

Appendix DE&A – Disruption Events, Inactive Constructural Elements & Apostasy

Effects of inactive Constructural Elements on colonies and ships (all references are to 2 Constructural Elements):

- Each inactive Constructural Element adds 15% to the chance of a Power Activation failure at the target colony or ship (Power Off, p. 193).
 - The maximum chance is 50% with three inactive Constructural Elements; it becomes a coin flip whether the colony or ship obeys, executes, or not.
 - Enlightenment assigned to the Power Activation may be applied to reroll.
- Inactive Epistemological Constructural Element (Skool Tyme, p. 190):
 - Operation of College is suspended if Host World has an inactive Epistemological Constructural Element,
 - Units with an inactive Epistemological Constructural Element cannot receive the benefit of Enlightenment,
 - Research Groups are disrupted if they are not adjacent to a sovereign colony with an active Epistemological Constructural Element
- Inactive Symbolic Constructural Element (Waving the Flag, p. 190):
 - Capital Colony with inactive Symbolic Constructural Element loses its Capital status and cannot access the Diplomatic Spaces,
 - Adjacency to an active Symbolic Constructural Element on a colony is required to form a Fuzzy Group (the formation can be there, but it's not a Fuzzy Group),
 - The Diplomacy Power can only be activated to Form Meanings while the Capital Colony status is suspended due to an inactive Symbolic Constructural Element.
- Inactive Ideological Constructural Element (Body Politic, p. 190):
 - Colony or ship with inactive Ideological Constructural Element cannot be affected by a Writ activation,
 - Adjacency to an active Ideological Constructural Element on a colony is required to form a Fuzzy Group (the formation can be there, but it's not a Fuzzy Group).

The following events can cause Constructural Elements to become inactive at colonies:

- Chance of inactivation of Constructural Elements is Base Chance (in parens) + 3% per Government Title over three + 5% per currently disrupted Government Title + 2% if position had a Disruption Event the previous Regular Turn + 8% if the same colony had a Disruption Event the previous Regular Turn.
- Each Disruption Event can only occur at a colony once per Turn Cycle, however, a single colony can suffer multiple different Disruption Events in a Turn Cycle or even at the same time, with an individual check for each.
- All Disruption Events at colonies generate an Intervention Potential Plus (IP+).
- A siege condition itself does not affect the colony's Constructural Elements, but the events leading to the siege condition can generate Disruption Events at a colony.
- The following are Disruption Events at colonies listed in 2 Disruption, with base chances:
 - Loading Population from Colony (2%, Highschool Friends, p. 272),
 - Unloading Population to Colony (5%, The New Neighbors, p. 273),

- Forced Balkanization (4%/8%, also an IP+ for all positions that have colonies already on the planet, Forced Balkanization, p. 273),
- Population Growth on surface colony from Census exceeds Maximum Habitability resulting in lost growth (3%, Peaches for Mad Molly, p. 273),
 - Population Loss from reduction of Maximum Habitability (5%, *Id.*),
 - Colony Planet loses Habitability Class (8%, *Id.*),
 - Colony Planet loses both Habitability Class and Maximum Habitability at the same time (15%, *Id.*),
- Destruction of Colony Ships resulting in loss of population (2%/4%, Vesta & Tellus, p. 274), check is made at the origin colony(s) of the population,
 - Destruction of Orbital Cities resulting in loss of population or an Orbital Shipyard (3%/10%, *Id.*), check is made for all colonies on the planet below (not just the owner of the platform or of the same Native Population Type),
- Population is killed/destroyed by hostile act on surface colony (15% base or the percentage of total population killed, whichever is more, Mars Bombing Run, p. 274),
- Colony owner retreated from or was eliminated in a Ship Combat in the same system, including non-warships (10%, The Burning Sky, p. 275),
 - All colony Defense Bases were eliminated in Colony Combat or alien warships arrived and the colony has no Defense Bases (20%, *Id.*)
 - If either the Ship or Colony Combat was a First Contact, add 5% (*Id.*),
- Ongoing Ground Combat at the colony at the end of any Regular Turn (20%, Downfall, p. 274),
 - Add 5% if enemy force is larger than defending force (*Id.*),
 - Add 8% if total RP value of attacking force is equal to or greater than 1/3 of the defending colony's theoretical taxation value (*Id.*),
 - Add 10% if Industry or Technological Device was destroyed during the Ground Combat since previous Regular Turn (*Id.*),
 - Subtract 2% if defending Ground Units are larger than attacking Ground Units (*Id.*),
 - Subtract 3% if Ground Combat is between two colonies on the same planet and/or if aliens are assisting in the defense of the colony (*Id.*),
- These checks only apply to Host Worlds:
 - Destruction, removal or dissolution of College (10%, Extinguishing the Light, p. 276),
 - College is unendowed (5%, *Id.*),
 - Destruction, removal or dissolution of Corporate or MegaCorporate Headquarters (5%, *Id.*)
 - Unlike normal Disruption Events, these checks will continue for 2 to 4 turns afterward.
- Taxation exceeds more than is allowed by the base rules, i.e. dipping into the domestic subsistence (10%, Barrowing the Future, p. 276),
- All Disruption Events at the time of colony conquest are resolved before transfer of sovereignty. The conqueror inherits the mess, as usually happens in history.

