. The equivalent Defense rating at Tech Level 6 might be many millions of tons of reinforced concrete bunkers - at a substantially greater cost in time and labor (though not necessarily in materials).

The UMP Cost Table shows the number of RU which must be spent to buy a single factor of Attack, Defense, Transport or Jump. Each factor type includes all its associated costs (i.e. the cost for one point of Attack is not the price of the weapons alone). For a starship, it includes the corresponding hull, computers, sensors, maneuver drives, etc. For ground forces it includes equipment, transport, training, etc.

Transport points are much less costly since cargo space is of negligible cost compared to weaponry and Jump technology. The Transport factor is only applicable to Jump-capable ships. Constructing Transport factors on worlds of less than Tech Level 9 is more expensive and cannot be undertaken on worlds below Tech Level 7 since these worlds do not have the necessary manufacturing capability.

Each Jump point costs 50 RU, and can only be purchased on a world of Tech Level 9 or greater which also has a starport of class A or B. Further, a Starship

unit may not be given a Jump capability higher than that of the Jump drives available to their Tech Level (i.e. Jump-1 at Tech Level 9, Jump-2 at Tech Level 11, Jump-3 at Tech Level 12, etc.).

The table also specifies the minimum Tech Level at which each type of factor can be constructed. For example, Ground units can be created at any Tech Level, while Air units can only be created on worlds of Tech Level 4 or higher. Spaceships and Starships can have Attack, Defense and Transport factors constructed on worlds of Tech Level 7 or higher, but cannot build Jump factors until Tech Level 9.

If a unit cannot afford (or has opted not to buy) any Attack factor, it is rated as A0, indicating that the unit has no effective offensive capability and can thus do no damage to other units.

If a unit cannot afford (or has opted not to buy) any Defense factor, it is rated as D0. This indicates that the unit has no effective defense factor and will be automatically destroyed by any attacker with an Attack factor of A1 or greater.

There are four limitations on construction of military units:

▲ The world on which the units are to be built must have a sufficiently high Tech Level for the desired unit type (Transport, Jump, etc.) and force type (Ground, Air, etc.) as shown in the UMP Cost Table.

▲ The world on which the units are to be built must have the appropriate minimum starport class. Ground and Air forces can be built on any world. Spaceships require a starport class of C or better, while Starships may only be manufactured on worlds of starport A or B.

▲ The world on which the units are to be built must have sufficient RU to pay for the creation of the forces. If the world is too poor, then the desired forces must be produced on an alternative world (within the Pocket Empire) and shipped to their final destination.

▲ Each world has a basic Military Production rating equal to the sum of its Labor rating and the lower of its Resource and Infrastructure ratings. The Military Production rating is the maximum Size of unit that can be constructed during a single turn on that world. This reflects the limitations imposed by the design and production times required for military hardware.

All construction costs for deep space Depots are doubled, due to the effort and cost involved in transporting the materials and manpower into deep space. The advantage of such a deep space Depot is its ability to function as an operational base close to an enemy world. Without the Depot, the effectiveness of the attacking force would be significantly reduced due to the distance from other operational bases (see Force Allocation later in this chapter).

After paying maintenance costs last year, Khuir wished to invest in new military units, specifically to upgrade Strike Fleet Alpha (which was then rated as: A5 D5 T5 J15). Khuir is Tech Level 9 and has a class B

starport, thus meeting the minimum requirements for building Starship units.

In order to maintain Jump-1 capability, each point increase in ATT, DEF or TRN requires 1 point increase in JMP. It was decided to increase ATT, DEF and TRN by one point each. Khuir is Tech Level 9, thus each point of ATT or DEF costs 450 RU, plus another 50 RU for the corresponding JMP point. Total cost for +1 ATT and +1 DEF is therefore 1,000 RU. 1 TRN point costs a mere 10 RU but still requires 1 JMP point, giving a total cost of 60 RU.

Upgrading Strike Fleet Alpha to A6 D6 T6 J18 thus cost 1,060 RU. A total of 6 Size points of upgrade (A1 + D1 + T1 + J3) was purchased last year. Khuir has a Labor rating of 9, Resources of 13 and Infrastructure of 9, giving it a Military Production rating of 18 (Labor plus Infrastructure, since this is lower than Resources), so the upgrades were all be performed in a single turn. If the Military Production rating were lower, for example 4, then only 4 points of upgrade could have been performed last turn; the remaining 2 would have to be performed in the current turn.

Sequence of Play

War turns are one year in length. For the purposes of the game, each turn is divided into the following phases:

▲ Operational Base
▲ Maintenance
▲ Supply
▲ Force Allocation
▲ Combat
▲ End of Turn

The one year turn is used for simplicity and is not intended to be representative of the true order of combat, since many battles might be fought over a year, with maintenance and supply being a constant ongoing operation throughout.

Operational Base

All military forces must be allocated to a base world from which they will operate for that turn (see the Force Allocation rules later in this section). The allocation of Starship forces between worlds can be changed every turn. All other types of units are allocated initially to the world on which they are created. They can only be moved to another system by the use of a dedicated fleet of Starships. The fleet must have sufficient Transport capacity to carry the units to their new system.

A Pocket Empire can only allocate as base worlds those worlds which are within its borders, subdued worlds, 'friendly' worlds (with which some form of treaty agreement has been reached) and deep space Depots.

Forces based at a deep space Depot must be able to trace a Jump route to the Depot from a friendly world. In other words, the Depot must be within Extended operational range of the nearest friendly Pocket Empire world (see Force Allocation section later in this chapter). If any forces at the Depot would have had to Jump via a neutral or enemy world en route, there is a chance that their presence is detected by the target world.

Further, a deep space Depot has only sufficient supply and refueling capability to support forces with a Jump rating equal to or less than the Depot's Transport rating.

The planet Khuir retains all its forces on the home world except Strike Fleets Alpha and Beta. Alpha is located at the deep space Depot close to Iishaanka. Its (recently upgraded) Jump rating is 18, meaning that the Depot (with a Transport rating of 18) can just support it. Alpha is only Jump-1 capable and thus locating the Depot any further from Iishaanka would have reduced its combat effectiveness. Its Extended operational range is 3 Jumps. From the nearest friendly world of Uurigger, it could have reached the Depot by Jumping through the Saregon system. However, this might have alerted the Iishaankans to their movements, so Alpha passed through empty hex 3036 instead. This assumes that the fleet used collapsible internal tanks and fuel tankers to allow it to make the second Jump on to the Depot. The Alpha fleet is currently carrying Ground forces from Khuir of rating A5 D1 (using up Alpha's 6 Transport points).

Maintenance

The maintenance costs for military units cover every aspect of keeping the units operational, such as food for troops, servicing, updating and replacing equipment, spares for starships, etc. Some of these supplies may be obtained from the world on which a unit is stationed. Some may be required to be brought in from other worlds of the Pocket Empire.

Each turn the number of Maintenance points required for a given military unit is equal to the Size of the unit (where the Size of a unit is the sum of its UMP factors ATT + DEF + TRN + JMP). Typically, these Maintenance points are supplied by the world on which the unit is stationed, at a cost of 3 RU per Maintenance point. New units 'bought' during that turn do not incur maintenance costs since they are not yet operational.

Optionally, a unit can be moth-balled, reducing its Maintenance requirements to 1 RU per Maintenance point. Moth-balled units cannot move or initiate an attack, and if themselves attacked, their Attack and Defense factors are divided by 10 (to a minimum of 0).

Any unit whose Maintenance points are not supplied (i.e. the necessary RU are not paid) are disbanded. Equipment that is not maintained will quickly become useless. Soldiers who are not paid (salaries form part of the Maintenance costs), cannot be kept on standby and must be discharged.

The planet Khuir has a total military force Size of 187 (Ground 40 + Air 12 + Spaceship 35 + Fleet 82 + Depot 18). These forces require 187 Maintenance points each turn, i.e. 561 RU per turn.

Due to budget restrictions (mainly the cost of upgrading Alpha fleet last year), the Reserve Fleet Delta is 'moth-balled', reducing its effective statistics temporarily to A0 D0 T0 J14 but saving 42 RU (Size 21 requires 21 Maintenance points costing 1 RU each instead of 3 RU). The total military maintenance budget was thus cut to 519 RU. This value was used in the Governmental Budget example in Chapter 4.

Supply

If a world does not have the resources, man-power or wealth needed to support its military forces, it must import supplies from another world (usually within the same Pocket Empire). Transferring these supplies between worlds requires a suitable fleet of transport craft (often consisting of commercial traders). There must be an unbroken Jump route between the source and destination points. For each parsec separating the source and destination worlds, the Maintenance cost is increased by 2 RU per Maintenance point. For adjacent star systems, the cost increases from 5 RU to 7 RU. For two systems Jump-2 apart, not only must the Pocket Empire be capable of building Jump-2 ships to provide transport between the two, but the costs increase from 5 RU to 9 RU per Maintenance point.

These maintenance supplies must come from another world with an excess RU budget sufficient to pay the Maintenance points required. Clearly, trying to support forces on worlds which have insufficient resources can be very expensive due to the transport costs involved. It should be remembered that deep space Depots themselves must be supplied in addition to any forces stationed at them.

Optionally, it is possible to spread supply costs across several years by stockpiling supplies on a world or at a Depot. Any Maintenance points thus stored must be transported from their originating world as with any other supplies. A world or normal Depot can store an unlimited amount of supplies, but a deep space Depot can only store Maintenance points equal to 4 times its Transport rating.

Strike Fleet Alpha is Size 36. The deep space Depot at which it is stationed is Size 18. Alpha is also carrying a Ground force, Size 6. The total Maintenance points required to be imported to the Depot from Khuir are thus 36 + 18 + 6 = 60. Since Khuir is 2 parsecs from the Depot, the Maintenance cost is 9 RU (rather than 5 RU) per Maintenance point, giving a total cost of 60 * 9 = 540 RU.

Optionally, if the Depot had been gradually stockpiled (up to its maximum of 4 * 18 = 72 Maintenance points), the added cost of transporting the supplies to the Depot could have been spread over several years.

Force Allocation

The majority of units (Ground, Air and Spaceship) are automatically allocated to the system in which they are based (unless they are being transported to another world by a fleet). However, Starships are much more flexible in their operational range.

During a year, Starships could realistically move many tens or even hundreds of parsecs. Fast strike operations deep into enemy space are possible. However, such tactics rarely lead to sustained gains. Supply lines can only stretch a limited distance and the worlds 'taken' require almost prohibitively large numbers of troops to subdue them. For any significant offensive operation, huge quantities of ships, troops and equipment must be transported. This can only be done if the target world is fairly close to the operational base.

However, with the advent of drop tanks, collapsible fuel tanks and bulk fuel tankers, Starship fleets can reach systems beyond their normal Jump range. Stretching the unit's supply lines in this manner is hazardous. A ship relying upon doubled fuel capacity to return home can ill afford to lose part of its fuel from combat damage. Gas giants can provide a useful means of refueling, but can only safely be used in friendly sys-

tems. Even a neutral world might attack unknown military ships which pause to fuel at its gas giant.

The operational range rules attempt to amalgamate these various concepts and limitations. The Effective operational range for any Starship unit is equal to its Jump capability. However, the Extended operational range is three times its Jump capability, provided a continuous Jump route can be traced from the base world to the target world. This route may include one intermediate empty hex for units with a Jump capability of 3 or less. Starship fleets of Jump-4 or greater require such a large amount of fuel to make a second jump that jumping via an empty hex is not usually possible. Depending upon the nature of the intermediate points on the route, the cost of maintaining the fleet is multiplied by the factor shown in the Operational Range Table.

Star systems with gas giants allow a unit to refuel for free, but more transport ships are required to carry the supplies beyond normal operational range, hence the increased maintenance cost. Operating in neutral or enemy territories is increasingly expensive as units must keep away from inhabited worlds and avoid enemy patrol craft. Systems with no gas giant require the fuel to be carried in bulk tankers or extracted from the main world. In either case, it is an onerous task and thus more costly.

Moving Starship fleets about (especially when trying to refuel in systems with no gas giants) is a huge operation. Unless conducted with the greatest of secrecy, such military operations are likely to be noticed. Whether it is neutral natives who pass on the information via a passing far trader, or the target world's own covert surveillance ship sitting quietly in a nominally 'friendly' system, there is a chance that the target world will receive warning of the attack.

To represent this risk, a 'Discovery' roll is made on the Operational Range Table. When all the force allocations have been declared for the current turn, any units travelling beyond their Effective Range must consult the 'Discovery' column of this table for each intermediate hex. The table shows the target number for the target world to discover the existence of the operation (roll 2D for the given number or less).

If the operation is discovered by a neutral world, the referee should determine the consequences. Neutral forces in the system might attack the intruders and the Pocket Empire will lose several Prestige points for such a blatant diplomatic blunder. Alternatively, the target world may be given prior warning of the attack. In this case, the target world may opt to recall any units based there, but currently allocated to other systems, in order to beef up its defenses before the attack occurs. If the target world is part of a Pocket Empire, any forces currently allocated to other member worlds within Effective jump range of the target world may be moved there to further boost the defenses.

Strike Fleet Alpha is allocated to attack the world of lishaanka, which is within the fleet's Effective operational range such that it will not suffer any negative adjustments to its combat effectiveness. Since the fleet only passed through an empty (deep space) hex to reach the Depot, the chance of the lishaankans knowing of their presence is minimal, i.e. a target number of 2. Rolling 2D gives 6, so the Khuir fleet retain surprise.

Combat

Combat Zones

Star systems are divided into three combat zones:

▲ Mainworld Surface
▲ Mainworld Orbit
▲ System

The Mainworld Surface is where Ground forces are located. Mainworld Orbit is the zone close to the world that can be defended using Air units (on worlds with no atmosphere, the Air force represents ground-based weaponry and short range interceptor spaceships which cannot reach the System zone). The rest of the star system is regarded as a single System zone for simplicity. In general, warfare begins with the attackers in the System zone. If they are sufficiently successful, it may continue into the Orbit and Surface zones resulting, eventually, in subduing the world.

Depots can split their Attack and Defense factors between the Surface and Orbit zones as desired. This reflects the huge planetary defense weaponry and heavily armored installations present at such a military base.

For simplicity, combat is fought in rounds. Combat is continued until one force is the victor, or 6 rounds have passed. In the latter case, the warfare has lasted an entire turn and will continue into the next turn. Each round does not represent a specific period of time. This simply indicates that if an attacker does not quickly overwhelm a world's defenses, the world may have a chance to bring in reinforcements from other worlds.

Movement

In the first round, each Pocket Empire reveals the forces they have allocated to that system. The referee may have chosen to conceal some or all of the forces on either side. Either side may have discovered their opponent's military strengths through the use of espionage, or by tracking enemy troop movements. The results of espionage may be determined through role-playing or by the use of the espionage meta-task. If either force moved beyond its Effective range and was detected by its opponent (as per the Discovery rule in the Force Allocation section), this will provide a further indication of the force strength.

Attacking forces begin by Jumping into the System zone. The defending forces have more flexibility in their division between zones. Ground forces must be allocated to the Surface zone and Air forces to the Orbit zone. Spaceship and Starship forces, however, may be allocated to the System or Orbit zones, as desired. Large units may be broken into smaller units and their power divided between these two zones.

