POWERPLAY

PLAYER GUIDE

VERSION 1.03

POWERFLOW

THE POWERPLAY PROCESS

OVERVIEW

WHAT IS POWERPLAY?

Powerplay represents the machinations of powerful individuals and organizations as they strive to control inhabited space for their own agendas.

At its heart, powerplay is a battle for territory. Each power attempts to expand into systems, extracting resources from them in order to pay for continued expansion and protect systems already being exploited.

As a commander of a starship you can pledge your support to a power, carrying out tasks for them in return for rewards and prestige.

POWERS & FACTIONS

Powers are distinct entities compared to minor and major factions.

Minor factions generally control individual areas of space within a system. Normally one minor faction will be dominant, controlling the lion's share of space.

Major factions are huge super powers that control vast swathes of inhabited space. Many, but not all, minor factions align themselves with major factions, adopting their laws and customs.

Powers sit between major and minor factions. Technically they can control up to dozens, if not hundreds of systems, though they may also control a mere handful.

While many powers are aligned directly with major factions, being Imperial senators or Federal politicians, others are not, being independent entities.

Importantly, even when a power is aligned with a major faction this does not prevent it scheming against its "allies". Ultimately, every power stands alone.

COMMAND CAPITAL [CC]

Each power uses a resource called Command Capital [CC] to pay for its endeavours. CC represents a combination of financial, political and social weight that can be channelled into use by the power.

CC is received from systems under the control of a power. The bigger the population of a system, the greater the amount of CC can be exploited from it.

CC is the lifeblood of a power. Without it, the power cannot expand or protect its territory.

CYCLES

Powerplay runs in cycles, each one lasting a continuous week in real-time - which is Thursday to Thursday. A cycle represents the amount of time it takes for powers to take significant actions. At the end of each cycle all actions started within it are resolved and the power's CC reserve for the next cycle is computed.

CONTROL SYSTEMS AND EXPLOITATION

Powers do not take direct control of all systems they wish to expand into. They instead focus on single systems, dominating them, turning them into control systems.

Every cycle a power must pay CC upkeep to maintain control systems. The amount of upkeep is directly related to the distance a control system is from the power's home system. The further away a control system is the greater the upkeep required to maintain it.

A control system automatically collects CC income from all nearby systems within a 15 light year radius. These systems become exploited systems.

Importantly, control and exploited systems cannot be expanded into by other powers.

TURMOIL AND REVOLT

If a Power begins a cycle with a deficit of CC, it is in trouble as it effectively does not have the strength to maintain control over all of the systems it controls.

The control system with the highest CC upkeep falls into turmoil and its upkeep cost is removed from the power's CC reserve. Additional control systems fall into turmoil until the power has a positive CC reserve.

When the next cycle begins, control systems already in turmoil will no longer exploit nearby systems for CC income, though their upkeep cost will still be due at the end of the cycle.

Any control systems that started the cycle in turmoil, will revolt at the end of the cycle if the Power is still running a CC deficit. Systems that revolt are no longer controlled by the power.

Note that revolting systems will not address the CC deficit, other systems might still fall into turmoil.

CONTROL EFFECTS

When a power controls or exploits a system, it doesn't simply harvest CC from them. It also applies one or more control effects to the systems.

Control effects are varied and dependent on the power, but could include shutting down all black markets, increasing penalties for criminals or legalising/criminalising specific commodities.

BASIC POWER PLAY CYCLE

Opposite you can see the basic Powerplay cycle once you have pledged to a power. Each one runs weekly, from Thursday to Thursday. On the next page you can see a more details explanation of these parts.

BASIC POWERPLAY CYCLE

2 EXPAND SYSTEMS

3 CONTROL & FORTIFY SYSTEMS

1 PREPARE SYSTEMS

1. Powerplay consists of three phases running in week long cycles.

1. During a cycle, a Power (ie. players) can do any of the events outlined in the surrounding image.

1. Phase 3 requires Phase 2 to be successful, which in turn requires Phase 1 to be successful.

1. In all, it takes 3 weeks to turn a star system from nothing into a control zone.

POWERFLOW CHART

Cycles run from Thursday to Thursday
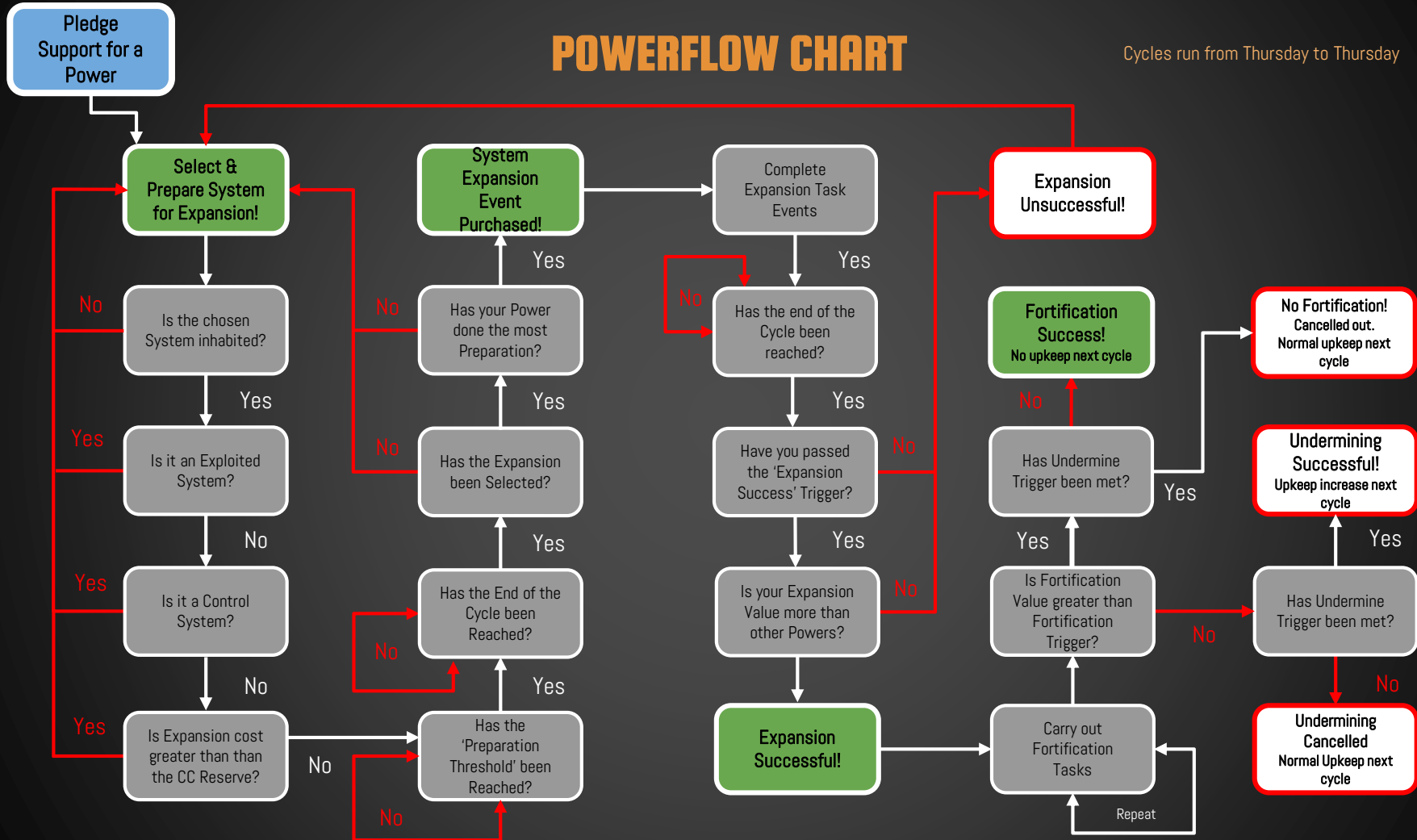
THE PROCESS OF POWERPLAY

