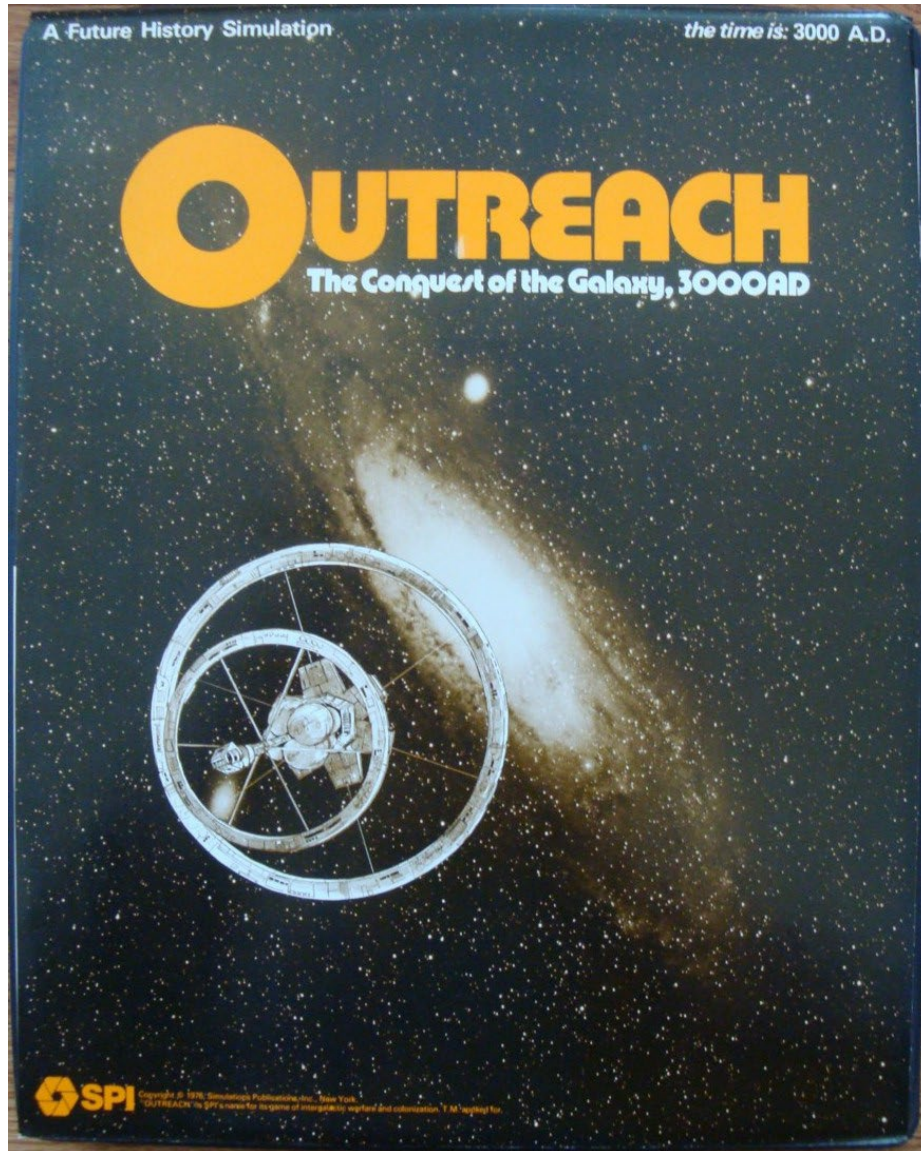

Outreach, SPI 1976

Replay by George Nap



Outreach – SPI Publications

From the description: *"A Game of exploration, colonization, and warfare as the frontier of humanity is pushed out into the Milky Way Galaxy. It was an exploration game, built around furthering your reach of civilization. Beautiful map, but really a long term enterprise! The object is to raise your Civilization to the highest in the Galaxy. You can do that by exploration, finding resources, customers, etc. Or you can do it by hindering other civilizations. Or some balance therein."* **Outreach**, designed by Irad Hardy and developed by Brad Hessel, was SPI's second SF game, following up on the huge success of **StarForce** from 1974. -- RHG

