Appendix EPAT2 – Existential Patents Quick Summary

- This is a quick reference summary of the attributes of the basic units of the game from the starting Existential Patents. Existential Patents may, and many times must, be purchased during set up for a flat rate, see Appendix IPT2.
- IPs costs refers only to the per unit cost during set-up, see Appendix IPT1. RPs refers to the normal in-game cost to build each unit, shown on the Existential Patent.

Civilian Infrastructure (Construction Power, Colony Enhancement purpose):

- Industry: Cost 2 RPs each (3 IPs). Produces .5 RPs each during taxation. Max 1 Industry for every 2.5 population on Colony.

- Orbital Shipyard: Cost 15 RPs each (30 IPs). Max one Orbital Shipyard per colony. Need 10 or more population on colony to build an Orbital Shipyard. Orbital Shipyard required to build any ship, except Scout Ships. No attack ability, no combat power.

- Orbital City: Cost 20 RPs each (35 IPs). Orbital Shipyard required. Each holds 20 population, does not count against Maximum Habitability. Population on Orbital Cities does not grow during Census, but does produce during Taxation. May have industry, may not move. Population on Orbital Cities may not exceed half the original Maximum Habitability of the planet. No attack ability, no combat power.

Civilian Ships (Construction Power, Laying Keel and Shipbuilding purposes):

- Ship Systems: Required to construct any ship, no cost per ship. Gives two Regular Turns each of Operational Flight Limitation and Operational Supply Limitation.

- Logistical Ship: Cost 15 RPs each (15 IPs). Orbital Shipyard required, built in two turns. May carry 20 RPs worth of Supplies, Fighters, Missiles, or other enhancements (but not RPs). Transfers to other ships during Regular Turns and in combat. Critical to extending Operational Supply Limitation (OSL). Not a warship, but can move using Combat Movement. Must have both a Stardrive Patent and Ship Systems Existential Patent.

- Scout Ship: Cost 8 RPs each at Orbital Shipyard, or 10 RPs each constructed on the ground (5 IPs). No combat power, non-warship, but receives one Defensive Shift in combat. Scout Ships have two extra turns of OFL/OSL, can be constructed without Ship Systems Existential Patent, but a Stardrive Patent is still required.

- Cargo Ship: Cost 8 RPs each (8 IPs). Requires Orbital Shipyard, built in two turns. Can carry 15 RPs of cargo, can only carry RPs (not a Logistical Ship). Not a warship. Capable of *enhanced trade value* at **alien colonies**. Must have both a Stardrive Patent and Ship Systems Existential Patent.

- Colony Transport: Cost 10 RPs each (8 IPs). Requires Orbital Shipyard, built in two turns. Only ship that can load, unload, and transport population factors. Carries 3 population factors of any Native Population Type. Only ship that can establish a new colony (by Landing), during which it is consumed. Non-warship. Must have both a Stardrive Patent and Ship Systems Existential Patent. CET Patent (below) only needed to Land a Colony on Unpleasant and Hostile Class Planets.

- Controlled Environment Technology: Permanent Enhancement on all Colony Ships. Required to colonize bad planets, i.e. Habitability Class Unpleasant or Hostile.

Colony Defenses (Construction Power, Colony Enhancement purpose):

- Ground Defense Base: Cost 15 RPs each (5 IPs). Maximum of 1 per 3 population factors on colony. Chance to fire at Raiders after they attack, converts to Ground Unit during Combat. May not fire during the first round of a Colony Combat, frequently also cannot be attacked in the first round. May not Combat Screen but may be Combat Screened, may not retreat or leave the planet surface. May not have Ship Missiles. Base 20% chance to hit times Era.

- Orbital Defense Base: Cost 20 RPs each (15 IPs). Maximum of 1 per 10 population factors on colony. Orbital Shipyard required, built in one turn. Chance to fire at Raiders before they attack. May have Ship Missiles. May Combat Screen other things in orbit only. Receives one Defensive Shift in first Combat Round of Colony Combat. Cannot retreat or leave the planet. Base 30% chance to hit times Era.

- System Defense Base: Cost 45 RPs each (45 IPs). Maximum of 1 per 30 population factors on colony. System Defense Base requires Orbital Shipyard, built in one turn. May not fire at Raiders. Has extra Ship Missile capacity. Attackers may only target System Defense Bases in the first round of a Colony Combat; attackers may choose to forgo attacking the colony to just attack System Defense Bases. Receives one Defensive Shift in the first round of Colony Combat. Cannot retreat from combat, cannot leave the planet. Base 30% chance to hit times Era.

Warships and Weapons:

- 1st Era Warship: Cost 30 RPs (30 IPs). Orbital Shipyard required, build in two turns. May carry Ship Missiles. May initiate combat, base 30% chance to hit. May reroll failed Hazard Roll during exploration. May destroy population by Orbital Bombardment, may support Pacification Combat after conquest. Average non-specialized warship of the Era. May fire Close-in Defense against fighters.

- 1st Era Carrier: Cost based on RP size, maximum size is 100 RPs in 1st Era. Orbital Shipyard required, two turn build. May load, support and launch Fighter RPs up to half its size. May carry reduced Ship Missile load. Superior damage in Close-in Defense hits against attacking Fighters. Weaker direct fire ability against ships and bases, but cannot be hit in Colony Combat unless it direct fires. Fighters may retreat with Carrier.

- 1st Era Fighter: Cost 1 RP each (2 IPs for 3 RPs). Fighter Complements are measured in RPs. Max 1 RP of Fighters per population factor on colony. Fighters have no OSL, must be attached to ship or colony at all times. Each complement has two Sorties each Combat Round, can hit two different targets. Fighter attacks always resolve first. Requires two hits in same Combat Round to destroy target; Engaged targets have a lesser chance of doing whatever it is assigned in the Combat Round. May intercept and dogfight opposing Fighters. Cannot be intercepted by non-Fighters. May Raid colonies.

- 1st Era Ship Missiles: Cost 1 IP each (2 IPs for 3 RPs). Can be added to any warship or Orbital or System Defense Base for an extra attack ability. Expendable RPs. Resolved last in the Combat Round, resolved like Fighter attacks with some small differences. Engaged results carryover to the next Combat Round. Works best in conjunction with Fighter attacks earlier in Combat Round. Only Fighters can intercept Ship Missiles.