

STARFORCE SCENARIO 100 FOLLOW-UP

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We apologize to the readers for the fact that a very important table was, through gross oversight, left out of "StarForce Scenario 100," published in MOVES 21. The following material corrects that deficiency, and makes further clarifications in the scenario as well.

104 Home & Colonial System Income (clarification)

[104.3] The elective population increase is only one Population Point per EcoYear, despite the fact that to produce that one Point increase, MLC that year is halved. Although hard to justify, this rule is an excellent gaming device.

105 Tertiary System Income (clarification)

Note that the table is actually two combined on one chart, to save space. The left part is the Initial Exploration Table, indicating chit picks and exploration results. The right part is MLC Production Results (which are also based on chance), in which chit pick is matched against the proper column for income results.

For example, a Player explores a tertiary system and secretly picks a "2," indicating he has found an RM (rare mineral) system. On each following year, he will then make a chit pick for system income, and comparison of this pick with the RM column indicates MLC received. This latter income pick is public, and the amount received public, and as a result, other Players may eventually determine the type of system he has found.

108 Stellar Debarkation (clarification)

[108.1 & 108.2] Presence of opposing forces in a system's LiteZulu only prevents debarkation for one Stellar Game-Turn, after which debarkation is permitted even if the enemy force remains, provided the debarking force remains in the MiniLiteZulu of the system itself (center of the tactical display) for the entire debarking Game-Turn. This means throughout the Game-Turn's period of tactical battle.

A hostile StarGate prevents debarkation into the system as long as it is undisrupted.

In effect, StarGates prevent debarkation totally, while enemy StarForces can only stop it for one turn. In effect, the enemy has one turn to stop you with StarForces, during which time his StarForces can engage you in battle. After that, if he hasn't won, you have the option of spending a whole Stellar Game-Turn in the system and debarking, despite his StarForces.

If the debarking force leaves the system, the whole procedure starts again when and if it re-enters.

109 War, Truce & Alliance (omission)

When you ask for a truce, immediately consult the Truce Request column and pick a chit openly. As a result of this pick you may either suffer a revolt and associated MLC loss, or you may be forced to honor certain truce conditions (the governmental council decides it is wise to obey!).

If you receive a truce request from another Player, you can either accept and impose any conditions you desire, or you can reject it. If you accept, the enemy is only forced to honor conditions per the truce request column. If you impose additional conditions, he is not forced to honor them, but you could make this an excuse for another war! If you reject the offer, then you make a negative response

pick. This may allow you to get away with turning down the request (for that Turn), force you to suffer a revolt yourself as penalty for turning it down, or force you to accept the call after all. Note that when receiving a truce request, you are only penalized if you turn it down.

The purpose of these rules and the table is to make surrender costly, and rejecting surrenders even more costly. Without these rules, the super-strategic nature of the game dissolves into one endless and highly pointless war. The truce table, with its potential for "forced losses" by the side that asks for the truce, makes dilatory wars unprofitable.

TRUCE POLITICS TABLE

Chit Pick	Truce Request	Negative Response	Revolt
0	revolt	revolt	10% MLC, no wars
1	honor 1 system	must accept call	10% MLC
2	honor 1 system	must accept call	20% MLC
3	honor all MLC	—	25% MLC, no wars
4	honor ½ MLC	—	30% MLC
5	—	—	40% MLC
6	—	—	50% MLC
7	—	—	50% MLC
8	—	—	60% MLC
9	—	—	75% MLC

Results Explanation

Note: The three different columns are three different tables, with a different chit pick necessary when using each column.

Revolt = refer to revolt column for penalties in next EcoYear of the game.

Honor 1 system = truce call requester must honor enemy demand for control of one system previously controlled by the caller. No more than one system need be handed over regardless of the number of calls made that Turn, and regardless of the number of enemies or different wars being fought, in a given Game-Turn.

Honor all MLC = truce call requester must honor enemy demands for MLC, up to his total income for the following year. The requester needn't pay more MLC than he will receive next year. Payment is made at the start of the next EcoYear, when this income is received.

Honor ½ MLC = similar to "honor all MLC" except requester need not pay more than half next year's income.

Must Accept Call = negative response is overturned, and truce call is accepted.

10% MLC, etc. = next year income of the Player is reduced to 10%, 20% or whatever figure is given of normal income. Thus a Player receiving a 50% MLC result, and normally getting 40 MLC, will only receive 20 MLC instead.

No War = Player may not initiate (declare) a war anytime in the next EcoYear. He may be involved if some other Player declares war on him, and in that circumstance may fight.