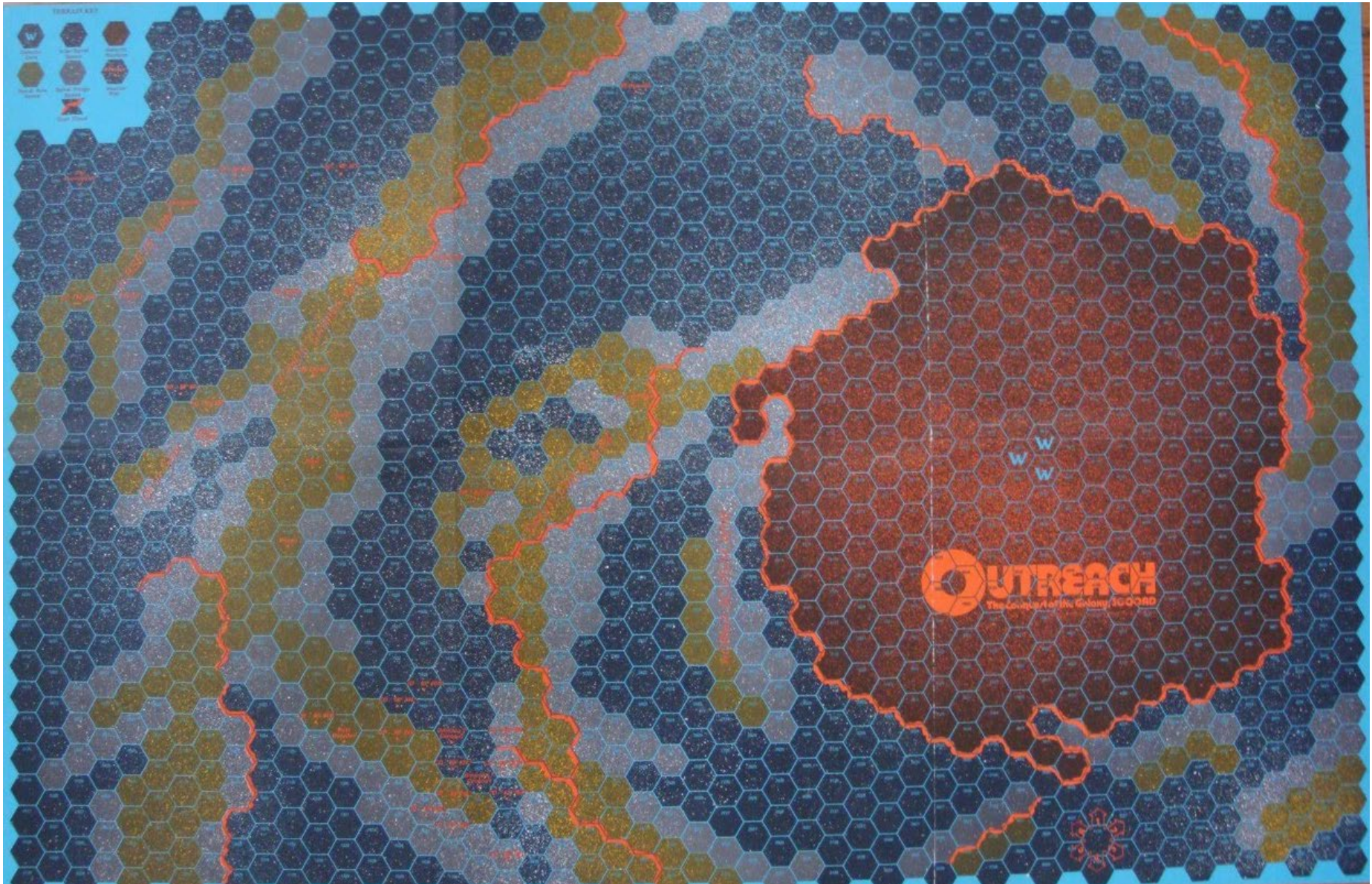
An Overview of Outreach Goals and Mechanics

This is the solo game with the Pan-Sentient League (PSL) expanding from three core hexes with a civilization level of 1, having the goal of increasing to a civilization level of 2 by the end of the 25th turn.

Each turn is an immense chunk of galactic time. Starforces move by shifting, the safer range of which is defined by the square of the civilization level of the player's society. Shifts of one hex are not subject to scatter and succeed. Other longer shifts are rife with risk, the further the distance, the greater the risk increasing as you shift beyond your civilization's safe range.