There are three elements to powerplay: Preparation, Expansion and Control. In the first instance, a target system must be prepared for expansion. This preparation may involve different tasks for supporters to complete, depending on the power involved.

Once a system has been successfully prepared, an expansion attempt may be purchased for the next cycle. Again, different powers require their supporters to carry out different tasks to successfully prosecute expansion.

Supporters of other powers may directly oppose expansion making success even more difficult to achieve. Once a system has been expanded into, supporters may fortify it to reduce its drain on the power's CC reserves.

Supporters of other powers may undermine control systems making them more expensive to maintain and more likely to revolt.

PREPARATION

If you have pledged support to a power, you can prepare systems for expansion. The details of the preparation tasks required of you are described in the details of the preparation tab in the powerplay interface.

Any system may be prepared for expansion with the following caveats:

➔ The system must be inhabited

➔ The system must not be a control system for a power

➔ The system must not be an exploited system for a different power

In addition, each target system has an expansion cost. This expansion cost will be deducted from the power's CC reserve at the end of the cycle if the system is chosen for an expansion attempt.

A system cannot be prepared if its expansion cost is greater than the power's current CC reserve.

PREPARATION TOP 10

Although any amount of systems may be prepared, a power is limited to purchasing no more than 10 expansion attempts each cycle.

Importantly, its choices are based on the amount of preparation carried out at a system, not the system's expansion cost.

At the end of a cycle, expansion attempts are purchased in this order until either:

➔ Expansion attempts are purchased for all prepared systems in the top ten

➔ The power runs out of CC

All systems have a preparation threshold. Until supporters have completed enough preparation tasks to breach this threshold the system cannot be a top ten entry.

VOTE NOMINATIONS

Once supporters become influential within a power they may vote for a preparation top ten entry from the preparation tab to directly increase preparation for it, increasing the likelihood of an expansion attempt being purchased for it.

MULTIPLE PREPARATION

More than one power can prepare a system at the same time. In such cases, at the end of the cycle the power which completed the most preparation gets to purchase an expansion attempt whilst all other preparation fails.

Preparation can occur for multiple powers in systems that would be within each other's potential 15 lightyear exploitation radius.

In such cases, at the end of the cycle the power which completed the most preparation gets to purchase an expansion attempt whilst all other preparation fails.

PREPARATION AND THE GALAXY MAP

You can use the galaxy map to help you view potential candidates for preparation, by selecting the "Powerplay" view, choosing your power from the drop down selection then activating the "Expansion" filter.

The Expansion view shows all systems outside your control with the following identification markers:

1.	Colour is used to denote value of a system if it was controlled:

➡	Green are the most profitable, red are the least profitable, orange are average

➡	Grey systems would actually cost CC upkeep to maintain, even after all the income had been harvested from exploited systems

2.	Hollow systems cannot be prepared, for one of the following reasons:

➡	The upkeep cost is greater than the powers entire CC reserve that cycle

➡	Another power is controlling the system

➡	Another power is exploiting the system

➡	Another power is attempting an expansion that would cause the system to be exploited if it is successful

3.	Systems that are uninhabited are not displayed at all

Top ten preparation entries are displayed in the powerplay galaxy map when the "expansion" filter is active. Each such system has a number entry above it, denoting its top ten preparation status.

Rolling over or selecting a system summons an information panel giving more details as well as highlighting all systems that would be exploited if this were a control system.

EXPANSION

Once an expansion attempt has been purchased for a prepared system the attempt takes place during the following cycle.

Depending on the power involved, different tasks may be required for supporters of the power. By completing these tasks an expansion value increases for the target system.

The target system has an expansion success trigger value. At the end of a cycle, an expansion attempt is successful if the expansion value is greater than the success trigger. You can use the "Expansion" tab in the powerplay interface to view a list and details of all active expansion attempts.

This screen also informs you of the exact tasks required by your power to increase the expansion value. If you are looking at the expansion tab of another power, this screen will instead inform you of the tasks required to oppose the expansion.

OPPOSITION

Expansion can be directly opposed by supporters of foreign powers when they complete opposition tasks in the system. Completing these tasks increases an opposition value. For expansion to be successful, the expansion value must be greater than both the success trigger and the opposition value.

EXPANSION ETHOS

Each power has an ethos that dictates their method of expansion. Depending on the controlling government of an expansion attempt system and its exploited systems, the ethos may make expansion easier or more difficult.

This is reflected in a change to the success trigger value. If the ethos is particularly effective the success trigger is reduced. If the ethos is particularly ineffective the success trigger is increased.

If over 50% of all systems that would be exploited by the expansion attempt system share a controlling government type that the ethos is particularly effective against, the success trigger is further reduced by a significant margin.

If over 50% of all systems that would be exploited by the expansion attempt system share a controlling government type that the ethos is particularly ineffective against, the success trigger is further increased by a significant margin.

Effects of ethos versus government type are only computed at the end of a cycle. Any changes to government types controlling systems will only apply during the following cycle.

EXPANSION AND THE GALACTIC MAP

You can use the galaxy map to help you view active expansion attempts, by selecting the "Powerplay" view, choosing your power from the drop down selection then activating the "Expansion" filter.

The expansion filter displays an expansion icon above all systems that have an active expansion attempt.You can roll over or select a system that has an active expansion opposition values, as well as their success trigger values.

CONTROL

A system that is controlled by a power can be fortified by that power's supporters and undermined by supporters of other powers.

FORTIFY

Once a power controls a system, it pays CC upkeep and receives CC income from its exploited systems every cycle.

Supporters of the power can temporarily reduce the CC upkeep of a control system by completing fortify tasks for it during the cycle, which increase the system's fortify value.

Every control system has a fortify success trigger. If at the end of a cycle a system's fortify value is greater than its fortify success trigger its CC upkeep is reduced.

