

US1: MULTI-SYSTEM NPRS

As a 3rdR campaign progresses the player races get larger and more powerful and any newly generated Non-Player-Races provide no more than a tasty snack. Therefore, a couple of years ago I created some rules for mid or late game, multi-system NPRs. Several people have asked for these rules so I thought I would include them in US#1 and let people use them or modify them as required.

US1.1 The amount of starting PU rolled for the NPR homeworld is increased by half a percent multiplied by the current game turn. *e.g. after eighty turns, the amount of PU generated for the NPR homeworld is increase by forty percent.*

US1.2 When making the System Exploitation Roll for the NPR, divide the current game turn by two (FRU) and add the resulting number to result of the roll.

US1.3 In addition to the normal six turns of income which forms an NPR's starting fund, The NPR gains a number of turns of extra income equal to the current game turn divided by ten (retaining fractions).

US1.4 The NPR Fleet is limited to a size where the total maintenance as a percentage of income is no greater than the warship percentage from the starting fund. If this means that a race cannot spend all of its warship fund, it may spend the money on bases (not space stations) to bring down the maintenance cost.

US1.5 The NPRs Mothballed Fleet is limited to a cost equal to that of the active fleet

US1.6 If there is still money in the Warship Fund after following the above rules, add it to the Freighter Fund.

US1.7 If the system exploitation roll exceeds 120%, money from the Freighter Fund may be spent on unarmed survey ships which do not count against the maintenance limit above.

US1.8 If the system exploitation roll exceeds 120% the race has discovered warp points prior to first contact and has explored nearby systems. For every 30% above 120% (FRU), the NPR has explored one transit out from their homeworld. The outer ring of systems will have system body surveys but not warp point surveys.

e.g. A race with a roll of 160% will have explored two transits out but will only have carried out WP surveys for those systems one transit away.

The population generated from the system exploitation (SE) roll may be placed in any of the new systems. The SE roll and any population emplacement is carried out before calculation of the number of IUs and the per turn income. Once the systems have been generated the entry WP of the discovering race is relocated to a random system (which may end up as the same system anyway). If this system has been surveyed then the entry WP is automatically closed. Play then continues as normal.

US1.9 Alternatively, for even more challenging late game NPRs, just allocate population on a reducing basis based on the distance from the home system. *e.g. 1-2 transits, all habs maxed, 3-4, all habs at half, 5-6 all habs at one quarter max.*