Appendix ENVAL – Enhanced Value & Looting Summary

Enhanced Value

- Enhanced Value applies to Loading from and Unloading RPs to **alien colonies** (i.e. non-sovereign colonies). It accrues to the benefit of the <u>recipient</u> only.[1]
  - o Enhanced Value does not take into account the Native Population Types of either the colony or, theoretically, the ship crew or sovereign, or the source of the RPs.[2]
  - o Loading and Unloading from **alien colonies** makes the Cargo Ships involved subject to *apostasy* – a risk consideration in enhanced value transactions.[3]
- Enhanced Value is created when the owner of the Cargo Ship is not the same as (i.e. different from) the owner of the colony from which the RPs are being Loaded to which the RPs are being Unloaded.[4]
  - o RPs Loaded to an alien Cargo Ship count against the colony's GDP on the owner's next Regular Turn. The RPs subtracted from the position Treasury will, however, be less than what the Cargo Ship received due to enhancement of value.[5]
  - o RPs received by a colony Unloaded from an alien Cargo Ship will be at Enhanced Value and will be available to the colony's GDP on the owner's next Regular Turn; if not used, they are lost.[6]
    - ▪ The enhanced value RPs will be 'dumped' on the colony regardless of the colony's actual needs, unlike Unloading RPs from sovereign Cargo Ships, which only Unload the amount of RPs needed for turn activies.[7]
- Enhanced Value is a boundary-control function in the game, and ***never applies*** to Loading or Unloading RPs between a colony and Cargo Ship owned by the same position (except Looting, *ut infra*), regardless of Native Population Types or in most cases, the political status of the colony (except Conquered Colonies for Looting purposes), or to the transfer of Supplies, Enhancements, and such, regardless of ownership.
  - o Enhanced Value does not apply in these cases, even if the RPs were Loaded from an **alien colony**, as the Enhanced Value was established during the Loading – i.e. no double Enhanced Value, getting it on both ends.
  - o Conversely, RPs Loaded from an **alien colony** and then subsequently Unloaded to another **alien colony** may be enhanced in value on both ends. Whether or not the is profitable to the owner of the Cargo Ship is a matter of the game situation, but it is possible to receive a double enhancement of value in this and in Looting.
- Enhanced value in GGDM is a vague, over-simplistic system that avoids tracking the origin of RPs, ship movement and history and so forth; to the extent that these may be important, the Concierge may use Interventions to apply specific situation game effects.[8]
- Enhanced Value may be obtained in advance by Marketing, except when the RPs in question have been Looted.[9]

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[1] See Enhanced Value and Back End Loading, 2 Commerce, pp. 1193, 1200.
[2] The game does not track the native population types of ship crews or their origin worlds, see Maiden Voyage, 3 Construction, p. 677, and Valarie and the Fleet of a Thousand Worlds, 1 Carriers & Fighters, p. 1052.
[3] See Alieney Apostasy, 3 Disruption, p. 283 and Packing It In, 2 Commerce, pp. 1200-1201.
[4] See Enhanced Value, 2 Commerce, p. 1193.
[5] See Packing It In, 2 Commerce, pp. 1200-1201.
[6] See Intrinsically Profitable, 2 Commerce, p. 1203.
[7] See Downloading, 2 Commerce, p. 1202.
[8] See Enhanced Value, 2 Commerce, p. 1193.
[9] See Marketing, 2 Commerce, pp. 1193-1194 and Black Market, 3 Commerce, p. 1211.

- - Looted RPs do still receive Enhanced Value when Loaded, possibly greater than normal. If Unloaded subsequently to another **alien colony**, they may be enhanced again.
- Enhanced Value does not occur when RPs are transferred between Cargo Ships at a colony, regardless of ownership of the Cargo Ships or the colony, or the source of the RPs.[10]
- Enhanced Value in Unloading RPs to a colony is the actual RPs Unloaded plus a percentage. The percentage may have been previously determined by Marketing, if not, then the positions take their chances randomly at the time of Unloading.[11]
  - Conversely, when RPs are Loaded to an alien Cargo Ship, only unenhanced RPs sufficient to create the Enhanced Value for the recipient are subtracted from the colony owner's Treasury and count against the colony's GDP on the next turn. This may also be established in advance by Marketing, or randomly determined at the moment of the Load RPs.[12]

Looting

- Looting occurs when *any* Cargo Ship Loads RPs from a Conquered Colony.[13]
  - *Any* Cargo Ship includes those of the owner of the Conquered Colony.
  - Looting is not triggered by Unloading RPs to the Conquered Colony, which may be done to enhance the chances of Conversion and for Construction.[14]
- Conquered Colonies are treated as **alien colonies** for the purpose of Load RPs to Cargo Ships owned by the colony's owner. Thus, the Looted RPs are received at enhanced value when Loaded to the Cargo Ship.[15]
  - Conquered Colonies, for the purpose of Load RPs only, are an exception to the sovereignty rule for Load and Unload RPs at colonies.
  - Because the Conquered Colony is treated as an **alien colony**, Cargo Ships engaged in Looting may be subject to *apostasy*.[16]
- RPs Loaded to a Cargo Ship from a Conquered Colony are not subtracted from the position's Treasury, rather, they are subtracted from the colony in the form of industry and enhancements destroyed equal to the unenhanced value of the RPs Looted.[17]
  - Looting is not limited to the GDP of the Conquered Colony.
  - Looting will probably cause population loss at the Conquered Colony as well following the collapse of complex society.
  - Looting is always a Disruption Event at the Conquered Colony.[18]
- Grey areas and trickish issues abound in Looting, which can be handed by the Concierge through story-enhancing use of Interventions.[19]

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[10] See Downloading, 2 Commerce, p. 1202.
[11] See Cha Ching!, 2 Commerce, p. 1204.
[12] See Packing It In, 2 Commerce, p. 1200.
[13] See Looting, 3 Commerce, p. 1210.
[14] See Combat Engineers, 1 Construction, p. 664, and Conversion, 3 Order, pp. 554-555.
[15] See Looting and Black Market, 3 Commerce, pp. 1210, 1211
[16] See Alieney Apostasy, 3 Disruption, p. 283 and Looting, 3 Commerce, pp. 1210-1211.
[17] See Looting, 3 Commerce, p. 1210.
[18] See Hagar's Faucet, 2 Disruption, p. 278.
[19] See Black Market, 3 Commerce, pp. 1211-1212.