This effect only lasts for a single cycle change; once the next cycle begins all fortification is removed and must be re-applied to retain the benefit.

The "Control" tab of the powerplay interface lists all of the current control systems that are currently being fortified, as well as describing the nature of the tasks required to fortify.

FORTIFY ETHOS

Like expansion, each power has an ethos that dictates the methods it uses to fortify a system, which are particularly effective against some government types and ineffective against others.

If the control system's government type is vulnerable to the power's ethos the fortify success trigger is reduced.

If the government type is resistant to the power's ethos the fortify success trigger is increased.

If over 50% of exploited systems have a vulnerable government type to the power's ethos the success trigger is further reduced by a significant amount.

If over 50% of exploited systems have a resistant government type to the power's ethos the success trigger is further increased by a significant amount.

Effects of ethos versus government type are only computed at the end of a cycle. Any changes to government types controlling systems will only apply during the following cycle.

UNDERMINING

Supporters of powers can attempt to undermine systems controlled by other powers.

Every control system has tasks which opposing supporters can complete to increase an undermine value for the system. It also has an undermine success trigger value.

If at the end of a cycle a control system's undermine value is greater than its undermine success trigger value the system is temporarily undermined.

An undermined system increases its upkeep by an amount equal to its full CC income from exploited systems.

Like fortification, undermining is temporary; once the CC upkeep penalty has been applied at the end of a cycle and the next cycle begins all undermining is removed and must be re-applied to retain the effect.

JOINT SUCCESS

A system that is both fortified and undermined at the end of a cycle is counted as neither – each state cancels out the other.

FORTIFICATION, UNDERMINING AND THE GALACTIC MAP

You can use the galaxy map to help you view the fortification and undermined status of control systems, by selecting the "Powerplay" view, choosing your power from the drop down selection then activating the "Control" filter.

Control systems that are currently being fortified show a fortify (shield) icon above them.

Control systems that are currently being undermined show an undermined (target) icon above them.

Systems that are being both fortified and undermined at the same time show the icon of the activity that is relatively closer to success.

PLEDGING SUPPORT

You can pledge support to any power, at any time, using the powerplay interface. You might choose to pledge to a power because you agree with their ethos, major faction alignment, or you might simply like their control effects and rewards.

Once you have pledge to a faction, you are given a power rating of one. You can increase this rating by successfully completing preparation, expansion, fortify and undermine tasks for the power.

Doing so will give you merits with the power. At the end of each cycle, the amount of merits earned by all supporters is used to determine who should increase or decrease in rating.

The effect of merits is reduced over time, so you need to actively support your power to ensure the best rating possible each cycle.

PLEDGE BENEFITS

Pledge benefits are available at the various ratings for a power. As rating increases, additional powerplay cargo is made available, as well as increased preparation votes. These benefits are the same across all powers.

In addition, each power has one or more unique benefits. Such benefits might include reduced costs in outfitting or increased rewards for bounties.

You can see what the pledge benefits are for a power by looking at the "Pledge" tab for the power in the powerplay interface.

WITHDRAWING SUPPORT

You can leave a power at any time. Should you leave a power, all benefits are immediately revoked, but any modules unlocked as a reward and purchased are kept.

Once you have left a power there is a "cooling off" period before you can join a new power.

DEFECTION

You can defect from one power directly to another power. Doing so allows you to carry over an amount of merits from your old power.

However, if you defect you may be hunted and attacked by mercenaries working for the power you left. The higher rating you had when you defected, the longer this hunt will last.

Once you have defected you cannot defect again, until you are no longer being hunted. You may leave the new power, but you will not be able to pledge again until the hunt has finished.

GALACTIC STANDINGS

At the end of each cycle the galactic standing of currently active powers is calculated, allowing the powers to be ranked relative to each other.

The following elements are used to determine galactic standing:

➔   Number of controlled and exploited systems (more is better)

➔   Number of successful preparations and expansions (more is better)

➔   Number of systems in turmoil (fewer is better)

➔   Number of systems revolted (fewer is better)

As well as provide an easy to understand ranking, galactic standing has two additional functions:

➔   The top three ranked powers provide an increasing benefit for one of their pledge benefits (every power has at least one pledge benefit that can increase in effectiveness)

➔   The bottom three ranked powers are in danger of collapse

COLLAPSING POWERS

END OF THE LINE

A power that is in the bottom three ranks of the galactic standing list is at risk of collapsing and vanishing altogether.

Simply being in the bottom three ranks does not automatically put the power at risk. It also has to fail to achieve any expansion during the cycle.

The more cycles a power is ranked in the bottom three and fails to expand, the more likely it will collapse.

Supporters of a collapsed power are freed from service; once they have come to terms with the ignominy of failing to save their power they are free to pledge to a new power.

POWERPLAY

THE POWERS

The Interstellar Federation

★ **Capital:** Mars, Sol system

★ **Head of State:** President Zachary Hudson

The cradle of human civilisation, Sol houses the birthplace of humanity and the headquarters of the Federation, including the Federal Congress where representatives of all member worlds meet to vote on policy. Openly democratic, powerful corporations have significant Influence over politics as well as the populace, which is kept docile with a constant bombardment of entertainment and advertisements. Celebrity culture within the Federation is such that wars fought on behalf of the people often receive little to no attention in the news.

Culturally, the Federation is tolerant of some things such as religions, but utterly intolerant of drug-taking, political activism, and certain cultures. A great many things are illegal, including slavery, cloning and certain narcotics.

The Federation projects its Influence throughout space in the form of so-called Federal Intervention Fleets led by fearsome Farragut-class battlecruisers. As a remnant of the days of the old hyperdrive, Federal Admirals enjoy a large degree of independence in making decisions on how to handle an assignment, though the civilian government often dispatches Commissioners to oversee military operations.

Zachary Hudson
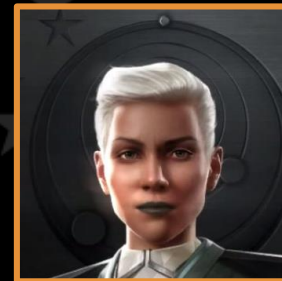
Felicia Winters

Zachary Hudson [President]

Following a Vote of No Confidence against the Halsey administration, President Hudson has become the Federation's new leader. The Republican is generally seen as a hardliner with close contacts to the military-industrial complex, first and foremost the Federal Navy and the Core Dynamics megacorporation. Highly critical of former President Jasmina Halsey, Hudson has indicated to refocus Federal culture by introducing general conscription for any unemployed citizens under 40 and strengthen the military against perceived Imperial aggression.

