



Land Grants

Nobles receive Land Grants on the worlds on which they hold fiefs. Each Hex generates a standard profit equal to Cr10,000 per Trade Classification per year (a Hex with no TC generates Cr5,000 annually).

Land Grants

AWARDING OF LAND GRANTS

Land Grants are awarded to Explorer-Discoverers and to Nobles.

Noble Land Grants. The Imperium creates a Fief and an associated Land Grant whenever a Noble is created. There is a distinct Land Grant for each Noble rank.

Discoverer Land Grants. The Imperium makes a Land Grant to the discoverer of a new world (or of a new major feature on an existing world). The Imperium pays the Discoverer standard fees in lieu of actual possession. The holder of a Discovery Land Grant can travel to the world and take possession of the actual land and develop it.

IMPERIAL FIEFS

Nobles of the Imperium receive, as part of their grant of title and rank, Noble Lands: Land Grants expressed as hexes on world geodesic maps.

The first hex in any grant is on the noble's homeworld. All subsequent hexes are randomly allocated. For each hex on a mainworld, a noble is also allowed one hex on a non-mainworld in the same system.

The Imperium prefers grants to worlds with high potential for development: those with Atmos 2-9, Hydrographics 4-8 (which means that with proper development the world can become Ind, Ri, or Ag).

NOBLE LAND GRANTS

| Noble Rank | Soc | Hexes | Non-MW | Where? | Preferred World |
|------------|-----|-------|--------|----------------|------------------|
| Gentleman | A | -- | 1 | any | any |
| Knight | B | 1 | 1 | homeworld. | any |
| Baronet | c | 2 | 2 | same system | Pre-Ag or Pre-Ri |
| Baron | C | 4 | 4 | same system. | Ag or Ri |
| Marquis | D | 8 | 8 | same subsector | Pre-Ind |
| Viscount | e | 16 | 16 | same subsector | Pre-Hi |
| Count | E | 32 | 32 | same sector | Hi |
| Duke | f | 64 | 64 | same sector | Ind |
| Duke | F | 128 | 128 | same sector | any |
| Archduke | G | 256 | 256 | same domain | any |

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Noble Land Grants are cumulative. Each title confers its own Land Grant.

Discoverer Land Grants. The Imperium makes a Land Grant to the discoverer of a new world (or of a new major feature on an existing world). The Imperium pays the Discoverer standard fees in lieu of actual possession.

Within the Imperium, the Land Grant operates much like a Noble grant. Outside the Imperium, the Land Grant can be actualized only if and when the world is admitted to the Imperium, or when it attains client-state status.

The holder of a Discovery Land Grant can travel to the world and (attempt to) take possession of the actual land and develop it.

Many such grants have been made, and have lain in safe deposit boxes for generations, waiting for the time when the world enters the Imperium.

