

CHAPTER 31 RACE GENERATION

Empire Creation

A number of things are required to define an empire. A home system should be generated according to the rules presented in System Creation (on page 71). In addition, a racial profile should be created. Each race starts with 1 year of income (12 x starting system income). Each race starts with a "Fleet fund" equal to 36 x starting income. Starting population is a Small Core population (250 PP). Empires start with 4 INF units and 1 HQ unit on their homeworld.

Racial Profiles

Each race has four characteristics to define them. These are Willpower (WP), Arrogance (AR), Aggressiveness (AG), and Xenophobia (XE). Each characteristic ranges from 1-100 and does not change.

Willpower (WP) - This is a measure of how stubborn a race can be. Higher Willpower races will tend to be more stubborn.

Arrogance (AR) - This is how the race deals with others. Higher Arrogance scores show a tendency to try to dominate other races.

Aggressiveness (AG) - This is a measure of how likely a race is to initiate hostile actions. Higher scores are more hostile.

Xenophobia (XE) - This is a measure of how much a race will like or trust other races. High Xenophobia scores are less likely to trust others.

Traits

Each race should choose an atmosphere that is considered breathable. A race may only choose one atmosphere to breathe.

Each race should start with a base of 6 points for Advantages. Additional points can be attained through Disadvantages. It is suggested that a cap on points from Disadvantages be in place.

Advantage	Point Cost
Tainted Atmosphere – Oxygen	0*
Tainted Atmosphere – Carbon Dioxide	0*
Tainted Atmosphere – Nitrogen	0*
Hostile Atmosphere – Hydrogen	4**
Hostile Atmosphere – Methane	4**
Hostile Atmosphere – Sulfur Dioxide	4**

Advantage	Point Cost
Hostile Atmosphere – Vaporous Dihydrous Monoxide	4**
Atmosphere – None	8/2 ⁺
Research Bonus +5%	2
Troop Bonus +5%	2
Espionage Bonus +5%	2
Industrial Bonus +5%	2
Research Bonus +10%	4
Troop Bonus +10%	4
Espionage Bonus +10%	4
Industrial Bonus +10%	4
Increased Base Grade (Average)	4
Increased Growth Rate +5%	4
Gravity Tolerance 1	4
Capitalist +5%	4
Long Lived	4
Strong	4
High Morale	4
Loyal	4
Increased Growth Rate +10%	6
Increased Base Grade (Veteran)	8
Gravity Tolerance 2	8
Capitalist +10%	8
Hive Mind	8
Machine Intelligence	8/2 ⁺⁺
Psychic Race	10
Crystalline Race	10
Lithovore	10
Covert	8
Elusive	8
Warp Theorist	10

Table 98 Racial Advantages

*One only. May not choose another atmosphere type.

** One only. May not choose another atmosphere type.

⁺ If the race is a Lithovore, the cost is 2, otherwise it is 8.

⁺⁺ If a Machine Intelligence is also a Hive Mind, the cost for Machine Intelligence is 2.

Advantages

Tainted Atmosphere – Oxygen Race breathes Oxygen.

Tainted Atmosphere – Carbon Dioxide Race breathes Carbon Dioxide.

Tainted Atmosphere – Nitrogen Race breathes Nitrogen.

Hostile Atmosphere – Hydrogen Races breathes Hydrogen.

Hostile Atmosphere – Methane Race breathes Methane.

Hostile Atmosphere – Sulfur Dioxide Race breathes Sulfur Dioxide.

Hostile Atmosphere – Vaporous Dihydrous Monoxide Races breathes Vaporous Dihydrous Monoxide.

Atmosphere – None Race can live in a vacuum. Races with this advantage treat a vacuum as an OI of 1 instead of -4.

Research Bonus (+5%/+10%) Race has a bonus of +5%/+10% to their cumulative research points gained.

Troop Bonus (+5%/+10%) Race has a bonus of +5%/+10% to ground combat attack rolls.

Espionage Bonus (+5%/+10%) Race has a bonus of +5%/+10% to espionage actions.

Industrial Bonus (+5%/+10%) Race has a bonus of +5%/+10% to industrial output.

Increased Growth (+5%/+10%) Race has a bonus of +5%/+10% to racial growth.

Gravity Tolerance (1/2) The race adds 0.25 or 0.5 to the OI from gravity.

Capitalist (+5%/+10%) Race adds 5%/10% to tax income. This bonus does not count towards excessive taxation.

Long Lived Racial Personalities live for 10 years longer than normal.

Strong Ground units gain 10% bonus to combat values (round up).

High Morale Ground Units have a morale cap of 140.

Loyal Rebellion chances reduced by 10%.

Increased Base Grade (Average/Veteran) Race's base crew grade is Average or Veteran.

Hive Mind The race shares a consciousness amongst all members. Crews start at Crack. Personalities may not exceed 1600 experience. Hive Minds must take Consciousness Government modifier and may not take Individual Government scope.

Machine Intelligence The race is not organic, or has modified itself to include more technology than organic. Machine Intelligence races are considered to have an Atmosphere – None attribute. A Machine Intelligence race is granted one 2 point attribute, but suffers all of the -1 point attributes (excepting the one in opposition to the advantage).

Psychic Race The race has access to the Psychic Technology Tree.

Crystalline Race The race has access to the Crystalline Technology Tree.

Lithovore The race lives on minerals and uses the MI for base maximum populations instead of OI.

Covert The signature of the race's ships is reduced by 10% (round down).

Elusive The ships of the race have an innate ECM 1 value.

Warp Theorist The ships of the race generate 10% more power than normal.

Disadvantages

Disadvantages	Cost
Research Penalty -5%	-1
Troop Penalty -5%	-1
Espionage Penalty -5%	-1
Industrial Penalty -5%	-1
Decreased Base Grade (Poor)	-1
Decreased Growth Rate -5%	-2
Gravity Intolerance	-2
Weak Capitalism	-2
Free Spirit	-2
Excessive Spending	-4
Short Lived	-4
Weak	-4
Low Morale	-4
Overt	-6
Tangible	-6
Energy Inefficient	-8

Table 99 Racial Disadvantages

Research Penalty -5% The race has a penalty of 5% to gained research points.

Troop Penalty -5% Race has a penalty of 5% to ground combat.

Espionage Penalty -5% Race has a penalty of 5% to espionage actions.

Industrial Penalty -5% Race has a penalty of 5% to industrial output.

Decreased Growth -5% Race has a penalty of 5% to racial growth.

Decreased Base Grade (Poor) Race's base crew grade is Poor.

Gravity Intolerance The race subtracts 0.25 from OI due to gravity. Homeworld gravity OI is *always* 1.0.

Weak Capitalism The race gains 5% less taxes. This does not count towards excessive taxation.

Free Spirit Rebellion chances increased by 10%.

Excessive Spending The race spends 5% extra when paying for anything.

Short Lived Racial Personalities live for 10 years less than normal.

Weak All ground units have $\frac{3}{4}$ normal values (round up).

Low Morale All ground units start at 60 Morale and have a cap of 100.

Overt The signature of the race's ships is increased by 10% (round up).

Tangible The ECM on ships of the race function one level lower. If no ECM is present, the ship's signature is increased by 10m.

Energy Inefficient The ships of the race generate 10% less power than normal.