"IDLENESS IS THE ROT LURKING IN OUR GREAT SOCIETY"

|	
General	Influence gains boost for Federal minor factions Reduced for Imperial Exploited Systems Weapon: Pacifier Frag-Cannon [Lower Damage, Longer Range, Tighter Spread]
Control Systems	All shipyards stock Eagle, Vulture & Dropship -10% on Weapons +30% Security cost
Empire	-40% Security
Federation	- 10% Weapon Cost +20% Security
Independent	-40% Security
Alliance	-40% Security

Zachary Hudson

AGE: 83

HEADQUARTERS: NANOMAM

Felicia Winters [Shadow President]

The former Secretary of State has assumed the role of Shadow President, leading the Liberal opposition against the Republican government of President Hudson. Winters was a close friend of Jasmina Halsey and critical of the corporations' far-reaching Influence within Federal space, on record as saying that the corporations have a responsibility to care for the people. With a focus on educational issues and Federal aid programmes, Winters hopes to win the support of the people by promoting the civil values of the Federation as opposed to President Hudson's military power projection.

"THE MISTAKES OF OUR PAST CANNOT ... OWED TO CLOUD OUR FUTURE"

General	Influence gains boost for Empire minor factions, reduced for Federation Weapon: Pulse Disruptor [Medium Laser, causes module malfunction]
Control Systems	+300% Production & Consumption for food & basic medicine +20% Security increase
Empire	+10% cost on Imperial Slaves
Federation	+200% Production & Consumption for food & basic medicine +20% Security
Independent	+200% Production & Consumption for food & basic medicine
Alliance	+200% Production & Consumption for food & basic medicine
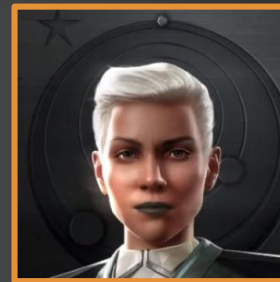
Felicia Winters

AGE: 72

HEADQUARTERS: RHEA

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The Empire of Achenar

★ Capital: Capitol, Achenar System

★ Head of State: Emperor Hengist Duval

Imperial society is formed loosely after the image of ancient Rome, with an Emperor at the top and governors bearing the title of Senator. Tradition, appearance and protocol play an important role in everyday life, and the nobility in particular cares greatly for fashion and art. A "client" system forming bonds of servitude and responsibility permeates the middle and upper layers of Imperial society, with patrons supporting clients in return for their loyalty.

Slavery is another important aspect of Imperial culture and generally regarded as a safety net intended to prevent indebted citizens from going hungry on the streets, and a number of rules and regulations concerning the proper care of Imperial slaves is intended to prevent abuse. However, treatment still varies from owner to owner, and Senators stand above the law. The majority of Imperial slaves are temporary indentured workers, but it is possible to be born a slave, and the Emperor's elite bodyguard is made up entirely of clone soldiers.

The Empire's origins lie shrouded in the annals of mankind's great expansion, as colonists fed up with Federal governance had left to set up their own society as far away from Sol as possible. Over almost a thousand years, many things had changed, but a simmering distrust of the Federation had remained.

Arissa Lavigny-Duval

Denton Patreus

Zemina Torval

Aisling Duval

Arissa Lavigny-Duval [Princess]

As revealed on Galnet on 20 December 3300, Arissa is not the daughter of Prince Aristide Lavigny, but rather the illegitimate child of Lady Florence Lavigny and Emperor Hengist Duval. Her claim to the throne is not solid, but supported by Chancellor Anders Blaine of the Imperial Estate. Compared to the other current contenders, Arissa is regarded as the conservative choice, concerned with upholding tradition & rooting out corruption - so much so that her "Shield of Justice" has forcibly invaded other Senators' territories in pursuit of enemies of the throne.

General	Influence gains boost for Empire minor factions, reduced for Federation. Weapon: Imperial Hammer [Railgun, causes multi-shot damage]
Control Systems	Fines & bounties x2 +20% Bounty payout Security Increase Black Markets closed
Empire	+20% Bounty payout -10% Black Market profit
Federation	+20% Bounty payout -10% Black Market profit
Independent	+20% Bounty payout -10% Black Market profit
Alliance	+20% Bounty payout -10% Black Market profit

"THE FACT THAT ANYONE WOULD ATTACK OUR EMPEROR, IN HIS OWN PALACE, WHEN FOR ALL INTENTS AND PURPOSES ON HIS DEATH BED, IS SYMPTOMATIC OF A VERY SERIOUS SICKNESS WITHIN OUR SOCIETY "

Arissa Lavigny-Duval

AGE: 58

HEADQUARTERS: KAMADHENU

Denton Patreus [Senator]

The Senator from Eotienses is a leading figure in the Imperial Senate and command much respect from his fellow nobles. Albeit comparatively young, his charisma and Influence render him a serious candidate for the throne, whose succession he considers no longer about blood, but merit. The Senator owns a sizable network of corporations as well as one of the largest private fleets in the Empire, and has in the past used the latter to enforce financial claims on other worlds, enslaving their population for debts accrued by the government.

Patreus is allied with Zemina Torval, but has no qualms about covertly chipping away at her pocket empire should the opportunity present itself.

General	Influence gains boost for Imperial minor factions, reduced for Federation. Weapon: Advanced Accelerator [Plasma Accelerator, specialist plasma weapon]
Control Systems	Imperial slaves legalized -10% cost on Imperial ships
Empire	+30% High value goods consumption & production +5% High value goods price
Federation	-5% High value goods price
Independent	-5% High value goods price
Alliance	-5% High value goods price

"INTERFERENCE FROM OUTSIDE THE EMPIRE IS AN AFFRONT TO OUR TRADITIONAL VALUES"
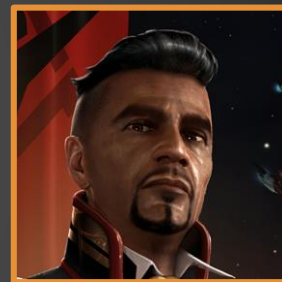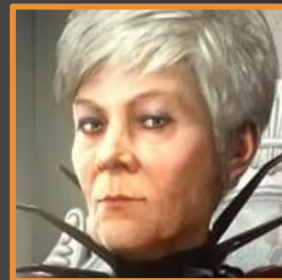
Denton Patreus

AGE: 48

HEADQUARTERS: EOTIENSES

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Zemina Torval [Senator]

Senator Torval is possibly best known for her patronage of the Imperial Slaver's Guild and her political activities in furthering the universal acceptance of slavery or relaxing the laws surrounding it. She is a major shareholder of the Mastopolos Mining Corporation, which was recently in the news due to rumours of Imperial slaves not being treated according to law and two subsequent slave rebellions. Zemina Torval also owns and operates Lagerkvist Gateway, a starport known to be a major slave market and retraining centre infamous for having accepted and conditioned nearly three million unregistered slaves acquired by independent pilots. Torval has had several verbal confrontations with Aisling Duval over the role of slavery in the Empire. She publicly supports Denton Patreus in his bid to become Emperor, but is willing to grasp an opportunity whenever it presents itself.