The attacker must defeat the opponent's forces in a given zone before entering the next zone. The only exception to this rule is if the attackers significantly outnumber the defenders. Add the attacker's Attack and Defense factors together, then do the same for the defender. If the attacker's sum is more than five times that of the defender's, any forces exceeding the 5 to 1 ratio may enter the next zone (effectively over-running the opponent's defenses).

Starships carrying Spaceship units can deploy them while in the System or Orbit zones. Ground forces may

only be deployed in the Orbit zone. They are subject to attack from enemy forces in the Orbit zone prior to reaching the Surface zone. This reflects the danger of sending troop transports or drop troops through hostile airspace. The defender chooses what part of his attack strength (in the Orbit zone) is directed against the attacker's Ground forces. These Ground forces have an effective rating of A0 D0 while being deployed and cannot inflict any damage in return. Any damage taken by the attacking Ground forces is suffered immediately. These newly deployed Ground forces arrive in the Surface zone and are then able to attack (and be attacked by) enemy Ground units during the same round.

Attackers may retire (Surface to Orbit to System) at the start of any turn. If this involves bringing Ground units back aboard a Starship fleet, this will subject them to the same hazards as for deployment. The defenders in Orbit will be able to attack them prior to reaching the 'safety' of the Starship fleet.

Note that if a Starship fleet loses Transport points in combat, it may not be able to pick up all the units it has released, unless those units have themselves been reduced in size due to combat.

Strike Fleet Alpha (A6 D6 T6 J18) carrying a Ground assault force (A5 D1) enters the Iishaanka system in the System zone. The defenders consist of:

Mainworld Surface: Ground forces A2 D4.

Mainworld Orbit: Air forces A2 D1.

System: Spaceship forces A4 D4 J0 and Starship fleet A2 D2 T0 J3.

Khuir intelligence has previously indicated that the remaining Starship fleets from Iishaanka (total factors of A10 D10 T5 J25) are currently spread across the surrounding systems and will thus be unable to return in time to save their homeworld).

Inflicting Damage

During a war round, it is assumed that many operations are taking place: reconnaissance, maneuvering, electronic countermeasures, and finally combat between opposing units. For simplicity, the precise order of operations is not considered. In each zone, combat is considered to be conducted simultaneously.

Each side totals its Attack and Defense factors for each zone. Combat damage is then determined using the following formula:

Damage = (Attacking ATT factor+1D+Tactical DM) - (Defending DEF factor+1D+Tactical DM).

Tactical DMs provide more player interaction, but the referee can decide beforehand to ignore these for simplicity. A Tactical DM can be obtained by making the following task roll:

To gain a tactical advantage.
(Int + Tactics) < Chosen Difficulty

The difficulty level of the task is proportional to the size of DM the player wishes to achieve, as shown on the Tactical DM Table, i.e. the player can opt for a large positive DM by attempting a potentially risky strategy, or can try for a smaller DM with more chance of obtaining success.

Successfully making the given difficulty task gives the desired Tactical DM. If spectacular success is achieved, the DM is doubled. If a spectacular failure occurs, the DM is instead added to the opponent's Tactical DM.

Provided the attacker has an Attack factor of 1 or greater, the defender will always take 1 point of damage. Forces with an Attack factor of 0 cannot inflict damage on an opponent.

Damage points received by a military unit in combat are allocated as equally as possible between the unit's four factor types (ATT, DEF, JMP, TRN), currently rated 1 or greater. Damage points beyond those which reduce a given factor type to 0 are assigned to remaining factor types as equally as possible. Any remaining odd damage points are assigned randomly.

Where multiple units are involved in a battle, the distribution of damage points is assigned as evenly as possible between the units. The commander of a multi-unit force has some control over which units receive most exposure to enemy fire. To reflect this, the referee may optionally allow the distribution of damage to be selected by the player controlling the damaged units.

Damage to Transport points automatically destroys whatever is being carried - this might be supplies or perhaps another military unit. If the latter, the appropriate number of damage points must be applied to that unit.

Planetary bombardment is a special attack allowing forces in the Orbit zone to cause damage to enemy in the Surface zone. If attacking purely military targets, the attacker in Orbit simply decides what fraction of its Attack factor it wishes to apply against enemy Surface units. The remainder is used against enemy units in the Orbit zone. The use of planetary bombardment for causing collateral damage is covered in a separate section later in this chapter.

The commander of Strike Fleet Alpha is Alexin Syanovich - one of Uuron's most trusted Naval officers. He is a player-character with a total Tactics rating (including characteristic) of 15. Iishaanka is run by the referee, who decides their main admiral is off with their other fleets. For speed he decides he won't bother generating Tactical DMs for the Iishaanka forces in this combat.

In round 1, the only combat is in the System zone. The Iishaanka Ground and Air forces cannot take any part in the combat. Fleet Alpha knows that it does not greatly outnumber the defenders and thus decides to go for a +3 Tactical DM. The player rolls and gets 13, i.e. success (his Tactics skill is 15).

Alpha rolls 1D for 4, giving an attack of 6 (A6) + 4 (1D roll) + 3 (Tactical DM) = 13. The defending fleets sum their defense factors to give 6 (D4 + D2) + 3 (1D roll) + 0 (no Tactical DM) = 9. Alpha inflicts 4 points of damage (13 - 9) on the defenders. The 4 damage points are spread evenly between the two Iishaanka units, reducing them to: Spaceship A3 D3 J0, Starship fleet A2 D1 T0 J3.

In return the Iishaanka attack is 6 (A4 + A2) + 2 (1D roll) = 8 against Alpha's defense of 6 (D6) + 3 (1D) = 9. Although the damage value is -1 (8 - 9) the minimum damage in combat is always 1 point. Rolling randomly for the point of damage to Alpha determines that 1 Transport point is lost. Since the Transport points are being used to carry the Ground assault force, this too

will take 1 point of damage (again assigned randomly), leaving Alpha as: A6 D6 T5 J18 with Ground A4 D1 (1 point of Attack lost).

In the next round of combat, Alpha again attempts a +3 Tactical DM and achieves a critical success. Damage is thus 6 (A6) + 4 (1D) + 6 (double Tactical DM) = 16 against 6 (D4 + D2) + 3 (1D) = 9 giving 7 damage (16 - 9). In return, the lishaanka forces get 5 (A3 + A2) + 6 (1D) = 11 against 6 (D6) + 2 (1D) = 8, i.e. 3 damage (11 - 8). Assigning the damage to the lishaanka and Khuir units leaves us with the following units in the System zone: Alpha A6 D5 T5 J16 (carrying A4 D1 Ground assault force), lishaanka Spaceship A1 D2 J0, lishaanka Starship fleet A1 D0 T0 J1.

Alpha now 'outnumbers' the enemy Spaceship forces by 11 (A6 + D5) to 4 (A1 + D2 + D1) - a substantial advantage but not yet sufficient to allow Alpha to out-flank the lishaanka forces and move some of its forces into the Orbit zone. In the next round Alpha inflicts 5 damage (taking the lishaanka forces to A0 D0 J0 and A0 D0 T0 J0, i.e. destroying both their Spaceship and Starship fleets) at only 1 point of damage to himself (now A6 D5 T5 J15).

Alpha enters the Orbit zone but does not opt to release its Ground forces yet, since the lishaanka Air forces could cause substantial casualties. However, Alpha does divide its Attack factor (A6) equally between the enemy Orbital forces and planetary bombardment. In Orbit, Alpha's attack causes 3 (half of A6) + 3 (1D) + 0 (failed Tactical roll) = 6 against 1 (D1) + 4 (1D) = 5, i.e. 1 point of damage. The lishaanka Air forces reply with 2 (A2) + 6 (1D) = 8 against Alpha's 5 (D5) + 1 (1D) = 6, resulting in a lucky 2 points of damage. Alpha's planetary bombardment gives 3 (half of A6) + 4 (1D) + 2 (successful Tactical roll at a lesser difficulty level) = 9 against the Ground forces' 4 (D4) + 2 (1D) = 6, resulting in 3 points of damage. This round ends with the forces as follows:

Orbit: Alpha A5 D5 T5 J14 (carrying A4 D1 Ground assault force), lishaanka Air force A1 D1.

Surface: lishaanka Ground force A1 D2.

Special Weapons

It is assumed in these rules that warfare will typically be aimed at conquering new worlds for a Pocket Empire. In trying to conquer a world, the aim is to acquire its resources, infrastructure and labor for one's own purposes. Destroying these assets haphazardly during the battle reduces the value of the world dramatically. To this end, weapons of "mass destruction" are rarely used. There are still selective weapons (e.g. some bio-weapons) that might provide an advantage in battle without causing long-term damage to a world.

Occasionally, one Pocket Empire may attack another simply to weaken it, perhaps to stave off potential attack from an aggressor. In such circumstances, the aim is to cause maximum damage. Widespread planetary bombardment suddenly looks like a promising option. However, a limitation on the use of any "mass destruction" weapons is imposed by a number of cultural factors, the most important being fear of retribution and loss of prestige. Any Pocket Empire known to have thrown nuclear and biological weapons at an unsuspecting world will be regarded as untrustworthy,

feared and hated by its neighbors. The empire is liable to suffer a dose of its own medicine before it can 'murder' any other worlds.

Opting to use special weapons gives an Attack DM dependent upon the Pocket Empire's Tech Level (TL) as shown in the Special Weapons Table. The disadvantage of using special weapons is that a number of Prestige points equal to the Attack DM are lost, and collateral damage (q.v.) may be increased. Note that the Attack bonus is applicable to each round that the weapons are used. The Prestige loss is applied only once in that turn. However, if the warfare continues for more than one turn, the Prestige loss is cumulative for each turn in which the weapons are used, even if they are only used in one round in each turn.

Commander Syanovich is starting to worry, because it is round 5 and if he does not gain control of lishaanka by the end of round 6, a new turn will start and the lishaanka fleets will be able to return to defend their homeworld. He decides to commit his Ground forces now, risking casualties during the drop. The current force strengths are:

Orbit: Alpha A5 D5 T5 J14 (carrying A4 D1 Ground assault force), lishaanka Air force A1 D1.

Surface: lishaanka Ground force A1 D2.

Alpha concentrates its Attack on the enemy Air units: 5 (A5) + 4 (1D) + 1 (easy Tactical task) = 10 against the defender's 1 + 4 (1D) = 5; the resulting 5 points of damage reduces the lishaanka Air force to A0 D0, effectively disabling it. However, the Air force chooses not to attack Alpha, instead concentrating on the Ground assault units as they descend to the world below. Their attack is 1 (A1) + 3 (1D) = 4, against the assault units' 0 (D1 adjusted to D0 during deployment) + 3 (1D) + 0 (failure on Tactical roll) = 2; 2 points of damage.

As the assault forces hit the ground they are now at A3 D0 as they enter combat with the lishaanka defenders. Syanovich decides his only hope is to throw in an advanced biological weapons attack (an Attack DM of +2 since Khuir is a Tech Level 9 Pocket Empire). At the same time he attempts a complicated maneuver to surprise the enemy (trying for a Tactical DM of +3). Unfortunately he fails the Tactical roll, giving him 3 (A3) + 2 (1D) + 2 (for the bioweapon) + 0 (failed Tactics) = 7. The defenders get 2 (D1) + 4 (1D) = 6; despite Syanovich's ploy (and resulting loss of 2 Prestige points), only 1 point of damage is caused. The defenders return with 1 (A1) + 6 (1D) = 7 against 0 (D0) + 4 (1D) + 1 (a successful attempt at an easier Tactical roll) = 4; the deployed Ground forces take 2 points of damage - a heavy hammering from the defenders. This round ends with the forces as follows:

Orbit: Alpha A5 D5 T5 J14

Surface: lishaanka Ground force A1 D1. Alpha Ground assault force A1 D0.

Collateral Damage and Planetary Bombardment

Warfare on any substantial scale is necessarily highly dangerous to the populations, environment, and infrastructure of a Pocket Empire world. These effects are even more dramatic if weapons of "mass destruction" are used. These rules can be used to simulate these hazards and their effects on the economic

systems, world UWP and infrastructure.

Damage to the world can occur 'accidentally', i.e. through the devastation caused in day-to-day fighting, or can be due to quite deliberate planetary bombardment.

Each round that any warfare occurs in the Main-world Surface zone, total the Attack factors of the attacking and defending forces. If forces in the Orbit zone are bombarding the defending forces, add their Attack factor as well. If the attacker's Ground or Orbital forces are deliberately trying to cause collateral damage, double their Attack factors. Similarly, the defender can opt to double their factors if, as a last resort, they wish to leave their world devastated and thus worthless to their conquerors. Remember to add any bonuses used for special weapons. Finally, add 1D and divide the entire sum by 5, rounding down, to find the number of points of collateral damage caused.

For each point of collateral damage, roll 1D on the Collateral Damage Type Table to determine which planetary subsystem has been affected. Roll 1D and add the number of points of collateral damage caused, then consult the appropriate planetary subsystem table to determine the effects.

In round 6, Syanovich decides that he has no hope of taking lishaanka. However, to weaken the world in preparation for a future attack, he decides to bombard it. He recalls his troops to orbit. Thankfully there is no lishaanka Air force left to attack them and the fleet has more than enough Transport points remaining to carry the depleted troop units.

> "I am unhappy, Syanovich." Uuron's face was expressionless, but as the Naval commander looked up into his emperor's eyes he saw the fires of Hell burning deep within their blackness.
>
> "I... we tried... you know I wouldn't have..." Syanovich choked on his words, barely-suppressed terror causing his body to shake.
>
> "The lishaankans survived. You didn't take their world. You didn't even manage to kill their civilians particularly efficiently. Now they know we must have a deep space depot near them. How else could we have launched the attack without their scouts in Saregon and Amuur Keiir warning them? Now they know about our bioweapon. In a few weeks every world within ten parsecs will know about it!" Uuron's voice rose to a shout. "How do you think we are supposed to conduct diplomacy if everyone thinks we are mass murderers? You have done no more than a little boy teasing a Khragra with a pointed stick. And now that angry Khragra will come looking for us!"
>
> Syanovich fell to his knees, head bowed. Uuron would be merciful. The Naval commander was one of his most trusted allies and, he had warned Uuron that he needed more forces for the attack.
>
> So he was quite surprised when Uuron shot him through the head.
>
> Uuron waited for the body to stop twitching before returning the pistol to its concealed holster under his robes. "Take it away," he commanded. Servants moved to obey.

Syanovich now orders the bombardment of the planet with everything he's got including his advanced biological weapon (he can't lose any more Prestige points this turn through using it). The total Attack factor is 5 (A5) +2 (bioweapon) = 7, doubled (since he's deliberately trying to cause damage) to 14, +3 (for the 1D roll) = 17. Dividing by 5 and rounding down gives 3 collateral damage points (17 / 5 = 3.4).

He rolls 2 for an Infrastructure hit. Rolling 3 (1D) +3 (number of collateral damage points) gives 6: lishaanka loses 1 point of Infrastructure for 2D years. The 2D roll is 10, so this is a debilitating loss to lishaanka.

