

Appendix AGE – Aging Out

Aging-out mechanics represent ‘automatic entropic effects’ built into the game, triggered by the end of processing of each Regular Turn. There are five ‘resources’ in the game that are affected by aging-out processes: Acts (Powerstrip), Resource Points (Treasury), Aspects (Public Space), Enlightenment (Colleges) and Special Operations Missions (Galactic Space).

- **Acts:** There is a 15% chance at the end of each Regular Turn, before new Acts are placed that each remaining Act on the Powerstrip will ‘age-out’ as political will dissipates, opportunities are lost and political theatre distraction sets in... ¹
 - Scenes never ‘age-out.’ However, all Scenes on stars and planets will be lost if the star or planet is no longer on any position’s Public Space at the end of any Regular Turn.²
- **Resource Points:** Resources don’t last forever; you have 50 apples today, a month from now you will have 50 rotten apples crawling with bugs. While resources are accumulated as ‘points’ in an imaginary pool called the Treasury, at the end of each Regular Turn, between 10% and 30% of RPs *in the Treasury* will be automatically lost due to various general entropic effects (this is not a Concierge Intervention). Five percent will be added to the loss for each disrupted Government Title at the end of the Regular Turn.³
 - RPs on Cargo Ships do not ‘age-out’ so it is possible to end-run the aging process by storing RPs on Cargo Ships. Presumably, they represent hard RPs, not soft RPs, however, RPs loaded onto Cargo Ships become immediately less useful (e.g., you cannot use them to fund Technological Research or recruit Special Operations Missions). If this becomes an abuse in the game (and players should never seek to abuse the mechanics of the game), there are ways of dealing with it in-game, e.g., Interventions.
- **Aspects:** The primary quality of Aspects are that they are momentary, transitory; the mood changes, values recede from the forefront, times change. As a result, Aspects are not permanent. Aspect pieces have a light side and a ‘dark side’; on the turn they are placed, they are placed light side up (or occasionally, the dark side up, at the judgment of the Concierge). At the end of each Regular Turn, the Aspects that started the turn with the light side up are flipped to the dark side, and Aspects that started the turn with the dark side showing are removed at the end of the Regular Turn. ... Thus, Aspects age off the Public Spaces if they are not removed before then due to other causes.⁴
 - Each time the Census Power is activated there is a 30% chance that each Proficiency will be eliminated from the Public Space due to turnover of generations. ... Each time a Government Title becomes disrupted or changes, there is a 20% chance that each Proficiency on the Public Space will be eliminated.⁵
- **Enlightenment:** Immediately prior to Faculty generation (i.e. College Tries) each Regular Turn (after the operation of Institutes and Enlightenment), half of the Faculties in each

¹ See Managing Act, 3 The Sidereal Stage, p. 123.

² See Lost Scenes, 3 The Sidereal Stage, p. 123.

³ See Ageing Resources, 2 Taxation & Census, p.

⁴ See Between the Candle and the Stars, 2 Culture, pp 366-367.

⁵ See And the Cradle Will Rock, 3 Culture, p. 382.

College's 'class' will retire (i.e. 'age-out' like RPs in the Treasury). Faculties in a College's 'class' are not immediately lost if the College's Host Colony is Conquered or if the College ceases to function or closes for any reason, but of course, without replenishment, they will eventually dwindle away, losing half each turn. Or put another way, the half-life of a Faculty is one Regular Turn if not used.⁶

- Unused Faculties will be returned to the Classes at the end of the turn, before aging is processed. Faculties committed to Combat Rounds, used or not, will not be returned at the end of the Round or at the end of the Combat.⁷
- **Special Operations Missions:** At the end of each Regular Turn after a Mission (of either type) is either first Recruited or initially Lodged (i.e., not on the initial turn it is Recruited or Lodged), at the end of the Regular Turn there is a 30% chance that each Mission (whether Lodged or not) will be lost as circumstances change, opportunities pass, loyalties change, places change, security upgrades, and agents quit, defect, die or are compromised. This aging process is independent of any losses caused by successful Counter-Operations (see Spy vs. Spy, 3 Special Operations, p. 1323), failure to Lodge, or use of Missions in Black-ops at the location where the Mission is Lodged.⁸
 - This is a matter of game-mechanical timing. A Mission that is Recruited cannot be Lodged on the same Regular Turn; the position must wait until the next Regular Turn to attempt to Lodge the Mission. Thus, Recruited Missions should not 'age-out' before an attempt can be made to Lodge them. And a Lodged Mission should not 'age-out' before the position has at least one opportunity to use it (however, see Treason, 3 Special Operations, p. 1310).⁹
 - Like Special Operations Missions, Counter Operations Missions 'age-out' at the end of each Regular Turn; there is a 50% chance that each Counter Operations Mission will be lost at the end of each Regular Turn. Unlike Special Operations Missions, Counter Operations Missions are not 'expended' or lost during the defense against any operation.¹⁰

⁶ See Tuition & Tenure, 2 Colleges, p. 474.

⁷ See Vampire Suicide, 2 Colleges, p. 478.

⁸ See Ralph Wolf & Sam Sheepdog, 2 Special Operations, p. 1296.

⁹ See Punching Timecards, 2 Special Operations, p. 1296.

¹⁰ See Police Pensions, 3 Special Operations, p. 1322.