"THE LIVES OF THE LOWEST IN OUR SOCIETY SHOULD BE THE CONCERN OF THE HIGHEST."

Zemina Torval

AGE: 124

HEADQUARTERS: SYNTEINI

General	Influence gains boost for Imperial minor factions, reduced for Federation. Weapon: Mining Lance [Mining Laser, capable of inflicting combat damage]
Control Systems	-10% price of Imperial slaves Shipyards have Imperial ships Mined materials consumption/production x2 -10% price of Mined materials
Empire	Imperial slave production/consumption x2
Federation	-5% Mined mineral price
Independent	-5% Mined mineral price
Alliance	-5% Mined mineral price

Aisling Duval [Princess]

The young socialite is possibly best known for her eccentric appearances on various Imperial stream shows where she regularly campaigned against the practice of slavery in the Empire. The controversial stance has been ridiculed by influential Senators and company owners, but finds at least some support among the common citizenry even on Torval's home system Synteini.

The daughter of disowned Harold Duval (the Emperor's son) has spoken out against the Emperor and in defence of her mad father, and uses her considerable wealth to sponsor her own NGO by the name of 'Stop Slavery Stupid', which aims to emancipate slaves and provide them with a new start, in addition to disseminating general anti-slavery propaganda across Imperial space. The so-called People's Princess has also sponsored relief efforts to provide aid to refugees from Quivira who were fleeing from Senator Patreus' assault on the indebted system.

General	Influence gains boost for Imperial minor factions, reduced for Federation. Weapon: Prismatic Shield Generator [Provides strong shields]
Control Systems	Imperial slaves banned +10% High value goods payment Security Increase Increase in the High value goods consumption & production
Empire	Increase in High value goods consumption & production
Federation	Increase in High value goods consumption & production
Independent	Increase in High value goods consumption & production
Alliance	Increase in High value goods consumption & production

Aisling Duval

AGE: 25

HEADQUARTERS: CUBEO

The Alliance of Independent Systems

★ **Capital:** Alioth, Alioth System

★ **Head of State:** Prime Minister Edmund Mahon

Almost a century ago, Alioth was the focal point of countless battles between the Federation and the Empire, which were warring over independent worlds to annex. A popular uprising against the invaders, led by Mic Turner and Meredith Argent, resulted in the military forces being pushed out of the region, and the participating world's formed the Alliance on the basis of mutual defence.

The member worlds of the Alliance enjoy an unparalleled amount of freedom compared to the Empire or the Federation, which leads to the political process often being deadlocked by dissenting voices. However, the Alliance proudly embraces its cultural and ideological differences, knowing that its worlds will stand united once a foreign power again attempts to interfere with their fate.

The Alliance Navy is small compared to the Federal & Imperial militaries, largely made up of local navies and police vessels contributed by member worlds and reinforced by converted mega-freighters and civilian militias. Nevertheless, the Council of Admirals commands the Alliance Navy with an efficiency many would like to see replicated in the civilian government.

Notably, the Alliance is the only human power that was ever engaged in peace talks with the alien species known as thargoids, although the meeting was disrupted by agents of a secretive organisation sponsored by both the Federation and the Empire.
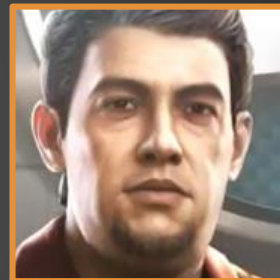

Edmund Mahon

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Edmund Mahon [Alliance Prime Minister]

The Prime Minister of the Alliance is an idealist who firmly believes in the right of self-governance, whilst honouring interstellar treaties and making a distinction between the people's will and a faction in control, such as when he refused the Crimson State Group's request for Alliance acknowledgement until such a time the planet had formally and democratically seceded from the Federation. Nevertheless, Prime Minister Mahon has in the past sent out Alliance ambassadors to unaffiliated independent worlds to act as mediators in trilateral talks seeking a peaceful resolution to various conflicts. As Prime Minister of the Alliance, he wields considerable diplomatic influence, and is a strong supporter of free trade.

"WE HEAR THE EMPIRE CONDEMNING THE FEDERATION FOR NOT PROVIDING A SAFETY NET FOR ITS CITIZENS WHILST ENSLAVING ITS OWN FOR MATTERS OF DEBT."

General	Influence gain for Alliance minor factions, reduced for Federation & Empire Weapon: Retribution [Small laser inflicts enhanced damage]
Control Systems	-20% for Hull reinforcement & cargo racks prices 400% increase of Agricultural goods & equipment consumption/production -5% Agricultural goods & equipment price
Empire	-50% Agricultural goods consumption/production -5% Agricultural goods price
Federation	-50% Agricultural goods consumption/production -5% Agricultural goods price
Independent	+10% Agricultural foods price -5% Agricultural Equipment +400% Agricultural goods consumption/production
Alliance	+10% Agricultural foods price -5% Agricultural Equipment +400% Agricultural goods consumption/production

Edmund Mahon

AGE: 114

HEADQUARTERS: GATEWAY

Independent Factions

★ **Capitol:** Various

★ **Head of State:** None

A millennium of space exploration and colonisation has seen mankind spread across the stars. Though the inhabited systems only occupy a fraction of our galaxy, the sheer speed of expansion has nonetheless surpassed the reach of the major factions. Out here, on the frontier, the concept of civilisation becomes ambiguous. Star systems controlled by monolithic corporations, bloodthirsty pirates holding entire world's ransom, cults of the enlightened providing a beacon of hope against the darkness, and much more - these are the independent worlds, left to fend for themselves, and among themselves.

This far from the fleets of Mars or Capitol, it is said that even a single ship can make a difference, but many have been lost amidst the stars. Dare you make the jump and test your fortune, Commander?
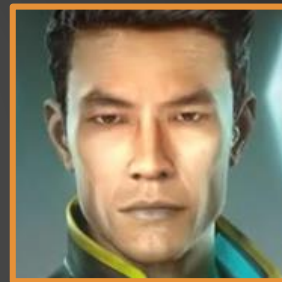

Li Yong-Rui
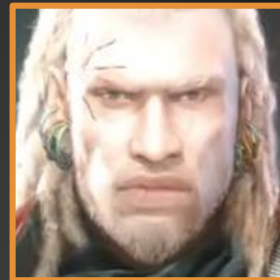
Archon Delaine

Pranav Antal

Li Yong-Rui [CEO Sirius Corp]

The Sirius Corporation has long stood at the forefront of exploring and exploiting the riches of space. The first corporation to assume ownership of an entire star system almost a thousands years ago, Sirius has since spread its Influence across the sector and became a leading supplier for drive fuel across human space. Over the past months, the Sirius Corporation has financed a number of survey missions conducted by independent pilots, culminating in the launch of 9 new colonial outposts in March 3301. However, the corporation has a wide portfolio, and its subsidiary Sirius Security is a leading contractor for local law enforcement in the region.