The second roll is 3 for Population. Rolling 4 (1D) + 3 gives a 2D percent population loss. Rolling 5 + 4 gives a 9% population loss; Syanovich has just killed nearly one tenth of the lishaanka population with his lethal bioweapon.

The last damage roll is 1 for Atmosphere. Rolling 3 (1D) + 3 gives 6 - the atmosphere is contaminated by the bioweapon. Rolling for time and population loss gives 3 years and a further 2% population loss for lishaanka.

Jumping Out of System

Jump capable forces in the System zone can Jump out of system at the end of any combat round. These forces may actually have spent time heading for the outer system, re-grouping, etc. before Jumping out. Whatever the circumstances, these units are effectively out of action and cannot enter any other engagement (either at the base world or anywhere else) until the next turn.

Naturally, a unit can only Jump out of the system if it has sufficient Jump points left. If necessary, a unit can be subdivided so as to give one part sufficient Jump points; the other part must be left in-system.

Syanovich's fleet is unopposed and can move directly to the System zone to Jump out. However, the fleet requires 15 Jump points (A5 + D5 + T5 = 15) and only has 14. Syanovich decides to leave behind some of the troop transports, i.e. a unit rated A0 D0 T1 J0, leaving him with a Jump-1 capable fleet of A5 D5 T4 J14 carrying his rather decimated Ground forces of A1 D0.

Subduing a World

If at the end of a turn, a world has no defending forces left and has enemy forces with a total Attack plus Defense value equal to or greater than the world's UWP population digit, the world is subdued. Half of its economic value becomes immediately available for exploitation by the conquerors. To fully exploit such a world (i.e. gain the use of its entire economic value), Ground forces with a total Attack and Defense value of twice the world's population digit must be stationed there. These forces must remain in place until the world's government and people have been properly integrated into the conqueror's Pocket Empire.

Having insufficient troops to keep the peace inevitably leads to reluctance on the part of the oppressed population to work efficiently. Having only a small number of troops on a high population world is a clear incitement to civil unrest and rebellion against their oppressors!

9: POCKET EMPEROR PLAYER-CHARACTERS

Players will typically want to run a Pocket Empire and to play the ruling character(s). But Rogues, Scientists and Scouts rarely make it to the top, so just what sort of careers are suitable? This section takes a look at the various government types and describes two new careers for Traveller: Diplomats and Bureaucrats.

Even if a government has only one noble or other leader at the top, there will still be diplomats and bureaucrats beneath them in the hierarchy. Similarly a bureaucratic government may still have parts of its administration run by nobles. Almost every government will have military personnel attached to it in addition to those serving in the forces. Advisors from the scientific and technical communities are certain to be present, as well.

Rulers by Government Type
Company/Corporation (code 1)
A corporation may be run by Nobles or Bureaucrats. Less frequently, Merchants or perhaps even Scholars may run such a company.

Participatory Democracy (code 2)
The nature of a participatory democracy does not lend itself to having a single ruling player-character. Although the people may make the decisions, there must still be a government structure to carry out those decisions. Bureaucrats will feature strongly in such a government.

Self-perpetuating Oligarchy (code 3)
This is the archetypal, family-dominated Pocket Empire rulership. Typically such a family will be Nobles, but it is possible that the oligarchy might initially be based upon some other type of character. For example, if the Pocket Empire was founded by a renegade Naval Admiral, the first generation may also be Naval-based characters. Subsequent generations will tend towards a Noble existence as they assume the trappings of power associated with ruling a Pocket Empire.

Representative Democracy (code 4)
The ruler(s) in a representative democracy are elected by the populace and may in theory be from almost any walk of life - from Naval Admiral to Noble to Bureaucrat. How they become candidates for the ultimate post depends upon the precise form of democracy. Candidates might only be selected from the Noble classes, or it might be that any individual with sufficient financial backing can put themselves up for election.

Feudal Technocracy (code 5)
The ruler type for a feudal technocracy may well be some form of scientist (Scholar), or may be any other character type with access to the controlling technology.

Captive Government (code 6)
Although a Pocket Empire cannot have this type of government, some of its worlds may be captive. Such worlds typically have some form of governor assigned to them. For a fairly friendly world this may be a Noble, Diplomat or Bureaucrat. For a more hostile system the governor might be from a military background. On a low Tech Level planet, a long serving Scout might be assigned.

Balkanization (code 7)
The ruler type for a balkanized world depends upon which of the subsidiary government types is dominant.

Civil Service (code 8)
The ruling levels in such a government will be composed almost solely of Diplomats and Bureaucrats. Occasionally, the top ranks might effectively be of Noble status.

Impersonal Bureaucracy (code 9)
Similar to a civil service government.

Charismatic Leader (code A)
A charismatic dictator may rise from almost any career. They must be of a fairly high rank to achieve a position of sufficient power to become ruler (whether this is through peaceful election by the masses, or by a popular coup).

Non-Charismatic Leader (code B)
As per a charismatic leader, except the ruler does not have the support of the people. This might be because the ruler achieved power through a coup d'etat. This type of leader is likely to have been the product of a military career. Alternatively, they might have been a charismatic leader, perhaps a Noble, whose popularity has plummeted.

Charismatic Oligarchy (code C)
As per a self-perpetuating oligarchy, except that the ruling family is extremely popular and maintains its position through its value to the people.

Religious Dictatorship (code D)
Almost any career type may yield a Religious Dictator. One need only prove to be both a fervent devotee and diplomatically and bureaucratically capable. The burdens of leadership for a this government type are much the same as for any other government - administration, bureaucracy and diplomacy. Such priest rulers can be generated using either the Bureaucrat or Diplomat career, but with a default starting skill of Religion-1. They also have the option of altering any Administration, Bureaucracy or Diplomacy skill roll to another skill level in Religion.

Religious Autocracy (code E)
As per a Religious Dictatorship.

Totalitarian Oligarchy (code F)
As per a charismatic oligarchy, except that the ruler imposes an extremely rigid regime on his people.

Diplomat

A member of the foreign service of a government, responsible for interacting with other states, worlds and Pocket Empires.

Enlistment:	6-; DM +1 if Edu 8+; DM +2 if Soc 9+
Injury:	10-; DM +2 if Edu 9+
Commission:	9-; DM +1 if Int 8+
Promotion:	4-; DM +1 if Soc 10+
Continuance:	9-

1. Physical
1. +1 Str
2. +1 Dex
3. +1 End
4. Fencing
5. **Gun Combat**
6. Perception

2. Mental
1. +1 Int
2. +1 Edu
3. **Charisma**
4. **Clandestine**
5. Fast Talk
6. Instruction

3. Educational
1. **Academic**
2. Administration
3. Communications
4. Computer
5. Forgery
6. Law

4. Social
1. Art
2. Carousing
3. Interrogation
4. Intimidation
5. Liaison
6. Streetwise

5. Career
1. Administration
2. **Bureaucracy**
3. **Business**
4. **Charisma**
5. Diplomacy
6. Language

6. Background
1. Grav Craft
2. Ground Vehicle
3. Sciences
4. Streetwise
5. Technical
6. Vac Suit

Muster Out Cash

1	Cr2,000
2	Cr5,000
3	Cr10,000
4	Cr10,000
5	Cr10,000
6	Cr20,000
7	Cr30,000

Maximum 3 rolls

Muster Out Benefits

1	Low Passage
2	+1 Int
3	+1 Edu
4	Weapon
5	+1 Soc
6	High Passage
7	Travellers' Aid Society

Service Ranks

E1	Office Junior
E2	Junior Clerk
E3	Clerk, Grade 1
E4	Clerk, Grade 2
E5	Clerk, Grade 3
E6	Clerk, Grade 4
E7	Senior Clerk
E8	Office Supervisor
E9	Floor Supervisor
O1	Asst. 3rd Secretary
O2	3rd Secretary
O3	Asst. 2nd Secretary
O4	2nd Secretary
O5	Asst. 1st Secretary
O6	1st Secretary
O7	Counselor
O8	Minister
O9	Ambassador
O10	Senior Ambassador

Skill Eligibility
1 skill per year
1 skill when commissioned
1 skill per promotion

Automatic Skills
Liaison-1
Diplomacy-1 (rank O1)

Quick Generating Diplomat Characters

To create a Diplomat character quickly, decide on the rank desired and select that row. The character will have the age shown and have served the terms shown.

Pick the number of skills shown from the Available Skills list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the Muster Out Tables.

Character Template

Rank	Age	Terms	Skills	Benefits
E1	19	1	1 plus Liaison-1	1
E2	20	1	2 plus Liaison-1	1
E3	21	1	3 plus Liaison-1	1
E4	22	1	4 plus Liaison-1	1
E5	26	2	8 plus Liaison-1	2
E6	30	3	12 plus Liaison-1	3
E7	34	4	16 plus Liaison-1	4
E8	38	5	20 plus Liaison-1	5
E9	42	6	24 plus Liaison-1	6
O1	22	1	4 plus Liaison-1, Diplomacy-1	2
O2	26	2	8 plus Liaison-1, Diplomacy-1	3
O3	30	3	12 plus Liaison-1, Diplomacy-1	5
O4	34	4	16 plus Liaison-1, Diplomacy-1	6
O5	38	5	20 plus Liaison-1, Diplomacy-1	8
O6	42	6	24 plus Liaison-1, Diplomacy-1	9
O7	46	7	28 plus Liaison-1, Diplomacy-1	11
O8	50	8	32 plus Liaison-1, Diplomacy-1	12
O9	54	9	36 plus Liaison-1, Diplomacy-1	14

Available Skills

Administration	Int, Edu	**Academic**	
•Art	Dex, Int	•Instruction	Int, Edu
•Carousing	Soc, End	•Research	Edu, Int
Communications	Edu, Int	**Bureaucracy**	
•Computer	Edu, Int	Administration	Int, Edu
•Diplomacy	Soc	Leadership	Int, Soc
•Fast Talk	Int, Edu	**Business**	
Fencing	Dex, Soc	•Broker	Edu
•Forgery	Dex, Int	•Trader	Int, Edu
•Instruction	Int, Edu	**Charisma**	
•Interrogation	Int, End	•Bribery	Int, Soc
•Intimidation	Str, End	•Carousing	Soc, End
Language	Int, Edu	•Diplomacy	Soc
Law	Edu, Int	•Fast Talk	Int, Edu
Liaison	Int, Soc	**Clandestine**	
•Perception	Int	•Disguise	Int
•Streetwise	Int, End	•Forgery	Dex, Int
		•Gambling	Int, Dex
		•Intimidation	Str, End
		•Intrusion	Dex, Int
		•Stealth	Dex
		Streetwise	Int, End
		Gun Combat	
		•Pistol	Dex
		•Rifle	Dex
		•Shotgun	Dex
		•SMG	Dex

Enlisted Promotions: Characters begin at E1 and are automatically promoted annually during the first term of enlistment. Thereafter, enlisted characters are promoted one rank at the beginning of each term.

Officer Promotions: Characters begin at O1. Enlisted characters E7 or above who receive a commission begin at O3. Officers are eligible for promotion once per term.

Bureaucrat

An individual in a government or organization who performs a management or executive role.

Enlistment:	9-; DM +1 if Soc 8+; DM +2 if Edu 8+
Injury:	10-; DM +2 if Edu 10+
Commission:	8-; DM +1 if Soc 9+
Promotion:	7-; DM +1 if Int 9+
Continuance:	8-

1. Physical
1. +1 Dex
2. +1 End
3. +1 Edu
4. Brawling
5. Streetwise
6. Perception

2. Mental
1. **Clandestine**
2. Forgery
3. Instruction
4. Interrogation
5. Intimidation
6. Jack-Of-All-Trades

3. Educational
1. **Academic**
2. Administration
3. **Business**
4. Law
5. Leadership
6. Language

4. Social
1. Carousing
2. **Charisma**
3. Fast Talk
4. Leadership
5. Liaison
6. Streetwise

5. Career
1. Administration
2. Administration
3. Computer
4. Diplomacy
5. Law
6. Liaison

6. Background
1. Grav Craft
2. Ground Craft
3. History
4. Sciences
5. Streetwise
6. Administration

Muster Out Cash
1	-
2	-
3	Cr10,000
4	Cr10,000
5	Cr40,000
6	Cr40,000
7	Cr80,000

Maximum 3 rolls

Muster Out Benefits
1	Low Passage
2	Mid Passage
3	High Passage
4	Recognition
5	Weapon
6	High Passage
7	+1 Soc

Service Ranks
E1	Office Junior
E2	Junior Clerk
E3	Clerk, Grade 1
E4	Clerk, Grade 2
E5	Clerk, Grade 3
E6	Clerk, Grade 4
E7	Clerk, Grade 5
E8	Clerk, Grade 6
E9	Senior Clerk
O1	Supervisor
O2	Group Supervisor
O3	Office Supervisor
O4	Asst. Manager
O5	Manager
O6	Senior Manager
O7	Executive
O8	Chief Executive
O9	Asst. Director
O10	Director

Skill Eligibility
1 skill per year
1 skill when commissioned
1 skill per promotion

Automatic Skills
Administration-1
Leadership-1 (rank O5)

Enlisted Promotions: Characters begin at E1 and are automatically promoted annually during the first term of enlistment. Thereafter, enlisted characters are promoted one rank at the beginning of each term.

Officer Promotions: Characters begin at O1. Enlisted characters E7 or above who receive a commission begin at O3. Officers are eligible for promotion once per term.

Quick Generating Bureaucrat Characters

To create a Bureaucrat character quickly, decide on the rank desired and select that row. The character will have the age shown and have served the terms shown.

Pick the number of skills shown from the Available Skills list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the Muster Out Tables.

Character Template

Rank	Age	Terms	Skills	Benefits
E1	19	1	1 plus Administration-1	1
E2	20	1	2 plus Administration-1	1
E3	21	1	3 plus Administration-1	1
E4	22	1	4 plus Administration-1	1
E5	26	2	8 plus Administration-1	2
E6	30	3	12 plus Administration-1	3
E7	34	4	16 plus Administration-1	4
E8	38	5	20 plus Administration-1	5
E9	42	6	24 plus Administration-1	6
O1	22	1	4 plus Administration-1	2
O2	26	2	8 plus Administration-1	3
O3	30	3	12 plus Administration-1	5
O4	34	4	16 plus Administration-1	6
O5	38	5	20 plus Administration-1, Leadership-1	8
O6	42	6	24 plus Administration-1, Leadership-1	9
O7	46	7	28 plus Administration-1, Leadership-1	11
O8	50	8	32 plus Administration-1, Leadership-1	12
O9	54	9	36 plus Administration-1, Leadership-1	14

Available Skills

Skill	Attr	Skill	Attr
Administration	Int, Edu	**Academic**	
•Brawling	Dex, Str	•Instruction	Int, Edu
•Carousing	Soc, End	•Research	Edu, Int
•Computer	Edu, Int	**Business**	
•Diplomacy	Soc	•Broker	Edu
•Fast Talk	Int, Edu	•Trader	Int, Edu
•Forgery	Dex, Int	**Charisma**	
•Grav Craft	Dex	•Bribery	Int, Soc
•Ground Craft	Dex, Int	•Carousing	Soc, End
History	Edu, Int	•Diplomacy	Soc
•Instruction	Int, Edu	•Fast Talk	Int, Edu
•Interrogation	Int, End	**Clandestine**	
•Intimidation	Str, End	•Disguise	Int
Jack-Of-All-Trades	varies	•Forgery	Dex, Int
Language	Int, Edu	•Gambling	Int, Dex
Law	Edu, Int	•Intimidation	Str, End
Leadership	Int, Soc	•Intrusion	Dex, Int
Liaison	Int, Soc	•Stealth	Dex
•Perception	Int	•Streetwise	Int, End
•Streetwise	Int, End	**Sciences**	
		Archaeology	Edu, Dex
		Biology	Edu, Int
		Chemistry	Edu, Int
		Geology	Edu, Int
		History	Edu, Int
		Linguistics	Edu, Int
		Medical	Edu, Dex
		•Philosophy	Int, Edu
		Physics	Edu, Int
		Psionicology	Int, Edu
		•Psychology	Int, Edu

Genetics

There is a genetic component to four of the characteristics in the UPP.

