

Appendix CON – Writ & Construction Example

The besieged colony of Jerusalem,¹ owned by the Church of the Star (position name, referring to Arthur C. Clarke’s famous 1955 short story), finally received relief in the form of two loaded Cargo Ships which both succeeded in running the Blockade (see *Crashed the Gate Doin’ 98*, 4 Commerce, pp. 1234-1236). It is possible that these Cargo Ships were specially modified Blockade Runners (by a patent and/or enhancements) or maybe they were helped by the native Truly Alien colony that is also in the system and not owned by the besiegers.

- ✓ “Why he didn’t shoot, well, we’ll never know, Or was it the bells from the village below?” – The Royal Guardsmen, “Snoopy’s Christmas” (1967).

The problem is that the colony needs multiple Construction Activations in a single Regular Turn (so that the RPs are not wasted), in addition to Unloading RPs at the colony. Fortunately, there is a pill for this problem – activation of a Writ at the colony to gain extra Construction Power Activations and possibly even dip into the domestic subsistence to exceed the GDP limits (i.e. the Directive).

The Writ is associated with the Construction Power, which must be activated at the target colony on the Regular Turn that the Fuzzy Group is actualized. The required Fuzzy Group must contain a Panic Aspect and Engineering Proficiencies and the Fuzzy Group currently exists on the Public Space. The Writ is based on a previous siege in the game where a colony was eventually obliterated (i.e. the History) and states simply “Never Again” (this is possibly part of The Body). Finally, all of the Conditions Precedent exist, mainly, a siege condition at a Friendly Colony; the besiegers may also be the ones who did the previous dirty deeds.

- ✓ See 2 Writs generally, pp. 438-439, for the form of the Writ, outlined above.

Activation of the Writ however will be costly in terms of the Fuzzy Group that will be removed from the Public Space (see *Actualization*, 4 Culture, p. 406) and might eventually need to be replaced if the Writ is to be used again. This will cost future activations of the Culture Power to Expose Aspects and Perfect Proficiencies (see generally 2 and 3 Culture). Still, in the heat of the moment, the heat of the night... it seems reasonable.

- ✓ Activation of the Writ satisfies the Interpretation requirement for the Construction Power activation on the same Regular Turn, meaning that no News Event must be published (but one must be provided, just in case), see *Writ of Extent*, 3 Writs, p. 444.

So the decision taken, the Writ will be activated at the colony to gain a ‘free’ extra Construction Power activation on an emergency basis. As it was expected on the previous turn that Construction would occur at the besieged colony this turn, a Scene was placed on the colony. The extra Construction Power activation by use of the Writ temporarily abrogates the rule that the Construction Power may only be activated once per Regular Turn at each colony (see *Construction Zone*, 1 Construction, p. 661).

Further, the Unload RPs activation of the Commerce Power and the Construction Power activations at the colony may all share the same Scene at the colony, so only one Scene is used (see *Material Handling*, 1 Construction, p. 664). And sharing a Scene in this way also insures that the Unload

¹ According to militaryhistorynow.com, “Surprisingly, the most besieged city in history is Jerusalem, having been surrounded and attacked as many as 27 times, beginning in 1443 BCE. Over the next 2600 years, the holy city would be cutoff by King David, the Egyptians, the Philistines, the Ethiopians, the Syrians, the Assyrians, the Babylonians, the Macedonians, the Romans (several times), the Arabs, the Crusaders, and finally the Tartars.” – Editors, “Surrounded – Some of History’s Most Incredible Sieges,” August 31, 2012.

RPs at the colony will execute before the Construction Power activations allowing the RPs to be used for Construction (an exception to the processing rules in *Clockwork Universe*, 3 *The Streams of Time*, p. 90).

With the normal Construction Power activation, plus the extra Construction Power Activation from the Writ, and the RPs downloaded from the Cargo Ships, it's time to party! What to do?

There are some unfinished warships at the colony, so an activation of the Construction Power for the purpose of Ship Building might be mandatory so that the warships can be completed with the parts brought by the Cargo Ships (manufactured parts being represented by the RPs value of some of the cargo) allowing the new warships to operate and defend themselves, possibly even engaging the besiegers in Ship Combat to break the siege?

- ✓ Unfinished ships are in danger from Raid/Strike attacks against the colony (see *Fire Fall*, 4 *Carriers & Fighters*, p. 1086) or could be destroyed if the attacker resumes the Colony Combat after reinforcements arrive. Unfinished ships (i.e. Keels) are attached to the colony and have no defense or ability (see *Shipbuilding*, 3 *Construction*, p. 675). Due to this danger, it is unlikely that the Construction Power will be activated to Lay Keel on this Regular Turn (unless the position is just brazen), unfinished ships are of no use.

The second Construction Power activation (the free one) is more debatable. If activated for the purpose of Ship Supply, it would allow Fighters, Ship Missiles and/or Enhancements at the colony to be transferred to the new Warships (see *Costly Resupply*, 3 *Construction*, p. 679) if they existed at the colony before the beginning of the current Regular Turn (see *Transfers*, 3 *Construction*, p. 680). This may amount to degrading the colony's defense to give the new warships a better chance in a ship combat against the besiegers.

- ✓ It is possible, but unlikely that Colony Enhancement will be used in this case to build Industry at the colony – unless the position thinks the colony will not be captured and/or is thinking more long term. It could be an interesting option.

However, if the warships are not intended to sally forth against the besiegers or it is not sure they can win a combat (they may instead run the blockade and escape by initiating interstellar movement, see *About to Put the Hammer Down*, 4 *Commerce*, p. 1236), it may be prudent to instead use the second Construction Power activation for the purpose of Colony Enhancement to build additional Defense Bases (see *Orbital Platforms*, 2 *Construction*, p. 666). Fighters and Ship Missiles might also be constructed by the same activation of the Construction Power for the purpose of Colony Enhancement (see *On the Flight Deck*, 1 *Carriers & Fighters*, p. 1047 and *Torpedoes at Trafalgar*, 4 *Carriers & Fighters*, p. 1079).

Finally, the second activation might be used for the purpose of Colony Defense Era Upgrade if 1) the position's current Era is higher than the Era of the colony's Defense Bases and 2) if the Cargo Ships delivered enough RPs to complete the upgrade (or complete a previously begun upgrade) with the addition of the colony's GDP (see 2 *Combat*, pp. 954-955). The Cargo Ships brought the critical parts manufactured on other worlds. While this will not offensively break the siege, it would be a rude surprise if and when the attackers resume the Colony Combat. It may be decisive if the attackers are annihilated, ending the siege.

- ✓ Activation of the Construction Power for the purpose of Colony Enhancement is not the same as the activation for the purpose of Colony Defense Era Upgrade (see *Orbital Defense Base*, 2 *Construction*, p. 668).