"WE MUST SEIZE THIS NEW GOLDEN AGE OF EXPANSION TO EXPAND THE BOTTOM LINE"

Li Yong-Rui

AGE: 103

HEADQUARTERS: LEMBAVA

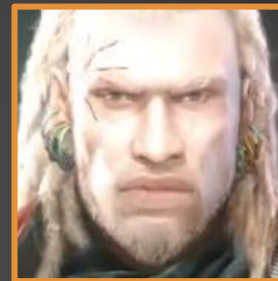|	
General	All factional Influence decreases, but more so for Federation & Empire Weapon: Pack-hound Missile [Launches salvo of 'drunken' seeker missiles]
Control Systems	-10% price for Hi-Tech equipment Hi-tech goods consumption & production x2 All shipyards stock Cobra, Diamondback, Asp, & Python -15% on Outfitting prices
Empire	High tech goods consumption/production x2 High tech goods pay -10%
Federation	High tech goods consumption/production x2 High tech goods pay -10%
Independent	High tech goods consumption/production x2 High tech goods pay -10%
Alliance	High tech goods consumption/production x2 High tech goods pay -10%

Archon Delaine [Warlord]

The fearless leader of the Kumo Crew rose to power at the age of 15, when he killed its previous leader by beating him to death during a clan gathering. The Kumo Crew is a roving warband of militant nomads where might makes right, currently sweeping through the Pegasi sector and extorting local systems, burning down entire settlements if their demands are not met. All attempts to stop the spread of the Crew throughout the Pegasi sector have so far met with failure. The Kumo Crew are described as being well armed, psychotic and thus extremely dangerous.

"BECOME ONE OF US AND DISCOVER THE TRUE RICHNESS OF HUMANITY"

|	
General	All factional Influence decreases, but favours Independents over Federation & Empire Weapon: Cytoscrambler [Burst laser effective against shields, not hull]
Control Systems	Increase in Narcotics and weapons production -50% Security Black markets opened if not present +15% Black market payments
Empire	-50% Security +10% Black market payments
Federation	-50% Security +10% Black market payments
Independent	-50% Security +10% Black market payments
Alliance	-50% Security +10% Black market payments

Archon Delaine

AGE: 52

HEADQUARTERS: HARMA

26

Pranav Antal [Utopian Leader - Simguru]

The Utopians are a quasi-religious faction of visionaries, engineers and scientists working together for the betterment of humankind. Opposing traditional systems of governance by corrupt politicians or power-hungry dictators, the networked Utopian communes are focused on promoting peace and prosperity and pushing the frontier of innovation whilst cautioning humanity against unethical use of technology. Starting from the Utopian compound on Antal, their current leader has greatly expanded his followers' sphere of influence, thus proving himself a worthy successor to his father Rishi. Utopian communes are heavily involved in the development and deployment of highly advanced technology and trade with anyone willing to satisfy Utopia's hunger for metals.

General	Increase in influence in all factions, but favours Independents over Federation & Empire Weapon: Enforcer Canon [Reduced fire rate, higher damage]
Control Systems	Narcotics, slaves, & non-basic/agricultural medicines banned Fines & bounties x2 Black markets closed
Empire	Fines & bounties doubled +10% Black markets payment
Federation	Fines & bounties doubled +10% Black markets payment
Independent	Fines & bounties doubled +10% Black markets payment
Alliance	Fines & bounties doubled +10% Black markets payment

"WE HAVE EXPANDED BEYOND THE TEACHINGS OF THE FATHER INTO A NEW WORLD LED BY THE SON"
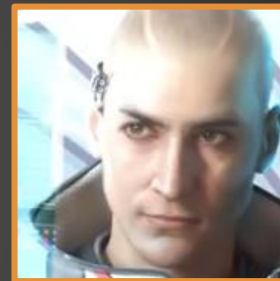
Pranav Antal

AGE: 72

HEADQUARTERS: POLEVNIC

POWERGRID

EXPLOITATION BONUSES

Power	General	Control Systems	Empire	Federation	Independent	Alliance
Zachary Hudson	Minor Fed Inf.+ Minor Imp Inf.-	All shipyards stock Eagle, Vulture & Dropship -10% on Weapons +30% Security cost	Security -40%	Weapon cost -10% Security +20%	Security -40%	Security -40%
Felicia Winters	Minor Fed Inf.+ Minor Imp Inf.-	+300% Production & Consumption for food & basic medicine +20% Security increase	+10% cost on Imperial Slaves	+200% Production & Consumption for food & basic medicine +20% Security	+200% Production & Consumption for food & basic medicine	+200% Production & Consumption for food & basic medicine
Arissa Lavigny-Duval	Minor Fed Inf.- Minor Imp Inf.+	Fines & bounties x2 +20% Bounty payout Security Increase Black Markets closed	Bounty payout +20% Black market profit -10%	Bounty payout +20% Black market profit -10%	Bounty payout +20% Black market profit -10%	Bounty payout +20% Black market profit -10%
Zemina Torval	Minor Fed Inf.- Minor Imp Inf.+	-10% price of Imperial slaves Shipyards have Imperial ships Mined materials consumption/production x2 -10% price of Mined materials	Imperial slave production/consumption x2	Mined materials price -5%	Mined materials price -5%	Mined materials price -5%
Denton Patreus	Minor Fed Inf.- Minor Imp Inf.+	Imperial slaves legalized Imperial ship price -10%	+30% High value goods consumption & production +5% High value goods price	High value goods price -5%	High value goods price -5%	High value goods price -5%
Aisling Duval	Minor Fed Inf.- Minor Imp Inf.+	Imperial slaves banned +10% High value goods payment Security Increase Increase in the High value goods consumption & production	Increase in High value goods consumption & production	Increase in High value goods consumption & production	Increase in High value goods consumption & production	Increase in High value goods consumption & production

Power	General	Control Systems	Empire	Federation	Independent	Alliance
Edmund Mahon	Minor Alliance Inf.+ Minor Fed Inf.- Minor Imp Inf.-	-20% for Hull reinforcement & cargo racks prices 400% increase of Agricultural goods & equipment consumption/production -5% Agricultural goods & equipment price	-50% Agricultural goods consumption/production -5% Agricultural goods price	-50% Agricultural goods consumption/production -5% Agricultural goods price	+10% Agricultural foods price -5% Agricultural Equipment +400% Agricultural goods consumption/production	+10% Agricultural foods price -5% Agricultural Equipment +400% Agricultural goods consumption/production
Archon Delaine	All factional Inf. +, but favours Independents over Fed. & Empire	Increase in Narcotics & weapons production -50% Security Black markets opened if not present +15% Black market payments	-50% Security +10% Black market payments	-50% Security +10% Black market payments	-50% Security +10% Black market payments	-50% Security +10% Black market payments
Li Yong-Rui	**All** factional Inf. -, but more so for Fed. & Empire	-10% price for Hi-Tech equipment Hi-tech goods consumption & production x2 All shipyards stock Cobra, Diamondback, Asp, & Python -15% on Outfitting prices	High tech goods consumption/production x2 High tech goods pay -10%	High tech goods consumption/production x2 High tech goods pay -10%	High tech goods consumption/production x2 High tech goods pay -10%	High tech goods consumption/production x2 High tech goods pay -10%
Pranav Antal	All factional Inf. +, but favours independents over Fed. & Empire	Narcotics, slaves, & non-basic/agricultural medicines banned Fines & bounties x2 Black markets closed	Fines & bounties doubled +10% Black markets payment	Fines & bounties doubled +10% Black markets payment	Fines & bounties doubled +10% Black markets payment	Fines & bounties doubled +10% Black markets payment

POWERPLAY
A-Z

A

Alliance (of Independent Systems)
One of the 3 major factions formed from various Independent systems.