- Strength
- Dexterity
- Endurance
- Intelligence

Each UPP characteristic is composed of two D6 rolls, the higher of each is the genetic component.

Initial Generation: When a character is being initially generated, note the individual die rolls, and record the higher of the two as the genetic component.

Genetic Testing: If genetic information was not determined during character generation, then it is possible to recreate it through genetic testing. For each genetic characteristic, throw two dice repeatedly until the result equals the current UPP characteristic. When successful, note the higher of the two die rolls as the genetic component.

Family Member Name						Family Member Name					
Birthdate						Birthdate					
Birthworld						Birthworld					
Homeworld						Homeworld					
UPP (Current)						UPP (Current)					
Str	Dex	End	Int	Edu	Soc	Str	Dex	End	Int	Edu	Soc
UPP (Genetic)						UPP (Genetic)					
Str	Dex	End	Int			Str	Dex	End	Int		
Comments						Comments					

Genetics Card   001-GEN

Social Standing

Social Standing is determined by position within the family. The family Social Standing is determined by overall empire, its size, profitability and general prestige. The Archon has the Social Standing of the family. Those one step removed have a Social Standing one lower, those two steps removed have a Social Standing two lower.

Minimum: Social Standing based on members of a family in Pocket Empires is a minimum of 8.

Education

Roll normally (2D) for Education (which indicates the Edu level for the character at age 18).

Dominance

Die	Dominant Parent
1	Male
2	Male
3	Male
4	Female
5	Female
6	Female

Roll once for each genetic characteristic for each child.

Generating Children

When generating children from the union of two characters, begin with a completed Genetics Card.

Genetic Characteristics: Determine which parent is dominant for each genetic characteristic for this specific child. The father may be dominant in one characteristic for one child and the mother in another characteristic in the same child.

Use the dominant parent's genetic characteristic and roll 1D. Add the two die rolls for the child's UPP characteristic.

Family Member Name						Family Member Name					
Birthdate						Birthdate					
Birthworld						Birthworld					
Homeworld						Homeworld					
UPP (Current)						UPP (Current)					
Str	Dex	End	Int	Edu	Soc	Str	Dex	End	Int	Edu	Soc
UPP (Genetic)						UPP (Genetic)					
Str	Dex	End	Int			Str	Dex	End	Int		
Comments						Comments					

Genetics Card   001-GEN

Family Member Name						Family Member Name					
Birthdate						Birthdate					
Birthworld						Birthworld					
Homeworld						Homeworld					
UPP (Current)						UPP (Current)					
Str	Dex	End	Int	Edu	Soc	Str	Dex	End	Int	Edu	Soc
UPP (Genetic)						UPP (Genetic)					
Str	Dex	End	Int			Str	Dex	End	Int		
Comments						Comments					

Genetics Card   001-GEN

Family Member Name						Family Member Name					
Birthdate						Birthdate					
Birthworld						Birthworld					
Homeworld						Homeworld					
UPP (Current)						UPP (Current)					
Str	Dex	End	Int	Edu	Soc	Str	Dex	End	Int	Edu	Soc
UPP (Genetic)						UPP (Genetic)					
Str	Dex	End	Int			Str	Dex	End	Int		
Comments						Comments					

Genetics Card   001-GEN

10: POCKET EMPIRE ADVENTURES

This section provides some example adventures to introduce Traveller players to the Pocket Empires setting. The first section provides some starting scenarios for players wishing to play characters setting out from the Imperium to start their own empire. Each of these includes the initial Stake with which the player begins (see Chapter 3 for an explanation of the initial Stake). The subsequent adventures provide a variety of different introductions to Pocket Empires. Finally, tables are provided for determining starship encounters within Pocket Empire star systems.

Starter Scenarios

The following are example scenarios, showing how a particular emigrant group, or situation, can be logically linked to their initial Stake (see Chapter 3) when founding a Pocket Empire:

1. A friendly patron in the Imperium provides the character with a shipment of Fusion Plus, allowing the character to set off into the Gashda to earn their fortune. Stake: +1 Infrastructure, 10 RU.

2. A noble family liquidates its holdings in a residential power company and takes a load of Fusion Plus, along with an extensive computer library, into the Gashda to seek out a new world for colonization. Stake: +1 TL (Max: 12), +2 Infrastructure, 350 RU.

3. On a pre-spaceflight world, a trading ship of Imperial origin crash-lands, killing the entire crew. Upon inspection, a group of natives discover that the shipment of Fusion Plus units it is carrying are undamaged. They use them to form the basis of their new empire. Stake: +1 Infrastructure.

4. A petty noble, disenchanted with the newly formed Third Imperium, bribes a production manager at the local Fusion Plus plant to redirect three hours of Fusion Plus production to his own warehouse. The noble then sets out for a low tech world, ripe for a high tech take-over. Stake: +1 Infrastructure, 250 RU.

5. Cleon, desiring to rid himself of competition while extending the power of the Imperium, offers a noble a load of Fusion Plus for use in founding a Pocket Empire far from the Imperial border. This is done with the understanding that, whenever the Imperium's border reaches the Pocket Empire's border, the latter will be subsumed into the former (with the then-current Pocket Emperor becoming an Imperial Noble at that time). Stake: +1 TL (Max: 12), +2 Infrastructure, 500 RU, +1,000 Population.

6. An entire noble family, dissatisfied with their chances in the new Imperium, pack up and leave for new frontiers. Stake: +2,400 RU, +1,000 Population.

7. A renegade Admiral decides that working for Cleon is not in his own best interests. He is able to convince several battalions to break off from the fleet and set off for a corner of the universe they can call their own. Stake: +2 TL (Max: 12), +1 Infrastructure, 100 RU, Military force of Size 20.

8. A rebel within the Imperium final accepts that she will be unable to realize her dream of overthrowing Cleon. As the jaws of Imperial justice are closing, she gathers her followers, their families, and anyone else who is dissatisfied with the course of the Imperium. They pile into whatever starships are available, and set off for their new life on a world that will welcome them. Little do they know that the rebel leader has plans for an empire of her own. Stake: Population: +250,000.

9. A megacorporation has been surveying several resource-rich worlds in the Gashda. The worlds are too far from the Imperium to control them from the corporation headquarters, so it is decided to send a colonization force to claim the worlds. Not only can the corporation benefit from exploitation of the resources, but they will own the worlds when the Imperium border expands to encompass them. Stake: +1 TL (Max: 12), +4 Infrastructure, 200 RU, Population +1,000.

Patrons

The following adventures can be used to introduce players to the basic concepts of Pocket Empires.

Moniu Letepa

Moniu Letepa is a senior operations manager within the Pocket Empire's Infowar department. Moniu used to be an expert hacker himself, but gave up after being badly injured when a net-strike went wrong. The left side of his face still shows the scars of the reconstructive surgery. Moniu is always on the look out for good hackers to help in a variety of penetration operations. While there are some domestic internal security operations, the majority are against foreign powers. Given the absence of faster-than-light communications, and the limitation of in-system delay times, such intrusion operations must be run from the surface, or orbit, of the target world. As a result, the risk of such operations tends to be directly proportional to the difficulty of movement on and off the planet.

Moniu does have a few covert traders at his disposal, which can usually jack-in to a local world-net from orbit or starport. However, he and his operatives usually favor operating from a safe house. Moniu also recruits minders to get the hacker on and off the planet, and to keep them safe while performing their task. He has an extensive network of contacts who watch for potential recruits. Moniu can be a useful source of high risk jobs, although his contracts are strict and he will not come to the aid of a hacker who gets entangled with the authorities.

Scenario: The PCs are contacted by a friend of Moniu's and asked if they would like a bit of escort work. If interested, the contact will arrange a meeting with Moniu at a quiet cafe. Moniu will outline the task: to escort a hacker to the target world, find a safe house, guard him during the run, and get him off planet. The pay is Cr20,000. If the PCs are interested, Moniu will arrange a departure time with them.

The hacker will turn up at their ship an hour before take-off. Zou Getaal, is in her early twenties and is dressed in colorful baggy clothes. A sling bag contains her interface "deck" and the few possessions she's

bringing with her. The PCs must now transport her to the target system, find a suitable safe house and guard her until the job is done, when they must get her safely off the planet. The situation on and around the target system should reflect the Pocket Empire campaign in which the referee has placed this adventure. The relationship between Moniu's world and the target world will determine how the PCs are treated by the natives and the local authorities.

Roll 1D to determine the outcome of the plot:

1. All is as it seems. Zou's hack will be successful and not detected.

2. Zou's hack is detected after 2D minutes. She will jack out, but security forces will arrive at the safe house after another 5D minutes.

3. As 2, but Zou has lapsed into a coma as a result of counter-intrusion software. Zou will be unable to warn the PCs that her intrusion has been detected, so they will not know that the security forces may be on their way. If they have shown an interest in what Zou is doing, they may have learned sufficient to be able to complete the hack themselves. They will also have to decide whether to take Zou with them when they leave. Zou will recover after six hours rest with only minimal medical attention.

4. As 1 but Zou has made her own arrangements for an escape and after jacking out will pull a body pistol out, ask the PCs to stay where they are and take-off. She has a colleague waiting in a vehicle two blocks away. They will drive to a safe house operated by some hacker friends, and from there she will disappear into the local underground scene.

5. As 4 but Zou's hack was detected, although she doesn't let the PCs know this. She will leave and security forces will arrive 5D minutes after she jacks out.

6. As 1 but shortly after completion of the hack the PCs hear the sounds of heavy planetary bombardment. Zou's hack has disabled the local air defense system, leaving the planet unprotected against a planetary assault!

Tish Rwaya

Tish is a well known tour promoter who is able to set up concert tours for the smallest as well as the largest of bands. She deals in all sorts of music and performance art, both physical and electronic. She also hires roadies and if necessary body guards to assist with the tours. She advertises regularly in all the major arts media outlets. If the PCs are artists, they can try to get an audition for a gig or tour. Her personal assistant does his best to screen the many aspiring artists who want her backing, so succeeding at the auction can be an adventure in itself. If the PCs are military or law enforcement types, her tour recruiters are always on the look out for bodyguards and bouncers.

Rwaya and her organization, Sourbean Productions, can be a useful contact for PCs. Rwaya always has a variety of low level jobs or gigs available. She has useful contacts in most of the media outlets in the sector.

Scenario: The PCs are either artists, roadies or bodyguards hired by Tish for a tour of a nearby world. Over the last few years, the world has gone crazy for the art of the local Pocket Empire. This new influx of culture is rapidly drowning that of the target world. Tish has been commissioned by the Pocket Empire to speed up this process. The PCs will be employed for a tour including twenty gigs in both major cities and smaller towns.

Roll 1D to determine what events befall the tour:

1. The tour grav-bus breaks down in a deserted wasteland, a day's walk from the nearest habitation. No one seems too worried until it is revealed that the bus radio has been broken, and the bus engine has been sabotaged. The damage was done during the last gig when a few extremist locals managed to gain access to the bus.

2. During a video interview, a man in the audience runs towards the group and opens fire with a body pistol on the presenter. The attacker is quite mad, and has been stalking the presenter for months, but Tish will be worried that this is a threat against her group.

3. One of the PCs is acting as a courier for the Pocket Empire and has a package to deliver to a local secret agent. The local security service is aware of the existence of the courier (but does not know their identity) and will try to ambush the meeting.

4. In a remote town the group is jailed for allegedly breaking local customs. They will need to try and talk their way out as the local government is keen to discredit anybody from the Pocket Empire media.

5. The worsening political situation has made it hard for Tish to keep the funds coming. Eventually funding ceases and the PCs are stranded on the planet with no money and an angry, unpaid tour crew.

6. The PCs are kidnapped by local nationalist extremists who are angry at the way in which the Pocket Empire's new cultural values are causing a loss of their traditional local culture. The local police will not work overly hard to gain the PCs' release. If the PCs can't escape then Tish will fund a mercenary team to break them out.

Sir Goroka Saidor

Sir Goroka is a very experienced diplomat with a powerful Pocket Empire. He has served in a host of positions and embassies around the sector. Sir Goroka knows every trick in the diplomatic book, and is at home dealing with politicians, corporations, shady entrepreneurs or even secret agents. He is always immaculately dressed and carries a walking cane everywhere. The cane is actually a concealed long blade, although this is no great secret. Sir Goroka is usually accompanied by an assistant, who carries a vast array of high tech communications and information devices. This allows Sir Goroka to remain constantly in touch with a world's economic and political situation.

Sir Goroka is always happy to share his vast knowledge of political and economic developments throughout the sector. PCs wishing to seek his advice must contact the embassy (preferably in person) and present a valid reason for needing assistance. Alternatively, Sir Goroka can often be found in the smarter parts of the capital. He will happily chat over a glass of finest Thonburi liquor. In more extreme situations, Sir Goroka can put the PCs in contact with experts from the more shady regions of diplomacy, e.g. technical espionage. Occasionally, Sir Goroka may employ others to work for him, particularly if he doesn't want the

actions traced back to himself, or his Pocket Empire.

Scenario: The PCs should be told that for the last couple of days they have had the feeling that they were being followed. They have not been able to determine who, if anyone, has been spying on them, but they should be suitably edgy. Eventually a casually dressed women approaches the PCs in a busy bar and asks for a quiet word. Katim Bira is a third secretary working for Sir Goroka. The PCs have been recommended to her by mutual friends and she has done some discrete vetting before contacting them directly. She will give the PCs an initial briefing on her proposition. If they are interested, the PCs will be invited to a safe house for the full briefing. If the operation requires particular equipment, the embassy will provide suitable funds for its purchase rather than providing the kit themselves. The chances of meeting Sir Goroka during the whole process will be low. He likes to keep a low profile in these operations, but does have a keen interest in his agents. He will always ensure that everything is done to recover them if problems arise. After the initial contact, roll 1D to decide the details of the operation:

1. Sir Goroka is concerned that there will be an attempt on his life. He has several government bodyguards, but he does not trust them. However, he is not permitted to hire further bodyguards himself. He would like the PCs to provide covert protection for a six day tour of the world's industrial heartland. The tour will involve meeting leading business figures and opening the way for greater partnership between the world and his Pocket Empire.

