OUTREACH:

ALTERNATIVE FATE SYSTEM
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'Outreach' is great, of course, but on second glance the 'Fate' system seems to be too much of a 'Game Effect' device rather than an attempt to simulate real conditions. Here we present an alternative routine which, we hope, will be found neither too cumbersome nor too unrealistic.

The basic system attempts to incorporate events relating to politics, civilisation growth and exploration, and makes them all falsely dependent on civilisation size. We have attempted to separate the effects while retaining some reasonable inter-relation.

The heart of the system is the concept of 'Civilisation Points' (or CPs for short). These are gained by contact, conflict and exploration, as well as direct conversion of resources into CPs. (Players of D&D will recognise the 'experience' concept). When certain totals of CPs are attained, extra civilisation levels are gained. (Table 1).

Table 1: Civilisation levels and CPs required

Civ. level	1	2	3	4	5
CPs required	500	1000	2000	4000	8000 etc

This system also allows finer grading of Civilisation Level Range (CLR).

Table 2: CLR variation with CP total

CLR	1	2	3	4	5	6	7	8	9	10
CP total	250	700	850	1000	1200	1400	1600	1800	2000	2200

CLR	11	12	13	14	15	16	17	18	19	20
CP total	2500	2800	3000	3300	3700	4000	4400	4700	5100	5500

CLR	21	22	23	24	25
CP total	6000	6500	7000	7500	8000

(The exact values can be calculated with the formula: CP total = $250 \times 2^{(\sqrt{CLR})}$

Gaining CPs

(1) Exploration
Each time a hex is explored, roll a percentile number (1-00). If you don't have percentile dice, draw chits (StarForce, Strategy 1, Wolfpack). If the results is not '00', draw an exploration chit as per normal. Then award yourself CPs on the formula:

$$CPs = \frac{System\ value \times 10}{Your\ Civ.\ Level}$$

If the result is '00', roll again on 1-20 and consult Table 3.

Table 3: Extraordinary exploration results
01-04:G   05-07:H   08-09:I
10:J   11-20:W

Explanation of results: G,H,I,J — see 11.2.
W: draw a wisdom chit. Examine the back. If it is 'X' apply the results as in the scenario notes (as hereafter modified). Then, in any case, place it face, ie 'W' side, up in the hex and draw an exploration chit for the hex.

Civilisation points are gained automatically for the discovery of a wisdom hex; but one must contact any autonomous forces to gain CPs as listed in Table 4.

Table 4: Basic exploration CP schedule (Contact & Wisdom)

G:100	H:200	I:400
J:800	W-roll a 01-100 number and consult Table 4a.	

The CP value from Table 4, 4a is divided by your civilisation level and then added to the cumulative score.

All extraordinary CP bonuses are 'once - only' per Player. Others may attempt to contact the autonomous forces and thus gain CPs, or if they successfully explore a wisdom hex, they will roll on Table 4a and gain CPs.

(2) Contact with other Players
When two Player civilisations contact each other, CPs are transferred one or both ways; this represents a sharing of knowledge and culture.

When a contact situation arises, consult Table 5.

Table 5: InterPlayer CP Transfer on Contact

		Recipient interaction option		
		A	B	C
Donor Interaction option	A	100-1000	100-1000	10-100
	B	50-500	20-200	10-100
	C	NIL	NIL	NIL

Example: a 3rd level civilisation with option A contacts a 2nd level with option B. The first gives 100-1000 CPs according to the table. This gives a figure of 500, say. Thus the second receives 500 x 3/2 = 750 CPs. Similarly, the transfer the other way is multiplied by 2/3.

(3) Combat
Players receive CPs for destroying enemy starfleets and reducing stargates. Basic value for destruction of a starfleet is equal to the number of resource points needed to build it, ie dreadnought 8, regular 3, explorer 5. Stargates are reckoned as 10+4x (stargate value).

These points are converted into CPs by multiplying by a factor of: $\frac{opponent's\ level}{your\ level}$

4) R & D
A Player may convert resource points directly into CPs in the resource allocation phase; these must be divided by his or her current civilisation level.

Table 4a: Wisdom hex CP schedule
01-50: 80   51-75: 2000   76-90: 3000
91-99: 5000   100: 10,000

General Rule Modifications
5.4 Scatter — this is unrealistic considering the Star-Force background and the timescales (25 years per turn) involved, Leave the scatter results for autonomous forces (of 5.51) but let player forces only suffer attrition.

17.2 Delete
Scenarios. All players start at 500 CPs except the guardians (2000CP).

Explanation of results: the result is the range in which the basic transfer may lie eg for '5--500' roll a number from 1 to 10 and multiply by 50. This figure may not exceed the donor.s CP total. (Note that the donor does not lose these CPs, although the recipient gains them). The transfer total is multiplied by a factor of-

$$\frac{donor's\ civ.\ level}{recipient's\ civ.\ level}$$

18.14 This becomes — use only results G, H, I, J on Table 3 and ignore all civilisation point awards.

18.25 — Guardians win points at half rate.

18.26 — The dreadnought provision alone remains.

18.27 - Both players ignore result W on Table 3.

18.34 — Substitute any suitable disaster.

18.44 — The X wisdom chit has the same effects, except that it doubles the awards from subsequently discovered wisdom hexes.

18.45 — On the discovery of a subsequent wisdom hex, the X may be 'handed in' ie all effects from it considered to cease, but the chit remains in place (someone else might find it).

18.56 — The effect of the X wisdom chit is (i) to win, one must destroy all opposition; (ii) One's CP total is doubled for determining CLR; (iii) If one discovers further wisdom hexes, the chit does not give one CP's but instead the chit is kept off-map by the player. This may not be realistic but it reflects the original intent.

The New Fate Table

Delete section 11.13.
'Lose one level' becomes 'Halve CP total'.
Negative civilisation levels become "less than 250 CPs".

Die roll	0 to 29	20 29	30 39	40 49	50 59	60 69	70 79	80 80	90 99	100+
1	*	A	C	E	B	D	F	A	C	E
2	*	*	A	C	E	B	D	F	A	C
3	*	*	*	A	C	E	B	D	F	A
4	*	*	*	*	A	C	E	B	D	F
5	*	*	*	*	*	A	C	E	B	D
6	*	*	*	*	*	*	A	C	E	B