Antal, Pravan [Utopian Leader]
Leader of the Utopian quasi-religious faction.

B

Benefits
Pledge benefits are available at the various ratings for a power. As rating increases, additional powerplay cargo is made available, as well as increased preparation votes. Benefits are the same across all powers but each power has one or more unique benefits, e.g. reduced costs in outfitting/increased rewards for bounties.

C

Collapsing (Powers)
A power that is in the bottom three ranks of the galactic standing list is at risk of collapsing and vanishing altogether.

Command Capital [CC]
CC is received from systems under the control of a power. The bigger the population of a system, the greater the amount of CC can be exploited from it and the more money a Power has to spend on expanding their power.

Control Effects
When a power controls or exploits a system, it applies one or more control effects to the systems, dependent on the power. For example: shutting down all black markets, legalising and or criminalising specific universal commodities.

Control Systems
Powers do not take direct control of all systems they wish to expand into. They focus on single systems, dominating them and turning them into control systems. Every cycle a power must pay CC upkeep to maintain control systems. Their upkeep cost is directly related to the distance a control system is from the power's home system.

Cycles
Powerplay runs in cycles, each one lasting a continuous week in real-time (Thursday to Thursday each week) At the end of each cycle all actions started within it are resolved and the power's CC reserve for the next cycle is computed.

D

Defection
Defecting from one power to another comes with the guarantee of being hunted down by your previous power. The higher your rating, the longer the hunt will last. Once defected you cannot defect again until the hunting ends.

Delaine, Archon [Warlord]
The fearless leader of the Kumo Crew since the age of 15 when he killed its previous leader by beating him to death during a clan gathering. Hellbent on violence and extortion he is seen as being violent and dangerous they are currently currently sweeping through the Pegasi sector in a reign of terror.

Duval, Aisling [Princess]
The 25 year old young socialite and is possibly best known for her eccentric appearances on various Imperial stream shows where she regularly campaigned against the practice of slavery in the Empire.

E

Empire (Achenar)
Imperial society is formed loosely after the image of ancient Rome, with an Emperor at the top and governors bearing the title of Senator. Tradition, appearance and protocol play an important role in everyday life, and the nobility in particular cares greatly for fashion and art.

Expansion
The attempt by one power to use force and/or political power to expand into another system. Depending on the power involved, different tasks may be required for its supporters. Before expanding a process of successful preparation must be undergone.

Exploited Systems
A power's exploited systems are all systems it takes Command Capital from with a 15 light year radius from its Control System.

F

Factions
Minor factions generally control individual areas of space within a system. Normally one minor faction will be dominant, controlling the lion's share of space. Major factions are huge super powers that control vast swathes of inhabited space. Many, but not all, minor factions align themselves with major factions, adopting their laws and customs.

Federation, The Interstellar
The cradle of human civilisation, Sol houses the birthplace of humanity and the headquarters of the Federation, including the Federal Congress where representatives of all member worlds meet to vote on policy. Openly democratic, powerful corporations have significant Influence over politics as well as the populace, which is kept docile with a constant bombardment of entertainment and advertisements.

Fortify
Supporters of a power can temporarily reduce the CC upkeep of a control system by completing fortify tasks for it during the cycle, which increase the system's fortify value.

Every control system has a fortify success trigger. If at the end of a cycle a system's fortify value is greater than its fortify success trigger its CC upkeep is reduced.

G

Galactic Standing
At the end of each cycle the galactic standing of currently active powers is calculated, allowing the powers to be ranked relative to each other. A power that is in the bottom three ranks of the galactic standing list is at risk of collapsing and vanishing altogether.

H

Hudson, Zachary [President]
The Republican is generally seen as a hardliner with close contacts to the military-industrial complex, first and foremost the Federal Navy and the Core Dynamics megacorporation. Hudson has indicated that he wishes to refocus Federal culture by introducing general conscription for any unemployed citizens under 40 and to strengthen the military against perceived Imperial aggression.

I

Independent Factions
Non-aligned factions fighting against the rule and power of the Empire, Alliance and Federation. These include Pravan Antal's Utopians, The Kumo Crew and Li Yong-Rui, CEO of Sirius Corporation.

J

Joint Success
A system that is both fortified and undermined at the end of a cycle is counted as neither – each state cancels out the other.

K

Kumo Crew
The Kumo Crew is a roving warband of militant nomads run by Archon Delaine.

L

Lavigny-Duval, Arissa [Princess]
The illegitimate child of Lady Florence Lavigny and Emperor Hengist Duval. Arissa is regarded as the conservative choice, concerned with upholding tradition & rooting out corruption - so much so that her "Shield of Justice" has forcibly invaded other Senators' territories in pursuit of enemies of the throne.

M

Mahon, Edmund
An idealist who firmly believes in the right of self-governance, whilst honouring interstellar treaties and making a distinction between the people's will and a faction in control. As Prime Minister of the Alliance, he wields considerable diplomatic influence, and is a strong supporter of free trade.

O

Opposition
Expansion can be directly opposed by supporters of foreign powers when they complete opposition tasks in the system. Completing these tasks increases an opposition value. For expansion to be successful, the expansion value must be greater than both the success trigger and the opposition value.

P

Patreus, Denton [Senator]
The Senator from Eotienses is a leading figure in the Imperial Senate and command much respect from his fellow nobles. Albeit comparatively young, his charisma and Influence render him a serious candidate for the throne, whose succession he considers no longer about blood, but merit. The Senator owns a sizable network of corporations as well as one of the largest private fleets in the Empire. Patreus is allied with Zemina Torval.

Pledge (see Benefits)

Powergrid
Grid devised by Cmdr. Weylon to show all the different PP actors Exploitation Bonuses.

Preparation
Once you've pledged support to a power, you can prepare systems for expansion. Any system may be prepared for expansion but the system MUST:
be inhabited, must not be a control system for

a power, must not be an exploited system for a different power. Each system's expansion cost will be deducted from the power's CC reserve at the end of the cycle if the system is chosen. A system cannot be prepared if its expansion cost is greater than the power's current CC reserve.