2. A local underworld boss has been giving the government problems. As a favor, Sir Goroka has offered to act as an intermediary. He needs to persuade the underworld boss to pull out of the lucrative Zeya drug trade, which is having a dangerously destabilizing effect on the world's small economy. The PCs will be sent to make contact with the boss at his headquarters, deep in the mountains. They must make the initial attempt to persuade him to stop the trade. If unsuccessful, the PCs may be invited to take part in a military operation, sponsored by the Pocket Empire, to end the trade.

3. Sir Goroka wants to launch a charm offensive, to persuade the world to improve its relationship with his Pocket Empire. Using the influence or political campaign rules (in this book or those presented in Milieu 0) and the relationship ladder, the PCs must help to bring about a three point improvement in the relationship code.

4. The Pocket Empire has arranged a marriage with the son of the local ruler. Sir Goroka has been given the task of making all the arrangements for the wedding and reception. The PCs are recruited to help with a wide variety of tasks. It is up to the imagination of the referee to determine just how disastrously the wedding preparations proceed. The final climax is that the bride does not wish to wed her appointed groom, and intends to elope with her lover the night before the wedding. The PCs will be expected to prevent this happening, or to find her and bring her back to be wedded.

5. Sir Goroka has been asked to gain intelligence on technological advancements being made by the Bhatiapara Corporation. The PCs will need to get into the Corporation's headquarters and steal a selection of physical and electronic files.

6. The local government is collapsing, partly as a result of the Pocket Empire's subversion activities. The situation is now so critical that Sir Goroka has decoded to evacuate all the Pocket Empire's nationals from the planet. He recruits the PCs to help find the nationals, escort them back to the embassy, and then secure the embassy perimeter until the marines arrive to evacuate them to a cruiser in orbit.

Ruuni Lagaashin

Ruuni Lagaashin is the head of the Colony Deployment department at the Ministry of Colonization. It is her job to coordinate the survey and initial settlement of all potential colony worlds prior to their hand-over to Colony Development. Ruuni has only a small permanent scout and settlement fleet as it is departmental policy to outsource as many functions as possible. Ruuni and her department are, therefore, a rich source of employment. Jobs may include first survey missions, re-contact and initial settlement, the latter involving construction, agriculture and security contracts. The department normally has around fifty invitations to tender for various projects. The demand for these jobs is high, so the PCs may want to approach Ruuni directly to increase their chance of being employed. She believes in hands-on management, and spends about one-third of the year in the field, with survey and settlement teams. This means that she can often be encountered on border worlds, both barren backwater planets and more strategically placed worlds.

Ruuni is driven by a desire to establish a unified system of control over neighboring worlds and, eventually, over the whole galaxy! In her haste to achieve this she will often over-stretch resources, sending her teams to a world without sufficient preparation or data. This can lead to some hazardous situations for her employees.

Roll 1D to determine the employment Ruuni finds for the PCs:

1. The PCs are hired to survey a dead world. The world is not truly dead, for there are some low tech survivors of a failed colony living in an underground cave system. They are extremely xenophobic and will attack any intruders.

2. Ruuni wants the PCs to provide protection to a settlement team going to a barren world. The contract is for six months but after only two months a rival Pocket Empire will arrive to try to evict the colonists.

3. A new colony is being wiped out by an alien virus. The PCs are contracted to courier a medical team to the world. They will be required to ferry the team around the world in an attempt to coordinate the research into a vaccine or alternative cure. Naturally, there is some risk of becoming infected themselves!

4. A colony has discovered an ancient, but apparently high tech, site on a planet. The PCs are sent to investigate. The site is an old First Imperium research base. It contains some valuable research material on fusion weaponry, but when closed down it was booby-trapped with mines to protect it against intruders. Despite the age of these explosives, the PCs will have to be careful when entering the base.

5. Ruuni wants to establish a major colony on a world with a population of only a few hundred Long

Nighters. The limited gene pool has left most of the population with extensive malformations and the settlement is definitely failing, but the inhabitants do not wish to have anyone intruding upon their world. It is the task of the PCs to win the locals over. The political voting rules given in this book may be used to measure the PCs' success by tracking the division of votes between the pro- and anti-isolationist groups.

6. Ruuni has her eye on a new settlement established by a neighboring Pocket Empire. The settlement is on a world claimed by her own Pocket Empire. The PCs are recruited to monitor the settlement covertly, and report back as to likely options for destabilizing the new colony, or perhaps even assaulting it directly. The PCs may be asked to participate in any subsequent operations against the colony.

Ship for Hire

The rulers of a small Pocket Empire (or single world) currently have no starships. This may be due to having too low a Tech Level or too low a starport class to build starships. The world(s) rely upon off-world traders to carry trade goods and people between them. However, of late they have discovered a need for their own small fleet of starships. They are therefore trying to recruit one or more off-world starships and their crews to take on a long-term contract.

Scenario: The job offer may be passed on by word of mouth from one of the regular traders, or advertisements may be found at starports on neighboring worlds. If the players do not have a ship, then assume that the rulers have acquired such a ship but need an experienced crew. Anyone applying for the job will have to undergo some minor interrogation and background checks (what little can be performed), to ensure that they are honest and reliable. They will be required to perform a wide range of tasks, from conducting patrols of the empire's system(s) to carrying diplomats between worlds.

Pay is good - double the normal for starship crews, plus all maintenance and operating costs will be paid. The referee can determine what adventures befall the players, or roll 1D and consult the following list:

1. The rulers have been less truthful than they might. Their empire has been attacked several times by pirates who attack traders in the system and sometimes raid the world itself. The rulers have thus recruited the players to repel the next pirate attack. The players may learn of the piracy problem if they ask passing traders (staff at the starports have been told not to warn them!). The government may upgrade the ship's weaponry for free if appropriate. The referee should adjust the pirates' ship size and number of crew to ensure the players have a chance to defeat them, either by catching them on the ground or in a space battle.

2. The players are required to transport a particularly fussy diplomat between worlds. The diplomat will be an endless nuisance during the trip. They are accompanied by an aide who knows the shortcomings of their superior and will be constantly apologizing for the behavior of their superior.

3. The players are required to transport a very valuable cargo between two worlds as payment to seal a major trade alliance. Since a rival world does not wish the alliance to occur, the players' ship may be intercepted during its flight or an attempt may be made to steal the cargo at its destination.

4. The players are required to undertake one or more covert missions for the government. This may involve carrying a crack commando team to another world to perform an assassination, kidnap or sabotage. Alternatively, they may be dropping off secret agents or picking up data from agents who have been spying on a neighboring world. Payment for these missions will be double normal, to reflect their hazardous nature.

5. The players are asked to perform an act of piracy against a neighboring world, perhaps to kidnap a diplomat from a ship, or steal valuable cargo or papers. Payment will be three times normal.

6. The players are required to transport a survey and exploration team to a new world which the empire wishes to colonize. This mission may take many months and as well as ferrying supplies and results back and forth, the players will be expected to help in orbital surveys. There are plenty of adventure opportunities for Scout characters on such a mission!

Supply and Demand

Aenid Wiilo runs Monitor, a local security device installation and monitoring service. For the last several months, she has been unable to acquire voiceprint readers, which are the current standard of access control on the world. This has crippled her business, as she has only been able to offer fingerprint readers to her customers during this period. However, her main competitor, Sanctum, has been able to continue offering its customers voiceprint readers.

Scenario: The party is approached by Aenid with an offer of employment. She will describe the current problem with the supply of voiceprint readers and explain that she would like the PCs to discover how Sanctum is able to get the devices, when they are not currently available on the open market. For this, she will pay them five thousand credits apiece. If they also discover why the units are not available on the open market, she will pay an additional thousand credits per person.

The referee can determine the precise nature of subsequent events by rolling 1D and consulting the following list:

1. The shortage of voiceprint readers has been caused by the government buying up all the units available for installation in their older buildings, most of which still rely on tumbler locks for security. Sanctum is able to continue supplying them to its customers because it has recently won the government contract. They have purchased (and continue to purchase) all the units that become available on the market. Naturally, the government has not publicized this wave of upgrades.

2. The shortage is caused by the customs service. Stumbling under bureaucratic inefficiency, the paperwork for the last several shipments of voiceprint readers has been lost in the system. Sanctum happened to have an overstock of the items from previous months, so is able to continue offering units to its customers until its own supply runs out. The owner of Sanctum will be grateful to the PCs if they let him know what is keeping him from obtaining more of the units; his supply is run-

ning low, and he fears losing his customer base.

3. An interstellar war has recently resulted in a planetary bombardment which destroyed the main manufacturing site for the voiceprint units. As per option 2, Sanctum has an overstock of the items from previous months.

4. Sanctum has struck a deal with a customs official to "lose" all shipments of voiceprint readers. In fact, they all end up in Sanctum's warehouse, of course.

5. An organized crime group has cornered the market on many imported items, voiceprint readers being just one example. Sanctum's purchasing agent has a connection with the organized crime group, and has therefore been able to keep his company supplied. The owner of Sanctum is unaware of this.

6. Voiceprint readers are manufactured locally, but the manufacturers are unable to obtain a key component, which is manufactured off-world. In fact, those components are being purchased by that world's military, thus the shortage. The characters may choose to abscond with a shipment of components, if they can manage it, and sell it (illegally, of course) to the manufacturers. Or, they may choose simply to report their findings to Aenid.

Kidnap

Danig Flarns is an top level intelligence operative for a Pocket Empire. He is responsible for a subversion offensive currently being undertaken against a neighboring non-aligned world. The Pocket Empire has spent a number of years building up several independence movements on the world, with the aim of driving it to balkanization and then forming pacts with the most powerful nations. This will allow the world to be quickly absorbed into the Pocket Empire.

Scenario: The PCs are hired by Danig to kidnap a leading politician on the non-aligned world, as part of a subversion offensive. Once on the world, the PCs are instructed to contact Julian, the local Pocket Empire agent, who will brief them on their target.

Roll 1D to determine how the adventure progresses:

1. All is as it seems. If the players can keep their hostage for 30 days, the government will meet their demands for talks on independence, and the PCs can hand over the hostage and head home.

2. As 1 except that the hostage has a heart attack and dies after 10 days.

3. The Pocket Empire "front" group on the planet has been penetrated, and the world security forces are shadowing the PCs' every move. After 10 days they attack, unless the PCs work out what is going on, or take countermeasures.

4. The local Pocket Empire agent has gone native and really believes in the independence cause, and will put the PCs at risk to secure it. He does not want to release the hostage at all.

5. As 4 except that the agent is in it for himself only.

6. The PCs are sacrificial lambs in a far larger game of bluff and double-bluff being played out by the Pocket Empire. They will find that it is ultimately the target world which is their ally, not the Pocket Empire, who wants them dead.

Starship Encounters

When conducting role-playing scenarios linked to Pocket Empires it may be useful to be able to determine the spacecraft the PCs may encounter in different systems. The following tables detail craft type and disposition for locations within the Imperium or a Pocket Empire.

Encounter Likelihood

For each 8 hours, or part thereof, roll 1D and add the following DMs:

System has a starport of class: A, DM +2; B DM +1; E, DM -1.

System is outside a Pocket Empire but within its zone of influence, DM -1.

System is outside any zone of influence, DM -3.

System is Jump-2 from all other worlds, DM -1.

System is Jump-3 (or greater) from all other worlds, DM -3.

Ship is in orbit around mainworld, DM +2.

Ship is in orbit around gas giant, DM +1.

If the result is 4 or greater, there is an encounter.

A ship enters orbit around Khuir. Rolling for encounters, the following DMs apply: +1 for the B class starport, +2 for being in orbit around the mainworld. A roll of 1D, plus these DMs, will always total at least 4, thus there will always be one encounter every 8 hours.

Ship Type

Roll 2D and consult the table for the relevant zone. If using inter-Empire Relationship scores, determine the system's lowest Relationship score (RMIN), and apply a DM of (RMIN - 6).

To determine the encounter for the ship orbiting Khuir, consult the Within Borders Table. Khuir's lowest relationship score is 3 (see Chapter 6; Khuir is almost at war with Iishaanka), so a DM of 3 - 6 = -3 is applied. Rolling 2D gives 7, minus 3 is 4, which the table indicates is a military escort ship.

Ship Homeworld

Roll 1D and apply the following DMs to determine where the ship is from.

For the Khuir military escort encounter, we roll 1D for 3, +1 for the class B starport. The result of 4 indicates that the ship is from Khuir itself.

Ship Disposition

Roll 1D to determine the disposition of the encountered ship Moving in or out of the system refers to movement towards or away from the central star, respectively. Entering or leaving orbit refers to the nearest world (typically the main world or gas giant). If the ship's speed is desired, roll 1D: 1-2 slow, 3-4 average, 5-6 fast.

Encounter range should normally be at the limit of operational sensors, except when the two ships are in orbit around a world, when encounter ranges will be at Medium range.

For the Khuir military escort encounter, rolling 1D gives 3. The escort is currently standing to, awaiting instructions from the main world.

GLOSSARY

Action Bonus: These are bonus points to be added or subtracted to the Prestige scores of a Pocket Empire. The Action Bonus is a cumulative total. In other words, the total carries from one turn to the next, growing larger or smaller as new bonuses or penalties are acquired in the current turn. See Chapter 6: Controlling The Empire.

Administrative Factor: A measure of the Administrative efficiency of a Pocket Empire government. As rolled on the Administrative Expense Table. See Chapter 4: Economics.

Archon: The leader of the ruling family. See Chapter 2: Creating The Family.

ATT: Attack Factor. See Chapter 8: War.

Attack Factor (ATT): A measure of the offensive capability of a military unit. See Chapter 8: War.

Bilateral Meta-task: A meta-task performed with the target world's agreement, representing general diplomatic interaction. See Chapter 7: Expanding the Empire.

Civilian Expenses: Expenses relating to the maintenance of the civilian portions (non-military portions) of the economy. See Chapter 4: Economics.

Culture: A measure of the level of economic (and to a lesser extent, technological) expectations of a population. Lower Culture scores indicate that a world lives with a more austere, status quo approach to consumerism. Higher culture scores indicate a higher level of consumerism, and more of an acceptance of new technology. See Chapter 4: Economics.

DEF: Defense Factor. See Chapter 8: War.

Defense Factor (DEF): A measure of the defensive capability of a military unit. See Chapter 8: War.

EE: Economic Extension. See Chapter 4: Economics.

Economic Extension (EE): A four digit code expressing the economic potential of a world within a Pocket Empire. The economic extension is appended to a world's UWP and has the format RLIC, where R is Resources, L is Labor, I is Infrastructure, and C is Culture. See Chapter 4: Economics.

Economic Power: A single code representing a Pocket Empire's economic power. See Chapter 3: A Tapestry of Stars.

FC: Foreign Construction Factor.

Finished Goods Trade: An abstract measure of the interstellar trade of a world, not including trade in resources or raw materials. See Chapter 4: Economics.

Foreign Construction Factor (FC): The factor used as a multiplier to both the cost and time of improving one world using the knowledge and investment of another world. Used for Infrastructure, Technological Uplift and Technological Advancement. See Chapter 5: Planetary Development.

Foreign Investment: The financing of improvements on one world by another world.

Gashda: Literally "Fallow Fields", this term is used to refer to the un-exploited regions surrounding the Imperium. A Scout slang term for the Gashda is "the Outback". See Chapter 1: Introduction.

GB: Government Budget.