Increasing this civilization level is difficult involving a die roll (which is subject to modifiers) on the fate table at the end of each turn. To increase civilization levels without a "wisdom chit" (which is obtained by traveling to the galactic core and back, a daunting task) requires obtaining 100 adjusted system points and rolling a 6. This is a pretty

narrow window, as rolling a 7 or 8 on that column requires one or two wisdom chits to be expended. The way I see it the strategy must be to try and gain a wisdom chit while also building towards 100+ system points -- rolling away and hoping for a successful result. The fate table is also full of nastiness which can throw a civilization into deep decline costing resource points.



As an aside, I think this game would be a great venue to explore Asimov's "Foundation" world, but that is well beyond my meager skills. There is a fair amount of book-keeping involved but with a written AAR like this, that becomes self-managing.



Turn 1: (e=explorer fleet, r=regular fleet, d=dreadnaught fleet)

Shifts – Sol 1 force 413 (1r1e) attempts a two hex shift to Deneb (DRM +1 for explorer, +1 for beacon star) automatically succeeds as lowest result possible would be a $1+2=3$, and any result >2 does not scatter. Force 419 (1r) reserve shifts to Sol.

Exploration: Column 3 (res fleet *2 + reg fleets=3) rolled a 1, successful, but finds 0 Potential value.

Galactic Interrelation (GI): N/A

Fate: 8 system points so first column DRM +1 due to successful exploration $6+1=7$ no effect, almost found another civilization.

Resource Allocation: 8SP (system points) +5 (resource points) to start = 13 RP.

One explorer fleet added to Force 419 in Sol, Force 418 created with one explorer fleet, Force 416 created with one regular fleet, all RP expended.



Fleet	e	r	d	
413	1	1		Sol 1
417				
419	1	1		Sol 2
418	1			Zheng He
416		1		Rigel 1

keep	sale	SV	PV	Civ d
1316 Sol	413	4	5	
1216	456	2	4	
1215 Rigel	441	2	4	

Turn 2: Having found no resources of consequence at Deneb, we can still build a base there as a launching point for further exploration. Our other fleets will gather to seek further resources.

Shifts: Sol 2 (Force 419) shifts successfully to Deneb. Sol 1 (Force 413) shifts successfully to Mu Cephei. Rigel 1 (Force 416) successfully leaps ($5+1=6$) to Deneb. Zheng He (Force 418) successfully shifts to Wezen.

Exploration: Zheng He rolls a 1, successfully exploring Wezen revealing a potential value of 3. Sol 1 does not successfully explore Mu Cephei.

GI: NA

Fate: NA

Resource Allocation. 8 RP, Force 409 and 423 both 1r built in Rigel and 1216.



Flect	e	r	l
413	1	1	sol 1
419	1	1	sol 2
418	1		Zheng He
416		1	Rigel 1
409		1	
423		1	

here	sale	sv	pv	Civ 1
1316 Sol	413	4	5	Rigel 5
1216	456	2	4	
1215 Rigel	441	2	4	

Turn 3: Like their namesake Zheng He is locating resources for us.

Shifts: Zheng He shifts to 1117 (we are looking to built a linked line of stargates to allow greater shifting, like the royal roads of the Incans). Sol 2 (Force 419) leaves a regular fleet with Rigel 1 (Force 416) and the remaining explorer shifts to Mu Cephei becoming part of Sol 1. No reserve shift.

Exploration: Zheng He rolls a 1 again, successfully exploring 1117 revealing a PV of 5. Sol 1, exploring on the 5 column now still fails to explore Mu Cephei.

GI: NA

Fate: NA

Resource allocation: 8 RP. Stargates in Rigel and hex 1216 are augmented. Rigel 1 disbands building a stargate in Deneb. Regular fleets build in 1216 and Deneb.



Fleet	e	r	2
413	11	1	Sol 1
409		1	
416	1	1	

418	1		Zheng He
-----	---	--	----------

ker	sale	SV	PV	Civ 1
1316 Sol	413	4	5	res 5
1216	456	3	4	
1215 nigel	441	3	4	

Turn 4: This will be another building turn. We need the resource points to build at least three fleets per turn, which then leads to stargates, to more resource points, etc and so forth.