R

Ranking (see Galactic Standing)

Revolt
Systems will revolt at the end of the cycle if the Power is running a CC deficit. Systems in revolt are no longer controlled by the power and can be expanded into. Also see Turmoil.

S

Sirius Corporation
Formed in 2350 and run by CEO Li Yong-Rui. It has long stood at the forefront of exploring and exploiting the riches of space. The first corporation to assume ownership of an entire star system almost a thousands years ago, Sirius has since spread its Influence across the sector and became a leading supplier for drive fuel across human space.

T

Torval, Zemina [Senator]

Senator Torval is possibly best known for her patronage of the Imperial Slaver's Guild and her political activities in furthering the universal acceptance of slavery or relaxing the laws surrounding it. She is a major shareholder of the Mastopolos Mining Corporation, which was recently in the news due to rumours of Imperial slaves not being treated according to law and two subsequent slave rebellions.She also owns and operates Lagerkvist Gateway, a starport known to be a major slave market and retraining centre.

Turmoil

Turmoil occurs when a Power begins a cycle with a deficit of CC. Effectively does not have the strength to maintain control over all of the systems it controls. It's system with the highest upkeep is removed from the power's CC reserve and additional systems fall into turmoil until the power has a positive CC reserve. Also see Revolt.

U

Upkeep

Upkeep is the cost in CC to a power to maintain its Control Systems. The further away a system is from the Power's home system, the more costly the upkeep.

V

Vote Nominations

Once supporters become influential within a power they may vote for a preparation top ten entry from the preparation tab to directly increase preparation for it, increasing the likelihood of an expansion attempt being purchased for it.

W

Winters, Felicia

The former Secretary of State has assumed the role of Shadow President, leading the Liberal opposition against the Republican government of President Hudson. Winters was a close friend of Jasmina Halsey and critical of the corporations' far-reaching Influence within Federal space, on record as saying that the corporations have a responsibility to care for the people. With a focus on educational issues and Federal aid programmes, Winters hopes to win the support of the people by promoting the civil values of the Federation as opposed to President Hudson's military power projection.

Withdraw (Support)

You can leave a power at any time. Should you leave a power, all benefits are immediately revoked, but any modules unlocked as a reward and purchased are kept. Once you have left a power there is a "cooling off" period before you can join a new power.

Y

Yong Rui, Li

At 103 years old Li is the CEO of the Sirius Corporation, but little is currently known of his early years and background. His allegiance to the Independent movement is driven by his desires for monetary gain.
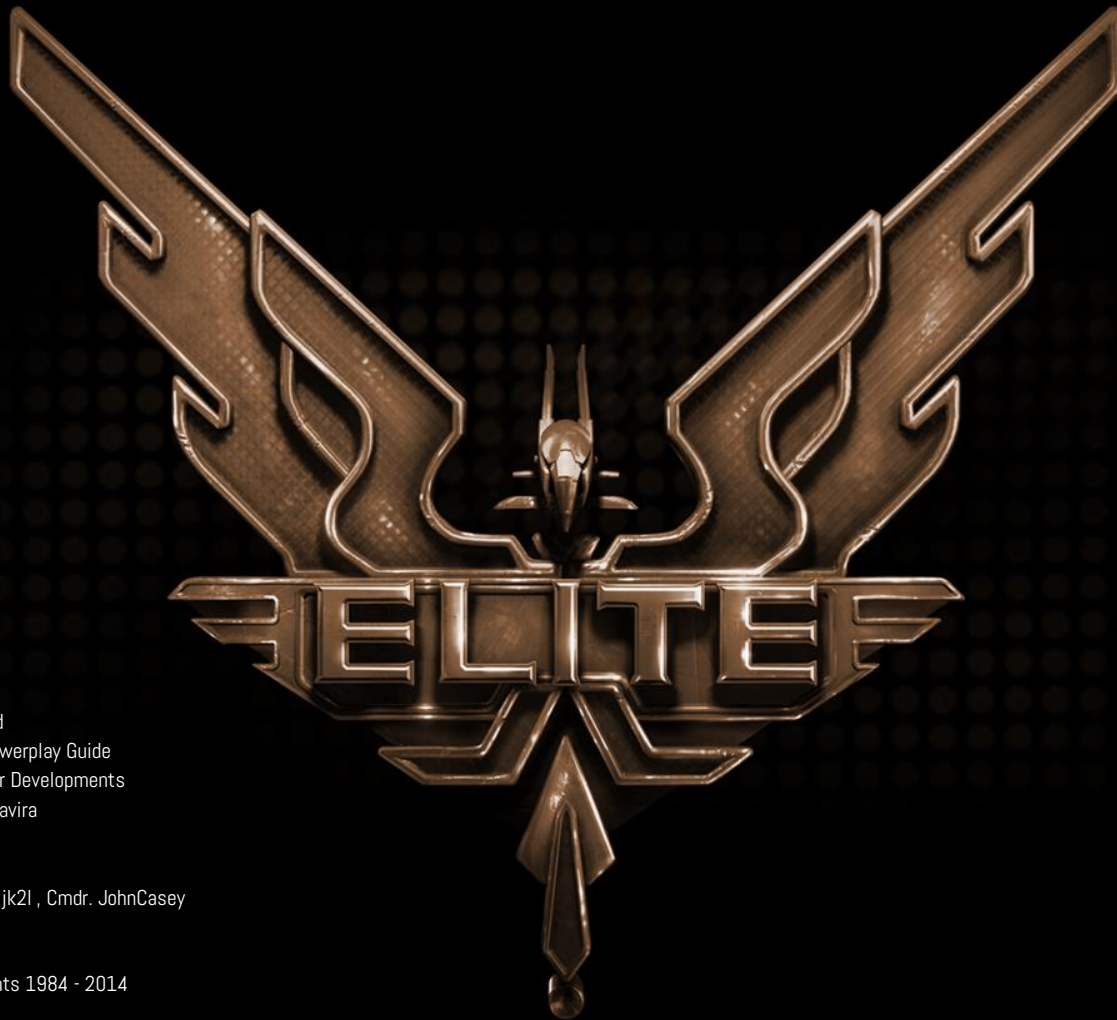
Updates, News & Information

05/06/15
Version 1.0 published.

08/06/15
Version 1.01 published.
Changes made to Powerflow chart re: Undermining and Fortification
Changes made to all Power Control Effects (pages 13-27) and here and here as per Frontier official changes.
Document version added to front page. Clicking text hyperlinks to this updated page.

09/06/15
Version 1.02 published
Added a basic Powerplay A-Z to pages 32-34

05/04/16
Version 1.03 published
Graphic added to page 6 to show basic powerplay cycle.
Some minor text and graphic changes.

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