GEP: Gross Empire Product.

Government: For a single world, this is the standard Government type from the world's UWP. For a Pocket Empire, this is the overall government type of the empire. See Chapter 3: A Tapestry of Stars.

Government Budget (GB): That portion of a world's GWP available for planetary development after payment for expenses, and generated as the result of taxation. See Chapter 4: Economics.

Gross Empire Product (GEP): The total GWP of a Pocket Empire, i.e. the sum of the GWPs of its member worlds. See Chapter 4: Economics.

Gross World Product (GWP): A measure of the wealth creating capacity of the economy. Abbreviated GWP. See Chapter 4: Economics.

GWP: Gross World Product.

Infrastructure: The productivity-enhancing portions of a world. Infrastructure represents everything from road, rail and communications networks, to industrial robots, factories, shipping companies, and so on. See Chapter 4: Economics.

Interstellar Demand: A measure of the relative health of the economy of the pocket empire and surrounds. See Chapter 4: Economics.

JMP: Jump Factor. See Chapter 8: War.

Jump Capability: The maximum number of parsecs which a military unit can move in a single Jump. Defined by the unit's Jump Factor. See Chapter 8: War.

Jump Factor (JMP): A measure of the Jump capability of a military unit. See Chapter 8: War.

Labor: A measure of the portion of a world economy directly related to wealth creation. See Chapter 4: Economics.

Law Level: For a single world, this is the standard Law Level from the world's UWP. For a Pocket Empire, this is the overall Law Level of the empire.

Maintenance Point: A measure of the yearly expenses (supplies, repairs, salaries, etc.) for a Pocket Empire's military units. See Chapter 8: War.

Member World: A world within the Pocket Empire.

Meta-task: A strategic-level task which may last years or even decades. Uses the same conventions and rules as for normal Traveller tasks. See Chapter 1: Introduction, and Chapter 7: Expanding the Empire.

Military Expenses: Those portions of government expense related to the military (non-civilian) portions of an economy. Includes supply, and maintenance of military units. See Chapter 4: Economics.

Military Power: This is a single code representing a Pocket Empire's military might. See Chapter 3: A Tapestry of Stars.

Nature: The genetic makeup of a character. See Chapter 2: Creating The Family.

Nurture: The upbringing of a character. See Chapter 2: Creating The Family.

Non-Aligned World: A world that is not affiliated with any Pocket Empire or the Imperium. See Chapter 3: A Tapestry of Stars.

Non-player character (NPC): A character controlled by the referee.

NPC: Non-player character.

PC: Player character.

Planetary Demand: A measure of a particular world's need for resources, based on world's resource base relative to world infrastructure. See Chapter 4: Economics.

Player-character (PC): A character controlled by a player.

Pocket Empire: A collection of worlds aligned under a single government. Often developed by Noble families seeking their fortune outside the Imperium.

Popularity: For a single world, this indicates the popularity of the current government with its people. For a Pocket Empire, this indicates the relative popularity of the pocket emperor with all those under his rule. See Chapter 3: A Tapestry of Stars.

Population: For a single world, this is the standard Population from the world's UWP. For a Pocket Empire, this is the total population of the empire. See Chapter 3: A Tapestry of Stars.

Prestige: The regard in which the Pocket Empire is held by other empires. See Chapter 3: A Tapestry of Stars.

RA: Resources Available. See Chapter 4: Economics.

RE: Resources Exploitable. See Chapter 4: Economics.

Resource Unit (RU): The basic economic unit of measure, representing the added value of products manufactured or refined from a world's resources. See Chapter 4: Economics.

Resources: A measure of the raw economic potential of a world. See Chapter 4: Economics.

Resources Available (RA): A measure of the total resources available for generation of GWP for a particular world from all sources: Resources Exploited, Exports, and Imports. See Chapter 4: Economics.

Resources Exploitable (RE): A measure of the portion of resources currently exploited for economic development as modified by technological level. See Chapter 4: Economics.

RU: Resource Unit. See Chapter 4: Economics.

Self-Determination: A code representing the degree to which a population wishes to be in control of their lives. See Chapter 3: A Tapestry of Stars.

Size: When referring to military units, this is the sum of the Attack, Defense, Transport and Jump ratings for the unit. See Chapter 8: War. For a Pocket Empire, this is a code indicating the number of worlds in the empire. See Chapter 3: A Tapestry of Stars.

Target Pocket Empire (TPE): The subject of a meta-task at an empire level. See also Target World. See Chapter 7: Expanding the Empire.

Target World (TW): The subject of a meta-task at a world level. This might be a foreign world or a member world, depending on the task. See also Target Pocket Empire. See Chapter 7: Expanding the Empire.

Tech Level: For a single world, this is the standard Tech Level from the world's UWP. For a Pocket Empire, this is the maximum Tech Level of the empire. Chapter 3: A Tapestry of Stars.

Technological Uplift: The process of creating the infrastructure and manufacturing expertise necessary to adapt existing technology from higher technology worlds to lower technology worlds. See Chapter 5: Planetary Development.

Technological Advancement: The research and development process of developing genuinely new technology (and the infrastructure to support it) on higher technology worlds. See Chapter 5: Planetary Development.

TPE: Target Pocket Empire. See Chapter 7: Expanding the Empire.

Transport Factor (TRN): A measure of the transport capacity of a military unit. See Chapter 8: War.

TRN: Transport Factor. See Chapter 8: War.

TW: Target World. See Chapter 7: Expanding the Empire.

Unilateral Meta-task: A meta-task performed without the target world's agreement. See Chapter 7: Expanding the Empire.

Universal World Profile (UWP): Characteristics of a world, summarized into a series of codes in the format SWAHPGL-T where S is starport, W is world diameter, A is atmosphere, H is hydrographics, P is population, G is government, L is law level and T is tech level. See Chapter 3: A Tapestry of Stars.

UWP: Universal World Profile. See Chapter 3: A Tapestry of Stars.

World Name		UWP	
Pocket Empire		Emperor	
Year of Recontact		Year of Admission	
Resources	Labor	Infrastructure	Culture
Basic Tax		Social Tax	
Administration Factor		Government Factor	
Comments			

Pocket Empires Member World Card   001-PEM

World Name		UWP	
Turn	Size	GWP	Discretionary Tax
Government Budget	Civilian Budget	Military Budget	Available RU
Military Power		Economic Power	
Popularity Base	Popularity Action	Prestige Base	Prestige Action
Military Plot		Political / Diplomatic Plot	

Pocket Empires Turn Record Card   002-PEM

World Name		UWP	
Pocket Empire		Emperor	
Year of Recontact		Year of Admission	
Resources	Labor	Infrastructure	Culture
Basic Tax		Social Tax	
Administration Factor		Government Factor	
Comments			

Pocket Empires Member World Card   001-PEM

World Name		UWP	
Turn	Size	GWP	Discretionary Tax
Government Budget	Civilian Budget	Military Budget	Available RU
Military Power		Economic Power	
Popularity Base	Popularity Action	Prestige Base	Prestige Action
Military Plot		Political / Diplomatic Plot	

Pocket Empires Turn Record Card   002-PEM

World Name		UWP	
Pocket Empire		Emperor	
Year of Recontact		Year of Admission	
Resources	Labor	Infrastructure	Culture
Basic Tax		Social Tax	
Administration Factor		Government Factor	
Comments			

Pocket Empires Member World Card   001-PEM

World Name		UWP	
Turn	Size	GWP	Discretionary Tax
Government Budget	Civilian Budget	Military Budget	Available RU
Military Power		Economic Power	
Popularity Base	Popularity Action	Prestige Base	Prestige Action
Military Plot		Political / Diplomatic Plot	

Pocket Empires Turn Record Card   002-PEM

World Name		UWP	
Pocket Empire		Emperor	
Year of Recontact		Year of Admission	
Resources	Labor	Infrastructure	Culture
Basic Tax		Social Tax	
Administration Factor		Government Factor	
Comments			

Pocket Empires Member World Card   001-PEM

World Name		UWP	
Turn	Size	GWP	Discretionary Tax
Government Budget	Civilian Budget	Military Budget	Available RU
Military Power		Economic Power	
Popularity Base	Popularity Action	Prestige Base	Prestige Action
Military Plot		Political / Diplomatic Plot	

Pocket Empires Turn Record Card   002-PEM

TABLES

Pocket Empires Turn Checklist

1. Calculate GWP
   A. Check GWP for each world.
      1. Recalculated as necessary.
   B. Apply any increases or decreases as a result of the previous turn's actions (e.g. GWP multipliers from random events and meta-tasks or from particularly high or low Popularity results on the Domestic Situation table).
2. Set Taxes
   A. Decide the Discretionary Rate of Tax for the turn, within the limits allowed.
   B. Recalculate Social and Basic tax if necessary.
3. Collect Revenues
   A. Calculate the size of the government budget
   B. Calculate level of civilian expenses.
   C. Calculate level of military expenses.
   D. Calculate available RUs. If handling budget spending at a Pocket Empire level, this is the point at which to transfer RUs to the Pocket Empire.
4. Spend Budget
   A. Allocate available RUs.
      1. Purchase military units.
      2. Meta-task investments
      3. Planetary development.
5. Plot Action
   A. Plot military actions.
   B. Plot political actions
   Remember that newly purchased military units cannot be used until the next turn.
6. External Pocket Empire Random Events
   A. Roll on the External Random Events table.
   B. Apply result.
7. Political Phase
   A. Pocket Empire with the highest prestige:
      1. Resolve non-combat actions.
      2. Resolve inter-Pocket Empire meta-tasks.
      3. Resolve relationship actions.
   B. Proceed in descending order of prestige.
   C. Referee conducts non-player PE actions.
8. Military Phase
   A. Pocket Empire with the highest prestige:
      1. Resolve combat inter-PE meta-tasks.
   B. Proceed in descending order of prestige.
   C. Referee conducts non-player PE actions.
9. Internal Pocket Empire Random Events
   A. Check for random events.
   B. Apply result.
10. Internal Pocket Empire meta-task resolution
   A. Resolve internal meta-tasks.
   B. Apply changes.
   C. Recalculate Popularity if world characteristics altered.
11. Domestic Situation
   A. Roll for each world.
   B. Resolve local events.
   C. Resolve meta-tasks due to Popularity rolls.
12. Final Update
   A. Bring new units into play.
   B. Bring purchased characteristics into play.
   C. Bring infrastructure changes into play.
   D. Amend characteristics accordingly.
   E. Recalculate prestige.
13. End of Turn.
   A. Determine if self-determination must be changed.

2: CREATING THE FAMILY

Love

1D	Result
1	Love
2	Love
3	Affection
4	Affection
5	Indifference
6	Rejection

Partner

1D	Partner
1	Lesser Noble from own Pocket Empire.
2	Lesser Noble from own Pocket Empire.
3	Commoner from own Pocket Empire.
4	Undesirable/rogue from own Pocket Empire.
5	Lesser Noble from another Pocket Empire or non-aligned world.
6	Commoner from another Pocket Empire or non-aligned world.

3: A TAPESTRY OF STARS

System Presence

Density Category	Percentage Occurrence	Average Systems per Subsector	Roll for system in hex
Rift	4%	3	12+ on 2D6
Sparse	16%	13	6+ on 1D6
Scattered	33%	27	5+ on 1D6
Standard	50%	40	4+ on 1D6
Dense	66%	53	3+ on 1D6

Gas Giant Quantity

2D	Number
2	0
3	0
4	0
5	1
6	2
7	3
8	3
9	4
10	4
11	5
12	5

Pocket Empire Government Type

3D	Government Code
3	5
4	D
5	E
6	F
7	A
8	4
9	1
10	B
11	3
12	3
13	C
14	4
15	8
16	F
17	9
18	2

GEP Code

Code	GEP (RUs)
0	0
1	1
2	2-3
3	4-10
4	11-30
5	31-100
6	101-250
7	251-1,000
8	1,001-2,500
9	2,501-10,000
A	10,001-25,000
B	25,001-60,000
C	60,001-180,000
D	180,001-600,000
E	600,001-1,800,000
F	1,800,001+

Planetoid Belt Quantity

Roll	Number
2	0
3	0
4	0
5	0
6	0
7	0
8	1
9	1
10	2
11	2
12	2
13+	3

Stake Value

Roll	Military	Resource Units (RU)	Infrastructure	Tech Level	Population
2	1	50	+1	+1	+1,000
3	1	50	+1	+1	+1,000
4	2	100	+1	+1	+5,000
5	2	100	+1	+1	+5,000
6	4	200	+2	+2	+10,000
7	4	200	+2	+2	+10,000
8	8	400	+2	+2	+25,000
9	8	400	+2	+2	+25,000
10	16	800	+3	+3	+50,000
11	16	800	+3	+3	+50,000
12+	32	1,600	+4	+4	+100,000

Stake Type

2D	Type
2	Tech Level
3	Population
4	Military
5	Infrastructure
6	Resource Units
7	Resource Units
8	Resource Units
9	Infrastructure
10	Military
11	Population
12	Tech Level

Progession

2D	Attitude
2	Radical
3	Radical
4	Progressive
5	Progressive
6	Progressive
7	Progressive
8	Conservative
9	Conservative
10	Conservative
11	Conservative
12+	Reactionary

Planning

2D	Attitude
2	Very Short Term (1 year)
3	Very Short Term (1 year)
4	Short Term (2-5 years)
5	Short Term (2-5 years)
6	Medium Term (6-10 years)
7	Medium Term (6-10 years)
8	Long Term (11-50 years)
9	Long Term (11-50 years)
10	Very Long Term (51-100 years)
11	Very Long Term (51-100 years)
12+	Far Future (>100 years)

Size Code

Code	Size
1	1
2	2
3	3-4
4	5-8
5	9-16
6	17-32
7	33-64
8	65-128
9	129-256
A	257-512
B	513-1,024
C	1,025-2,048
D	2,049-4,096
E	4,097-8,192
F	8,193+

Advancement

2D	Attitude
2	Enterprising
3	Enterprising
4	Enterprising
5	Enterprising
6	Advancing
7	Advancing
8	Advancing
9	Advancing
10	Indifferent
11	Indifferent
12	Indifferent
13+	Stagnant

Militancy

2D	Attitude
-4	Militant
5	Neutral
6	Neutral
7	Neutral
8	Neutral
9	Peaceable
10	Peaceable
11	Peaceable
12+	Conciliatory

Military Budget

Distance to Nearest World	Military Budget
1 parsec	5D * 0.3%
2 parsecs	3D * 0.3%
3+ parsecs	1D * 0.3%

Growth

2D	Attitude
2	Expansionist
3	Expansionist
4	Competitive
5	Competitive
6	Competitive
7	Unaggressive
8	Unaggressive
9	Unaggressive
10	Unaggressive
11+	Passive

Unity

2D	Attitude
-3	Monolithic
4	Harmonious
5	Harmonious
6	Harmonious
7	Harmonious
8	Discordant
9	Discordant
10	Discordant
11	Discordant
12+	Fragmented

Tolerance

2D	Attitude
-3	Xenophilic
4	Friendly
5	Friendly
6	Friendly
7	Neutral
8	Neutral
9	Neutral
10	Aloof
11	Aloof
12+	Xenophobic

World Settlement

Roll	Nature
-3	Alien race homeworld (roll on ALIEN RACE TABLE).
4	Alien race colony (roll on ALIEN RACE TABLE and SETTLEMENT DATE TABLE).
5	Alien race colony (roll on ALIEN RACE TABLE and SETTLEMENT DATE TABLE).
6	Alien race colony (roll on ALIEN RACE TABLE and SETTLEMENT DATE TABLE).
7	Previous Imperium colony (roll on SETTLEMENT DATE TABLE).
8	Previous Imperium colony (roll on SETTLEMENT DATE TABLE).
9	Previous Imperium colony (roll on SETTLEMENT DATE TABLE).
10+	Imperial colony (roll on SETTLEMENT DATE TABLE).