Shifts: Zheng He to 1115 (+1 for one explorer +2 for all explorer = +3 so a safe shift). No reserve.

Exploration: Zheng He rolls a 2, failing to succeed. Sol 1 also fails on a 4. No exploration.

GI: NA

Fate: NA

Resource Allocation: 10 RP. Regular fleets built on Sol, Rigel, 1216. Fleets present there augment the stargates on Rigel and 1216 reaching their maximum values.



Fleet	e	r	l
413	11	1	Sol 1
409		1	
416		1	
411		1	
418	1		Zheng He

keep	sale	sv	pv	civ 1
1316 Sol	413	4	5	RP 1
1216	456	4	4	
1215 Nigel	441	4	4	
1314 Zeno	459	0	0	



Turn 5: We will continue to explore and expand.

Shifts: Rigel 1 joins Zheng He, Battuta (Force 416) to 1117.

Exploration: Zheng He successfully explores 1115 yielding a PV of 4. Sol 1 finally explores Mu Cephei finding a PV 4.

GI: NA

Fate: H=3 stargates, 7 starfleets at Mu Cephei. We have discovered another starfaring civilization in the Cygnus Carina Arm and will attempt contact next turn.

Resource Allocation: $12+1=13$. Sol is built to capacity. One explorer and two regular fleets are built.



Fleet	e	r	d
413	11	1	sol 1
414		1	
416	1	1	
423		1	
418	1	1	Zheng He
403	1		

keep	sale	sv	pv	civ
1316 sol	413	5	5	RP 1
1216	456	4	4	
1215 nigel	441	4	4	
1314 zeno	459	0	0	

Autonomous Blue

Mu Cephei	111
1211	11
1312	11

r e d



Turn 6: This will be an exciting turn, attempting to interact with a new civilization among other things.

Shifts: Force 403 combines with Force 414 forming Deneb 1 Zheng He shifts to 1214. Force 423 is absorbed by Force 416 preparing to form a Stargate.

Exploration: Zheng He fails to successfully explore.

Galactic Interrelation: Contact attempted, five column, a three results in contact. We select a cooperative option (A), the Cephei's are neutral, this is a one way alliance with no attacks. Not the result we were hoping for, but not a disaster either.

Fate: NA

Resource Allocation: 14 points total. Maintenance -4 (might have been missing this on previous turns), we build 3 regular fleets.





Fleet	e	r	d	
413	11	1		sol 1
414		11		Dando 1
416		1		
418	1	1		Zheng He
411		1		
407		1		
415		1		

ker	sole	su	pu	Civ 1
1316 sol	413	5	5	RP 1
1216	456	4	4	
1215 nigel	441	4	4	
1314 Zena	459	0	0	

Arbonnars Blue

Mu Cephei	111
1211	11
1312	11

r e d

15
1
2
3
4
5
6
7
8
9
10

Turn 7: Going to concentrate on our resource building. We are more than $\frac{1}{4}$ of the way through the game timeline and well behind in resources needed. Will focus inward on building.

Shifts: Zheng He absorbs Deneb 1 (Force 414). Forces 407/415 shift to hex 1115, becoming Force 407. Force 411 shifts to hex 1117. Sol 1 shifts to 1315.

Exploration: Zheng He successfully explores 1214 finding two resource points. Sol 1 successfully explores 1315 finding four resource points.

GI: None, we moved out of contact with the Cephei's.

Fate: No event

Resource Allocation: Force 416 creates Stargate 455 in hex 1117. ($1+13=14-6=8$, we create two regular fleets). The Pan-Sentient League has its first Stargate at a location with resources to access.



Turn 8 : Going to continue to build our civilization's resources.

Shifts: Force 401 shifts to 1117. Force 423 is absorbed by Sol 1 in 1315. No reserve shifts.

Exploration: No exploration.

GI: NA

Fate: NA

Resource Allocation: Force 411 folds into Stargate 455. Force 407 builds Stargate 446 in hex 1115. Zheng He spends 2 regular fleets to build Stargate 442 in hex 1214. Resources ($2+14+-4=12$) 3 regular fleets build on the home stargates.