- If a colony is completely destroyed either by hostile action or environmental degradation, an IP+ attaches to both the former owner and the position representing the colony's Native Population Type (maximum one IP+, The Way of the Dodo, p. 276).

The following are *additional* Disruption Events or modifiers applying to colonies controlled by a position:

- 5% is added if population is Loaded from a Conquered or Converted Colony (Eviction Notice, 2 Disruption, p. 278), relating to Highschool Friends, p. 272.
- Looting a Conquered Colony (25%, Hager's Faucet, 2 Disruption p. 278) in addition to other Disruption Checks such as for loss of population from Looting or Forced Balkanization,
- When a Minor Race is involved, the Concierge may dole out IP+ assessments based on judgment of the situation (Trail of Tears, 2 Disruption, p. 278),
- At the end of any Ground Combat in which the defenders were victorious (15%, The B-Team, 3 Disruption, p. 281),
- At the end of any Colony Combat in which the defenders were victorious (5%, The B-Team, 3 Disruption, p. 281).

The following events can cause inactivation of Constructural Elements on ships:

- End of any combat (15%, The B-Team, 3 Disruption, p. 281).
- Being in a system with a sovereign colony at the end of a Regular Turn (Mutiny on the Bounty, 3 Disruption, p. 282):
 - Inactive Constructural Elements opposing active Constructural Elements on the colony may become active,
 - Active Constructural Elements opposing inactive Constructural Elements on the colony may become inactive,
 - The colonies are not reciprocal effected by the ships, only the ships are affected by the colonies in this way,
 - Multiple checks can occur if there are multiple qualifying colonies in the same system with the ship.
- **Apostasy** (10%, Alieneq Apostasy, 3 Disruption, p. 283):
 - **Apostasy** arises from any non-combat ship interaction with an **alien colony**, or any ship or Ground Unit participating in Orbital Bombardment or Pacification Combat or Looting on a Conquered Colony,
 - **Apostasy** does not occur if the Power Activation failed,
 - Colony Ships which are Landed to form a new colony don't exist, and are not affected,
 - **Alien colony** includes planets inhabited by a Minor Race and Conquered Colonies that are being Looted (which is how Looted RPs have enhanced value),
 - Orbital Cities are considered part of the **alien colony** (no workaround).
 - Constructural Elements *inactivated* by **Apostasy** can only be **reactivated** after a Census Power Activation has occurred (The Apostasy, 3 Disruption, p. 284).

- Activation of the Census Power may cause loss of Proficiencies¹ and Disruption Events from exceeding Maximum Habitability at colonies.²
- An Engaged result from Fighters or Ship Missiles in Combat serves as a partial ‘disruption’ of the target (decreased chances of doing this or that in Combat) during the Combat Rounds only.³

Special Disruptions and Inactivation of Constructural Elements:

- Government Titles can become disrupted.
 - Social and Estate Titles are disrupted if they fail all Conflict Checks at the end of any Regular Turn (Trouble in The Trees, 2 Disruption, p. 270).
 - An Intervention Potential Plus (IP+) is generated when the disruption occurs and at the end of each Regular Turn in which a position has a disrupted Social or Estate Title (Changing the Gardener, 2 Disruption, p. 271).
 - A disrupted Social or Estate Title is removed from the Public Space.⁴
 - Disrupted Titles can either be restored, abandoned or replaced.⁵ Changing an Estate or Government Title generates an Intervention Potential Plus (IP+) (Changing the Gardener, 2 Disruption, p. 271).
 - Structural Titles become disrupted if a position does not have a Capital Colony, if there are no undisrupted Social or Estate Titles, or if the position cannot comply with the requirements of the Structural Title for any reason.⁶
 - Disruption of a Structural Title does not generate an Intervention Potential Plus (IP+).
 - Disrupted Government Titles no longer provide Power Activations or an Act or Scene each Regular Turn.⁷
 - Government Title disruption in the long term can also affect other areas such as increased chance of inactivation of Constructural Elements at colonies (Power Off, 2 Constructural Elements, p. 193) or inability to create or renew Corporations.⁸
- Capital Colonies lose their Capital Status if the Symbolic Constructural Element becomes inactive (Waving the Flag, 2 Constructural Elements, p. 190).
 - Suspended Capital Status blocks access to Diplomatic Spaces.
 - Suspended Capital Status blocks Diplomatic Power Activations except to Form Meanings.⁹ Sort of a ‘Diplomatic Disruption.’ Like when the power goes off and your cell phone battery is dead...
 - Suspended Capital Status does not mean the position does not have a Capital Colony.

¹ See And the Cradle Will Rock, 3 Culture, p. 282.

² See Peaches for Mad Molly, 2 Disruption, p. 273.

³ See Engaged, 2 Carriers & Fighters, p. 1055.

⁴ See Foreclosure of a Dream, 3 Government Titles, p. 615.

⁵ See A House Divided, *et. seq.*, 5 Government Titles, p. 637.

⁶ See World Powers Fall, 3 Government Titles, p. 617.

⁷ See Foreclosure of a Dream, 3 Government Titles, p. 615.

⁸ See We Built This City, 1 Corporations, p. 1244.

⁹ See Stepping Out, 1 Diplomacy, p. 1096.

- Research Groups become disrupted if not adjacent to an active Epistemological Constructural Element on a sovereign colony (Friendly, Naturalized or Converted, but not a Conquered Colony).¹⁰
 - Disrupted Research Groups cannot be used for Development Attempts.¹¹
- Fuzzy Groups become ‘disrupted’ (though the term is not used in the rules text) if not adjacent to a sovereign colony(s) (Friendly or Naturalized, but not Converted or Conquered) that have an active Ideological Constructural Element and either an active Symbolic or Epistemological Constructural Element.¹²
 - Actualization of a Fuzzy Group may cause the Ideological Constructural Element on the adjacent colony to become inactive.¹³
- Kairotic Moments:
 - Ships have an enhanced (‘intensified’) chance of *apostasy* when interacting with **alien colonies** undergoing a Kairotic Moment.¹⁴
 - A ship belonging to a position undergoing a Kairotic Moment may inflict *apostasy* on non-sovereign **alien colonies** with which it interacts (sort of a ‘reverse apostasy’). This is the only time a ship can cause *apostasy* on an **alien colony**.¹⁵
 - The chance of *apostasy* on the colony is enhanced if it is of the same Native Population Type as the position undergoing the Kairotic Moment.
 - Kairotic Moments may also affect the Aspects adjacent to **alien colonies** that share the same planet or starsystem with a colony belonging to a position undergoing a Kairotic Moment; this is not technically a disruption of the colony or *apostasy* (as it does not affect Constructural Elements).¹⁶
 - An **alien colony** located on the same planet as the *Terra Sancta* of the Kairotic Moment has an enhanced chance of adjacent Aspects being effected.¹⁷
 - Ships which have *apostasy* from contact with **alien colonies** undergoing a Kairotic Moment may affect the Aspects adjacent to their own sovereign Friendly or Naturalized colony by interacting with that colony.¹⁸
 - Shared Meanings with the position undergoing a Kairotic Moment and hosting a MegaCorporation enhance the chances of affecting the aspects adjacent **an alien colony**.¹⁹

¹⁰ See Research Groups, 2 Technology, p. 700.

¹¹ See Development Fund, 2 Technology, p. 707.

¹² See Fuzzy Formations, 4 Culture, pp. 405-406.

¹³ See Actualization, 4 Culture, p. 406.

¹⁴ See Wave Motion, 2 Kairotic Moments, p. 1433.

¹⁵ See A Total Gurgler, 2 Kairotic Moments, p. 1433.

¹⁶ See Unfinished Well, 3 Kairotic Moments, p. 1443.

¹⁷ See Frontier Outpost of Syene, 3 Kairotic Moments, pp. 1443-1444

¹⁸ See Ship of Fools, 3 Kairotic Moments, p. 1244.

¹⁹ See Diplomacy in the Hive of Scum & Villainy, 3 Kairotic Moments, p. 1445.