Date of Settlement

Roll	Date
-7	First Imperium
8	Second Imperium
9	Second Imperium
10	-650 to -300
11	-300 to -50
12+	Since -50

Long Night Event

2D	Event
2	Major environmental disaster. Roll 1D:
	1 Ice age (extreme temperature fluctuation).
	2 Flood (extreme temperature fluctuation).
	3 Volcanism (extreme geological disturbance).
	4 Meteorite strike (significant size meteorite).
	5 Gas venting (long term contamination of atmosphere).
	6 Pollution (long term atmospheric contaminants or similar).
3	Major social/economic disaster. Roll 1D:
	1 Raiding (by other worlds).
	2 Plague.
	3 Economic collapse.
	4 Extended totalitarianism.
	5 Extended anarchy.
	6 Prolonged crop failure.
4	Significant Population drop (due to biological, genetic or cultural problems).
5	Gradual decline in Population.
6	Gradual decline in Population.
7	Population stable.
8	Population stable.
9	Slow Population growth, most technology has been retained.
10	Slow Population growth, most technology has been retained.
11	Significant Population growth.
12	Significant indigenous technology improvement.

Dead World Event

2D	Event
2	Population wiped out by natural disaster. Roll 1D:
	1 Ice age (extreme temperature fluctuation).
	2 Flood (extreme temperature fluctuation).
	3 Volcanism (extreme geological disturbance).
	4 Meteorite strike (significant size meteorite).
	5 Gas venting (long term contamination of atmosphere).
	6 Pollution (long term atmospheric contaminants or similar).
3	Population wiped out by anarchy following technology failure.
4	Population wiped out by anarchy following technology failure.
5	Population wiped out by disease.
6	Population wiped out by disease.
7	Population starved by agricultural failure.
8	Population starved by agricultural failure.
9	Population evacuated to nearby planet (re-roll to determine event which caused evacuation).
10	Population evacuated to nearby planet (re-roll to determine event which caused evacuation).
11	Population wiped out by civil war.
12	Population wiped out by another Pocket Empire.

4: Economics

Trade Code

Code	Resources	Infrastructure	Culture
Ag	+1	–	-1
As	–	-1	+1
Ba	–	–	–
De	-1	–	+1
Fl	-1	–	+1
Hi	+1	+1	–
Ic	-1	–	+1
In	+2	+2	–
Lo	–	-1	–
Na	-1	–	-1
Ni	–	-1	-1
Po	–	-2	+1
Ri	+1	+2	+1
Va	-1	–	+1
Wa	–	-1	–

Note: If the world is As, do not treat it as Va as well.

Resource Trade Benefit

Roll	Export Benefit	Import Benefit
2	0.3	0.2
3	0.3	0.2
4	0.4	0.3
5	0.4	0.3
6	0.5	0.4
7	0.5	0.4
8	0.5	0.4
9	0.5	0.4
10	0.6	0.5
11	0.6	0.5
12	0.7	0.6

Starport

Type	Resources	Infrastructure	Culture
A	+2	+4	–
B	+1	+3	–
C	–	+2	–
D	–	+1	–

Starport Multipliers

A	1.0
B	0.9
C	0.8
D	0.7
E	0.6

Total Demand

Roll	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	0	0	1	2	2	3	3	4	4	5	5	6	6	7	7
1	0	0	0	1	2	2	3	4	5	5	6	6	8	8	9	9
2	0	0	1	1	2	3	4	5	6	6	7	8	9	10	11	11
3	0	0	1	1	2	3	4	5	6	7	8	9	10	11	12	13
4	0	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
5	0	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
6	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
7	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
8	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
9	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
10	1	2	2	3	5	6	7	8	9	10	11	12	13	14	15	16
11	1	2	3	4	5	6	7	8	9	10	11	12	14	15	16	17
12	1	2	3	4	6	7	8	9	10	11	12	13	15	16	17	18
13	1	2	3	5	6	7	8	9	10	11	12	13	16	17	18	19
14	1	2	3	5	7	8	9	10	11	12	13	14	17	18	19	20
15	1	2	4	5	7	8	9	11	12	13	15	16	18	19	21	22

Note: Treat results of less than 0 as 0. Treat results of more than 15 as 15.

DMs:

-3 if Population 0-1
-1 if Population 4-5
+1 if Population 7-8
+3 if Population B+

-2 if Population 2-3
0 if Population 6
+2 if Population 9-A

-3 if Culture 0-1
-1 if Culture 4-5
+1 if Culture 8-10
+3 if Culture 14-15

-2 if Culture 2-3
0 if Culture 6-7
+2 if Culture 11-13

Finished Goods Trade

Port	Number of Trade Worlds									
	1	2	3	4	5	6	7	8	9	10
A	1.000	1.106	1.184	1.244	1.293	1.333	1.368	1.397	1.423	1.445
B	1.000	1.053	1.095	1.130	1.160	1.185	1.207	1.227	1.244	1.260
C	1.000	1.015	1.029	1.041	1.053	1.063	1.072	1.081	1.089	1.096
D	1.000	1.000	1.001	1.001	1.002	1.002	1.002	1.003	1.003	1.004

Port	Number of Trade Worlds									
	11	12	13	14	15	16	17	18	19	20
A	1.465	1.484	1.500	1.515	1.529	1.541	1.553	1.564	1.574	1.583
B	1.274	1.286	1.298	1.309	1.319	1.328	1.337	1.345	1.352	1.359
C	1.103	1.110	1.116	1.121	1.127	1.132	1.137	1.141	1.145	1.150
D	1.004	1.004	1.005	1.005	1.005	1.006	1.006	1.006	1.007	1.007

Port	Number of Trade Worlds									
	21	22	23	24	25	26	27	28	29	30
A	1.592	1.600	1.608	1.615	1.622	1.629	1.635	1.641	1.646	1.652
B	1.366	1.372	1.378	1.384	1.389	1.394	1.399	1.404	1.408	1.412
C	1.153	1.157	1.161	1.164	1.167	1.171	1.174	1.177	1.179	1.182
D	1.007	1.008	1.008	1.008	1.009	1.009	1.009	1.010	1.010	1.010

Port	Number of Trade Worlds									
	31	32	33	34	35	36	37	38	39	40
A	1.657	1.662	1.667	1.671	1.676	1.680	1.684	1.688	1.691	1.695
B	1.416	1.420	1.424	1.427	1.431	1.434	1.437	1.440	1.443	1.446
C	1.185	1.187	1.190	1.192	1.194	1.196	1.198	1.201	1.203	1.204
D	1.010	1.011	1.011	1.011	1.012	1.012	1.012	1.012	1.013	1.013

Port	Number of Trade Worlds									
	41	42	43	44	45	46	47	48	49	50
A	1.698	1.702	1.705	1.708	1.711	1.714	1.717	1.720	1.723	1.725
B	1.449	1.452	1.454	1.457	1.459	1.462	1.464	1.466	1.468	1.471
C	1.206	1.208	1.210	1.212	1.213	1.215	1.217	1.218	1.220	1.221
D	1.013	1.014	1.014	1.014	1.014	1.015	1.015	1.015	1.015	1.016

Port	Number of Trade Worlds									
	51	52	53	54	55	56	57	58	59	60
A	1.728	1.730	1.733	1.735	1.737	1.740	1.742	1.744	1.746	1.748
B	1.473	1.475	1.477	1.478	1.480	1.482	1.484	1.486	1.487	1.489
C	1.223	1.224	1.225	1.227	1.228	1.229	1.231	1.232	1.233	1.234
D	1.016	1.016	1.016	1.017	1.017	1.017	1.017	1.018	1.018	1.018

Port	Number of Trade Worlds									
	61	62	63	64	65	66	67	68	69	70
A	1.750	1.752	1.754	1.756	1.757	1.759	1.761	1.763	1.764	1.766
B	1.491	1.492	1.494	1.495	1.497	1.498	1.500	1.501	1.502	1.504
C	1.235	1.236	1.238	1.239	1.240	1.241	1.242	1.243	1.244	1.245
D	1.018	1.018	1.019	1.019	1.019	1.019	1.020	1.020	1.020	1.020

Port	Number of Trade Worlds									
	71	72	73	74	75	76	77	78	79	80
A	1.768	1.769	1.771	1.772	1.774	1.775	1.776	1.778	1.779	1.780
B	1.505	1.506	1.507	1.509	1.510	1.511	1.512	1.513	1.514	1.515
C	1.246	1.247	1.247	1.248	1.249	1.250	1.251	1.252	1.253	1.253
D	1.020	1.021	1.021	1.021	1.021	1.021	1.022	1.022	1.022	1.022

Labor Base

Labor	Labor Base
0	0.0000001
1	0.000001
2	0.00001
3	0.0001
4	0.001
5	0.01
6	0.1
7	1
8	10
9	100
A	1,000
B	10,000
C	100,000
D	1,000,000
E	10,000,000

Governmental Expense

Gov. Type	Factor
0	0.95
1	1.10
2	1.40
3	1.30
4	1.15
5	1.35
6	*
7	**
8	1.30
9	1.35
A	1.05
B	1.00
C	1.25
D	1.05
E	1.10
F	1.20

* Captive governments use the factor of their parent state plus 0.10.
** Balkanized worlds have different factors for the different governments on the world. The referee should determine the factor based on the individual governments, their individual gross domestic products, and their populations.

Base Tax Rate

Gov. Type	Base Tax
0	0.05
1	0.20
2	0.30
3	0.20
4	0.25
5	0.25
6	*
7	**
8	0.40
9	0.35
A	0.30
B	0.25
C	0.30
D	0.40
E	0.35
F	0.35

* Captive governments pay the same rate as their parent state.
** Balkanized worlds have different rates for the different governments. The referee should determine the percentage based on each individual situation.

Price Modification

2D	Modification to List Price
2	-20%
3	-15%
4	-10%
5	-5%
6	No Change
7	No Change
8	No Change
9	+5%
10	+10%
11	+15%
12	+20%

Aggregate Demand

Roll	Change in Aggregate Demand
2	-0.06
3	-0.04
4	-0.03
5	-0.02
6	-0.01
7	No Change
8	+0.01
9	+0.02
10	+0.03
11	+0.04
12	+0.06

Previous Aggregate Demand	DM
0.49-	+5
0.50-0.69	+4
0.70-0.79	+3
0.80-0.89	+2
0.90-0.95	+1
1.06-0.10	-1
1.11-1.20	-2
1.21-1.30	-3
1.31-1.40	-4
1.41+	-5

Administrative Expense

Result	Factor
Spectacular Success	0.9
Success	1.0
Failure	1.1
Spectacular Failure	1.2

5: PLANETARY DEVELOPMENT

Target Number

1D	Target Number
1	18
2	16
3	14
4	12
5	10
6	8

Starport Construction

Improvement	Cost (RU)	Time
X to E	Free	1 year
E to D	1.2	2 years
D to C	120	10 years
C to B	600	20 years
B to A	2,400	30 years

Cultural Drift

Roll	Cultural Change
2-	-2
3	-1
4	-1
5	-1
6	—
7	—
8	—
9	+1
10	+1
11	+1
12+	+2

Technological Advancement

Advancement	Minimum Cost (RU)	Minimum Time (years)	Starport	Infrastructure
0 to 1	Free	0	X	0
1 to 2	Free	0	X	1
2 to 3	Free	300	X	1
3 to 4	Free	150	X	2
4 to 5	1	40	X	2
5 to 6	2	40	X	3
6 to 7	10	30	X	3
7 to 8	20	20	E	4
8 to 9	50	20	E	4
9 to A	100	20	E	5
A to B	200	100	E	5
B to C	2k	200	C	6
C to D	20k	400	C	6
D to E	200k	500	B	7
E to F	2M	600	B	7
F to G	20M	800	A	8

Note: In the cost column, k indicates thousands of RU and M indicates millions of RU.

Infrastructure Atmosphere Modifier

Code	Modifier
0	+8
1	+6
2	+5
3	+4
4	+3
5	+2
6	0
7	+3
8	0
9	+3
A	+6
B	+8
C	+8
D	+1
E	+1
F	+2

Research and Development

3D	Result
3	A spectacular breakthrough reduces time and cost by half (50%).
4	A major breakthrough reduces time and cost by 20%.
5	Streamlined research and development reduces time and cost by 10%.
6	Streamlined research and development reduces time and cost by 10%.
7-13	No Effect
14	Inefficient research and development increases time and cost by 10%.
15	Scandal in research and development (due to corruption or falsification of results). Increase time and costs by 20%.
16	Research and development fails to make timely research breakthroughs. Increase costs and time by 50%.
17	Research teams suffer major catastrophe (e.g. ecological disaster). Increase costs and time by 100%.
18	Total failure; research has reached a dead end. Further technological advancement discouraged by lack of success. Increase cost and time by 100%; no further technological advancement is possible until all costs of this failure have been paid.

Population Change

Factor	Change in Population (%)
0	-2
1	-1
2	-0.5
3	No change
4	+1
5	+2
6	+3
7	+6
8	+12
9-11	+25
12-15	+50
16-20	+125
21-25	+250
26-30	+500
31-35	+1,000
36-40	+2,000
41-45	+4,000

Technological Uplift

Advancement	Minimum Cost (RU)	Minimum Time (years)	Starport	Infrastructure
0 to 1	Free	0	X	0
1 to 2	Free	0	X	1
2 to 3	Free	30	X	1
3 to 4	Free	15	X	2
4 to 5	0.2	4	X	2
5 to 6	0.4	4	X	3
6 to 7	2	3	X	3
7 to 8	4	2	E	4
8 to 9	10	2	E	4
9 to A	20	2	D	5
A to B	40	10	D	5
B to C	400	20	C	6
C to D	4k	40	C	6
D to E	40k	60	B	7
E to F	400k	60	A	7
F to G	4M	80	A	8

6: CONTROLLING THE EMPIRE

World Event

3D	Event
3	Plague strikes populace. Multiply GWP by 0.5 next turn, -2 Popularity.
4	Civil unrest. Multiply GWP by 0.75 next turn, -1 Popularity.
5	Crop blight, hydroponics failure or livestock disease. Temporarily reduce Resources by 1 next turn.
6	Major space accident. Interstellar Trade Modifier (to GWP) is 0 next turn, -1 Popularity.
7	Assassination attempt by extremists or organized crime. Resolve using the Survive Assassination meta-task.
8	Natural catastrophe (earthquake, storm). Reduce Infrastructure by 1 next year, -1 Popularity.
9	Crime wave. -2 Popularity.
10	Major political scandal. -1 Popularity.
11	Major system failure at starport reduces trade. No Resource points may be imported or exported next turn.
12	Ecological groups force industrial restructuring. Multiply GWP by 0.9 next turn, -1 Popularity.
13	New valuable trade commodities discovered. Temporarily add 1 to Resources next turn.
14	Birthrate soars, increase population by 10%.
15	Scientific breakthrough, +1 Popularity.
16	Unusual event.
17	Good summer weather. Multiply GWP by 1.1 next turn, +1 Popularity.
18	Exceptionally high rates of immigration, increase population by 20%.