Fleet	e	r	d
413	11	11	Sol 1
401	1	1	
418	1	1	Zhang He
419		1	
420		1	
423		1	
420		1	

hex	sale	sv	pv	Civ 1
1316 Sol	413	5	5	RP 3
1216	456	4	4	
1215 Nigel	441	4	4	
1314 Zeno	459	0	0	
1117	455	1	5	
1115	446	0	4	
1244	442	0	2	

Autonomous Blue

Mu Cephei	111
1211	11
1312	11

Turn 9 Continuing to build, will explore as we can, but we need to amp up our resources and fling out explorers. I feel I was too exploration oriented earlier and should have concentrated on building. Although at a civilization level of 1 we can only build one fleet per gate per turn, so there is a need to expand. Deneb having no resource points hurt, and I should have left it alone rather than building a stargate there, but that is history.

Shifts: F423 to S446, F420 to S455. Sol 1 shifts to 1415, leaves two fleets behind, absorbing 419. No reserve shifts. Zheng He shifts to 1116.

Exploration: Zheng He successfully explores discovering 3PV's. Sol 1 successfully explores discovering 1PV.

GI: NA

Fate: None.

Resource Allocation: F401 builds S455 to 2 SP. S419 builds S447 at 1315. Resources ($3+15-3 = 15$) We build 4 fleets, our first at a non home system base in 1117.



Fleet	e	r	l
413	11	1	Sol 1
410		1	
419		1	
414		1	
418	1	1	Zheng He
423		1	
420		11	

here	sale	SV	PV	Civ I
1316 Sol	413	5	5	RP 3
1216	456	4	4	
1215 nigel	441	4	4	
1314 Zena	459	0	0	
1117	455	2	5	
1115	446	0	4	
1244	442	0	2	
1315	447	0	4	

Autonomous Blue

Mu Cephei	111
1211	11
1312	11

Turn 10: Continuing to build and explore. Two exploration fleets works for me right now.

Shifts: F410 folds into F419 on 1415. Sol 1 to 1516. Zheng He to 1016 joined by F414 who barely miss a scatter.

Exploration: Zheng He successfully explore 1016 with a 3PV. Sol 1 fails to explore 1516.

GI: NA

Fate: None

Resource Allocation: F420 adds two steps to S455. F423 adds one step to S446. $(3+18-4=17)$. 2 regular and one explorer fleet built.

Turn 11

Shifts: F406 shifts joining Sol 1, F401/421 fold together at S446. Zheng He to 1017.

Exploration: Sol 1 successfully explores 1516 a zero resource inter-spiral hex. Zheng He does not successfully explore 1017 (need to augment them with another explorer or two.

GI: NA

Fate: None

Resource Allocation: F419 forms Stargate 445 at 1415. SP $(6+18-5=19)$ Build 3 regular fleets and one explorer.



Fleet	e	r	d	
413	11	1		sol 1
418	1	11		zheng He
407		1		
410	1			
401		11		
423		11		
424		11		
420		1		



Area	gate	sv	pv		Civ 1
1316 Sol	413	5	5		RP 4.
1216	456	4	4		
1215 nigel	441	4	4		
1314 Zenon	459	0	0		
1117	455	4	5	✓	
1115	446	1	4	✓	
T44	442	0	2		
1315	447	0	4		
1415	450	0	1		

Autonomous Blue

Mu Cephei	111
1211	11
1312	11

Turn 12: Continued expansion, we should climb to the next level of the **Fate:** table in the next turn or so. We will keep exploring with our fleets, augmenting Zheng He with an explorer and will build up our stargates.

Shifts: Sol 1 to 1616. S401 folds into S420 at S442. S410e, joins Zheng He.

Exploration: Sol 1 fails to explore 1616. Zheng He finds 4PV in 1017.

GI: NA

Fate: H- 1017 holds another civilization, three stargates, seven star fleets. We will try to contact next turn, hope they are friendly! (Of course there is an incentive not to try and make contact, as except for the possibility of using their gates with a mutual alliance result (1/3 chance) there is no upside I can see in the solo game.

Resource: F421 augments +2 S446, F407 augments S455. Resource $(4+21-7=17)$ 1 dreadnaught, 2 regular builds.



