

Appendix EXP – Exploration & Colonization Example

Long ago in a Galactic Space far, far away ... the colony ship *Cllpygn* (named after a prehistoric form of mermaid on their homeworld) arrives in an unexplored system after a mis-jump (damned Concierge!).¹ The Colony Ship must explore the system, a Hazard Roll is made on 1d6, and, alas, the colony ship rolled a 5 and, as it is a non-warship and not a Scout, it is destroyed (see *Then Never Comes*, 3 Expansion, p. 907) by a solar flare because it arrived too close to the star (not the sort of ‘enlightenment’ they were seeking). Unfortunately, the colony ship was the last hope of a dying planet populated by technologically-advanced amphibians without vowels whose water supplies were shrinking and

Long afterward in the same Galactic Space, far, far away ... All webbed paws on deck! The Scout Ship *Callipygian*, built by a technologically-advanced species with vowels and named after an ancient, mythic mermaid goddess, hits the pre-plotted splashpoint in the unexplored system. A Hazard Roll is made, and the result is a 5, the *Callipygian* survives, narrowly avoiding collision with an ancient alien derelict in orbit around the star. The Scout Ship automatically explores the system (no Power Activation required, see *Then Never Comes*, 3 Expansion, p. 907) and sends back the information by FTL communication, along with the exciting discovery of a derelict ancient ship.

The system is immediately placed on the Scout Ship owner’s Public Space at the designated Monad location; it would not have been had the Scout Ship been destroyed in exploration, or for any other reason. The owner of the Scout Ship additionally took a chance that the exploration would be successful, and placed a Scene on the Monad where the star would be placed on the Public Space at the end of the Regular Turn when it was due to arrive. Thus, a Scene was immediately placed on the star since it was on the Public Space at the end of the Regular Turn when Scenes are placed. See *On the Soapbox*, 3 *The Sidereal Stage*, p. 122.

While the exploration was occurring, the position also finished Loading Population to several Colony Transports at a nearby colony, luckily avoiding Power Activation failures (see *Sardine Tins*, 3 Expansion, p. 911), and because there is already a Scene on the star on the Public Space, the Colony Ships can initiate interstellar movement on the next Regular Turn to the newly-explored star to colonize a promising Hospitable Class planet, via the Transport Population purpose of the Expansion Power activation (see *Canned Food*, 3 Expansion, p. 913). The Scenes are removed from the target star and the origin star when movement is initiated.

- ✓ As the Scene is used in initiation of the Transport Population movement, the colony ships are en-route in the Galactic Space and will arrive at the star regardless of whether it is still on the Public Space, thus, the Scout could move onto the next destination. *Id.*

When the Colony Transports arrive in two Regular Turns, they see an Aardvark-var-k-var-kian Scout Ship in the system ... (see *ABBA Arrival*, 2 Information, p. 1340). The Scout belongs to a species with whom they had First Contact previously (see *Bump in the Night*, 1 Diplomacy, p. 1099), so this is not a First Contact situation, but it’s not a happy situation for the owner of the Colony Ships because they will be seen and reported by the alien Scout Ship on The Aardvark-var-k-var-k’s next Regular Turn. Fortunately, it’s just a Scout Ship as the Colony Ships have no military escort. But they can do nothing about it and most proceed in full view.

¹ Normally a Cargo or Colony Ship cannot go to an unexplored system, see *Send the Enterprise!*, 3 Expansion, p. 909.

- ✓ In anticipation of the arrival of the Colony Transports in the previously explored starsystem, the owner designated Monads on the Public Space to place the star with a scene on it that will be required for the Landing (see Colonization, 1 Expansion, pp. 876-877 and The Landing, 4 Expansion, p. 920). Had the Colony Transports mis-jumped... (damned Concierge!).

With nothing else amiss, on the next Regular Turn, the Colony Transports are ordered to Land on the target Hospitable Class planet to form a new colony (thus CET is not required). The target planet is completely uncolonized before the Landing, although it is only necessary that it not contain already a colony of the Native Population Type that is on the Colony Ships (see The Landing, 4 Expansion, p. 920).

As the Colony Transports are at the end of their Operational Supply Limit (OSL), they will not fail to obey the Power Activation to Land (see Spiffy Spaceman, 4 Expansion, p. 920). The successful Landing of at least one Colony Transport is sufficient to found a new colony on the planet. All Colony Transports Landed in this case, thus avoiding the necessity of Unload Population Expansion Power activations on later turns. The Colony Transports are consumed in the Landing (see Pandorum, 4 Expansion, p. 923) and removed from the game universe.

- ✓ Colony Ships that fail the Power Activation to Land may be Unloaded on later turns, or may be resupplied by the new colony (which is now a supporting colony, see Supporting Colony, 1 Movement, p. 839) and sent off to the next colonization target. These situations are equally good and bad, happy and unhappy. If population that failed to Land is subsequently Unloaded to the new colony (see Spiffy Spaceman, 4 Expansion, p. 920, and Opening the Can of... and ...Vienna Sausages, 3 Expansion, pp. 914-915), it will cost extra Acts, Scenes, RPs, and Power Activations, however, the Colony Ships will continue to exist (will not be consumed) and thus they don't have to be replaced (see Pandorum, 4 Expansion, p. 923). If they can be directed off to the next colonization target, that may be fortuitous actually in the overall strategic development of the position, however, the colony where they failed to Land will be smaller than it should have been and thus less immediately productive.

With the new Friendly Colony established, now officially called Callipygian IV and the Pathway formed to a Government Title (see The Claaaw is Our Master, 2 Government Titles, p. 597), the owner is looking toward a Reverse Engineering attempt (see 3 Technology, p. 712) on the ancient alien derelict ship ... however, an Aardvark-var-k-varkian warfleet arrives in the system shortly after the colonization, without initiating combat. The new colony is completely undefended and The Aardvark-var-k-var-k already had a Low Population Friendly Colony on another planet (see 4 Taxation & Census, p. 326) in the same system that was undetected by the Scout and Colony Transports (see ABBA Arrival, 2 Information, p. 1340). Has a trap been sprung?

- ✓ Because The Aardvark-var-k-var-k had a Friendly Colony already in the system, they were able to send the warfleet by normal Movement Power activation, see Engage!, 1 Movement, p. 838. Depending on the distance travelled, they may have departed before the new colony arrived in the system, so it may not be assumed to be a reaction or threat.

Oh, what to do, what to do?.... Send a warfleet, send an e-mail or both? Is The Aardvark-var-k-var-k trying to kick over some anthills? Will he lap up our colony with his long Varkian tongue?