Domestic Situation

Roll	Situation
24+	x1.3 to next turn's revenue, +1 Prestige.
23	x1.2 to next turn's revenue.
22	x1.2 to next turn's revenue.
21	x1.1 to next turn's revenue.
20	x1.1 to next turn's revenue.
19	No Effect.
18	No Effect.
17	No Effect.
16	No Effect.
15	No Effect.
14	No Effect.
13	No Effect.
12	No Effect.
11	No Effect.
10	No Effect.
9	Dissatisfaction.
8	Boycotts/Slowdowns.
7	Strikes, x0.9 to next turn's revenue.
6	Strikes, x0.9 to next turn's revenue.
5	Severe Strikes, x0.85 to next turn's revenue.
4	Riots, x0.8 to next turn's revenue.
3	Secession Attempt, x0.75 to next turn's revenue.
2	Assassination Attempt, x0.75 to next turn's revenue.
1	Severe Riots, x0.7 to next turn's revenue.
0-	Coup Attempt, x0.7 to next turn's revenue.

Governmental Pluralism

Govt. Code	Pluralism Value
0	0
1	6
2	1
3	7
4	2
5	5
6	*
7	**
8	3
9	4
A	9
B	A
C	8
D	B
E	C
F	D

* Use the code for the controlling world.
** Use the code for the dominant state. If this is not known, roll 2D for the pluralism value.

Leadership DM

DM	Difficulty	Spectacular Success	Spectacular Failure
+1	Average	+2	-2
+2	Difficult	+3	-3
+3	Formidable	+4	-4
+4	Staggering	+5	-5
+5	Impossible	+6	-6

Self Determination Change

Roll	Change
2	-2
3	-1
4	-1
5	-1
6	0
7	0
8	0
9	+1
10	+1
11	+2
12	+3
13	+4
14+	+5

Offensive Investment

Where a meta-task involves some investment (in RU), it will typically have a task DM dependent upon the level of investment. The DM will also be dependent upon a characteristic of the target world (e.g. Population or Tech Level). Cross-reference the total spent by the Pocket Empire in consecutive years (on that particular meta-task) with the value of the target world characteristic to determine the DM. If the RU expenditure is fractional, round up to the next category.

Code	.01	.03	.06	.1	.3	.6	1	3	6	10	30	60	100	300	600	1K	3K	6K	10K	30K	60K	100K
0	5	6	7	8	9	9	10	11	12	13	14	14	15	16	17	17	18	19	20	21	21	22
1	4	5	6	7	8	8	9	10	11	12	13	13	14	15	16	16	17	18	19	20	20	21
2	3	4	5	6	7	7	8	9	10	11	12	12	13	14	15	15	16	17	18	19	19	20
3	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17	18	18	19
4	1	2	3	4	5	5	6	7	8	9	10	10	11	12	13	13	14	15	16	17	17	18
5	0	1	2	3	4	4	5	6	7	8	9	9	10	11	12	12	13	14	15	16	16	17
6	0	0	1	2	3	3	4	5	6	7	8	8	9	10	11	11	12	13	14	15	15	16
7	0	0	0	1	2	2	3	4	5	6	7	7	8	9	10	10	11	12	13	14	14	15
8	0	0	0	0	1	1	2	3	4	5	6	6	7	8	9	9	10	11	12	13	13	14
9	0	0	0	0	0	0	1	2	3	4	5	5	6	7	8	8	9	10	11	12	12	13
A	0	0	0	0	0	0	0	1	2	3	4	4	5	6	7	7	8	9	10	11	11	12
B	0	0	0	0	0	0	0	0	1	2	3	3	4	5	6	6	7	8	9	10	10	11
C	0	0	0	0	0	0	0	0	0	1	2	2	3	4	5	5	6	7	8	9	9	10
D	0	0	0	0	0	0	0	0	0	0	1	1	2	3	4	4	5	6	7	8	8	9
E	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	3	4	5	6	7	7	8
F	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	2	3	4	5	6	6	7

	Amuur Keiir	Igla	Iishaanka	Khuir	Lashupii	Saregon	Shakiiga
Amuur Keiir	–	–	–	–	–	–	–
Igla	4	–	–	–	–	–	–
Iishaanka	7	4	–	–	–	–	–
Khuir	7	8	3	–	–	–	–
Lashupii	4	5	4	5	–	–	–
Saregon	7	4	5	7	4	–	–
Shakiiga	4	6	4	5	4	5	–

Pocket Empire Event

2D	Event
2	Organized crime makes a major assault on the PE leaders. Every PE leader must make an assassination survival attempt - at Difficult.
3	New religious movement growing at alarming rate. Resolve this as a Religious Offensive against each world with an offensive investment DM of 10.
4	High pirate activity in area. Starship forces of at least A1 D1 rating must be deployed to every world in the Pocket Empire next turn.
5	Civil Rights movement is gaining ground across the area. Every world must roll over their Law Level on 2D, or their Law Level must be reduced by 1 next turn.
6	Empire-wide crime syndicates become major problem. Every world must roll under their Law Level on 2D, or their Law Level must be increased by 1 next turn.
7	Major political upheavals force Pocket Empire to randomly redetermine faction votes; all coalitions are canceled.
8	Economic upheaval causes trade/share crash. Multiply all GWPs by 0.75 next year to reflect economic losses.
9	Pacifist movement sweeps through the empire. -1 on Prestige.
10	Empire is contacted by a powerful colonization fleet looking for one or more worlds to settle. This situation must be resolved by the Pocket Empire leader and benefits/losses assigned accordingly.
11	1D neighboring non-aligned worlds consolidate into a defensive alliance.
12	1D neighboring non-aligned worlds consolidate into an offensive alliance.

Relationship Code

Code	Relationship
1	At War (compulsory).
2	Low intensity war/subversion (compulsory).
3	Political attack (compulsory).
4	No established relationship.
5	Embassy Established.
6	Cordial relations.
7	Trading partners.
8	Formal alliance on non-military offensives.
9	Combined research and development.
A	Defensive Military alliance.
B	Formal alliance on internal Pocket Empire issues.
C	Common military force. Offensive Military alliance.
D	Harmonization of legal framework and laws.
E	Harmonization of economic framework and laws.
F	Nearly a single unit.

Offensive Range

	RANGE (PARSECS)	
TL	Military Offensive	Other types of Offensive
9-10	2	3
11	4	4
12	6	5
13	7	6
14	8	7
15	9	8

Task DM

DM	Difficulty	Spectacular Success	Spectacular Failure
+1	Average	+2	-2
+2	Difficult	+3	-3
+3	Formidable	+4	-4
+4	Staggering	+5	-5
+5	Impossible	+6	-6

8: WAR

UMP Cost

TL	ATT/DEF	TRN	JMP	Ground	Air	Space/Star
0	18,000	–	–	Y	N	N
1	12,000	–	–	Y	N	N
2	7,500	–	–	Y	N	N
3	5,000	–	–	Y	N	N
4	3,500	–	–	Y	Y	N
5	2,200	–	–	Y	Y	N
6	1,500	–	–	Y	Y	N
7	1,000	40	–	Y	Y	Y
8	700	20	–	Y	Y	Y
9	450	10	50	Y	Y	Y
A	300	10	50	Y	Y	Y
B	200	10	50	Y	Y	Y
C	150	10	50	Y	Y	Y
D	100	10	50	Y	Y	Y
E	75	10	50	Y	Y	Y
F	50	10	50	Y	Y	Y

Special Weapons

TL	Attack DM
7	+1
8	+1
9	+2
A	+2
B	+3
C	+3
D	+3
E	+4
F	+4

Collateral Damage Type

1D	Subsystem
1	Atmosphere
2	Infrastructure
3	Population
4	Resources
5	Starport
6	Technology

Operational Range

Intermediate hex	Combat	Maintenance	Discovery
Empty	-2	2.0	2
Enemy, No Gas Giant	-3	2.5	12
Enemy, 1+ Gas Giants	-2	2.0	9
Neutral, No Gas Giant	-2	2.5	7
Neutral, 1+ Gas Giants	-1	2.0	4
Friendly, No Gas Giant	-2	2.0	3
Friendly, 1+ Gas Giants	-1	1.5	2

Starport Damage

Roll	Effect
-3	No Effect
4	Reduce by 1 class for 1D years.
5	Reduce by 1 class for 1D years.
6	Reduce by 1 class for 1D years.
7	Reduce by 1 class for 2D years.
8	Reduce by 1 class for 2D years.
9	Reduce by 1 class permanently.
10	Reduce by 1 class permanently.
11	Reduce by 2 classes permanently.
12	Reduce by 2 classes permanently.
-13+	Starport destroyed (becomes type X).

Population Damage

Roll	Effect
-3	Lose 1D/2 percent population.
4	Lose 1D percent population.
5	Lose 1D percent population.
6	Lose 2D percent population.
7	Lose 2D percent population.
8	Lose 3D percent population.
9	Lose 3D percent population.
10	Lose 1D x 10 percent population.
11	Lose 1D x 10 percent population.
12	Lose 1D+3 x 10 percent population.
13	Lose 1D+3 x 10 percent population.
14+	Catastrophic population loss: reduce Population, Population Multiplier, Government, Law, and Tech Level to 0. Atmosphere becomes tainted.

Infrastructure Damage

Roll	Effect
-3	No Effect.
4	Lose 1 point of Infrastructure for 1D years.
5	Lose 1 point of Infrastructure for 1D years.
6	Lose 1 point of Infrastructure for 2D years.
7	Lose 1 point of Infrastructure for 2D years.
8	Lose 1 point of Infrastructure permanently.
9	Lose 1 point of Infrastructure permanently.
10	Lose 2 points of Infrastructure permanently.
11	Lose 2 points of Infrastructure permanently.
12+	Lose 1D+2 points of Infrastructure permanently.

Resources Damage

Roll	Effect
-5	No Effect
6	Lose 1 point of Resources for 1D years.
7	Lose 1 point of Resources for 1D years.
8	Lose 1 point of Resources for 1D years.
9	Lose 1 point of Resources for 1D years.
10	Lose 1 point of Resources for 2D years.
11	Lose 1 point of Resources for 2D years.
12	Lose 1 point of Resources for 2D years.
13	Lose 1 point of Resources permanently.
14	Lose 1 point of Resources permanently.
15	Lose 1 point of Resources permanently.
16+	Lose 2 points of Resources permanently.

Atmosphere Damage

Roll	Effects
-3	No Effect
4	Atmosphere becomes tainted for 1D years, lose 1D/3 percent population.
5	Atmosphere becomes tainted for 1D years, lose 1D/3 percent population.
6	Atmosphere becomes tainted for 1D years, lose 1D/3 percent population.
7	Atmosphere becomes tainted for 2D years, lose 1D percent population.
8	Atmosphere becomes tainted for 2D years, lose 1D percent population.
9	Atmosphere becomes tainted permanently, lose 2D percent population.
10	Atmosphere becomes tainted permanently, lose 2D percent population.
11+	Catastrophic damage to atmosphere: referee should determine if atmosphere is lost or becomes exotic, corrosive, etc. and thus decide the resulting loss of population, etc.

Technology Damage

Roll	Effect
-6	No Effect
7-10	Lose 1 Tech Level for 1D years.
11-13	Lose 1 Tech Level permanently.
14+	Lose 2 Tech Levels permanently.

Tactical DM

DM	Difficulty Level
+1	Formidable
+2	Staggering
+3	Impossible

Ship Disposition

Roll	Disposition
1	Entering orbit
2	Leaving orbit
3	Standing by
4	Standing by
5	Moving in-system
6	Moving out-system

10: POCKET EMPIRE ADVENTURES

Within Borders

Roll	Encounter
2	Military – Battleship
3	Military – Cruiser
4	Military – Escort
5	Military – SDB
6	Scout
7	Merchant – Freighter
8	Merchant – Trader
9	Merchant – Liner
10	Civilian – Seeker
11	Civilian – Yacht
12	Corsair

Within Zone of Influence

Roll	Encounter
2	Military – Battleship
3	Military – Cruiser
4	Military – Escort
5	Military – Patrol
6	Scout
7	Merchant – Freighter
8	Merchant – Trader
9	Civilian – Seeker
10	Scout
11	Merchant – Liner
12	Corsair

Beyond Trade Zone

Roll	Encounter
2	Military – Cruiser
3	Scout
4	Scout
5	Scout
6	Scout
7	Merchant – Trader
8	Merchant – Trader
9	Civilian – Seeker
10	Merchant – Freighter
11	Corsair
12	Corsair

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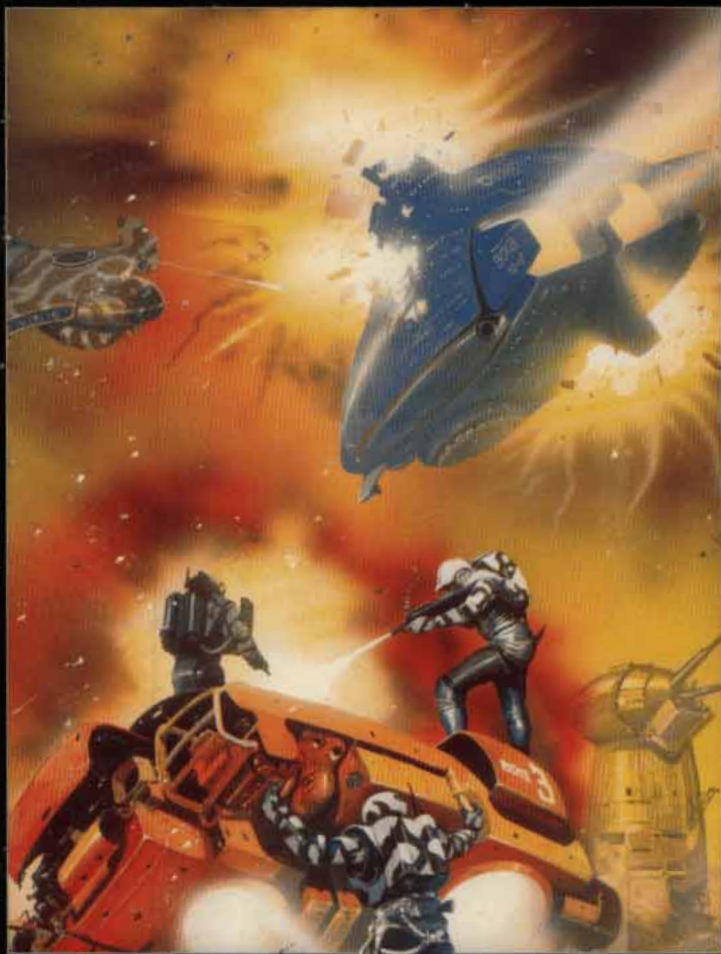
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