Fleet	e	r	d	
413	14	11		Sal 1
418	11	11		Zheng Ha
407			1	
423		1		
421		11		
420		11		
410		1		

key	sale	sv	pv	div 1
1316	413	5	5	RPB
1216	456	4	4	
1215	441	4	4	
1214	459	0	0	
1117	455	5	5	✓
1115	446	3	4	✓
1244	442	0	2	
1315	447	0	4	
1415	450	0	1	

Antennas	Blue	
1211	111	
1211	"	
1312	"	
Antennas	Green	e d
1017	116	
1016	11	
0916	11	



- ⑬ Shifts
- ① Regular Shifts
 - ② Reserve Shifts -
 - ③ Explanation
 - ④ Galactic Interrelation
 - ⑤ Fate
 - ⑥ Resource Allocation

shortest
construct - sel
- sel
- on
- co

memberie -

Turn 13: Halfway done, too few resource points by a lot. We need to maximize what we have and discover more quickly.

Shifts: Sol1 to 1717 reaching the Sagittarius Arm, first explorer to another arm of the Milky Way. Zheng He to 0917. Dreadnaught F407 to S450, should not have built it, wasted resource points. F410/421 combine at S447.

Exploration: Zheng He fails, Sol 1 finds 4PV on 1717.

GI: None

Fate: Civilization discovered on 1717. Sagittarians discovered we will not contact, we also lost access to a beacon star which they occupy, bad luck.

Resource Allocation: F420 folds into S442. Resources ($3+23-7=19$) build five fleets.



Flat	c	r	d	
413	14	1		Sal 1
418	11	11		They He
407			1	
423				402 1
421		11		425 1
410		1		415 1
420		1		

ker	sele	SV	PV	Civ
1316	413	5	5	RP 74
1216	456	4	4	
1215	441	4	4	
1314	459	0	0	
1117	455	5	5	
1115	446	3	4	
1214	442	2	2	
1315	447	0	4	
1415	450	0	1	



Autonomous Blue

Mu Cephei	111
1211	11
1312	11

Autonomous Green

1017	116	e	d
1018	11		
0516	11		

White

1017

Turn 14: We will move these fleets to augment gates that need augmenting, and to build gates that need to be built.

Shifts: Zheng He 0916, Sol 1 1718, F420/425 to 1516, F410/415 to 1016.

Exploration: Sol 1 discovers 4PV in 1718, Zheng He fails to discover anything.

GI: None

Fate: None.

Resource Allocation: F402 folds into S446, F421 folds into S447, F407 folds into S450. Resources ($4+27-8 = 23$) Five fleets built.



Fleet	e	r	d	
413	14	1		
418	11	11		sal 1
				Zheng He
410		11		
412		11		

key	sale	su	pu		civ 1
1316	413	5	5		RPB
1216	456	4	4		
1215	441	4	4		
1314	459	0	0		
1117	455	5	5		
1115	446	4	4		
144	442	2	2		
1315	447	2	4		
1415	450	1	1		



Autonomous	Blue		
M. Ceptes	111		
1211	11		
1312	11		
Autonomous	Green		
1017	116	e	d
1016	11		
0916	11		
White			
1712	111		
1716	11	1616	11

Turn 15: Continuing to build and expand

Shifts: Zheng He to 0915, F406/417 combine at S447. F424/422 combine at 1116, F405 to 1014.

Exploration: Zheng He finds OPV in 0915, F406 fails exploration attempt.

GI: None

Fate: Zheng He finds civilization, 5 gates 12 fleets, fourth civilization found. (Fourth found, no more will be found per game rules) The Interspiralians will be left alone.

Resource Allocation: F417 augments S447. F 410 forms S448, F420 forms S435. Sol1 forms our first extra arm stargate S439. SP (8-5+29 = 32) We build 5 explorer and two regular fleets.



1
2



Fleet	e	r	2	
413				sol 1
418				Zheng He
422				
405				
417				
424				
414				
423				
402				
401				

keep	sole	sv	pv		cu 1
1316 sol	413	5	5		RP 1
1216	456	4	4		
1215 nigel	441	4	4		
1314 Zena	459	0	0		
1117	455	5	5	✓	435 0 0
1115	446	4	4	✓	439 4
1244	442	2	2	✓	1116 422 5
1315	447	4	4		
1415	430	1	1		
	448		3		

Turn 16

Shifts: Zheng He to Epsilon Aurigae joined by F414, F417 who make long jumps to the beacon star to join. Sol 1 is joined by F424, F402 (we rolled high on our jumps, no losses, no scatter, all were explorers). F421/401 join F405 (now Norgay).

Exploration: Zheng He finds two resources at Epsilon Aurigae, Norgay finds three resources in 1013.

GI: NA

Fate: None, maxed out on civilizations.

Resource Allocation: Sol one disbands 4 fleets, building S449 to maximum. F422 disbands forming S451. Zheng He disbands 2 forming S443. SP ($1-4+33=30$) 5 regular, 3 explorer fleets built.



Fleet	c	r	l	
413				Sal 1
418				Zheng He
405				Morsey
424				
413				
419				
402				
411				
414				
401				



hex	sale	sv	pv		civ
1316	Sal 413	5	5		RP 1
1216	456	4	4		
1215	nigel 441	4	4		
1314	7end 459	0	0		
1117	455	5	5	✓	435 0 0
1115	446	4	4	✓	439 4 4
1244	442	2	2		1116 451 3
1315	447	4	4		0814 433 3
1415	450	1	1		
	448		3		

Turn 17

Shifts: Zheng He to BD 59660. Norgay to 0913. Sol 1 to 1818. F424 to S439. F423e/419e to S433. F401/411/414 to S451. F402 to S448.

Exploration: Zheng He discovers 5PV at BD 59660, Norgay discovers 3PV in 0913, Sol 1 discovers 3PV in 1818.

GI: NA

Fate: On 33 column +3 K2, no effect, no wisdom chits and not likely to have any.

Resource Allocation: SP (0- 7+33=26) 8 regular fleets.



Fleet	e	r	l	
413				Sol 1
418				Zheng He
405				Mojave
424				
423				
402				
401				417
412				416
414				422
415				

hex	gate	SV	PV	Civ
1316 Sol	413	5	5	RP 2
1216	456	4	4	
1215 nigel	441	4	4	
1314 Zena	459	0	0	435 0 0
1117	455	5	5	439 4 4
1115	446	4	4	1116 481 3
1244	442	2	2	0814 433 3
1315	447	4	4	
1415	450	1	1	

Turn 18:

Shifts: F412/401 to S448. We shift to Wezen and S451. F424 to 1818. Norgay merges with Zheng He. Sol1 shifts through the dust cloud to 1919. Time to place beacon stars. 7 Beacon stars found. I have to admit placing them on the map was fun and affirming.



Exploration: Sol 1 finds 3PV in 1919.

GI: NA

Fate: No effect, all autonomous forces in game.

Resource Allocation: Zheng He builds S452 in 0913. F423 augments S433 by 2. F402 augments S448 by 3. F419 builds S444 on Wezen. F414 augments S451 by 3. SP ($2-5+42=39$). We build 7 regular and two explorers. (At this point to save time I will collect those fleets on the map within the cluster. I know at civ level one we can only build one fleet per stargate, but this is to save me time as we are not going to war with anyone and to avoid clutter)



hex	sale	sv	pv		civ	
1316 Sol	413	5	5			
1216	456	4	4			RP 8
1215 nigel	441	4	4			
1314 Zena	459	0	0		435	0 0
1117	455	5	5	✓	439	4 4
1115	446	4	4	✓	1116	451 3 3
1244	442	2	2		0814	433 2 3
1315	447	4	4			452 4
1415	450	1	1			444 3
	448	3	3			

Fleet	e	r	l	
413				sol 1
418				Zheng He
424				
423				
402				
417				
414				
419				

Turn 19:

Shifts: F402 successfully shifts to Epsilon Aurigae. Two fleets (represented by F419) make it to 1013, two scatter and are lost. F423 rrr shifts to S444. S417e shifts to 1918. Sol 1 shifts to 2018.

Exploration: Sol 1 fails, S417 fails. S414 fails.

GI: NA

Fate: NA no new civs allowed.

Resource: Zheng He augments 452 one level. F424 disbands building S431. SP $(8-7+42=43)$ We build.

Note: Getting ready to run up against the Fate table. We need to make sure we get a +3 on the table each turn or face disdissolutionlls which will end our chances of winning the game. That means we will be trying for three successful explorations to guarantee avoiding this. This will be tough. Building explorer fleets and having them group to find new stars is a must. Ingenious table to force actions.



keep	sole	SV	PV	Civ	1
1316 Sol	413	5	5	RP	3
1216	456	4	4		
1215 nigel	441	4	4		
1314 Zeno	459	0	0	435	0 0
1117	455	5	5	✓ 439	4 4
1115	446	4	4	✓ 1116 451	3 3
1244	442	2	2	0814 433	2 3
1315	447	4	4	452	1 4
1415	450	1	1	444	3
	448	3	3		

Fleet	e	r	2	
413				Sol 1
418				Zheng He
422				"
423				"
402				"
417				"
414				"
406				"
401				"

421 1x
409 111

Turn 20 Given that there are only six turns remaining and I am likely to suffer at least one dissolution result, and even without that I will not have built a base of sufficient resource points, I doubt that I will be able to meet the scenario goal of raising civilization by one level. I will play it out because I am enjoying the game and the narrative it creates.

Shifts: 424r shifts to s431. F417 folds into f413. Other fleets combine and progress.

Exploration: 414e fails, 413 (Sol 1) fails, 422 discovers 3 RP in 1113.

GI: NA



Fate: 42RP+1 drm= C dissolution. With a 50% dissolution rate I will be unable to attain a civilization level gain, so I am calling it here. Fun game.

neutral StarGates may be "De-neutralized" (lose a Friendly status) by any Player (see Table). In such a case, the Gate is not expended...it is ignored.

a StarGate with a System Point Value of 1 or less, Neutralized it is considered destroyed and removed from play. It is replaced with a Value Chit of "zero".

A Player is at any time reduced to having only 1 StarGate, he is eliminated from the game. The remaining Friendly StarFleets are also eliminated from play.

DISSOLUTION TABLE

(separate sheet)

FATE

RULE:

At the start of each Fate Segment each Player, starting with the Player whose turn it is, must roll the Fate Table. Any relevant results are resolved immediately.

HOW TO USE THE FATE TABLE

A Player adds up his total number of System Points. He then throws a die and adds the die roll with his total System Points. The result may be adjusted or the System Points may be changed by the expenditure of RP or by certain other actions of the Player. Note that various results are contingent on certain pre-conditions and may

severs all ties with the main body. Effect=100% Dissolution. (See 11.3)

B: A Charismatic and Fanatical religious Leader rises to prominence in the Central System of the confederation of beings. His Belief spreads more or less rapidly from system to system; then, having seemingly approached the peak of its potential, the Belief suddenly and dramatically is imbued with an almost Universal appeal when the by now revered Leader's heir apparent is martyred by virulent anti-Belief fanatics of his own species. The Belief develops a haughty presumptuousness that transforms into intolerance when met with resistance, and things turn nasty. Eventually the Belief becomes a force for those who remain loyal to the social and economic order. The Belief dissidents struggle to maintain the Civilization's cohesion. Effect=50% Dissolution. Ignore any and all other results.

C: A festering and long-standing inability of two species (which are the most significant) to get along at last breaks out into irreconcilable conflict. The struggle is brief but brutal, and in its aftermath a genuine consensus finally develops—to split right down the middle. Effect=50% Dissolution.

D: The discovery of a highly potent and nutritious organic drug, which combines a mildly hallucinogenic effect with irregular but frequent jolts of ecstatic euphoria, proves highly addictive to some three-quarters of the sentient populations of the Federation. The effects of its consequent wide usage are disastrous for the cohesion of the

[11.3] **DISSOLUTION**

[11.31] Dissolution results from the Fate Table. StarGates Friendly to the Player's System are Neutralized.

[11.32] The Player rolls the Fate Table calculator (Points that have to be removed, rounding up the result), rounding up. The Player must then remove StarGates to be Neutralized. The Point value is at least 1 to be removed. StarGates considered Neutralized.

[11.33] Players may wish to be Neutralized. The System Point value equivalent to the player's Fate Table result is the Dissolution result.

[11.34] A Player's Dissolution Result is game. It is recommended that the Dissolution result be avoided confusion.

[11.4] THE FATE